

Battle.Net to IRC Documentation

1. Introduction

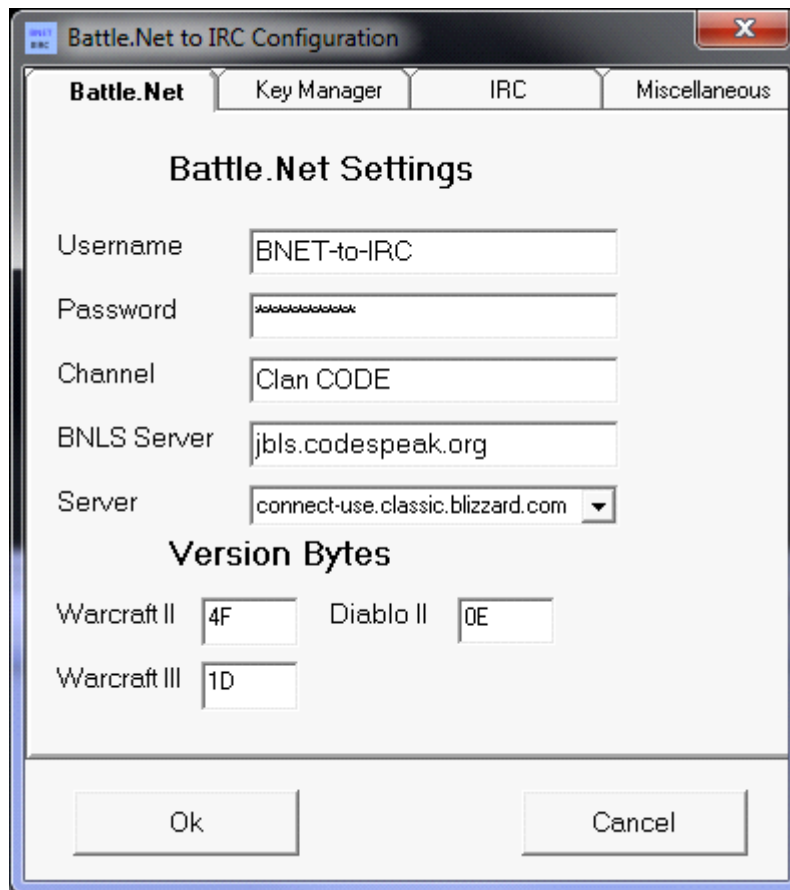
2. Configuration

3. Usage

1. Introduction

Battle.Net to IRC is an application designed to bridge the communication of Battle.Net and Internet Relay Chat (IRC) together. You can connect up to 8 accounts to Battle.Net, all in the same channel and one account to IRC that is also designated a channel. Only one name is used on Battle.Net but multiple keys may be used.

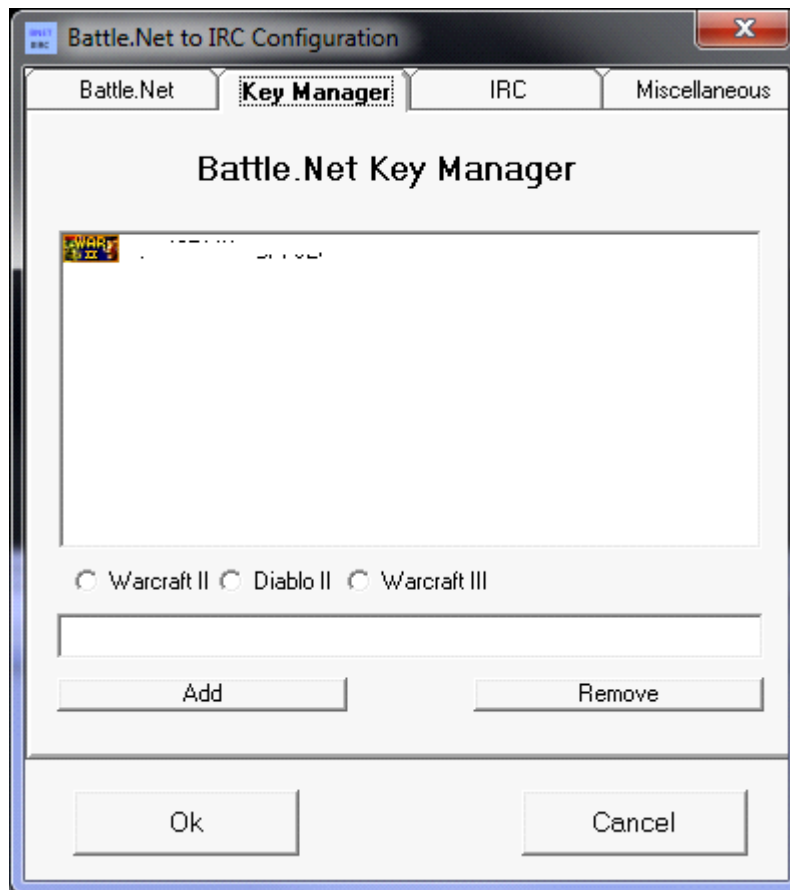
2. Configuration



The image shows a Windows-style dialog box titled "Battle.Net to IRC Configuration". It has four tabs: "Battle.Net" (selected), "Key Manager", "IRC", and "Miscellaneous". The "Battle.Net" tab contains two sections. The first section, "Battle.Net Settings", includes five text input fields: "Username" (containing "BNET-to-IRC"), "Password" (containing masked characters), "Channel" (containing "Clan CODE"), "BNLS Server" (containing "jbls.codespeak.org"), and "Server" (a dropdown menu showing "connect-use.classic.blizzard.com"). The second section, "Version Bytes", includes three text input fields: "Warcraft II" (containing "4F"), "Diablo II" (containing "0E"), and "Warcraft III" (containing "1D"). At the bottom of the dialog are "Ok" and "Cancel" buttons.

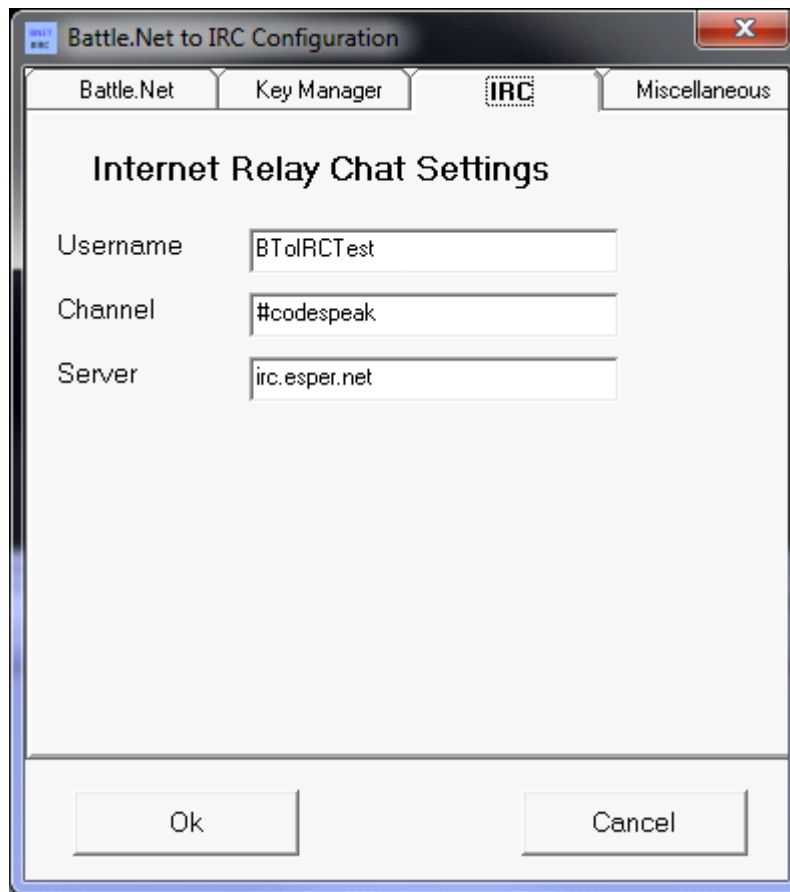
Battle.Net configuration section

This section configures basic settings for the Battle.Net side of the program. If the version bytes are out of date when connecting the program will attempt to update them using the BNLS Server selected.



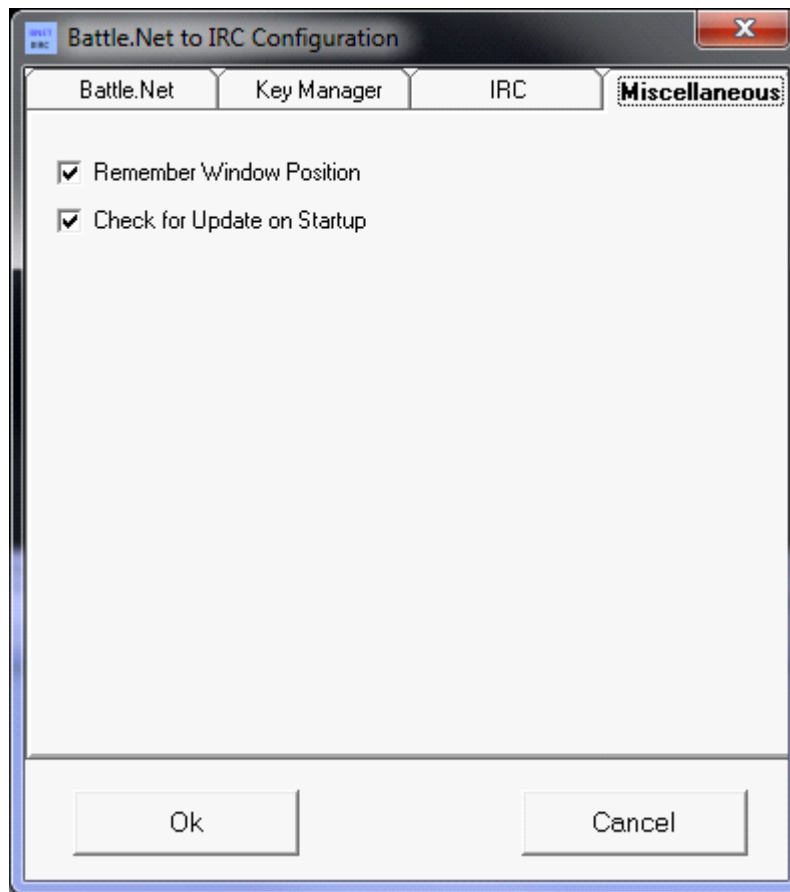
Battle.Net Key Manager section

This section allows you to configure the keys which the program will use to connect to Battle.Net. You can specify either Warcraft II, Diablo II, or Warcraft III keys.



IRC configuration section

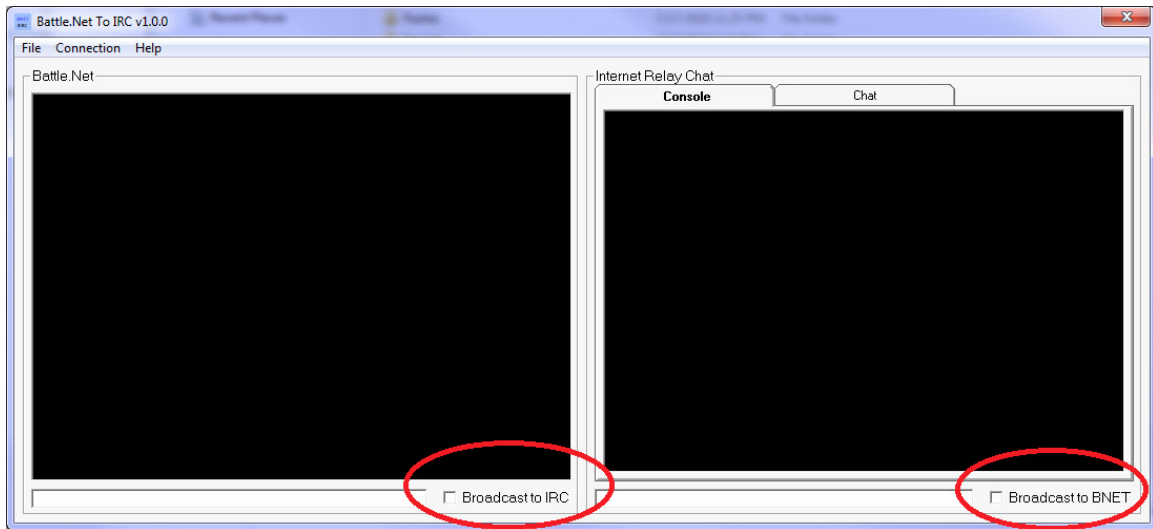
The IRC section has a few options for configuring basic settings for the connection to IRC. Only one connection is established. Multiple channels are not supported at this time.



Miscellaneous section

This section contains general program settings that you can set.

3. Usage



When connected to Battle.Net and IRC together, message relaying won't happen by default. In order to relay messages between both services you have to check the boxes to broadcast to Battle.Net and broadcast to IRC (see the image above).