

NickServ Commands

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NickServ

NickServ allows you to "register" a nickname and prevent others from using it. If the nick is not used for 30 days, the registration will expire. The following commands allow for registration and maintenance of nicknames.

NOTICE: This service is intended to provide a way for IRC users to ensure their identity is not compromised. It is NOT intended to facilitate "stealing" of nicknames or other malicious actions. Abuse of NickServ will result in, at minimum, loss of the abused nickname(s).

Usage:

/msg NickServ <command> or:
/NickServ <command> or:
/ns <command>

For extra assistance please visit IrCQ-Net's help channel #ophelp
/join #ophelp

HELP

/msg NickServ HELP Gives a list of NickServ commands.

/msg NickServ HELP <command> Gives more information on a specific command.

REGISTER

/msg NickServ REGISTER <password> Registers your nickname in the NickServ database. Once your nick is registered, you can use the SET and ACCESS commands to configure your nick's settings as you like them. Make sure you remember the password you use when registering - you'll need it to make changes to your nick later. (Note that case matters! FIDO, Fido, and fido are all different passwords!)

Guidelines on choosing passwords:

Passwords should not be easily guessable. For example, using your real name as a password is a bad idea. Using your nickname as a password is a much worse idea ;) and, in fact, NickServ will not allow it. Also, short passwords are vulnerable to trial-and-error searches, so you should choose a password at least 5 characters long. Finally, the space character cannot be used in passwords.

IDENTIFY

/msg NickServ IDENTIFY <password> Tells NickServ that you are really the owner of this nick. Many commands require you to authenticate yourself with this command before you use them. The password should be the same one you set with the REGISTER command

DROP

/msg NickServ DROP Drops your nickname from the NickServ database. A nick that has been dropped is free for anyone to re-register.

In order to use this command, you must first identify with your password (/msg NickServ HELP IDENTIFY for more information).

ACCESS

/msg NickServ ACCESS {ADD|DEL|LIST} [mask] Modifies or displays the access list for your nick. This is the list of addresses which will be automatically recognized by NickServ as allowed to use the nick. If you want to use the nick from a different address, you need to send an IDENTIFY command to make NickServ recognize you.

Examples:

/msg NickServ ACCESS ADD *!achurch@*.dragonfire.net Allows access to user achurch from any machine in the dragonfire.net domain.

/msg NickServ ACCESS DEL *!achurch@*.dragonfire.net Reverses the previous command.

/msg NickServ ACCESS LIST Displays the current access list.

SET

/msg NickServ SET <option> [parameters] Configures various nickname options.

Options:

KILL /msg NickServ SET KILL {ON|OFF|QUICK|IMMED} Turns the automatic kill protection option for your nick on or off. With kill protection on, if another user tries to take your nick, they will be given one minute to change to another nick, after which they will be forcibly removed from IRC by NickServ.

If you select QUICK, the user will be given only 20 seconds to change nicks instead of the usual 60. If you select IMMED, the user will be killed immediately without being warned first or given a chance to change their nick; please do not use this option unless necessary. Also, your network's administrators may have disabled this option.

LANGUAGE /msg NickServ SET LANGUAGE <number> Changes the language Services uses when sending messages to you (for example, when responding to a command you send).

<number> should be chosen from the following list of supported languages:

- 1) English
- 2) Dutch
- 3) German
- 4) Italian
- 5) Japanese(EUC encoding)
- 6) Japanese(SJIS encoding)
- 7) Portuguese
- 8) Spanish
- 9) Turkish

PASSWORD /msg NickServ SET PASSWORD <new-password> Changes the password used to identify you as the nick's owner.

SECURE /msg NickServ SET SECURE {ON|OFF} Turns NickServ's security features on or off for your nick. With SECURE set, you must enter your password before you will be recognized as the owner of the nick, regardless of whether your address is on the access list. However, if you are on the access list, NickServ will not auto-kill you regardless of the setting of the KILL option.

PRIVATE /msg NickServ SET PRIVATE {ON|OFF} Turns NickServ's privacy option on or off for your nick. With PRIVATE set, your nickname will not appear in nickname lists generated with NickServ's LIST command. (However, anyone who knows your nickname can still get information on it using the INFO command.)

EMAIL /msg NickServ SET EMAIL <address> Associates the given E-mail address with your nickname. This address will be displayed whenever someone requests information on your nick with the INFO command.

URL /msg NickServ SET URL <url> Associates the given URL with your nickname. This URL will be displayed

whenever someone requests information on your nick with the INFO command.

`HIDE /msg NickServ SET HIDE {EMAIL | USERMASK | QUIT} {ON | OFF}` Allows you to prevent certain pieces of information from being displayed when someone does a NickServ INFO on your nick. You can hide your E-mail address (EMAIL), last seen user@host mask (USERMASK), and last quit message (QUIT). The second parameter specifies whether the information should be displayed (OFF) or hidden (ON).

UNSET

`/msg NickServ UNSET {URL | EMAIL}` Allows you to clear the URL or E-mail address associated with your nickname. Use the URL parameter to clear the URL, or the EMAIL parameter to clear the E-mail address. You cannot clear both at the same time.

LIST

`/msg NickServ LIST [pattern]` Lists all registered nicknames which match the given pattern, in nick!user@host format. Nicks with the PRIVATE option set will not be displayed.

Examples:

`/msg NickServ LIST *!joeuser@foo.com` Lists all nicks owned by joeuser@foo.com.

`/msg NickServ LIST *Bot!*@*` Lists all registered nicks with Bot in their names (case insensitive).

`/msg NickServ LIST *!*@*.bar.org` Lists all nicks owned by users in the bar.org domain.

LISTCHANS

`/msg NickServ LISTCHANS` Lists the names and the total number of channels you have registered under your nickname.

LINK

`/msg NickServ LINK <nick> <password>` Links your nickname to another, effectively making the nick you are currently using an alias for the given nick. When you give this command, the access list for the nick you are using is deleted and replaced by that of the nick you are linking to; all memos for your current nick are added to the list of memos for the target nick (this may cause the nick to exceed its limit of memos, in which case you will need to delete some before you can receive more for either nick).

Once the link has been established, your nick will be transparently converted into the target nick everywhere in Services, except for the NickServ UNLINK and DROP commands. For example, you can use either nick to read the same set of memos (and memos sent to either nick will go into the same list). If either nick is on a channel's access list, then both nicks will get the same access privileges. However, the nicks will expire independently; if you only use one of a set of linked nicks, all the rest will expire.

In order to use this command, you must identify for your current nick (using the IDENTIFY command), and you must supply the password for the nick you wish to link to.

UNLINK

`/msg NickServ UNLINK [nickname password]` Removes a link from your nick to another. When the link is removed, the

nickname flags and access list of the previously linked nick are copied to your current nick and can then be independently changed. Memos are not copied; all memos will remain stored with the previously linked nick.

By giving a nickname and password as parameters, you can unlink a nick besides the one you are currently using.

RECOVER

`/msg NickServ RECOVER <nickname> [password]` Allows you to recover your nickname if someone else has taken it; this does the same thing that NickServ does automatically if someone tries to use a kill-protected nick.

When you give this command, NickServ will bring a fake user online with the same nickname as the user you're trying to recover your nick from. This causes the IRC servers to disconnect the other user. This fake user will remain online for one minute to ensure that the other user does not immediately reconnect; after that minute, you can reclaim your nick. Alternatively, use the RELEASE command (`/msg NickServ HELP RELEASE`) to get the nick back sooner.

In order to use the RECOVER command for a nick, your current address as shown in `/WHOIS` must be on that nick's access list, or you must supply the correct password for the nickname.

RELEASE

`/msg NickServ RELEASE <nickname> [password]` Instructs NickServ to remove any hold on your nickname caused by automatic kill protection or use of the RECOVER command. By default, such holds last for one minute; this command gets rid of them sooner.

In order to use the RELEASE command for a nick, your current address as shown in `/WHOIS` must be on that nick's access list, or you must supply the correct password for the nickname.

GHOST

`/msg NickServ GHOST <nickname> [password]` Terminates a "ghost" IRC session using your nick. A "ghost" session is one which is not actually connected, but which the IRC server believes is still online for one reason or another. Typically, this happens if your computer crashes or your Internet or modem connection goes down while you're on IRC.

In order to use the GHOST command for a nick, your current address as shown in `/WHOIS` must be on that nick's access list, or you must supply the correct password for the nickname.

INFO

`/msg NickServ INFO <nickname> [ALL]` Displays information about the given nickname, such as the nick's owner, last seen address and time, and nick options. If you are identified for the nick you're getting information for and ALL is specified, you will be shown all the information; regardless of whether it's hidden or not.

STATUS

`/msg NickServ STATUS <nickname> <status-code>` Returns whether the user using the given nickname is recognized as the owner of the nickname. The response has this format:

nickname status-code

where nickname is the nickname sent with the command, and status-code is one of the following:

0 - no such user online or nickname not registered

- 1 - user not recognized as nickname's owner
- 2 - user recognized as owner via access list only
- 3 - user recognized as owner via password identification

Up to sixteen nicknames may be sent with each command; the rest will be ignored. No error message is generated if no nickname is given.