

## Scripting Commands

Parameters in [x] means they are optional.

Parameters in <x> means they are required.

Parameters with a x|y means either x or y can be used.

Click on a command to read more about it.

Commands in bold is AdiIRC only.

<a href="#">/abook</a>	<a href="#">/color</a>	<a href="#">/drawsize</a>	<a href="#">/hfree</a>	<a href="#">/msgbox</a>	<a href="#">/remove</a>	<a href="#">/sockudp</a>	<a href="#">/wpause</a>
<a href="#">/aclear</a>	<a href="#">/colour</a>	<a href="#">/drawtext</a>	<a href="#">/highlight</a>	<a href="#">/mute</a>	<a href="#">/rename</a>	<a href="#">/sockwrite</a>	<a href="#">/wplay</a>
<a href="#">/action</a>	<a href="#">/comclose</a>	<a href="#">/ebeeps</a>	<a href="#">/hinc</a>	<a href="#">/nextunread</a>	<a href="#">/renwin</a>	<a href="#">/sop</a>	<a href="#">/wprev</a>
<a href="#">/advertise</a>	<a href="#">/comlist</a>	<a href="#">/echo</a>	<a href="#">/hload</a>	<a href="#">/nick</a>	<a href="#">/reseterror</a>	<a href="#">/splay</a>	<a href="#">/write</a>
<a href="#">/ajinvite</a>	<a href="#">/comopen</a>	<a href="#">/echomonitor</a>	<a href="#">/hmake</a>	<a href="#">/nickcolumn</a>	<a href="#">/resetidle</a>	<a href="#">/sreq</a>	<a href="#">/writeini</a>
<a href="#">/alias</a>	<a href="#">/comreg</a>	<a href="#">/echox</a>	<a href="#">/hop</a>	<a href="#">/nicklist</a>	<a href="#">/resolve</a>	<a href="#">/statusbar</a>	<a href="#">/wsearch</a>
<a href="#">/aline</a>	<a href="#">/config</a>	<a href="#">/edit</a>	<a href="#">/hotlink</a>	<a href="#">/nmsg</a>	<a href="#">/restart</a>	<a href="#">/switchbar</a>	<a href="#">/wseekf</a>
<a href="#">/amark</a>	<a href="#">/continue</a>	<a href="#">/editbox</a>	<a href="#">/hrename</a>	<a href="#">/noop</a>	<a href="#">/return</a>	<a href="#">/tab</a>	<a href="#">/wseekr</a>
<a href="#">/ame</a>	<a href="#">/copy</a>	<a href="#">/else</a>	<a href="#">/hsave</a>	<a href="#">/notice</a>	<a href="#">/returnex</a>	<a href="#">/themes</a>	<a href="#">/wselect</a>
<a href="#">/amsg</a>	<a href="#">/creq</a>	<a href="#">/elseif</a>	<a href="#">/ial</a>	<a href="#">/notify</a>	<a href="#">/rlevel</a>	<a href="#">/time</a>	<a href="#">/wstop</a>
<a href="#">/allnick</a>	<a href="#">/ctcp</a>	<a href="#">/emailaddr</a>	<a href="#">/ialfill</a>	<a href="#">/np</a>	<a href="#">/rline</a>	<a href="#">/timestamp</a>	<a href="#">/wup</a>
<a href="#">/anick</a>	<a href="#">/ctcps</a>	<a href="#">/enable</a>	<a href="#">/ialmark</a>	<a href="#">/oline</a>	<a href="#">/rmdir</a>	<a href="#">/timer</a>	<a href="#">/zip</a>
<a href="#">/aop</a>	<a href="#">/ctcpreply</a>	<a href="#">/encoding</a>	<a href="#">/identd</a>	<a href="#">/omsg</a>	<a href="#">/run</a>	<a href="#">/tip</a>	
<a href="#">/auser</a>	<a href="#">/cycleall</a>	<a href="#">/events</a>	<a href="#">/icon</a>	<a href="#">/onotice</a>	<a href="#">/ruser</a>	<a href="#">/tips</a>	
<a href="#">/autoconnect</a>	<a href="#">/dcc</a>	<a href="#">/exit</a>	<a href="#">/if</a>	<a href="#">/op</a>	<a href="#">/say</a>	<a href="#">/titlebar</a>	
<a href="#">/autojoin</a>	<a href="#">/dde</a>	<a href="#">/fakeraw</a>	<a href="#">/ignore</a>	<a href="#">/options</a>	<a href="#">/savebuf</a>	<a href="#">/tokenize</a>	
<a href="#">/avoice</a>	<a href="#">/ddeserver</a>	<a href="#">/fclose</a>	<a href="#">/iline</a>	<a href="#">/parseline</a>	<a href="#">/saveini</a>	<a href="#">/toolbar</a>	
<a href="#">/aquit</a>	<a href="#">/debug</a>	<a href="#">/fget</a>	<a href="#">/inc</a>	<a href="#">/part</a>	<a href="#">/scid</a>	<a href="#">/topic</a>	
<a href="#">/away</a>	<a href="#">/dec</a>	<a href="#">/filter</a>	<a href="#">/inick</a>	<a href="#">/partall</a>	<a href="#">/scon</a>	<a href="#">/topicbox</a>	
<a href="#">/back</a>	<a href="#">/dehalfop</a>	<a href="#">/findtext</a>	<a href="#">/inlineimage</a>	<a href="#">/paths</a>	<a href="#">/scripts</a>	<a href="#">/treebar</a>	
<a href="#">/background</a>	<a href="#">/deop</a>	<a href="#">/firewall</a>	<a href="#">/invite</a>	<a href="#">/pause</a>	<a href="#">/scrolltext</a>	<a href="#">/ulist</a>	
<a href="#">/ban</a>	<a href="#">/describe</a>	<a href="#">/flash</a>	<a href="#">/iuser</a>	<a href="#">/perform</a>	<a href="#">/search</a>	<a href="#">/usernick</a>	
<a href="#">/banlist</a>	<a href="#">/desop</a>	<a href="#">/flist</a>	<a href="#">/join</a>	<a href="#">/pgoogle</a>	<a href="#">/sendkeys</a>	<a href="#">/txt2bin</a>	
<a href="#">/bcopy</a>	<a href="#">/devoice</a>	<a href="#">/flushini</a>	<a href="#">/kblayout</a>	<a href="#">/plugins</a>	<a href="#">/server</a>	<a href="#">/unban</a>	
<a href="#">/beep</a>	<a href="#">/dialog</a>	<a href="#">/font</a>	<a href="#">/kick</a>	<a href="#">/play</a>	<a href="#">/serverlist</a>	<a href="#">/unignore</a>	
<a href="#">/betaup</a>	<a href="#">/did</a>	<a href="#">/fopen</a>	<a href="#">/kill</a>	<a href="#">/playctrl</a>	<a href="#">/set</a>	<a href="#">/unload</a>	
<a href="#">/bin2txt</a>	<a href="#">/didtok</a>	<a href="#">/fseek</a>	<a href="#">/lag</a>	<a href="#">/priv</a>	<a href="#">/setconfig</a>	<a href="#">/unnotify</a>	
<a href="#">/bindip</a>	<a href="#">/disable</a>	<a href="#">/fsend</a>	<a href="#">/leave</a>	<a href="#">/protect</a>	<a href="#">/setlayer</a>	<a href="#">/unset</a>	
<a href="#">/bread</a>	<a href="#">/disconnect</a>	<a href="#">/fullname</a>	<a href="#">/linemarker</a>	<a href="#">/proxy</a>	<a href="#">/setoption</a>	<a href="#">/unsetall</a>	
<a href="#">/break</a>	<a href="#">/dlevel</a>	<a href="#">/fullscreen</a>	<a href="#">/linesep</a>	<a href="#">/query</a>	<a href="#">/showadiirc</a>	<a href="#">/update</a>	
<a href="#">/breplace</a>	<a href="#">/dline</a>	<a href="#">/fupdate</a>	<a href="#">/list</a>	<a href="#">/queryrn</a>	<a href="#">/showmenu</a>	<a href="#">/updatein</a>	
<a href="#">/bset</a>	<a href="#">/dll</a>	<a href="#">/fwrite</a>	<a href="#">/load</a>	<a href="#">/quickconnect</a>	<a href="#">/showmirc</a>	<a href="#">/url</a>	
<a href="#">/btrunc</a>	<a href="#">/dns</a>	<a href="#">/gcmem</a>	<a href="#">/loadbuf</a>	<a href="#">/quicksave</a>	<a href="#">/signal</a>	<a href="#">/urho</a>	
<a href="#">/bunset</a>	<a href="#">/dockpanels</a>	<a href="#">/globalkeys</a>	<a href="#">/lock</a>	<a href="#">/quit</a>	<a href="#">/slap</a>	<a href="#">/var</a>	
<a href="#">/bw</a>	<a href="#">/download</a>	<a href="#">/google</a>	<a href="#">/log</a>	<a href="#">/quote</a>	<a href="#">/sleep</a>	<a href="#">/vars</a>	
<a href="#">/bwrite</a>	<a href="#">/drawcopy</a>	<a href="#">/goto</a>	<a href="#">/logs</a>	<a href="#">/raw</a>	<a href="#">/sline</a>	<a href="#">/viewlog</a>	
<a href="#">/channel</a>	<a href="#">/drawdot</a>	<a href="#">/groups</a>	<a href="#">/logview</a>	<a href="#">/rawx</a>	<a href="#">/sockaccept</a>	<a href="#">/vmmsg</a>	
<a href="#">/channels</a>	<a href="#">/drawfill</a>	<a href="#">/guser</a>	<a href="#">/markall</a>	<a href="#">/rawlog</a>	<a href="#">/sockclose</a>	<a href="#">/vnotice</a>	
<a href="#">/charset</a>	<a href="#">/drawline</a>	<a href="#">/hadd</a>	<a href="#">/mdi</a>	<a href="#">/realname</a>	<a href="#">/socklist</a>	<a href="#">/voice</a>	
<a href="#">/clear</a>	<a href="#">/drawpic</a>	<a href="#">/halfop</a>	<a href="#">/me</a>	<a href="#">/reconnect</a>	<a href="#">/socklisten</a>	<a href="#">/vol</a>	
<a href="#">/clearall</a>	<a href="#">/drawrect</a>	<a href="#">/halt</a>	<a href="#">/menubar</a>	<a href="#">/refreshsong</a>	<a href="#">/sockmark</a>	<a href="#">/wdown</a>	
<a href="#">/cline</a>	<a href="#">/drawreplace</a>	<a href="#">/haltdef</a>	<a href="#">/mkdir</a>	<a href="#">/rejoin</a>	<a href="#">/sockopen</a>	<a href="#">/while</a>	
<a href="#">/clipboard</a>	<a href="#">/drawrot</a>	<a href="#">/hdec</a>	<a href="#">/mnick</a>	<a href="#">/reload</a>	<a href="#">/sockpause</a>	<a href="#">/window</a>	
<a href="#">/close</a>	<a href="#">/drawsave</a>	<a href="#">/hdel</a>	<a href="#">/mode</a>	<a href="#">/remini</a>	<a href="#">/sockread</a>	<a href="#">/wjump</a>	
<a href="#">/cnick</a>	<a href="#">/drawscroll</a>	<a href="#">/help</a>	<a href="#">/msg</a>	<a href="#">/remote</a>	<a href="#">/sockrename</a>	<a href="#">/wnext</a>	

## System information Commands

Output from these are set in [Options](#) -> [Sysinfo](#) and are merely convenient aliases.

```
/sysinfo  
/gfxinfo  
/cpuinfo  
/meminfo  
/diskinfo  
/audioinfo  
/uptime  
/bw
```

## Missing Commands

```
/dccserver  
/donotdisturb  
/dqwindow  
/finger  
/flood  
/flush  
/fserve  
/ghide  
/gload  
/gmove  
/gopts  
/gplay  
/gpoint  
/gqreq  
/gshow  
/gsize  
/gstop  
/gtalk  
/gunload  
/ialclear  
/links  
/localinfo  
/pdcc  
/pop  
/pvoice  
/qme  
/qmsg  
/registration  
/save  
/sound  
/speak  
/strip  
/tnick  
/tray  
/vcadd  
/vcm  
/vcrem  
/vmsg  
/vnotice  
/winhelp  
/wallchops  
/wallvoices
```

## Command prefixes

!/ prefix will execute the internal command, even if there is a alias with the same name.

Example:

```
; Override the /me command,
```

```
alias me {
; use the /! prefix to call the internal command.
/!me $1-
}
```

/. prefix can be used to silence the output from many command.

Example:

```
/.msg #channel This message will be hidden from your client, but still sent to the server.
```

Both prefix's can be used at the same time.

Example:

```
!/msg #channel This message will be hidden from your client, but still sent to the server.
```

!& prefix allows delaying evaluation of the last parameter if the parameter is a %variable, this allows using consecutive spaces in commands such as [/me](#) and [/msg](#). (AdiIRC only)

Example:

```
; Put a double spaced text inside the variable '%s'.
//var %s test $chr(32) $chr(32) test
```

```
; Call the /msg command using the !& prefix to delay the evaluation of '%s'.
/!&msg # %s
```

```
; limited support for text preceding the %var as the final token, preceding text MUST NOT contain
the '%' char
//var %a a $chr(32) b | !&echo -a %a | !&echo -a test1 %a | !&echo -a %test2 %a
```

## Evaluate identifiers from Editbox

Typing a command in the Editbox with double slashes// will evaluate [\\$identifiers](#) in the line before running it.  
E.g //echo -ag My nick is \$me

You can also [tabcomplete\\$identifiers](#) manually using \$me<tab>.

## Creating a new command

You can create a new command by opening the menu Tools -> Edit Aliases.

The format for the command is <command> <script to execute>.

Example

```
; Creates a new command '/p' which will evaluate and then execute the script '/part $chan'.
/p /part $chan
```

You can also add a command from the script editor, the syntax there is alias <command> <script to execute>

Example

```
; Creates a new command '/p' which will evaluate and then execute the script '/part $chan'.
; Same as previous example.
alias p /part $chan
```

If you want to use scripts with multiple lines, you can enclose them with {} brackets in both Edit Aliases and Script Editor.

Example

```
; Edit Aliases
/p {
/echo -ag I am parting $chan
```

```
/part $chan
}

; Script editor
alias p {
    /echo -ag I am parting $chan
    /part $chan
}
```

Almost all built-in commands can be overridden to execute your own script.

### Example

```
; Create your own /part command
alias part {
    /echo -ag I am parting $chan
    raw PART $chan
}
```

```
; Create your own /part command, but execute the built-in /part command after executing your own s
cript.
```

```
alias part {
    /echo -ag I am parting $chan
```

```
    ; Execute the built-in part command
    !part $chan
}
```

A command can also be called as a \$identifier.

### Example

```
; Create a command.
alias mycommand {
    echo -ag I was called as a $iif($isid,identifier,command)
}
```

```
; Call the command as identifier.
//noop $mycommand
```

```
; Call the command as a command.
/mycommand
```