

**002feeb8-0**

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**COLLABORATORS**

	<i>TITLE :</i> 002feb8-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 002feeb8-0

### 1.1 HeaderManager.guide

HeaderManager.thor v1.15

(c) Neil Bothwick, 1996-7

~Introduction~

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### 1.2 Introduction

Introduction

Thor has many powerful features, but the handling of  
~message~headers~  
in the

current version is limited. Although you can define your own headers in the  
.header file, these can only be used for all messages.

If you wish to add specific headers to a message, such as Cc: or Followup-To:,  
you have to type them directly into the top of the message. This means you  
cannot use the User Database to add addresses, and if you mistype the header

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it will appear in the message body, together with all subsequent headers.

HeaderManager provides you with the ability to add, edit and delete headers, using the User Database and Conference List to insert the information.

## 1.3 Installation

### Installation

- 1) Copy HeaderManager.thor to <ThorPath>/rexx
- 2) Copy this guide to <ThorPath>/Docs
- 3) Select Add Script from the Arexx menu in Thor to add this to a Function Key and the Menu

<ThorPath> is the directory containing Thor itself.

## 1.4 Adding a Header

### Adding a new Header

Select Add new header from the menu. You will be presented with a list of the

```
~headers~  
available. Select the one you want.
```

If a newsgroup name is required, select one or more from the list.

If an email address is required you can either type in the full address, or type in part or all of the persons name to search the User Database for the address.

## 1.5 Editing a header

### Editing a new Header

Select the header from the menu and Edit from the Edit/Delete requester that comes up.

You may then edit the header in the same way as adding a new one.

## 1.6 Deleting a header

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Deleting a new Header

Select the header from the menu.

When the Edit/Delete requester comes up, select Delete.

## 1.7 Headers

Headers Available

HeaderManager.thor currently supports the following headers

Cc:

This requires an email address, to which a duplicate copy of the mail will be sent. It stands for Carbon Copy, as with paper messages.

Bcc:

This is the same as Cc: except the line is not included in the copy sent to the main recipient, so he/she doesn't know you've copied it elsewhere. Bcc stands for Blind carbon copy.

Followup-To:

This is used in news to divert the replies to another newsgroup. If you set it to EMail, then replies will automatically be mailed to you instead of posted to the group. Particularly useful in advertising groups.

Reply-To:

This means an email reply will default to this address, instead of the sending address.

Custom

Custom headers usually start with X- and anything after this is valid. There must be no spaces between the X- and the : that denotes the end of the header name. Don't overuse this.

Some headers are only relevant to mail or news. If you try to add an inappropriate header, such as Followup-To: in a mail message, Header Manager will warn you.

## 1.8 Acknowledgements

Acknowledgements

Thanks to:

The Thor team for developing the Amiga's best news and mail software.

Bill Hawes for developing arexx, one of the Amiga's greatest and

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most underrated strengths.

Shaun Downend <shaund@amiganut.demon.co.uk> for testing this, and to Shaun and Paul Copsey for jointly proving a need for it ;-)

Dietmar Eilart for GoldED and Edd Dumbill for Hedley.

## 1.9 Distribution

### Distribution

HeaderManager.thor is freely distributable, but remains (c) Neil Bothwick, 1996.

It may not be included in any commercial distribution without prior consent. Such consent is already given to include it on the Aminet CDs.

It may be included on magazine cover disks or CDs, provided notification is sent beforehand. A copy of the magazine and disk would be most welcome.

Please sent bug reports, suggestions and large amounts of cash to me at neil@wirenet.u-net.com.

## 1.10 History

### Release History

1.16 (30.12.98)

Added 256 character limit for header lengths

1.12 (5.1.97)

Added support for the Forward events type of Thor 2.4

1.11 (15.09.96)

Changed Bcc: header to bcc: to avoid a bug in Thor 2.3/2.31

1.10 (14.08.96)

Fixed a small bug that caused a bogus header to be created if you selected Add New Header and then Cancel

1.0 (05.08.96)

First release version

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