# YAM

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| | *TITLE* : <br><br> YAM | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
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# YAM

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==================================================
  Y A M    (Yet Another Mailer)    Version 1.3.3a
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## 1.2   Introduction

YAM (abbreviation for 'Yet Another Mailer') is a combined Mailer/POP/SMTP
client for the Amiga.

Features of YAM:

- Basic functions: read, write, delete, reply and forward mail
- Three folders for incoming, outgoing and sent mail and up to
  48 folders for archived mail
- Address book supporting groups and user lists
- Built-in POP3 client to check for mail on startup, on demand or at
  regular time intervals
- Write or reply your messages off line and send them to the mail server
  using the built-in SMTP client
- Add the sender of a message to the address book with a simple mouseclick
- Built-in support for UUencode and MIME to send and receive binary files
- Up to 48 filters to automatically process new messages
- The ARexx port allows other programs (e.g. WWW browsers) to control YAM
- YAM is a commodity: it waits in the background as an icon and pops up
  when a hotkey is pressed
- The graphical user interface of YAM is programmed with MUI and is
  therefore font-sensitive; the windows are freely sizeable
- YAM runs either on the Workbench screen or on any other custom screen
- Context related on line help through help bubbles and AmigaGuide
- 15 supported languages
- Easy installation with the Installer

## 1.3  Requirements

HARDWARE REQUIREMENTS

- Amiga Computer with a minimum of 1 MB Ram

NEEDED SOFTWARE

- Kickstart 2.0/Workbench 2.0 or higher for the English version
- Kickstart 2.0/Workbench 2.1 or higher for the non-English versions
- MUI 3.3 or higher
- AmiTCP compatible stack (AmiTCP, Miami or TermiteTCP)

## 1.4  Copyright

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and performance of this software is assumed by the user.


## 1.5  MUI


MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz


MUI  is  a system to generate and maintain graphical user interfaces.  With
the  aid  of  a  preferences  program,  the  user of an application has the
ability to customize the outfit according to his personal taste.

MUI  is  distributed as shareware.  To obtain a complete package containing
lots  of examples and more information about registration please look for a
file  called  "muiXXusr.lha"  (XX  means the latest version number) on your
local bulletin boards or on public domain disks.

If you want to register directly, feel free to send


DM 30.-  or  US$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY


## 1.6  Installation

INSTALLATION USING THE COMMODORE-INSTALLER

Open the directory Install, double click on the icon English and follow
the instructions of the Installer.

Please restart your Amiga after the installation if you are  updating
from an older version of YAM.


MANUAL INSTALLATION

If you don't own the Installer from AmiTech or if you don't want to use
it, follow these instructions:

- Create a directory for YAM on the hard disk. A good place is for example
  the directory AmiTCP.
- Copy the files YAM, YAM_english.guide and the directories Icons and
  Rexx in this directory. Rename the guide to YAM.guide.
- Copy the MUI libaries listtree.mcc and listtree.mcp to
  MUI:libs/MUI.
- Copy the file textfield.gadget to SYS:Classes/gadgets.
- Create an assignment YAM: to your YAM-directory in s:user-startup,
  e.g. Assign YAM: Work:AmiTCP/YAM.
- Reboot your computer.


## 1.7   Quick Introduction

QUICK INTRODUCTION

This chapter gives you a step by step introduction of the principal
operation of YAM. We assume that YAM is already installed on your system.

1. Get the following information from your internet provider:
   - Your email address
   - The internet address of your mail server (also called POP3- or SMTP-
     server)
   - The password to log into the mail server
   As an example we create a "fictitious" user named Bill Clinton. His
   email address is clinton@whitehouse.gov, the address of his mail server
   is mail.whitehouse.gov and his password is tnediserP :-)

2. Start YAM with double click on its icon. After a while, you should see
   the main window including four message boxes and three rows of buttons.

3. First we must configure the program. Select the item Configuration in
   the menu Settings. In the register card Start enter the required
   parameters for the mail transfer. In our example this are:

        Real name       Bill Clinton
        POP3-Server     mail.whitehouse.gov
        Email address   clinton@whitehouse.gov
        Password        tnediserP

4. YAM allows you to add a free definable text to all your letters. Change

to the register card Write and select the option Use signature.
Start the editor with a click on [Edit signature] and enter the
desired signature, e.g.

Yours sincerly,
  Billy

Save the text and quit the editor (for ED this works with Esc x Return).

5. Save the settings with a click on [Save]. YAM is now ready and you
   are able to write your first message.

6. Click on [Write]. In the newly opened window select the string-gadget
   labelled To and enter the recipient's email-address, in our example
   this is clinton@whitehouse.gov.
   In the string-gadget Subject you should specify the topic of your
   letter in a few words. Now click in the large empty area and enter your
   message.

7. Since either AmiTCP isn't up yet or you're not yet connected, click on
   [To queue]. This saves the new message in the folder "Outgoing" and
   refrains from immediate sending in contrary to [Send].

8. Now start AmiTCP and build up a connection to your Internet provider.
   Change to the folder "Outgoing" and send your mail with a click on
   [Send all].
   In the small transfer window you may watch how YAM logs in and sends
   the mail to the mail server.

9. As you may have noticed your message has disappeared from the folder
   "Outgoing". But don't panic; it just moved to the folder "Sent". The
   envelope in the list now has a postage stamp which means the message
   was successfully sent.

10.Double clicking on the message opens the read window. You should
   recognize your own text. The white lines were created by YAM and contain
   necessary information for the mail transfer.

11.Since you wrote this message to yourself, it's now time to look out for
   new messages sent to you. Click the read window into the background or
   close it and click on [Get mail].

12.The now familiar transfer window appears and you can observe how YAM
   gets your mail from the mail server. If all goes well a requester opens
   up with the notice that new mail has arrived. You will find the new
   mail in the folder "Incoming".

If you made it so far without difficulties you know now the essential
functions of YAM. You'll find further explanations in the following
chapters.

## 1.8  Folders

FOLDERS

In the main window of YAM you can see four folders:

Incoming: This box contains all mail addressed to you.

Outgoing: This box contains all mail which you wrote, but hasn't been sent.

Sent    : This box contains all successfully sent mail.

Archive : This box is for archiving mail which is important for you.

On the right side below the Archive folder list you can find a pop-up gadget which lets you select one of the user defined archive folders.

The list shows the mail in the active folders. In the first column you see the status of the message:

```
New mail                 closed envelope from back with the letter N
Unread mail              closed envelope from back
Read mail                opened envelope
Replied mail             opened envelope with the letter R
Forwarded mail           opened envelope with the letter F
Unsent mail              envelope without postage stamp
Sent mail                envelope with postage stamp
Mail with sending error  torn envelope
Mail marked for deletion small trashcan
```

The second column contains, depending on the folder, either the sender or the receiver of the message. If a message has more than one recipient, a small symbol (three faces) is put before that name. The third column contains the subject, the fourth column the date and the last column shows the size of the message in kbytes.
A double click on a entry in the list opens the read window and shows the contents of the mail.


FUNCTIONS

Different actions can be started with the three rows of buttons. Normally they affect only the active message. Buttons marked with * will perform the action on all selected messages. You can select multiple messages by holding down the shift key.

[Read]
Loads the message into the read window.

[Forward]
Redirects a letter to another receiver. Subject and message text are automatically taken over.

[Delete] *
Deletes one or more messages. If the option "Delete messages on exit" is enabled, the message is being marked as deleted, otherwise it is removed immediately.

[Get address]
The address of the sender (or recipient, depending on the active folder) of the active message is filed in your address book.

[Write]
Opens the write window where you compose a new message.

[Undelete] *
Resets the status of a message marked for deletion.

[Get mail]
Tries to connect to your mail server, checks for new mail and loads
it into the folder "Incoming".

[Reply]
Answers a letter addressed to you. Subject and recipient are
automatically filled in and the original text is quoted.

[Filter]
Applies any user defined filters to all messages in the "Incoming" folder.

[Archive] *
The message gets moved from "Incoming" to "Archived" or to any other custom
archive folder.

[Edit]
Gives you the possibility to edit a message which is already queued for
sending.

[Send] *
Builds a connection to your mail server and sends the selected message.

[Send all]
Sends all messages in "Outgoing".

[Send again] *
Moves already sent messages back to the outgoing folder.

[Move] *
The message gets moved from the current folder to a different archive
folder.


MENUS IN THE MAIN WINDOW

Project/About
Shows Copyright information.

Project/Hide
Switches the program into the iconified mode. The icon shows the status of
the incoming mail (empty, old, new). The regular mail check and the
ARexx-interface stay active.

Project/Quit
Ends YAM.

Folder/Select all
Selects all messages in the active folder.

Folder/Remove deleted

Scans all folders for messages which are marked for deletion and removes
them immediately.

Folder/Update index
Scans the mail directory of the current folder and rebuilds the index
file.

Folder/Import
Lets you import a mailbox file generated by another mail application.
The file must be in standard mailbox format.

Folder/Export
Saves all messages in the active folder in a single text file, so they
can be read from another mail application.

Settings/Address Book
Enables you to edit entries in the address book.

Settings/Configuration
Opens the configuration window.

Settings/MUI
Starts the MUI preferences, and enables you to arrange the graphical
interface of YAM as desired.

ARexx/Execute script
Lets you select an ARexx script and executes it.


KEYBOARD SHORTCUTS IN THE MAIN WINDOW

LEFT and RIGHT cursor keys are used to switch from one folder to the
next.
DEL does the same thing as the [Delete] button.


## 1.9  Configuration

CONFIGURATION

These program options are split into eight sections. The button [Save]
saves the configuration to disk, so they'll survive a restart of the
computer. Settings saved with [Use] are stored in memory and get lost
at the next reset.


START – necessary details to get YAM working

Real name
Your real first name and surname. Make sure this is filled in properly.
Don't use the quotation mark " in your name.

Email address
This is your email address, its format is userid@domain.

POP3 server

The Internet address which you use get your mail. This server, usually a
computer from your internet service provider, must be able to handle the
POP3 protocol. If you leave this field empty, the SMTP server address
is used.

Password
The password you use to log into the mail server.


RECEIVE - options used to receive mail

POP3 UserID
Enter the user id to connect to the POP3 server if it is different from the
user id used in your email address.

Check for mail every x minutes
YAM will make a connection to your mail server, according to your chosen
interval, and check for new mail.

Get mail on startup
YAM will check for new mail immediately when you start the program. To
disable this function temporarely start YAM from the Shell with the NOCHECK
option.

Delete mail on server
This option erases all messages on the mail server after reception.

Avoid duplicates
This option forces YAM to check the Message-ID of every new message and
doesn't download it if the ID already exists in the message base.

Transfer window
Select "none" to disable the transfer window when receiving or sending
mail.

New mail reporting
Select the type of notification for new mail. Default is "beep/requester",
which brings up a requester displaying the number of new messages and
does a DisplayBeep(). If you want to be notified with a sound, select
"external program" and enter a command like "C:Play AUDIO:Beep.snd".

Confirm download
For new messages which are larger than the threshold specified here, a
requester will pop up and give you the choice of loading, deleting or
skipping the message. Select "on" to get the requester for every mail or
"off" to disable this feature.


SEND - options used to send mail

SMTP server
The Internet address which you use to send all your mail. This server,
usually a computer from your internet provider, must be able to handle the
SMTP protocol.

Reply to
Your default reply address is your email address. If you want to use a

different address, specify it here.

Organization
If you want to see the name of your company, school, club, etc. in the
header of your mails, enter it here.

Send mail on startup
With this option checked, YAM will scan the outgoing folder for waiting
messages and ask you to send them. To disable this function temporarely
start YAM from the Shell with the NOCHECK option.


FOLDER - options concerning mail folders

Confirm deletion before x or more messages are selected
If this option is selected, you must confirm a safety check before YAM
erases a defined number of messages.

Delete messages on exit
Select this option to delay the removal of deleted messages until the
program exits. This will allow you to recover deleted messages with the
[Undelete] button.

Folders
This is a list of the mail folders known by YAM. Four of them (colored
white) can't be modified, but you can add up to 48 additional archive
folders to store your messages (colored black). Click on [New] to add
another folder, use [Delete] to remove it.

Name
The name of the custom archive folder.

Sort by
Sorts the messages in the selected folder as desired. You can sort by
date, subject or sender.


FILTER - user defined mail filters

The purpose of a filter is to process mail in the incoming folder. If
a message meets some conditions, it will be moved to an archive folder,
deleted and/or forwarded to another person. You can specify up to 48
such filters (also known as rules). Click on [New] to add a new filter,
use [Delete] to remove it.

Apply to new mail
Select this option to automatically apply the filters to all new messages.
You can do the filtering manually by clicking the "Filter" button.

Name
The name of the filter (just a description for you).

Match
Enter the string pattern you want to search for. You may use AmigaDOS
expressions like #? etc.

Field

Select the header field you want to check.

Enable
If you want to disable a single filter without having to delete it, then
use this option.

Case sensitive
Select this option to do a case sensitive comparison.

If not true
Use this option to invert the result of the comparison.

Action
The type of action you want to perform on matching messages. Enter an
email address into the "Forward to" field to send a copy of the message
to someone else. Simultaneously you can delete the message or store it
in one of your archive folders.


READ - options for reading mail

Message header
Select "Full" to display the complete message header, "Short" to show the
To, From, Subject and Date fields only or "None" to skip the header.

Read window font
Select a font for the read window. You might prefer a non-proportional
font to display tables and signatures properly.

Decode files to
This is the default place to save attached files.

MIME viewers
By default YAM will use MultiView to display attached files. Messages
in MIME format have got an ContentType field which contains the type of
the encoded file. You can specify individual viewers program for each
content type. This is important for WB 2.x users (no datatypes!) and
graphic card owners. Click on [New] to add another folder, use [Delete]
to remove it.
Example: to display pictures in JPEG format, you can add an entry with
MIME type set to "image/jpeg" and viewer set to "TOOLS:Gfx/ViewJPG %s".

MIME type
This the MIME content type for the current entry. You may choose one from
the pop up list or use AmigaDOS wildchars (e.g. "image/#?").

Viewer
Select the program you want to use to display the file. Don't forget to
insert '%s' in the command line, it will be replaced with the actual
file name.


WRITE - options for composing new messages

Start replies with
If you reply a message, this text will be appended to the new letter.
You can use several variables: %n is the full name of the recipient, %f is

his first name, %e his email address, %d the message date, %w the day of
the week, %t is the time and %s the subject of the message. Line breaks
may be inserted using \n.

Start forwarded messages with
If you forward a message, this text will be appended to the new letter.
See above for available variables.

Use signature
This option adds your signature to every new message by default. You can
edit the signature in the text editor by choosing [Edit signature].

Quote original mail

This option will quote the received text in the answering message. Each
line of the quoted message will be appended by the text specified in
start with, followed by a space. You can use %i to get the
initials of the original sender.

SYSTEM - different setups

External editor
If you don't want to use the internal editor of YAM, you can choose your
favorite text editor to write your messages. The default
editor is the Workbench editor "C:Ed".

Directory for tempfiles
YAM will store some work files in this directory. If you're short on
memory (less than 2 MB), select a place on your hard disk to avoid
problems with large messages.

Icon position
Enter a position for the AppIcon of YAM.

Closegadget iconifies program
Normally the closegadget (= Esc key) is used to quit the program. Select
this option if you want YAM to iconify only.

MENUS IN THE CONFIGURATION WINDOW

Project/Open
Loads the configuration from a file. So you're able to use different sets
of parameters (e.g. if you have accounts with two providers).

Project/Save as
Saves the current configuration with a different name.

Edit/Reset to Defaults
Resets all current configurations to the stored default settings in YAM.

Edit/Last Saved
Changes the current configuration to the one which was valid while booting.

Edit/Restore
Resets all changes since the last [Save] or [Use].

HIDDEN CONFIGURATION SETTINGS

There are a few parameters that are not yet settable in the configuration
window. You have to load the file YAM:.config in an editor and
modify these parameters manually.

EditorFont
This is the font you want to use in the internal editor. If want to do
some ASCII art, set it to a non-proportional font like topaz/8 or XEN/9.

TabSize
The internal editor inserts spaces when you press the TAB key. This
option allows you to set the number of spaces.

WordWrap
Select the maximum line length for your message. YAM will automatically
split any lines exceeding this length. Set WordWrap to 0 if you want
to disable this feature.


## 1.10  Address book

ADDRESS BOOK

The address book is a directory for frequently used addresses. You can
rearrange the entries in the list using drag & drop.

Open
Opens all branches of the address book tree, so all entries will be
visible.

Close
Closes all branches of the address book tree, so only the root entries
will be visible.

To:
Uses the selected entry as primary recipient for a new message.

CC:
Uses the selected entry as secondary recipient for a new message.

BCC:
Uses the selected entry as blind copy recipient for a new message.

New user
Opens the edit address window to add a single person.

New list
Opens the edit address window to add a list to the address book. A list
is a collection of individual users which are addresses with a single
alias.

New group
Opens the edit address window to add a new group. A group is some

kind of directory which contains persons, list and other groups.

Reload
Loads the address book from the hard disk and rejects all unsaved entries.

Edit
You can modify the selected entry in the edit address window.

Delete
Deletes the selected entry from the address book.

Save
Saves the address book on the hard disk.


## 1.11  Edit address

ADDRESS INPUT

A single entry from the address book can be edited in this window.

Alias
Name used to identify this entry (e.g. first name, nickname, name of
the group or list).

Description
A text string which describes the current entry.

Real Name
First- and surname of the receiver.

Email address
Internet address of receiver (i.e. mbeck@access.ch).

Members
A list of all members in the current list. You can enter aliases, names
and complete email addresses. Click on [New] to add a another member to
the list, use [Delete] to remove it.

[Okay]
Accepts changes.

[Cancel]
Reject changes.


## 1.12  Write

WRITE MESSAGES

This window is used to write, modify, reply and forward messages.
The large text entry field on the MESSAGE page is used to enter your
letter. Click here for a list of available editing commands. If you
want to highlight words or sentences, you can use the following textstyles:

    _underlined_    *bold*    /italic/

[Editor]
If you don't like the internal editor, you can click this button to
launch your favorite text editor.

[To queue]
Prepares the message for transmission and copies it into the "Outgoing"
folder. Use this button if you're working in off line mode.

[Send now]
Prepares the message for transmission, copies it into the "Outgoing"
folder and tries to send it to your mail server.

[Cancel]
In case you decide differently... All entries in this window will be
lost.


MESSAGE

To
This field contains the primary recipients of the message you're going
to write. You can enter aliases or names from the address book or even
complete email addresses if the recipient doesn't exist in the address
directory. Multiple recipients have to be separated with commas. To get
an entry from the address book, proceed as follows:
Open the address book by clicking the pop up gadget on the right side.
Select the desired entry and simply drag it over this string gadget or
click the To: button.

Copy to
This recipient listed here get a copy of the new message. See above.

Subject
The topic of the message. Answered mail is preceded by "Re:", forwarded
mail extended with "(fwd)".


ATTACHMENTS

You can attach one or more files to your letter. This is a means to
transmit binary files like archives, pictures e.t.c. through email.
You can choose the type of encoding (MIME or UUencoded) and add a
description for each file.
The attachments list contains four columns: file name, size of the file
in bytes, type of encoding and description. You can rearrange the
entries the list by drag & drop.

[New]
Adds another attachment by selecting a file from the requester. YAM
recognizes some file types and sets the Content Type accordingly.

[Delete]
Removes the selected attachment from the list.

[Display]

Displays the selected attachment using a program from the MIME
viewer list (defaults to MultiView).

Encoding
In most cases you should encode your files using MIME (base64/qp).
YAM uses quoted-printable for text files and base64 for binaries.
If the recipient isn't able to decode messages in MIME format (because
his mailer doesn't support it), you can UUencode the file. Messages
containing UUencoded files are still in MIME multipart/mixed format,
but they can be detached with a UUdecoder like UUxT. A message
written with YAM can contain both, UUencoded and base64 attachments.

Content type
If YAM recognizes the type of the attached file, the correct MIME
type will be inserted automatically. If it fails, the default
(application/octet-stream) is used.

Description
You may enter a comment for the selected attachment.


OPTIONS

Blind copy to
The recipients listed here get a copy of the message. Unlike
addresses listed in the Cc: field, addresses listed here do not
appear in the message header of the recipients.  This is useful
when you want to send a copy of a message to someone without
everyone else knowing you did so.

Reply to
This option is only valid for the current message and overrides
the default return address specified in the preferences.


MENUS IN THE WRITE WINDOW

Text/Clear all
Clears the whole text in the editor.

Text/Insert file
Lets you insert an ASCII text file at the cursor position.


## 1.13  Editor commands


Documentation for the internal editor (textfield.gadget)

textfield.gadget is Copyright © 1995 Mark Thomas
All rights reserved.

You can mark text for cutting, copying, and erasing by simply clicking
and dragging.  Hitting alphanumeric keys replaces the text that is
highlighted.  Hitting cursor keys moves you to the front or end of the
highlighted text.
If your cursor is already somewhere in the text field, you can hold the

```
SHIFT key and click to mark the text from the current cursor position
to the place where you clicked.
And the last way to mark text is to double-click, which will mark the
word you clicked on.  If you didn't click on a word, but rather you
clicked on spaces, the whole block of spaces is marked.  And if you
clicked on word delimiters, the whole block of delimiters is marked.
While you drag to scroll, the farther away from the gadget your mouse
pointer is, the faster the gadget will scroll.


For key sequences, the Amiga Style Guide was followed.

Key Sequence               Function
--------------------------------------------------------------------
SHIFT CURSOR UP            Move to the top line in the current page, or
                           scroll up one page if cursor is on top line
SHIFT CURSOR DOWN          Move to the bottom line in the current page,
                           or scroll down one page if cursor is on top
                           line
SHIFT CURSOR RIGHT         Move to the right end of the current line
SHIFT CURSOR LEFT          Move to the left end of the current line
CTRL CURSOR UP             Move to the top line of the text
CTRL CURSOR DOWN           Move to the bottom line of the text
ALT CURSOR RIGHT           Move to the next word
ALT CURSOR LEFT            Move to the previous word
ALT CURSOR UP              Move to first character in gadget
ALT CURSOR DOWN            Move to last character in gadget

SHIFT BACKSPACE            Delete all text to the left of cursor on the
                           current line
SHIFT DELETE               Delete all text to the right of the cursor
                           on the current line (in block cursor mode
                           this also includes the highlighted
                           character)
ALT BACKSPACE              Deletes the word to the left of the cursor
                           starting at the current cursor position
ALT DEL                    Deletes the word to the right of the cursor
                           starting at the current cursor position
CTRL X                     Deletes the whole line that the cursor is on

RAMIGA E                   Erase all text in gadget (saved in undo
                           buffer)
RAMIGA V                   Paste text from clipboard to current cursor
                           position
RAMIGA A                   Mark all text
RAMIGA U                   Undeletes (pastes) the last block of text
                           marked, or recover from RAMIGA E


When text is highlighted the following keys have functions:

BACKSPACE                  Erase marked text (saved in undo buffer)
DEL                        Erase marked text (saved in undo buffer)
RAMIGA X                   Cut marked text to clipboard
RAMIGA C                   Copy marked text to clipboard
RAMIGA V                   Replace marked text with text from
                           clipboard (save marked text in undo
                           buffer)
```

(any text key)                     Replace marked text with that character


## 1.14  Read


READ MESSAGES

If you double click a message in the main window or choose the button
[Read] the active message will be displayed in the read window.
Header information, if switched on, and attached files shows in white,
quotes in bold print.

[<]
Displays the message on top of the current message in the mail folder.

[>]
Displays the message below the current message in the mail folder.

[Previous]
Displays the message which is current in the active message.

[Next]
Displays the mail in which the current message is answered. [Previous]
and [Next] are used to trace a dialog between you and someone else
independent to all other mail in the mail folders.

[Reply]
To answer the current message. Subject and recipient are automatically
filled in and the original text gets quoted.

[Archive]
The current message gets moved from "Incoming" to "Archived" or to
any other custom archive folder. YAM then automatically loads the
following message.

[Delete]
Deletes the current message. If the option "Delete messages on exit"
is enabled, the message is being marked as deleted, otherwise it is
removed immediately. YAM then automatically loads the following
message.

[Save]
Saves the current message or a part of it to disk. You can select the
original message (in raw format), the textual parts (the portions
of the message which are displayed in the read window) or one of the
attached files. Press the ESC key to abort the selection.

[Print]
Prints the current message or a part of it to disk. You can select the
original message (in raw format), the textual parts or one of the
attached text files (you can't print binary attachments like pictures,
use the print option of the appropriate MIME viewer to do this).

[Display]
Displays the current message or a part of it with one of the configured
MIME viewers. You can select the original message (for debugging

reasons) or any of the attached files. If this function fails, check
the MIME viewer settings in the READ section of the preferences.


MENUS IN THE READ WINDOW

Header
Toggles the header information. This setting will be lost when you quit
YAM, unlike the option in the configuration window.


KEYBOARD SHORTCUTS IN THE READ WINDOW

Use SPACE and BACKSPACE to page through the current message.
LEFT and RIGHT cursor keys are used to display the previous or next
message in the mail folder. Hold down the SHIFT key to display only new
and unread messages.
DEL does the same thing as the [Delete] button.


## 1.15   Error Messages

ERROR MESSAGES

Whenever an error occurs, YAM displays the error window. New errors
will be added to the bottom of the list. Click the [Clear messages]
button to delete all entries in the list.

Check the following list if you get an error message and don't know
why...

Can't open library 'x', version y
Check LIBS:, MUI:Libs and SYS:Classes for the named library.
Maybe you have to get a newer version of MUI.

Can't create MUI custom classes
Can't allocate ASL structure
Can't open timer.device
You're probably low on memory. Quit other running tasks.

Can't create application
You're low on memory or YAM is already running.

AmiTCP is NOT running!
Execute the AmiTCP startnet script.

Read error on mail file
Can't find the mail file
Check the directory of the "Outgoing" folder. Select the "Update
index" menu item.

Invalid address 'x'
The SMTP server didn't accept a given recipients address. Check
for invalid characters.

Unknown SMTP server 'x'

Make sure you're on line. Check the spelling of SMTP server entry in
your configuration.

Unknown POP3 server 'x'
Make sure you're on line. Check the spelling of POP3 server entry in
your configuration.

No connection to 'x'
Can't connect to 'x'
Make sure you're on line and check the spelling of the mail server
entries in your configuration. Ask your provider if he supports
the POP3 protocol.

Can't create mail directory
Verify the path of the mail root directory. By default, it should be
YAM:. Also check the MAILDIR tooltype option.

Cannot save configuration to 'x'
Verify the path of the mail root directory. Also check the PREFSFILE
and MAILDIR tooltype options.

Unknown MIME encoding: x
Unknown header encoding: x
YAM can't decode a part of a MIME formatted message. Save the
message to disk and try a different decoder (Metamail, ZMime).

Incomplete multipart message: unexpected end of file
Can't extract MIME message
Missing boundary in multipart message
Unexpected EOF while decoding a BASE64 encoded file
The MIME message is broken or badly formed. Use "Display Original"
to see the raw message.

Can't create mail file
Can't create temporary file
You're probably out of memory. Redirect the directory for tempfiles
to your hard disk.

Unexpected EOF while decoding a UUencoded file
Invalid line length in UUencoded file: x
Decoded size [x] does not match original size [y]
An UUencoded file is corrupt or incomplete. Save the original message
to disk and try a different UUdecoder.

Unknown alias or name: x
The alias or name you entered cannot be found in the address book,
so YAM isn't able to resolve the email address of the recipient.
Check the spelling of the alias/name.

Ambiguous alias or name: x
An alias must be unique, otherwise YAM can't resolve the address.
Check your address book for duplicate aliases or names.

Mail is incomplete: No recipient!
You forgot to specify the recipient(s) of the letter. Just fill in
the "To" field.

```
Bad x command response: y
The mail server can't process the command x that YAM sent to it.
The error is explained in y and depends on your mail server.


Write error on mail file: x
YAM can't save the new message to disk, probably because of a "disk
full" error.
```

## 1.16  Startup Options

```
STARTUP OPTIONS


YAM knows some special startup options, which can be used both from
the Shell and from the Workbench (as Tooltypes):

MAILDIR=path
Sets the root for the YAM directory structure. This allows you
to keep mail databases for multiple users. Default is YAM:

PREFSFILE=filename
This is the configuration file you want to use. If you have several
mail accounts, then you need different settings.
Default is <MAILDIR>/.config

HIDE
Starts YAM in iconified mode.

NOCHECK
Disables "Send mail/Get mail on startup" (for example  if you launch
YAM within a WWW browser).

DEBUG
This option will display any conversation between YAM and the mail
server in the Shell window.

POP3=number
Specify the port of the POP3 service. Default is 110 (standard).

SMTP=number
Specify the port of the SMTP service. Default is 25 (standard).
```

## 1.17  ARexx Interface

```
AREXX INTERFACE


YAM includes an ARexx interface which allows other programs to use
functions of YAM. The portname of this interface is 'YAM'.


COMMAND-REFERENCE

_____Standard commands provided by MUI_____
```

```
quit
Terminate YAM.

hide
Switch YAM into iconified mode.

show
Recover from iconified mode.

info          ITEM/A
Returns information about YAM in the variable RESULT.
ITEM is one of the following keywords:
  TITLE       program title
  AUTHOR      author name
  COPYRIGHT   copyright note
  DESCRIPTION short description
  VERSION     program version
  BASE        name of the ARexx port
  SCREEN      name of the public screen

help          FILE/A
Write a list of all supported ARexx commands into a file.
```

_____Get new mail_____

```
mailcheck
Corresponds to the button [Get mail]. RESULT contains the number of new
messages or -1 if the connection to the mail server has failed.

mailfilter    ALL/S
Applies rules to the messages in the incoming folder. If you don't
specify the ALL switch, only new messages will be filtered. RESULT
contains the number of checked, forwarded, archived and deleted
messages, e.g. '12 0 3 0'
```

_____Edit messages_____

```
setfolder     FOLDER/A
Change the active folder. FOLDER must be a valid folder name or a number
in the range of 0 (Incoming) to 3-51 (archive folders).

setmail       NUM/N/A
Set the active message in the active folder. The value of NUM must be
in the range of 0 to (number of entries-1).

getfolderinfo INFO/A
Returns information about the active folder in the variable RESULT.
INFO is one of the following keywords:
  NUM(BER)  number (0=Incoming, 1=Outgoing, etc.)
  NAM(E)    name of the folder
  PAT(H)    directory path of the folder
  MAX       number of messages

getmailinfo   INFO/A
```

Returns information about the selected message in the variable RESULT.
INFO is one of the following keywords:
  ACT(IVE)   number (0=first in folder)
  STA(TUS)   status of mail (1 char)
  FRO(M)     sender
  TO         primary receiver
  REP(LYTO)  return address
  SUB(JECT)  subject
  FIL(E)     full path of mail file

mailreply
Same as the button [Reply].

mailforward
Same as the button [Forward].

mailarchive   FOLDER/A
Same as the button [Archive]. FOLDER must be the name of an archive
folder name or a number in the range of 3 to 51.

maildelete
Same as the button [Delete].


_____Compile and send messages_____

mailwrite
Same as the button [Write].

writemailto   ADDRESS/A/M
One or more aliases, names or email address to be entered into the To
gadget in write window.

writesubject  TEXT/A
Subject of the message.

writeattach   FILENAME/A,DESC,ENCMODE,CTYPE
Adds FILENAME to the attachments list; the optional parameter DESC
specifies the description, ENCMODE is either MIME or UU and CTYPE
is the MIME content type for this file.

writeletter   FILENAME/A
File with the text for send.

writequeue
Same as the button [To queue] in the write window.

writesend
Same as the button [Send] in the write window.

mailsend
Same as the button [Send] in Outgoing folder.

mailsendall
Same as the button [Send all]. RESULT contains the number of sent
messages or -1 if the connection to the mail server has failed.

_____Miscellaneous_____

```
getconfiginfo INFO/A
Returns configuration details in the variable RESULT.
INFO is one of the following keywords:
  NAM(E)     your real name
  EMA(IL)    your email address


mailupdate
Same as the menu option "Folder/Update Index".


request          BODY/A,GADGETS/A
Creates a requester on the YAM screen and waits for user input. BODY
is the text displayed in the requester, GADGETS are the labels of
one or more buttons, separated by |. RESULT contains the code of the
selected button (1,2,...,0).
Example:  request 'Do you want to quit?' 'Yes|Don't know|No'
```

AREXX EXAMPLE

The following script scans for messages with the subject "YAM Registration"
and displays their addresses:

```
/* register.rexx */
OPTIONS RESULTS
ADDRESS YAM
SetFolder 3                                /* go to Archive folder  */
GetFolderInfo MAX; entries = RESULT        /* get number of mail    */
DO i=0 TO entries-1                         /* scan all mail         */
  SetMail i                                 /* set topical mail      */
  GetMailInfo SUBJECT                       /* ask subject           */
  IF RESULT = 'YAM Registration' THEN DO    /* criteria accomplished */
    GetMailInfo FROM                        /* ask for sender and    */
    SAY RESULT                              /* display               */
  END
END
```

## 1.18  Tips & Tricks

TIPS & TRICKS


Adding ARexx scripts to the ARexx menu

Load the .config file into an editor and append one or more lines like
the examples below:

```
RexxMenu0 = YAM:Rexx/AutoAnswer.yam
RexxMenu1 = REXX:RemoveOld.yam
```

You may define up to 10 menu items. Save the .config file and
(re)start YAM.

Setting the path for a specific mail folder

Load the .config file into an editor and modify the 3rd field of the
desired folder definition. Example:

before:    Folder4 = 2;3;archive4;MUI Mailinglist
afterwards: Folder4 = 2;3;DISK3:mail/MUI;MUI Mailinglist

Copy the old directory to the new place and start YAM again.


Fixing the size and position of a window

Start the MUI preferences (menu item "Settings/MUI"), select the WINDOW
page and make sure that the third of the small system buttons is
activated. After saving the settings each window now has an additional
system gadget in the upper right corner.  Clicking on this gadget will
save the current window size and position for later use.


## 1.19  Technical


FILE STRUCTURE

The directory YAM: contains the following files and directories:

YAM               The executable.
YAM.info          The program icon.
YAM.guide         This AmigaGuide documentation.

Icons/            This directory contains three icons which show the status
                  of the incoming mail folder:
                  empty.info  the mail folder is empty
                  old.info    it contains only "old" mail
                  new.info    it contains at least one new mail

Rexx/             ARexx programs for YAM.

.config           The configuration file.
.addressbook      The address book.
.signature        Your personal signature.

incoming/         The folder "Incoming".
outgoing/         The folder "Outgoing".
sent/             The folder "Sent".
archived/         The folder "Archived".
archiveX/         The custom archive folders (X is a number).
                  Each message is a file of its own, The file name is put
                  together from the daynumber since the 1.1.1978 and an
                  increasing number for the current day. The status of
                  the mail is saved in the file comment.
                  Each folder directory contains a file called .index
                  which contains the header information for each message

in the folder.

## 1.20  Mail Transport

MAIL TRANSPORT

YAM uses Simple Mail Transfer Protocol (SMTP) to transfer your
outgoing mail to your SMTP server machine, which in turn uses SMTP to
send your mail to the world at large. Mail from the world at large
arrives on your Post Office Protocol (POP) server, where it waits for
YAM to pick it up with Post Office Protocol, version 3 (POP3). The
mail YAM sends and receives is constructed in accordance with RFC 822
and RFC 1521 (MIME).

Outgoing mail

When you send an e-mail message to someone, YAM uses SMTP to send the
mail to your local SMTP server computer. That computer then sends the
mail to your addressees computer, also (usually) by means of the SMTP
protocol.
Why doesnt YAM talk directly to your addressees computer? For one
thing, it would take a lot longer for your mail to leave your PC,
because your PC would have to call up each addressees computer and
deliver your mail. For another, some computers are hard to find; its
much better to let another computer hunt for your addressee than to
make your Amiga do it. Finally, sometimes your addressees computers
wont be available when you want to send mail. The SMTP server handles
this by holding your mail until the other computer is ready to accept
it, eliminating the inconvenience of having unsent messages hanging
around on your Amiga.

Incoming mail

When somebody sends you mail, other computers use the SMTP protocol to
deliver the mail to your POP server. Your POP server puts mail in your
mail drop, where it stays until YAM picks it up. When you check your
mail, YAM uses POP3 to download your mail to your Amiga.
Why doesnt YAM use SMTP to receive your mail? SMTP works best when
the computers it knows about are always ready for mail. Unless you
wanted to run YAM and your Amiga 24 hours per day, seven days a week,
SMTP wouldnt work very well for you.

## 1.21  What's MIME?

WHAT'S MIME?

MIME stands for Multipurpose Internet Mail Extensions. MIME serves
two major purposes: it allows mail applications to tell one another
what sort of data is in mail, and it also provides standard ways
for mail applications to encode data so that it can be sent through
the Internet mail system.

MIME Encoding

The Internet uses the SMTP protocol to move mail around.  SMTP is
limited to the US-ASCII character set. This is a problem for people
who speak languages other than American English and so need
accented characters or non-American letters, or for people who want
to use special symbols like the bullet.

MIME provides a way around this restriction. It offers two encodings,
"quoted-printable" and "base64". These encodings use US-ASCII
character codes to represent any sort of data you like, including
special characters or even non-text data.
Quoted-printable is used for data that is mostly text, but has special
characters for very long lines.  Quoted-printable looks just like
regular text, except when a special character is used.  The special
character is replaced with an = and two more characters that represent
the character code of the special character. So, a bullet in quoted-
printable looks like =95. No line in quoted-printable is allowed to be
more than 76 characters long. If your mail has a line longer than 76
characters, the quoted-printable encoding will break your line in two,
and put an = at the end of the first line, to signal to the mail
reader at the other end that the two lines are really supposed to be
one.
Base64 encoding is another way to protect binary data from the SMTP
mail system.  However, Base64 makes no attempt to be legible, and is
most appropriate for non-text data.

MIME Labelling

The other important part of MIME is that it lets mailers communicate
what kind of data is in a message (or part of a message). The primary
mechanism used for this is the Content-Type header. The major content
types are:
    text        legible text
    image       pictures and graphics
    audio       sound
    video       moving pictures
    message     messages or pieces of messages
    multipart   several different kinds of data in a single message

## 1.22  The Future

THE FUTURE OF YAM

Some features which I'll probably implement in one of the
next releases:

- PGP support
- Support of AS225 TCP/IP stack
- Full text search
- Better ARexx interface (extended command set, hooks)
- Log files

– NO newsgroups ;-)

## 1.23   Author

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Internet:  mbeck@access.ch
Fidonet:      2:301/707.14

or via snail mail:

    Marcel Beck
    Hammerstrasse 4
    4414 Füllinsdorf
    Switzerland

For the latest information about YAM I'm maintaining a WWW home page:

                  http://bitcom.ch/~mbeck/

If you  want to talk to other YAM users, you could subscribe to the
YAM mailing list. Just send a message containing the text subscribe yam
to Majordomo@dsdelft.nl.

## 1.24   Credits

The following people deserve to be acknowledged:

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```