

Messages Options

Use timestamp

Enables or disables the timestamp for messages.

See also [/timestamp](#), [\\$timestamp](#).

Format

The timestamp format to use.

See also [\\$timestampfmt](#).

Message prefix System

The prefix to use for system messages.

See also [\\$prefixsys](#).

Message prefix Ctcp

The prefix to use for ctcp messages.

See also [\\$prefixctcp](#).

Message prefix User

The prefix to use for regular user messages.

Useable variables

\$pnick = Channel nick with status prefix (also contains nick colors if enabled in [Options](#) -> [Nick Colors](#)).

\$status = Channel status prefix. (@%+)

\$nick = Channel nick.

\$imagechar = Image character, can used as \$imagecharEMOTE\$imagechar

\$nickcolor = Channel nick color (number between 0 and 99)

\$rgbnickcolor = Channel nick rgb color (RRGGBB)

\$linecolor = Message line color.

\$rgblinecolor = Message line rgb color.

\$nickicon = The icon associated with the nick.

Examples

<colorchar> means the control code for colors which can be added using CTRL + K.

<colorchar2> means the control code for rgb colors which can be added using CTRL + SHIFT + K.

\$nickcolor and \$linecolor can be used with the <colorchar> for creating custom colored prefixes.

\$rgbnickcolor and \$rgblinecolor can be used with the <colorchar2> for creating rgb colored custom prefixes.

<colorchar>\$nickcolor[\$nick]<colorchar> becomes **[nick]**

[<colorchar>\$nickcolor\$nick<colorchar>] becomes **[nick]**

The prefix is not evaluated as a script.

See also [\\$prefixuser](#), [Formatting Text](#).

Message prefix Emote

The prefix to use for [emote](#) messages.

Useable variables

\$pnick = Channel nick with status prefix (also contains nick colors if enabled in [Options](#) -> [Nick Colors](#)).

\$status = Channel status prefix. (@%+)

\$nick = Channel nick.

\$imagechar = Image character, can used as \$imagecharEMOTE\$imagechar

\$nickcolor = Channel nick color (number between 0 and 99)

\$rgbnickcolor = Channel nick rgb color (RRGGBB)

\$linecolor = Message line color.

\$rgblinecolor = Message line rgb color.

\$nickicon = The icon associated with the nick.

Examples

<colorchar> means the control code for colors which can be added using CTRL + K.

<colorchar2> means the control code for rgb colors which can be added using CTRL + SHIFT + K.

\$nickcolor and \$linecolor can be used with the <colorchar> for creating custom colored prefixes.

\$rgbnickcolor and \$rgblinecolor can be used with the <colorchar2> for creating rgb colored custom prefixes.

<colorchar>\$nickcolor[\$nick]<colorchar> becomes [nick]

[<colorchar>\$nickcolor\$nick<colorchar>] becomes [nick]

The prefix is not evaluated as a script.

See also [\\$prefixemote](#), [Formatting Text](#).

Highlight matching lines when hovering nicks

If enabled, all lines containing the hovering nick will be highlighted.

Scroll messages when typing

If enabled, typing in the [Editbox](#) will scroll the message buffer to bottom if the buffer is scrolled up.

Make certain part of messages bold

If enabled, interesting parts of some messages like nicks, channel names will be bold.

Enabled:

Nick ([nick!nick@host.com](#)) joins #channel

Disabled:

Nick ([nick!nick@host.com](#)) joins #channel

Automatically copy selected text to Clipboard

If enabled, selected text in the message buffer will automatically be copied to your clipboard when you release the mouse and keyboard focus will be put on the [Editbox](#).

If disabled, CTRL + C keyboard shortcut can be used to copy the text to the clipboard.

Show now talking/rejoined channel messages

If enabled, AdiiRC will show a message "Now talking in #channel" when joining a channel, and "Rejoining...", "Rejoined #channel" when rejoining channels.

Show day changed message

If enabled, AdiiRC will show a "Day changed to X" message in all open windows at midnight.

Strip mIRC tags (colors/bold/italic/underline)

If enabled, removes [control codes](#) from incoming messages.

See also [\\$strip](#).

Strip mIRC tags in Topicbox

If enabled, removes [control codes](#) from the [Topicbox](#).

See also [\\$strip](#).

Use unread line marker

If enabled, shows a vertical line in the message buffer indicating new messages since you last focused the window.

Use small unread line marker

If enabled, the unread line marker will be shown between two messages with no extra spaces around it.

Show empty line at bottom

If enabled, always shows a empty line at the bottom of the message buffer.

ignore nicks for consecutive messages

If enabled, nicks will be hidden if the same person writes several messages in a row.

Enabled:

```
[42:42] <Nick1> text
[42:42]          text
[42:42]          text
[42:42]          text
[42:42]          text
```

Disabled:

```
[42:42] <Nick1> text
[42:42] <Nick2> text
[42:42] <Nick2> text
[42:42] <Nick2> text
[42:42] <Nick2> text
[42:42] <Nick3> text
```

Indenting only works when the Nick column is enabled.

ignore timestamp for consecutive messages

If enabled, timestamp will be hidden if the same person writes several messages in a row.

Enabled:

```
[42:42] <Nick1> text
[42:42] <Nick2> text
          <Nick2> text
          <Nick2> text
[42:42] <Nick3> text
```

Disabled:

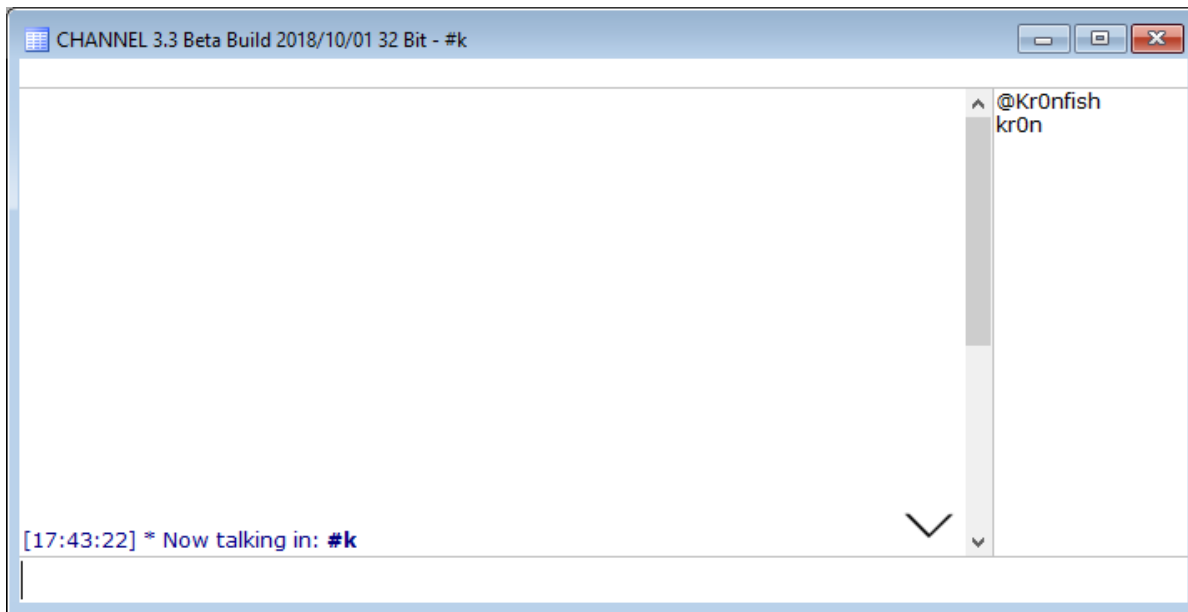
```
[42:42] <Nick1> text
[42:42] <Nick2> text
[42:42] <Nick2> text
[42:42] <Nick2> text
[42:42] <Nick3> text
```

Indenting only works when the Nick column is enabled.

Show scroll icon when scrolled up

When enabled, shows a clickable icon when the buffer is scrolled up, clicking it will scroll the buffer to the bottom.

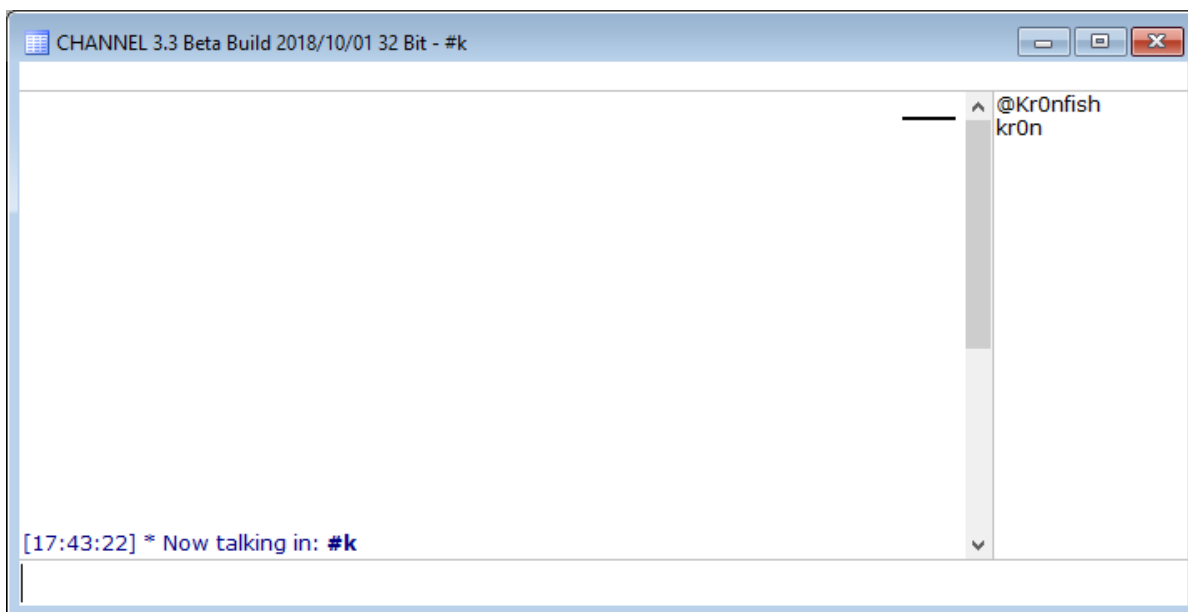
The icon will by default switch from white to black depending on the message buffer background color.



Show line marker icon when scrolled up

When enabled, shows a clickable icon when the unread line marker is available but not currently in view, clicking it will scroll the buffer to the unread line marker.

The icon will by default switch from white to black depending on the message buffer background color.

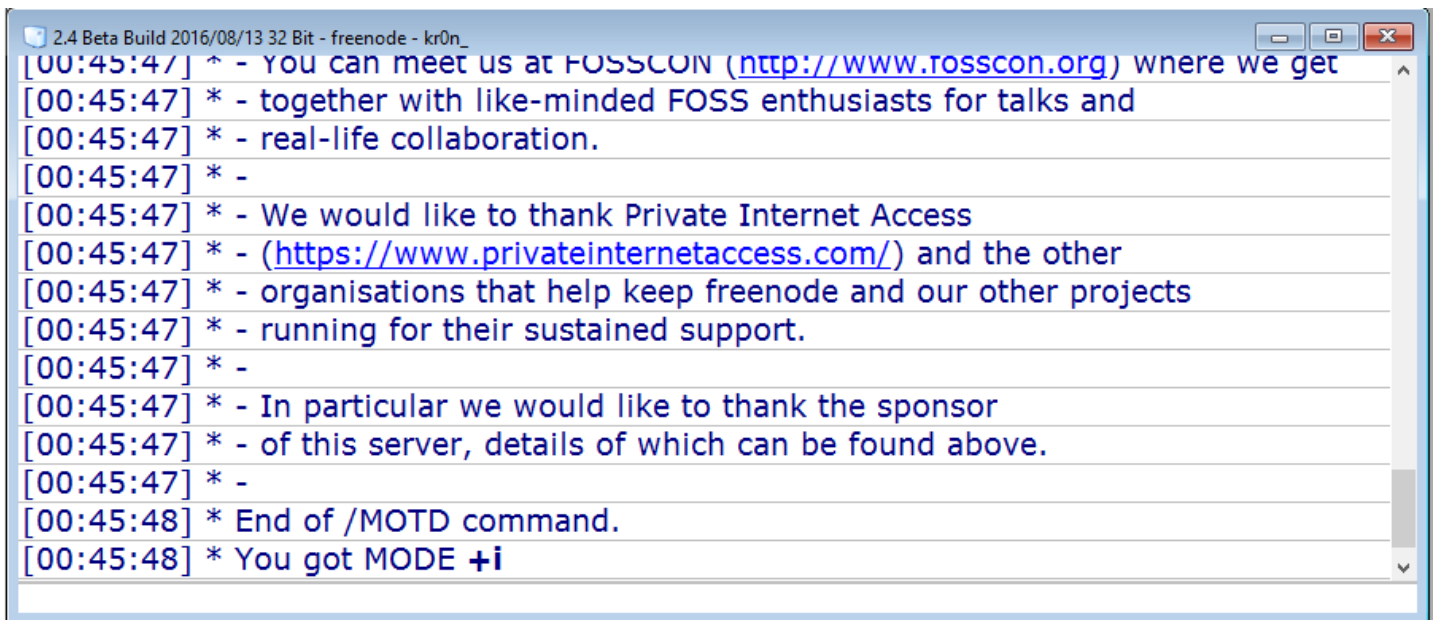


Show Scrollbar

If enabled, shows vertical scrollbar in the message buffer, if set to Autohide, scrollbar will be hidden until you either mousescroll or hover at the right border of the message area.

Show lines between messages

If enabled. shows horizontal lines between the messages in the message buffer.



Use alternative text rendering

If enabled, uses a more accurate but much slower way to render text, enable if you have problems with unicode or missing glyphs with certain fonts.

Show short joins, parts and quits

If enabled, join/part/quit messages are shown using a shorter format without the channel name.

Show user addresses in joins, parts and quits

If enabled users `ident@address` is shown in join/part/quit messages.

Split long channel/private messages

If enabled, long channel/private messages will be split into smaller messages, otherwise the message is sent as is and the server might remove parts of it at the end.

Only show join, parts, quits, nick from active users

if enabled, join, part, quit, nick messages will only be shown from users who have spoken in the last 10 minutes.

Indent wrapped lines with [X] pixels

Indent wrapped lines in the message buffer with [X] pixels.

Max buffer [X] lines

Set the maximum number of scrollback lines in the message buffer.

If set to 0, unlimited number of lines.

Can also be set per window in the [Switchbar/Treebar](#) right click menu.

Line marker size

Sets the unread line marker size in pixels.

Spacing

If set to single, messages in the message buffer will use regular spacing.

If set to paragraph, messages in the message buffer will use 1.5 times spacing.

If set to double, messages in the message buffer will use 2 times spacing.

Pixel spacing

Sets the number of pixels between each message in the message buffer.

By making lines bigger, emoticons will also resize to be bigger.

Left border

Sets the left border for the message buffer in pixels.

Bottom border

Sets the bottom border for the message buffer in pixels.

Mouse wheel scrolls [X] lines

Sets the number of lines the mouse wheel scrolls inside the message buffer.

Use nick column

Enable or disable the message buffer nick column.

See also [/nickcolumn](#).

Enabled:

```
[16:47:18] * Now talking in: #k
[16:47:18] * kr0n (AdiIRC@nordicirc-9483AAAD) joins #k
[16:47:18] * #k has modes: +nt
[16:47:18] * #k created on Sun Apr 24 09:53:41 2016
[16:47:22] <@asd> message
```

Disabled:

```
[16:47:18] * Now talking in: #k
[16:47:18] * kr0n (AdiIRC@nordicirc-9483AAAD) joins #k
[16:47:18] * #k has modes: +nt
[16:47:18] * #k created on Sun Apr 24 09:53:41 2016
[16:47:22] <@asd> message
```

Expand nick column on long nicks

If enabled, nick column will automatically resize itself to fit long nicks.

It will not compress itself again.

Use separate left of divider background color

If enabled, the left side of the nick column will be drawn using the **Nick column left background** color set in [Options](#) -> [Colors](#).

Nick column divider

If set to on, nick column divider will be visible.

If set to off, nick column divider will not be visible.

If set to autohide, nick column divider will be visible and automatically hide itself unless the mouse is hovering it.

If set to locked, nick column divider will be visible and locked to avoid accidental resize.

Nick column width

Set default nick column width.

If changed, will reset all column width in all windows.

Nick column divider width

Set the nick column divider width in pixels.

Keep in mind the allocated width for the divider is the width of a white space on the current font.

Tooltips

Show Tooltips

If enabled, hovering a nick in the message area will show the specified Tooltip text.

Tooltip Text

Text to show when **Show Tooltips** is enabled.

The Tooltip text will be evaluated and can contain [identifiers](#), the variable \$1 holds the nick.

Files			
1.png	6.76 KB	04/24/2016	Per Amundsen
2.png	7.16 KB	04/24/2016	Per Amundsen
scrollicon.png	9.33 KB	08/12/2016	Per Amundsen
lines.png	39.1 KB	08/12/2016	Per Amundsen
linemarker.png	9.89 KB	10/14/2018	Per Amundsen
scrollicon.png	10.3 KB	10/14/2018	Per Amundsen