UNIVERSITY JEAN-JAURÈS

PROJET RÉSEAU

USER MANUAL

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Figure 1: client folder

1 Client

The files on the client are in the client file. So we have to move it.

1.1 configuration

Before runing the program, it is possible to change the default configuration file through dncClient.conf. In this file you can configure the port, ip and the nickname. Each client launch, will those parameters will be took into account.

1.2 run the client

The file to run is placed in the client file. Just open a terminal in this folder and run the command

```
python start.py
```

An interface will appear.
From this interface, it is possible to choose the IP, its port and its nickname. Then just click on Connect. To change your nickname, you must put the new nickname and click nickname changes. To disconnect, simply press disconnect. He wants to have time off and to receive messages during that time, you must press Away from keyboard, and when we come back and we want to again receive messages, just press back.
If you wish to make a private conversation with a user, simply right click on his username in the nick list and choose private discussion.If you want to send a file to the user, click on send file.
If you receive a private conversation from another user, it is possible to refuse clicking refuses otherwise accept by pressing accept.
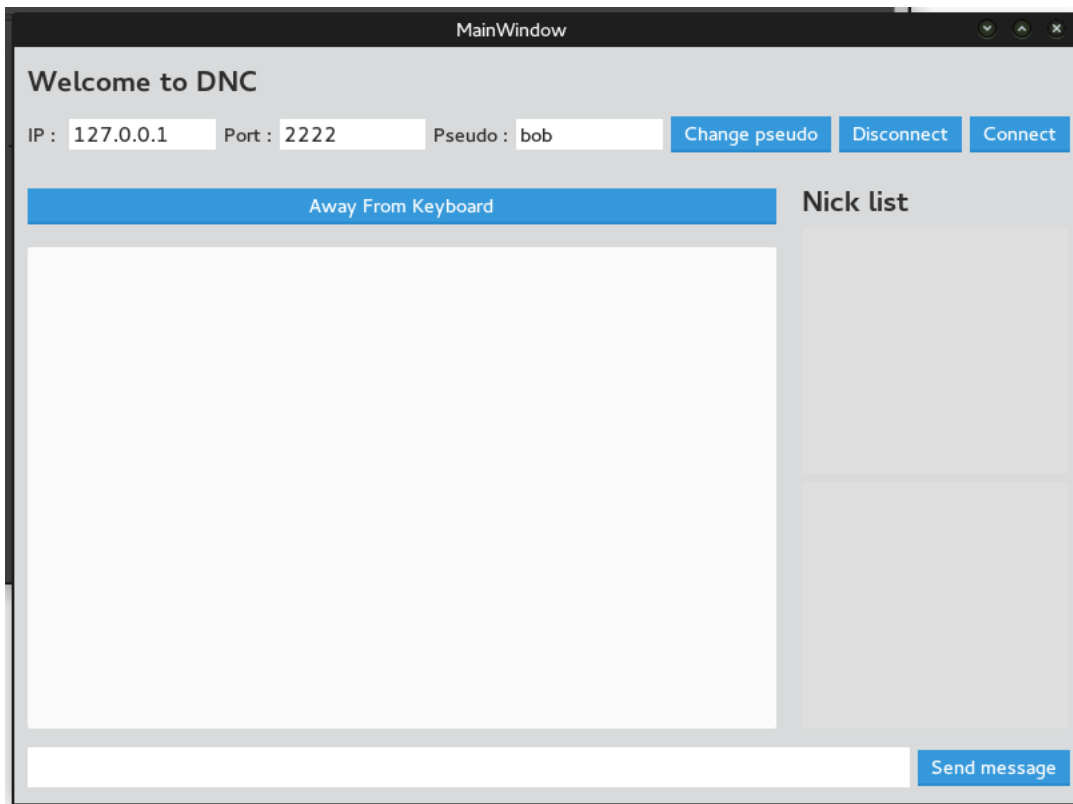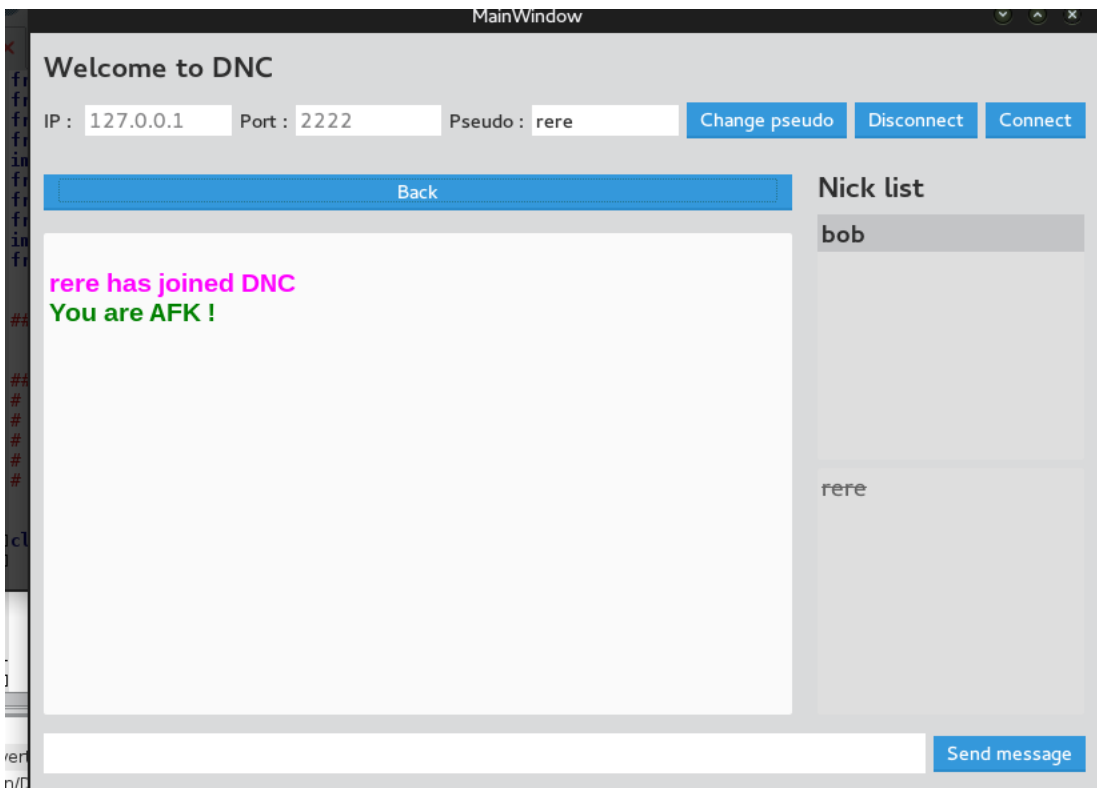
Figure 2: client interface
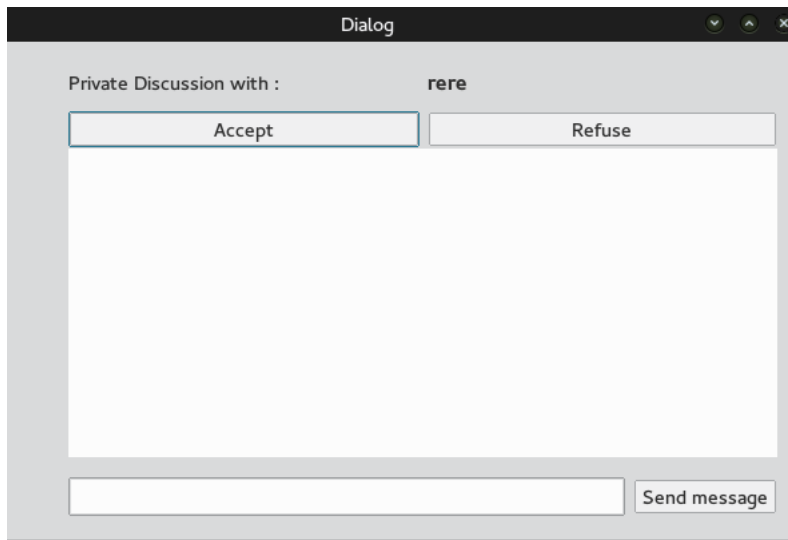
Figure 3: client interface in action

Figure 4: private discution

2   Commande

If you do not wish to use any of the interface buttons, it is of course possible to do everything with just sending command in the text area.

2.1   Ask for a private discussion

Command: /askpm
Parameters: <nickname>
This command ask the client given in parameter for a private chat.

2.2   Accept a private discussion

Command: /acceptpm
Parameters: <nickname>
This command allows the user to start a new conversation with the client given in parameter. He must receive the /askpm command before.

2.3   Reject a private discussion

Command: /rejectpm

Parameters: <nickname>
This command finishes or refuses the conversation with the client given in parameter. He must send the /askpm command before.

2.4   Quit

Command: /quit
Parameters: None
The client ends the connection. It's used for a clean exit on the server, but it's also possible to detect when the socket ends.

2.5   Private messages

Command: /pm Parameters: <nickname> <message> PRIVMSG is used to send private messages between users. The user must accept the conversation before with /acceptpm.
<nickname> is the nickname of the receiver of the message. <message> is the text to be send to the receiver. <nickname> and <message> cannot be empty.

2.6   Disable messages

Command: /disable
Parameters: None
The user stays connected, but don't receive channel messages and private messages anymore.

2.7   Enable messages

Command: /enable
Parameters: None
This command can only be used after the /disable command. It has the reverse effect.

2.8   Change nickname

Command: /name
Parameters: <nickname>

Allows the user to change his nickname to another. The user must specifies the new nickname in parameter. It must respects the correct format for <nickname>.

2.9   Send a file to an user

Command: /pmfile
Parameters: <nickname> <file>
The client who wants to send the file sends a request to the file receiver. The request contains the file name and the ip adress of the sender.

2.10   Accept file transfert

Command: /acceptfile
Parameters: <nickname> <file> <ip> <port>
This command is used in parallel with the rejectfile command to reply to the pmfile command. By using this command, the client will accept receiving a file sended by the client using the pmfile command by the specific port

2.11   Reject file transfert

Command: /rejectfile
Parameters: <nickname> <filename>
This command is used in parallel with the acceptfile command to reply to the pmfile command. By using this command, the client will reject the file sended by the client using the pmfile command.

2.12   New nickname

Command: /newname
Parameters: <nickname>
Allows the user to choose this <nickname> for at connection.

2.13   Get Users Online Connected

Commande : /userlist
Parameters : None

Request the server to get the userlist connected.

2.14 Get Users Away Connected

Commande : /userlistaway
Parameters : None
Request the server to get the userlist away.

List of Figures