ChanServ Commands

ChanServ allows you to register and control various aspects of channels. ChanServ can often prevent malicious users from "taking over" channels by limiting who is allowed channel operator privileges. Available commands are listed below; to use them, type **/msg ChanServ <u>command</u>**. For more information on a specific command, type **/msg ChanServ HELP <u>command</u>**.

- **REGISTER**

```
 Syntax: /msg ChanServ  REGISTER channel password
description

 Registers a channel in the ChanServ database.  In
order
 to use this command, you must first be a channel
operator
 on the channel you're trying to register.  The
password
 is used with the IDENTIFY command to allow others
to
 make changes to the channel settings at a later
time.
 The last parameter, which must be included, is a
 general description of the channel's purpose.

 When you register a channel, you are recorded as
the
 "founder" of the channel.  The channel founder is
allowed
 to change all of the channel settings for the
channel;
 ChanServ will also automatically give the founder
 channel-operator privileges when s/he enters the
channel.
 See the ACCESS command (/msg ChanServ HELP ACCESS)
for
 information on giving a subset of these privileges
to
 other channel users.

 NOTICE: In order to register a channel, you must
have
 first registered your nickname.  If you haven't,
 /msg ChanServ HELP for information on how to do
so.
```

- **IDENTIFY**

```
 Syntax: /msg ChanServ  IDENTIFY channel password

 Authenticates you to ChanServ as the founder of
the given
 channel.  Many commands require you to use this
command
 before using them.  The password should be the
same one
 you sent with the REGISTER command.
```

- **LOGOUT**

```
 Syntax: /msg ChanServ  LOGOUT channel nickname

 This command will log the selected nickname out
meaning they
 would have to reidentify themselves to regain
their access.

 If you are the founder of the channel, you can log
out anybody,
 else you can only log out yourself.
```

- **DROP**

```
 Syntax: /msg ChanServ DROP channel

 Unregisters the named channel.  Can only be used
by
 channel founder, who must use the IDENTIFY command
first.
```

- **SET**

```
 Syntax: /msg ChanServ  SET channel option
parameters

 Allows the channel founder to set various channel
options
 and other information.

 Available options:

     FOUNDER       Set the founder of a channel
     SUCCESSOR     Set the successor for a channel
     PASSWORD      Set the founder password
     DESC          Set the channel description
     URL           Associate a URL with the channel
     EMAIL         Associate an E-mail address with
the channel
     ENTRYMSG      Set a message to be sent to
users when they
                      enter the channel
     BANTYPE       Set how Services make bans on
the channel
     MLOCK         Lock channel modes on or off
     KEEPTOPIC     Retain topic when channel is not
in use
     OPNOTICE      Send a notice when OP/DEOP
commands are used
     PEACE         Regulate the use of critical
commands
     PRIVATE       Hide channel from LIST command
     RESTRICTED    Restrict access to the channel
     SECURE        Activate ChanServ security
features
     SECUREOPS     Stricter control of chanop
status
     SECUREFOUNDER Stricter control of channel
founder status
     SIGNKICK      Sign kicks that are done with
KICK command
     TOPICLOCK     Topic can only be changed with
TOPIC
     XOP           Toggle the user privilege system
```

Type **/msg ChanServ HELP SET option** for more information on a
 particular option.

- **SET FOUNDER**

  Syntax: /msg ChanServ **SET channel FOUNDER
  nick**

   Changes the founder of a channel. The new nickname must
   be a registered one.

- **SET SUCCESSOR**

  Syntax: /msg ChanServ **SET channel SUCCESSOR
  nick**

   Changes the successor of a channel. If the founder's
   nickname expires or is dropped while the channel is still
   registered, the successor will become the new founder of the
   channel. However, if the successor already has too many
   channels registered (<num>), the channel will be dropped
   instead, just as if no successor had been set. The new
   nickname must be a registered one.

- **SET PASSWORD**

  Syntax: /msg ChanServ **SET channel PASSWORD
  password**

   Sets the password used to identify as the founder of the
   channel.

- **SET DESC**

  Syntax: /msg ChanServ **SET channel DESC
  description**

   Sets the description for the channel, which

```
shows up with
  the LIST and INFO commands.
```

- **SET URL**

```
 Syntax: /msg ChanServ  SET channel URL [url]


 Associates the given URL with the channel.
This URL will
 be displayed whenever someone requests
information on the
 channel with the INFO command.  If no
parameter is given,
 deletes any current URL for the channel.
```

- **SET EMAIL**

```
 Syntax: /msg ChanServ  SET channel EMAIL
[address]


 Associates the given E-mail address with the
channel.
 This address will be displayed whenever
someone requests
 information on the channel with the INFO
command.  If no
 parameter is given, deletes any current E-mail
address for
 the channel.
```

- **SET ENTRYMSG**

```
 Syntax: /msg ChanServ  SET channel ENTRYMSG
[message]


 Sets the message which will be sent via
/notice to users
 when they enter the channel.  If no parameter
is given,
 causes no message to be sent upon entering the
channel.
```

- **SET BANTYPE**

```
 Syntax: /msg ChanServ  SET channel BANTYPE
bantype
```

```
 Sets the ban type that will be used by
services whenever
 they need to ban someone from your channel.

 bantype is a number between 0 and 3 that
means:

 0: ban in the form *!user@host
 1: ban in the form *!*user@host
 2: ban in the form *!*@host
 3: ban in the form *!*user@*.domain
```

- **SET KEEPTOPIC**

```
 Syntax: /msg ChanServ  SET channel KEEPTOPIC
{ON | OFF}

 Enables or disables the topic retention option
for a
 channel.  When topic retention is set, the
topic for the
 channel will be remembered by ChanServ even
after the
 last user leaves the channel, and will be
restored the
 next time the channel is created.
```

- **SET TOPICLOCK**

```
 Syntax: /msg ChanServ  SET channel TOPICLOCK
{ON | OFF}

 Enables or disables the topic lock option for
a channel.
 When topic lock is set, ChanServ will not
allow the
 channel topic to be changed except via the
TOPIC
 command.
```

- **SET MLOCK**

```
 Syntax: /msg ChanServ  SET channel MLOCK modes

 Sets the mode-lock parameter for the channel.
ChanServ
 allows you to define certain channel modes to
be always
```

on, off or free to be either on or off.

The <u>modes</u> parameter is constructed exactly the same way
as a **/MODE** command; that is, modes followed by a + are
locked on, and modes followed by a - are locked off. Note,
however, that unlike the **/MODE** command, each use of
SET MLOCK will remove all modes previously locked before
setting the new!

Warning: If you set a mode-locked key, as in the second
example below, you should also set the **RESTRICTED** option for
the channel (see **HELP SET RESTRICTED**), or anyone entering
the channel when it is empty will be able to see the key!

Examples:

    SET #channel MLOCK +nt-iklps
        Forces modes n and t on, and modes i, k, l, p, and
        s off. Mode m is left free to be either on or off.

    SET #channel MLOCK +knst-ilmp my-key
        Forces modes k, n, s, and t on, and modes i, l, m,
        and p off. Also forces the channel key to be
        "my-key".

    SET #channel MLOCK +
        Removes the mode lock; all channel modes are free
        to be either on or off.

- **SET PEACE**

Syntax: /msg ChanServ **SET <u>channel</u> PEACE {ON | OFF}**

Enables or disables the **peace** option for a
channel.
 When **peace** is set, an user won't be able to
kick,
 ban or remove a channel status of an user that
has
 a level superior or equal to his via ChanServ
commands.

- **SET PRIVATE**

  Syntax: /msg ChanServ **SET <u>channel</u> PRIVATE {ON
  | OFF}**

   Enables or disables the **private** option for a
  channel.
   When **private** is set, a **/msg ChanServ LIST** will
  not
   include the channel in any lists.

- **SET RESTRICTED**

  Syntax: /msg ChanServ **SET <u>channel</u> RESTRICTED
  {ON | OFF}**

   Enables or disables the **restricted access**
  option for a
   channel. When **restricted access** is set, users
  not on
   the access list will instead be kicked and
  banned from the channel.

- **SET SECURE**

  Syntax: /msg ChanServ **SET <u>channel</u> SECURE {ON
  | OFF}**

   Enables or disables ChanServ's security
  features for a
   channel. When **SECURE** is set, only users who
  have
   registered their nicknames with ChanServ and
  IDENTIFY'd
   with their password will be given access to
  the channel
   as controlled by the access list.

- **SET SECUREOPS**

  Syntax: /msg ChanServ **SET channel SECUREOPS
  {ON | OFF}**

   Enables or disables the **secure ops** option for
  a channel.
   When **secure ops** is set, users who are not on
  the userlist
   will not be allowed chanop status.

- **SET SECUREFOUNDER**

  Syntax: /msg ChanServ **SET channel
  SECUREFOUNDER {ON | OFF}**

   Enables or disables the **secure founder** option
  for a channel.
   When **secure founder** is set, only the real
  founder will be
   able to drop the channel, change its password,
  its founder and its
   successor, and not those who are IDENTIFY'd
  with ChanServ.

- **SET SIGNKICK**

  Syntax: /msg ChanServ **SET channel SIGNKICK
  {ON | LEVEL | OFF}**

   Enables or disables signed kicks for a
   channel. When **SIGNKICK** is set, kicks issued
  with
   ChanServ KICK command will have the nick that
  used the
   command in their reason.

   If you use **LEVEL,** those who have a level that
  is superior
   or equal to the SIGNKICK level on the channel
  won't have their
   kicks signed. See **/msg ChanServ HELP LEVELS**
  for more information.

- **SET XOP**

Syntax: /msg ChanServ **SET** <u>channel</u> **XOP {ON | OFF}**

Enables or disables the xOP lists system for a channel.
When **XOP** is set, you have to use the **AOP**/**SOP**/**VOP** commands in order to give channel privileges to users, else you have to use the **ACCESS** command.

Technical Note: when you switch from access list to xOP lists system, your level definitions and user levels will be changed, so you won't find the same values if you switch back to access system!

You should also check that your users are in the good xOP list after the switch from access to xOP lists, because the guess is not always perfect... in fact, it is not recommended to use the xOP lists if you changed level definitions with the **LEVELS** command.

Switching from xOP lists system to access list system causes no problem though.

- **SET OPNOTICE**

Syntax: /msg ChanServ **SET** <u>channel</u> **OPNOTICE {ON | OFF}**

Enables or disables the **op-notice** option for a channel.
When **op-notice** is set, ChanServ will send a notice to the channel whenever the **OP** or **DEOP** commands are used for a user in the channel.

- **AOP**

```
 Syntax: /msg ChanServ  AOP channel ADD nick
         AOP channel DEL {nick | entry-num | list}
         AOP channel LIST [mask | list]
         AOP channel CLEAR
```

 Maintains the **AOP** (AutoOP) **list** for a channel. The AOP
 list gives users the right to be auto-opped on your channel,
 to unban or invite themselves if needed, to have their
 greet message showed on join, and so on.

 The **AOP ADD** command adds the given nickname to the
 AOP list.

 The **AOP DEL** command removes the given nick from the
 AOP list. If a list of entry numbers is given, those
 entries are deleted. (See the example for LIST below.)

 The **AOP LIST** command displays the AOP list. If
 a wildcard mask is given, only those entries matching the
 mask are displayed. If a list of entry numbers is given,
 only those entries are shown; for example:

    AOP #channel LIST 2-5,7-9
        Lists AOP entries numbered 2 through 5 and
        7 through 9.

 The **AOP CLEAR** command clears all entries of the
 AOP list.

 The **AOP ADD** and **AOP DEL** commands are limited to
 SOPs or above, while the **AOP CLEAR** command can only
 be used by the channel founder. However, any user on the
 AOP list may use the **AOP LIST** command.

 This command may have been disabled for your channel, and
 in that case you need to use the access list. See
 /msg ChanServ HELP ACCESS for information about the access list,
 and **/msg ChanServ HELP SET XOP** to know how to toggle between
 the access list and xOP list systems.

- **HOP**

```
 Syntax: /msg ChanServ  HOP channel ADD nick
         HOP channel DEL {nick | entry-num | list}
         HOP channel LIST [mask | list]
         HOP channel CLEAR
```

 Maintains the **HOP** (HalfOP) **list** for a channel. The HOP
 list gives users the right to be auto-halfopped on your
 channel.

 The **HOP ADD** command adds the given nickname to the

HOP list.

The **HOP DEL** command removes the given nick from the
HOP list. If a list of entry numbers is given, those
entries are deleted. (See the example for LIST below.)

The **HOP LIST** command displays the HOP list. If
a wildcard mask is given, only those entries matching the
mask are displayed. If a list of entry numbers is given,
only those entries are shown; for example:

    HOP #channel LIST 2-5,7-9
        Lists HOP entries numbered 2 through 5 and
        7 through 9.

The **HOP CLEAR** command clears all entries of the
HOP list.

The **HOP ADD, HOP DEL** and **HOP LIST** commands are
limited to AOPs or above, while the **HOP CLEAR** command
can only be used by the channel founder.

This command may have been disabled for your channel, and
in that case you need to use the access list. See
/msg ChanServ HELP ACCESS for information about the access list,
and **/msg ChanServ HELP SET XOP** to know how to toggle between
the access list and xOP list systems.

- **SOP**

Syntax: /msg ChanServ **SOP** <u>channel</u> **ADD** <u>nick</u>
        SOP <u>channel</u> **DEL** {<u>nick</u> | <u>entry-num</u> | <u>list</u>}
        SOP <u>channel</u> **LIST** [<u>mask</u> | <u>list</u>]
        SOP <u>channel</u> **CLEAR**

Maintains the **SOP** (SuperOP) **list** for a channel.
The SOP
list gives users all rights given by the AOP list, and adds
those needed to use the AutoKick and the BadWords lists,
to send and read channel memos, and so on.

The **SOP ADD** command adds the given nickname to the
SOP list.

The **SOP DEL** command removes the given nick from the
SOP list. If a list of entry numbers is given, those
entries are deleted. (See the example for LIST below.)

The **SOP LIST** command displays the SOP list. If
a wildcard mask is given, only those entries matching the
mask are displayed. If a list of entry numbers is given,
only those entries are shown; for example:

```
     SOP #channel LIST 2-5,7-9
         Lists AOP entries numbered 2 through 5 and
         7 through 9.
```

The **SOP CLEAR** command clears all entries of the
SOP list.

The **SOP ADD, SOP DEL** and **SOP CLEAR** commands are
limited to the channel founder. However, any user
on the
AOP list may use the **SOP LIST** command.

This command may have been disabled for your
channel, and
in that case you need to use the access list. See
/msg ChanServ HELP ACCESS for information about
the access list,
and **/msg ChanServ HELP SET XOP** to know how to
toggle between
the access list and xOP list systems.

- **VOP**

Syntax: /msg ChanServ **VOP** <u>channel</u> ADD <u>nick</u>
        VOP <u>channel</u> DEL {<u>nick</u> | <u>entry-num</u> | <u>list</u>}
        VOP <u>channel</u> LIST [<u>mask</u> | <u>list</u>]
        VOP <u>channel</u> CLEAR

Maintains the **VOP** (VOicePeople) **list** for a
channel.
The VOP list allows users to be auto-voiced and to
voice
themselves if they aren't.

The **VOP ADD** command adds the given nickname to the
VOP list.

The **VOP DEL** command removes the given nick from
the
VOP list. If a list of entry numbers is given,
those
entries are deleted. (See the example for LIST
below.)

The **VOP LIST** command displays the VOP list. If
a wildcard mask is given, only those entries
matching the
mask are displayed. If a list of entry numbers is
given,
only those entries are shown; for example:

```
     VOP #channel LIST 2-5,7-9
         Lists VOP entries numbered 2 through 5 and
         7 through 9.
```

The **VOP CLEAR** command clears all entries of the
VOP list.

The **VOP ADD, VOP DEL** and **VOP LIST** commands are
limited to AOPs or above, while the **VOP CLEAR**
command
can only be used by the channel founder.

This command may have been disabled for your
channel, and
in that case you need to use the access list. See
/msg ChanServ HELP ACCESS for information about

the access list,
 and **/msg ChanServ HELP SET XOP** to know how to toggle between
 the access list and xOP list systems.

- **ACCESS**

Syntax: /msg ChanServ **ACCESS <u>channel</u> ADD <u>nick</u> <u>level</u>**
         ACCESS <u>channel</u> DEL {<u>nick</u> | <u>entry-num</u> | <u>list</u>}
         ACCESS <u>channel</u> LIST [<u>mask</u> | <u>list</u>]
         ACCESS <u>channel</u> CLEAR

 Maintains the **access list** for a channel. The access
 list specifies which users are allowed chanop status or
 access to ChanServ commands on the channel. Different
 user levels allow for access to different subsets of
 privileges; **/msg ChanServ HELP ACCESS LEVELS** for more
 specific information. Any nick not on the access list has
 a user level of 0.

 The **ACCESS ADD** command adds the given nickname to the
 access list with the given user level; if the nick is
 already present on the list, its access level is changed to
 the level specified in the command. The <u>level</u> specified
 must be less than that of the user giving the command, and
 if the <u>nick</u> is already on the access list, the current
 access level of that nick must be less than the access level
 of the user giving the command.

 The **ACCESS DEL** command removes the given nick from the
 access list. If a list of entry numbers is given, those
 entries are deleted. (See the example for LIST below.)

 The **ACCESS LIST** command displays the access list. If
 a wildcard mask is given, only those entries matching the
 mask are displayed. If a list of entry numbers is given,
 only those entries are shown; for example:

    ACCESS #channel LIST 2-5,7-9
       Lists access entries numbered 2 through 5 and
       7 through 9.

 The **ACCESS CLEAR** command clears all entries of the
 access list.

- **ACCESS LEVELS**

  User access levels

  By default, the following access levels are
  defined:

      Founder   Full access to ChanServ functions;
  automatic
                       opping upon entering channel.
  Note
                       that only one person may have
  founder
                       status (it cannot be given
  using the
                       ACCESS command).
          10   Access to AKICK command; automatic
  opping.
           5   Automatic opping.
           3   Automatic voicing.
           0   No special privileges; can be opped
  by other
                       ops (unless **secure-ops** is
  set).
          <0   May not be opped.

  These levels may be changed, or new ones added,
  using the
  LEVELS command; type **/msg ChanServ HELP LEVELS** for
  information.

- **AKICK**

  Syntax: /msg ChanServ **AKICK** <u>channel</u> **ADD {**<u>nick</u> **|
  <u>mask</u>} [<u>reason</u>]**
          AKICK <u>channel</u> **STICK** <u>mask</u>
          AKICK <u>channel</u> **UNSTICK** <u>mask</u>
          AKICK <u>channel</u> **DEL {**<u>nick</u> **|** <u>mask</u> **|** <u>entry-num</u>
  | <u>list</u>**}**
          AKICK <u>channel</u> **LIST [**<u>mask</u> **|** <u>entry-num</u> **|**
  <u>list</u>**]**
          AKICK <u>channel</u> **VIEW [**<u>mask</u> **|** <u>entry-num</u> **|**
  <u>list</u>**]**
          AKICK <u>channel</u> **ENFORCE**
          AKICK <u>channel</u> **CLEAR**

  Maintains the **AutoKick list** for a channel. If a
  user
  on the AutoKick list attempts to join the channel,
  ChanServ will ban that user from the channel, then
  kick
  the user.

  The **AKICK ADD** command adds the given nick or
  usermask
  to the AutoKick list. If a <u>reason</u> is given with
  the command, that reason will be used when the
  user is
  kicked; if not, the default reason is "You have
  been
  banned from the channel".
  When akicking a <u>registered nick</u> the nickserv
  account
  will be added to the akick list instead of the
  mask.
  All users within that nickgroup will then be
  akicked.

The **AKICK STICK** command permanently bans the given mask
on the channel. If someone tries to remove the ban, ChanServ
will automatically set it again. You can't use it for
registered nicks.

The **AKICK UNSTICK** command cancels the effect of the
AKICK STICK command, so you'll be able to unset the
ban again on the channel.

The **AKICK DEL** command removes the given nick or mask
from the AutoKick list. It does not, however, remove any
bans placed by an AutoKick; those must be removed
manually.

The **AKICK LIST** command displays the AutoKick list, or
optionally only those AutoKick entries which match the
given mask.

The **AKICK VIEW** command is a more verbose version of
AKICK LIST command.

The **AKICK ENFORCE** command causes ChanServ to enforce the
current AKICK list by removing those users who match an
AKICK mask.

The **AKICK CLEAR** command clears all entries of the
akick list.

- **LEVELS**

Syntax: /msg ChanServ **LEVELS** <u>channel</u> **SET** <u>type</u>
<u>level</u>
        LEVELS <u>channel</u> **{DIS | DISABLE}** <u>type</u>
        LEVELS <u>channel</u> **LIST**
        LEVELS <u>channel</u> **RESET**

The **LEVELS** command allows fine control over the meaning of
the numeric access levels used for channels. With this
command, you can define the access level required for most
of ChanServ's functions. (The **SET FOUNDER** and **SET
PASSWORD**
commands, as well as this command, are always restricted to
the channel founder.)

LEVELS SET allows the access level for a function or group of
functions to be changed. **LEVELS DISABLE** (or **DIS**
for short)
disables an automatic feature or disallows access to a
function by anyone other than the channel founder.

LEVELS LIST shows the current levels for each function or
group of functions. **LEVELS RESET** resets the levels to the
default levels of a newly-created channel (see
HELP ACCESS LEVELS).

For a list of the features and functions whose levels can be
set, see **HELP LEVELS DESC**.

- **INFO**

Syntax: /msg ChanServ **INFO** <u>channel</u> **[ALL]**

Lists information about the named registered channel,
including its founder, time of registration, last time
used, description, and mode lock, if any. If **ALL** is
specified, the entry message and successor will also
be displayed.

By default, the **ALL** option is limited to those with
founder access on the channel.

- **LIST**

Syntax: /msg ChanServ **LIST** <u>pattern</u>

Lists all registered channels matching the given pattern.
(Channels with the **PRIVATE** option set are not listed.)
Note that a preceding '#' specifies a range, channel names
are to be written without '#'.

- **OP**

Syntax: /msg ChanServ **OP [#<u>channel</u> [<u>nick</u>]]**

Ops a selected nick on a channel. If nick is not given,
it will op you. If channel and nick are not given,
it will op you on all channels you're on, provided you
have the rights to.

By default, limited to AOPs or those with level 5 access
and above on the channel.

- **DEOP**

Syntax: /msg ChanServ **DEOP [#<u>channel</u> [<u>nick</u>]]**

Deops a selected nick on a channel. If nick is not given,
it will deop you. If channel and nick are not given,

```
 it will deop you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs or those with level 5
access
 and above on the channel.
```

- **VOICE**

```
 Syntax: /msg ChanServ  VOICE [#channel [nick]]

 Voices a selected nick on a channel. If nick is
not given,
 it will voice you. If channel and nick are not
given,
 it will voice you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs or those with level 5
access
 and above on the channel, or to VOPs or those with
level 3
 and above for self voicing.
```

- **DEVOICE**

```
 Syntax: /msg ChanServ  DEVOICE [#channel [nick]]

 Devoices a selected nick on a channel. If nick is
not given,
 it will devoice you. If channel and nick are not
given,
 it will devoice you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs or those with level 5
access
 and above on the channel, or to VOPs or those with
level 3
 and above for self devoicing.
```

- **HALFOP**

```
 Syntax: /msg ChanServ  HALFOP [#channel [nick]]

 Halfops a selected nick on a channel. If nick is
not given,
 it will halfop you. If channel and nick are not
given,
 it will halfop you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs and those with level 5
access
 and above on the channel, or to HOPs or those with
level 4
 and above for self halfopping.
```

- **DEHALFOP**

```
 Syntax: /msg ChanServ  DEHALFOP [#channel [nick]]

 Dehalfops a selected nick on a channel. If nick is
not given,
 it will dehalfop you. If channel and nick are not
given,
 it will dehalfop you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs and those with level 5
access
 and above on the channel, or to HOPs or those with
level 4
 and above for self dehalfopping.
```

- **PROTECT**

```
 Syntax: /msg ChanServ  PROTECT [#channel [nick]]

 Protects a selected nick on a channel. If nick is
not given,
 it will protect you. If channel and nick are not
given,
 it will protect you on all channels you're on,
provided you
 have the rights to.

 By default, limited to the founder, or to SOPs or
those with
 level 10 and above on the channel for self
protecting.
```

- **DEPROTECT**

```
 Syntax: /msg ChanServ  DEPROTECT [#channel [nick]]

 Deprotects a selected nick on a channel. If nick
is not given,
 it will deprotect you. If channel and nick are not
given,
 it will deprotect you on all channels you're on,
provided you
 have the rights to.

 By default, limited to the founder, or to SOPs or
those with
 level 10 and above on the channel for self
deprotecting.
```

- **OWNER**

```
 Syntax: /msg ChanServ  OWNER [#channel]

 Gives you owner status on channel. If channel is
not
 given, it will give you owner status on all
channels you're
 on, provided you have the rights to.

 Limited to those with founder access on the
channel.
```

- **DEOWNER**

  Syntax: /msg ChanServ **DEOWNER [#<u>channel</u>]**

  Removes your owner status on **channel**. If channel
  is
  not given, it will remove your owner status on all
  channels
  you're on, provided you have the rights to.

  Limited to those with founder access on the
  channel.

- **INVITE**

  Syntax: /msg ChanServ **INVITE <u>channel</u>**

  Tells ChanServ to invite you into the given
  channel.

  By default, limited to AOPs or those with level 5
  and above
  on the channel.

- **UNBAN**

  Syntax: /msg ChanServ **UNBAN <u>channel</u>**

  Tells ChanServ to remove all bans preventing you
  from
  entering the given channel.

  By default, limited to AOPs or those with level 5
  and above
  on the channel.

- **KICK**

  Syntax: /msg ChanServ **KICK [#<u>channel</u> [<u>nick</u>
  [<u>reason</u>]]]**

  Kicks a selected nick on a channel. If nick is not
  given,
  it will kick you. If channel and nick are not
  given,
  it will kick you on all channels you're on,
  provided you
  have the rights to.

  By default, limited to AOPs or those with level 5
  access
  and above on the channel.

- **BAN**

  Syntax: /msg ChanServ **BAN [#<u>channel</u> [<u>nick</u>
  [<u>reason</u>]]]**

  Bans a selected nick on a channel. If nick is not
  given,
  it will ban you. If channel and nick are not
  given,

it will ban you on all channels you're on,
provided you
 have the rights to.

 By default, limited to AOPs or those with level 5
access
 and above on the channel.

- **TOPIC**

 Syntax: /msg ChanServ **TOPIC** <u>channel</u> [<u>topic</u>]

 Causes ChanServ to set the channel topic to the
one
 specified. If **topic** is not given, then an empty
topic
 is set. This command is most useful in conjunction
 with **SET TOPICLOCK**. See **/msg ChanServ HELP SET
TOPICLOCK**
 for more information.

 By default, limited to those with founder access
on the
 channel.

- **CLEAR**

 Syntax: /msg ChanServ **CLEAR** <u>channel</u> <u>what</u>

 Tells ChanServ to clear certain settings on a
channel. <u>what</u>
 can be any of the following:

     MODES   Resets all modes on the channel
(i.e. clears
               modes i,k,l,m,n,p,s,t).
     BANS   Clears all bans on the channel.
     EXCEPTS Clears all excepts on the channel.
     INVITES Clears all invites on the channel.
     OPS   Removes channel-operator status
(mode +o) from
               all channel operators.
     HOPS   Removes channel-halfoperator status
(mode +h) from
               all channel halfoperators, if
supported.
     VOICES   Removes "voice" status (mode +v)
from anyone
               with that mode set.
     USERS   Removes (kicks) all users from the
channel.

 By default, limited to those with founder access
on the
 channel.

- **GETKEY**

 Syntax: /msg ChanServ **GETKEY** <u>channel</u>

 Returns the key of the given channel. This is a
command
 mainly intended to be used by bots and/or scripts,
so

```
 the output is in the following way:

 KEY <channel> <key>

 key is "NO KEY" if no key is set.
```

- **SENDPASS**

```
 Syntax: /msg ChanServ  SENDPASS channel

 Send the password of the given channel to the e-
mail address
 set in the founder's nickname record. This command
is really
 useful to deal with lost passwords.

 May be limited to IRC operators on certain
networks.

 This command is unavailable because encryption is
enabled.
```

- **AUTOVOICE**

```
 Syntax: /msg ChanServ  AUTOVOICE channel
{REG|ALL|STATUS|OFF}

 Enable or disable automatic voicing of users upon
joining
 a channel. The REG option will voice only
registered users
 whereas the ALL option will voice all users. OFF
option
 will disable auto voicing on the channel. STATUS
option
 will return autovoice status for the channel.

 By default, limited to SOPs or those with level 10
and above
 on the channel access list.
```