IRC Library for Python 3

https://github.com/nutjob-laboratories/erkle

Version 0.017

Summary

Erkle is a low level, event-driven IRC library for Python 3, designed for both quick and dirty IRC bots or for full blown IRC clients.

Philosophy

Erkle was designed with the following in mind:

- **Little or no boilerplate code.** To write a IRC bot or client, the programmer should only have to write the functionality he or she wants to employ.
- **Modular code.** Most IRC bots or clients will require some common functionality. The programmer shouldn't have to reinvent the wheel every time they create a new bot or client. Code should be able to be isolated into modules for repeated use.
- **Little or no software requirements.** The library should use the Python standard library over third party libraries whenever possible.
- **Whenever possible, the library should mirror the protocol.** Having an understanding of how the IRC protocol works should give an understanding of how the library works.

Low Level

To use *Erkle*, understanding IRC and the IRC protocol is a necessity. *Erkle* is designed to be low level, meaning its interface is influenced by the protocol itself. Since there's no syntactic sugar to hide the difficult or complex parts of the protocol, *Erkle* code should be easy to understand if you understand the underlying protocol.

The IRC protocol is defined in a series of RFC documents:

- RFC 1459
- RFC 2812

Why not use Twisted or irclib?

TODO: write this section

Requirements

Erkle uses, for the most part, only modules in the Python standard library. To use SSL/TLS to connect to IRC servers, however, the **pyOpenSSL** library must be installed. To install this library via the Python package installer, **pip**, execute this command:

```
pip install pyOpenSSL
```

Python libraries

Erkle uses the following modules from the standard library:

- **`sys`**
- **`socket`**
- **`collections`**
- **`string`**
- **`threading`**
- **`ssl`** (only if it is available)

Erkle Object

Creation

Erkle is an object that creates and manages an IRC connection. *Erkle()* can take eight arguments (see below). Once the *Erkle* object is created, use the **`connect()`** or **`spawn()`** methods to cause the object to connect to the IRC server.

Argument	Type	Description
`nickname`	*string*	Sets the nickname the IRC client connection will use.
`username`	*string*	Sets the username the IRC client connection will use.
`realname`	*string*	Sets the realname the IRC client connection will use.
`server`	*string*	Sets the IP/hostname of the IRC server to connect to.
`port`	*integer*	Sets the port on the IRC server to connect to. *Default: 6667*
`password`	*string*	Sets the password the IRC client connection will send to the server if required. *Default: None*
`SSL`	*boolean*	Sets whether to use SSL to connect to the IRC server; set to True to use SSL. *Default: False*
`encoding`	*string*	What string encoding type the server connection uses. *Default: utf-8*

Methods

Method	Arguments	Description
`connect`	*None.*	Connects to the IRC server.
`spawn`	*None.*	Spawns a new thread, and connects to IRC using that thread. A reference to the created thread is stored in the *Erkle* object, which can be retrieved with the **`thread()`** method.
`thread`	*None.*	If *Erkle*'s connection was started with the **`spawn()`** method, the object's *Thread* object (see the Python documentation for the *Threading* library) will be returned; otherwise, **`None`** is returned.
`kill`	*None.*	If *Erkle*'s connection was started with the **`spawn()`** method, this will terminate the object's thread.
`send`	• **data** (string)	Sends a "raw" message to the IRC server; the message will not be processed in any way before being sent.
`privmsg`	• **target** (string) • **message** (string)	Sends a chat message to a channel or user. This can also be called via an alias: **`msg()`**
`action`	• **target** (string) • **message** (string)	Sends a CTCP action message to a channel or user. This can also be called via an alias: **`me()`**
`notice`	• **target** (string) • **message** (string)	Sends a notice to a user or channel.
`join`	• **channel** (string) • ***key*** (string)	Joins a channel.
`part`	• **channel** (string) • ***reason*** (string)	Leaves a channel.

`kick`	• **target** (string) • **channel** (string) • ***reason*** (string)	Kicks a user from a channel (the client must be a channel operator in the channel).
`ban`	• **channel** (string) • **mask** (string)	Bans any user who's nick/host/username matches a mask from a channel (the client must be a channel operator in the channel). See RFC 1459 for more information on masks.
`unban`	• **channel** (string) • **mask** (string)	Removes a channel ban from a channel (the client must be a channel operator in the channel).
`lock`	• **channel** (string) • **key** (string)	Sets a channel key on a channel (the client must be a channel operator in the channel).
`unlock`	• **channel** (string) • **key** (string)	Removes a channel key from a channel (the client must be a channel operator in the channel).
`mode`	• **target** (string) • **mode** (string)	Sets a mode on a channel or user. See RFC 1459 for more information on modes.
`invite`	• **user** (string) • **channel** (string)	Sends a channel invitation to a user.
`away`	• ***message*** (string)	Sets the client to "away" on the IRC server.
`back`	*None.*	Sets the client to "back" on the IRC server.
`whois`	• **user** (string)	Requests WHOIS data on a user from the server. When the WHOIS data is received, the **`whois`** event will be triggered.
`list`	*None.*	Requests a list of channels from the server. When the channel list is received, the **`list`** event will be triggered.
`quit`	• ***reason*** (string)	Disconnects from the IRC server.

Attributes

An *Erkle* also has a number of attributes that store information about the server and client. Not all of these values will be available immediately; the values are populated as the server sends the appropriate data to the client. Most of these values should be available by the time the **`welcome`** event is triggered.

Attribute	Type	Description
`nickname`	*string*	The client's nickname.
`username`	*string*	The client's username.
`realname`	*string*	The client's realname.
`server`	*string*	The server's address.
`port`	*integer*	The server's port.
`password`	*string*	The password used to connect to the server, if there is one.
`usessl`	*boolean*	Whether SSL is being used for this connection or not.
`hostname`	*string*	The server's hostname.
`software`	*string*	The server's software.
`options`	*list*	A list of the options the server supports.

network	*string*	The network the server belongs to.
commands	*list*	A list of commands supported by the server.
maxchannels	*integer*	The maximum number of channels a client can join on the server.
maxnicklen	*integer*	The maximum number of characters allowed for a nickname on the server.
channellen	*integer*	The maximum number of characters allowed for a channel name on the server.
topiclen	*integer*	The maximum number of characters allowed for a channel topic on the server.
kicklen	*integer*	The maximum number of characters allowed for a kick message on the server.
awaylen	*integer*	The maximum number of characters allowed for an away message on the server.
maxtargets	*integer*	The maximum number of targets a message can be sent to on a server.
modes	*integer*	The maximum number of channel modes that can be set on the server.
chantypes	*list*	What channel types the server uses.
prefix	*list of lists*	What channel status prefixes the server uses; each entry contains a list with the first value being the status type, and the second value being the prefix used for that type.
chanmodes	*list*	What channel modes the server uses.
casemapping	*string*	The casemapping the server uses.
spoofed	*string*	If the client's host is spoofed by the server, then the spoofed host name will be stored here.
users	*dictionary of lists*	An in-memory database of channel users. The dictionary uses channel names for keys, and each dictionary entry is a list of the named channel's users.
topic	*dictionary*	An in-memory database of channel topics. The dictionary uses channel names for keys, and each dictionary entry is a string containing the named channel's topic (or *None* if the topic is blank or unknown).
channels	*list of lists*	An in-memory database of all the channels on a server. This attribute starts empty by default; it will only be populated if the *Erkle* **`list()`** method is called. Each entry in the list a list that contains, in this order: 0. channel name (string) 1. number of users in the channel (integer) 2. channel topic (string) (*None* if there's no topic)

"irc" decorator and events

Included with the *Erkle* object is the *irc* decorator. The *irc* decorator is used to decorate functions that should be executed when specific events occur; this is called "hooking" an event. *irc* exposes one method: **`event`**. To hook an event, pass the name of the event (as a

string) as the only argument to the **`event`** method. For example, to hook an event named "connect", the decorator required would look like:

```
@irc.event("connect")
```

Events can be hooked to an unlimited number of functions. Function hooks will be executed in the order in which they were hooked.

There are 23 IRC events that can be hooked. The hooked function can take a number of different arguments, depending on the event. The first (and sometimes only) argument passed to every hooked function is **`connection`**, which is the *Erkle* object running the IRC connection.

Events

Event	Arguments	Description
`connect`	• **Erkle object**	Triggered when the *Erkle* object connects to IRC.
`motd`	• **Erkle object** • **message** (string)	Triggered when the server's message of the day (MOTD) is received.
`welcome`	• **Erkle object**	Triggered when registration with the IRC server is complete.
`nick-taken`	• **Erkle object** • **nickname** (string)	Triggered when *Erkle*'s nickname is already taken during registration; **nickname** contains the new nickname.
`ping`	• **Erkle object**	Triggered when the IRC server sends *Erkle* a PING command.
`join`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string)	Triggered whenever a user joins a channel *Erkle* is in. **nickname** contains the user's nickname, **host** contains the user's host, and **channel** contains the name of the channel joined. This event will trigger when the *Erkle* object joins a channel as well.
`part`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string) • **reason** (string)	Triggered whenever a user leaves a channel *Erkle* is in. **nickname** contains the nickname of the user, **host** contains the user's host, **channel** contains the name of the channel, and **reason** contains the reason why the user quit. If no reason has been provided, **reason** will be set to **`None`**.
`quit`	• **Erkle object** • **nickname** (string) • **host** (string) • **reason** (string)	Triggered when a user quits the IRC server. **nickname** contains the user's nickname, **host** contains the user's host, and **reason** contains the reason why the user quit. If no reason has been provided, **reason** will be set to **`None`**.
`nick`	• **Erkle object** • **nickname** (string) • **host** (string) • **new_nickname** (string)	Triggered when a user changes their nickname. **nickname** contains the user's original nickname, **host** contains the user's host, and **new_nickname** contains the user's new nickname.

`names`	• **Erkle object** • **channel** (string) • **users** (list)	Triggered when *Erkle* generates a list of users in a specific channel. This list will be regenerated every time a user changes their nick, quits IRC, or leaves a channel. **channel** contains the name of the channel, and **users** contains a list of users in that channel. If the server is configured for it, each user entry will contain the user's nickname and host, in the form ***nickname*! *username@hostname***; otherwise, the entry will only contain the user's nickname. Channel status symbols ('@' for channel operators, '+' for voiced users, etc.) are prefixed to each user's nickname. Generated user lists are stored in the *Erkle* object, accessible in the **`users`** attribute.
`public`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string) • **message** (string)	Triggered when *Erkle* receives a public message. **nickname** contains the sender's nickname, **host** contains the sender's host, **channel** contains the name of the channel the message was sent to, and **message** contains the message contents.
`private`	• **Erkle object** • **nickname** (string) • **host** (string) • **message** (string)	Triggered when *Erkle* receives a private message. **nickname** contains the sender's nickname, **host** contains the sender's host, and **message** contains the message contents.
`notice`	• **Erkle object** • **sender** (string) • **message** (string)	Triggered when *Erkle* receives a notice message. **sender** contains the nickname of the sender, and **message** contains the message contents.
`action`	• **Erkle object** • **nickname** (string) • **host** (string) • **target** (string) • **message** (string)	Triggered when *Erkle* receives a CTCP action message. **nickname** contains the sender's nickname, **host** contains the sender's host, **target** contains the name of the channel or username the message was sent to, and **message** contains the message contents.
`away`	• **Erkle object** • **nickname** (string) • **reason** (string)	Triggered when *Erkle* receives an "away" notification.
`back`	• **Erkle object**	Triggered when *Erkle* unsets itself as "away".
`topic`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string) • **topic** (string)	Triggered when *Erkle* receives a channel topic update. **nickname** contains the topic setter's nickname, **host** contains the setter's host, **channel** contains channel name, and **topic** contains the channel's topic. If the topic is set to an empty string, **topic** is set to *None*.
`mode`	• **Erkle object** • **nickname** (string) • **host** (string) • **target** (string) • **mode** (string)	Triggered when *Erkle* receives a channel or user mode change notification. **nickname** contains the mode setter's nickname, **host** contains the setter's host, **target** contains the user or channel the mode applies to, and **mode** contains the modes (and mode parameters) being set. If the mode is being set by the server, **nickname** and **host** will be set to the server's hostname.
`kick`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string) • **target** (string) • **reason** (string)	Triggered whenever *Erkle* receives a kick notification. **nickname** contains the kicker's nickname, **host** contains the kicker's host, **channel** contains the channel being kicked from, **target** contains the nickname of the user being kicked, and **reason** contains the reason given for the kick. If no reason is provided, **reason** will be set to *None*.

`kicked`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string) • **reason** (string)	Triggered whenever *Erkle* is kicked from a channel. **nickname** contains the kicker's nickname, **host** contains the kicker's host, **channel** contains the channel being kicked from, and **reason** contains the reason given for the kick. If no reason is provided, **reason** will be set to *None*.
`invite`	• **Erkle object** • **nickname** (string) • **host** (string) • **channel** (string)	Triggered whenever *Erkle* receives a channel invitation. **nickname** contains the inviter's nickname, **host** contains the inviter's host, and **channel** contains the channel *Erkle* is being invited to.
`whois`	• **Erkle object** • **nickname** (string) • **username** (string) • **host** (string) • **realname** (string) • **server** (string) • **idle** (integer) • **signon** (string) • **channels** (list) • **privileges** (string)	Triggered whenever *Erkle* receives WHOIS data from the server. **nickname** contains the user's nickname, **username** contains the user's username, **host** contains the user's host, **realname** contains the user's realname, **server** contains the server the user is connected to, **idle** contains the number of seconds the user has been idle, **signon** contains the timestamp of when the user signed on to the server, **channels** contains a list of channels (with status) the user is in, and **privileges** contains any special privileges the user has (or *None* if the user has none).
`list`	• **Erkle object** • **channels** (list of lists)	Triggered whenever *Erkle* receives a channel list from the server. Each entry in **channels** is a list that contains, in this order: 0. channel name (string) 1. number of users in the channel (integer) 2. channel topic (string) (*None* if there's no topic)
`line`	• **Erkle object** • **line** (string)	Triggered whenever *Erkle* receives a line of data from the server.
`error`	• **Erkle object** • **code** (string) • **subject** (string) • **reason** (string)	Triggered whenever *Erkle* receives an error message from the server. **code** is the error's code (from the IRC RFC documents), **subject** is the "subject" of the error (if there is no "target", **subject** will be set to *None*), and **reason** contains a short description of the error.

Erkle's **`connect()`** is a blocking function, so hooked functions should be declared *before* **`connect()`** is called.

Event sets

Erkle contains a few sets of pre-written event handlers; they reside in the **erkle.events** package. To use an event set, simply import it.

Package	**erkle.events.dump**
Hooks	**action**, **away**, **back**, **connect**, **join**, **kick**, **kicked**, **mode**, **motd**, **names**, **nick**, **nick-taken**, **notice**, **part**, **ping**, **private**, **public**, **quit**, **topic**, **welcome**
Description	Prints event-specific data from every **Erkle** event to the console.

Package	**erkle.events.messages**
Hooks	**notice**, **private**, **public**
Description	Prints incoming messages to the console.

Examples

Greeter Bot

Here's an example bot that connect to an IRC server, join a channel, and greets everyone who joins that channel by name:

```
from erkle import *

SERVER = "irc.efnet.org"
PORT = 6667
CHANNEL = "#erklebot"

@irc.event("welcome")
def welcomed(connection):
  connection.join(CHANNEL)

@irc.event("join")
def joined(connection,nickname,host,channel):
  connection.msg("Welcome to "+CHANNEL+", "+nickname+"!")

bot = Erkle("greetbot","greetbot","Erkle Bot",SERVER,PORT)
bot.connect()
```

Auto-Op Bot

This bot will automatically grant channel operator status to any user in a list of nicknames contained in the script. The bot will have to be granted channel operator status by another channel operator, however.

```
from erkle import *

SERVER = "irc.efnet.org"
PORT = 6667
CHANNELS = [ "#erklebot", "#erklesupport", "#pythonfans" ]
OPERATORS = [ "alice", "bob", "carol", "dave" ]

@irc.event("welcome")
def welcomed(connection):
  for channel in CHANNELS:
    connection.join(channel)

@irc.event("join")
def joined(connection,nickname,host,channel):
  if nickname in OPERATORS:
    connection.mode(channel,"+o "+nickname)
    connection.privmsg(nickname,"Welcome back, "+nickname)

bot = Erkle("greetbot","greetbot","Erkle Bot",SERVER,PORT)
bot.connect()
```

...

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