

YAM

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	<i>TITLE :</i> YAM		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Contents

1	YAM	1
1.1	YAM - English documentation	1
1.2	Introduction	1
1.3	Requirements	2
1.4	Registering	2
1.5	Copyright	3
1.6	MUI	3
1.7	Installation	4
1.8	Quick Introduction	4
1.9	Folders	6
1.10	Configuration	9
1.11	Address book	13
1.12	Edit address	14
1.13	Write	15
1.14	Editor commands	16
1.15	Read	18
1.16	Error Messages	19
1.17	Startup Options	21
1.18	ARexx Interface	21
1.19	Tips & Tricks	24
1.20	Technical	25
1.21	Mail Transport	25
1.22	What's MIME?	26
1.23	The Future	27
1.24	Author	27
1.25	Credits	28

Chapter 1

YAM

1.1 YAM - English documentation

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=====
Y A M      (Yet Another Mailer)   Version 1.3
=====
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Introduction	- Features of YAM
Requirements	- What you need to use YAM
Registering	- How to register YAM
Copyright	- Disclaimer
Installation	- How to install YAM
Quick Introduction	- 5 minutes to success
Folders	- Receive, copy, send, archive messages
Configuration	- How to configure YAM
Adressbook	- Manage frequently used addresses
Write	- How to write mail
Read	- Reading messages
Error Messages	- Trouble shooting
Startup options	- Tooltypes and Shell options
ARexx Interface	- Control YAM from other programs
Tips & Tricks	- Some valuable hints
Technical	- How YAM manages the messages
Mail Transport	- Information about SMTP and POP3
What's MIME?	- Information about MIME
New Features	- What's new in YAM 1.3
Future	- Planned enhancements
Author	- How do I contact the author
Credits	- Who has participated

1.2 Introduction

YAM (abbreviation for 'Yet Another Mailer') is a combined Mailer/POP/SMTP client for the Amiga. I programmed it, because no other program satisfied 100% and I wanted to refresh my knowledge in programming.

Features of YAM:

- Basic functions: read, write, delete, reply and forward mail
- Three folders for incoming, outgoing and sent mail and up to 16 folders for archived mail
- Address book supporting groups and user lists
- Built-in POP3 client to check for mail on startup, on demand or at regular time intervals
- Write or reply your messages off line and send them to the mail server using the built-in SMTP client
- Add the sender of a message to the address book with a simple mouseclick
- Built-in support for UUencode and MIME to send and receive binary files
- Up to 32 filters to automatically process new messages
- The ARexx port allows other programs (e.g. WWW browsers) to control YAM
- YAM is a commodity: it waits in the background as an icon and pops up when a hotkey is pressed
- The graphical user interface of YAM is programmed with MUI and is therefore font-sensitive; the windows are freely sizeable
- YAM runs either on the Workbench screen or on any other custom screen
- Context related on line help through help bubbles and AmigaGuide
- 13 supported languages
- Easy installation with the Installer

1.3 Requirements

HARDWARE REQUIREMENTS

- Amiga Computer with a minimum of 1 MB Ram

NEEDED SOFTWARE

- Kickstart 2.0/Workbench 2.0 or higher for the English version
- Kickstart 2.0/Workbench 2.1 or higher for the non-English versions
- MUI 3.1 or higher
- AmiTCP 2.3 or higher (or AmiTCP compatible TCP/IP stack like MIAMI)

1.4 Registering

REGISTERING

YAM is so called 'mailware'; that means, if you use YAM periodically, you must send me a message with your name and your email-address. A few days later you'll get your personal registration code by email.

On startup, the unregistered version of YAM displays a requester which enables you to register on line. In response I'll send you a registration

code to put into the configuration.

In fact, YAM is freeware; you don't have to pay for it. The purpose of the registration is to control the usage of YAM.

1.5 Copyright

COPYRIGHT

The copyright for this software is by Marcel Beck. This archive may only be distributed in unmodified form. In particular the deletion of the documentation and this copyright-note is not allowed.

DISTRIBUTION

This software is freely distributable. The distribution is permitted under the following conditions:

- All associated files included with the distribution archive are to remain intact and unaltered.
- The distribution over BBS's, Internet, software libraries like the ones from Fred Fish or Aminet CD-ROM's and similar electronic channels is granted.
- For disc-magazines and service providers, who rise additional costs for the file transfer, the permission of the program author is required.

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This software is provided as-is, without warranty of any kind, either expressed or implied. In no event will the author be liable for direct, indirect, incidental or consequential damages or data loss resulting from the use or application of this software. The entire risk as to the results and performance of this software is assumed by the user.

RETURN SERVICE

This software is free to test for 30 days without any obligation. After that time you must register for further use of this software.

1.6 MUI

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With

the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

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

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.7 Installation

INSTALLATION USING THE COMMODORE-INSTALLER

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

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

MANUAL INSTALLATION

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

- Create a directory for YAM on the hard disk. A good place is for example the directory AmiTCP.
- Copy the files YAM, YAM_english.guide and the directories Icons and Rexx in this directory. Rename the guide to YAM.guide.
- Create an assignment YAM: to your YAM-directory in s:user-startup, e.g. Assign YAM: Work:AmiTCP/YAM.
- Reboot your computer.

1.8 Quick Introduction

QUICK INTRODUCTION

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

1. Get the following information from your internet provider:
-

- Your email address
- The internet address of your mail server (also called POP3- or SMTP-server)
- The password to log into the mail server

As an example we create a "fictitious" user named Bill Clinton. His email address is `clinton@whitehouse.gov`, the address of his mail server is `mail.whitehouse.gov` and his password is `tnediserP :-)`

2. Start YAM with double click on its icon. A copyright requester appears; leave it with a click on [Okay]. Now you should see the main window including four message boxes and three rows of buttons.
3. First we must configure the program. Select the item Configuration in the menu Settings. In the register card Start enter the required parameters for the mail transfer. In our example this are:

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

4. YAM allows you to add a free definable text to all your letters. Change to the register card Write and select the option Use signature. Start the editor with a click on [Edit signature] and enter the desired signature, e.g.

Yours sincerely,
Billy

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

5. Save the settings with a click on [Save]. YAM is now ready and you are able to write your first message.
6. Click on [Write]. In the newly opened window select the string-gadget labelled To and enter the recipient's email-address, in our example this is `clinton@whitehouse.gov`. In the string-gadget Subject you should specify the topic of your letter in a few words. Now click in the large empty area and enter your message.
7. Since either AmiTCP isn't up yet or you're not yet connected, click on [To queue]. This saves the new message in the folder "Outgoing" and refrains from immediate sending in contrary to [Send].
8. Now start AmiTCP and build up a connection to your Internet provider. Change to the folder "Outgoing" and send your mail with a click on [Send all]. In the small transfer window you may watch how YAM logs in and sends the mail to the mail server.
9. As you may have noticed your message has disappeared from the folder "Outgoing". But don't panic; it just moved to the folder "Sent". The envelope in the list now has a postage stamp which means the message was successfully sent.

10. Double clicking on the message opens the read window. You should

recognize your own text. The white lines were created by YAM and contain necessary information for the mail transfer.

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

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

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

1.9 Folders

FOLDERS

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

Incoming: This box contains all mail addressed to you.

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

Sent : This box contains all successfully sent mail.

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

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

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

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

The second column contains, depending on the folder, either the sender or the receiver of the message. The third column contains the subject, the fourth column the receiving or manufacturing date and the last column shows the size of the message in kbytes.

A double click on a entry in the list opens the read window and shows the contents of the mail.

FUNCTIONS

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

[Read]

Loads the message into the read window.

[Forward]

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

[Delete] *

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

[Get address]

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

[Write]

Opens the write window where you compose a new message.

[Undelete] *

Resets the status of a message marked for deletion.

[Get mail]

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

[Reply]

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

[Filter]

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

[Archive] *

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

[Edit]

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

[Send] *

Builds a connection to your mail server and sends the selected message.

[Send all]

Sends all messages in "Outgoing".

[Send again]

Sends an already sent message again.

[Move] *

The message gets moved from the current folder to a different archive folder.

MENUS IN THE MAIN WINDOW

Project/About

Shows Copyright information and offers you the possibility of an On line-Registration.

Project/Hide

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

Project/Quit

Ends YAM.

Folder/Select all

Selects all messages in the active folder.

Folder/Remove deleted

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

Folder/Update index

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

Folder/Import

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

Folder/Export

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

Settings/Address Book

Enables you to edit entries in the address book.

Settings/Configuration

Opens the configuration window.

Settings/MUI

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

ARexx/Execute script

Lets you select an ARexx script and executes it.

KEYBOARD SHORTCUTS IN THE MAIN WINDOW

LEFT and RIGHT cursor keys are used to switch from one folder to the next.

DEL does the same thing as the [Delete] button.

1.10 Configuration

CONFIGURATION

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

START - necessary details to get YAM working

Real name

Your real first name and surname. Make sure this is filled in properly. The On line-Registration uses this field to calculate the registration code. A change in this field invalidates the registration! Don't use the quotation mark " in your name.

Email address

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

POP3 server

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

Password

The password you use to log into the mail server.

Registration code

Here you have to insert the number you got from the YAM author after the on line registration. Please note that a modification of the "Real name" entry invalidates this code.

RECEIVE - options used to receive mail

POP3 UserID

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

Check for mail every x minutes

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

Get mail on startup

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

Delete mail on server

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

Avoid duplicates

This option forces YAM to check the Message-ID of every new message and

doesn't download it if the ID already exists in the message base.

Transfer window

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

New mail reporting

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

Confirm download

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

SEND - options used to send mail

SMTP server

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

Reply to

Your default reply address is your email address. If you want to use a different address, specify it here.

Organization

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

Send mail on startup

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

FOLDER - options concerning mail folders

Confirm deletion before x or more messages are selected

If this option is selected, you must confirm a safety check before YAM erases a defined number of messages.

Delete messages on exit

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

Folders

This is a list of the mail folders known by YAM. Four of them (colored white) can't be modified, but you can add up to 16 additional archive folders to store your messages (colored black). Click on [New] to add another folder, use [Delete] to remove it.

Name

The name of the custom archive folder.

Sort by

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

FILTER - user defined mail filters

The purpose of a filter is to process mail in the incoming folder. If a message meets some conditions, it will be moved to an archive folder, deleted and/or forwarded to another person. You can specify up to 32 such filters (also known as rules). Click on [New] to add a new filter, use [Delete] to remove it.

Apply to new mail

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

Name

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

Match

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

Field

Select the header field you want to check.

Enable

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

Case sensitive

Select this option to do a case sensitive comparison.

If not true

Use this option to invert the result of the comparison.

Action

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

READ - options for reading mail

Message header

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

Read window font

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

Decode files to

This is the default place to save attached files.

MIME viewers

By default YAM will use MultiView to display attached files. Messages in MIME format have got an ContentType field which contains the type of the encoded file. You can specify individual viewers program for each content type. This is important for WB 2.x users (no datatypes!) and graphic card owners. Click on [New] to add another folder, use [Delete] to remove it.

Example: to display pictures in JPEG format, you can add an entry with MIME type set to "image/jpeg" and viewer set to "TOOLS:Gfx/ViewJPG %s".

MIME type

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

Viewer

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

WRITE - options for composing new messages

Start replies with

If you reply a message, this text will be appended to the new letter. You can use several variables: %n is the full name of the recipient, %f is his first name, %e his email address, %d is the date and %s the subject of the message.

Start forwarded messages with

If you forward a message, this text will be appended to the new letter. You can use several variables: %n is the full name of the original sender, %f is his first name, %e his email address, %d is the date and %s the subject of the message.

Use signature

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

Quote original mail

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

SYSTEM - different setups

External editor

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

Directory for tempfiles

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

Icon position

Enter a position for the AppIcon of YAM.

Closegadget iconifies program

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

MENUS IN THE CONFIGURATION WINDOW

Project/Open

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

Project/Save as

Saves the current configuration with a different name.

Edit/Reset to Defaults

Resets all current configurations to the stored default settings in YAM.

Edit/Last Saved

Changes the current configuration to the one which was valid while booting.

Edit/Restore

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

1.11 Address book

ADDRESS BOOK

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

Open

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

Close

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

To:

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

CC:

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

BCC:

Uses the selected entry as black copy recipient for a new message.

New user

Opens the edit address window to add a single person.

New list

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

New group

Opens the edit address window to add a new group. A group is some kind of directory which contains persons, list and other groups.

Reload

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

Edit

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

Delete

Deletes the selected entry from the address book.

Save

Saves the address book on the hard disk.

1.12 Edit address

ADDRESS INPUT

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

Alias

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

Description

A text string which describes the current entry.

Real Name

First- and surname of the receiver.

Email address

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

Members

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

[Okay]

Accepts changes.

[Cancel]

Reject changes.

1.13 Write

WRITE MESSAGES

This window is used to write, modify, reply and forward messages. The large text entry field on the MESSAGE page is used to enter your letter. Click [here](#) for a list of available editing commands.

[Editor]

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

[To queue]

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

[Send now]

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

[Cancel]

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

MESSAGE

To

This field contains the primary recipients of the message you're going to write. You can enter aliases or names from the address book or even complete email addresses if the recipient doesn't exist in the address directory. Multiple recipients have to be separated with commas. To get an entry from the address book, proceed as follows:

Open the address book by clicking the pop up gadget on the right side. Select the desired entry and simply drag it over this string gadget or click the To: button.

Copy to

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

Subject

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

ATTACHMENTS

You can attach one or more files to your letter. This is a means to transmit binary files like archives, pictures e.t.c. through email. You can choose the type of encoding (MIME or UUencoded) and add a description for each file.

The attachments list contains four columns: file name, size of the file in bytes, type of encoding and description. You can rearrange the entries the list by drag & drop.

[New]

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

[Delete]

Removes the selected attachment from the list.

[Display]

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

Encoding

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

Content type

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

Description

You may enter a comment for the selected attachment.

OPTIONS**Black copy to**

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

Reply to

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

MENUS IN THE WRITE WINDOW**Text/Clear all**

Clears the whole text in the editor.

Text/Insert file

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

1.14 Editor commands

Documentation for the internal editor (textfield.gadget)

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

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

If your cursor is already somewhere in the text field, you can hold the SHIFT key and click to mark the text from the current cursor position to the place where you clicked.

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

For key sequences, the Amiga Style Guide was followed.

Key Sequence	Function
SHIFT CURSOR UP	Move to the top line in the current page, or scroll up one page if cursor is on top line
SHIFT CURSOR DOWN	Move to the bottom line in the current page, or scroll down one page if cursor is on top line
SHIFT CURSOR RIGHT	Move to the right end of the current line
SHIFT CURSOR LEFT	Move to the left end of the current line
CTRL CURSOR UP	Move to the top line of the text
CTRL CURSOR DOWN	Move to the bottom line of the text
ALT CURSOR RIGHT	Move to the next word
ALT CURSOR LEFT	Move to the previous word
ALT CURSOR UP	Move to first character in gadget
ALT CURSOR DOWN	Move to last character in gadget
SHIFT BACKSPACE	Delete all text to the left of cursor on the current line
SHIFT DELETE	Delete all text to the right of the cursor on the current line (in block cursor mode this also includes the highlighted character)
ALT BACKSPACE	Deletes the word to the left of the cursor starting at the current cursor position
ALT DEL	Deletes the word to the right of the cursor starting at the current cursor position
CTRL X	Deletes the whole line that the cursor is on
RAMIGA E	Erase all text in gadget (saved in undo buffer)
RAMIGA V	Paste text from clipboard to current cursor position
RAMIGA A	Mark all text
RAMIGA U	Undeletes (pastes) the last block of text marked, or recover from RAMIGA E

When text is highlighted the following keys have functions:

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

1.15 Read

READ MESSAGES

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

[<]

Displays the message on top of the current message in the mail folder.

[>]

Displays the message below the current message in the mail folder.

[Previous]

Displays the message which is current in the active message.

[Next]

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

[Reply]

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

[Archive]

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

[Delete]

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

[Save]

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

[Print]

Prints the current message or a part of it to disk. You can select the

original message (in raw format), the textual parts or one of the attached text files (you can't print binary attachments like pictures, use the print option of the appropriate MIME viewer to do this).

[Display]

Displays the current message or a part of it with one of the configured MIME viewers. You can select the original message (for debugging reasons) or any of the attached files. If this function fails, check the MIME viewer settings in the READ section of the preferences.

MENUS IN THE READ WINDOW

Header

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

KEYBOARD SHORTCUTS IN THE READ WINDOW

Use SPACE and BACKSPACE to page through the current message.

LEFT and RIGHT cursor keys are used to display the previous or next message in the mail folder.

DEL does the same thing as the [Delete] button.

1.16 Error Messages

ERROR MESSAGES

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

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

Can't open library 'x', version y

Check LIBS:, MUI:Libs and SYS:Classes for the named library.

Maybe you have to get a newer version of MUI.

Can't create MUI custom classes

Can't allocate ASL structure

Can't open timer.device

You're probably low on memory. Quit other running tasks.

Can't create application

You're low on memory or YAM is already running.

AmiTCP is NOT running!

Execute the AmiTCP startnet script.

Read error on mail file

Can't find the mail file

Check the directory of the "Outgoing" folder. Select the "Update index" menu item.

Invalid address 'x'

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

Unknown SMTP server 'x'

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

Unknown POP3 server 'x'

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

No connection to 'x'

Can't connect to 'x'

Make sure you're on line and check the spelling of the mail server entries in your configuration. Ask your provider if he supports the POP3 protocol.

Can't create mail directory

Verify the path of the mail root directory. By default, it should be YAM:. Also check the MAILDIR tooltype option.

Cannot save configuration to 'x'

Verify the path of the mail root directory. Also check the PREFSFILE and MAILDIR tooltype options.

Unknown MIME encoding: x

Unknown header encoding: x

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

Incomplete multipart message: unexpected end of file

Can't extract MIME message

Missing boundary in multipart message

Unexpected EOF while decoding a BASE64 encoded file

The MIME message is broken or badly formed. Use "Display Original" to see the raw message.

Can't create mail file

Can't create temporary file

You're probably out of memory. Redirect the directory for tempfiles to your hard disk.

Unexpected EOF while decoding a UUencoded file

Invalid line length in UUencoded file: x

Decoded size [x] does not match original size [y]

An UUencoded file is corrupt or incomplete. Save the original message to disk and try a different UUdecoder.

Unknown alias or name: x

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

Ambiguous alias or name: x

An alias must be unique, otherwise YAM can't resolve the address.

Check your address book for duplicate aliases or names.

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

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

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

1.17 Startup Options

STARTUP OPTIONS

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

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

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

HIDE
Starts YAM in iconified mode.

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

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

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

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

1.18 ARexx Interface

AREXX INTERFACE

YAM includes an ARexx interface which allows other programs to use

functions of YAM. The portname of this interface is 'YAM'.

COMMAND-REFERENCE

Get new mail

mailcheck

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

Edit messages

setfolder NUM/N/A

Change the active folder. The value of NUM must be in range of 0 (Incoming) to 3-19 (archive folders).

setmail NUM/N/A

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

getfolderinfo INFO/A

Returns information about the active folder in the variable RESULT.

INFO is one of the following keywords:

NUM(BER) number (0=Incoming, 1=Outgoing, etc.)
NAM(E) name of the folder
PAT(H) directory path of the folder
MAX number of messages

getmailinfo INFO/A

Returns information about the selected message in the variable RESULT.

INFO is one of the following keywords:

ACT(IVE) number (0=first in folder)
STA(TUS) status of mail (1 char)
FRO(M) sender
TO primary receiver
REP(LYTO) return address
SUB(JECT) subject
FIL(E) full path of mail file

mailreply

Same as the button [Reply].

mailforward

Same as the button [Forward].

mailarchive

Same as the button [Archive].

maildelete

Same as the button [Delete].

Compile and send messages

mailwrite

Same as the button [Write].

writemailto ADDRESS/A/M

One or more aliases, names or email address to be entered into the To gadget in write window.

writesubject TEXT/A

Subject of the message.

writeattach FILENAME/A,DESC,ENCMODE,CTYPE

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

writeletter FILENAME/A

File with the text for send.

writequeue

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

writesend

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

mailsend

Same as the button [Send] in Outgoing folder.

mailsendall

Same as the button [Send all].

Configuration

getmailinfo INFO/A

Returns configuration details in the variable RESULT.

INFO is one of the following keywords:

NAM(E) your real name
EMA(IL) your email address

EXAMPLE 1

The following script sends the file RAM:circularletter.txt to all receivers in the address book:

```
/* circularletter.rexx */
ADDRESS YAM
IF OPEN('ab','YAM:.address book','r') THEN DO /* open address book and */
  DO WHILE ~EOF('ab') /* scan all entries */
    entry = READLN('ab') /* read one entry */
    IF ~EOF('ab') THEN DO
      PARSE VAR entry email name /* extract emailaddress */
      MailWrite /* begin new letter */
      WriteMailTo email /* appoint receiver */
      'WriteSubject "Important message"' /* subject */
      WriteLetter 'RAM:circularletter.txt' /* file to be sent */
      WriteQueue /* move to Outgoing */
    END
  END
END
```

```

END
CALL CLOSE('ab')           /* close address book */
MailSendAll                /* send all mail */
END

```

EXAMPLE 2

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

```

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

```

1.19 Tips & Tricks

TIPS & TRICKS

Adding ARexx scripts to the ARexx menu

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

```

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

```

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

Setting the path for a specific mail folder

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

```

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

```

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

Fixing the size and position of a window

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

1.20 Technical

FILE STRUCTURE

The directory YAM: contains the following files and directories:

YAM	The executable.
YAM.info	The program icon.
YAM.guide	This AmigaGuide documentation.
Icons/	This directory contains three icons which show the status of the incoming mail folder: empty.info the mail folder is empty old.info it contains only "old" mail new.info it contains at least one new mail
Rexx/	ARexx programs for YAM.
.config	The configuration file.
.addressbook	The address book.
.signature	Your personal signature.
incoming/	The folder "Incoming".
outgoing/	The folder "Outgoing".
sent/	The folder "Sent".
archived/	The folder "Archived".
archiveX/	The custom archive folders (X is a number). Each message is a file of its own, The file name is put together from the daynumber since the 1.1.1978 and an increasing number for the current day. The status of the mail is saved in the file comment. Each folder directory contains a file called .index which contains the header information for each message in the folder.

1.21 Mail Transport

MAIL TRANSPORT

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

Outgoing mail

When you send an e-mail message to someone, YAM uses SMTP to send the mail to your local SMTP server computer. That computer then sends the mail to your addressee's computer, also (usually) by means of the SMTP protocol.

Why doesn't YAM talk directly to your addressee's computer? For one thing, it would take a lot longer for your mail to leave your PC, because your PC would have to call up each addressee's computer and deliver your mail. For another, some computers are hard to find; it's much better to let another computer hunt for your addressee than to make your Amiga do it. Finally, sometimes your addressee's computers won't be available when you want to send mail. The SMTP server handles this by holding your mail until the other computer is ready to accept it, eliminating the inconvenience of having unsent messages hanging around on your Amiga.

Incoming mail

When somebody sends you mail, other computers use the SMTP protocol to deliver the mail to your POP server. Your POP server puts mail in your mail drop, where it stays until YAM picks it up. When you check your mail, YAM uses POP3 to download your mail to your Amiga.

Why doesn't YAM use SMTP to receive your mail? SMTP works best when the computers it knows about are always ready for mail. Unless you wanted to run YAM and your Amiga 24 hours per day, seven days a week, SMTP wouldn't work very well for you.

1.22 What's MIME?

WHAT'S MIME?

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

MIME Encoding

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

MIME provides a way around this restriction. It offers two encodings, "quoted-printable" and "base64". These encodings use US-ASCII character codes to represent any sort of data you like, including special characters or even non-text data. Quoted-printable is used for data that is mostly text, but has special characters for very long lines. Quoted-printable looks just like

regular text, except when a special character is used. The special character is replaced with an = and two more characters that represent the character code of the special character. So, a bullet in quoted-printable looks like =95. No line in quoted-printable is allowed to be more than 76 characters long. If your mail has a line longer than 76 characters, the quoted-printable encoding will break your line in two, and put an = at the end of the first line, to signal to the mail reader at the other end that the two lines are really supposed to be one.

Base64 encoding is another way to protect binary data from the SMTP mail system. However, Base64 makes no attempt to be legible, and is most appropriate for non-text data.

MIME Labelling

The other important part of MIME is that it lets mailers communicate what kind of data is in a message (or part of a message). The primary mechanism used for this is the Content-Type header. The major content types are:

text	legible text
image	pictures and graphics
audio	sound
video	moving pictures
message	messages or pieces of messages
multipart	several different kinds of data in a single message

1.23 The Future

THE FUTURE OF YAM

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

- PGP support
- Support of AS225 TCP/IP stack
- Full text search
- Better ARexx interface (extended command set, hooks)
- Log files
- NO newsgroups ;-)

1.24 Author

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

<http://bitcom.ch/~mbeck/>

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