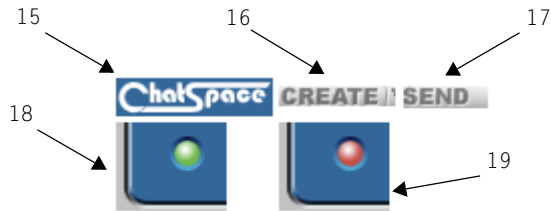


```
<applet code="com.chatspace.v400320.Chat" archive="http://YOURSERVERIP:8000/Java/cfs40320.jar"
width="100%" height="75%" codebase="http://YOURSERVERIP:8000/Java/" name="cs" align="middle">
<param name="embed" value="true">
<param name="room" value="ROOMNAME">
<param name="showurl" value="false">
<param name="rooms" value="true">
<param name="inputprompt" value="true">
<param name="allowtour" value="true">
<param name="tourprompt" value="true">
<param name="tabbedp2p" value="false">
<param name="csbranding" value="false">
<param name="randomusercolor" value="false">
<param name="user" value="">
<param name="multiplerooms" value="true">
<param name="hidelogin" value="true">
<param name="tabs" value="true">
<param name="size" value="13">
<param name="noticesound" value="true">
<param name="showjoins" value="true">
<param name="memberscolor" value="808080">
<param name="passprompt" value="Password">
</applet>
```

---

**Figure 2 Dynamically Loaded Graphics**



---

**Table 2 Figure 2 Key**

15. branding.gif
16. create.gif
17. send.gif
18. g_g5_c012.gif
19. r_r5_c012.gif

## Java Client Parameters

To customize and make your ChatSpace chat client seamlessly fit into your site, a number of editable parameters for Java clients are embedded in your own web page and those served by ChatSpace. The parameters can be placed directly in the HTML which defines the Java Client's Applet or can be specified inside the HTML page.

The *parameters file* is a simple text file. Using Notepad is the best method to edit or create a parameters file. The file should have the extension *.prm* so that the server knows to substitute server variables at runtime. The parameters file is of the form:

```
# This is a comment
Key=value
```

Comment lines can appear anywhere in the file. Comment lines begin with the pound sign (#). *Key* is the parameter name and *value* is the value to assign the parameter. You can also use server variables inside the parameters file.

For example:

```
#These parameters set the background and text colors
fg=000000
bg=FFFFFF
```

Several parameters cannot be used inside a parameters file; they can only be specified inside HTML. This is due to programming restrictions. Those parameters are: `Useslibrary`, `useslibrarycodebase`, `useslibraryversion`, `namespace` and `paramPath`.

The parameters file should be saved in a directory under the codebase. The directory where the java archive is stored is usually *C:\Program Files\ChatSpace\Community Server\CSServer\data\java*, so the parameters directory could be *C:\Program Files\ChatSpace\Community Server\CSSrvr\data\java\Params*.

The `paramPath` parameter is specified in the HTML page to tell the applet to load the rest of the parameters from the parameters file. The `paramPath` is the full path relative to the code base of the file that contains the parameters.

Below is a description of every parameter, listed in alphabetical order:

### **action**

If set to `true`, the Action button appears in the input area, `false` removes the button.

Example: `action=true`

The default setting is `true`.

### **allowtour**

When `true`, members can be sent on Web and Room Tours.

Example: `allowtour=false`

The default setting is `true`.

### **autoMsgColors**

If set to `true`, when a private message is sent, the color of the message is either *voiceColor* if the person is *voiced* or *operColor* if the person is a Moderator, or *guestColor* if the person's nickname starts with *guest*. If the parameter is set to `false`, the message is always in the `talkColor`. If the parameter is set to `true`, the following parameters also need to be set.

`operColor` — cyan or blue, depending on the background.

`voiceColor` — green or dark green depending on the background.

`talkColor` — is the default color of the speaker.

---

Each of these parameters is discussed later in this document.

The default setting for `autoMsgColors` is `false`.

### **background**

Specifies the background color between the chat area and the buttons/ border area. This parameter is expressed as a hexadecimal number of the format RRGGBB, for red, green and blue values.

Example: `background=FFCCAA`

The default setting is `000066`, which is a dark blue shade.

### **backimage**

Specifies the path to the graphics file (relative to the codebase) which appears as the background of the chat message area. This setting can help enhance the visual look of the applet. Note, the background image should be wide and high enough to cover the chat area background. Large images may lead to longer download times.

Example: `backimage=images/background_image.gif`

No image is set by default.

### **bg**

Specifies the background color of the chat area.

Example: `bg=FF0000`

The default setting is `FFFFFF`, which is white.

### **buddyList**

If set to `false`, the buddy list tab is not displayed.

Example: `buddyList=false`

The default setting is `true`.

### **channel**

If set, this parameter specifies the name of the room to join. This value appears in the applet login section.

Example: `channel=Lobby`

No default value is set.

### **channelsColor**

Specifies the color if the rooms tab section of the applet.

Example: `channelsColor=00FF00`

---

Default is F8F8EE, which is a shade of light gray.

### **chatButtonSize**

Specifies the pixel size of the buttons along the top of the applet. The buttons are square so this value is used for both the width and height.

Example: `chatButtonsSize=16`

The default setting is 25 pixels.

### **chatButtonsLowerMargin**

This parameter sets the spacing below the buttons along the top of the applet. The value specifies the number of pixels between the bottom of the frame and the bottom of the buttons. This parameter is used when changing skins to shift the top buttons higher or lower in relation to the skin.

Example: `chatButtonsLowerMargin=1`

The default setting is 5 pixels.

### **chatButtonsVisible**

This parameter sets the buttons at the top of the applet visible or invisible, value is either `true` or `false`.

Example: `chatButtonsVisible=false`

The default setting is `true`.

### **chatcolor**

If the parameter is set to `true`, the Color selection buttons are shown in the input area. A setting of `false` removes these buttons.

Example: `chatcolor=false`

The default setting is `true`.

### **color**

If this value is set to `true`, messages are displayed with colors.

Example: `color=true`

The default setting is `true`.

### **connect**

If this parameter is set to `true`, ChatSpace performs an initial connect automatically if a nickname is specified. If this value is set to `false`, the member is not signed on immediately and may enter other values in the *nick*, *Email*, *room* and *password* fields.

---

Example: `connect=false`

The default setting is `false`.

### **copyPaste**

If this parameter is set to `false`, copy and/or pasting chat and input text is disabled.

Example: `copyPaste=false`

The default setting is `true`.

### **createRoomButtonVisible**

This parameter controls the display of the **create room** button. This button is displayed to the right of the input area when the **Rooms** tab is visible.

Example: `createRoomButtonVisible=false`

The default setting is `true`.

### **csbranding**

This parameter specifies whether or not the ChatSpace branding image appears in the lower right corner of the interface.

Example: `csbranding=false`

The default setting is `true`.

### **cursorColor**

This parameter specifies the color of the flashing cursor in the input area.

Example: `cursorColor=00FF00`

The default setting is `000000`, which is black.

### **defaultBanTime**

This parameter specifies the amount of time, in minutes, that bans remain in force before being automatically removed.

Example: `defaultBanTime=60`

The default setting is an empty string, which defines a permanent ban.

## defaultInputChannel

If a room name is specified here, then member input is sent to the named room, instead of the room the member is in. The value must be prefixed with a "#" character.

Example: `defaultInputChannel=#screenRoom`

There is no default setting. The room the user is currently in receives the message.

## dnd

When this parameter is set to `true`, all members are automatically set to *Do Not Disturb* mode, which means that private messages will not be received from anyone.

Example: `dnd=false`

The default setting is `false`.

## embed

This parameter should be set to `true` if the applet is loaded from an embedded script, for example *embed.js*. If this parameter is set to `true`, extra parameters are passed across when the members list HTML file is displayed (when the user clicks the list members button in the applet). These parameters are needed due to Java script permission problems that may occur under certain circumstances.

Example: `embed=true`

The default setting is `false`.

## emotions

If this parameter is set to `true`, the Emotions button appears in the input area. If the parameter is set to `false`, the **Emotions** button is not displayed.

Example: `emotions=false`

The default setting is `true`.

## ExpiredURL

This parameter specifies the URL to open when the chat user has run out of the time allotted.

Example:

(In the following file: *C:\program files\chatspace\community server\csserver\data\java\params\default.prm*)

`ExpiredURL=http://www.site.com/pleasebuymoretime.asp`

---

There is no default value, no webpage is shown.

The target frame or browser instance name is CSPCURL.

## fg

This parameter specifies the foreground color of the chat area. This color should not be the same as the background color.

Example: `fg=00FF00`

The default setting is light gray.

## fileTransfer

When this parameter is set to `true`, the file transfer functionality of the applet is enabled. When the parameter is set to `false`, users may not use the file transfer feature.

Example: `fileTransfer=false`

The default is `true`.

## font

This parameter specifies the name of the font used throughout the applet (excluding the input area).

Example: `font=monospaced`

The default setting is no font specified. The applet uses the default font on the system usually *Dialog*.

## fullname

This parameter sets a member's Full Name when signing on. This parameter is not the *Name* field of the profile. The parameter is only displayed to IRC clients using the `/who` and the `/whois` commands.

Example: `fullname=ChatSpace Java Client`

The default setting is an empty string.

## helpURL

This parameter provides the location of the help page, which is displayed when members click the `?` icon in the upper right corner of the interface. `HelpUrl` is passed the user's current nickname and password.

Example: `helpURL=http://www.acme.com/clienthelp.htm`

The default setting is `help.htm` in the main (`\Data\Java`) ChatSpace Java directory.

---

### hideInput

When this parameter is set to `true`, the area where the user types is hidden.

Example: `hideInput=true`

The default setting is `false`.

### hideLogin

When set to `true`, this parameter hides the login screen when the applet is initializing, if all needed information is supplied in the web page at startup. The needed information is nickname and room.

Example: `hideLogin=true`

The default setting is `false`.

### hideLogout

When set to `true`, this parameter prevents the applet from flickering as a the logout process is being performed

Example: `hideLogout=true`

The default setting is `false`.

### hideRoomPrompt

This parameter sets the room text box on the applet login tab to display. If this parameter is to `true`, the room parameter must be supplied in the HTML page.

Example: `hideRoomPrompt=true`

The default setting is `false`.

### history

This parameter specifies the number of chat messages that the ChatSpace Java Client maintains before rolling off the oldest messages.

Example: `history=100`

The default setting is 500.

### info

This parameter has the same functionality as the *fullName* parameter.

### inputButtonSize

This parameter specifies the pixel size of the input buttons (those buttons below the input area). These buttons are square so this value specifies both the width and height. This parameter is useful when combined with your customized skin.

Example: `inputButtonsSize=16`

The default setting is 25.

### inputButtonsVisible

Setting this parameter to `true` displays the buttons at the bottom left of the input area. A setting of `false` hides the buttons.

Example: `inputButtonsVisible=false`

The default setting is `true`.

### inputFieldVisible

Setting this parameter to `true` displays the input section at the bottom of the applet. The input section is the area when the user types messages. A setting of `false` hides the input section.

Example: `inputFieldVisible=false`

The default setting is `true`.

### inputFontSize

This parameter specifies the size of the input area font.

Example: `inputFontSize=14`

A default setting is not specified. The default font size of the browser is used.

### inputPrompt

This parameter specifies whether or not the member is prompted about entering input and pressing enter when first signing on. Setting the parameter to `true` displays the prompt.

Example: `inputPrompt=true`

The default setting is `false`.

### join

This parameter performs the same functions as the *channel* parameter.

## joinRooms

This parameter specifies the names of rooms (comma separated) to have the user enter when he first signs on.

Example: `joinRooms=Lobby,Show`

The default setting is nothing.

## joins

If this parameter is set to `true`, members can see when other members join and leave the room.

Example: `joins=false`

The default setting is `true`.

## joinSound

This parameter set the name of the sound file to play whenever a member joins the room. To turn off the sound specify an empty string. The default is to not play a sound unless the member checks the box on the session panel. Sounds must be in 8-bit mono *au* format. *Wav* sound files will not work.

Example: `joinSound=joinRoom.au`

The default setting is `join.au`.

## key

If the room has a key set on it to restrict entry, this parameter specifies the value of that key. If the parameter is not specified, and the room does have a key set, then the member is presented with a pop-up box requesting the key word before the member can get into the room.

Example: `key=xcvzdf`

This parameter has no default setting.

## keys

If using the `joinRooms` command to join multiple rooms at once, this parameter can be used to specify the keys to each of the rooms to be joined. This parameter must list the keys in the same order as the rooms specified in the `joinRooms` command. The keys are separated by commas.

Example: if `joinRooms=Lobby,Room1,Room2,Room3` and you wish to specify the keys for Lobby, Room1 and Room 3, Room 2 does not have a key, you would specify:

---

keys=key1 , key2 , , key4

Note that the key numbers do not match the room numbers. key1 is for the Lobby, key2 is for Room1, etc.

This parameter has no default setting.

### **knockSound**

This parameter specifies the sound the room moderators hear when someone knocks for entry into an invite-only room. To turn off the sound, specify an empty string.

Example: `knockSound=splash.au`

The default setting is `knock.au`.

### **listcount**

This parameter specifies the maximum number of rooms in the auto-refreshing list. If the number of rooms on the server exceeds this limit, then the list can be refreshed using the `/list` command.

Example: `listcount=100`

The default setting is 500.

### **listTime**

This parameter controls how often the rooms list is refreshed in a client session.

Example: `listTime=80`

The default setting is 60.

### **membersColor**

This parameter specifies the background color of the room members list.

Example: `membersColor=006600`

The default setting is `F8F8EE`, which is a light shade of gray.

### **membersURL**

This parameter provides the location of the members list. The default is the `members.htm` in the main (`\Data`) ChatSpace directory. `MembersUrl` is passed the user's current nickname and password.

Example: `membersURL=http://www.acme.com/memberslist.htm`

---

The default setting is *members.htm* in the main (*\Data*) ChatSpace Java directory.

### **userWidth**

This parameter specifies the width (in relative percent) of the member names list section of the Java Client. If this parameter is coded as 0 (zero), the member list is hidden, but can be dragged to any width by clicking on the right edge of the window, and dragging the *sash* to the desired width. The width can be adjusted by using the mouse.

Example: `userWidth=15`

The default setting is 20.

### **msgSound**

This parameter specifies the sound members hear when they receive a normal message. To turn off the sound, specify an empty string.

Example: `msgSound=msgsnd.au`

The default setting is `msg.au`.

### **multipleRooms**

This parameter enables or disables the multiple rooms feature. When parameter is set to `true`, the user simultaneously can be in more than one room. A setting of `false` disables this feature.

Example: `multipleRooms=true`

The default setting is `false`, resulting in single room mode only.

### **nameprompt**

This parameter specifies the value of the name prompt on the sign-on panel. This parameter is normally not used.

Example: `nameprompt=Your name`

The default setting is `name`.

### **nick**

This parameter sets the member's nickname when signing on. The member can change this nickname before signing on if the Java Client presents a prompt for the nickname and room.

Example: `nick=mary`

This parameter has no default setting.

## nickPrompt

This parameter specifies the value of the nickname prompt on the sign-on panel.

Example: `nickPrompt=Your nickname`

The default setting is `Nickname`.

## noticeSound

This parameter specifies the name of the sound file to play when a notice message arrives for the member. To turn off the sound specify an empty string.

Example: `noticeSound=notice1.au`

The default setting is `notice.au`.

## operColor

Also see **autoMsgColors** parameter. This parameter sets the text color if the person who is an operator.

Example: `operColor=FF0000`

The default setting is `000000` (black). This parameter should be specified when `autoMsgColors` parameter is set to `true`.

## paramPath

This parameter is used only in the web page and cannot be used inside a parameter file. This parameter allows the user to specify a path to the parameters file on the server which contains the settings for the applet. This path is relative to the applet code base.

Example: `paramPath=parameters/myparams.prm`

The default setting is nothing, no parameters file is used. All parameters are read from the HTML page.

## pass

This parameter provides a password used to validate a user's access to the server. If the password is enforced, this value must match a password on the client class definition in the Configuration Tool. If passwords are not required by the server, then this field is irrelevant.

Example: `pass=zxcdf`

This parameter has no default setting.

## passPrompt

This parameter specifies the value of the password prompt on the sign-on panel. If no value is provided, the password prompt is not shown. This password may be used to compare the password on the client class definitions in the Configuration Tool.

Example: `passPrompt=YourPassword`

This parameter has no default setting.

## playRoomWelcomeSound

If this parameter is set to `true`, the room's welcome sound is played to new members as they join the room. This sound is not the ChatSpace sound that is played when the applet starts. This file is located in `c:\Program Files\ChatSpace\Community Server\CSSrvr\Data\Sounds\RoomWelcomes\roomNameHere.au`.

Example: `playRoomWelcomeSound=true`

The default setting is `false`.

## popupMotd

If this parameter `true`, the message of the day is shown in its own popup dialog after login.

Example: `popupMotd=true`

The default setting is `false`.

## ports

One or more ports, separated by commas, to which the Java Client attempts to connect to ChatSpace. Usually, this parameter is the same as the ChatPorts listed in the ChatSpace Configuration Tool's General Tab, Advanced section. If all ports listed here are tried and connection still cannot be made, ChatSpace *tunnels* the chat data over the HTTP protocol.

Example: `ports=7000,667,443`

This parameter has no default setting. If no ports are specified, the port parameter below is used instead.

## port

This parameter specifies the specific TCP/IP communications port on which the ChatSpace Java Client connects to the ChatSpace server. The value to specify with this setting can be found in the ChatSpace Server Controls, Configuration Tool's General Tab, Advanced section.

Example: `port=7000`

---

The default setting is 6667.

### **prefixSelf**

If this parameter is set to `true`, the member sees his own text in the rooms prefixed by his own nickname. Whether set to `true` or `false`, user B always sees user A's text prefixed by user A's nickname.

Example: `prefixSelf=false`

The default setting is `true`.

### **promptsound**

This parameter specifies the sound to use when member is prompted. To turn off the sound, specify an empty string.

Example: `promptsound=prompt.au`

The default setting is `prompt.au`.

### **quietLast**

If this parameter is set to `true`, all quieted users in a room are displayed last in the member's list.

Example: `quietLast=true`

The default setting is `false`.

### **quitURL**

This parameter specifies the web page URL that members are sent to when they quit the chat. If the page is not specified, the user is redirected to the chat login page. If the page is specified as an empty string (`"`), then the login tab of the applet is displayed and no redirect is made. If a URL is specified, the member is redirected to that location when quitting the chat.

#### **Examples**

This syntax will redirect the user to the specified URL on a quit:

```
quitURL=http://www.acme.com
```

This syntax redirects the member back to the login tab in the client when the member quits the chat:

```
quitURL=
```

This parameter has no default setting. The user is redirected to the login page (`login.htm`).

## quitURLTarget

This parameter specifies the target frame for the quitURL parameter.

Example: `QuitURLTarget=_top`

The default setting is `_self`.

## randomUserColor

If this parameter is set to `true`, then a random color is chosen and this color becomes the color of the current users chat text.

Example: `randomUserColor=true`

A default setting is not specified and the users color is always 009393.

## registerViaURL

This parameter provides a link to the appropriate lightweight membership system page when an unregistered member tries to view his profile.

Example: `registerViaURL=true`

The default setting is `false`, the standard **Register** button is displayed.

## reconnectTime

This parameter specifies period between successive *keep alive* events. The keep alive event is used to monitor the state of the connection between the chat client and server. The event is used to specify how quickly a dropped connection is detected. The lower the reconnection time, the more quickly a broken connection is detected, but the more network traffic is generated.

Example: `reconnectTime=30`

The default setting is 60.

## restricted

If this parameter is set to `true`, the client can only issue commands for sign on and sending messages into a room. The member may not change rooms.

Example: `restricted=true`

The default setting is `false`.

## room

This parameter is the same as the channel parameter.

---

## roomFullMessage

This parameter specifies the message to appear in the popup when a user attempts to join a room that is already full. You can include {0} in the text to position the name of the room in the sentence.

Example: `roomFullMessage="{0} is full right now. Please try another room."`

The default message is the room is full message.

## roomOptionsAuthOnly

If this parameter is set to `true`, the room options are only available to room moderators and above. A message appears if a normal user tries to view room options. If the parameter is set to `false`, the room options are visible to all.

Example: `roomOptionsAuthOnly=true`

The default setting is `false`.

## roomPrompt

This parameter provides the text to display next to the room text box in the applet login tab.

Example: `roomPrompt=Room`

The default setting is `Room`.

## rooms

When this parameter is set to `true`, the Rooms tab is added to the interface, between the Chat and the Options tabs.

Example: `rooms=false`

The default setting is `true`.

## sendButtonVisible

This button enables or disables the display of the Send button. The Send button is located next to the input area.

Example: `sendButtonVisible=false`

The default setting is `true`.

## server

This parameter sets the name of the server to which the client connects. The applet must be digitally signed for this parameter to work correctly, due to the permissions needed.

---

Example: `server=chat.chatspace.com`

The default setting is the server from which the applet was loaded (requires no special permissions).

### ShowProfilePrivacyLink

This parameter shows a URL link to the privacy page at the bottom of the member profile. If the parameter is set to `true`, the page shown is *c:\Program Files\ChatSpace\Community Server\CSSrvr\Data\Java\Profile\_Privacy.htm*.

Example: `ShowProfilePrivacyLink=true`

The default settings is `false`, which results in no link being shown.

### showActions

If this parameter is set to `true`, the pop up menu is displayed when the user holds down the **Send** button. If the parameter is set to `false`, no menu is displayed.

Example: `showActions=false`

The default setting is `true`.

### showCmds

If this parameter is set to `true`, the Chat options and Room options buttons are displayed.

Example: `showCmds=false`

The default setting is `true`.

### showJoins

This parameter displays a message when other members join the same room as this member.

Example: `showJoins=false`

The default setting is `true`.

### showURL

If this parameter is set to `true`, ChatSpace adds the URL to access the Java client to each member's name information (seen with `/WHOIS` command or Profile button). This feature is useful to determine the web page used to gain access to the Java client.

Example: `showURL=true`

The default setting is `false`.

## size

This parameter specifies the size of the font used throughout the applet.

Example: `size=12`

The default setting is the default font system of the browser.

## skinsPath

This parameter sets the path relative to the codebase for the location of the skins graphic files.

Example: `skinsPath=images/skins/blue`

The default setting is no skins path. Skins are loaded from inside the applet archive (the JAR or CAB).

## sound

If this parameter is set to true, the Sound button is shown along the bottom row of the java client. A false setting removes the button.

Example: `sound=true`

The default setting is true.

## soundGraphicFilename

Specifies the name of the .gif file in the Java\images directory which is shown next to the sounds that members play in the room.

Example: `soundGraphicFilename=images/icon_sound.gif`

The default setting is `images/icon_sound.gif`

## specialSounds

This parameter sets the directory where additional sounds are available from (in addition to the default sounds).

Example: `specialSounds=soundsmic`

This setting loads the sounds from the `c:\Program Files\ChatSpace\Community Server\CSServer\Data\Sounds\soundsmic` directory as well as the `c:\Program Files\ChatSpace\Community Server\CSSrvr\Data\Sounds` directory.

## style

This parameter specifies the style of the font (plain, bold, or italic).

Example: `style=bold`

---

A default setting is not specified. The value is take from the default browser font (usually plain)

### **tabbedp2p**

If this parameter is set to true, Person to Person chat windows are *docked* as tabs on the client interface, rather than as free-floating windows.

Example: `tabbedp2p=true`

The default setting is `false`.

### **tabs**

If this parameter is set to true, the tabs are shown along the top of the client, allowing the user to switch between rooms.

Example: `tabs=false`

The default setting is `true`.

### **talkColor**

This parameter functions with the `autoMsgColors` setting discussed earlier in this document. This parameter sets the text color if the person who is talking to the user.

Example: `talkColor=00FF00`

The default setting is black (000000). This parameter should be specified when `autoMsgColors` setting is set to `true`.

### **titleHeight**

This parameter specifies the height of the title bar in the chat area in pixels.

Example: `titleHeight=30`

The default setting is 25.

### **tourPrompt**

When this parameter is set to true, members are prompted to confirm their permission before being sent on a tour of a room or web address.

Example: `tourprompt=false`

The default setting is `true`.

### **toolTipTextColor**

This parameter specifies the color of the text in the tool tip area. The tool tip area is below the input area and the right of the input buttons.

---

Example: For red tool tip text, enter

```
toolTipTextColor=FF0000
```

The default setting is white (FFFFFF).

### **tunnelPort**

This parameter specifies the port on which to HTTP tunnel from the ChatSpace Java Client to the server. If the applet is not already in tunnel mode, this parameter forces the applet to tunnel via HTTP. This parameter is useful for getting through firewalls or proxies (see proxyPort, proxyHost parameter specifications above). When the applet is tunneling, all communication is formatted to appear as HTML pages to proxies or firewalls between the client and server.

Example: tunnelPort=80

The default is not specified. The applet tunnels, if needed (the client auto-detects this tunneling) on the default HTTP port in which it was served, usually port 80.

### **urlColor**

This parameter sets the color of the URL links which appear in the chat window. This value is an integer IRC color value between 1 and 16, inclusive.

Example: for a red URL, enter

```
urlColor=4
```

Default is light blue.

### **user**

This parameter sets the member's username when signing on. The member can change this name before signing on if the Java Client presents a prompt for the username.

Example: user=JClient

The default setting is java.

### **useUnicode**

This parameter informs the applet to send and receive using Unicode. This setting must be used when a foreign language (non-English) is used during a chat session.

Example: useUnicode=true

The default setting is false. All chat data transferred is non-unicode.

## voiceColor

This parameter functions with the `autoMsgColors` setting. This parameter sets the text color if the person who has *voice*.

Example: `voiceColor=00FF00`

The default setting is black (000000). This parameter should be specified when `autoMsgColors` setting is true

## webProfile

If this parameter is specified on the Profile page, the Profile button is displayed. When this button is clicked, the `webprofile` URL specified is shown. The target nickname and member parameters are appended to the URL.

Example: `webprofile=http://www.acme.com/profileprocessor.asp`

The default setting is no Profile button visible on the Profile screen.

## youColor

This parameter sets the color of your the chat text.

Example: `youColor=FF0000`

The default setting is 009393, which is an aqua shade.

# Java Client API

The ChatSpace Java Client applet supports a rich set of public calls (functions) that can be used to control the client and, through creative HTML integration, add convenience and extended function to the chat environment.

If you are using frames, the JavaScript security model requires that pages making these kinds of calls to each other originate from the same computer. This method is called the *Same Origin Policy*. You should put the page with the JavaScript controls, the page with the Java Client and the page that loads both frames in `c:\Program Files\ChatSpace\Community Server\CSSrvr\Data`, and use the ChatSpace web server to load them.

For example:

```
<HTML>
<frameset>
<frame src="embedchat.htm" name="chat">
<frame src="mybuttons.htm" name="controls">
</frameset>
```