Erk Plugins

How to write plugins for the Erk IRC Client

An Erk plugin is a Python 3 class that inherits from **`erk.Plugin`**.

Installing Erk Plugins

Erk plugins "live" in a directory named "plugins", in the main Erk installation directory. To install a plugin, simply place it in the "plugins" directory.

Uninstalling Erk Plugins

Delete (or otherwise remove) the plugin file from the "plugins" directory.

Writing an Erk Plugin

The first step is creating a new Python 3 class that inherits from **`erk.Plugin`**. To get access to this class, import it from Erk:

```
1 from erk import Plugin
```

Optionally, you can use a "splat import"; this will *only* import the **`erk.Plugin`** class:

```
1 from erk import *
```

Then, create the rest of the class. The following plugin will no *nothing*, but it's a complete example that shows what a plugin should look like:

```
 1 from erk import *
 2
 3 class ExamplePlugin(Plugin):
 4      def __init__(self):
 5           self.name = "An Example Plugin"
 6           self.description = "Example plugin for documentation"
 7
 8      def load(self):
 9           pass
10
11      def unload(self):
12           pass
13
14      def input(self,client,name,text):
15           pass
16
17      def public(self,client,channel,user,message):
18           pass
19
20      def private(self,client,user,message):
21           pass
```

Plugin Attributes

Plugins have only two *required* attributes: **`name`** and **`description`**. Plugins can also possess four other optional attributes: **`author`**, **`version`**, **`source`**, and **`website`**.

`name`

This is the name of the plugin. It must be unique (that is, no other loaded plugin can use the same name). It can contain spaces. All plugins are required to have a **`name`** attribute.

`description`

This describes the plugin. It can also contain spaces, but it does not have to be unique. All plugins are required to have a **`description`** attribute.

`author`

The name of the person (or persons) who created/maintain the plugin.

`version`

A string representing the plugin's version.

`source`

A URL to where users can obtain the source code or information about the source code of the plugin.

`website`

A URL where users can obtain the plugin, information about the plugin, or information about the person (or persons) who wrote the plugin.

Plugin Methods

There are five methods a plugin can have; they are not required to have any specific methods, but *they must have at least one of the methods* to be a valid plugin.

Most of the methods are passed an instance of **`twisted.words.protocols.irc.IRCClient`** as a first argument. This is the instance that Erk uses to communicate with the IRC connection associated with the event or window that triggered the method's execution. At this time, Erk uses version 19.2 of Twisted; the documentation for this object can be found at https://twistedmatrix.com/documents/current/api/twisted.words.protocols.irc.IRCClient.html . The instance has been modified so that any outgoing messages are displayed in the client (so, if you use the **`msg()`** method to send a PRIVMSG command, the message sent will be displayed in the appropriate channel or private chat window).

`load`

Arguments	None
Description	This method is executed as soon as the plugin is loaded into memory.

unload

Arguments None

Description This method is executed when the plugin is unloaded from memory; if not otherwise unloaded, this method is executed when Erk shuts down.

input

Arguments **`client`** (instance of **`twisted.words.protocols.irc.IRCClient`**), **`name`** (string), **`text`** (string)

Description This method is executed whenever a user enters text into the Erk IRC client and presses enter. **`name`** contains the "name" of the window the text was entered into. If entered into a non-chat server console, **`name`** will be set to "Server"; other wise, **`name`** will contain the name of the channel the text was entered into (if entered into a channel chat window) or the name of a user (if entered into a private chat window). **`text`** contains the text that was entered into the window.

This method is intended to be used to implement new commands for the Erk client. To prevent any further processing of user input, have this method return **`True`**. *Be careful with this*. It's trivially easy to implement a plugin that can prevent *any* user input at all:

```
1 def input(self,client,name,text):
2     return True
```

Only return **`True`** if no further processing of the text is required; for example, when implementing a custom command, returning **`True`** prevents the user's command input being sent to the server as a PRIVMSG.

Erk will try to detect any plugins that maliciously prevent user input and refuse to load them; this is not perfect (or even close to perfect) and should not be relied on.

public

Arguments **`client`** (instance of **`twisted.words.protocols.irc.IRCClient`**), **`channel`** (string), **`user`** (string), **`message`** (string)

Description This method is executed when the Erk client receives a public (channel) chat message. **`channel`** contains the name of the channel the chat originated from. **`user`** contains information about the user that sent the message; this is presented in the format provided by the server: **`nickname!username@hostname`**. **`message`** contains the contents of the message sent.

`private`

Arguments **`client`** (instance of **`twisted.words.protocols.irc.IRCClient`**), **`user`** (string), **`message`** (string)

Description This method is executed when the Erk client receives a private chat message. **`user`** contains information about the user that sent the message; this is presented in the format provided by the server: **`nickname!username@hostname`**. **`message`** contains the contents of the message sent.

Built-In Methods

Plugins also contain several built-in methods to interact with the Erk IRC client.

`info`

Arguments None

Returns String

Description Returns a string containing the application name and version of the Erk IRC client.

`write`

Arguments **`name`** (string), **`text`** (string)

Returns Nothing

Description Writes text to a specific Erk chat window. **`write()`** can only write text to a window associated with the client that triggered the plugin method's execution. That means that **`write()`** can write to channel windows that the client has joined or private message sessions that are open and ongoing. **`write()`** cannot write text to windows associated with another client. **`name`** should contain the name of the channel or user nick whose window you want to write to; **`text`** should contain the text you want to write. **`text`** can contain HTML. Any text written will not be saved to the log, if logging is turned on.

For example, to write to the chat window for the channel "#erk", you could use **`self.write("#erk","This is the text to write")`**.

*You cannot **`write()`** text to windows associated with another client.* If you are trying to use **`write()`** from the **`input()`** method, for example, the only windows you can write to *must be on the same server the window that triggered the method is associated with*.

log

Arguments **`name`** (string), **`text`** (string)

Returns Nothing

Description Writes text to a specific Erk chat window. **`log()`** can only write text to a window associated with the client that triggered the plugin method's execution. That means that **`log()`** can write to channel windows that the client has joined or private message sessions that are open and ongoing. **`log()`** cannot write text to windows associated with another client. **`name`** should contain the name of the channel or user nick whose window you want to write to; **`text`** should contain the text you want to write. **`text`** can contain HTML. Any text written ***will*** be saved to the log, if logging is turned on.

For example, to write to the chat window for the channel "#erk", you could use **`self.log("#erk","This is the text to write")`**.

*You cannot **`log()`** text to windows associated with another client.* If you are trying to use **`log()`** from the **`input()`** method, for example, the only windows you can write to *must be on the same server the window that triggered the method is associated with*.

console

Arguments **`text`** (string)

Returns Nothing

Description Writes to the console window associated with the client that triggered the plugin method's execution.

print

Arguments **`text`** (string)

Returns Nothing

Description Writes to the current window displayed in Erk, whether it's a server console, channel chat, or private chat; if there is no current window, the method will fail silently and not display any text. This method will always fail in a plugin's **`load()`** and **`unload()`** methods.

Plugin Packages

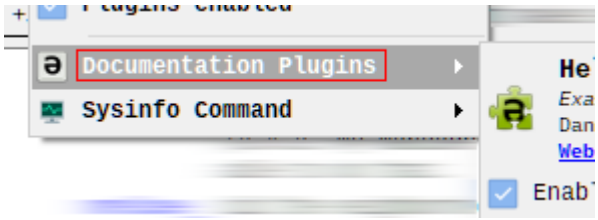
Plugins should be in their own directory in the "plugins" directory; this directory name can be any valid string for a Python module. This directory/plugin combination is called a "package".

For example, let's assume you have an Erk plugin named "myplugin.py". You've decided that you want to use "dans_plugins" as your package name. Create a directory in your Erk plugin directory named "dans_plugins", and copy/mode "myplugin.py" into the new directory. Your plugin package now looks like:

```
dans_plugins
   •  myplugin.py
```

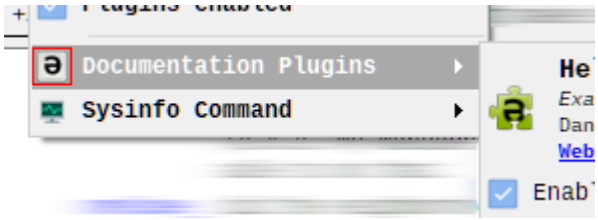
This is all you need for a plugin package. However, how the package (and the plugins it contains) are displayed in the Erk GUI can be further customized.

Package Name



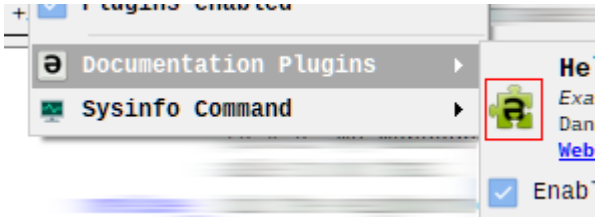
The plugin's Python name is displayed as the package's name by default. If you'd like to customize this (for example, change the package's name to include punctuation not normally allowed by Python), create a file named "package.txt" (or just "package") in the root directory of the package. Write the new name in this file as the first and only line. Using the above example, if you wanted your "dans_plugin" package to be displayed as "Dan's Erk Plugins", you would write "Dan's Erk Plugins" in the package's "package.txt".

Package Icon



To create a custom icon for a package, create a PNG file with the desired icon image and place it in the root directory of the package; change the package icon's filename to "package.png". This icon will be displayed in Erk's "Plugins" menu. Optional; if omitted, the default package icon will be used.

Plugin Icons



An icon can be specified for a plugin; this is the icon that will be displayed in Erk's "Plugins" menu. To set an icon, place a PNG with the same name as the plugin's class file name with the extension ".py" replaced with ".png" in the same directory as the plugin's package. The icon should be 25 pixels by 25 pixels to be displayed properly. Optional; if omitted, the default plugin icon will be used.

Use Erk to generate a "blank" plugin

The Erk client has a command-line flag that will generate a "blank" plugin package, ready to be edited. It will create a directory with a Python-safe name in the user's current directory, and place all the files needed for a plugin in it.

```
C:\> python erk.py --generate "My brand new plugin"
Creating plugin package Mybrandnewplugin…
Done!
C:\>
```

The new package will not load into Erk; it must be edited. It includes a plugin source code skeleton ("plugin.py"), a package name file ("package.txt"), and default icons for both the package and plugin.

Once edited, simply copy the package directory into Erk's plugin directory.

Examples

"Hello, world!" plugin

This plugin will implement new command: "/hello". This will display the traditional "Hello, world!" message in the window where the command was entered.

```
from erk import *

class HelloWorld(Plugin):
     def __init__(self):
          self.name = "Hello World plugin"
          self.description = "Example plugin for documentation"

     def input(self,client,name,text):

          # Look for our new command
          if text=="/hello":

               # Found it! Now lets display our message
               self.print("Hello, world!")

               # Now, we return "True" to make sure that
               # "/hello" isn't sent to the IRC server as
               # a chat messages
               return True
```

Note taking plugin

This plugin will introduce three new commands: "/note" (for adding a note), "/notes" (for displaying all stored notes), and "/clear" (for deleting all stored notes).

```
from erk import *

class Notes(Plugin):
     def __init__(self):
          self.name = "Note taking plugin"
          self.description = "Example plugin for documentation"
          self.notes = []

     def input(self,client,name,text):

          # Tokenize the input
          tokens = text.split()

          # Handle the "/clear" command
          # This will delete any stored notes
          if len(tokens)>0 and tokens[0].lower()=="/clear":
               self.notes = []
               return True

          # Handle the "/note" command
          # This adds a new note to the stored notes
          if len(tokens)>0 and tokens[0].lower()=="/note":
               tokens.pop(0)
               n = ' '.join(tokens)
               self.notes.append(n)
               return True

          # Handle the "/notes" command
          # This will display any stored notes
          if len(tokens)>0 and tokens[0].lower()=="/notes":

               # If there are no stored notes, let the
               # user know and return
               if len(self.notes)==0:
                    self.print("No notes found")
                    return True

               # Format the note list using HTML
               t = "<ul>"
               for n in self.notes:
                    t = t + "<li>"+n+"</li>"
               t = t + "</ul>"

               # Display the stored notes to the user
               self.print(t)
```