

# Pyzok chat server v0.1

## Setting up:

1. Set port, admin password and name of your chat server by editing the .py file
2. Just run the .py file and use any MUD/Moo/Telnet client to connect to the server or you can create your own client based on the commands given below.

## Commands(from the client side):

1. **login** to login as a normal user, usage :"**login** username"
2. **ulist** lists all users in the room, separated by a new line
3. **sulist** lists all users in the server, separated by a new line
4. **listrooms** lists all rooms in the server, separated by a new line
5. **joinroom** command to join a room, usage:"**joinroom** room\_name"
6. **pm** sends a personal message to a user , usage:"**pm** *recipient* message"
7. **reqaddr** requests the IP address of a user , usage:"**reqaddr** username"
8. **say** sends a normal chat message to the chat room, if none of the above commands or the admin commands are in the data received from the client ,it is also treated as 'say' message .  
Usage : "**say** *message*" or simply "*message*"
9. **setstat** sets the user's status,usage : "**setstat** status\_update"

## Admin commands:

1. **admin** to login as an admin immediately after connecting to the server ,  
usage: "**admin** *username* password"
2. **newroom** creates a new room , usage: "**newroom** *room\_name*"
3. **delroom** deletes a room , usage: "**delroom** *room\_name*"
4. **setmsg** sets the welcome message of the room , usage: "**setmsg** *message*"
5. **fsetmsg** sets the welcome message of the room from a file,  
usage: "**fsetmsg** *file\_name*"
6. **serverlogs** writes the server log to a file , usage "**serverlogs** [file\_name]"

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