

Voodoo

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Chapter 1

Voodoo

1.1 Voodoo User Documentation

VOODOO - THE MULTIMEDIA E-MAILER

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Any sufficiently advanced technology is indistinguishable from magic.

- Arthur C. Clarke

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This document was designed for AmigaGuide V40. It will not display correctly on earlier versions of the AmigaGuide parser.

1.2 Introduction to Voodoo

INTRODUCTION TO VOODOO

You have in your hands a version of the premiere Amiga E-Mail software. Voodoo is a multithreaded, easy to use E-Mail reader. It provides an attractive and easy to use interface to reading and writing Internet mail, including advanced features such as attaching varying types of documents to plain text messages, with the Multipurpose Internet Mail Extensions (**MIME**). Using the **Datatype** system introduced in AmigaOS 3.0, it can display many kind of data, such as text, graphics, even animation.

Voodoo does not handle the receiving or sending of E-Mail. This is because the requirements of these actions are different depending on the type of the user's Internet connection, and programs specifically designed for that purpose can do the job better. Voodoo will happily co-exist with programs such as AmiPOP, Sabot, and INetUtils. Because of this reason, Voodoo no more requires AS225 than AmiTCP. It will work just as well with MLink, a UUCP system, or any other type of network, as long as the mail itself is in the standard Internet (**RFC-822**) format.

Voodoo is a commercial program. If you like Voodoo, and decide to continue its use beyond a 30 day evaluation period, you should **register** it to support the continuing development.

SYSTEM REQUIREMENTS

- AmigaOS Release 3.0 (V39) or newer.
- At least 2MB of RAM.
- Hard drive recommended.
- Some kind of an Internet connection.

PROGRAM FEATURES

- Fully multithreaded. View and write several messages at once.
- Integrated MIME support allows easy attachment of any type of files, making true multimedia E-Mail possible.
- Works with any TCP/IP stack or UUCP system.
- Compliant to a number of E-Mail related RFCs (822, 1521, 1522, 1806, 2015 and others).
- Uses external message delivery programs to adapt to any kind of system.
- Extensive **ARexx interface** allows the use of any text editor.
- Easy to use, font sensitive interface using the ClassAct gadget system.
- Extensive on-line help.
- Forerunner in E-Mail encryption: one of the first mailers to support **PGP/MIME** (RFC 2015) (requires PGP installed).
- Can internally display a multitude of data formats with the help of the AmigaOS 3.0 Datatype subsystem.
- Opens on any public screen.
- Localised, with translations to Finnish, French, Greek (ELOT 928 character set), Icelandic and Italian. English as the built-in language.
- Fast-to-use icon speedbar for common operations.
- Built-in addressbook.
- Unlimited number of folders.
- Thoroughly tested by a small team of experienced Amiga users during an extensive beta testing period.
- Supports Workbench drag&drop
- **Secure AmigaGuide display** , utilizing amigaguide.datatype V41.

LIMITATIONS OF THE DEMO VERSION OF VOODOO

- No external addressbook interface.
 - A maximum of one attached file when sending messages.
-

- Can not automatically import new mail to folders other than the primary.
- ARexx interface restricted to the most basic commands only.
- Only one, global, spool file. Registered version has a private spool file for every folder in addition to that global spool file.
- Message delivery done in Voodoo main process (stopping Voodoo for the duration).
- Expires after 30 days.
- Can only decrypt PGP/MIME encrypted messages.

UPCOMING FEATURES IN REGISTERED VERSIONS

- Attach files to messages while using an external editor.
- Mail processing and automatic folder selection.
- Internal POP3, and SMTP support.
- Screen mode requestor.
- Use external viewers for files not understood by datatypes.
- Better handling of BIG folders.

1.3 Legal information on Voodoo

VOODOO LEGAL INFORMATION

COPYRIGHT

Voodoo Amiga EMailer, and all files included in the distribution are, unless otherwise noted,

Copyright © 1995-97 by Osma Ahvenlampi.

Copyright © 1997 Finale Development, Inc. All rights reserved.

The **ClassAct** gadget system is Copyright © 1995, 1996, 1997

Chris Aldi, Tim Aston, Osma Ahvenlampi, and Petter Nilsen

DISCLAIMER

This software is provided "as is". No warranties are made, either expressed or implied, with respect to reliability, quality, performance, or operation of this software. The use of this program is at your own risk. The author assumes no responsibility or liability for any damage or losses resulting from the use of this software.

LICENSE

This license does not apply to parts of the distribution not covered by the Voodoo copyright. For the license of these parts, refer to the respective documentation.

USE

The use of Voodoo for evaluation purposes for up to 30 days is permitted. Use beyond this evaluation period requires a **registration**. Unauthorized use of the registered version, called Serious Voodoo, is prohibited.

DISTRIBUTION

Distribution of Voodoo is permitted on a limited basis as described by this license. Permission to distribute copies of the evaluation version of Voodoo on disk is granted provided no money is charged beyond the cost of the storage media. Commercial distributors of freely distributable software are explicitly NOT allowed to distribute Voodoo. Permission to distribute Voodoo electronically on computer networks and bulleting board systems is granted provided that no money is charged explicitly for accessing or downloading the archive.

Distribution on magazine cover disks and similar media requires that a copy of the issue is sent to the **author**. Contact us before placing Voodoo on a cover disk.

Distribution of Voodoo that violates this license is prohibited without the prior written permission of the **author**.

ACKNOWLEDGEMENTS

ClassAct gadgets are Copyright ©1995-97 by Chris Aldi, Timothy Aston, Gregory Block, and Osma Ahvenlampi.

The programs AmiPOP and Sabot were written by Scott Ellis. SmtSend.rexx is by Josef Faulkner.

Translations provided by Yannick Koehler, Giacomo Magnini, Manos Konstantiniadis, Sigurbjörn Birkir Lárusson, Dr. Peter Kittel, Cesar Talon, Edmund Vermeulen, Fernando Nunes and Thomas Andersson.

Icons by Dennis Sibera, based on originals by Timothy Aston, Seth Harman, Osma Ahvenlampi and Dan J. Fraser.

Invaluable assistance with many routines and in pointing out RFCs from Michael B. Smith.

Thanks to all Voodoo beta testers for finding the bugs.

1.4 Installation of Voodoo

INSTALLATION

This manual documents installation on the probably most common setup, a SLIP/PPP dial-up connection using either AS225 or AmiTCP communication stacks. Installation on a system connected using MLink is very similar. Installations on systems permanently connected with either a leased line or by Ethernet differ somewhat in the configuration of the E-Mail delivery and receiver programs.

Basic Voodoo installation is covered by the standard Installer script. This script will install the required shared gadget classes and Voodoo itself. This, plus a minor amount of configuration, should be sufficient for systems that have already been configured to use some other mail reading software. On systems that have not been configured to send or receive E-Mail this installation step is somewhat more involved. While We have tried to make the installation straightforward, be warned that the configuration of E-Mail is not necessarily a simple thing. Please, take the time to read this part of the manual before attempting the installation.

RECEIVING MAIL

ON DIAL-UP CONNECTIONS

For a **dial-up** connection, the usual method of receiving E-Mail is through the **POP** E-Mail retrieval protocol. Mail is actually received and stored on the Internet Service Provider's E-Mail server machine, where you can retrieve it using a small program designed for this purpose. Voodoo has been tested with, and in fact used by the author with the AmiPOP utility by Scott Ellis. This program will, between intervals of a couple of minutes, connect to the mail server and check for new mail. When new E-Mail has been received, AmiPOP will download it to a file called the **spool file**, where it will be accessible by Voodoo.

Setting up AmiPOP is fairly simple. It is configured with a set of tooltypes or command line arguments, specifying the name of the mail server machine to connect to, your account name and password on that machine, and the directory where the spool file should be written. The spool file AmiPOP creates will be named after the account name. To find out the address of your POP server, ask your local administrators.

AmiPOP should be started at the same time with the TCP/IP stack. For a normal dial-up setup, this would mean that you can start it manually after the connection has been established, or by adding a line to the "startnet" script by which the TCP/IP stack itself starts. On some configurations, AmiPOP could be started during the system boot by putting it in the WBStartup drawer of the Workbench partition.

ON PERMANENT CONNECTIONS

On a **permanently** connected system, there is another option besides using **POP** E-Mail retrieval. You could run a **SMTP** "daemon" on your own system, thus removing the middle step of a POP E-Mail server. Because setting up a E-Mail daemon is somewhat more complex, you should refer to the documentation of the program in question to see how it should be installed. Voodoo has been tested with SMTPd from the InetUtils package, written by Michael B. Smith.

am told that the Demon Internet uses SMTP for mail delivery even on dial-up accounts. Thus, Demon users should consider themselves "permanently connected" while reading these instructions.

SENDING MAIL

ON DIAL-UP CONNECTIONS

Sending E-Mail is accomplished using a "mail delivery agent", a program that takes a file consisting of a single E-Mail message, and delivering it either to the receiver machine prompted by the To: and Cc: headers of the message, or to a E-Mail server in the

middle that will take care of sending the message forward. Voodoo has been tested with SMTPpost from the InetUtils package. Installing SMTPpost involves making a configuration file or a set of environment variables describing the system, plus where and how mail should be delivered. See [installing SMTPpost](#) for hints on installing the program.

ON PERMANENT CONNECTIONS

The method of E-Mail delivery on a permanent Internet connection is very similar to the dial-up connection. However, the use of a E-Mail daemon can remove the overhead of actual E-Mail delivery from the user invoked "sendmail" program to the daemon background process, thus making the appearance of E-Mail delivery faster. In addition, in some problem situations mail delivery can take a very long time, which makes it better to offload this task to the daemon. Again, SMTPd from the InetUtils package has been tested with Voodoo and found a satisfactory solution.

1.5 Installing INetUtils SMTPpost

BASIC SMTPPOST INSTALLATION

Many people have had problems installing the SMTPpost mail delivery agent. This document attempts to clarify some points of the procedure. If you already have SMTPpost installed, you can skip this. You should also read the INetUtils documentation for more information on the subject, this is just a introduction and is not intended to replace the official documentation.

First of all, the package this document deal with is the INetUtils 1.4 release, available on Aminet as:

IU-14-as225.lha comm/net 387K+AS225r2 SMTP/NNTP utilities v1.4 INetUtils

IU-14-amitcp.lha comm/tcp 392K+AmiTCP SMTP/NNTP utilities v1.4 INetUtils

The only program in this package essential to Voodoo is the SMTPpost, although using the SMTPd mail daemon can be useful under certain circumstances also.

Where ever you place the SMTPpost program, use the fully qualified path to it when configuring Voodoo. For example, you could use "INET:c/SMTPpost <%s >NIL:", if you placed SMTPpost in the INET:c directory.

SMTPpost is configured with a set of environment variables or keywords in a configuration file. will explain the essential keywords below. These can be set either with "SetEnv <keyword> <value>", or by placing them, one per line, into the config file UULib:Config or S:UUConfig, or INET:Config for I-Net 225 users. If you choose to use environment variables, remember that to retain the values after a reboot, you have to copy them from ENV: to ENVARC:.

SMTPPOST KEYWORDS

HOSTNAME The fully qualified domain name of your machine. For example, `neppari.cs.hut.fi`.

NODENAME The name of your machine. For example, `neppari`.

USER Your user name (login account name).

SMTPSMARTERHOST The mail server of your Internet provider. Ask your provider for this address. It could be the same as your POP host address.

SMTPMAILDIR The directory where local mail is delivered. Each user has a file in this directory. One possible value for this would be `MAIL:local`.

SMTPSPOOLDIR The directory where mail that could not be immediately delivered is spooled to. Note that unless you are running SMTPd also, mail placed in this directory will never get out of your system. A possible value is `MAIL:spool`.

LOGFILE The file to which delivered mails are logged to. A possible value is `MAIL:logfile`. Use this option if you are encountering problems with SMTPpost, since the log file will contain more verbose diagnostics.

SMTPROUTE While this can be left to the default value, a possible setting for the generic system is `SmarterHost`. This is likely to avoid some possible delivery problems that might happen with the default setting, and shorten the delay to get the message sent onwards.

1.6 Using Voodoo as an offline mailer

USING VOODOO WHEN OFFLINE

Since Voodoo does not use the TCP/IP stack on itself, the only requirement for offline use is that the mail delivery agent can be configured to, instead of immediately trying to deliver the message, queue it in a spool directory and deliver later, when connected. This is possible to achieve in many ways. Possibly the simplest, yet most effective way is using a combination of SMTPpost and SMTPd.

The recommended configuration of this InetUtils pair is to set SMTPd to start in your network startup script, and to make SMTPpost always queue the messages to SMTPd spool directory. The latter can be achieved by adding the InetUtils configuration variable ``SMTPALWAYSQUEUE`` with a value of ``YES``, or by adding a the ``-Q`` option to the SMTPpost command line in Voodoo settings. Note that this will mean that messages won't be sent immediately even when online. Instead, SMTPd will try sending them after a small delay, by default four minutes, and then retry every two minutes until the delivery succeeds. This delay can be configured with the ``SMTPDELAY`` variable, the default of which is 120 seconds.

Please see also the [Installing InetUtils SMTPpost](#) notes for further information about installing this software.

There are other ways to achieve this offline capability. For example, both the Amiga PutMail and just SMTPpost (without using SMTPd) have been used as offline delivery programs with Voodoo, by assisting them with script files. Some of these script files are included in the Voodoo distribution, in the ``Rexx`` and ``S`` subdirectories. More information about these scripts is in the scripts themselves.

If you plan to use PutMail with Voodoo, please note that it does not support Cc and Bcc headers, thus delivering messages only to the person whose address is on the To line. This is NOT a Voodoo bug, but missing functionality in PutMail.

1.7 Starting up Voodoo

STARTING VOODOO

Starting up Voodoo is done by simply double clicking the Voodoo icon. When Voodoo is first started, you will have to configure it.

The command line options or tooltypes Voodoo accepts are as follows:

FOLDER Name of the folder to open. Defaults to primary folder.

PUBSCREEN Name of the public screen to use. Defaults to the default public screen (usually Workbench).

SETTINGS The settings file to load. Defaults to Voodoo.prefs in HOME:, PROGDIR:, or ENVARC:, in that order.

PORTNAME The name of the ARexx port to use. If this port already exists, Voodoo will send a message to it instead of starting again.

MAIL This switch will make Voodoo start a message editor instead of opening a folder. It can be used to for instance send mail from a Web browser.

TO, CC, SUBJECT With the MAIL option, these three keywords specify those headers for the message.

SCREENTOFRONT Pop Voodoo screen to front on startup.

ADDRESS Override E-Mail address from preferences.

REALNAME Override real name from preferences.

SPOOLFILE Override spool file from preferences.

REPLYTO Override Reply-To address from preferences.

When starting up, Voodoo will automatically open the folder defined as the primary (INBOX) folder. All new E-Mail will by default be put in this folder. It will also attempt to get new E-Mail from the configured spool file. It will open the main interface consisting of a so-called message window, which consists of the list of messages in the folder, and the currently displayed message. This interface is described in more detail in message window.

If you are a former user of AmigaElm, see [importing mailboxes](#) for instructions on how to import your old folders to Voodoo.

1.8 Importing mailboxes from other readers

IMPORTING MESSAGES TO VOODOO

If you are an old E-Mail user, you will probably have mail folders from another mail reader. Most likely these folders are in the UNIX mailbox format, concatenated into a single file. Voodoo uses another kind of scheme of storing messages, storing each message in a separate file in a single directory. This approach was chosen for performance reasons, since deleting files is significantly faster than removing messages from the middle of a large file.

The single file folder format is understood by Voodoo, because it is the format of the incoming **spool file**. The registered version, Serious Voodoo, has a menu command (**Import mail**) for importing this kind of a spool file into any folder. This version will also understand a mailbox file of this type being dropped on the message window.

Importing messages with the demo version of Voodoo is done by juggling the configuration:

- Create a new folder (**Creating folders**).
- Set this folder as the primary folder. (**Folder settings**).
- Make a copy of the folder you wish to import.
- Set the **spool file** to this copy.
- Exit preferences, open the new folder, and choose **Get new mail** .

1.9 Configuring Voodoo

CONFIGURING VOODOO

Many attributes of Voodoo operation are configurable to the user's preference. These configuration options are described in detail in the documentation of the configuration windows in question:

Global settings The configuration parameters of Voodoo

Addressbook The built in addressbook

Folder settings The folders for varying types of E-Mail

The global settings will be saved in an IFF format preference file named Voodoo.prefs, by default in the directory where Voodoo itself resides. When started, Voodoo will look for this file first in the directory it resides in, and then in ENVARC:. If not found in either location, it will start up with the default settings and prompt you to configure it. The addressbook and folder settings will be saved in the ASCII files Voodoo.aliases and Voodoo.folders, respectively, in the same directory.

1.10 Global Voodoo Configuration

CONFIGURABLE PARAMETERS

The configuration window of Voodoo is divided into pages, according grouped by the type of the parameters in question.

User Personal information

Folder Important folder configuration

Display Settings affecting the display look

Fonts Fonts used in Voodoo

Program External programs and related parameters

These settings will not take effect before you press the OK button. If you change any of the settings that affect the GUI of Voodoo, specifically most of the parameters on the Display page, Voodoo will recreate its interface after you close the configuration window by pressing OK. Closing the window by clicking on the close gadget will cancel changes, as if you clicked on the Cancel button.

1.11 Personal user information settings

USER SETTINGS

This page contains the information that Voodoo has to know about you to make it possible for you send E-Mail.

E-Mail address - Your complete E-Mail address. This will be used when sending messages, so make sure it is correct, or replying to you will fail miserably. A correct setting varies between systems, but it is generally something of the form `username@domain.com` or `Firstname.Lastname@domain.edu`. Generally it should be `username@hostname.domain.com` only if your own machine is permanently connected and you are running an SMTP daemon.

Reply-To - If you wish, you can add some other address to messages using the Reply-To field by putting that address here.

Real name - Your real name, again put in each outgoing message. The From header Voodoo uses is of the type "Real Name <E-Mail@Address>".

Organization - The contents of the Organization header line. If left blank, no Organization header is inserted in the messages.

Quote prefix - The text that should be prepended before a line of quoted text in replies. Leaving this to the default of "> " is advised.

Quote attribution - The text inserted before a quote when replying to messages. Some escape sequences in the string are replaced with information about the message being replied to:

`%0` From

`%1` Subject

`%2` To

`%3` Date

`%4` Message-ID

`%5` From (name only)

`%6` From (address only)

`\n` new line

Signature file - The file that has the signature you wish to append to messages. By courtesy, it is advised that the signature be less than 4 lines and a maximum 76 columns wide. However, Voodoo will not restrict the size of the signature. Signatures are customarily separated from message body by a line with two hyphenation characters and a space ("-- ") on them. If this line is not found in the signature, Voodoo will add one automatically.

1.12 Folder settings of primary importance

FOLDER SETTINGS

This page has the parameters important for Voodoo to know how to handle new mail.

Folder directory - The directory where folders will be placed by default. This is automatically filled in with the directory of the initial folder. A folder is not required to reside in this directory.

Primary folder - New mail that does not match the attributes of mail specifically meant for other folders will be placed here. In the default configuration, this is the only existing folder.

Sent mail folder - If this is set, copies of all messages you send will be placed in this folder.

Default save folder - The name of the default folder to save messages to when moving them out of the primary folder.

Move read messages to save folder on exit - If this is set, read messages will be moved to the folder defined above when closing the primary folder.

Configure folders - This button will open the separate folder config window where you can add new folders.

Spool file - The **spool file** in which new mail arrives. When getting new mail, Voodoo will read the contents of this file and move the messages in it to the appropriate folders (by default into the primary folder), emptying the spool file.

Expunge deleted messages on close - If checked, Voodoo will expunge all messages that are marked as deleted when closing a folder. This means that the message is deleted from disk and is lost.

Skip deleted messages - If set, the "next" and "previous" functions will skip over messages with the deleted flag set.

Auto save delay - Seconds of inactivity before automatic save of the folder status. If 0, automatic saving is disabled. You should never disable this setting.

1.13 Settings affecting the Voodoo GUI

DISPLAY SETTINGS

This page contains the configuration parameters that directly affect the user interface of Voodoo. See also the [Fonts page](#) for the setting of fonts used within Voodoo.

Public screen - The screen on which Voodoo should open its interface. If left blank, the interface will open on the current default public screen, by default the Workbench screen. This setting can be overridden with the command line argument or tootype PUBSCREEN. See the [FAQ](#) for the reason why Voodoo does not create public screens itself.

Backfill pattern - The picture you wish to use as a backdrop texture in all windows. This picture is loaded through the datatypes, and can thus be of any format supported by your installed datatypes.

Date format in index - The format of the date used in folder index. This string is subject to Locale date substitution formatting. For example, %d will be replaced with the day, %m with the month, and %y with the year of the message. The maximum length of the formatted string is 12 characters.

Editor cursor blink rate - The rate of cursor blinks per second in the built-in message editor. If set to 0, the cursor will not blink at all.

Number of lines in header list - The number of headers displayed at once in the message headers listview. While this listview does not have a scroll bar, it is drag-scrollable and responds to the cursor keys while control is held down.

Show icon text - If set, Voodoo's speedbars will display a label under each of the button icons.

Clone WB colors - Without this option, Voodoo will allocate a set of pens that match the default MagicWB palette to use with the speedbar icons. If you use a palette different from the MagicWB palette, but designed to look good with MagicWB color scheme icons, you may wish to use this option to make Voodoo use that palette as well.

1.14 Fonts used in Voodoo

FONT SETTINGS

Voodoo uses several fonts for different parts of the interface. All of these fonts may be configured here. Without a configuration file available, Voodoo will attempt to guess a suitable font from the system settings.

Interface font - The font used by the Voodoo GUI when no other font specifically matches the purpose.

Message font - The font used by the message display, unless the message data explicitly asks for some other font, as may be the case with some MIME messages.

Index font - The font used by the folder index listview on top of the message window.

Editor font - The font used in the built-in editor of Voodoo.

Icon font - The font used for icon labels in the speedbars.

1.15 External programs and related settings

PROGRAM SETTINGS

This page contains the settings necessary for support of external programs. In addition, some other settings not of primary internal importance are here.

Mailer - The command line used when sending a message. %s will be replaced by the name of the temporary file, and is required. Serious Voodoo will run this command asynchronously in the background, while the demo version will stop Voodoo for the duration of delivery. Do not use "run" in this command, as that would break the order of events during the delivery and make Voodoo clean up temporary files too early.

PGP path - The command line for executing Pretty Good Privacy. Voodoo will append the options necessary for each function to the end of this line. Since Voodoo saves sent messages encrypted, if you wish to be able to read them, add the +encrypttoself option to this command line. If you wish to not use PGP, leave this option empty. Voodoo won't do anything when it finds a PGP/MIME message if you do that.

External editor - The command line with which the external editor should be started, if you choose to use one instead of the built-in editor. %s will be replaced by the name of the temporary file that holds the message text, and is required on the line. The editor will be run asynchronously to Voodoo, so no "Run" is necessary. The editor has to support sending ARexx commands back to Voodoo to control the sending of the message.

If the checkbox is left unchecked, Voodoo will use its built-in editor.

See the ARexx command **SEND** for information on how to send a message from an external editor.

POP REXX port - If your POP utility has an ARexx port that accepts a 'GETMAIL' command, put that port name here. Voodoo will request the program to get new mail when you use the 'Get new mail' menu option.

Visible headers - A ; delimited list of AmigaDOS patterns that match the headers displayed in the message window header listview. The headers are shown in the order they appear on this list. For example, you could use "From;Subject;Date;To;Cc;Reply-To;~(Received)".

Wrap lines at column - If set to higher than 0 (actually 20), plaintext messages will be word wrapped at that column before sending.

Use Quoted-Printable Encoding - Because the original SMTP protocol defines E-Mail to consist of only 7 bit ASCII text, and common implementations require relatively short lines, the transfer of certain kinds of text can not be guaranteed if attempted to transfer as-is. Because of this reason, the MIME extensions define an encoding that changes 8 bit characters into a 7 bit form, thus letting them be transferred over E-Mail. However, this encoding makes the messages look somewhat hard to read if the receiver's E-Mail software can not decode Quoted-Printable encoding. For this reason, the use of this encoding is optional.

1.16 Built-in addressbook

THE VOODOO ADDRESSBOOK

Voodoo includes a simple addressbook that lets you use a nick name instead of the E-Mail address of people you send or receive E-Mail with. When sending messages, you may type the nick name of a person, and Voodoo will automatically expand it to the full E-Mail address. Similarly, when receiving E-Mail, Voodoo will show in the message index the nick name of the person who sent the message instead of the E-Mail address.

Configuring the addressbook is very simple. Just click on the button labeled New, type the nick name in the Name string gadget, and the E-Mail address in the gadget labeled for it, and the person is added into the addressbook. If you wish to modify an entry in the addressbook, simply select that entry from the listview and edit it in the string gadgets. Similarly, if you wish to delete an entry, select it and press the button labeled Del. Changes in the addressbook are immediate and will be saved to disk when you close the window.

In Serious Voodoo, the address book will also contain two toggle settings to enable signing and encrypting messages to a certain user. If you wish to enable either of these functions, check the option. Voodoo will then automatically attach a PGP signature and/or encrypt the message using PGP when you send E-Mail to that person. For encryption to work, you will naturally need to have the person's PGP public key on your PGP key ring. Voodoo will refer to the key using the address configured in the address book.

1.17 Folder configuration

VOODOO FOLDER CONFIGURATION

Voodoo can group messages in separate folders according to the sender or content of the message. You may also move messages from one folder to another by hand.

To Voodoo, a folder is a directory with messages in separate files. This is an important distinction from many other E-Mail programs, which keep each folder in a single file. While this means that the number of files is smaller, the clear advantage of keeping each message in a separate file is that maintenance of very large folders will still be fast.

Adding and maintaining folders is done in this window. If you wish to add a new folder, click on the button labeled New and select the directory for it. Do not have two folders using the same directory, and do not use the same directory for anything else. There should be nothing else in the directory besides the messages Voodoo will save in it.

In Serious Voodoo, you can set a folder-private spool file for every folder separately. This spool file will be scanned when getting new mail in that folder. This will allow for example reading the mail from several accounts easily within Voodoo while still keeping every account separate. It also makes it possible to use a mail processing utility to preprocess incoming mail and place it to folders as it is received.

If you wish to change a folder's name or directory, select it from the listview. If you wish to delete a folder, click on the button labeled Del. While this make Voodoo forget the folder's existence, the directory and the messages will not be deleted. This you will have to do manually. If you wish to enter the folder back in the Voodoo folder list, the old messages will still be available, if you don't delete the directory. The changes in the folder list are immediately visible elsewhere in Voodoo, and will be saved to disk when you close the window.

You may change the space ratio allocated to the folder index and the message display in the currently selected folder by moving the slider. The folder's window will automatically update to reflect the change.

The other elements of this window display statistics about the currently selected folder.

See also [Global Prefs: Folders](#) for more configuration options concerning folders in Voodoo.

1.18 The message window interface

THE VOODOO INTERFACE

The message window is Voodoo's primary user interface. Within this window, you can read messages and arrange them into folders. This interface consists of the the following main parts:

MESSAGE LIST

The listview at the top lists the messages in the folder. It is divided into four columns. The first column displays the status of the message using small icons, and the other columns show the sender, date and subject of the message, respectively.

SPEEDBAR

The speedbar below the message listview has buttons for the most often used functions and for selecting each of the parts of a multipart message. The functions on the speedbar are, in order:

Quit - Close all folders and quit Voodoo. If an internal editor window or any configuration window is open, a verification requester will pop up first.

Iconify - Close all open Voodoo windows and put an icon on the WB.

Open folder - Open another folder. A requester listing all the folders will pop up.

Previous message - Select the message before the currently selected one.

Next message - Select the message next to the currently selected one.

New mail - Start composing a new message. Depending on your configuration, the internal editor or an external editor of your choice will open.

Reply - Reply to the currently selected message, quoting the message text.

Delete - Mark the currently selected message deleted.

The rest of the speedbar lists the parts of the currently selected message. For each part, there is an icon representing the content of the message.

If all the buttons on the speedbar do not fit in the window, you can scroll the speedbar by the following method:

- Hold down either shift key.
- With the pointer over the speedbar, press and hold the left mouse button.
- To scroll right, drag mouse to the right. To scroll left, drag to left.

ENCRYPTION STATUS

In the rightmost edge of the speedbar may be two icons: a quill and a padlock. These signify that the message was signed and/or encrypted.

HEADER VIEW

This listview displays the most important headers of a message. While there is no scrollbar, you can scroll it by pressing down the left mouse button within the listview and moving the mouse out of the listview area. The headers listed here are, in order: From, Subject, Date, To, Cc, Reply-To, Content-Type, Sender, and Message-Id.

MESSAGE VIEW

This main area of the window will display the message itself through the AmigaOS datatype subsystem. Thus, it can be text, graphics, or even an icon for a sound sample.

Besides the scroll bars in window borders and the keyboard control, most datatypes support some kind of scrolling by mouse. Try pressing down the left mouse button over the message view and dragging to any direction.

KEYBOARD CONTROL

If the **Expert Keyboard** mode is turned on, all **menu** shortcuts in the message window are available even without pressing down the right Amiga key. In addition, the currently selected message can be scrolled around using the arrow keys, space and backspace.

1.19 Choosing a folder

CHOOSING A FOLDER

With this window you can choose a folder to which the selected action should be performed. Two examples of the use of this window are opening a folder and saving a message into a folder. You can cancel the action by closing the window from the close gadget or by pressing the ESC key. Selecting a folder is done by clicking on the name or by choosing the line with cursor keys and pressing ENTER.

1.20 Voodoo menus description

VOODOO MENUS

All functions of Voodoo are available through the pull down menus. In the **message window**, menu shortcuts are usable even without holding down the right Amiga key.

Project

Open folder... Open another folder

Close folder Close this folder

Expunge deleted Expunge messages marked as deleted

Save folder Save folder without expunging messages

Get new mail Get new mail from the spool file

Import mail... Import mail to this folder

Sort Sort messages in folder

By number In physical order

By date By the Date header

By author By the From header

By subject By the Subject header

Print message Print current message

About Open the program information window

Send a bugreport Send a bug report to the author

Iconify Close all open windows and iconify

Quit Close all folders and quit

Message

Next Select next message in folder

Previous Select previous message in folder

Copy Copy message to clipboard

Send mail... Begin a new message

Reply... Reply to the current message

Followup... Followup to the current message

Forward... Forward this message to someone else

Remember Address File this address into addressbook

Save in file... Save this message into a file

Save in folder... Save this message in another folder

UUdecode Run the UUdecoder on this message

Delete Mark this message deleted

Undelete Clear deleted status on this message

Mark unread Mark this message unread

Rescan headers Rescan headers of the message

Settings

Global... Open main preferences window

Addressbook... Open addressbook editor

Folder... Open folder list editor

Display headers Toggle display of major headers in message

Smart word wrapping Toggle smart message word wrapping

Expert keyboard Toggle expert keyboard mode

Load settings... Load a settings file

Save settings Save current settings

Save settings as... Save current settings with a new name

EDITOR MENUS

The message editor window has its own menus.

Editing

Undo Undo last change
Cut Cut marked block
Copy Copy marked block
Paste Paste into cursor position
Erase Erase marked block
Attach file... Attach a file into message
Delete... Remove attachment
Load text... Load text to editor
Save text... Save text from editor
Send message Send message and close editor
Cancel... Cancel editing and destroy message

1.21 Voodoo menus

OPEN FOLDER

This command opens the **folder selection window** . After selecting a folder in that window, it will be opened, or if it already is open, brought to front.

1.22 Voodoo menus

CLOSE FOLDER

The current folder will be closed. Depending on the **Expunge deleted messages** , messages marked for deletion may automatically be expunged from the folder.

1.23 Voodoo menus

EXPUNGE

The messages in the current folder that are marked for deletion will be expunged from the folder and deleted from disk.

1.24 Voodoo menus

SAVE FOLDER

The status of the current folder will be saved to disk, messages marked for deletion will NOT be expunged.

1.25 Voodoo menus

GET NEW MAIL

This command will scan the Voodoo incoming messages spool file for new messages and move them to Voodoo folders. In the demo version all mail is placed in the primary folder. In Serious Voodoo, also the private spool file of the selected folder is scanned.

Before looking at the spool file, Voodoo will send an ARExx command to the POP utility (if any) to download all new mail.

1.26 Voodoo menus

IMPORT MAIL

This function only available in the Serious Voodoo requests for a spool file or UNIX mailbox format folder to import to the current folder. Unlike a normal spool file, This file will not be truncated after the messages have been copied to the folder.

1.27 Voodoo menus

SORT MESSAGES

Voodoo can sort messages in a folder based on four keys. The keys are:

Physical order The order in which the messages were originally saved in the folder, the default order.

By date The age of the messages, as specified by the message Date header.

By author The name of the author, from the From header.

By subject The Subject header.

1.28 Voodoo menus

PRINT MESSAGE

Print the currently selected message.

1.29 Voodoo menus

SEND A BUG REPORT

This menu item will open a message composition window with a preformatted bug report form for you to fill in. By using this function to report problems, Voodoo will automatically add relevant information about your system to the message.

1.30 Voodoo menus

ICONIFY

The command will close Voodoo windows and put up an icon on the Workbench. Doubleclicking on the icon will reopen the windows in the positions they were before iconifying. Note that if no public screen is specified, that is Voodoo is told to use the default pubscreen, the windows may open on different screen.

1.31 Voodoo menus

QUIT

Close all folders, possibly expunging messages marked as deleted, and quit Voodoo. If any configuration window or a message editor window is open, you will be asked for confirmation before taking this action.

1.32 Voodoo menus

NEXT MESSAGE

Select the next message in the folder, or the first message if none is selected. If **Skip deleted messages** is selected, messages that are marked for deletion are skipped.

1.33 Voodoo menus

PREVIOUS MESSAGE

Select the previous message in the folder, or the last message if none is selected. If **Skip deleted messages** is selected, messages that are marked for deletion are skipped.

1.34 Voodoo menus

COPY

Copy the text or other data currently shown into the clipboard. Because of datatype restrictions, it is not possible to select the part that gets copied.

1.35 Voodoo menus

SEND MESSAGE

Bring up a message editor for sending a new message.

1.36 Voodoo menus

REPLY

Bring up a message editor for replying to the currently selected message. The message recipient is preset according to the From or Reply-To header, and the message text is quoted.

1.37 Voodoo menus

FOLLOWUP

Bring up a message editor for sending a followup to the currently selected message. The message recipients are preset according to the From, Reply-To and Cc headers, and the message text is quoted.

1.38 Voodoo menus

FORWARD

Bring up a message editor for forwarding the currently selected message to a third party. The message is inserted to the editor.

1.39 Voodoo menus

REMEMBER ADDRESS

Put the address of the sender of current message into the addressbook.

1.40 Voodoo menus

SAVE IN FILE

Save the current message to a file. There are two modes for saving messages:

Whole message The complete message, including headers, with multipart messages retaining encoding.

Current part The currently selected part. If **Display headers** is set, the headers matching the **pattern** are included in a text part (as show in the window), binary parts are saved as-is.

1.41 Voodoo menus

SAVE IN FOLDER

Move the currently selected message into another folder. The **folder selection window** will pop up, prompting for the folder to save into. The message will be marked as deleted in the current folder.

1.42 Voodoo menus

SAVE ALL ATTACHMENTS

Save all attachments of the current message in to files. This is a shortcut for using **Save in file** for all attachments in the message. Note that not all parts are necessarily considered attachments; only those with a file name in either Content-Disposition or Content-Type header will be saved.

1.43 Voodoo menus

MARK FOR DELETION

Mark the currently selected message as deleted. The message will not actually be expunged before you select the **expunge** menu item or close the folder (in the latter case, only if **automatic expunge** is turned on).

This command will also select the next message.

1.44 Voodoo menus

UNMARK FOR DELETION

Clear the deleted status from the currently selected message. See **delete** .

This command will also select the next message.

1.45 Voodoo menus

MARK UNREAD

Mark the message unread. This function is mostly useful to mark message in the primary folder so that they will not be moved on exit.

1.46 Voodoo menus

RESCAN HEADERS

Rescan the headers of the selected message. If for some reason the message list does not correctly reflect the headers of the message, this command can be used to make Voodoo re-read the headers for its folder index.

1.47 Voodoo menus

UUDECODE MESSAGE

In addition to displaying MIME messages internally, Voodoo can detect when a message contains an UUencoded file. When Voodoo finds such a file, you can decode it with this command.

1.48 Voodoo menus

GLOBAL SETTINGS

Bring up the [global settings](#) window.

1.49 Voodoo menus

ADDRESSBOOK

Bring up the [addressbook](#) maintenance window.

1.50 Voodoo menus

FOLDER SETTINGS

Bring up the [folder maintenance](#) window.

1.51 Voodoo menus

DISPLAY HEADERS

Toggle headers on and off in the main message view. If turned on, some headers (configured in [visible headers](#)) will be shown in the message view if the selected message part is plain text.

1.52 Voodoo menus

SMART WORD WRAPPING

Toggle smart word wrapping on and off in the main message view. If this setting is on, Voodoo will strip newlines inside paragraphs when selecting a plain text message for display, and instruct the text datatype to word wrap it according to window width. This option works best when using a proportional font in the message display. If you use a non-proportional font such as Topaz or Courier, you should probably leave this option off and use an 80 columns wide window.

1.53 Voodoo menus

EXPERT KEYBOARD

By setting this mode, Voodoo will recognise the menu shortcut command keys without having to press the Right Amiga qualifier key. In addition, this expert mode distinguishes between shifted and non-shifted shortcuts, taking specific action for some of them. For example, the Reply command will quote the message being replied to, if you press it with either shift key held down.

1.54 Voodoo menus

LOAD SETTINGS

Load a new settings file, including new folder configuration.

1.55 Voodoo menus

SAVE SETTINGS

Save current configuration in a settings file. On startup, Voodoo searches for a settings file named Voodoo.prefs first in the program directory and then in ENVARC:.

1.56 Voodoo menus

EDITING FUNCTIONS

The message editor has the basic editing functions:

Undo Paste back last major edit

Cut Cut currently marked block to clipboard

Copy Copy currently marked block to clipboard

Paste Paste block from clipboard to current pointer position

Erase Erase currently marked block

1.57 Voodoo menus

ATTACHING FILES

Voodoo can attach files to messages using the MIME extensions. These two functions are used to attach a file to the message, and to delete an attached file.

Attach file... Bring up a file requester in which you can select the file you wish to attach.

Delete... If you are viewing an attachment (by having selected it from the speedbar), this function will ask if you want to remove it from the message. If you are viewing the first text part, you will have the option of clearing the text.

1.58 Voodoo menus

LOAD/SAVE TEXT

These basic file operation functions let you save the text of an unfinished message to a file and load it back at later timer to continue the message.

1.59 Voodoo menus

SEND MESSAGE

Finish editing the message and send it to the recipient(s).

1.60 Voodoo menus

CANCEL MESSAGE

Cancel the message, discarding any written text.

1.61 The Voodoo built-in editor

THE BUILT-IN EDITOR

Voodoo's built-in editor is specifically designed to make it easy to compose E-Mail messages and attach external files to them. The elements of the editor interface are:

SPEEDBAR

The speedbar at the top has, much like the **message window** speedbar, buttons for the common operations while editing messages. The functions are as follows:

Delete message - Cancel and destroy the message, or remove the currently viewed attachment.

Attach file - Attach a file to the message.

Send message - Send the message to the people listed in the To and Cc gadgets.

The rest of the speedbar represent the parts of the message. Every message will have a plain text part in the beginning, but the parts following that can be of any type. When attaching a file, Voodoo will ask the AmigaOS Datatype subsystem what format the file is, and use a matching MIME Content-Type. If the file is a "binary" format, that is, not a readable text format, it will be base64 encoded to a 7 bit format so that it can be sent over E-Mail. This encoding is much like uuencode, but is a part of the MIME standard.

If all the buttons on the speedbar do not fit in the window, you can scroll the speedbar by the following method:

- Hold down either shift key.
- With the pointer over the speedbar, press and hold the left mouse button.
- To scroll right, drag mouse to the right. To scroll left, drag to left.

ENCRYPTION STATUS

In Serious Voodoo, there are two small toggle buttons for enabling PGP signing and encryption to the right of the speedbar. By clicking on the upper one (which display a quill to reflect this), the message will be signed to authenticate its origin. The lower button, which will display a padlock when clicked on, will tell Voodoo to encrypt the message for the recipient(s). Please note that Voodoo has no simple (that is, quick) way of knowing beforehand whether the PGP keyring contained a public key for all the recipients of the message, and that PGP will not return an error if this is not the case. This means that if you try to encrypt a message for several people, and don't have the public key of some of them, the message will still be encrypted, and won't be readable by these people.

HEADER GADGETS

These three gadgets represent the contents of the respective E-Mail headers.

In the To gadget, type in the address or nick name of the person(s) you wish to send the message to. If you use a nick name, and the matching address is found in the Voodoo addressbook, it will be expanded automatically. If you wish to send a message to several people, separate the addresses from each other using comma (,).

Cc, as in carbon copy, lists the people you wish to send a copy of the message to. This field is operationally like the To field, but the semantics differ in that the people listed in To are the primary recipients of the message, and the people listed in Cc are just to receive a copy for interest.

Both of the address gadgets also have pop up buttons for selecting an address from the built-in addressbook.

In the Subject gadget, enter the subject of the message.

Additional headers can be typed to the beginning of the message, separated from the message body by one empty line.

EDITOR FIELD

The rest of the editor window consists of a textfield in which you can freely type in your message. The lines will automatically wrap when reaching the right border. If you so wish, Voodoo can also send the messages with each paragraph consisting of a single long line, or wrap the paragraphs to lines of a preset maximum columns.

You can add extra headers to a message simply by typing these headers at the beginning of the message, followed by an empty line.

You can mark a block of text by pressing down the left mouse button in the beginning of the text and dragging the pointer to the end of the block. The keyboard controls are the normal Amiga Style Guide conformant ones. Shift, control and alt keys modify the function of backspace, delete and function keys. Other keyboard commands are:

ramiga e Erase all text

ramiga z Undoes last erase or cut

ramiga u Undoes last erase or cut

ramiga x Cuts marked text, placing it on the clipboard

ramiga c Copies marked text to clipboard

ramiga v Pastes text from the clipboard

ramiga a Mark all text

control x Delete line

1.62 Choosing an address

CHOOSING AN ADDRESS

By pressing the To or Cc pop up buttons in the message editor, this window will open, and you can select the address to which the message should be sent. Don't forget that you can use the addressbook also simply by typing the nick name of the person you want to send a message to and pressing enter. Voodoo will automatically look up the address of the person and replace the name in the address gadget.

1.63 Voodoo ARExx host command set

VOODOO AREXX INTERFACE

Voodoo features an extensive **ARExx** command set that allows not only the full configuration of Voodoo through ARExx, but also interfacing Voodoo to any Amiga text editor with ARExx capability. All features available through the Voodoo GUI are also available through the ARExx interface. The next pages will document all the commands available in Voodoo.

Note: The ARExx port of Voodoo is one of the things under heaviest development at the moment. This basic command set reflects the features available in the evaluation version. A more extensive interface with user macros is planned for Serious Voodoo.

ABOUT

ACTIVATE

CLOSE

DEACTIVATE

GETMAIL

LOOKUP

MAIL

OPEN

SEND

QUIT

1.64 Voodoo ARexx host command set

Usage: ABOUT [CLOSE]

Template: CLOSE/S

Open an about window.

· CLOSE means that instead of opening an about window, Voodoo should close all of them, if any are open.

1.65 Voodoo ARexx host command set

Usage: ACTIVATE

Uniconify Voodoo. If Voodoo was in iconified state, all windows will be reopened.

1.66 Voodoo ARexx host command set

Usage: CLOSE folder

Template: FOLDER/A

Close an open folder.

1.67 Voodoo ARexx host command set

Usage: DEACTIVATE

Close all open Voodoo windows and iconify.

1.68 Voodoo ARexx host command set

Usage: GETMAIL

Get new mail from the spool file.

1.69 Voodoo ARexx host command set

Usage: LOOKUP [ADDRESS address] [NAME name]

Template: ADDRESS/K,NAME/K

Results: Name or address in RESULT or non-zero RC

Look up an address from the built-in database.

1.70 Voodoo ARexx host command set

Usage: MAIL to [CC cc] [subject]

Template: TO/A,CC/K,SUBJECT

Start writing an email. Voodoo will open an editor window or start the external editor, based on current preferences.

1.71 Voodoo ARexx host command set

Usage: OPEN folder

Template: FOLDER/A

Open a folder.

1.72 Voodoo ARexx host command set

Usage: SEND file

Template: FILE/A,ENCRYPT/S,SIGN/S

Send the message in the file specified.

When Voodoo uses an external editor, it makes a temporary file and writes to it the basic headers and your signature, and starts the editor in a background process to let you write the message. When you have finished writing the message, save the file and send this command to Voodoo, using the full name of this file as the argument. This will tell Voodoo that you are finished and the message can now be sent.

- ENCRYPT specifies that the message should be PGP encrypted for the receivers before sending.
- SIGN means that the message should be PGP signed before sending.

1.73 Voodoo ARexx host command set

Usage: QUIT [FORCE]

Template: FORCE/S

Quit Voodoo. If FORCE is defined, bypass confirmation.

1.74 Regarding PGP

ABOUT PGP

The privacy of electronic mail is practically nonexistent. On their way to the receiver, messages pass through several systems, and can be read on any of those systems with little effort. Because of this, sensitive information should never be sent in unencrypted E-Mail.

Pretty Good Privacy (PGP) is a program originally written by Philip Zimmermann, designed to enable people to easily encrypt messages securely before sending through channels where the content of the message could easily be eavesdropped.

Why should you use PGP? The question could just as well be, why not? Would you send your credit card number on a postcard? That's essentially what you're doing if you send it by unencrypted E-Mail. Do you want to make it easy for any stranger to read your letters? By using PGP, you not only make it hard, but actually impossible by today's standards, and the standards of foreseeable future. Unauthorized reading of a PGP encrypted message would require hundreds, if not thousands of years of calculations on the best computers that exist today.

The best place to find PGP, as well as more background information about it, is the International PGP Home Page, <<http://www.ifn.uio.no/>>

Serious Voodoo will make the day to day use of PGP simpler than it has ever been by encoding the messages in PGP/MIME format, described in RFC 2015. To use this feature, you only need to check that option for the receiver's addressbook entry. Serious Voodoo was tested with PGP 2.6.3i, the latest available international PGP version. It should work with PGP versions 2.6.2, 2.6.2i, 2.6.3, 2.6.3i and later.

To find out more about the PGP/MIME format, refer to the unofficial PGP/MIME home page, <<http://www.c2.org/~raph/pgpmime.html>> or read the RFC itself.

1.75 Registering Voodoo

REGISTERING

Voodoo is not free software. We have spent much time programming it, always trying to make it as good as possible. We hope you like what you have seen and want to continue using Voodoo.

If you do, please register it. By registering your copy, you support a dedicated Amiga software company and provide encouragement for us to continue enhancing Voodoo. Consider that We might have opted to not make this program at all, or make it for some other platform. Hopefully, you will feel that supporting our efforts is worth the quite reasonable price We ask for Voodoo.

So, what do you get for registering? Besides the obvious warm and fuzzy feeling of having done something good, in return, We will send you a personalised keyfile for the "professional" version, Serious Voodoo, which is available at <<ftp://ftp.finale-dev.com/pub/full>>. Check out the [introduction](#) to see what features that version will have that this demo does not. Serious Voodoo is still under development and new versions are made available often. Upgrades to new versions of Serious Voodoo are free.

You may purchase a Serious Voodoo keyfile either directly from Finale Development, Inc (if you have access to a credit card, or US Dollar funds) or from the Voodoo software distributor nearest to you.

Please look [HERE](#) for information on contacting Finale Development, Inc directly.

Please look [HERE](#) for information regarding affiliated software distributors.

1.76 Contact information

CONTACT INFORMATION FOR VOODOO

CORPORATE CONTACT

Finale Development, Inc.

PO Box 6905

West Palm Beach, FL 33405

USA

email: Support@finale-dev.com

FAX: +1 (203) 237-8459

phone: +1 (203) 235-7518

WEB SITE

<<http://www.finale-dev.com>>

FTP SITE

<<ftp://ftp.finale-dev.com>>

MAILING LIST

voodoo@warped.com

To subscribe, send a message to majordomo@warped.com with the text "subscribe voodoo" in the message body.

1.77 Direct registration with the authors

REGISTERING VOODOO DIRECTLY

In case you wish to purchase Voodoo directly from us, send your registration form to:

Finale Development, Inc.

PO Box 6905

West Palm Beach, FL 33405

USA

or email us, at Support@finale-dev.com

The registration fee of Voodoo is 35 US dollars (USD). This will entitle you to a keyfile to Serious Voodoo, sent via E-Mail. If you wish to instead receive the program and keyfile on a floppy disk, add an additional 3 USD. The possible methods of payment are:

Postal money order Please be certain to make out the money order in US DOLLARS if you do not live in the US.

Credit Card If you have a First Virtual account (ww.fv.com) you may elect to pay for your registration via a credit card.

DO NOT SEND PRIVATE CHECKS. The cost of cashing them is prohibitive, if even possible at all.

NO CASH PLEASE

Don't forget to send your **PGP key** to us if you have one!

1.78 Terms used in this manual

GLOSSARY

ARexx A widely used scripting and interprocess communication language, based on the REXX programming language invented by IBM. ARexx makes it easy to use two or more programs co-operatively to perform a task.

ASCII American Standard Code for Information Interchange. The standard 7 bit character set of 128 alphanumeric characters and control codes, including the basic English alphabet.

Datatypes A powerful part of the AmigaOS 3.0, the datatype subsystem makes it possible for applications to access any type of data in a similar manner. Instead of having to be able to decode JPEGs and GIFs by itself, the application can simply ask the operating system whether it recognises the file format, and retrieve the decoded data. Datatypes can also display the contents of a file by itself. For example, Voodoo uses the datatypes to display all mail by simply creating a datatype gadget out of the message and attaching it to the message window.

Dial-Up The kind of an Internet connection where you call your Internet Service Provider using a modem. Opposite to a permanent connection, such as an Ethernet connection on an Internet-connected local area network.

ISO-8859-1 (ISO Latin 1) An 8 bit character set with additional characters for Western European languages, extension to ASCII. Defined by the International Standards Organisation, this is the de-facto standard on the Internet. Default character set on Amiga.

MIME Multipurpose Internet Mail Extensions. An extension standard designed for Internet E-Mail to allow easy transfer of information of non-ASCII representation, such as audio, images, or other binary data. In addition, MIME defines methods of encoding text that is not guaranteed to transfer through SMTP servers intact, such as lines longer than 80 columns or 8 bit characters (such as äöéù£ß).

PGP Pretty Good Privacy. An encryption program based on public key cryptography, designed for encrypting messages to other people. Unencrypted email can very easily be saved and read by unauthorized people while in transit between systems on the Internet. Encrypting the messages will ensure privacy. PGP is freely available and widely used on the net. See also **regarding PGP**.

POP Post Office Protocol (version 3). A protocol designed for downloading mail messages from a mail server. Because this protocol requires an action from the receiver, it is suitable for dial-up connections that are not reachable from the Internet all the time.

RFC Request For Comment, the method of publishing Internet documentation, such as new protocol standards. A list of E-Mail related RFCs is in the [Standards appendix](#) .

SMTP Simple Mail Transfer Protocol. The backbone of Internet E-Mail, this protocol is used to send messages to other systems. Machines connected to Internet and configured to receive mail directly run an SMTP "daemon" that the sender's SMTP delivery program can connect when it wishes to send a message.

Spool file A file for temporary storage of data that is waiting for further action. In the case of Voodoo, a spool file contains incoming messages that are not yet read by Voodoo and moved to the mail folders. New messages are put into the spool file by the POP or SMTP program running on the machine.

1.79 Frequently asked questions about Voodoo

COMMON QUESTIONS AND PROBLEMS

Does Voodoo need MUI?

No. Voodoo uses the [ClassAct](#) GUI toolkit, which is free to the users of applications utilizing it. If you are a programmer and want to learn more about ClassAct, send mail to caldi@nai.net or take a look at <http://www.warped.com/~timmer/classact/>.

How do I import my AmigaElm/PINE/etc folders to Voodoo?

Instructions for this are provided in the chapter [Importing folders](#) . The registered version, Serious Voodoo, has extra support for making this procedure simpler.

How do I use my AmigaElm/PINE alias file with Voodoo?

An ARexx script by Dan J. Fraser for converting the file to the format used by Voodoo is included in the Contrib directory of the Voodoo distribution archive. Sami Itkonen converted this script to read a PINE addressbook file, and this version is included in the same place.

Why isn't ----- on the speedbar?

Three possibilities. Either We don't think it's necessary to have it there, in which case enough people requesting it can change my mind, or We just haven't thought of it, or We don't have an icon for it. In the last case, why don't you make one? ;)

I'm trying to use an external editor, but it doesn't work.

Voodoo runs the editor as an asynchronous process so that you could keep reading other messages while still writing the message. Because of this, it can not automatically send the message when you exit the editor. When you finish the editing and wish to send the message, send Voodoo the ARexx command [SEND](#) with the path and name of the temporary file as an argument. This will tell Voodoo to build the final message adding necessary header on it, file the message to the folder for sent mail, and run the message delivery agent.

What's the name all about?

Basically, it's just a cool name, and it keeps us from calling Voodoo MagicMail or something stupid like that. :) Unfortunately, lately voodoo has been just about the only thing that has kept my Amiga going, too, and We hope Voodoo will pay for a new machine so that We can concentrate on what We like, writing cool applications, instead of fighting stupid hardware problems. You can help with that by registering Voodoo.

I use MagicMenu. When I press the right mouse button in the editor, the system freezes. What's up?

The system locks up if I resize the message editor window.

This is a combination problem in the OS, the `textfield.gadget` Voodoo uses, and MagicMenu. What happens is that MagicMenu locks the screen's layers so that it could draw the menus without other programs messing up the display, and `textfield.gadget` does the same in `input.device` context. Boom, things lock up. The deadlock should automatically release in 10 seconds, though. A fix, `NewObtainGIRPort`, patches the routine `textfield.gadget` uses here. See the Contrib directory of Voodoo distribution.

Why doesn't Voodoo create its own public screens?

This capability will be added in Voodoo 2.0

Does Voodoo read USENET news? Will it do so in the future?

No, and very likely no. We don't want to mess with the NNTP protocol, which we consider very messy indeed.

When I try to install Voodoo, the Installer fails with an "Unable to compile script" error.

Most likely some misbehaving application installation has copied an obsolete version of the Commodore Installer utility to your hard drive. The Amiga Technologies Installer V43, which works with the script, is available on Aminet as util/misc/Installer-43_3.lha.

People I send messages to complain that they see a lot of things like =20, =E4, and so on in my messages. What is Voodoo doing?

The Simple Mail Transfer Protocol, SMTP, was defined as a 7 bit transport path, and thus can not reliably transfer binary data or text that contains non-ASCII characters such as diacritics or umlauts. In addition, many mail gateways are known to change TABs to spaces, cut off long lines, and do other nasty things to messages. To overcome this problem, a Quoted-Printable encoding method was defined in the MIME specification. This encoding changes the problem characters into escape sequences that start with = which is followed by a hexadecimal value. Of course, this brings out another problem, since not all mail reading software knows about MIME, and fails to decode quoted-printable into readable form. For this reason, Voodoo allows you to specify whether quoted-printable should be used or not. This is set in the global settings, [program preferences](#).

Voodoo doesn't send to people whose address is on the Cc line.

Strictly speaking, Voodoo does not send messages to ANYONE. Instead, it creates an RFC-822 message file, and runs an external delivery program whose responsibility it is to deliver the message to the address(es) listed on the To, Cc and Bcc headers of the message. One of these programs, popular because it is "easy" to configure, is Amiga PutMail. However, this program does not support Cc or Bcc headers, and thus messages are not delivered to the addresses listed on the Cc line in Voodoo's message editor.

Voodoo does not read the contents of the spool file, even though I have messages there.

Most likely, the syntax of the contents of that file is incorrect. Voodoo expects to find the file in what is called the UNIX "mailbox" format, containing RFC-822 syntax messages separated from each other by a leading line that looks something like the following:

```
From someone@somewhere.org Tue, 21 May 1996 18:45:00
```

This line is expected to be followed by a valid RFC-822 syntax header, which most often would be a Received header, although this is not a requirement. However, in certain misconfigured mail servers, the next line could instead be ANOTHER "From" line, this time quoted, as follows:

```
>From someone Tue, 21 May 1996 18:44:23
```

Since this is not a valid message separator, nor a valid RFC-822 syntax header, Voodoo will not recognise the start of the message, and will continue reading over the message, looking for a proper start-of-message indicator. It will then finally reach the end of the file, having found no messages with the correct syntax. You should tell the administrators of your mail server to correct this problem.

Sound attachments don't play correctly. For example, a WAV attachment only plays for a second or two.

This appears to be a problem with sound.datatype version 39, which did not support double buffering. Most third party sound subdatatypes, such as the WAV datatype require sound.datatype V40 or better for proper operation.

Animation attachments don't play correctly or crash the system.

The animation and anim datatypes of AmigaOS V40 (Release 3.1) are quite buggy and apparently can cause memory corruption. There is no known fix at this point.

If I save a message to file, I can't use it before selecting another message!

Voodoo attempts to conserve memory and disk space by using hard links between files instead of duplicate files where-ever possible. In particular, this happens when saving message bodies or attachments to RAM: disk, as the temporary files containing those are in the T: directory. Badly written applications, most notably LhA, unfortunately get confused with hard links and fail to access the file in the correct directory. When selecting another message, the temp files are deleted, and what used to be a link to the temp file becomes the file itself. This is a bug in the other application, not in Voodoo. While soft links are not fully supported under AmigaDOS, hard links are, and should under all circumstances be treated exactly like the actual file or directory they link to.

1.80 About the ClassAct GUI Toolkit

CLASSACT

Voodoo uses the ClassAct GUI toolkit.

ClassAct is a set of BOOPSI gadget and image classes, designed to speed up and simplify the development of GUI applications. Free to users of the applications, ClassAct is available as shareware and commercial licenses for Amiga developers. The license includes the development kit, support, and distribution rights to the shared ClassAct class libraries. For more information, refer to

<<http://www.finale-dev.com>>

or send mail to <caldi@finale-dev.com>.

1.81 Secure AmigaGuide

SECURE AMIGAGUIDE

Voodoo utilizes the AGA_Secure feature of amigaguide.datatype version 41 to safely display AmigaGuide documents, without risk of inadvertent execution of ARexx or Shell commands embedded within the document. Because this feature is not available in versions 39 and 40 of amigaguide.datatype, and because these versions contain a bug that makes them display AmigaGuide documents wrong when used within Voodoo (or any program that won't use the full window for the AmigaGuide view), Voodoo will not display AmigaGuide documents when used on a system that does not have version 41 or later of amigaguide.datatype installed.

The security risk in question here are the AmigaGuide commands ONOPEN and ONCLOSE, which execute an ARexx command upon entering or closing the document, and the special LINK commands RX, RXS and SYSTEM, which execute ARexx or Shell commands when the link button is selected. Version 41 of amigaguide.datatype recognises the AGA_Secure attribute that will make it ignore these commands.

When this was written, version 41 of amigaguide.datatype was not yet publicly available. We was told that Amiga Technologies may distribute a patch file for upgrading versions 39 and 40 of the datatype to version 41. If you can not find this patch, contact Amiga Technologies for information about getting this AmigaGuide security bugfix.

1.82 Related Internet Standards

INTERNET STANDARDS RELATED TO VOODOO

Internet Standards are documented in the form of Requests For Comments (or RFCs). These documents are each assigned an archive number, and categorized as standards, informational documents, and so on. The complete RFC archives are available on many large FTP sites on the Internet, with the central repository at rs.internic.net.

Since E-Mail is a very important part of Internet, it is not surprising that it is covered by a large number of RFCs. Here, We attempt to list some of these documents, and how they relate to Voodoo. Any comments and additions to this list are most welcome.

RFC-821 The Simple Mail Transfer Protocol (SMTP), the basic method of message transfer between Internet host systems. While mail is usually sent using SMTP, Voodoo does not implement SMTP by itself. Instead, it calls an external program to do that. The advantage of this is flexibility; you are not restricted to one SMTP implementation. In fact, you are not even required to use SMTP at all, if something else is more suitable for you!

RFC-822 Standard for the format of ARPA Internet text messages, or the Internet E-Mail file format. This documents the format of the files Voodoo deals with, and what kind of messages Voodoo should create.

RFC-1421 Privacy Enhanced Messages (PEM) is an earlier standard of message encryption and authentication. Voodoo does not support this standard because no free implementation of the encryption algorithms used in PEM is available, and because the free Pretty Good Privacy (PGP) encryption program has become a very popular.

RFC-1521 Multipurpose Internet Mail Extensions, or MIME documents a method of embedding messages in different formats, character sets, or representations within the RFC-822 files. This is the building block for attaching binary files to E-Mail messages.

RFC-1522 Message header extensions for non-ASCII text. RFC-822 restricts the character set used in E-Mail messages to the 7 bit ASCII printable characters. While RFC-1521 defines encoding methods that allow the use of non-ASCII characters in the message body, this standard documents a way to do the same for message headers.

RFC-1725 Post Office Protocol version 3 is a common method of transferring mail from Internet hosts to the client workstations that are not connected to Internet on a permanent basis, and thus can not receive mail using SMTP. As with SMTP itself, Voodoo does not use POP internally, but can be used with several available POP tools.

RFC-1730 Interactive Message Access Protocol version 4 is a standard for accessing remotely stored messages (which can be E-Mail or something else, such as Usenet News) from client workstations. Voodoo does not at this point support IMAP4 or other remote access protocols.

RFC-1806 The Content-Disposition header. Extends MIME by defining a standard way of transmitting the original file name of attached binary files, and the preferred display method. While Voodoo does use this header, it treats the "inline" and "attachment" disposition-types identically.

RFC-1847 Security Multiparts for MIME is the basic framework upon which the encryption support in Voodoo is built on. The actual documentation of the PGP encryption Voodoo supports is PGP/MIME, described further in RFC-2015. This RFC documents the message format on which PGP/MIME builds on.

RFC-1848 MIME Object Security Services (MOSS) is another method of message encryption and authentication built on top of the framework defined by RFC-1847. MOSS uses the algorithms defined in RFC-1421, and again due to the unavailability of any free implementations, is not supported by Voodoo.

RFC-2015 PGP/MIME describes the format of MIME messages Voodoo uses for sending PGP encrypted and/or signed messages. While this Standards Track document was published October 1996, Voodoo supported the format several months before that.

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