

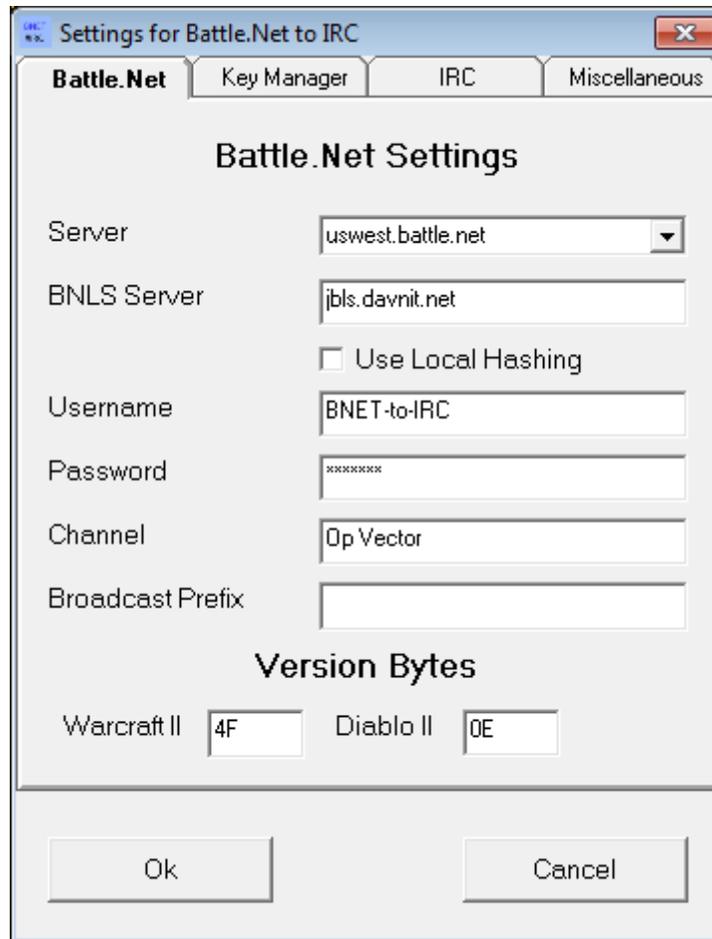
Battle.Net to IRC

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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. Settings



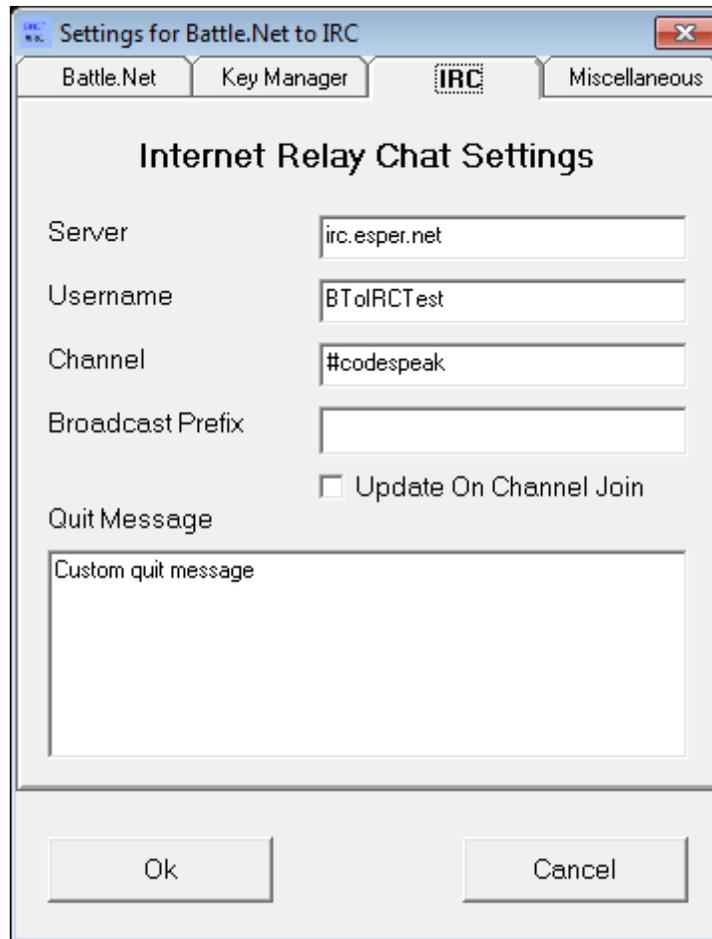
Battle.Net section

This section configures basic settings for the Battle.Net side of the program. If the **Use Local Hashing** option is checked, the program will use the local hashes provided to connect to Battle.Net instead of using the BNLS server. When connecting using the BNLS server and the product is rejected by Battle.Net for being either out of date or too new (incorrect version byte), the program will reconnect if BNLS updated the version byte. The broadcast prefix is used when broadcasting to IRC. If a message starts with the broadcast prefix, then it will be broadcast, otherwise it is ignored.



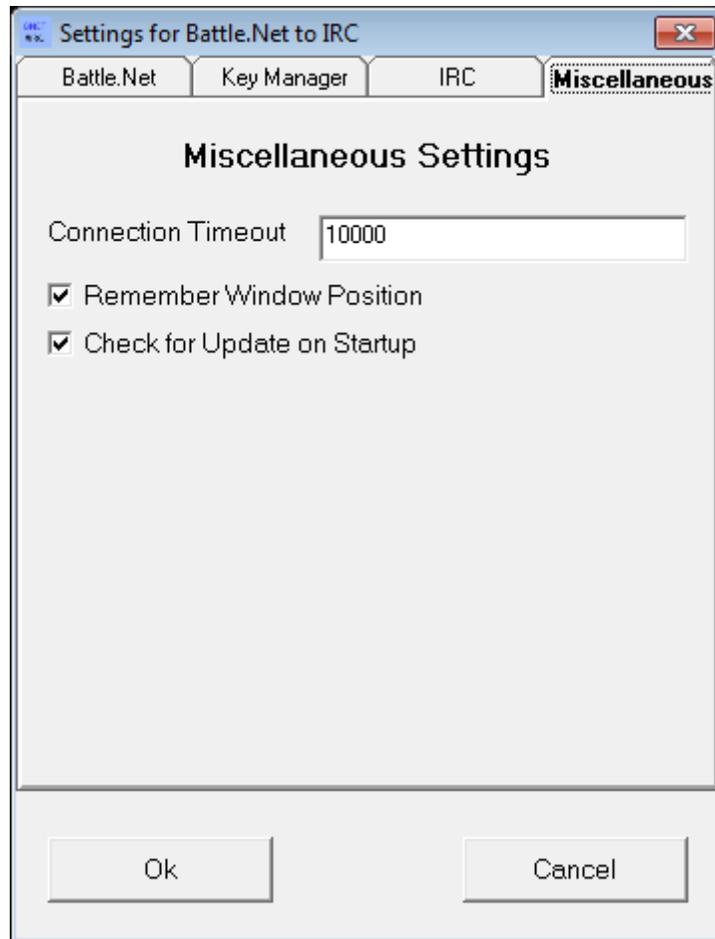
Battle.Net Key Manager section

This section allows you to configure the keys which the program will use to connect to Battle.Net. You can specify either Warcraft II or Diablo II keys. 26-digit Diablo II keys are supported as well.



IRC section

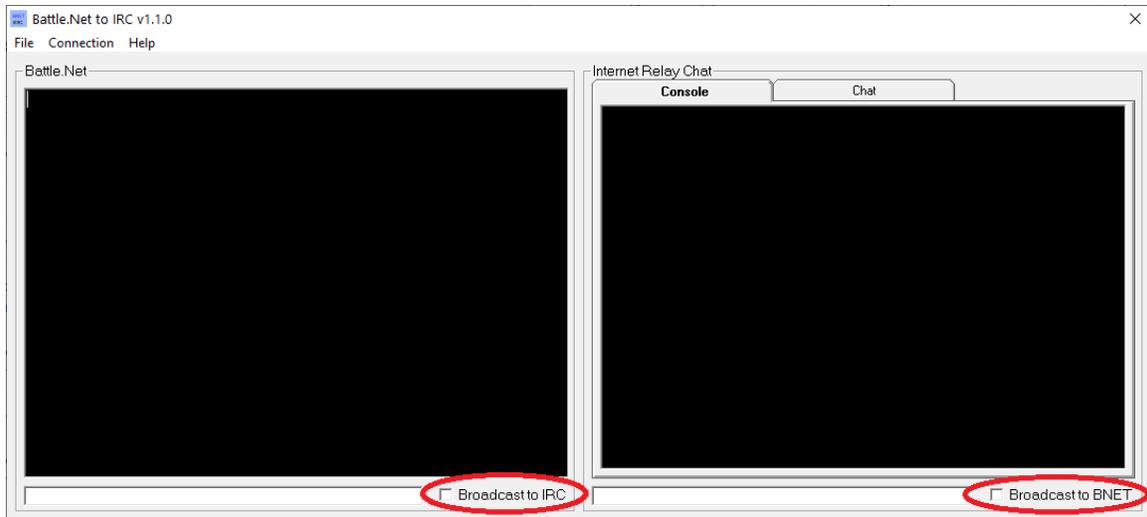
The IRC section has a few options for configuring basic settings for the connection to IRC. The **Update On Channel Join** setting will automatically update the channel setting anytime a new channel on IRC is joined. The **Quit Message** setting displays a message to the channel the IRC client is in when quitting. 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. The **Connection Timeout** setting specifies the time in milliseconds to wait for the Battle.Net server, the BNLS server, and the IRC server when establishing a connection.

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).

4. Special Thanks

Brut

- For bringing to my attention that this program did not work on PvPGN
- For the idea of broadcast prefixes