



*Ærk IRC Client, Version 0.860*

# Ærk Plugin Guide

A guide for using and writing plugins for the Ærk IRC Client

**<https://github.com/nutjob-laboratories/erk>**

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# Summary

Ørk plugins are Python 3 classes that inherit from a base class, named “Plugin”, that is imported from the Ørk application. They are loaded from a subdirectory in the main directory where Ørk stores settings and scripts, `.erk/plugins`, located in the user’s home directory.

A basic plugin looks something like this:

```
from erk import *

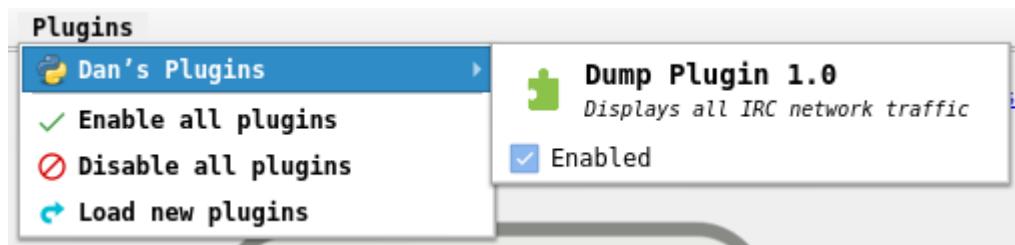
PLUGIN = "Dan's Plugins"

class DumpPlugin(Plugin):
    NAME = "Dump Plugin"
    VERSION = "1.0"
    DESCRIPTION = "Displays all IRC network traffic"

    def line_in(self,data):
        print("<- "+data)

    def line_out(self,data):
        print("-> "+data)
```

If this was saved to a file and placed in `.erk/plugins`, the next time Ørk is started, it would load the plugin and appear in Ørk’s “Plugins” menu like so:



Once loaded, the plugin would print all network traffic, both input and output, from all servers that Ørk is connected to, to the console.

# Using Ørk Plugins

To install an Ørk plugin, simply place it in the `.erk/plugins` directory in your home directory. The next time Ørk starts up, the plugin will be loaded automatically. If there are major errors in the plugin (for example, improper Python code), Ørk will not start, and any errors will be printed to the console. If there are minor errors (for example, if plugins are missing needed attributes), Ørk will start normally, and any errors will be displayed to the user in a dialog window. Plugins with minor errors will *not* be loaded into the client, and, thus, will be ignored by Ørk.

Plugins can be loaded from other directories as well, by using the `-P/--plugins` command-line option. This option can be used multiple times; each call adds another directory to load plugins from.

Uninstalling Ørk plugins is as easy as deleting the plugin from `.erk/plugins`. No other steps are required.

# Writing Ørk Plugins

## Plugin Requirements

Ørk plugins are Python 3 classes that must meet four basic requirements:

- The class must inherit from the base class **Plugin**
- The class must have a **NAME** attribute string
- The class must have a **VERSION** attribute string
- The class must have at least one event method

There are three optional features that you can add to a plugin:

- A class attribute string named **DESCRIPTION**
- A string in the “root” of the plugin’s module named **PLUGIN**
- An 25x25px PNG image file with the same file name as the module

To get access to the first requirement, simply import **Plugin** from **erk**. You can either explicitly import **Plugin**:

```
from erk import Plugin
```

or use a “splat” and import it implicitly:

```
from erk import *
```

The second two requirements, the **NAME** and **VERSION** attributes, are used by Ørk to display the plugin in the client (see page 3). These should be class attributes, rather than instance attributes<sup>1</sup>. **NAME** should be set to the name of the plugin, a short descriptive string; it must contain at least one character that is not whitespace. **VERSION** should be the version number of the plugin; if no version number is required, this attribute can be set to a blank string, but it *must* exist. A third attribute, **DESCRIPTION**, is optional; this should be a short string that describes what the plugin does.

The last requirement is for the plugin to have at least one event method. An event method is a plugin method that Ørk will execute when a specific event occurs (see *Event Methods* on page 6).

If you add a string named **PLUGIN** to the plugin module, this string value will be used to display the plugin in Ørk’s “Plugins” menu.

If a 25x25 pixel PNG image is in the same directory as the module, and has the same name as the module (with the exception of the file extension), this image will be used as the plugin’s “icon” in Ørk’s “Plugins” menu.

The easiest way to get started writing a plugin is to have Ørk create a “blank” plugin for you. Use the **--generate** command-line option, passing it the filename you want, and Ørk will generate a basic plugin skeleton for you.

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<sup>1</sup> <https://www.geeksforgeeks.org/class-instance-attributes-python/>

# Event Methods

Ørk executes the event method of every plugin that contains that event method when a specific event occurs (like the reception of a public message, a private message, or a notice message). In short, Ørk plugins are event-driven<sup>2</sup>.

## action

**Arguments** **target** (string), **user** (string), **message** (string)

**Description** Triggered every time Ørk receives a CTCP action message. **target** contains the target of the message (if it's a public message, **target** will contain the name of the channel the message was sent to, and if it's a private message, **target** will contain the nickname the Ørk client is using), **user** contains the nickname, username, and hostname of the user that sent it (in the format **nickname!** **username@hostname**), and **message** contains the contents of the message.

## connect

**Arguments** None

**Description** Triggered when Ørk connects to an IRC server. Please note that no IRC commands can be issued until Ørk finished registration with the IRC server; plugins will be notified when registration is complete by triggering the **registered()** event method (see page 10).

## ctcp

**Arguments** **user** (string), **channel** (string), **tag** (string), **message** (string)

**Description** Triggered whenever Ørk receives a CTCP message that is not otherwise recognized. **user** contains the nickname, username, and hostname of the user that sent it (in the format **nickname!** **username@hostname**), **channel** contains the channel (or nickname) the message was sent from, **tag** contains the CTCP message tag sent with the message, and **message** contains the contents of the sent message.

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<sup>2</sup> [https://en.wikipedia.org/wiki/Event-driven\\_programming](https://en.wikipedia.org/wiki/Event-driven_programming)

## input

<b>Arguments</b>	<b>name</b> (string), <b>text</b> (string)
<b>Description</b>	Triggered every time a user types something into Ærk's text input widget. <b>name</b> is the name of the window where the text was entered (a channel name for a public chat window, or a nickname for a private chat window), and <b>text</b> is the text that was entered. If the text was entered into a server console window, name will be set to <b>None</b> . If the user has implemented any macros, they will be interpolated into the text <i>before</i> being handed to this method. To stop Ærk from processing the user input, return <b>True</b> from this method; to allow Ærk to continue to work with the input text, return <b>False</b> or nothing. As it would be very easy to write a malicious plugin that would disable <i>any</i> input, Ærk will try to detect malicious <b>input()</b> methods and prevent the plugin that contains them from being loaded.

## invite

<b>Arguments</b>	<b>user</b> (string), <b>channel</b> (string)
<b>Description</b>	Triggered every time Ærk receives a channel invitation. <b>user</b> contains the nickname, username, and hostname of the user that sent the invitation (in the format <b>nickname!username@hostname</b> ), and <b>channel</b> contains the name of the channel Ærk is being invited to.

## join

<b>Arguments</b>	<b>channel</b> (string), <b>user</b> (string)
<b>Description</b>	Triggered every time another user joins a channel that the Ærk client is "present" in. <b>channel</b> contains the channel the user joined, and <b>user</b> contains the nickname, username, and hostname of the user that joined (in the format <b>nickname!username@hostname</b> ).

## joined

<b>Arguments</b>	<b>channel</b> (string)
<b>Description</b>	Triggered whenever Ærk joins a channel. <b>channel</b> contains the channel that the client joined.

## **kick**

<b>Arguments</b>	<b>channel</b> (string), <b>kickee</b> (string), <b>kicker</b> (string), <b>message</b> (string)
<b>Description</b>	Triggered whenever a user is kicked from a channel Ørk is “present” in. <b>channel</b> contains the channel the user was kicked from, <b>kickee</b> contains the nickname of the user that was kicked out of the channel, <b>kicker</b> contains the nick of the user that kicked the user out, and <b>message</b> contains the message attached to the kick notification.

## **kicked**

<b>Arguments</b>	<b>channel</b> (string), <b>kicker</b> (string), <b>message</b> (string)
<b>Description</b>	Triggered whenever Ørk is kicked from a channel. <b>channel</b> contains the channel the client was kicked from, <b>kicker</b> contains the nick of the user that kicked the client out, and <b>message</b> contains the message attached to the kick notification.

## **line\_in**

<b>Arguments</b>	<b>data</b> (string)
<b>Description</b>	Triggered every time Ørk receives data from an IRC server. <b>data</b> contains the data sent to the client.

## **line\_out**

<b>Arguments</b>	<b>data</b> (string)
<b>Description</b>	Triggered every time Ørk sends data to an IRC server. <b>data</b> contains the data sent to the server.

## **mode**

<b>Arguments</b>	<b>channel</b> (string), <b>user</b> (string), <b>mset</b> (bool), <b>modes</b> (string), <b>args</b> (list)
<b>Description</b>	Triggered every time Ørk receives a mode message. <b>channel</b> contains the name of the channel the message was sent to, <b>user</b> contains the nickname, username, and hostname of the user that sent it (in the format <b>nickname!</b> <b>username@hostname</b> ), <b>mset</b> is True if a mode is being set and False if a mode is being removed/unset, <b>modes</b> contains the mode(s) being set, and <b>args</b> contains a list of the arguments to the mode being set/unset.

## **motd**

**Arguments** `message` (list)

**Description** Triggered when Ørk receives the message of the day (MOTD) from an IRC server. `message` contains the MOTD, with each entry consisting of one line.

## **nick**

**Arguments** `oldnick` (string), `newnick` (string)

**Description** Triggered every time another user changes their nickname in Ørk's "presence". `oldnick` contains the old nickname, and `newnick` contains the new nickname.

## **notice**

**Arguments** `target` (string), `user` (string), `message` (string)

**Description** Triggered every time Ørk receives a notice message. `target` contains the name of the target the message was sent to (either a channel or your nickname), `user` contains the nickname, username, and hostname of the user that sent it (in the format `nickname!username@hostname`), and `message` contains the contents of the message.

## **oper**

**Arguments** None

**Description** Triggered when the user successfully logs into an IRCop<sup>3</sup> account with Ørk.

## **part**

**Arguments** `channel` (string), `user` (string)

**Description** Triggered every time another user leaves a channel that the Ørk client is "present" in. `channel` contains the channel the user left, and `user` contains the nickname, username, and hostname of the user that left (in the format `nickname!username@hostname`).

## **parted**

**Arguments** `channel` (string)

**Description** Triggered whenever Ørk leaves a channel. `channel` contains the channel that the client left.

<sup>3</sup> <https://tools.ietf.org/html/rfc1459#section-1.2.1>

## **private**

<b>Arguments</b>	<b>user</b> (string), <b>message</b> (string)
<b>Description</b>	Triggered every time Ørk receives a private message. <b>user</b> contains the nickname, username, and hostname of the user that sent it (in the format <b>nickname!username@hostname</b> ), and <b>message</b> contains the contents of the message.

## **public**

<b>Arguments</b>	<b>channel</b> (string), <b>user</b> (string), <b>message</b> (string)
<b>Description</b>	Triggered every time Ørk receives a public message. <b>channel</b> contains the name of the channel the message was sent to, <b>user</b> contains the nickname, username, and hostname of the user that sent it (in the format <b>nickname!username@hostname</b> ), and <b>message</b> contains the contents of the message.

## **quit**

<b>Arguments</b>	<b>nickname</b> (string), <b>message</b> (string)
<b>Description</b>	Triggered whenever Ørk receives a quit notification. <b>nickname</b> is the nickname of the user that quit IRC, and <b>message</b> is the (optional) message attached to the quit notification.

## **registered**

<b>Arguments</b>	None
<b>Description</b>	Triggered when Ørk completes connecting to an IRC server.

## **tick**

<b>Arguments</b>	<b>uptime</b> (integer)
<b>Description</b>	Triggered once every second that Ørk is connected to a server. <b>uptime</b> is the length of the connection to the server in seconds. Timers are specific to each connection; each server connection's tick event is independent of all the other server connections.

## **topic**

<b>Arguments</b>	<b>channel</b> (string), <b>user</b> (string), <b>topic</b> (string)
<b>Description</b>	Triggered when the channel topic is set for a channel that Ørk is "present" in. <b>channel</b> is the name of the channel the topic was set in, <b>user</b> contains the nickname, username, and hostname of the user that set the topic (in the format <b>nickname!username@hostname</b> ), and <b>topic</b> is the new topic. If <b>user</b> is set to an empty string, the server set the channel topic.

## Plugin Built-In Tools

The `Plugin` class contains some built-in methods and the `irc` object to make interacting with the Ørk client and any connected IRC servers easy.

### irc Object

The `irc` object is part of the `Plugin` class, and is the way plugins interact with IRC servers. It is integrated as an instance attribute of the class. This object is the instance of the Twisted IRC client<sup>4</sup> that Ørk is using for communication with the IRC server. Anything you can normally do with the Twisted IRC client, you can use `irc` for. Whenever an event method is triggered, the `irc` object is set to the Twisted instance that is connected to the server event that triggered the method. So, for example, if you wanted to write a private event method that forwards all private messages to another user with the nickname “OtherNick”, you could write:

```
def private(user,message):
    self.irc.msg("OtherNick",user+": "+message)
```

If the `irc` object is unavailable (due to a disconnection, error, or other reason), the object’s value is set to `None`.

For help on how to use the `irc` object, take a look at the documentation for the Twisted IRC Client<sup>5</sup>.

One additional feature Ørk built into the `irc` object is a new attribute, `id`. The `id` attribute is a string that is unique for each connection. This way, plugins can tell the difference between `irc` object that may be connected to the same IRC server.

### Built-In Methods

The Plugin class also comes with several methods built into it. These methods are used to interact with the Ørk graphical user interface (GUI).

#### console

**Arguments** `text` (string)

**Returns** Nothing

**Description** Prints `text` to the window associated with the current server connection, called the “console”.

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<sup>4</sup> [twisted.words.protocols.irc.IRCClient](https://twistedmatrix.com/documents/current/api/twisted.words.protocols.irc.IRCClient.html)

<sup>5</sup> <https://twistedmatrix.com/documents/current/api/twisted.words.protocols.irc.IRCClient.html>

## **exec**

<b>Arguments</b>	<b>text</b> (string)
<b>Returns</b>	Nothing
<b>Description</b>	Executes the contents of <b>text</b> as if it were entered into the text input widget in the Ørk client. This allows plugins to execute miscellaneous scripting commands (see <i>Ørk Scripting and Commands</i> for more information). If <b>text</b> does not contain a command, it will be sent to the currently open window as chat.

## **port**

<b>Arguments</b>	None
<b>Returns</b>	<b>Integer or None</b>
<b>Description</b>	Returns the port number used to connect to the IRC server that triggered the event is called from; if unknown, then <b>port()</b> returns <b>None</b> .

## **print**

<b>Arguments</b>	<b>text</b> (string), ...
<b>Returns</b>	Nothing
<b>Description</b>	Prints <b>text</b> to the currently open window; if the currently open window can't be found, then the text will print to the console. To print multiple items in the same command, separate the strings to print with commas (much like Python's <b>print</b> function).

## **script**

<b>Arguments</b>	<b>filename</b> (string), <b>arguments</b> (list)
<b>Returns</b>	Nothing
<b>Description</b>	Executes the contents of <b>filename</b> as an Ørk script. This functions exactly like the Ørk command <b>/script</b> (see <i>Ørk Scripting and Commands</i> ).

## **server**

<b>Arguments</b>	None
<b>Returns</b>	<b>String or None</b>
<b>Description</b>	Returns the hostname or IP address used to connect to the IRC server that triggered the event is called from; if unknown, then <b>server()</b> returns <b>None</b> .

## windows

**Arguments**

None

**Returns**

List or None

**Description**

Returns a list of currently open windows. Only windows for the current IRC connection are shown; for example, if this command is called in a **public()** event method (see page 10), only windows associated with the connection that triggered the **public()** event will be returned.

## write

**Arguments**

**target** (string), **text** (string)

**Returns**

Boolean

**Description**

Prints **text** to the window with **target** as its name. Windows are named after the chat they display; so, for example, the window displaying channel chat for #erk would be named "#erk". The window displaying private chat with a user named "Bob" would be named "Bob". If the window was found and the text was written to it, **write** will return **True**; if the window was *not* found, **write** will return **False**.

## Miscellany

Users that have been ignored with the `/ignore` command or through the GUI (see *Erk Scripting and Commands* for more information) will not trigger the **private** (page 10), **public** (page 10), **notice** (page 9), and **action** (page 6) events. Any messages sent from ignored users to the client are completely ignored. This behavior can be changed by opening the “Preferences” dialog (either via the “Settings” menu or by using the `--settings` command-line flag), navigating to the “Extensions” page, and enabling “Plugins catch ignored messages”.