ADMail

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	COLLABORATORS		

	TITLE : ADMail		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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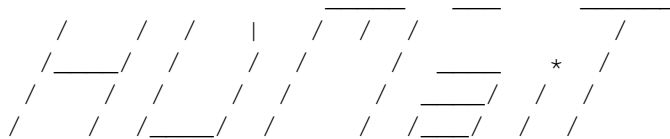
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              Amazing Developments Mail 1.5
                     By Simon Brown

              (c) 1995 Amazing Developments



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```

1.2 Introduction

Welcome to ADMail, the latest in fun and friendly programs from your friends
here at Amazing Developments.

ADMail is a GadTools–based UUCP/SMTP electronic mail reader and poster,
combining the ease of use of Intuition with the configurable cunningness of,
er, something that's really configurable. And cunning.

My guess is, that if you've been able to download this archive, you'll know
enough to be able to use the package...

ADMail is fully functional "out of the box" – I don't believe in crippled
software, apart from the bits I haven't written the code for yet :)

Oh, and by the way – ADMail is SHAREWARE, as defined in section 4 of this
standard FD–Copyright document, and worth a tenner of anybody's money if you
ask me.

Therefore: if you use this program loads, you are required (and indeed,
morally obliged) to send me a sum totalling no less than ten English pounds,
taking into consideration all monetary conversion costs. You are welcome to
send more if you wish...

For your tenner you will receive the splendiferous ADMaN, a combined mail/news
package incorporating all of the features of ADMail, and which will probably
not go on general release. This is what is known as "an incentive".

If you have an e-mail address (and it's pretty unlikely that you won't, let's
face it) then send it along with the registration, and I'll e-mail ADMaN to
you as soon as possible. Otherwise, you'll have to allow for postage and media
costs.

1.3 Installation

Installation of ADMail is easy, but setting it up is a bit more ↩
            difficult. To
that end, the Installer script supplied will install ADMail for you, and will
also enable you to set some of the configuration options. You'll need the
standard CBM/AT Installer program, which is not supplied, to run the script.

If you've got this program, double-click on the Install icon. If not, copy the
ADMail binary, script, and icon to where you want them to be, and modify the
script to point at ADMail's location. Then go to the

                        Configuration
                         section.

Before installation, you'll need to check a couple of variables ADMail
requires for correct operation. These can be located in the local or global
environment, or in the "UULib:Config" or "S:UUConfig" files (if you have
them).

The variables are:

    USER   Should contain your user ID (e.g. "simes").
    REALNAME   Should contain your real name (e.g. "Simon Brown").

and either
    HOSTNAME   Should contain your machine's full name
                (e.g. "amdev.demon.co.uk")
or
    NODENAME   Should contain your machine name (e.g. "amdev")
    DOMAINNAME Should contain the domain your machine is in (e.g.
                ".demon.co.uk")

It is assumed that these variables will be set up by whichever Internet
software you're using.

ADMail should now be installed correctly in your system.

1.4   Configuration

                        ADMail is quite a complex piece of software. Because of this, ←
                         there are a
large number of configurable settings, to enable you to tailor it to your
own system.

The configuration system has been altered slightly – there may now be a base
configuration file, stored as ENV:ADMail.config, which may contain all of
the standard options. This file is read first, followed by the user's config
file as detailed below. The main reason behind this method is so that the
base directories may be set up using the base config file, which is stored
in a directory guaranteed to be present on all systems. In addition, people
having more than one user may choose to just use the base config file,
rather than maintaining a number of identical files in different directories.

NOTE: The use of this file is NOT mandatory, and if you don't want to use
it, or are happy with the way you have a previous version set up, then don't
use it. ADMail will work perfectly happily without it.

The user configuration file is, by default, stored in the file ADMail.config
in the $BASEDIR/<user> directory, where <user> is either the value of the USER
variable, or the value for USER specified on the command line. $BASEDIR is
the base directory (see below) and defaults to "USR:".

If the CONFIG command-line option is used, the file is read from USR:<user>
as above. Subdirectories may be specified in the CONFIG value.

The config file is a standard text file, with one option per line. Each
option is specified as follows:

Option   "Setting"

with the option first on the line, one or more spaces, and the setting. The
setting should be in quotes for best effect, but it's not mandatory.

Config topics:

                    Dirs & files
                      – where things go.

                    External programs
                      – helper programs.

                    Strings
                      – bits of text.

                    Switches
                      – turn things on and off.

                    Window settings
                      – put the windows where you want.

                    Variables
                      – internal variables.

1.5 Configurable directories and filenames

                These settings control where ADMail looks for the files it needs ←
                    and what some
of these may be called. All but one can use the $BASEDIR and $USER
                variables
                    .

    BaseDir   The base directory. Any other directory strings may
                   include this using the $BASEDIR variable as the root.
                   Most of the default directory settings use this as the
                   root. Most usefully set in the config file in ENV:.
                       Default "USR:"
    SaveDir   Default directory for saving messages. The directory in
                   which the requester will open.
                       Default "RAM:"
    SigDir   Directory where your signature and .mailheaders files lurk.
                   I suggest you use $USER somewhere in this.
                       Default "$BASEDIR/$USER"
    SigFile   Name of your signature file.
                       Default ".signature"
    MBoxDir   Directory in which your mailboxes lurk.
                       Default "$BASEDIR/Mail"

If you wish, you can add custom headers to your mail messages. Create a

file named ".mailheaders" and put the headers you want into it. Put this file
into the same directory as your signature file and ADMail will include it with
every outgoing message.

1.6 External programs

These settings control which external programs ADMail uses to perform various
tasks. Environment variables can be used in place of filenames, if required.
Note: Don't use "run" or similar commands to try and speed up operations.
It won't work, because ADMail will try and utilise the file before the
program gets to it. Don't say I didn't warn you.

            Sendmail   Command string to call your sendmail program.
                                Default "sendmail <$MSG -f $USER"
            UUDecode   Command string to call your UUDecoding program. The
                            default uses Asher Feldman's excellent UUxT program,
                            and the options will probably not work with any other
                            UUDecoder.
                                Default "UUxT x $MSG dest=RAM:"
            RandSigHook   Name of command to generate your random signature. If
                            RandomSigs is set, this command will be called just before
                            the editor is loaded. This command should create a new
                            signature file, corresponding to the dir/name you have
                            chosen. The $GROUP variable may be used here.
                                Default "MakeSig"
            Editor   Command string to call your editor.
                                Default "$Editor" (this is an environment variable)

1.7 Configurable bits of text

These settings cover all the other bits of text that get used in the
program. Most of them are used when building replies to messages.

            Salute   String placed at the start of replies.
                                Default "Greetings, $FIRSTNAME."
            ForwardIntro   String placed at the start of forwarded messages.
                                Default "On $DATE, $NAME wrote:"
            IndentPrefix   String placed at the beginning of each included line in a
                            reply.
                                Default "> "

            PubScreenName   If PubScreen is "Yes", this option gives the name of
                            the public screen to open on.
                                Default is to open on the default public screen.
            MailButtons   Layout of the button bank. Each item should be named
                            after the chosen function's menu item, and the items
                            should be separated by the vertical bar character "|".
                                Default:
                                "Decode|Delete|Undelete|Save|Send new|Reply|Forward"

1.8 Toggles and rockers

These settings control the way sections of ADMail function, controlling the way
in which various different functions operate.

ToReceived   Transferring new messages to the received file. The
                  options are:
                  "Ask" – Ask if the messages should be transferred.
                  "Always" – Always transfer, without asking.
                  "Never" – Do not ask or transfer.
                      Default "Ask"

SortBy   How to sort mailbox entries. Note that the mailboxes
                  will be saved in the sorted order. The options are:
                  "Natural" – Do not perform a sort on the messages.
                  "Name" – Sort by the name of the sender.
                  "Subject" – Sort by the subject of the message.
                  "Date" – Sort by the date the message was sent.
                      Default "Natural"

UseUUConfig   Whether to search UULib:Config and S:UUConfig for
                  environment values. Set this to "No" if you don't
                  have these files.
                      Default "Yes"
LogOutgoing   Whether to save outgoing mail into UUMAIL:<user>.sent.
                      Default "Yes"
LogEncoded   Whether to store UUEncoded files in their entirety in the
                  log file. Only valid if LogOutgoing is "Yes".
                      Default "No"
IncludeFrom   Whether to include a From: header in the outgoing message.
                  Necessary if your sendmail prog can't insert one itself.
                      Default "No"
RandomSigs   Whether to generate a new signature automatically.
                      Default "No"
SigDashes   Whether to insert a "-- " line before your signature in a
                  message.
                      Default "Yes"
ShowSigs   Whether to show signatures when displaying messages.
                      Default "Yes"
ShowDeleted   Whether to display items which are marked as deleted.
                      Default "No"
SkipDeleted   Whether to skip over deleted items when using next/prev.
                      Default "Yes"
ReloadOnResize   Whether to reload a displayed message when the message
                  window is resized.
                      Default "No"
PubScreen   Whether to open on a public screen (default or specified).
                  If "No", ADMail will open its own screen, which will clone
                  the WB screen's dimensions, and have 2 bitplanes (4
                  colours). Otherwise, ADMail will examine the PubScreenName
                  setting to determine what action to take.
                      Default "Yes"
ShowButtons   Whether to show the button bar at the bottom of the list
                  window.
                      Default "No"

1.9 Window sizing and placement

These settings control the size and position of ADMail's windows. As ADMail
uses a font-sensitive interface, the exact size of the default windows will
depend on the dimensions of the selected system font.

The default settings are such that, using Topaz 8, the message list and
message display windows will cover the entirety of a med-red PAL screen
(640 by 256). The select window will open on top of the list window.

```
MsgListLeft      Sizing and placement settings for the message list window.
MsgListTop
MsgListWidth         Defaults: Under Topaz 8, around 640 by 110.
MsgListHeight

MsgLeft          Sizing and placement settings for the message window.
MsgTop
MsgWidth             Defaults: Again, Under Topaz 8, around 640 by 140.
MsgHeight

SelectLeft       Sizing and placement settings for the mbox select list.
SelectTop
SelectWidth          Defaults: Under Topaz 8, about 320 by 110.
SelectHeight

TextWidth        The no. of columns of text to display. Replaces MsgWidth
                 and MsgListWidth. If this option is present, the MsgWidth
                 and MsgListWidth options will not be used. My preferred
                 setting for this is 82.
                     Default: None. The default window sizes are used
                     instead.
```

1.10 Internal variables

A number of the configuration options may use the internal variables, which
ADMail maintains.

```
$MSG        Filename of temp. message file (only useable by Sendmail)
$USER       Your user id (e.g. "simes")
$FIRSTNAME  First name of sender of current message (e.g. "Simon")
$INITIALS   Initials of sender of current message (e.g. "SB")
$NAME       Full name of sender of current message (e.g. "Simon Brown")
$ADDRESS    E-Mail address of sender of current message, which may
            or may not contain a realname string
            (e.g. "Simon Brown <simes@amdev.demon.co.uk>")
$DATE       Datestamp of current message (e.g. "Sun, 30 Apr 95")
$TIME       Time of current message (e.g. "13:42:52")
$MSGID      Message-ID of current message
$SUBJECT    Subject of current message
```

Note that most of these are dependent on there being a message currently
selected – if there is not a message selected, they will not be parsed.

1.11   Using the mailer

When ADMail is run, it attempts to find the user's alias file and mailbox.
It will load the aliases, then scan the mailbox to obtain message information.
It will then display this information in the message list window. The display
will look something like this:

```
    From                 Subject                           Status  Lines

    Matthew Collins      ADMAIL                               A      20
    Simon Brown          Talking to myself again...           N       9
    Dan Cannon           Re: ADMail                          L A     20
    John Brown           Re: Hello.                           AF     22
```

The first unread message, if there is one, will be highlighted.

Most of these fields are fairly self-explanatory. The Status field shows a
number of letters indicating flags set on particular messages. The flag
letters, and their meanings, are as follows:

```
    N:  New message
    O:  Old (unread) message
    A:  Message which has been replied to
    F:  Message which has been forwarded
    L:  Message which has been logged (saved or printed)
    D:  Message which is marked for deletion (removed when the mailbox is
        next updated)
    C:  Message which has been marked for copying to the received file
        (this occurs when the mailbox is next updated)
    T:  Message which has been marked for transferral to the received file.
        This happens when the message is marked for both copying and
        deletion.
```

To select a message as the "active" one, use the left/right arrow keys to
change the highlighted message, or click on the desired message in the list.
Actions (delete, undelete, reply, save etc.) may now be performed on this
message.

To read a message, either double-click on the desired message in the list,
or select the desired message as above and press the Return key.
Additionally, if a message is selected, the next one in the list may be
read by pressing the > key. Similarly, the one before it in the list may
be read with the < key.

If ADMail recognises the message as one it can display, the message view
window will be opened and the message displayed within it. Once displayed,
the message can be scrolled with the up/down arrow keys, or moved a page
at a time using a combination of the up/down arrows and the shift key.
ADMail recognises MIME messages of type text/plain, with "7bit", "8bit",
"binary", or "quoted-printable" encoding. It also recognises the "us-ascii"
and the 9 "ISO-8859" charsets, although it will not convert them. It does
not, however, currently recognise multipart messages of any type.

If ADMail does not recognise the message type, it will attempt to run
Metamail to display the MIME message. If Metamail is installed correctly
on your system, the contents of the message should be displayed by

Metamail, and control returned to ADMail once Metamail has finished.
If you do not have Metamail and wish to prevent ADMail from attempting
to run it, setting the environment variable NOMETAMAIL will achieve this.

To view a different mailbox, select "Change...".
You will be shown the available mailboxes and their sizes. To select a
mailbox, double-click on it, or use the up/down arrow keys and Return.
The selected mailbox will be opened and displayed as before.

1.12   Menus and shortcuts

This section gives the menu options and available keyboard ←↩
shortcuts. All
of the menu options may also be used on the button bank (see
Configuration
).

A-<key> indicates the menu (right Amiga) key.

Menu item	Function	Shortcut key
Project		
Change...	Change mailbox	C or A-M
Rescan Current	Reload contents of current mailbox/newsgroup	A-R
Preferences...	Program preferences Due for improvement (currently loads your config file into a text editor)	
About...	Standard About box, with a button for mailing bug reports.	A-?
Quit	Exits ADMail.	A-Q
Message		
View	View current message	V or Return
Next	Select next message from list and view it	>
Previous	Select previous message from list and view it	<
Save	Save current message to new file	S
Print	Send current message to printer	
Decode	Save current message and UUDecode it	
To Received	Mark message for copying to the received file	T
Delete	Mark current message for deletion	D
Undelete	Unmark message marked for deletion	U
Mail		
Send new	Compose and send new mail	M
Reply	Compose and send reply	R

```
                                  to current message
     Forward                      Forward current message        F
                                  to new recipient
```

1.13   The alias list

The alias list is stored in the home directory of the current user
($BASEDIR/<user>) under the filename "Aliases". If there are valid aliases
in this file, then the alias list window will pop up whenever you try and send
new or forwarded mail.

To send mail to someone in the list, double-click on their name, or use the
up/down arrow keys to highlight a name and Return to select it. If you want
to send mail to someone not in the alias list, select "<someone else>".
If you decide not to send any after all, click the close box or hit Escape.

If the list is not cancelled, the text editor will now open up with the
message as usual, but if a name was selected the To: field will be filled in
with the address for that person.

The aliases are stored one per line in the file. Lines beginning with # are
taken as comments. For example:

Simon Brown: simes@amdev.demon.co.uk
AmDev Mailserver: mailserver@amdev.demon.co.uk

The section before the colon will be displayed in the window; the section
after will be used as the address.

Note: Lines without colons in them will be ignored.
There is, at present, no way of stretching aliases over more than one line.
In addition, aliases cannot reference other aliases, and they are only
expanded when selected from the list. They will not be expanded after the
message is edited.

1.14   Command-line usage

The command template is:

ADMail USER/K,MAILBOX/K,CONFIG/K,TO/K,FILE

USER specifies the user ID to assume on startup. Determines where the config
file is located. If not given, defaults to the USER setting in the environment
or in UULib:Config.

e.g. "ADMail USER sporran" sets the user ID to be sporran, and opens
sporran's mailbox.

MAILBOX specifies the name of the mailbox to use (without a pathname
specifier). If it is not given, it defaults to the same setting as USER.

e.g. "ADMail USER sporran MAILBOX spanner" sets the user ID to be sporran,

but opens spanner's mailbox.

CONFIG specifies the name of the config file, if you wish to use a name
other than the default "ADMail.config".

TO is used when you wish to send some mail without opening the GUI. If TO
is specified, ADMail will open a blank mail message in the editor, and
you fill it out and send it off as normal.

e.g. "ADMail TO simes@amdev.demon.co.uk" opens an editor window for sending
mail to me.

FILE is used when you wish to send a ready-prepared file - ADMail will not
open any windows, it will just add appropriate headers to the file and
pass it to Sendmail. If both TO and FILE are specified, the file is sent to
the specified recipient. Otherwise it is assumed that the file already
contains a valid To: header.

e.g. "ADMail t:message" takes the file t:message, adds appropriate headers,
and sends it;
     "ADMail TO simes@amdev.demon.co.uk USR:$USER/ADMail.config" sends your
ADMail config file to me.

1.15   Things yet to do

Things that probably should be done to ADMail:

Better MIME decoding - decoding the text parts of multipart messages, in
particular.

Sending messages in MIME format - quoted-printable at the very least.

1.16   Bugs in PROG

I've nailed down almost all the bugs I've been told about, so this is a
wonderful opportunity for you to find some more.

I've killed one or two since the last release - check the History list for more
information.

To mail me a bug report, click on the "I've found a bug, me" button in the
About requester.

Be sure and tell me everything relevant about your system - OS version,
amount/type of RAM, processor type etc.

If you get any Enforcer hits, note down the hunk/offset of the ones shown as being
caused by ADMail, and send that along, too.

I have been told that occasionally, after doing lots and lots of stuff with
ADMail, it'll crash when exiting. I think I may have fixed this now, but if
anyone still encounters it, drop me a line.

1.17   Acknowledgements

Profuse thanks must go to the following people:

The beta-testers:

```
Gareth Edwards       <config@ultim.demon.co.uk>
Gwynne Reddick       <gred@agog.demon.co.uk>
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Matthew Cowen        <matthew@mattyc.demon.co.uk>
Simon Dainty         <izzy@ancient.demon.co.uk>
```
and everyone who downloaded beta 3 from ftp.demon.co.uk.

Also thanks to Raz for drawing the NewIcons icon for me.

Additional thanks to Volant Turnpike for providing my Web space, which can be found at "http://uptown.turnpike.net/S/simes/index.html".

1.18   About Simon Brown

Born at an early age in the northeast of England, Simon Brown has successfully reached the age of 22 without succumbing to fatal diseases or limb loss. He has just finished struggling through the final year of an honours degree in Computer Science at the University of Teesside, and has big plans for the future. He has moved out of Middlesbrough, which is a good start.

Simon has produced a number of packages under the banner of Amazing Developments, his shareware label. The most notorious of these is probably Gibbereeze, which is available on a number of platforms and is almost totally useless. Other small utilities he has written include Neat, a text file reformatter, and FilePick, a program to pick random filenames.

Simon is approximately six feet tall, and rather too heavy for his own good. This is mainly due to his predeliction for pasta and Battenburg Treats. Although he has been working out lately, so hopefully he now looks somewhat more human-shaped. He has brown hair and eyes, and a permanent air of puzzlement at the world. He likes to drink tea, and vodka with fresh orange when someone else is buying. If the person buying is particularly well off, he'll have a large Bailey's, please.

The Amazing Developments contact address is:

```
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```

```
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```