Using

SChat

SChat Version 1.6 including instructions on building and using your own Internet Adult Toy for interactive fun on the IRC network

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SChat Users Guide

SChat, is a simple to use chat system that allows you to take part in a real-time chat session with other users using IRC (Internet Relay Chat) and to interact with other users via IRC controlled adult toys. This program is known as a client and it communicates with other IRC clients by sending messages to the other clients via an IRC server. Two or more people can take part in a conversation at once. IRC is divided into channels that you join to take part in discussions, a channel may or may not have a topic. We've tried to make this client easy to use by using buttons to control the most common functions, advanced or more seldom used options are accessed using the menu bar at the top of the chat window. **SChat DOES NOT support DCC** (Direct Client to Client chat) since this is more complex and allows the transmission of binary files which can contain viruses etc. This chat client communicates using text messages only that are sent through IRC servers. **This chat client is also FREE, you don't have to pay for it, just use it and enjoy it.** This chat client has other features including private chat, the ability to send photos to other users and a stimulation feature that lets you stimulate other users over the Internet (providing they have the proper equipment). It also has a text output to send text to a text-to-speech program for those that have difficulty reading the computer screen (you will require a text-to-speech program but several are available for free on the Internet). You can also customize the colors of the background and the buttons if you choose and have the program load in your nick, name and password if you wish.

Basic Operations

This program can be used as either an applet embedded in a web page or as a stand-alone application program running on your computer. To run as a stand-alone program you must have the **Java Runtime Environment 1.3** or later installed on your computer. This program is free to download from java.sun.com and is available for most platform. Just download the file and follow the directions (it installs itself, easy!) Due to security restrictions imposed by browsers, Java applets CANNOT access servers with addresses other than that from which the applet was loaded. If you want to put this applet in your web page you'll either have to run an IRC server (your Internet Service Provider might already run an IRC server, so ask) or you'll have to sign the sexchat.jar file and provide a digital certificate so that the browser security manager will let the applet access another address on the Internet. See java.sun.com for more information about signing jar files and digital certficates if this type of use interests you. A sample web page running SexChat as an applet is provided (although you won't be able to access a server due the restrictions previously mentioned) as a demonstration of how to set up your web page. To run SChat as an application open a command line window (MS-DOS window on Windows 95/98 etc.), go to the directory where schat.jar is and type:

java -jar schat.jar

at the prompt. With new versions of the Java Virtual Machine you can just click on the **schat.jar** file. You can also create a shortcut under Windows95/98 (see Windows document for more info). To begin a chat session press the "Start Chat" button on the first window. The chat window should now appear on your screen. On the left hand side of the chat window you'll see various text areas. At the top are where your nickname appears after you've logged into a server and the topic appears after you have joined a channel. In many cases the channel does not have a topic and this will be shown in the topic window. Immediately below this is the Current Chat Session text area where the discussion taking place in the channel you've joined is displayed. Both public and private messages are displayed in this area; the private messages are labelled as such. Below this is the Messaging and Information area where the message of the day (MOTD), error messages, information about other users and status messages appear. In the text areas just mentioned you CANNOT enter text; these are only for the display of text. In both the Current Chat Session and Messaging and Information areas, use the scrollbars at the right side and bottom to move back and forth through the text. Sometimes, especially for the MOTD and for lists of channels, a large amount of text is sent. To actually chat with others on the channel text messages are entered in the last text area labelled "Type your response below". You can (depending upon your operating system) cut and paste messages here to be sent either to the channel (a public message) or just to an individual user in that channel (a private message).

As mentioned previously, we've put the most popular functions in the button panel which runs down the right hand side of the chat window. This makes it much easier for beginners, although the trade-off is that you don't have the rich variety of options you have in a program like mIRC. However, the core functions of IRC are provided (public and private text chat) in a very simple manner so you can start chatting right away.

Logging into a Chat session

Logging onto a chat session is easy. Select an IRC server from the list or use the default server (the first one on the list)Click on the "Log In" button and type in your nickname in the nickname box of the log in dialog window and your real name in the real name box. Your nickname should can be up to 9 characters in length and must not contain any spaces or commas. A password is optional. If the nickname you've selected is already being used, a message will appear in the "Messaging and Information" area. Click on the "Log In" button and try again. When you've successfully logged on the "Log In" button will change to "Log Out" and the "Messaging and Information" area will indicate you've logged into a server. Most servers send you a Message Of The Day (MOTD) when you log in which tells you a bit about the server, popular channels and usually a synopsis of the rules. The MOTD will appear in the "Messaging and Information" area.

Joining a Channel

To actually chat you'll need to join a channel after logging in. Not all channels are active on all servers. Channel names begin with a #, !, + or &. The # character appears to be most common. Channel names cannot contain commas or spaces. A selection of channel names should have been loaded when you started the program. If you're logged in to a server, select a channel from the menu in the "Channels" box then press the "Join Channel" button to join that channel. The server will send you a list of others currently in that channel and their nicknames will appear on the menu in the "Nicknames" box. After you've joined the channel, the topic of the channel (if one is currently set) will appear in the Topic line above the "Current Chat Session" area. As people converse you will see their PUBLIC conversations appear in your "Current Chat Session" area with their nickname appearing first at the far left margin. When others join or leave the channel their nicknames will be deleted from or added to your menu.

Menu Bar

The menu bar at the top of the chat window is used for less common functions or things you should think about before doing. "Session" menu you can clear text from either the Current Chat Session area or the Messaging and Information area. This is sometimes useful in an active chat channel where these areas fill up quickly with text. You can save the text of a chat session by using the option "Save Current Chat Session" and selecting a file name and directory to save it to. You can do the same thing with the Messaging and Information area. This option **ONLY** appears on your menu when you are running this as an application. Due to security restrictions you can't write to a file on your computer. You can send native IRC command by clicking on "Send native IRC commands" on the menu. This option lets you send IRC text directly to the IRC server. Useful for stuff like changing your nick. **WARNING:** Unless you have spent a bit of time studying IRC commands don't use this option.

"Options" menu contains checkboxes to turn off or on whether you will accept private photos, public photos, news flashes (news flashes are news items sent to you by the chat server), text-to-speech output or timestamp messages appearing in YOUR Current Chat Session area. The timestamp is in the 24 hour format with hh:mm:ss where hh = hours, mm = minutes and ss = seconds. The "Phrase Selector" menu item displays the Easy Phrase dialog box which simplifies writing a message using stock phrases.

"Stimulation" brings up the stimulation test and setup window. It also has a checkbox to turn on/off the acceptance of stimulation. Another checkbox inverts the stimulation window (receive only, it doesn't affect the window of someone you're sending stimulation too) for use with devices that turn on with dark and shut off with light.

"Channel Management" lets you add channels to the channels menu with the "Add a Channel" option. Adding a channel does not guarantee that the channel exists or that you will be allowed to create one on a particular server. The dialog box for adding a channel does check to make sure that you use proper form (channels must begin with #, !, + or &). You can use the "List Channels" option to show the channels available on the particular IRC network you're on. These channels will be listed with topic (if any) in the "Messaging and Information" area. Use the scrollbar on the right side of the window to look at all of them. **WARNING:** On some servers using the "List Channels" option may result in "flooding", too much information being returned by the server and causing it to terminate your connection. Unfortunately, there is no way around this at present.

Speech Out

The speech out option sends the chat session text and a few messages (channel join, channel part etc.) to the standard output of your computer.Turned OFF by default you must click on this menu item (Options menu) to turn it on. Numbers are expanded to text (123 becomes "one hundred and twenty three") and abbreviations are replaced with expanded text (Mr becomes "mister"). Depending upon your operating system you can send the output of SChat using a pipe (Unix and Windows) to a text-to-speech program. Under Windows the command is (where texttospeechApp is the text-to-speech application that accepts input from standard input and | is the pipe symbol that connects standard output to input):

java -jar schat.jar | texttospeechApp

Chat Sessions

After you've logged on you should see the chat session in the "Current Chat Session" area. You can't type in this area, only the text that has been sent to the chat server by you or other users is displayed. To enter text use the bottom text area to compose your message. Send your message by pressing the "Send Public Message" to send the message to all users, the "Send Private Message" button to send the message to one user only (see Private Chat Sessions). The text entry area clears when you send a message and your message apppears in the "Current Chat Session" area. You can clear the "Messaging and Information" area or the "Current Chat Session" area by using the "Session" menu on the menu bar at the top of the chat window

Sending Photos in chat

You can send your photograph to others during a chat session (depending on their preferences, see Menu Bar section). Each photo appears in its own window, labelled with the nick of the sender and the URL (Uniform Resource Locator) it was loaded from.

Since only the URL is sent (that is where the photo is located) transmission of the URL is fast and uses up very little bandwidth. When the URL is received, it is used to download the photo from that site and display it. This makes it safe (no binary files are transmitted directly) and the receiving client can only display files of the proper type (.gif or .jpg). You can send either JPEG photos (file name ends with .jpg) or GIF (file names ends with .gif) photos. Other formats are not supported and cannot be sent or received. Sending a photo is easy. First click on the appropriate button, "Send Public Photo" or "Send Private Photo". If you are sending a private photo you must have selected a person to send it to from the nicknames list. When you click on the button a dialog box will appear.If you have created a photo description file a list of descriptions of photos in that file will appear in the menu. Select tje description in the menu of the photo that you wish to send and click the "Load Photo URL" button to load the URL in the text area labelled "http://". If you don't have a list of photo descriptions or you would like to use a photo that is not in that list type in the URL (Uniform Resource Locator) of the photo in the text area labelled "http://". For example if you have an image file of yourself located at http://www.myisp.com/mysite/me.jpg then you'll type in www.myisp.com/mysite/me.jpg in the text area. The photo MUST be on the Internet (not on your computer) since only the URL is sent. Press the "Get Photo" button and the program will get the image located here and display it for you. The image is displayed at a maximum size of 300 by 300 pixels, if it is larger than this it will be reduced in size to fit 300 by 300 pixels. If the photo is the one you want, press the "Send" button below the image to send it to the chat users (if public) or user (if private). If you want to use another, press "Clear" and enter a different URL (using either the photo descriptions if available or type the URL in the text area) or press "Cancel" to get rid of the window and not send anything.

Preparing Your Photos

In preparing your photos keep the size as small as possible and no larger than 300 by 300 pixels. Anything larger will not give better clarity or color. The best format for photos is the JPEG format (.jpg extension). Use as much compression as possible to reduce the file size. If you're doing any retouching or manipulation convert the image to JPEG format AFTER you have done the retouching or manipulation.

Creating your own Photo Description Files

Photo Description File is a simple text file named photos.txt containing the URL of the image along with a short description of the image. The purpose of this file is to make it simple for you to send to others with just a few mouse clicks. You can list photos scattered all over the Internet in one list and you can describe these with a simple phrase. An example of a list might be:

```
www.website.com/mydir/me_beach.jpg "Me at the beach"
www.website.com/mydir/me_home.jpg "Me at home"
www.anothersite.com/dir/me_roof.jpg "Me on roof"
```

The URL must NOT contain spaces and should be complete URL as shown above. The description in the file must be separated from the URL by a space and must be in quotes"". Each URL/description pair must be on a single line. Place this file in the directory that your chat program is in. Photo Description files work ONLY with stand-alone application. Java applets cannot access initialization files stored on your computer for security reasons.

Stimulate

Stimulate opens a window on the browser of the person you're having a private chat with. By controlling the frequency (from 0.2 Hz to 2 Hz in 0.2 Hz increments) and the duty cycle (from 0% to 100% in 25% increments) you control a device that senses the brightness of that window and uses the information to control a sex toy (vibrator). To start select a nickname from the nickname list (click on the name to select) if you haven't done so already. Use the two scroll bars in the "Stimulation" box to select frequency and duty cycle of the stimulation. Press the "Stimulate" button to send the stimulation to your selected partner. If your selected partner is not currently being stimulated he or she will get a window opening on their screen asking if they want to be stimulated. If they agree, a private message will appear in the "Current Chat Session" area telling you they have agreed. Adjust the stimulation to the desired levels and press "Stimulate" to send. Use the two scroll bars to select various levels of stimulation. The Hz is an abbreviation of Hertz, a unit of frequency. Hertz is the number of pulses (or cycles) per second. For example at (one) 1 Hertz (Hz) the device pulses once per second. At 2 Hertz (the highest setting) it pulses 2 times a second, at 0.2 Hz (the lowest setting) it pulses once every 5 seconds. Remember that 0.2 is one-fifth of a pulse occuring each second or five seconds for a full pulse. Duty cycle is the percentage of time the device is on during each pulse. At 0% the device is always off, no matter what the frequency. At 100% the device is on all the time no matter what the frequency setting. At 50% the device is on for half a cycle, off for half a cycle. For example, if the setting is 1 Hz at 50% then the device will be on for half a second, off for half a second, on for half a second . . . continuing until you change it. At 1 Hz and 75% the device will be on for three-quarters of a second off for one-quarter, at 1 Hz and 25% the device will be on for one-quarter of a second, off for three-quarters of a second. To change the stimulation, just adjust the two bars and press "Stimulate". To get an idea of how this works use the device setup and testing dialog box to experiment with setting while off line. It's that simple. Some devices operate in a slightly different manner, a bright window switches them off, a dark window switches them on. For these devices click on the "Invert Stimulation Window" under the

"Stimulation" menu on the menu bar of the SChat window.Use the private chat option to discuss the type of devices the user has available and how to use the device (placement etc.) for maximum effectivness. **Suggestion**: For frequencies greater than 1Hz use either 50% or 75% duty cycle. For some vibrators, 25% duty cycle is too short a time for the vibrator to turn on and off.

Setting up and Testing Your Stimulating Devices

At the end of this document is a section telling you how to build a simple optical interface for a battery powered device for less than $5.00. If you're not handy with electronics you can maybe find a friend who is and can build the device for you. There are also some companies on the Internet selling these devices already made for about $25. We haven't tested these devices so we can't make any judgement about them, but they appear to be worth checking out. Whatever type of device you use it uses a photo electric component (photo transistor, photo diode or photo resistor) to "see" a window on your screen. Since motors and other devices respond different ways to varying voltage we've opted for a binary (fulll off or full on) method to control the sex toy. When the screen is black your device should be full off, when it is white your device should be full on. Depending upon the device and construction you may or may not be able to adjust the sensitivity of the controller to the brightness of the window. Use our device setup function (see Stimulation menu in menu bar) to test and setup YOUR device before connecting to a chat session

Private Chat Sessions

You can have a private chat session with another user by selecting their nickname from the menu in the "Nicknames" box. Type in your message in the regular way but click the button "Send Private Message" to send your message privately to this user. All private messages are indicated as such in the "Current Chat Session" area. If you want to find out more about another user, select their nickname from the menu in the "Nicknames" box, then press the "Info About" button. The information about this user will appear in the "Messaging and Information" area. To change the user you're privately chatting with, simply select another nickname from the "Nicknames" menu in the "Nicknames" box.

Logging Out

Press the "Log Out" button to end your session. This will remove your nickname and give you a clean exit from the server. Close the window with the "Close" button. You can exit the application program by pressing the "Exit" button.

Files used by SChat

If you look in the directory where SChat is located you'll notice several text files (ending with .txt). These files are used to provide SexChat with information at startup. You can change these files to modify the characteristics of SChat. Use a simple text editor to modify the files. Save a copy of the original files before you modify them. The files you can work with are:

channels.txt - Loads channels menu, provides channels you can log into. One channel name on each line.

servers.txt - List of servers to try. This file is displayed in a menu on the chat window. One server per line. Each server must have a URL followed by a space and a port number.

config.txt - The image to display in the initial SChat window **(application only)**, colors of buttons and background.One item per line (image, background, buttons, nick, name and password). The image specifies a .gif or .jpg file used in the initial SChat window. File name must be enclosed in quotes "". Color of background and buttons are specified with integers enclosed in quotes "" that specify the colors. To specify any color get the red, green and blue components (RGB) in the range of 0 to 255 for each component. Multiply the red component by 65536, multiply the green component by 256 then add togeher the red, green and blue. Example: Red component is 0, Green component is 147, Blue component is 213 so (147 x 256) + 213 = 37845. nick is your nickname, name is your real name and password is your password. The password is not shown in the login dialog box, it appears as ****** but can be altered as can nick and name.

background="37845"	This will set the background to a bluish color.
image="mychat.gif"	Use mychat.gif image in intial window
buttons="16776960"	Sets all buttons to a yellowish color
nick="SonnyBoy"	Loads this nickname when program starts. Can be altered
name="Roger"	Real name. Can be altered when logging into a server
password="Bonzo"	Password, can be altered when logging into server
speech="ON"	Turns speech output on when program begins
database="e:\Speech\en1\en1"	Speech voice database
phoneme="i:\i\A:\A\u:\u\3:\r=\e\E\Q\O\eI\EI\aI\AI"	Phoneme conversion

photos.txt - URL's of photos and descriptions of these photos **(application only)**. Format of this is already covered

expansion.txt - Used by Speech Out **(application only)**to expand short forms and abbreviations. A word or abbreviation on the left is replaced by the quoted string on the right. Add to this file if you wish but it's a good idea not to delete any entries.

phrases.txt - Contains stock phrases **(application only)** that can be sent as public or private message by selecting from a list using a mouse. Speeds up chat and saves on typing. Can be customized

A Simple Video Interface You Can Build

This project uses a light sensitive transistor to let the chat program control your adult toy via the video display (computer monitor). It's powered by 6 volt battery pack (4 D cells) and should cost you about $5 or less to build excluding the toy and batteries. First you'll need to get the following items. Most should be available at most electronics stores. Radio Shack® has some of the components or you can try a local radio/tv distributor. If you're talking to the counter person and they ask what you're trying to build just tell them you're building a simple computer interface to experiment with.

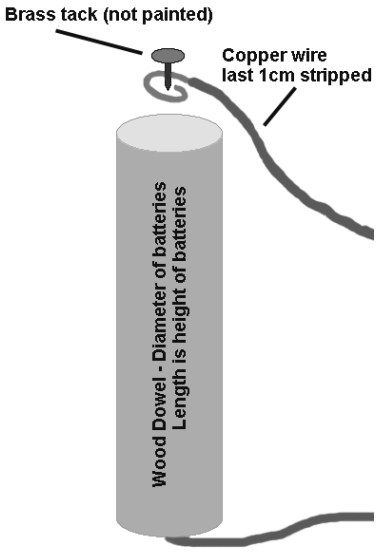
In **addition to the list below** you'll also need a **3 volt BATTERY POWERED** adult toy for either males or females (available from an adult store, takes 2 batteries). You'll also need a soldering iron and some electrical solder (NOT the plumbing type) and doorbell wire (light stranded wire) and a 4 battery holder (D cell). You'll also need a wooden dowel the same diameter as the batteries that fit your toy and two UNPAINTED and UNVARNISHED brass tacks.

Simple Computer Video Interface Parts List
(capacitors 16 volts or higher)

- **2 - 0.1 µF monolithic capacitor, non-polarized**
- **1 - 1N4001 diode**
- **1 - TIP120 or 2N6044 power transistor**
- **1 - 2N3904 transistor**
- **1 - 2N5777 Darlington photo transistor**

The circuit schematic is below, showing the interconnections of the components. As you can see it is quite simple. If you need help in understanding the schematic your local public library has books that explain how to build electronics projects. For the power transistor either a TIP120 or 2N6044 or similar transistor.

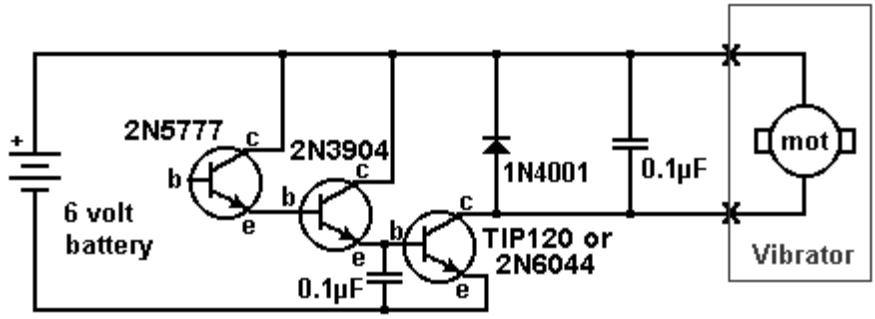
To control the toy take a dowel the same diameter as the batteries that fit into your vibrator. Cut the dowel to match the total length of the batteries in the case. Now take a brass tack (large flat head type) and press in the end of the dowel about half way. Bare about 1cm of copper wire and wrap around the tack then push the tack in all the way to create an electrical contact between the tack and the wire. Now repeat on the other end. Connect the leads from this dowel to the points marked with X's on the schematic. When placed in the toy this dowel will supply electrical current to the toy in place of the batteries. See diagram (right) for a better idea of how to prepare this dowel. If the battery case is tight you may want to cut a groove down the side of the dowel to run the wires down. A small hole can be drilled or melted in the side of the battery compartment to feed the wire through. Test your connections with a battery to supply power to the wires. Make sure the toy switch is **ON**. With power supplied it should run. If you're handy with tools and you might be able to wire the power directly into the toy.



We were able to mount all the components (with the exception of the batteries) in a small black plastic case. A small hole was drilled for the photo transistor to "look" out of and the case was held on the screen by small plastic suction cups we purchased at an auto supply store (used to hold stuff on car windows). Mount the photo transistor with hot glue.Use the test -setup function of the chat program to test your stimulator.

If your circuit doesn't work check all the solder connections. Next check your batteries to make sure that they're good and inserted in the holder properly and that the connections from the batteries to the circuit are properly made. Make sure no parts are shorted out (bare wires don't touch each other) and that the leads on each component are connected to the others properly (Important for transistors and the diode). You might also have to adjust the brightness of your computer monitor for the best operation.

The Circuit Schematic



Notes: Base (b) lead on the 2N5777 is not connected.
Motor (mot) is in vibrator.
Make sure polarity on diode (1N4001) is correct.
Remove batteries when not in use. Batteries are 4 D-cells in series to give 6 volts DC.