

## c\_bot

- + auth\_ok
- + awaiting\_ready
- + botip
- + botname
- + botnet12\_compatibility
- + botport
- + buff\_from\_dcc
- + buff\_pos\_from\_dcc
- + buff\_size\_from\_dcc
- + challenge\_sent
- + chandefs\_already\_updated
- + chans\_groups
- + chans\_to\_pull\_last\_update
- + chans\_to\_push\_last\_update
- + clean
- + command\_queue
- + command\_receive\_buffer
- + connect\_id
- + connect\_start
- + control\_receive\_buffer
- + dirty
- + flipped
- + got\_at\_least\_one\_pong
- + got\_better\_remote\_time\_diff
- + got\_bytes
- + got\_challenge
- + invoked\_from\_telnet
- + last\_proc\_push
- + last\_try
- + local\_MD5\_password
- + localip
- + next\_ping
- + old\_remote\_time\_diff
- + prelink\_ok
- + prelinking\_wait\_start
- + procs\_already\_updated
- + procs\_to\_pull\_last\_update
- + procs\_to\_push\_last\_update
- + prv\_already\_updated
- + prv\_pulling
- + prv\_to\_pull
- + prv\_to\_push
- + prv\_to\_push\_last\_update
- + pulling\_chans
- + pulling\_procs
- + pulling\_users
- + pure\_ssl
- + pushing\_chans
- + pushing\_procs
- + pushing\_users
- + receive\_buffer\_pos
- + received\_bot\_auth\_1
- + rejected\_objects
- + remote\_MD5\_password
- + remote\_pswd\_ok
- + remote\_time\_diff
- + response\_okay
- + rle\_buffer
- + rle\_buffer\_len
- + sent\_at\_least\_one\_ping
- + sent\_bot\_auth\_1
- + sent\_challenge
- + sent\_partyline\_users
- + socket
- + ssl
- + ssl\_connection
- + start\_awaiting\_pong
- + supported\_proto\_version
- + unlink\_timer
- + users\_already\_updated
- + users\_to\_pull\_last\_update
- + users\_to\_push\_last\_update
- + vars
- + waiting
- + was\_linked

- + c\_bot()
- + c\_bot()
- + ~c\_bot()
- + adjust\_timestamp()
- + before\_delete()
- + botnet\_obj\_difftime()
- + clear()
- + garbage\_socket()
- + set\_difftime()