

# **The Kopete Handbook**

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# The Kopete Handbook

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### **Abstract**

Kopete is KDE's multi-protocol instant messenger client.

# Chapter 1

## Introduction

### 1.1 Kopete, the KDE instant messaging client

#### 1.1.1 Before starting...

If you're not familiar with Instant Messaging, please read the [Getting Started](#) section to learn about this wonderful world before continuing.

#### 1.1.2 What is Kopete?

Kopete is the KDE instant messaging (IM) client. It allows you to communicate with your friends and colleagues using various instant messaging services. A single program is easy to learn and convenient if your friends or colleagues use more than one IM service.

Kopete is designed to integrate well with your KDE desktop; to make it immediately familiar. The user interface is clean and simple, without any frills to distract the user. At the same time, Kopete aims to make communication the focus of IM, by removing the differences between different IM systems. One feature Kopete introduced to support this is the [Metacontact](#), combining the various means there are to contact someone into a single 'person' in your contact list. Other multiprotocol instant messengers list the same person's various IM accounts separately, making it confusing for non experienced people. Kopete makes life easy: a metacontact is a person, and contacts are ways to communicate with that person. You will recognize contacts in a metacontact easily as small icons representing the IM services you could use to communicate with that person.

Kopete is intended for all levels of users. Out of the box, it supports a minimal set of functions to make chatting as easy as possible. More advanced users can add extra functions such as Statistics with Kopete's [plugin system](#).

### 1.1.3 More Kopete Information on the Web

For more info about the Kopete project; the team maintains a website at <http://kopete.kde.org>. The latest news and updates are always available there.

If you need to contact the team, the Kopete developers' mailing list is hosted at <https://mail.kde.org/mailman/listinfo/kopete-devel>.

If you want live support, there is an Internet Relay Chat channel for Kopete where you can find the team discussing technical (well, not always) issues or just hanging out. You can use any IRC client to join the channel (including Kopete), just add an IRC contact and use `irc.kde.org` as the server and `#kopete` as the channel name. See you there!

## 1.2 Introduction to Instant Messaging

What is Instant Messaging (IM)? IM is a way for you to communicate instantly with your friends over the Internet. That might not sound so different to email. Have you ever noticed how cumbersome it is to have a brief conversation via email? You have to click Reply to each message, then find the right spot in the message to type something new, then send it. Then you have to wait for the next message to arrive! IM lets you to have a conversation almost as naturally as on the phone or face to face, by typing messages into a window shared between you and your friend's screens.

Another difference between IM and email is that with IM you can see your friends' presence, that is, whether they are actually on-line at the same time as you. This lets you send messages truly instantly, instead of sending off a mail and having to wait for your friend to check their mailbox. An IM message pops up on the other person's screen as soon as you send it. Of course, if you'd rather not be interrupted, you can change your own presence so others will know not to disturb you.

There are lots of other fun and useful IM features you can explore with Kopete, like group chats, file transfers and emoticons that reflect your mood. Read on to find out more!

## Chapter 2

# Getting Started

To use Kopete you need to set up one or more accounts for the instant messaging services you wish to use.

You've probably already chosen a messaging service, either because you already use IM, or you need to use the same service as your friends. If you don't fit into either of these categories, please consider using a messaging service based on open standards, because these are designed for use by Free Software. Other messaging services are prone to changing the underlying technology without making the details freely available, making them harder for Free Software developers to support.

The messaging services that Kopete supports that are based on open standards are Jabber and IRC.

The following section assumes you are registered with an IM service already. If not, you can register with Gadu-Gadu, Jabber, and MSN™ from inside Kopete; for other services, you'll have to register using their respective web site before creating an account in Kopete.

### 2.1 Creating Accounts

To create an account, use Settings → Configure... to display the Configure window.

The Configure window is the main way to set up and customize Kopete. On the left a column of icons control which aspect of Kopete is being configured. Click the Accounts icon. The main pane will change to display the account management pane. This is currently empty, but will soon list your IM accounts. Click New to display the Account Wizard.

The Account Wizard helps you create an IM account. After the Introduction page, you are asked to select the messaging service that you'd like to use. Click

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one of the services shown and then click Next. On the following page, you should enter your registration details for that instant messaging service.

Most services just require you to enter a username or unique identifying number (UIN) and password. The special purpose services Winpopup and SMS work slightly differently, so please see their specific sections. There are a couple of other options that apply to most services that you should look at:

**Remember password** When this is checked, Kopete will store the password for you, so you don't have to enter it every time you connect to the IM service. If you are security-conscious or want to limit access to the IM account you can leave this unchecked.

**Connect at startup** When this is checked, Kopete will try to connect to the IM service as when it starts. If you use a LAN, DSL or other 'always-on' connection, this is appropriate; dial-up modem users should turn this off and connect manually when you have dialed up.

Once you've entered your IM details, you can proceed to the Finished! page and then dismiss the wizard and the Configure window.

## 2.2 Go Online and Start Chatting!

Now you'll notice that an icon representing the account has appeared in the status bar at the bottom of the Kopete Contact List window. This represents your current presence for this account. Right click on it and you can go online from the menu that appears. The status bar icon will animate while Kopete connects to the IM service.

Once you're online, if you've used this IM service before, your contacts will be fetched from the server and displayed in the Contact List. To start a chat with a contact, just click their name and a Chat window will appear. The upper part of the window is where the conversation appears - to say something, type into the bottom part of the window and click Send.

If you've just created a new account you won't have any contacts. See [Adding Contacts](#) for details on how to add contacts.

### TIP

The shortcut for Send is set to Ctrl+Enter by default; you can change it in the Chat window using Settings → Configure Shortcuts....

## Chapter 3

# Using Kopete

This chapter gives an overview of Kopete's basic features. We will look first at the contact list, where your contacts are displayed, and then at the Chat window, where you carry out a conversation.

### 3.1 The Contact List

The Contact List appears when you start Kopete. It's the main window where you can set your presence, start a chat, organize your contacts, configure Kopete and quit.

#### 3.1.1 Layout of the Contact List window

##### 3.1.1.1 Menu

You will usually find the menubar at the top of the contact list. If it is not there, you might have turned it off; you can re-enable it with Ctrl+M. Details on each menu item can be found in the [chapter on menu structure](#).

##### 3.1.1.2 Tool bar

The toolbar holds the most frequently used Kopete actions. You can customize it with Settings → Configure Toolbars... Notice the Show Offline Users and Show Empty Groups buttons. With these you can hide contacts and groups that are offline.

Kopete makes it even easier to set a status message to let your contacts know about your mood or why you're busy at the moment. Click on the Set Status Message button and start typing to enter a new message, or choose from one of the previous messages you have used.

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The Quick Search Toolbar quickly filters the contact list, by typing a few letters from a contact's name.

### 3.1.1.3 Contact List

The Contact List takes up the main part of the window. All your contacts are listed here, in the groups you have chosen for them. You can open or close groups by clicking the plus symbol adjacent to the group. You can reverse the order the groups are sorted in by clicking the Contacts label above the list.

The context menu in the Contact List changes depending on the item under the mouse. [Groups](#), [Metacontacts](#) and IM system specific contacts have their own options. In empty areas of the Contact List, the context menu allows you to add contacts or groups, or change the viewing options for the list.

### 3.1.1.4 Status bar

The status bar shows an icon for each IM account you have created. The icons represent the current presence of each account, which can be changed by right-clicking the account icon.

Kopete also shows your current status message in the Status Bar. By clicking on the note icon in the corner, you can change or clear the status message as well.

## 3.1.2 Setting Your Presence

We introduced you to setting presence [in the previous chapter](#). 'Presence' determines how visible you are on the IM network. To use the network at all, you have to connect to the network, so you can send and receive messages and see others' presence. Once you are connected, most IM systems allow you to indicate what you're doing and whether you want to chat by setting special types of presence such as *Away* or *Free For Chat*. The difference presence settings are particular to each away system; but Kopete allows you some control all your IM systems at once by setting them to *Away* or *Available* at the same time.

You set your presence for individual IM accounts by right clicking the account's icon in the status bar at the bottom of the Contact List. The context menu for each account lets you choose the possible presence settings for each IM system.

To change all your accounts' presence together, click the Status, or use the File → Status menu.

## 3.1.3 Start A Chat From The Contact List

To start a chat from the Contact List, simply click a contact. A [Chat window](#) will appear.

You can also right click a contact and select either Send Message or Start Chat. Send Message works differently in that it just sends a single message without opening the Chat window, using a simple dialog. Use it for 'fire-and-forget' messages.

### **3.1.4 Send A File**

You can send files from the Contact List, using the context menu on the person you want to send to. If Kopete supports file transfer on their IM system, there will be a Send File... item. Alternatively, you can drag a file from anywhere else in KDE onto their name to start a file transfer.

### **3.1.5 Organizing Contacts**

#### **3.1.5.1 A Word about Metacontacts**

One of the principles behind Kopete is that it offers a standardized way to use IM systems. Differences between IM systems are smoothed over, making it easier to communicate. We follow this principle in the way contacts are organized. When you use Kopete you just find contacts by name; the actual IM system used is less important. Some people have more than one IM account - Kopete puts the person using the account first.

To support this, Kopete introduced 'Metacontacts', which represent the person you want to chat with. One Metacontact contains all the different IM IDs they may have, making it easy to see with a glance at the Metacontact 'smiley icon' whether someone is available, regardless of which IM system they are using right now.

#### **3.1.5.2 A Word about Grouping Contacts**

Kopete lets you create groups to sort your contacts. A contact may be in more than one group. Where possible, groupings are saved on server side contact lists, so if you use other IM programs, group memberships are kept in sync. However, if you change groups in another IM program, Kopete cannot know to move a metacontact automatically; it is up to you to resolve this by hand.

To change the group a metacontact appears in, you can use its context menu to move it or copy it to a new group, or remove it from a group. You can also use drag and drop here - just drop the metacontact on a different group name.

#### **3.1.5.3 Adding Contacts**

To add a contact, either select File → Add Contact or click the Add button on the toolbar. This brings up the Add Contact Wizard.

The Add Contact Wizard creates a new Metacontact using one or more IM systems, by leading you through the following pages.

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1. Welcome Page. Here you can choose whether you want to use the KDE Address Book for this contact. Storing IM information in the KDE Address Book will enable other KDE IM programs to share contact information with Kopete and in future KDE applications may use Kopete to send information via IM. If you prefer to keep your IM contacts separated, clear the check box here.
2. Choose KDE Address Book entry. By choosing an entry from your KDE Address Book, you can use its name as a Display Name in Kopete. You can also create a new entry here. This page doesn't show if you chose not to use the KDE Address Book.
3. Select Display Name and Group. Here you can enter a Display Name (the name used for this person inside Kopete), and choose the [groups](#) they are a member of.
4. Select IM Accounts. Here you can choose which accounts you want to use to chat to the new contact. If you only have one IM account, you won't see this screen.
5. Account-specific Add Contact Pages. For each account, you'll get one page where you can enter the UIN, buddy name or Email address, depending on the IM system in use.
6. Finish Screen. All done. Except if the IM system requires authorization (such as ICQ™) to add a contact to your list - in which case, you'll be prompted after the wizard exits.

You can add contacts to an existing Metacontact using its context menu.

### 3.1.5.4 Renaming Contacts

You can rename a contact using Edit → Rename Contact or with the same item on the metacontact context menu.

Some IM systems allow you to set a 'Display Name' that is different to your username, such as 'Alice loves crypto!'. If you change a contact's name manually, this will override their Display Name. To get it back, open the Properties dialog for that contact and check the Use the name given by the server checkbox.

### 3.1.5.5 Removing Contacts

If you no longer want a contact to be in the contact list, you can remove a Metacontact and all the contacts under it with Metacontact context menu → Remove Contact.

### 3.1.5.6 Moving Contacts between Metacontacts

You can change the metacontact a contact belongs to. In practice, you only have to do this when you have just added multiple accounts to Kopete, and you know that HotDog76 and mikejones@hotmail.com are both the same person.

There are two ways to do this:

**Drag and Drop** The contact icon to the right of the metacontact name may be dragged from one metacontact to another.

**Contact Context Menu** The context menu for contacts (Right-click the contact icon) allows you to choose the new metacontact from a dialog.

If the move would leave a Metacontact empty (with no contacts), you'll be asked if you want to delete this contact.

### 3.1.5.7 Removing Contacts from Metacontacts

To remove a contact from a Metacontact, choose Contact context menu → Delete Contact....

## 3.1.6 Configure Kopete

You can configure Kopete using Settings → Configure.... See the [next chapter](#) for details.

### 3.1.7 Exiting Kopete

To exit Kopete you should use File → Quit, Ctrl+Q, or the Kopete System Tray icon's context menu. If you just close the Contact List window, Kopete will continue to run in the KDE System Tray.

## 3.1.8 Keyboard shortcuts

The following keyboard shortcuts are supported in the Contact List window:

Keyboard Shortcut	Action
Up Arrow	Select the previous item in the contact list.
Down Arrow	Select the next item in the contact list.
Left Arrow	Close the current group.
Right Arrow	Open the current group.

<b>Enter</b>	Start a chat with the selected contact.
Ctrl+M	Show/Hide the menu bar.
Ctrl+U	Show/Hide offline users.
Ctrl+G	Show/Hide empty groups.

## 3.2 The Chat Window

### 3.2.1 Layout of the Chat Window

#### 3.2.1.1 The Chat View

The Chat View usually takes up most of the Chat window and is where the conversation between you and your contacts takes place. Messages appear in the order they are received, with the earliest messages at the top of the view.

You can [control](#) the appearance of the Chat View, making it look like other IM clients or create a completely individual look.

#### 3.2.1.2 Chat Members List

Since some IM systems allow you to chat as a group, it is useful to see who is chatting at the moment. The Chat Members List appears to the left or the right of the Chat View. You can change this using Settings → Chat Members List. The contact context menu is available in the Chat Members List.

#### 3.2.1.3 Input Area

The Input Area is below the Chat View. This is where you type messages before sending them. You can change the font and color of the message using the usual tools on the toolbar. If the IM system supports this, your messages will appear in color when your contacts read them.

By default, the keyboard shortcut to send messages is **Enter**.

#### 3.2.1.4 Status Bar

The Status Bar contains temporary messages, such as notification that someone else is typing, as well as the Send button.

### 3.2.1.5 Tabbing

Kopete lets you carry on multiple conversations in one window, by putting each one in its own tab within the window. The tab titles change color to show when a new message has been received:

**Red** Someone typed a message.

**Green** Someone is typing a message.

**Blue** Someone typed a message containing your nickname.

There are several different ways to control grouping. To configure this behavior, go to the Chat tab of the Behavior page of the Configure Kopete dialog. You can also move chats between windows using the Tabs menu, and control the placement of the tabs in the window.

## 3.2.2 Group Chats in Kopete

You can use Kopete to chat one to one, or in a group, where the IM system supports this.

To invite others into a chat, drag them from the Contact List into the chat window, or use Chat → Invite → <contact name>.

## 3.2.3 File Transfers

Some IM systems allow you to send and receive files. You can access this function from the contact's context menu. If you're already chatting, and want to send a file, simply drag the file from any other part of KDE into the Chat Window, or select the Chat → Send File menu.

## 3.2.4 Keyboard Shortcuts

The following keyboard shortcuts are supported in the Chat window:

Keyboard Shortcut	Action
Enter	Send the message in the Input Area.
Ctrl+P	Print the contents of the Chat View.
Ctrl+S	Save the contents of the Chat View.

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Ctrl+W	Close the current Chat View. The Chat window will close unless there is more than one tab in the window.
Ctrl+,	Change to the previous tab.
Ctrl+.	Change to the next tab.
Ctrl+Shift+B	Detach a tabbed chat into a separate window.
<b>Tab</b>	Complete a partially typed nickname belonging to someone you're chatting with.

## Chapter 4

# Configuring Kopete

To configure Kopete, look in the Settings menu.

### 4.1 Global Shortcuts

Kopete defines some shortcuts which are valid in any KDE application.

Global Keyboard Shortcuts	Action
Ctrl+Shift+I	Read Message. This is useful if you have hidden the Contact List window and the system tray icon is animating to tell you you have a new message.
Ctrl+Shift+C	Show/hide (Dock) the Contact List window. <i>Warning:</i> If you have disabled Kopete's System Tray icon or don't have a system tray, this can make the Contact List vanish - the only way to restore it is to repeat this shortcut.

## 4.2 The Configure Kopete Dialog

### 4.2.1 Adding and Editing Accounts

We briefly showed you how to add an account in [Getting Started](#). To change an account's settings later, open up the Configure Kopete dialog, with Settings → Configure.... Much like the KDE Control Center, the configuration is separated into sections. The icons on the left side of the dialog switch between sections.

On the Accounts page, you can [Add](#), Remove, or Modify accounts. Editing accounts is much the same as adding them, but note that you cannot change the UIN, buddy name, or whatever account identifier your IM system uses. This is intrinsic to the account. If you want to change this, you will have to add another account with the new account identifier and (optionally) remove the old account.

You can quickly distinguish between multiple accounts using the same IM system by giving a custom color to each account's status bar entry and contact icons. To do so, select the account and click the color selector on the right side of the page.

You can control the priority of accounts using the Up and Down icons on this page. If you have more than one way to message a contact, this determines the IM system Kopete will use to communicate them.

### 4.2.2 Global Identity

Kopete's Global Identity lets you set your own nickname and photo once for all your IM accounts. You can read these details from the KDE address book entry for yourself, from a single one of your contacts, or add a completely new nickname or photo. If you have an exciting dual life, you can create multiple identities and switch between them in the Identity section.

### 4.2.3 Behavior

Behavior covers the way Kopete integrates with your desktop, *Away* settings, and chat user interface options.

#### 4.2.3.1 The General tab

Here you can customize Kopete's desktop integration, and control the way the contact list is laid out.

**Show system tray icon** By default, Kopete places an icon in the KDE System Tray. If you prefer, you can turn this off [here](#).

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**Start with hidden main window** This causes Kopete to start with the Contact List window hidden (docked). You can make it visible by clicking the system tray icon or with the [Show Contact List global shortcut](#).

**Open messages instantly** New messages open chat windows as soon as they arrive.

**Use message queue** The message queue is where Kopete puts messages when there is no chat window open. This allows you to be notified of new messages with popup ‘speech bubbles’; or by animating the System Tray icon. If you choose to disable the message queue, chat windows will open as soon as you receive a new message.

**Use message stack** If you use a message stack, Kopete shows recently received messages starting with the last message received.

### 4.2.3.1.1 Notifications

**Show a bubble on new message** This option shows a ‘speech bubble’; coming from the System Tray icon when you receive a new message. You can start a chat or ignore the message. URLs are extracted from the message; if you click a link, your preferred browser will open the link and the message will be dismissed.

**Flash the system tray on new messages** This option causes the System Tray icon to animate when you receive a new message. Clicking the icon will show the message in a chat window.

**Enable events while away** If you do not wish to be distracted by these notifications while you are set *Away*, uncheck this box.

**Configure Sounds & Events** Sounds, flashing taskbar entries, passive popups and more exotic notifications are supported in Kopete using the KDE notification system. Type `help:/kcontrol/kcmnotify` in Konqueror or select the Help tab in the System Notifications section of the KDE Control Center for more information.

To add custom notifications for a contact, right click that contact in the Contact List and select Properties. This lets you start chats, play a custom sound effect, or display a message for that contact or group. Otherwise you can use the ‘Execute a program’ notification to perform custom notifications. As an example, if you have XOSD (X On-Screen Display) installed, you can get OSD online notifications by executing the following command when the ‘User goes online’ event takes place:

```
echo %s | osd_cat -o 100 -p bottom -A center -f helvetica-r*-24-*-*-*-*-*  
-o 2 -c gold
```

OhReally at the KDE Forum suggests having your online notifications read out by a speech synthesizer, using [MBROLA](#) like so:

```
echo %s | sed -e 's/online/onlaain/i' | /usr/local/bin/mbrdico.dutch.female
```

The ‘sed’ in the middle phoneticises Kopete’s output to so the synthesizer has a better Dutch pronunciation.

### 4.2.3.2 Away Settings

**Notify all open chats when I go away** Be careful if you enable this item; it will cause a message to be sent to open chats when you become away, which some people may find intrusive.

**4.2.3.2.1 Auto Away** Here you can choose to have Kopete set you away after a period of inactivity.

**4.2.3.2.2 Predefined Away Messages** You can define as many custom away messages as you like here, and choose from them when you go *Away* using the Status button on the [main toolbar](#).

### 4.2.3.3 Chat Settings

**Raise window/tab on new messages** This causes a chat window to pop up when it receives a new message.

**Show events in chat window** Some IM systems can give extra information, like people joining or leaving chats. This option lets you receive these messages in your chat window.

**Highlight messages containing your nickname** This simply emphasizes messages in a chat that contain your nickname. For more powerful control over highlighting and other events, see the [Highlight plugin](#).

**4.2.3.3.1 Interface Preference** Kopete can send messages using either a 'fire and forget' interface that does not wait for a reply, or a chat window where the conversation is visible as it unfolds. Here you can choose which style to use by default.

**4.2.3.3.2 Chat Window Grouping Policy** If you wish to group chats within tabs in a single window, Kopete lets you choose several ways to determine the grouping.

- Open all messages in a new chat window
- Group all messages from the same account in the same chat window
- Group all messages in the same chat window
- Group all messages in the same group in the same chat window
- Group all messages from the same metacontact in the same chat window

#### 4.2.3.3.3 Chat Window Line Limit

**Maximum number of chat window lines** This limits the number of lines of text the chat window can display.

### 4.2.4 Appearance

Appearance governs the style of the Chat window, its colors and fonts, and lets you choose your preferred emoticons.

#### 4.2.4.1 Emoticons

Emoticons (also known as smileys) are combinations of characters such as ;-) that look like a face, and communicate moods or expressions. Kopete can optionally use graphical emoticons in place of the characters themselves.

On this tab, you can select which emoticon set you prefer, or turn off graphical emoticons altogether.

See [Specialized Actions](#) for details of how to install extra emoticon sets.

#### 4.2.4.2 Chat Window

**4.2.4.2.1 Styles** The style of the chat view can be altered to look like other clients. Installed styles are shown in the list on the left and are previewed in the main panel. See [Chat Window Style guide](#) for a document how to make your own style.

Third party styles are available at <http://kde-look.org>. Kopete 0.12 now supports styles from Adium(an IM program on Mac® OS X). So you can download styles from Adium here: [Adium Xtras](#) and select Message View Styles.

To install a style, click Install.... Select an archive file containing the style. To delete a style, select a style in the list and click Delete.

Group consecutive messages is a useful option to make your chats more readable. If you receive several messages in a row from the same contact, they are grouped without repeating the sender name.

#### 4.2.4.3 Contact List

**Arrange metacontacts by group** By disabling this, Kopete's groups are hidden, and contacts are divided only into Online Contacts and Offline Contacts.

**Show tree branch lines** Usually Kopete displays contacts and groups as a tree, where group members are indented. For a simpler appearance, you can disable this, so the contact list becomes a flat list. You can also control whether branches are indented here.

**Contact Display Mode** There are several ways you can present the contact list here. Of particular interest may be the Use contact photos when available option, that shows the contact list using photos chosen by your contacts or the KDE Address Book

**Contact List Animations** This controls the degree of animation of the contact list. Turning this off will make Kopete more responsive on slower machines.

**Contact List Auto-Hide** By enabling this, the contact list will automatically disappear a few seconds after the pointer leaves the window.

**Change Tooltip Contents...** You have a lot of control over how much or how little detail appears in the tooltips shown on the contact list using this dialog.

#### 4.2.4.4 Colors and Fonts

**4.2.4.4.1 Chat Window Colors** Here you can alter the base font and text colors used for chatting.

**4.2.4.4.2 Formatting Overrides** If your contacts tend to choose fonts and colors that you dislike, you can tell Kopete to ignore these and use your regular font.

**4.2.4.4.3 Contact List** Some IM systems let you see whether contacts are idle at their computers. This option enables you to change the color used for idle contacts.

#### 4.2.5 Devices

The Devices section allows you to choose and configure which multimedia devices are used for A/V chatting. Whether this works for you is highly dependent on the hardware you have and how well it is supported by your operating system.

##### 4.2.5.1 Video

Kopete uses the Video4Linux 2 system for video. This shows a blue square if no video device is found, or a preview if the camera is working. For up-to-date information on Kopete webcam support, see the [Kopete Webcam Support wiki page](#).

##### 4.2.5.2 Audio

Audio support in Kopete is at an experimental stage. If you have an Audio tab, you are probably using a preview build of Kopete.

### 4.3 Loading Plugins

You can customize Kopete with special functions that may be useful or just a bit of fun. Bring up the Configure Plugins dialog with Settings → Configure Plugins....

Plugins can be turned on or off in the list on the left side of the page. Each plugin may be configured on the right side. See the [chapter on plugins](#) for details on each plugin.

## Chapter 5

# Kopete's Protocols

Kopete calls different IM systems 'Protocols'. When you add an account, it is specific to a single protocol. Although Kopete tries to make instant messaging appear the same, no matter what protocol you use, there are some differences in the level of support for advanced features such as file transfer and multimedia.

### 5.1 Protocols

#### 5.1.1 AIM

AIM supports chatrooms. Use the Join Chat... command on the AIM account menu to join a chatroom. Contact pictures and custom emoticons are also supported.

#### 5.1.2 ICQ

ICQ has an Invisibility feature which allows you to hide from selected contacts. You may also search the ICQ user folder when adding a contact. A wide range of contact details can be set using the Properties option.

#### 5.1.3 MSN

MSN supports the sending and receiving of webcams, if your camera is supported by the Video4Linux 2 (v4l2) standard. To view someone's webcam, right click on their MSN butterfly icon and select View Contact's Webcam. File transfer and multi user chats work. To transfer a file, drag the file from Konqueror or the desktop into the chat window. To invite someone else into a chat, drag

them from the Contact List into the chat window. The File menu also contains these commands. In addition, MSN supports custom emoticons.

To use file transfer or a webcam, make sure port 6891 is forwarded to your computer.

#### **5.1.4 Yahoo**

Yahoo can send and receive webcam video. It also supports Yahoo mail and the Yahoo address book from the account menu. Conferencing is also possible.

#### **5.1.5 Jabber**

Jabber, also known as XMPP, supports file transfer, conferencing and any other services supplied by the Jabber server. For example, many Jabber servers have a user directory, and some provide transports to other messaging systems. To access services, use Services... on the account menu. Jabber file transfer can work without port forwarding, but enjoys better performance where a direct connection is possible. By default, port 8010 is used for port forwarding, but this is configurable in each account's settings.

#### **5.1.6 Google Talk**

Since Google Talk is based upon Jabber, it is well supported in Kopete with the exception of voice chat, which is worked upon.

To configure Kopete for Google Talk: Use your complete Google Mail address as the user name. Check Use protocol encryption (SSL), Allow plain-text password authentication and Override default server information. The server is 'talk.google.com' or 'gmail.com' and ports 443 or 5223 should be used.

#### **5.1.7 Novell GroupWise**

GroupWise Messenger is an enterprise messaging system from Novell Inc. The full range of features are supported, including privacy, group chat, rich text and user search.

#### **5.1.8 Gadu-Gadu**

Gadu-Gadu is a chat system originating from Poland. At present, Kopete supports basic chat functions.

### 5.1.9 WinPopup

WinPopup is a way to use Kopete to send and receive messages with Windows® computers on the local network. The WinPopup protocol only supports single, plain-text messages.

### 5.1.10 Other protocols

As well as the protocols named above, Kopete has support for several other protocols. In most cases, this is not enabled by default or an additional plugin must be installed. Meanwhile, SMS, Skype and SILC are provided in this way. See <http://kopete.kde.org> for details, however, the Kopete team are not responsible for these protocols.

## Chapter 6

# Kopete's Plugins

Kopete offers plugins that provide functions that aren't essential for messaging, but are useful for some people.

### 6.1 Plugins

#### 6.1.1 Alias

Alias lets you define your own commands, e.g. `/hello`, in Kopete that run scripts and output the result in the chat window. If you know how the alias Unix command works, this is just the same

#### 6.1.2 Auto Replace

Auto Replace allows you to correct frequently misspelled words or save typing certain words using abbreviations.

#### 6.1.3 Bookmarks

The Bookmarks plugin creates bookmarks in your KDE bookmarks list from URLs that are received in IM messages.

#### 6.1.4 Connection Status

Connection Status is useful for modem users or others who don't have a permanent Internet connection. It watches for an active Internet connection and sets your accounts online when it detects you have dialed up.

### 6.1.5 Contact Notes

Contact Notes allows you to note down any useful bits of information on a metacontact.

### 6.1.6 Highlight

Highlight works a little like email filters, in that it allows you to make things happen in response to particular messages. As well as highlighting the text, you can play sounds.

### 6.1.7 History

The History plugin, when activated, records conversations using any IM system and allows you to view old conversations later. A History item appears in each Metacontact's context menu so you can view the message history for that metacontact.

The following item is added to the Contact List's menus:

**Edit** → **View History** (Enabled when a contact is selected) This displays the History browser for the selected contact.

The following items are added to the Chat window's menus:

**Tools** → **History Previous (Alt+Shift+Left Arrow)** This enables you to view the next oldest set of messages from the History in the Chat window.

**Tools** → **History Next (Alt+Shift+Right Arrow)** This shows the next newest set of messages from the History in the Chat window.

**Tools** → **History Last** This shows the most recent set of messages from the History in the Chat window.

### 6.1.8 OTR

The OTR plugin allows you to encrypt conversations using the Off-The-Record encryption method. This encryption method basically works like the PGP encryption but it is optimized for instant messaging and handles the key exchange on its own. The only thing you have to do, is to make sure that you really are writing to the person you expect by using one of OTR's authentication mechanisms.

### 6.1.8.1 Menu items

The following item is added to the Contact List's menus:

**Edit** → **OTR Policy** (Enabled when a contact is selected) You can set the encryption policy for each contact here. Setting this entry to "Default" causes Kopete to use the default setting in the configure dialog

The following items are added to the Chat window's menus:

**Tools** → **OTR Settings** → **Start OTR session** This lets you initiate an OTR encrypted session.

**Tools** → **OTR Settings** → **End OTR session** This lets you end a previously established OTR session.

**Tools** → **OTR Settings** → **Authenticate contact** Use this menu entry if you wish to authenticate the contact.

### 6.1.8.2 The settings dialog

In the setting dialog you have various options to set the modules behaviour during your chatsessions. The most important of them is the default policy configuration. Set the policy to "Opportunistic" if you wish Kopete to check if you contacts support OTR and establish an encrypted session on its own or to "Manual" if you wish to control each encryption state on your own. The options "Always" and "Never" are recommended only for experienced users that wish to set the policy on a per-contact base. In the "Private Keys" Pane you have the possibility to create you personal keypair for each account. You don't need to do this manually. If an account does not have a keypair it will be generated automatically the first time it is required. In the "Known Fingerprints" tab you have the possibility to see, verify and delete known public fingerprints of your contacts.

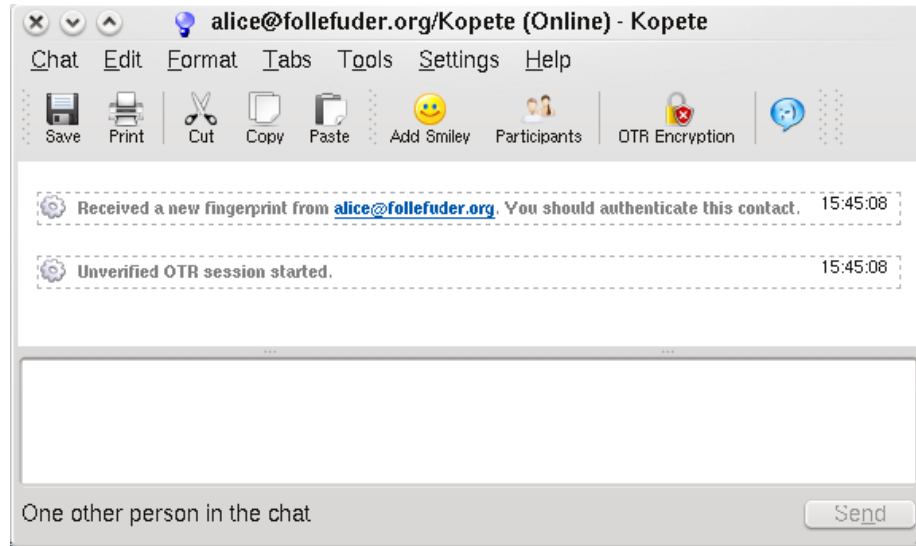
### 6.1.8.3 Authentication

You've probably received email from people pretending to be banks, credit agencies, even wealthy Nigerian expatriates. People lie about who they are all the time on the Internet. Authentication is a way to make sure that nobody can lie to you about who they are when they use OTR.

**6.1.8.3.1 When to authenticate** You should authenticate a buddy the very first time that you talk to them using OTR. If you don't, then you cannot really be sure that someone else isn't impersonating them or trying to listen in on your conversation. However, once you've authenticated your buddy once, you don't have to do it again. OTR will automatically do the authentication for all of your future conversations with that buddy.

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The only exceptions occur when your buddy switches between multiple computers or multiple IM accounts. In this case, you will need to authenticate once for each computer and account. Once you've done this, your buddy can freely use any of the computers you've authenticated them on, and OTR will recognize them automatically. If your buddy uses a new computer or account that OTR does not recognize, a message will pop up in your conversation window telling you about it.



**6.1.8.3.2 How to authenticate** To authenticate someone, open a conversation with them and click on "Authenticate Contact" on the OTR button. A wizard will be shown, asking you what authentication method you would like to use. Please follow the steps in this wizard.

If the authentication was successful, then you know that you are really talking to your friend. Any imposter should have a hard time guessing what you're typing in, so you'll be able to catch them in the act.

### 6.1.9 KopeteTeX

KopeteTeX allows scientists and mathematicians to hold conversations using the LaTeX markup language. Expressions entered within  $$$$  are rendered as a graphic in the chatwindow, and can be cut and pasted as the original Latex. To use this plugin you must have LaTeX installed

### 6.1.10 Motion Auto-Away

In conjunction with a webcam and the Video4Linux package, this lets you detect when you're no longer at your computer and have Kopete automatically become *Away*.

### 6.1.11 Now Listening

With the Now Listening plugin, let people you're chatting with know what you're listening to, by typing `/media` in a chat, or with Tools → Send Media Info in the Chat window.

### 6.1.12 Statistics

This plugin uses a database to gather information about your contacts' activity patterns. You can use this to see when a contact is usually online, for example.

### 6.1.13 Text Effect

Text Effect applies funny effects to your messages before sending them, like coloring them or changing the case of the words. Just don't forget you have activated it - we've had bug reports from forgetful Text Effect users!

### 6.1.14 Translator

The Translator plugin lets you define a preferred language for each Metacontact, and then translates messages to or from them using web based translation services such as Google™ and Babelfish™. Set your own preferred language in the Configure Plugins dialog. Each contact's preferred language can be set on its context menu.

The following item is added to the Chat window's menus:

**Tools → Translate (Ctrl+T)** If you did not turn on automatic translation, this translates the current chat.

### 6.1.15 Web Presence

Web Presence allows you to publicize your IM presence on the Web. Give it the path to a file on an FTP server (for example), and it will upload a short piece of HTML to that file, which you can include in your homepage. KDE's network transparency makes this simple. Useful for bloggers to make friends with, or you could use it to use IM in your business.

Example: `sftp://username@somehost.org/path/to/homes/user/im.html` uses the SFTP protocol to upload your presence directly onto the webserver.

See [the KIO manuals](#) for tips on specific network protocols.

### 6.1.16 Pipes

Pipes allows you to pipe incoming or outgoing messages through an external script or executable. An incoming message will be piped through the executable before it reaches your chat window, while outgoing messages will be piped through the executable before they are sent over the Internet. Pipes can receive text in one of three forms:

**Plain text body** The body of the message, in plain ASCII text

**HTML text body** The body of the message, in HTML, as it would be if your chat peer had sent HTML to you, which will be rendered in the chat window

**XML full message** An XML document that describes all the characteristics of the message, including the HTML body.

For most purposes, you probably want to use the plain text body or HTML text body options. These can be used with programs such as translators or summarizers. The XML format is only appropriate for use with a program or script written specifically to work with this plugin. If you would like to write a program or script that does work with this plugin, see [the more detailed documentation](#).

## 6.2 Contributing a plugin

Kopete is designed to make it easy to create plugins that give it extra functions. So if you've got a great idea to make Kopete even better, [get in touch!](#)

## Chapter 7

# Menu Entries

Each menu item is discussed below. When there is a keyboard shortcut that performs a menu item function, the default shortcut is listed with the menu item.

### 7.1 The Contact List Window's Menus

#### 7.1.1 File Menu

**File** → **Set Status** → **Online** Go online with all accounts

**File** → **Set Status** → **Away** Set all connected accounts away

**File** → **Set Status** → **Offline** Set all accounts offline

**File** → **Add Contact...** This displays the Add Contact Wizard, which allows you to add a new contact to your list

**File** → **Create New Group...** Prompts you for the new group's name and adds it to the contact list.

**File** → **Quit (Ctrl+Q)** Disconnects you from all IM systems, closes all the windows and exits the application.

#### 7.1.2 Edit Menu

**Edit** → **Undo (Ctrl+Z)** Reverts the last change that was made to the contact list.

**Edit** → **Redo (Ctrl+Shift+Z)** Reverts the last change that was made to the contact list by EditUndo

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- Edit** → **Send Single Message...** Opens an email-style message window with the selected contact, to send a single message.
- Edit** → **Start Chat...** Opens a chat window with the selected contact, to have a conversation.
- Edit** → **Send File...** If supported by the IM system, this opens a file selector to choose a file to send to the selected contact.
- Edit** → **Move To** (Enabled when a contact is selected) Choose another group from the sub-menu, and the contact will move to that group.
- Edit** → **Copy To** (Enabled when a contact is selected) Choose a group from the sub-menu, and the contact will be copied to group. IM systems that allow contacts to be in more than one group on the server contact list will be updated accordingly.
- Edit** → **Remove (Delete)** (Enabled when a contact is selected) Removes a contact from the contact list entirely.
- Edit** → **Rename Contact** (Enabled when a contact is selected) Renames the contact on the contact list. If you do this, the contact list entry will no longer change if the contact changes their display name remotely. You can re-enable this using the contact's Properties dialog.
- Edit** → **Add Contact...** (Enabled when a contact is selected) Choose another account from the submenu, and you can add another way to message that person using that account.
- Edit** → **Add to Your Contact List...** (Enabled when a contact is selected) Sometimes people will message you who aren't on your contact list already. In this case, Kopete creates a temporary entry for them, but to keep them on your contact list, use this function.
- Edit** → **Properties** The Properties dialog lets you choose custom icons for the selected item, and change its name.  
For contacts, you can change the KDE Address Book entry that they are associated with.
- Edit** → **Remove Group** (Enabled when a group is selected) Removes a group from the contact list entirely. Any contacts that are only in this group are moved to the top level.
- Edit** → **Rename Group** (Enabled when a group is selected) Renames the group.

### 7.1.3 Settings Menu

- Settings** → **Toolbars** Shows/hides the Main Toolbar and the Quick Search Bar.
- Settings** → **Show Menubar (Ctrl+M)** Shows/hides the menu bar.
- Settings** → **Show Statusbar** Shows/hides the status bar.

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**Settings** → **Show Offline Users** This shows/hides contacts who are currently offline. They will become visible when they go online again.

**Settings** → **Show Empty Groups (Ctrl+G)** This shows/hides groups which do not have any members, or where all the members are offline and hidden (see above).

**Settings** → **Configure Toolbars...** Displays the KDE standard Configure Toolbars dialog, which lets you customize the Contact List's toolbars.

**Configure Notifications...** In the dialog displayed by this menu entry, you can change the notifications (sounds, error messages, etc.) used by Kopete.

**Settings** → **Configure Global Shortcuts...** Displays the KDE standard Configure Global Shortcuts dialog, where you can change keyboard shortcuts that work all the time under KDE.

**Settings** → **Configure Shortcuts...** Shows the KDE standard Configure Shortcuts dialog, where you can change keyboard shortcuts that work in the Contact List's windows.

**Settings** → **Configure...** Displays the [Configure Kopete](#) dialog.

**Settings** → **Configure Plugins...** Displays the [Configure Plugins](#) dialog.

### 7.1.4 Help Menu

These are the KDE standard items for the Help menu:

**Help** → **Kopete Handbook (F1)** Invokes the KDE Help system starting at the Kopete help pages. (this document).

**Help** → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within Kopete will open a help window (if one exists for the particular item) explaining the item's function.

**Help** → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

**Help** → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

**Help** → **About Kopete** This will display version and author information.

**Help** → **About KDE** This displays the KDE version and other basic information.

## 7.2 The Chat Window's Menus

### 7.2.1 Chat Menu

**Chat** → **Send Message (Ctrl+Enter)** Sends a message.

**Chat** → **Save (Ctrl+S)** Saves the content of the chat to a file.

**Chat** → **Print... (Ctrl+P)** Prints off a hard copy of the chat.

**Chat** → **Contacts** This menu lists all the people in the chat. You have access to the same contact menu you get by right-clicking a contact's name in the Contact List, allowing you to perform contact specific actions such as sending them a file, viewing their user info or blocking them.

**Chat** → **Close (Ctrl+W)** Closes the current chat. If there are chats taking place in other tabs in this window, the window will stay open.

**Chat** → **Quit (Ctrl+Q)** Closes all chats taking place in this window.

### 7.2.2 Edit Menu

**Edit** → **Cut (Ctrl+X)** Cutting text works as with most editors: the selected text is removed and put into the clipboard. Note that you can also select text and drag it to a new position.

**Edit** → **Copy (Ctrl+C)** Copying text works as with most editors: the selected text is copied to the clipboard. Note that you can also select text while holding the **Ctrl** key, and drag it to a new position to copy it.

**Edit** → **Paste (Ctrl+V)** Pasting works the same as with most editors: the text from the clipboard is pasted at the current cursor position.

### 7.2.3 Format Menu

**Format** → **Add Smiley** This menu contains all the smileys/emoticons that the current emoticon scheme includes. You can change the scheme [in the Configure Kopete Dialog](#).

**Format** → **Text Color...** Opens a color selector that modifies the text color.

**Format** → **Background Color...** Opens a color selector that modifies the background color.

**Format** → **Font** This menu allows you to change the font used in the chat.

**Format** → **Font Size** This menu allows you to change the font size used in the chat.

## 7.2.4 Tabs Menu

**Tabs** → **Tab Placement** This menu allows you to change whether tabs appear at the top or the bottom of the chat view.

**Tabs** → **Detach Chat (Ctrl+Shift+B)** Separates the current chat into its own window.

**Tabs** → **Move Tab to Window** You can move chats between windows using this menu. Choose the chat window the tab should move to from the menu.

## 7.2.5 Tools Menu

This menu contains items added by the plugins you have loaded. See the [plugins chapter](#) for details.

## 7.2.6 Settings Menu

**Settings** → **Show Menubar (Ctrl+M)** Separates the current chat into its own window.

**Settings** → **Toolbars** → **Main Toolbar (Kopete)** Shows/hides the main toolbar.

**Settings** → **Toolbars** → **Status (Kopete)** Shows/hides Kopete's status bar. This is where buddy pictures appear.

**Settings** → **Toolbars** → **Format Toolbar (Kopete)** Shows/hides the text formatting toolbar.

**Settings** → **Show Statusbar** Separates the current chat into its own window.

**Settings** → **Show Chat Members List** This menu controls whether the Chat Members List appears on the left or right of the Chat View, and whether it is visible at all.

**Settings** → **Configure Shortcuts...** Shows the KDE standard Configure Shortcuts dialog, where you can change keyboard shortcuts that work in the chat window.

**Settings** → **Configure Toolbars...** Displays the KDE standard Configure Toolbars dialog, which lets you customize the chat window's toolbars.

## 7.2.7 Help Menu

These are the KDE standard items for the Help menu:

**Help** → **Kopete Handbook (F1)** Invokes the KDE Help system starting at the Kopete help pages. (this document).

**Help** → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within Kopete will open a help window (if one exists for the particular item) explaining the item's function.

**Help** → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

**Help** → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

**Help** → **About Kopete** This will display version and author information.

**Help** → **About KDE** This displays the KDE version and other basic information.

## Chapter 8

# Frequently Asked Questions

1. *What does Kopete mean? How do I pronounce it?*

Kopete's name comes from the Chilean word Copete, meaning 'a drink with your friends'. Duncan, the original author, recorded an [audio sample](#).

2. *When I have more than one messaging service under a user's name in my contact list and I click on that user's name, it will message them on the wrong messaging service.*

You can change the order of accounts Kopete tries to message people with by using the Up and Down arrows in the bottom right corner of the account configuration screen. Kopete will try to connect with accounts starting from the top. However, if one service has a higher status value than the others for that user, Kopete will use that one. For example, if a person has three services and two are marked as away and the third is marked as online, Kopete will always try to message the user using the online service.

**TIP**

If you click on the small protocol icon on the right of the menu item, instead of on the person's name, you will always try to contact the person using that service!

3. *I need to connect via a SOCKS proxy, but I cannot find any proxy configuration options in Kopete. How do I set up Kopete to use SOCKS?*

- MSN™, ICQ™, AIM™, Jabber, and Yahoo™ use the KDE network infrastructure. Their SOCKS proxy details are configured with the rest of KDE, in Control Center, Internet & Network → Proxy.

4. *Is it possible to customize the icons I see in Kopete?*

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You can switch between different emoticons using the Emoticons tab of the Appearance page of the Configure Kopete dialog. To install new emoticons, first look at [KDE-Look.org](http://KDE-Look.org), where there are a lot of additional emoticon sets to download. The emoticons are easy to install - you just place a folder containing the icon files along with an XML file describing the mapping from text to picture in `$KDEDIR/share/apps/kopete/pics/emoticons` (or `$KDEHOME`, for example, in `/home/joeuser/.kde/`).

- (a) Copy the extracted folder to `$KDEDIR/share/apps/kopete/pics/emoticons` or `$HOME/.kde/share/apps/kopete/pics/emoticons` (or wherever `$KDEHOME` is)
- (b) Select Configure Kopete from the Settings menu and click on Appearance in the left panel of the Preferences window and click on the Emoticons tab
- (c) Select the emoticons set you just installed from the list
- (d) Now you can use the newly installed emoticons in Kopete

To replace the protocol icons, you'll have to replace the icons in `$KDEDIR/share/apps/kopete/icons`, or provide replacements to override them in the same folder under `$KDEHOME`. At present there aren't any complete replacement sets that you can simply extract there.

## Chapter 9

# Specialized Actions

Command line parameters

Installing emoticon sets

## Chapter 10

# Credits and Licenses

Kopete: copyright 2001-2007, Kopete Developers

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This program is licensed under the terms of the [GNU General Public License](#).

### 10.1 Current Development Team

- Duncan Mac-Vicar Prett (duncan at kde org): Original author, developer, and project leader
- Till Gerken (till at tantalo net): Developer, Jabber maintainer
- Olivier Goffart (ogoffart at tiscalinet be): Lead Developer, MSN Plugin Maintainer
- Andy Goossens (andygoossens at telenet be): Developer
- Grzegorz Jaskiewicz (gregj at pointblue com pl): Developer, Gadu-gadu Plugin Maintainer
- Jason Keirstead (jason at keirstead org): Developer
- Matt Rogers (mattr at kde org): Lead Developer, AIM and ICQ plugin maintainer
- Richard Smith (lilachaze at hotmail com): Developer, UI maintainer
- Will Stephenson (lists at stevello free-online co uk): Developer, icons, plugins, manual author
- Michel Hermier (michel.hermier at wanadoo fr): IRC Plugin Maintainer
- Andre Duffeck (andre at duffeck de): Developer: Developer, Yahoo plugin maintainer

- Michaël Larouche (michael.larouche at kdemail net): Developer, MSN, Chat Window.

## 10.2 Former Developers (Kopete Hall Of Fame)

These people have moved on from Kopete, so don't contact them for Kopete support. We're eternally grateful for their contributions.

- Christopher TenHarmsel (tenharmsel at users sourceforge net) Developer, Oscar hacker
- Ryan Cumming (ryan at kde org): Core developer
- Richard Stellingwerff (remenic at linuxfromscratch org): Developer
- Hendrik vom Lehn (hennevl at hennevl de): Developer
- Stefan Gehn (sgehn at gmx net): Developer
- Robert Gogolok (robertgogolock at gmx de): Developer
- Nick Betcher (nbetcher at kde org): Original author of ICQ, AIM and IRC plugins
- Daniel Stone (dstone at kde org): Original Jabber plugin author
- James Grant (topace at lightbox org): Developer, importer Plugin author
- Zack Rusin (zack at kde org): Developer, old Gadu-gadu Plugin author
- Gav Wood (gav at kde org): WinPopup Plugin author
- Martijn Klingens (klingens at kde org): Developer, MSN hacker

## 10.3 Documentation

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## Appendix A

# Installation

### A.1 How to obtain Kopete

Kopete is part of the KDE project <http://www.kde.org/> .

Kopete can be found in the kdenetwork package on <ftp://ftp.kde.org/pub/kde/> , the main FTP site of the KDE project.

Development versions may be downloaded at <http://kopete.kde.org>.

### A.2 Required Libraries

If you installed Kopete as part of your distribution, you probably have these installed already.

The Gadu-gadu plugin requires the libgadu package, see [this page](#) for details.

The Now Listening plugin needs libxmms if you want to access what xmms is currently playing; this should be available in your distribution but is available as part of the xmms package at [the xmms homepage](#).

### A.3 Compilation and Installation

For detailed information on how to compile and install KDE applications see [Building KDE4 From Source](#)

Since KDE uses **cmake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.

## Appendix B

# Kopete Chat Window Style Guide

### B.1 Kopete Chat Window Style reference.

Beginning with Kopete 0.12, we are now using [Adium](#) format for our Chat Window style. The theme format is based on HTML templates and CSS. They are easier to make and develop, only a knowledge of HTML and CSS is needed. Also, styles can have variants (defined as CSS file) which add more customization value :).

#### B.1.1 Reference guide.

Adium format consist of a directory structure, HTML templates, CSS files and keywords that are replaced each time the template is processed. The final conversation is a XHTML page where messages are added with DOM operations. The central element is a div element named `Chat`. Before and after this div element goes the Header and Footer template. Messages are children of the `Chat` div element.

##### B.1.1.1 Directory Structure

A style must respect this directory structure. Code in Kopete are thinking around this directory structure. When archiving the style, archive the `styleName` directory. The directory structure is a structure of a Mac OS X bundle for those familiar with that operating system. Also you must respect the case displayed here, because a UNIX system is case-sensitive.

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```
styleName\ (can have .adiumMessageStyle as suffix, because in ↔
  Mac OS X it is a bundle)
  Contents\
    Info.plist
    Resources\
      main.css
      Header.html
      Footer.html
      Status.html
      Incoming\ (and Outgoing\
        Content.html
        NextContent.html (for ↔
          consecutive messages)
        Context.html (for message ↔
          history)
        NextContext.html
        Action.html
      Variants\
        *.css
```

### B.1.1.2 About `<div id="insert"></div>`

This is a special div element used internally. It is a placeholder to indicate where to insert the next message. If it is a new message, it is removed and the new message take place. But if it is a consecutive message, the div element is replaced with the content of new message. This special div element is *required* in Content,Context,NextContent,NextContext templates. Though it not harm to put it also in Action and Status template.

### B.1.1.3 HTML templates.

TEMPLATE DESCRIPTION.

**Header.html (Required)** Use the Header template to display a nice header to the conversation. This template is inserted before Chat div element. If you don't use it, just put an empty file.

**Footer.html (Required)** This is mostly the same as Header but it is for the footer of a conversation. This template is inserted after Chat div element. If you don't use it, just put an empty file.

**Status.html (Required)** This template is used to display an internal message. Internal messages such as status change, message from Kopete (e.g. Incoming File Transfer). When the style do not supply an Action template, it is used to display Action message.

**Incoming/Content.html, Outgoing/Content.html (Required)** The content template is the message core. Think it as a block that will hold messages. Make sure it is ready to receive consecutive messages, don't design it to only display one message. Consecutive messages will be inserted at the div insert element.

**Incoming/NextContent.html, Outgoing/NextContent.html (Required)** The NextContent template is a message fragment for consecutive messages. It will be inserted into the main message block. The HTML template should contain the bare minimum to display a message.

**Incoming/Action.html, Outgoing/Action.html (Optional) (Kopete Extension)** This template is a Kopete extension to the Adium format. It is available for Incoming and Outgoing direction. Action messages are special message to tell we are doing an action. Example: "/me is installing Kopete" would be displayed as "DarkShock is installing Kopete".

**Incoming/Context.html, Incoming/NextContext.html, Outgoing/Context.html, Outgoing/NextContext.html (Optional)** These templates are not used in Kopete. In Adium, they are used to display history. It is mostly the same thing as Content and NextContent but with some differences to distinguish from normal messages.

#### B.1.1.4 About CSS styles and Variants

HTML template are used to describe how the structure is made. But all the style is described in CSS files. `main.css` is the main style, where variants are just alterations of the main style. Examples of variants are different colors, no display of user photo. Both `main.css` and variants and imported in final XHTML page.

**B.1.1.4.1 -main.css** This is the main CSS file which is common for all variants. This file should contain all the main description of the style.

**B.1.1.4.2 -Variants** Variants are CSS files located in `Variants/` directory. Each variant is a single CSS file that include the `main.css` and do alteration to the main style.

#### B.1.1.5 Debugging styles

Here is two tips for testing a style while creating it.

**B.1.1.5.1 -Save a sample conversation.** In Chat Window, you can save a conversation. This is a copy of the internal XHTML page displayed. Use it in Konqueror to test your CSS files.

**B.1.1.5.2 -Disable style cache.** A little configuration switch exist to disable the style cache. When enabled, it reload the HTML templates each time the style is asked. Add the following lines to your `kopeterc`. Very useful when testing a style in Kopete

```
[KopeteStyleDebug]
disableStyleCache=true
```

## B.1.2 Keywords reference

Keywords are likes holes to fill with details. On each new message, they are replaced with the correct value corresponding to their context. To fully support all features of Kopete, we added some keywords extensions to the Adium. Also some keywords are only available in certain context.

KEYWORDS LIST FOR HEADER AND FOOTER TEMPLATES.

**%chatName%** This is the name of the current chat session. For a typical session, it display the name of the contact and his status. For IRC, it display the topic of a channel.

**%sourceName%**, **%destinationName%** These are the name of the contacts for a chatsession. **%sourceName%** is your name. **%destinationName%** is the name of the contact you are chatting with. Prefer **%chatName%** over those, because they could be confusing for groupchat and IRC.

**%incomingIconPath%**, **%outgoingIconPath%** These are the image/photo/avatar of the contacts for a chatsession. Incoming represent the contact photo and Outgoing represent your own photo. If they are no photo available, it use `buddy_icon.png` image which is located in Incoming or Outgoing directory.

**%timeOpened%**, **%timeOpened{X}%** It is the time when the chat session begin. **%timeOpened%** use the default time format for the current locale. If you want to use a specific time format, use **%timeOpened{X}%** where X is a string containing the time format. The time parameters are the same as the glibc function `strftime`. Do **man strftime** to get the list of available parameters.

KEYWORDS LIST FOR CONTENT, NEXTCONTENT, CONTEXT, NEXTCONTEXT, ACTION TEMPLATE

**%userIconPath%** This is the image/photo/avatar of the contact associated with the message. If they are no photo available, it use `buddy_icon.png` image which is located in Incoming and Outgoing directory depending of the message direction.

**%senderScreenName%** This is the contact ID of the contact associated with the message. Examples: `me@hotmail.com`, `45566576`, `JohnSmith`.

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**%sender%** This is the name of the contact associated with the message. It use MetaContact display name as a source.

**%service%** Display the name of the service associated with the message. Examples: Jabber, Yahoo, MSN.

**%textbackgroundcolor{X}%** In Kopete, this keyword is used to represent the highlight background color. Ignore parameter in the braces and only use it as `%textbackgroundcolor{}`.

**%senderStatusIcon% (Kopete extension)** Display the status icon of the contact associated with the message. It's a file path.

**%senderColor%, %senderColor{N}% (Kopete extension)** Generate a color from the sender contact id. Can be used to display a different color for contact nickname.

`%senderColor{N}%` where N is a positive number. If N is greater than 100, it represent a lighter color than the contact's color. If N equal 150 it is a color which is 50% brighter. If N is less than 100 then it is a darker color. Useful for having a background colored differently for each contact.

If you want to use theses colors in a variant, but not in the main style, you have to workaround.

```
<div style="color:%senderColor%;border:none;border-color ←  
:senderColor{40}%;"><p class="message">...</p></div ←  
>
```

you can apply color to the `p.message` element in your `main.css` file, and in your variant put something like

```
p.message { color:inherit; border-color:inherit; }
```

### KEYWORD LIST COMMON FOR MESSAGES AND STATUS.HTML

**%message%** The message itself. This is a HTML fragment.

**%time%, %time{X}%** The time when the message was received. `%time%` use the default time format for the current locale. If you want to use a specific time format, use `%time{X}%` where X is a string containing the time format. The time parameters are the same as the glibc function `strftime`. Do [man strftime](#) to get the list of available parameters.

**%messageDirection% (Kopete Extension)** Represent the message direction, if the message must be displayed right-to-left or left-to-right. The values are either "rtl" or "ltr". Read [Message Direction guideline](#) to see how to use this keyword properly.

## B.2 Kopete Chat Window Style Guideline

The Kopete Chat Window Style Guideline is a set of things that your Chat Window style must support to be compliant with Kopete.

### B.2.1 Support highlight

Your style must show highlight. In Kopete and Adium, the `%textbackgroundcolor{%}` is replaced with the highlight color. Add this style attribute: `background-color: %textbackgroundcolor{%}` to the HTML element that display the message.

### B.2.2 Consecutive message templates are required.

This guideline is for people rewriting old XSL styles to the new format. All styles must supply a template for consecutive messages. It is now a default feature.

### B.2.3 Use UTF-8 encoding.

The title said it all. You must save your files to UTF-8.

### B.2.4 Supply Contents/Info.plist for interoperability with Adium

The Contents/Info.plist file is not used in Kopete yet. But if you want your style to be compatible with Adium, you must supply that file. Here a basic example file. Strings to replace are enclosed with "\$".

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN" ↵
    "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
  <key>CFBundleDevelopmentRegion</key>
  <string>English</string>
  <key>CFBundleGetInfoString</key>
  <string>$Your style full name$</string>
  <key>CFBundleIdentifier</key>
  <string>$Your style ID in the form: com.adiumx.smooth. ↵
    operator.style$</string>
  <key>CFBundleInfoDictionaryVersion</key>
  <string>1.0</string>
```

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```
<key>CFBundleName</key>
<string>$Your style name here$</string>
<key>CFBundlePackageType</key>
<string>AdIM</string>
<key>MessageViewVersion</key>
<integer>3</integer>
</dict>
</plist>
```

### B.2.5 Supply `buddy_icon.png`

You must place a file named `buddy_icon.png` in the Incoming and Outgoing. These images will be used when the contact have no photo.

### B.2.6 Support right-to-left languages with `%messageDirection%` keyword.

`%messageDirection%` keyword is present for languages in the world that write right-to-left. It define the message direction, if it is "rtl" (right-to-left) or "ltr" (left-to-right). Add this style attribute to the HTML element that display the message: `direction: %messageDirection%`. Style preview in appearance config include a right-to-left to check if your style display it correctly. It should begin the string from the right.

## Appendix C

# Kopete Pipes Plugin Implementation Guide

Beginning with Kopete 1.0, Kopete ships with a plugin called Pipes. Pipes allows you to pipe incoming or outgoing messages through an external script or executable. An incoming message will be piped through the executable before it reaches your chat window, while outgoing messages will be piped through the executable before they are sent over the internet. Pipes can receive text in one of three forms:

**Plain text body** The body of the message, in plain ASCII text

**HTML text body** The body of the message, in HTML, as it would be if your chat peer had sent HTML to you, which will be rendered in the chat window

**XML full message** An XML document that describes all the characteristics of the message, including the HTML body.

This document describes the specifics of the XML format, and how to write a program that can handle it.

### C.1 XML Output

Here's an example of what a program will receive in its standard input stream:

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<message subject=""
route="outbound"
importance="1"
formattedTimestamp="11:06:46 am"
```

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```
timestamp="Sat Dec 1 11:06:46 2007"
type="normal"
mainContactId="spacemonkey1234"
time="11:06 am" >
<from>
<contact contactId="tdurden"
protocolIcon="aim_protocol"
userPhoto="/home/kde-devel/.kde4/share/apps/kopete/oscarpictures/tdurden.jpg" >
<contactDisplayName dir="ltr" text="tdurden" />
<metaContactDisplayName dir="ltr"
text="Tyler" />
</contact>
</from>
<to>
<contact contactId="spacemonkey1234"
protocolIcon="aim_protocol"
userPhoto="/home/kde-devel/.kde4/share/apps/kopete/avatars/User/7e542903e0ac7519a7496e85f5a5b9" >
<contactDisplayName dir="ltr" text="spacemonkey1234" />
<metaContactDisplayName dir="ltr" text="Robert Paulson" />
</contact>
</to>
<body dir="ltr"
bgcolor="#000000"
color="#000000" >
<span style=" color:#000000;">hey</span></body>
</message>
```

This XML is loosely based on the XSD used for chatstyles found at [the Kopete website](#). This code represents one message. There are a few things to note:

- The "timestamp" attribute in the "message" element is in ISO 8601 standard format.
- The "protocolIcon" attribute in the "contact" element is chosen like this:
  1. If the Contact object has the photo property set, that path is used.
  2. If not, the Contact's MetaContact is asked for a picture path, and that is used regardless of being null or not.
- The "color" and "bgcolor" attributes in the "body" element are empty strings if they are not set in Kopete. They are in web color format.
- The content inside the "body" element has "<" escaped, so it is not confused with the actual XML structure. Obviously, to correctly interpret the body as HTML, one would have to convert the "&lt;"s to "<"s.

## C.2 XML Input

Your program will receive XML in its standard input stream, it will have the opportunity to modify it, and then it must hand it back to Kopete by way of its standard output stream. If your program modifies the following elements, the internal knowledge that Kopete has of the message will be modified to reflect your changes.

- "message" attribute "timestamp" but not other time attributes
- "message" attribute "subject"
- "message" attribute "type"
- "message" attribute "importance"
- "body" attribute "color". This is usually set to a web color number, but can be set to a name. The names defined by [SVG](#) are accepted by QColor in Qt 4, so they are the only names that may be used.
- "body" attribute "bgcolor" — same behaviour as "color"
- content of element "body"

If you modify elements or their attributes not mentioned above, your changes to those elements will have no effect.

### C.3 Acceptable Values

Some attributes have certain acceptable values. The Pipes plugin's output will always have legal values. If your program chooses to change these attributes, they must remain legal. If not, Kopete's behavior is undefined.

**Attribute "route" in element "message"** Must be "inbound", "outbound", or "internal"

**Attribute "type" in element "message"** Must be "action" or "normal"

**Attribute "importance" in element "message"** Must be "0" for low, "1" for normal, and "2" for high

**Attribute "dir" in many elements** Must be "ltr" for left-to-right or "rtl" for right-to-left