

VooDooChat Online Help

Subjects:

- Introduction to VooDooChat for X Window;
- Connecting to a remote host;
- Disconnecting and quitting;
- Using the sound feature;
- Inviting someone;
- Console command overview;
- Tech specs;
- The authors.

Introduction to VooDooChat for X Window

VooDooChat was developed to provide an easy communication tool when running X. We were inspired by winchat.exe under WinNT. However, we found winchat.exe way too limited for our goal.

We mixed it with IRC and now it is possible to chat with several people, spread across the Internet, using TCP/IP and the well known IRC commands.

A bit like IRC, but VooDooChat doesn't rely on a permanent server that is always online. VooDooChat is client and server at the same time and the connected users dynamically assign one to be the server.

For users this means that it works completely transparent as if they had the flexibility of a IPX network. If you want to chat with a friend, just connect to his IP address or DNS. This also makes VooDooChat useable on a small LAN as well as throughout the Internet. We tried to take the best of both worlds.

Connecting to a remote host

If VooDooChat runs, and you're not yet connected to another machine, then click **Connect** in connect menu. Your address book now opens. You can use the "Add" button to add a friend's address. "Delete", "Edit" and "Cancel" help you to manage the entry's. When you selected the user you want to connect to, click the **Connect** button.

You can also type the user's IP or DNS directly and press enter without making an entry first.

Quickest way: you don't even have to open the address book. Just type `"/connect user.domain.com"` in the main window.

Disconnecting and quitting

When you're tired of chatting, you can disconnect by clicking "Disconnect" in the menu. Or choose "Exit". By default, VooDooChat will minimize and dock into your taskbar and remain standby for incoming chats and ready to receive invitations.

You don't need to detonate an "xkill" above VooDooChat to make it quit. Clicking the close button in the right upper corner of the window border, (dependent on your window manager) really stops the program.

Although VooDooChat is a 100% TCP/IP program, and the server is dynamically elected and therefore invisible, you don't have to fear for closing the server accidentally and destroying the whole remaining conversation.

When the user that happens to be the server decides to quit, his/her VooDooChat will automatically choose another client to become the server instead. This client will be notified first. All other clients will be notified of the new server and will receive the new IP address to connect to.

Now the server closes all connections to the clients and is ready to quit. This imitation of the flexible nature of IPX, makes VooDooChat completely transparent. Users won't even notice it.

Using the sound feature

In contrary to most IRC clients and winchat.exe, VooDooChat provides sound support. Users can send small audio samples which will be played through the other person's speakers.

To send a sample, use the buttons in a private chat window. Select the a sound in the pull down menu and click Send. If the other user accepts sounds from you, your sample will be played through his speakers.

To ignore sounds from a certain user, deselect the checkbox in his private window.

VooDooChat has the ability to play 16 sound samples simultaneously, so several people can send you a sound and they will all be played.

VooDooChat comes with 19 sound samples in the raw format. In the current release it is not possible to add your own samples. This may be implemented in a future release.

Inviting someone

If are having a discussion with several other people, you can invite someone else and ask his to join.

To do this, open the address book by clicking **Invite** in the connect menu. Select someone in your address book and click the **Connect** button. If this person is not yet involved in another discussion, a window will pop up on his/her screen which allows him/her to accept or decline your invitation.

Console command overview

Just like IRC, VooDooChat provides console commands for most functions. These commands are listed below with a brief description.

- | | |
|------------------------------|--|
| ● /connect <host.domain.com> | Connect to a server running VooDooChat. |
| ● /disconnect | Quit the conversation. |
| ● /quit | Quit the conversation and minimize VooDooChat. |
| ● /invite <host.domain.com> | Invite the user on host.domain.com (or use the IP) |
| ● /whois <nickname> | Obtain specific information on a user, like the IP and DNS. |
| ● /sound | When typed in the main window, all sound support is turned off.
When typed in a private window, only sounds from that user will be ignored. |
| | typing /sound again turns the sound back on. |
| ● /msg <nick> <message> | Send a private message to a user. |

Tech specs

VooDooChat was written in Qt on a Linux machine. Especially due to the sound implementation, we think Linux will be the only OS that can compile and run VooDooChat.

The program is client and server at the same time, it is always listening for incoming connections. The server port it binds to, is 3666 by default. Currently that is hard coded and cannot be changed. This also means that VooDooChat can be run only once on a machine. All other copies can only work in client mode and therefore cannot be invited or work as a server.

The authors

VooDooChat was written by:

- Leon van Zantvoort
- Erik van Zijst
- Ingo Pak
- Ids Achterhof
- Yan Yuen
- Jan Graumans
- Erwin Springelkamp

It was written as a project at the Computer Science department of the "Hogeschool Rotterdam & Omstreken" in the Netherlands.