

### 3.4 Server queries and commands

The server query group of commands has been designed to return information about any server which is connected to the network.

In these queries, where a parameter appears as <target>, wildcard masks are usually valid. For each parameter, however, only one query and set of replies is to be generated. In most cases, if a nickname is given, it will mean the server to which the user is connected.

These messages typically have little value for services, it is therefore RECOMMENDED to forbid services from using them.

#### 3.4.1 Motd message

Command: MOTD

Parameters: [ <target> ]

The MOTD command is used to get the "Message Of The Day" of the given server, or current server if <target> is omitted.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

RPL\_MOTDSTART

RPL\_MOTD

RPL\_ENDOFMOTD

ERR\_NOMOTD

#### 3.4.2 Lusers message

Command: LUSERS

Parameters: [ <mask> [ <target> ] ]

The LUSERS command is used to get statistics about the size of the IRC network. If no parameter is given, the reply will be about the whole net. If a <mask> is specified, then the reply will only

concern the part of the network formed by the servers matching the mask. Finally, if the <target> parameter is specified, the request

is forwarded to that server which will generate the reply.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

RPL_USERCLIENT	RPL_USEROP
RPL_USERUNKNOWN	RPL_USERCHANNELS
RPL_USERME	ERR_NOSUCHSERVER

### 3.4.3 Version message

Command: VERSION

Parameters: [ <target> ]

The VERSION command is used to query the version of the server program. An optional parameter <target> is used to query the version of the server program which a client is not directly connected to.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

ERR_NOSUCHSERVER	RPL_VERSION
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Examples:

VERSION tolsun.oulu.fi ; Command to check the version of server "tolsun.oulu.fi".

### 3.4.4 Stats message

Command: STATS

Parameters: [ <query> [ <target> ] ]

The stats command is used to query statistics of certain server. If <query> parameter is omitted, only the end of stats reply is sent back.

A query may be given for any single letter which is only checked by the destination server and is otherwise passed on by intermediate servers, ignored and unaltered.

Wildcards are allowed in the <target> parameter.

Except for the ones below, the list of valid queries is implementation dependent. The standard queries below SHOULD be supported by the server:

- l - returns a list of the server's connections, showing how long each connection has been established and the traffic over that connection in Kbytes and messages for each direction;
- m - returns the usage count for each of commands supported by the server; commands for which the usage count is zero MAY be omitted;
- o - returns a list of configured privileged users, operators;
- u - returns a string showing how long the server has been up.

It is also RECOMMENDED that client and server access configuration be published this way.

Numeric Replies:

ERR_NOSUCHSERVER	
RPL_STATSLINKINFO	RPL_STATSUPTIME
RPL_STATSCOMMANDS	RPL_STATSOLINE
RPL_ENDOFSTATS	

Examples:

STATS m ; Command to check the command usage  
for the server you are connected to

### 3.4.5 Links message

Command: LINKS

Parameters: [ [ <remote server> ] <server mask> ]

With LINKS, a user can list all servernames, which are known by the server answering the query. The returned list of servers MUST match

If <remote server> is given in addition to <server mask>, the LINKS command is forwarded to the first server found that matches that name (if any), and that server is then required to answer the query.

```
ERR_NOSUCHSERVER
RPL_LINKS          RPL_ENDOFLINKS
```

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LINKS \*.au ; Command to list all servers which have a name that matches \*.au;

### 3.4.6 Time message

The time command is used to query local time from the specified server. If the <target> parameter is not given, the server receiving the command must reply to the query.

ERR NOSUCHSERVER RPL TIME

```
TIME tolsun.oulu.fi ; check the time on the server
"tolson.oulu.fi"
```

### 3.4.7 Connect message

Command: CONNECT

Parameters: <target server> <port> [ <remote server> ]

The CONNECT command can be used to request a server to try to establish a new connection to another server immediately. CONNECT is a privileged command and SHOULD be available only to IRC Operators. If a <remote server> is given and its mask doesn't match name of the parsing server, the CONNECT attempt is sent to the first match of remote server. Otherwise the CONNECT attempt is made by the server processing the request.

The server receiving a remote CONNECT command SHOULD generate a WALLOPS message describing the source and target of the request.

Numeric Replies:

ERR\_NOSUCHSERVER      ERR\_NOPRIVILEGES  
ERR\_NEEDMOREPARAMS

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Examples:

CONNECT tolsun oulu.fi 6667 ; Command to attempt to connect local server to tolsun oulu.fi on port 6667

### 3.4.8 Trace message

Command: TRACE

Parameters: [ <target> ]

TRACE command is used to find the route to specific server and information about its peers. Each server that processes this command MUST report to the sender about it. The replies from pass-through links form a chain, which shows route to destination. After sending this reply back, the query MUST be sent to the next server until given <target> server is reached.

TRACE command is used to find the route to specific server. Each

server that processes this message MUST tell the sender about it by sending a reply indicating it is a pass-through link, forming a chain of replies. After sending this reply back, it MUST then send the TRACE message to the next server until given server is reached. If the <target> parameter is omitted, it is RECOMMENDED that TRACE command sends a message to the sender telling which servers the local server has direct connection to.

If the destination given by <target> is an actual server, the destination server is REQUIRED to report all servers, services and operators which are connected to it; if the command was issued by an operator, the server MAY also report all users which are connected to it. If the destination given by <target> is a nickname, then only a reply for that nickname is given. If the <target> parameter is omitted, it is RECOMMENDED that the TRACE command is parsed as targeted to the processing server.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

ERR\_NOSUCHSERVER

If the TRACE message is destined for another server, all intermediate servers must return a RPL\_TRACELINK reply to indicate that the TRACE passed through it and where it is going next.

RPL\_TRACELINK

A TRACE reply may be composed of any number of the following numeric replies.

RPL_TRACECONNECTING	RPL_TRACEHANDSHAKE
RPL_TRACEUNKNOWN	RPL_TRACEOPERATOR
RPL_TRACEUSER	RPL_TRACESERVER
RPL_TRACESERVICE	RPL_TRACENEWTYPE
RPL_TRACECLASS	RPL_TRACELOG

RPL\_TRACEEND

Examples:

TRACE \*.oulu.fi ; TRACE to a server matching  
\*.oulu.fi

### 3.4.9 Admin command

Command: ADMIN

Parameters: [ <target> ]

The admin command is used to find information about the administrator of the given server, or current server if <target> parameter is omitted. Each server MUST have the ability to forward ADMIN messages to other servers.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

ERR\_NOSUCHSERVER  
RPL\_ADMINME                    RPL\_ADMINLOC1  
RPL\_ADMINLOC2                RPL\_ADMINEMAIL

Examples:

ADMIN tolsun.oulu.fi ; request an ADMIN reply from  
tolsun.oulu.fi

ADMIN syrk ; ADMIN request for the server to  
which the user syrk is connected

### 3.4.10 Info command

Command: INFO

Parameters: [ <target> ]

The INFO command is REQUIRED to return information describing the server: its version, when it was compiled, the patchlevel, when it was started, and any other miscellaneous information which may be considered to be relevant.

Wildcards are allowed in the <target> parameter.

Numeric Replies:

ERR\_NOSUCHSERVER

RPL\_INFO

RPL\_ENDOFINFO

Examples:

INFO csd.bu.edu ; request an INFO reply from  
csd.bu.edu

INFO Angel ; request info from the server that  
Angel is connected to.