YGM

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COLLABORATORS			
	TITLE : YGM		
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YGM 2.0 (8.2.2000)

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User Guide

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LEGALESE Important things first!

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Usage How do I do it?

Examples For those who never RTFMs.

Security Notes Didn't your mama tell you not to trust old men?

Author Who wrote this?

Acknowledgements Thank you, thank you so much.

Version History As time goes by...

1.2   LEGALALESE

LEGALESE

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1.5 Introduction

Introduction

YGM stands for 'You've Got Mail'.

It checks your POP3 mailboxes for new mails so that you do not have to start your favourite yet sometimes bulky mail client just for this.

YGM shows you how many mails are waiting in your mailboxes for download and their approximate size.

YGM is also useful for email providers who require a POP3 authentication before you are allowed to send emails over their SMTP servers, a security feature also known as 'SMTP-after-POP'.

1.6   Requirements

Requirements

° AmigaOS 2.04 or higher -

AmigaOS 3.5 or higher recommended.

° AmiTCP 4 compatible TCP/IP stack.

° ReAction classes or fgui.library V1.29 or newer.

° An Internet connection and at least one mail account with POP3 access.

1.7   Installation

Installation

There is no special installation process necessary to run YGM.

Just unpack the archive to a place you like and run the program.

However, if you want a more convenient method of installing the program there is an Installer script provided with this release, called Install-YGM.

If you double-click its icon only those files will be installed you really need.

1.8   Usage

Usage

YGM can either be run from the CLI or from the Workbench.

Running from the CLI

Running from the Workbench

Result codes

If you run the program from the CLI without the GUI using NOREQ it will try to access all specified mailboxes once and then quit.

If you run it with a GUI you are able to query the POP3 mail servers multiple times.

The GUI

The GUI requester consists of a text gadget which shows the status of the current mailbox beeing accessed and the two button gadgets Connect and Quit.

With Connect you start the query process.

With Quit you can either stop a running query process or quit the program when no query process is running.

If you run the program with a GUI you can also start the query sequence by sending a CTRL-F signal to the program.

You can quit the program or stop a query process from outside by sending a CTRL-C signal or from the Commodity Exchange program.

The GUI can be hidden by choosing the menu item 'Project/Hide' or by selecting the window's close gadget.

It can be reopened by double clicking the YGM icon or through Commodity Exchange.

If the query sequence was not successful for a mailbox, the reason for the failure may be given in the text gadget of the GUI requester and/or in the log file T:YGM.log.

YGM as a commodity

YGM runs as a Commodity and the behaviour of it can be controlled with the 'Commodities Exchange' program.

Via Commodity Exchange you can hide and reopen the YGM GUI, you can activate and deactivate it and you can quit the program.

1.9   Running from the CLI

Running from the CLI

Format: YGM [USER|USERID] <userid> [PASS|PASSWORD] <password>

[SERVER] <server>

[USER2 <userid>] [PASS2 <password>] [SERVER2 <server>]

[USER3 <userid>] [PASS3 <password>] [SERVER3 <server>]

[ACCESSFILE <accessfile>]

[NOMAILICON <path>] [NEWMAILICON <path>] [OLDMAILICON <path>]

[NODEFICON] [ICONX <xpos>] [ICONY <ypos>]

[TIMEOUT <seconds>]

[DISPLAYBEEP] [PLAYSOUND <soundfile>] [RUNCOMMAND <command>]

[AUTOSTART] [AUTOQUIT] [DELAY <ticks>] [REPEAT <minutes>]

[NOREQ] [QUIET] [NOLOG]

[CX_PRIORITY <priority>] [CX_POPUP no] [CX_POPKEY <key>]

[GUIENGINE fgui]

Template: USER=USERID/K,PASS=PASSWORD/K,SERVER/K,

USER2/K,PASS2/K,SERVER2/K,USER3/K,PASS3/K,SERVER3/K,ACCESSFILE/K,

NOMAILICON/K,NEWMAILICON/K,OLDMAILICON/K,

NODEFICON/S,ICONX/K/N,ICONY/K/N,

TIMEOUT/K/N,DISPLAYBEEP/S,PLAYSOUND/K,RUNCOMMAND/K,

AUTOSTART/S,AUTOQUIT/S,DELAY/K/N,REPEAT/K/N,

NOREQ/S,QUIET/S,NOLOG/S,

CX_PRIORITY/K/N,CX_POPUP/K,CX_POPKEY/K,

GUIENGINE/K

USER, PASS, SERVER

USER2, PASS2, SERVER2

USER3, PASS3, SERVER3

YGM allows an unlimited number of mailboxes to be queried in a single run.

With USER, USER2 and USER3 you can specify the username of each of the first 3 mail accounts, with PASS, PASS2 and PASS3 you specify the passwords and with SERVER, SERVER2 and SERVER3 the names or IP adresses of the POP3 mail servers.

If you have to use a different port number than the default you can specify it directly after the SERVER argument, using a ':' to separate server name and port number.

ACCESSFILE

offers a different way to specify all necessary information to access your mailboxes and it allows to query an unlimited number of boxes in a single run.

With this argument you have to specify the path and name of a file which contains usernames, passwords and server names.

Each line of the file should have the following format:

username,password,server[:port]

Comments in the access file are identified by a '#' character, blank lines and tabs are ignored.

Example:

JohnDoe, mysecret, my.server.com # John's-Account

JaneDoe, hersecret, her.server.com:147 # Jane's-Account

An example version of an access file called YGM.dat can be found in the 's' drawer of this release.

If you specify mailbox information by direct arguments (USER, PASS, SERVER, etc.) and ACCESSFILE, the mailboxes specified with ACCESSFILE will be queried after those given with direct arguments.

NOMAILICON

NEWMAILICON

OLDMAILICON

By default YGM displays an application icon on the Workbench using the standard YGM.info file.

With NOMAILICON, NEWMAILICON and OLDMAILICON you can specify different icons for cases when there is no, new or old mail in your mailboxes.

You have to specify the complete path of the icon to use, without the '.info' extension.

NODEFICON

tells YGM not to display a default application icon.

Only application icons specified via NOMAILICON, NEWMAILICON or

OLDMAILICON will be created.

ICONX

ICONY

By default YGM displays its application icon at no specific position on the Workbench.

If you want it to appear at a fixed position you can specify the desired horizontal and vertical position via ICONX and ICONY.

TIMEOUT

With TIMEOUT you can specify the maximum length of the period in seconds YGM tries to connect to each mail server before it will fail.

The default for TIMEOUT is 30.

DISPLAYBEEP

If this argument is specified, YGM flashes all screens if at least one mailbox beeing queried has new mail.

PLAYSOUND

With this argument you have to specify the path and name of a soundfile which will be played if at least one mailbox beeing queried has new mail.

The soundfile can be an 8svx file for example.

Please note that YGM needs the datatypes.library to use this feature so you must have at least OS 3.0 installed to use it successfully.

RUNCOMMAND

With this argument you have to specify the path and name of a program which will be run if at least one mailbox beeing queried has new mail.

This program can be your favourite mailer for example.

AUTOSTART

With AUTOSTART the connect procedure begins shortly after the YGM requester shows up.

AUTOQUIT

With AUTOQUIT the program quits after all mailboxes have been processed.

Note that AUTOQUIT will only be effective if AUTOSTART is also set.

DELAY

expects a ticks-per-second value (with 50 ticks per second) which will be used as a delay after updating the information display of the YGM requester.

If you have an ISP with a large bandwidth it might be necessary to wait some time so that you can read all messages. If it's a slow connection, you should specify 0.

The default for DELAY is 0.

AUTOSTART, AUTOQUIT and DELAY are only significant if you run YGM with a GUI, which means, you do not specify NOREQ.

REPEAT

With REPEAT you can tell YGM to check your mail accounts every time the specified interval has elapsed.

It expects its value in minutes.

The default for REPEAT is 0.

When YGM is set to 'Inactive' through Commodity Exchange the repeat function will be suspended until it is set to 'Active' again.

NOREQ

Specifying NOREQ prevents YGM from showing a GUI.

The program will check all specified mailboxes once and then exits.

QUIET

With QUIET you prevent YGM from printing informative and diagnostic messages to the console if it was started from the CLI.

NOLOG

Informative and diagnostic messages will also be saved by default in T:YGM.log unless you specify NOLOG.

CX_PRIORITY

allows to set the priority of YGM in relation to all other running Commodities.

It accepts values from -128 to 127, the higher the number, the higher the priority of the YGM commodity.

By default a priority of 0 is used.

CX_POPUP

By default YGM opens a GUI (unless NOREQ is specified).

With CX_POPUP=NO YGM will start in hidden state allowing to open the GUI later by double clicking its icon or through the Commodity program Exchange.

CX_POPKEY

Another way to reopen a hidden GUI is by specifying a hot key for YGM via CX_POPKEY and pressing this key.

GUIENGINE

By default YGM tries to create its GUI by using the ReAction layout engine.

If the ReAction engine can not be opened for some reason the proprietary GUI engine fgui.library will be used.

However, if you prefer to use fgui.library even if ReAction is available you can do so by specifying GUIENGINE=FGUI.

1.10   Result codes

Result codes

If all mailboxes were queried successfully and there is no mail in any one of them the program gives back a return code (RC) of 0.

A return code of 1 indicates that no error occurred and at least one mailbox has got mail.

In this case RESULT2 will contain the mail status of each mailbox as a bit mask where bit 1 represents the first, bit 2 represents the second and bit 3 represents the third mailbox.

If a bit is set it means this mailbox has got new mail, so a RESULT2 of 5 means mailbox 1 and 3 have mail.

This scheme works for the first 16 mailboxes beeing specified.

All other return codes mean that there was an error while accessing one or all mailboxes. A return code of 10 ususally means that a DOS error occurred. In this case the DOS error code will be returned in RESULT2 and the error text will be printed to the console.

A return code of 20 means that something serious prevented the program from running, e.g. a library couldn't be opened.

This return code will also be given back if a TCP/IP error occurred or the mail server didn't like a username or password. In case of a TCP/IP error a TCP/IP error code will be returned in RESULT2.

1.11   Running from the Workbench

Running from the Workbench

All of the above CLI arguments except NOREQ and QUIET also exist as Workbench ToolTypes with the same meaning.

1.12   Security Notes

Security Notes

A note on security:

Please be aware of the fact that the usernames and passwords you specify will be used to access your mailboxes.

Especially your passwords should always be kept secret so that no one else but you has access to your mail accounts.

If you run YGM from the Workbench, usernames and passwords are only stored in one place by default: as ToolTypes in the YGM icon, which equals to the file YGM.info.

They are NOT encrypted so make sure that nobody else but you has access to this file!

If you run the program from the CLI you normally specify usernames and passwords as command line arguments so they are not stored anywhere.

However, if you run YGM from a script file, it is possible to store usernames and passwords unencrypted, so, as above: make sure that no-one else but you has access to this script!

If you use the ACCESSFILE argument, all information in the file specified should be kept secret too!

I can guarantee you that YGM does nothing naughty with your usernames/passwords like installing a trojan horse or things like that.

However, you as the enduser should make sure that you are not using a cracked version which might behave very bad.

In order to give you the possibility to verify that this archive has not been modified in any way I enclosed MD5 checksums for all files in this archive.

They can be checked with

md5sum -vc YGM.md5

The 'md5sum' program can normally be found in PGP releases.

The file 'YGM.md5' is also signed with my PGP key to prove that it's untouched.

It can be checked with

pgp YGM.md5

You can find my public key on various key servers (e.g. www.pgp.net) -- it has the key ID 0xa2a2333d.

If you don't trust this file, or the MD5 checksums or have problems getting my public key, drop me an email and I'll send you the files.

If you don't trust me, well, I'm afraid I can't help you on this. In this case you better shouldn't use this program ;-)

1.13 Examples

Examples

1. YGM USER=JohnDoe PASS=secretword SERVER=my.server.com

CX_POPKEY="LShift Alt F3"

YGM will start up and open the YGM GUI.

If you select 'Connect' it will log into JohnDoe's mailbox at the POP3 server my.server.com at the default port using secretword as password.

Selecting 'Quit' will exit YGM.

If you hide the GUI you can reopen it by pressing the left shift key together with the alt and F3 keys.

2. YGM USER=JohnDoe PASS=secretword SERVER=my.server.com:123

AUTOSTART REPEAT=10 DELAY=0

YGM will start up and open the YGM GUI.

It will immediately log into JohnDoe's mailbox at the POP3 server my.server.com on port number 123 using secretword as password and it will repeat this procedure every 10 minutes.

All status messages in the requester will be updated with no delay.

3. YGM ACCESSFILE=ygm.dat DISPLAYBEEP PLAYSOUND=NewMail.8svx

RUNCOMMAND=MyMailer NOREQ

YGM won't open the YGM GUI.

It will immediately try to log into all mailboxes beeing found in ygm.dat and then exit.

If there is new mail in one of the mailboxes, all screens will be flashed, the soundfile NewMail.8svx will be played and the program MyMailer will be started.

Informative and/or error messages will be printed to the console if the program was started from the CLI.

4. YGM USER=JohnDoe PASS=secretword SERVER=my.server.com NOREQ QUIET NOLOG

YGM won't open the YGM GUI.

It will immediately log into JohnDoe's mailbox once at the POP3 server my.server.com at the default port using secretword as password and then exit.

Messages will neither be printed to the console if the program was started from the CLI nor will they be written to the log file T:YGM.log.

If you want to run YGM from an AmigaDOS script or from an ARexx script you may find the two example scripts ygm.scr and ygm.arexx helpful, which are to be found in the 's' drawer of this release.

1.14 Author

Author

YGM is written by Stefan Falke.

If you have any comments about the program, should find any bugs or would like to see special features to be added in the next release please feel free to send me an email to the following address:

Stefan Falke <sfalke@gmx.de>

If you would like to have language support for a language which isn't supplied with this release, please let me know if you would like to make a translation yourself and I will contact you ASAP.

Please let me know *before* you start translating--there may be another person already doing the same job.

1.15 Acknowledgements

Acknowledgements

The language catalogs were translated by:

Dansk: Thomas Siefert <ziefert@gmx.net>

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Deutsch: Me :-)

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Nils Görs

Markus Pflaumbaum

Thomas Siefert

Trond K. Tveit

Wendell Watanabe

Many thanks to everyone else who contributed.

1.16 Version History

Version History

2.0 (8.2.2000)

° Various application icons now visualize the mailbox status.

The arguments NOMAILICON, NEWMAILICON, OLDMAILICON, NODEFICON, ICONX and

ICONY have been added.

° YGM now uses the OS3.5 ReAction gui engine to build its GUI by default.

The argument GUIENGINE has been added.

° The GUI can now be resized and hidden.

° YGM now is a commodity.

It can be controlled via the Commodity Exchange program.

The arguments CX_PRIORITY, CX_POPUP, CX_POPKEY have been added.

Selecting the window's close gadget will hide the GUI now.

° YGM now is able to check repeatedly for new mail.

The argument REPEAT has been added.

° Norwegian translation catalog added to distribution archive.

1.3 (25.6.99)

° The arguments DISPLAYBEEP, PLAYSOUND, RUNCOMMAND have been added to

provide various means to inform the user when new mail has arrived.

° The argument ACCESSFILE has been added to allow an unlimited number of

mailboxes to be checked during one session.

° The argument TIMEOUT has been added which will be used as a timeout

value when connecting to the mail servers.

° It is now possible to specify and use different port numbers when

connecting to the mail servers.

° Installer script has been added to distribution archive.

° f!gui.library has been renamed to fgui.library.

1.2 (18.3.99)

° You can now check from AmigaDOS and ARexx whether you've got mail.

° AmigaDOS script ygm.doc and ARexx script ygm.guide added to

distribution archive.

° YGM documention converted to AmigaGuide.

° Danish translation catalog added to distribution archive.

° Specifying NOREQ caused system crash--fixed.

1.1 (12.3.99)

° Internal release.

1.0 (16.2.99)

° Initial public release.