Hello, we start this tutorial, with the root window of "The Wheat Snooper".
you can see several textlines, groupboxes and comboboxes,
the editor groupbox is for advanced usage and you must not worrie about it.

the nickname groupbox displays your nickname in wormnet, change this name to everything you want.
it has a regular expression installed, so you cannot pick unsupported letters.

the password groupbox, can be used for secure registration (if that will be implemented to wormnet one day).
to enable secure login you must go into the editor and clean the ip from [irc ip] section.
if you do that nicknames cannot include ` signs anymore. but until wormnet secure login is not implemented we dont need it.

the next are flags and ranks, the clan tag and the client from yourself, that others will see in wormnet. let me say some words to this.
wormnet mods may argue about this propertys in future: that you must mark yourself as a snooper.
in that case, to avoid trouble with this guys, you should change the rank to 12 and name the client with "snooper".
these settings let you also hide your client to others, so you can appear exactly as a prosnooper2 client or the game itself.
people are then only able to debunk your secret, if they send a versioning to you, because versioning is just not implemented.

after setting all up, you click choose and the snooper will then connect to wormnet, if you ever come back to this settings tab,
the snooper will automaticly disconnect you from wormnet.

This picture shows the menu which opens when you rightclick the trayicon on your controlpanel.
under stuff you can open an about windows and the settingswindow.
the skins can be choosen on runtime. you can choose several layouts which affect the channelwindows.
a leftclick to the trayicon will hide the root window.
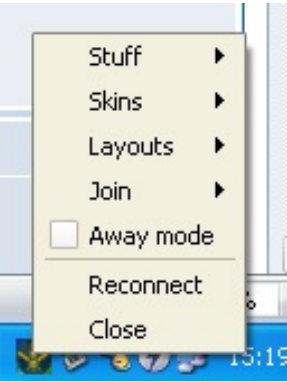
ok, here you see a part of a channelwindow, its the host view.

you can rightclick the channel to host a public or private game. a doubleclick to a channel
will open a public game window.

Gamename	User	Rank
#AnythingGoes		
Shopper_f		?
SHOPER		
hysteria	NaC`nando`	
normal_1vs1	xPoDxKroox	
Hysteria_for_VIP	HostingBuddy	
wxw	RoH`Jackdaniels	

Host a game in #AnythingGoes
Host a private game
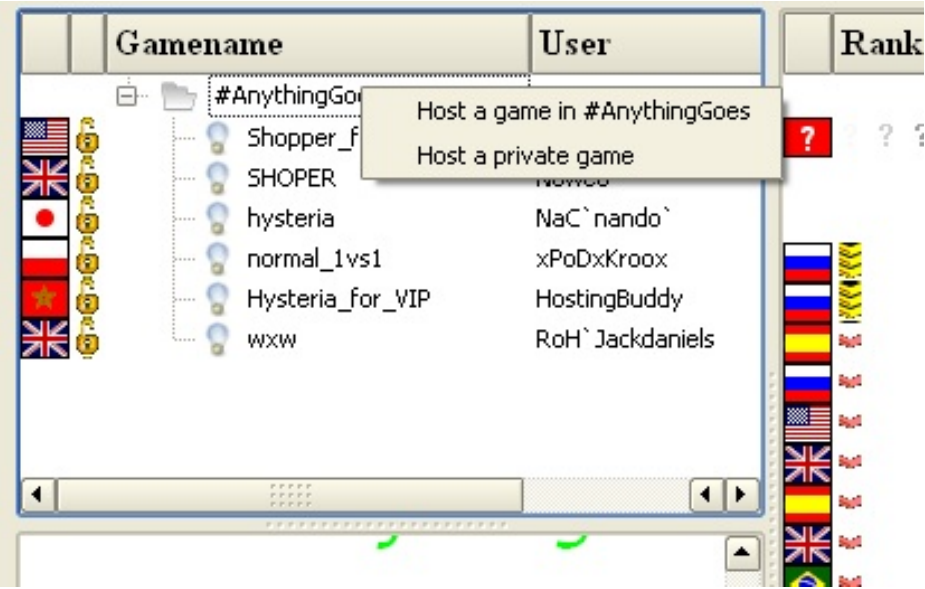
if you rightclick a game you can choose a program to join this game, for example wormkit or wa.exe and others.

if you choose a game the program will remember your decision and if you choose a second program it will show both, but the last program you have choosen to join a game will be on top of the programs list here.

so if you double click a game the snooper will join this game with the uppest program in this list.
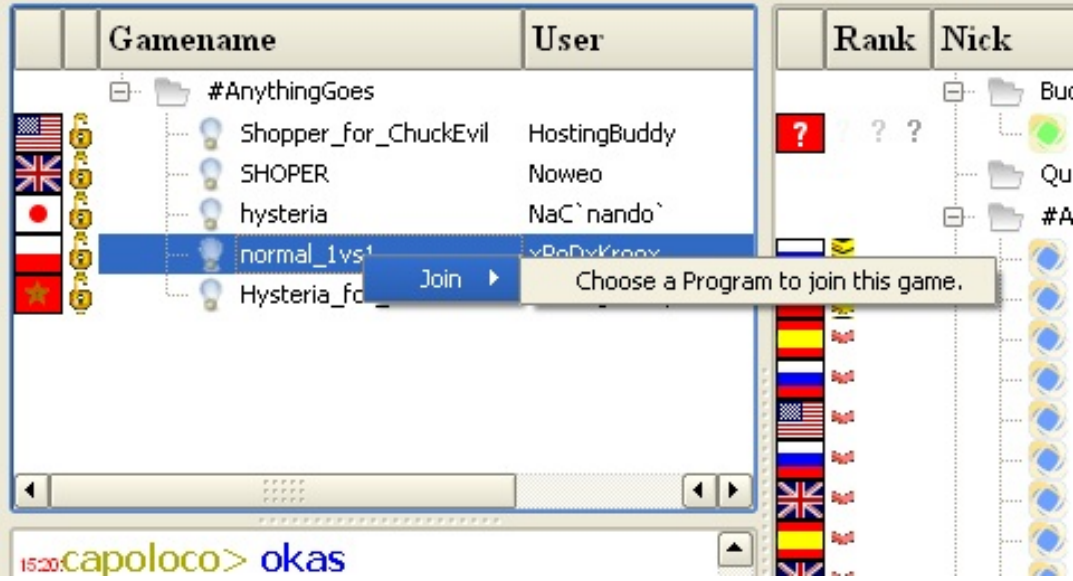
here, you can see the chat view, this view is awesome in its functionality. as you can see i right clicked a texttype.
the texttype was a nickname, i can now choose a font, a color and open a chatwindow with this user.
if i choose another font, the next nicknames will appear in the new color. the same with fonts.
i could also richtclick the time and change the font and color of the next timestamps.
you see there are different texttypes let me list them:
nicknames, timestamps, servermessages, chattext from normal users, chattext from a buddy, internet links which start with http://,
game links which start with wa://, notices, actions, private messages from normal users.

all this texttypes can be settet with a rightclick to them.
a gamelink will appear as GAMELINK, with a rightclick you can open a game information window, it shows you the whole gamelink.
also a rightclick to a gamelink lets you join this game directly. if you host a game the snooper will write this gamelink to the channelwindow,
so people can then join your game over this link and they must not wait until the game appears in the hostscreen.

a internet link can be leftclicked and the snooper will then open your browser and show the website, note that website links
must start with http:// and they cannot include whitespaces. a whitespace should appear as %20. for example:
http://www.The Wheat Snooper.com is invalid, you must write http://www.The%20Wheat%20Snooper.com then the snooper will parse it right.

you may wonder why the texttypes are already settet to different colors and fonts, this was done by me and the program safes this to the
/snpini/snpini file. you allready have a default snpini file in your snooper, this file is responsible for almost all settings.
you can also delete this file, the snooper will generate a new one on next start.

here you see the user view, this view provides important functionalities to make your live easier in wormnet.
it shows the channels in wormnet and some additional "channels". Buddylist Querys and Ignorelist, arent channels,
they can be seen as (user) containers with special purposes.
in the picture i rightclicked a user, i can now add this user to the buddylist or ignorelist.
if i add one to the ignorelist, he will appear there (online or offline).
the buddylist will only show this user if he is online, and the snooper will also play sound when a buddy
connects to wormnet or disconnects. also he must not join a channel to appear in your list, the snooper will
show him if he is connected to wormnet. with a doubleclick to a user you can start a chat with him.
users from your buddylist will open a chatwindow when they send you a private message.
users from ignorelist cannot send you private messages.
users that are not in your buddylist and not in your ignorelist can send you private messages but the message will then
appear in all channelchat windows.

in settings you can also set that ignorelist users will not appear inside the chatwindows at all. but you can open a chatwindow
with them and talk.

if a user that is not in the buddylist nor in the ignorelist, sends you a private message, he will then appear in the query list
and the snooper will also safe this query if you close it. so a look inside the query list will allways inform you about
chat querys and you can allways read it, even the next day.

a doubleclick to a channelname will open this channel if it is not opened allready.

buddys appear with a green point on their names, and their hosts will appear with a green lamp instead of a white one.
querys from users that are gone offline will appear with a gray point and ignorelist member with a transparent point.

you can sort by flag rank nick clan and client with a click to the header buttons in the view. you can also drag and drop this buttons from the view to change the direction.
the default direction is flag rank nick clan and client. so you can change it for example to:
nick rank flag clan client.
if you rightclick a clanname you can choose that this clanname should be hidden, that makes it possible to disable strings
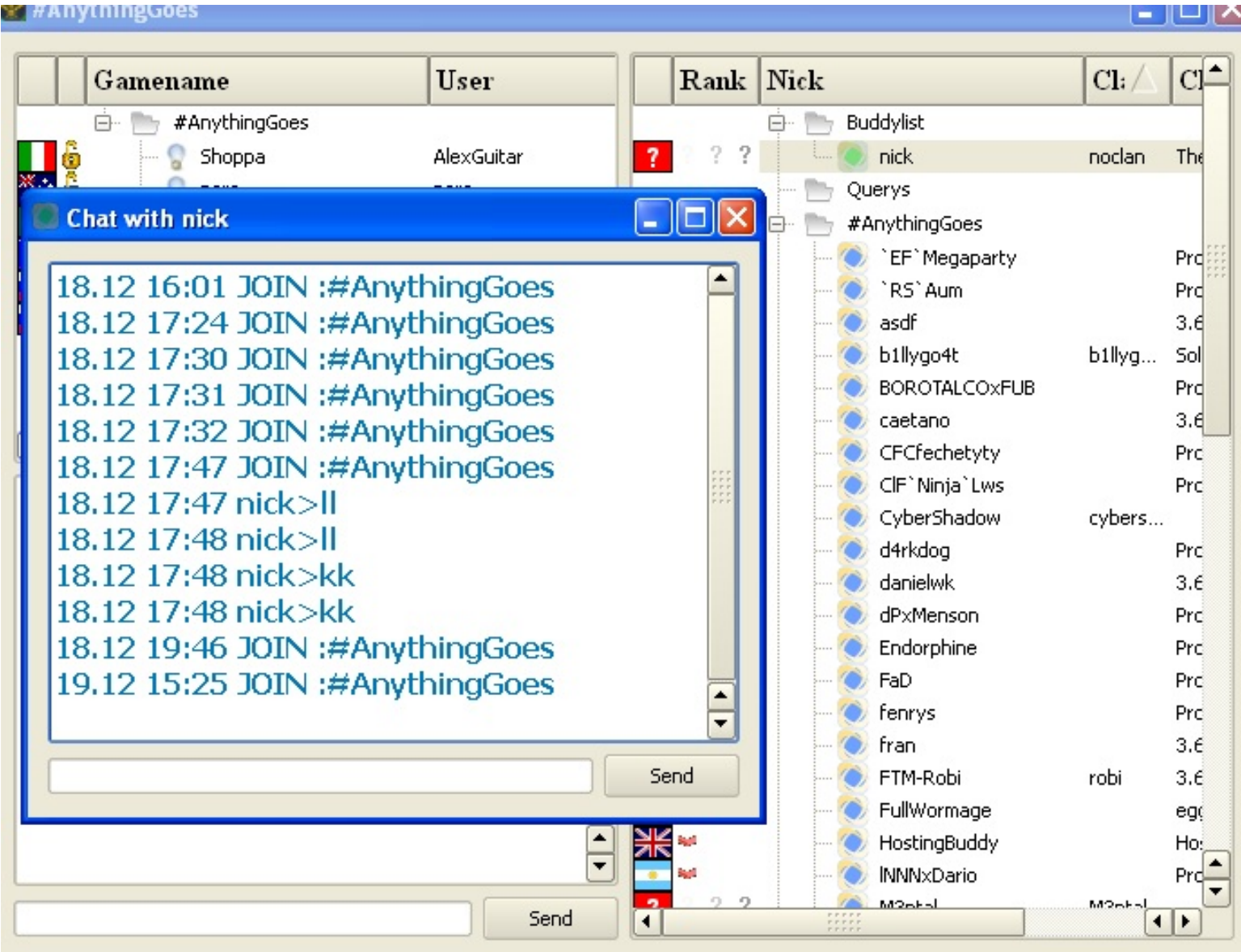that dont seem to be a clanname.
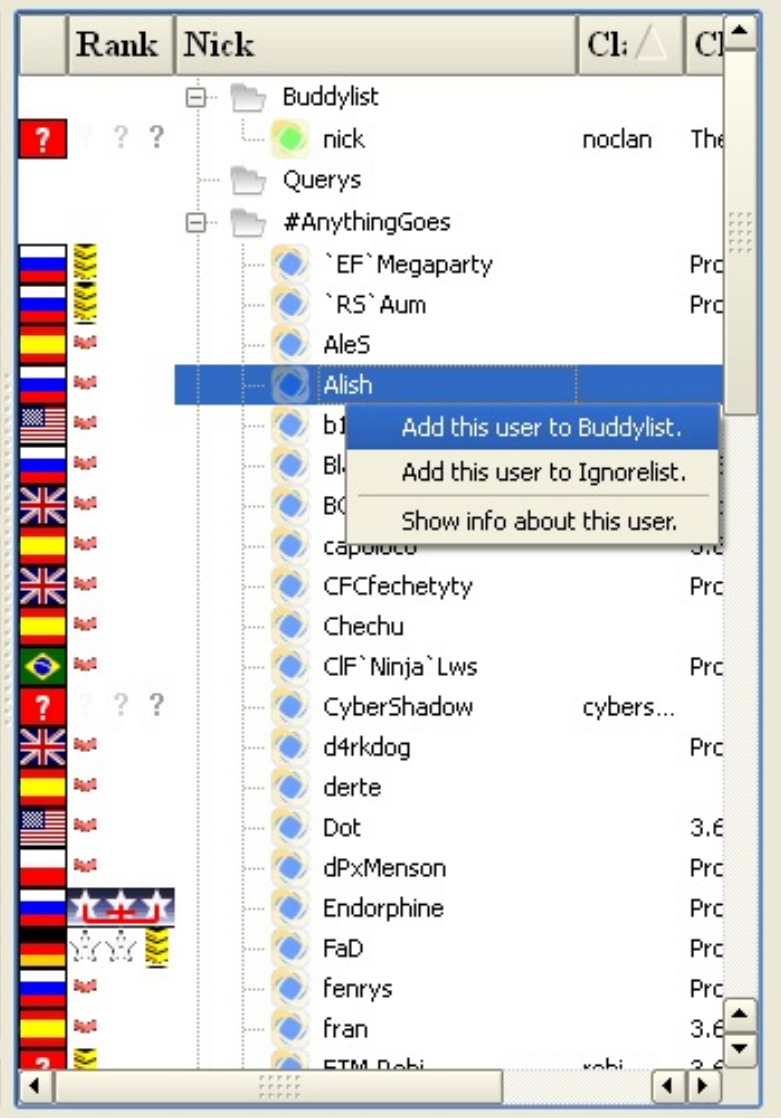
here you can see a chatwindow, it logs the chat and also the server events from this user. this log will be safed to querys/logs.
in settings you can disable that it safes the log.
the log for every user cannot be longer then 50 messages.

the chatwindows provide the same functionality as channelchats.

ok, this text is about sending special messages
if a message starts with:

> it will be an action
>> it will be a notice
>>> will be an action sended as a notice
>! it will be a raw action (for example >!VERSION)
/ sends a raw server command, for example:

/privmsg nick hello
/notice nick hello
/whowas nick
/notice #anythinggoes hello

pressing up and down when the chatline is in focus will work as expected.
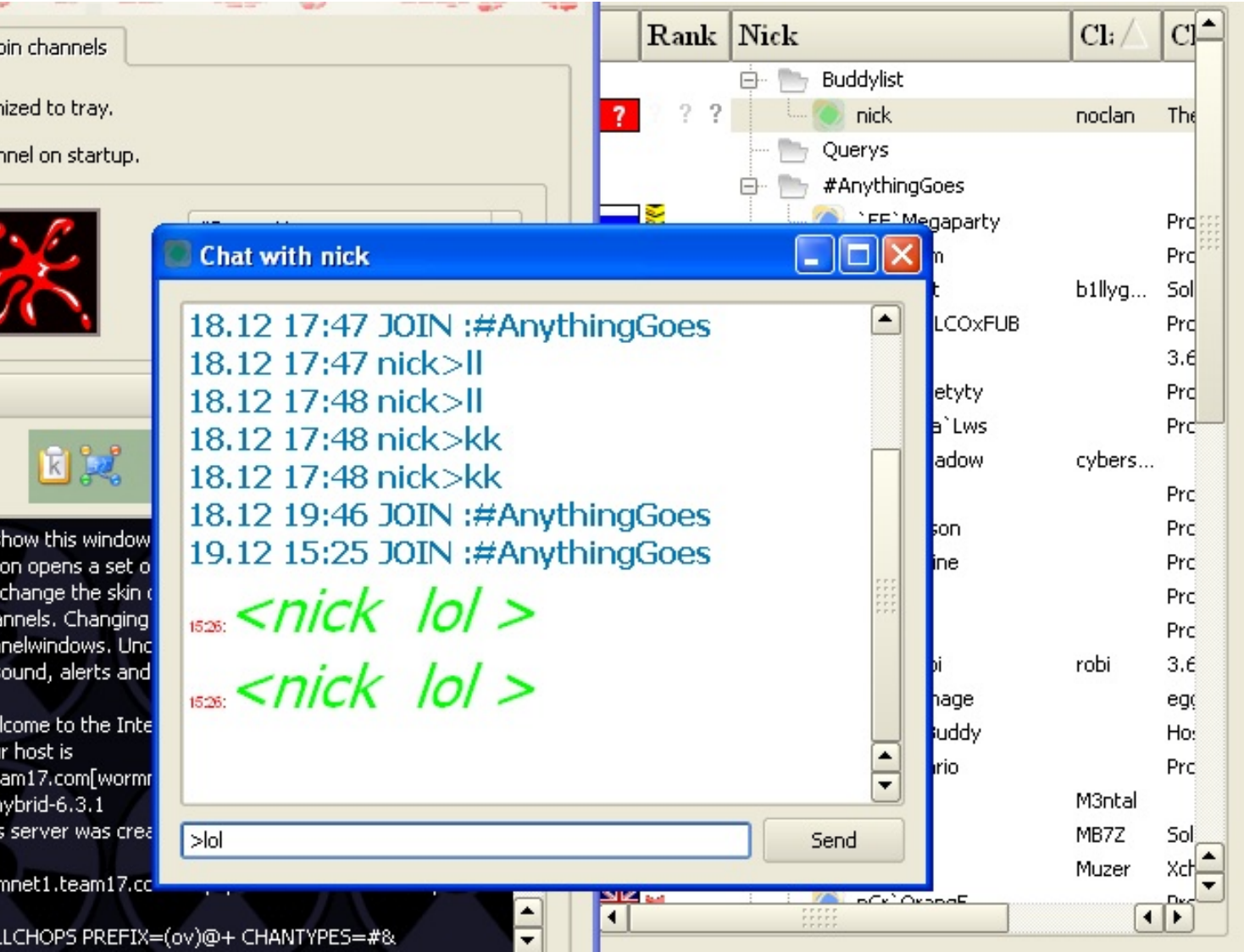
ok, now i come to a more complicated part of my snooper,
you see there are some channels listed in the userview. we would of course expect now that the users inside the channels are are all the users in this channel.
but this is not the case. the snooper can see everyone in wormnet.
but if you watch in a channel that you havent joined, the display might not be correct.

for example you join anythinggoes the display for anythinggoes will be correct, you see all connected users, but if you look in ropersheaven you will not see a correct list. to get a correct list of ropersheaven you must just join ropersheaven too.

the trick here is that the snooper can see everyone in wormnet, but if a user has joined 2 channels and you havent joined this both channels, it may happen to you that he will only be displayed once.

let me give you a more compressed explaination:

the snooper shows every user in wormnet, but it cannot show correct userlists from channels that you havent joined.

that appears to be a bug, but on the other side it makes it possible to allways see your buddys, independent to the channel he has joined.
and you can also chat with this user when he is anythinggoes and you are not.

you wont find this functionality in another snooper program.

ok this is now the end of my tutorial, i hope you will become happy with my work.
if you find bugs or you have comments or wishes or just want to talk about it, you can register in my forum and post them.

greetz Lookias