Oragono: an IRCv3 server in Go

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IRCv3

- IRC: 1988-present
- IRCv3: 2004-present
- Open-standards based community for specifying protocol extensions to IRC
- Most major IRC projects (servers, clients, service frameworks) are participants
Oragono: 2012-present
Version 1.0: February 2019
Version 2.0: March 2020 (last week)
Maintainers: Daniel Oaks (@DanielOaks) and me

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Why IRC?

- Traditional
- Less is more
- Cozy
Design goals

- Easy to set up and self-host
- Bleeding-edge IRCv3 reference implementation
- All-in-one ircd, services framework, and bouncer
Vertical integration

- In one portable, statically linked binary:
  - User accounts ("NickServ")
  - Channel registrations ("ChanServ")
  - Multiple clients can share a nickname
  - History storage and playback
  - “Always-on clients” (present even without a client connection)
  - No need for infrastructure managed by end users (bouncers)
Server-side history storage
- Time-limited retention
- Option to only play back messages you “could have seen”

Scales down to an ARM home router, scales up to a Xeon

High availability via Kubernetes

Supports IP cloaking and onion addresses
https://github.com/oragono/oragono
#oragono on Freenode