

**CrashMail**

**COLLABORATORS**

	<i>TITLE :</i> CrashMail		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 17, 2023	

**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

# Contents

<b>1</b>	<b>CrashMail</b>	<b>1</b>
1.1	CrashMail.guide . . . . .	1
1.2	Introduction . . . . .	2
1.3	License and warranty . . . . .	4
1.4	Requirements . . . . .	4
1.5	Miscellaneous information . . . . .	5
1.6	misc_ums . . . . .	5
1.7	misc_rescan . . . . .	6
1.8	misc_crashpoint . . . . .	7
1.9	misc_bounce . . . . .	7
1.10	misc_fileattach . . . . .	7
1.11	Installation . . . . .	8
1.12	'No security' packets . . . . .	8
1.13	Log messages . . . . .	9
1.14	Configuration . . . . .	12
1.15	CrashPrefs . . . . .	13
1.16	CrashPrefs -- Hotkeys . . . . .	14
1.17	CrashPrefs -- Creating a new config . . . . .	14
1.18	Available charsets . . . . .	15
1.19	CrashPrefs -- Starting CrashPrefs . . . . .	16
1.20	CrashPrefs -- Menus . . . . .	16
1.21	Areas.BBS file . . . . .	17
1.22	Switching from another tosser . . . . .	18
1.23	CrashPrefs -- General . . . . .	19
1.24	CrashPrefs -- Options . . . . .	20
1.25	CrashPrefs -- Paths . . . . .	24
1.26	CrashPrefs -- Aka . . . . .	25
1.27	CrashPrefs -- UMS . . . . .	26
1.28	CrashPrefs -- Groups . . . . .	28
1.29	CrashPrefs -- Packers . . . . .	28

---

---

1.30	CrashPrefs -- Charsets	30
1.31	CrashPrefs -- Areas	30
1.32	CrashPrefs -- Change areas	35
1.33	CrashPrefs -- Bounce	36
1.34	CrashPrefs -- Allowed patterns for File attach	36
1.35	Node patterns	37
1.36	CrashPrefs -- Remap	39
1.37	CrashPrefs -- Routing	40
1.38	CrashPrefs -- Change	42
1.39	CrashPrefs -- Robotnames	43
1.40	RFC-format	43
1.41	CrashPrefs -- AreaFix	44
1.42	CrashPrefs -- Arealists	45
1.43	CrashPrefs -- Nodes	46
1.44	Commandline switches	50
1.45	ARexx port	51
1.46	CrashStats	52
1.47	CrashWrite	53
1.48	CrashMaint	54
1.49	CrashHW	55
1.50	CrashForward	55
1.51	CrashAnnounce	56
1.52	ExistsMail/ExistsTick	57
1.53	Registration	58
1.54	Acknowledgements	60
1.55	Getting updates	60
1.56	How to contact the author	60
1.57	Program History	61
1.58	Glossary	65
1.59	Glossary -- Aka	66
1.60	Glossary -- AreaFix	66
1.61	Glossary -- Downlink	66
1.62	Glossary -- Echomail	66
1.63	Glossary -- Forward	67
1.64	Glossary -- Kludge	67
1.65	Glossary -- Netmail	67
1.66	Glossary -- Rescan	67
1.67	Glossary -- Routing	68
1.68	Glossary -- UMS	68
1.69	Glossary -- Uplink	68
1.70	index	68

---

# Chapter 1

## CrashMail

### 1.1 CrashMail.guide

CrashMail 1.22

Copyright © 1996 Johan Billing

All rights reserved

Introduction

Requirements

CrashMail

Installation

Configuration

Miscellaneous information

Commandline switches

ARexx port

Support programs

CrashWrite

CrashStats

CrashMaint

CrashHW

CrashForward

CrashAnnounce

ExistsTick/ExistsMail

Registration

---

License and warranty

Acknowledgements

Getting updates

How to contact the author

Program history

Glossary

Index

## 1.2 Introduction

Introduction

=====

Welcome as a new user of CrashMail, a full-featured mail-processor ("tossler") for the Amiga. CrashMail has all the features you can expect in a good tossler and is easy to configure with the comfortable settings editor CrashPrefs. Many hours of work have been put into CrashMail to make it as powerful, stable and easy to use as possible.

CrashMail can be used on a node as well as on a point system with high demands and can use both UMS and \*.msg messagebases.

It is of course best to read this manual from the beginning to the end, but I guess most people will be too eager to try the program instead. My advice to you is to consult the manual only when you have problems and then read it when you have got CrashMail up and running to find out about all the features.

If you used another tossler before, you might be interested to read the

Switching from another tossler  
part to see if you may be able to  
convert parts of your old configuration.

Registration

=====

CrashMail is released as ShareWare and is slightly crippled. If you are an unregistered user of CrashMail, you can only send an echomail area to two nodes. That means that you are limited to one uplink and one downlink, so if you are a node, only one point can receive an area. Nothing else is crippled and there are no annoying requesters telling you to register.

You don't have to register CrashMail if you don't want to. If you are a point or a node without points, you should be able to use the unregistered version without noticing the limitations. I do of course appreciate all registrations. :-)

See the

---

### Registration

section of this manual for more information on how to register.

### Acknowledgements

=====

CrashPrefs uses reqtools.library. ReqTools is Copyright (c) Nico François. CrashPrefs also uses the gtlayout.library by Olaf Barthel. Thanks, Nico and Olaf! ;-)

### Features

=====

- CrashMail is easy to configure with the CrashPrefs program.
  - CrashMail is very reliable and should never crash when processing a corrupt packet.
  - The number of areas and nodes CrashMail can handle is only limited by the available memory.
  - The size of messages CrashMail can handle is only limited by the available memory.
  - CrashMail supports the UMS and \*.msg messagebases and can of course handle pass-through areas.
  - CrashMail has support for CHR5 conversion in both UMS and \*.msg messagebases. Aliases for charsets can be added.
  - CrashMail has support for UseNet gateways when exporting mails from UMS.
  - CrashMail can write both FTS-0001 (StoneAge) and FSC-0039 (4D, Type 2+) mail packets. CrashMail can also read packets with FSC-0045 headers (5D, with domain).
  - Can import an Areas.BBS file and the area settings from a TrapToss configuration file.
  - Can write an Areas.BBS file.
  - CrashMail supports packet passwords.
  - CrashMail can be configured only to route file-attaches to certain nodes.
  - CrashMail can bounce messages addressed to nodes that are not in the nodelist.
  - CrashMail can remap netmails to certain persons to another person on another node.
  - CrashMail can remap netmails to certain nodes to other nodes.
  - CrashMail can execute a command when a netmail to a "Robotname" is received.
  - CrashMail has a built-in AreaFix with rescan, forward-requests, the possibility to "ban" a node from certain areas and much more.
  - Together with a "cron" program, CrashMail can send lists of subscribed areas to your downlinks with regular intervals.
  - CrashMail handles zone-gating of echomail areas automatically.
  - Maximum bundle and packet sizes can be specified.
  - CrashMail keeps a statistics file with the flow in all areas. The statistics are also shown when a downlink requests an arealist from AreaFix.
  - Nodes can be set as read-only or write-only in an area.
  - Nodes can be configured to automatically be subscribed to all new areas in a group.
  - CrashMail has an ARexx port
  - CrashMail can send replies to netmails with the Audit and Receipt flags set
-

- CrashMail automatically recognizes which packer it should use to unpack a bundle.
- Netmails can be sent either in separate packets or together with the echomail in a bundle.
- Program for maintaining \*.msg areas is included (CrashMaint)
- and everything else you need, of course. ;-)

## 1.3 License and warranty

### License

=====

This license applies to the program called CrashMail for the Amiga computer. All rights to the program belong to Johan Billing. All use and distribution of CrashMail and accompanying files other than described below is not allowed:

o CrashMail may be distributed freely as long as the following short rules are followed:

1. CrashMail must be distributed together with all its accompanying files such as tools, documentation and Arexx scripts.
2. CrashMail may only be distributed as long as the program itself and the other files are not modified in any way. version.
3. You may not sell CrashMail to earn money. It is however allowed to charge a small fee to cover distribution costs.

o CrashMail may be used freely as long as the following short rules are obeyed:

1. You may not attempt to modify the executable file in any way.
2. If you are a registered user, you may not distribute or modify your personal keyfile.

### Warranty

=====

There is no warranty for CrashMail. All use of CrashMail is on your own risk and the author cannot be held responsible for any damage caused by CrashMail.

## 1.4 Requirements

CrashMail requires an Amiga with Kickstart/Workbench 2.04 or higher. It can be used without a harddisk if you only use \*.msg, but it will be very slow

---



and you can only have a very small messagebase. A harddisk is very much recommended.

CrashMail should be able to run with 1 MB of memory if you don't use UMS and have medium small dupe-checking buffer. UMS requires more memory because of its large buffers.

CrashMail also requires the following non-standard libraries:

- o gtlayout.library v8 or higher by Olaf Barthel
- o regtools.library v38 or higher by Nico François

## 1.5 Miscellaneous information

'No security' packets

Bouncing netmail

Routing File-Attaches

Crash and Direct mail to points

Notes on AreaFix rescan

UMS support

(File-attaches, MSGID conversion etc)

Log messages

## 1.6 misc\_ums

General

=====

CrashMail tries to support all features of UMS and still be more like a FidoNet tosser than an importer/exporter. If you don't like that, use FidoImport/FidoExport instead.

CrashMail supports the following features of UMS V11:

- o The Parked flag. Parked messages will not be exported by CrashMail.
- o UMS V11 fileattaches are supported. (V10 style attaches are still supported as well)
- o The new attributes. The attribute "URGENT" means the same as crash and you can use "ALIAS xyzzy" to export a message with "xyzzy" in the from field if "xyzzy" is one of your aliases.

MSGID conversion

=====

---

CrashMail converts Message-ID:s between standard FidoNet MSGID:s and UMS Message-ID:s using the Gatebau 95 protocol. If you want to export messages with normal FidoNet addresses in the MSGID, you have to do like this:

1. Make sure that UMS generates "normal" MSGID:s for CrashMail in the format <serial number>@<domain address>. This is the default setting in UMS, so the easiest way to accomplish this it to not set the MSGID variable at all in ums.config.

2. Use the switch

```
Change MSGID to FidoNet-style
Gateways and MSGID:s
```

```
=====
```

If you run a gateway between two different nets, you have to make sure that the correct domain is put in the converted MSGID:s. The default domain for all zones is "fidonet.org". If you want the converted MSGID:s of messages coming from a special zone to have another domain the the Message-ID, you have to configure that domain in ums.config using the variable "crashmail.msgiddomain.<zone>".

Example:

```
-----
```

The lines in ums.config looks like this (UMS V11 syntax):

```
( crashmail.msgiddomain.42 hitchhikernet.xyz )
( crashmail.msgiddomain.19 supernet.zyx )
```

Then the MSGID:s will be converted like this:

```
MSGID: 42:100/100.0 12345678
Message-ID: MSGID_42=3A100=2F100.0_12345678@hitchhikernet.xyz
```

```
MSGID: 19:100/19.0 12345678
Message-ID: MSGID_19=3A100=2F19.0_12345678@supernet.zyx
```

```
MSGID: 2:200/207.6 12345678
Message-ID: MSGID_2=3A200=2F207.6_12345678@fidonet.org
```

(In the last example, the default domain "fidonet.org" is used.)

## 1.7 misc\_rescan

Messages that are rescanned may not look exactly like they originally did unless you use \*.msg with no CHRS conversion. That is necessary, otherwise all messages would have to be stored twice.

For example, these things can be changed:

- o The character set of the message may be changed. In some cases, the original character set can be found in the "^a\_CHRS" control line, but not always.
- o The address in the Origin line may have a "@fidonet" or another

domain name added if you use UMS.

- o A program name may have been added after the tearline ("---") if you use UMS.
- o All control lines ("kludges") are in the beginning of a message regardless of where they originally were if you use UMS.

It is easy to see if a message has been rescanned, all rescanned messages have a ^aRESCANNED control line. Messages to you with a ^aRESCANNED line will only be imported and not passed-on to any other nodes. Your downlinks can rescan the messages from you if they wish to.

## 1.8 misc\_crashpoint

All Crash and Direct netmails to points will be sent to the boss ←  
of the  
point. Therefore, you should change all Crash and Direct mail for your  
own points to Normal or Hold.

File-attaches will also be sent as Direct unless you have selected the

No direct f/a  
option.

## 1.9 misc\_bounce

CrashMail can bounce netmails addressed to nodes that are not in  
the nodelist. CrashMail will only bounce nodes that match one of  
the patterns configured in

Bounce  
in  
CrashPrefs.

Since the nodelist may not always be up-to-date, it is recommended  
that you only bounce messages that are close to you, that is your  
own net. There may be other nodes in other zones that have not yet  
been added to the nodelist.

If you run a node, all mail to points under your node that are not  
configured will be bounced automatically by CrashMail if you have  
the

Bounce points  
set.

## 1.10 misc\_fileattach

---

CrashMail can route files together with netmails, that is so- ↔  
 called  
 File-Attaches. Normally, you shouldn't route file-attaches since  
 they can be quite expensive for all the other nodes involved in the  
 distribution.

In

File attach  
 in CrashPrefs, you can configure what node  
 patterns you want to route file-attaches to. You may want to route  
 file-attaches to your points or perhaps between your nodes if you  
 are a Hub. If the destination node doesn't match any of the patterns,  
 the message will be bounced.

CrashMail will normally send all file-attaches directly to their  
 destination unless you have the

No direct f/a  
 set.

IMPORTANT: All Direct mails to points are sent to their bosses since  
 they cannot be called, so if you want to route file-attaches to your  
 points, you must change all Direct mail to Normal or Hold for them.  
 That can be configured in

Change

.

## 1.11 Installation

The CrashMail installation script will take care of the installation for  
 you. After CrashMail has been installed, you should run CrashPrefs to  
 create a new configuration.

It is recommended that you keep CrashMail and all the related programs in  
 one directory together with the configuration file since all programs  
 by default looks for the configuration in the directory where they are  
 located (PROGDIR:).

## 1.12 'No security' packets

If CrashMail encounters an unarchived mail packet with the ↔  
 filenote

"No security", all security checks will be disabled.

CrashWrite  
 uses

this to write echomails that always should be processed even if the  
 originating node doesn't receive the area from you.

The following security checks are disabled:

- o Packet password

- o CrashMail doesn't check the destination node even if you have selected that option.
- o CrashMail doesn't check if the sender of the message receives the echomail area.
- o CrashMail ignores all read-only flags.

As far as I know, no mailers transfer the file comment. Because of that and since CrashMail only treats unarchived mail packets as 'No security', this should not be a security problem.

## 1.13 Log messages

Prefix    Category

-	SYSTEMINFO	System information
%	SYSTEMERR	I/O errors, out of memory, missing libraries etc
=	TOSSINGINFO	Information about the tossing/scanning process
!	TOSSINGERR	Errors in the tossing/scanning process
/	MISCINFO	Miscellaneous information
D	DEBUG	Debugging information
+	AREAFIX	Everything concerning the AreaFix
^	ACTIONINFO	CrashMail tells you what it is doing
?	USERERR	CrashMail was given invalid arguments to commands on the command-line or via the ARExx port.

Category    Loglevel    Logmessage

ACTIONINFO	1	Tossing %s (%luK) from %ld:%ld/%ld.%ld (%02ld-%s-%02ld %02 ← ld:%02ld:%02ld)%s
ACTIONINFO	1	Tossing %s (%luK) from %ld:%ld/%ld.%ld@%s%s
ACTIONINFO	2	Scanning areas for messages to export
ACTIONINFO	3	Notified %lu:%lu/%lu.%lu
ACTIONINFO	3	Scanning for files to pack
ACTIONINFO	3	Scanning outbound directory for lost bundles
ACTIONINFO	3	Tossing...
AREAFIX	1	AreaFix: Failed to attach to %s
AREAFIX	1	AreaFix: You can only export an area to two nodes in the ← unregistered version
AREAFIX	2	AreaFix: Unknown node %lu:%lu/%lu.%lu
AREAFIX	2	AreaFix: Wrong password "%s" from %lu:%lu/%lu.%lu
AREAFIX	3	AreaFix: %s requested from %lu:%lu/%lu.%lu
AREAFIX	3	AreaFix: Area %s removed
AREAFIX	3	AreaFix: Area %s removed, message sent to areafix
AREAFIX	3	AreaFix: Refused access to %s
AREAFIX	3	AreaFix: This node is banned in %s
AREAFIX	3	AreaFix: Unknown area %s
AREAFIX	4	AreaFix: Attached to %s
AREAFIX	4	AreaFix: Attached to %s as read-only
AREAFIX	4	AreaFix: Detached from %s
AREAFIX	4	AreaFix: Request from %lu:%lu/%lu.%lu
AREAFIX	4	AreaFix: Rescanned %lu messages
AREAFIX	4	AreaFix: Rescanning %s
AREAFIX	4	AreaFix: Sending help file to %lu:%lu/%lu.%lu

```
AREAFIX          4   AreaFix: Sending list of areas to %lu:%lu/%lu.%lu
AREAFIX          4   AreaFix: Sending list of unlinked areas to %lu:%lu/%lu.%lu
AREAFIX          4   AreaFix: Sending query to %lu:%lu/%lu.%lu

DEBUG           6   *** New FirstDay for %lu.%lu/%lu.%lu ***
DEBUG           6   *** New FirstDay for %s ***
DEBUG           6   *** Warning: Loglevel is 0!!! ***
DEBUG           6   Forced to be found by aka
DEBUG           6   Found by import node for %s
DEBUG           6   Found by netmail aka for %s
DEBUG           6   Is in HandleMessage()
DEBUG           6   Is in HandleNetmail()
DEBUG           6   Message is to local system
DEBUG           6   Netmail is fileattach
DEBUG           6   Netmail is now to %lu:%lu/%lu.%lu
DEBUG           6   Netmail will be imported
DEBUG           6   Will route message
DEBUG           6   Will write message

SYSTEMERR       1   "%s" is a file, not a directory!
SYSTEMERR       1   *** Out of memory ***
SYSTEMERR       1   *** User Break ***
SYSTEMERR       1   AreaFix: Unable to open %s
SYSTEMERR       1   Can't move %s
SYSTEMERR       1   Couldn't allocate signal for notify
SYSTEMERR       1   Couldn't move %s to %s
SYSTEMERR       1   Couldn't save dupe table to %s
SYSTEMERR       1   Directory "%s" not found
SYSTEMERR       1   Disk error: %s
SYSTEMERR       1   Error opening nodelist in directory "%s"
SYSTEMERR       1   External command "%s" failed with error %lu
SYSTEMERR       1   No memory for dupe-check buffer
SYSTEMERR       1   Out of memory!
SYSTEMERR       1   Packer failed: %lu
SYSTEMERR       1   Unable to add file to %s
SYSTEMERR       1   Unable to create directory
SYSTEMERR       1   Unable to create packet %08lx.newpkt
SYSTEMERR       1   Unable to examine lock on "%s"
SYSTEMERR       1   Unable to lock temp directory "%s"
SYSTEMERR       1   Unable to login into UMS msgbase
SYSTEMERR       1   Unable to open %s
SYSTEMERR       1   Unable to open %s for writing
SYSTEMERR       1   Unable to open packet %s
SYSTEMERR       1   Unable to open traplist.library V5 or higher!
SYSTEMERR       1   Unable to write RFC-message to %s
SYSTEMERR       1   Unarchiving failed: %lu
SYSTEMERR       1   Unknown format of stats file, exiting...
SYSTEMERR       2   *** User Break ***
SYSTEMERR       2   Couldn't read config file %s

SYSTEMINFO      1   CrashMail end
SYSTEMINFO      1   Deleting orphan tempfile %s
SYSTEMINFO      2   CrashMail %s started successfully!
SYSTEMINFO      2   Creating directory "%s"
SYSTEMINFO      2   Registered to %s
SYSTEMINFO      2   Reloading configuration...
SYSTEMINFO      2   Unregistered version
```

```

SYSTEMINFO          4   Executing external command "%s"

TOSSINGERR          1   %lu:%lu/%lu.%lu doesn't receive %s
TOSSINGERR          1   %lu:%lu/%lu.%lu is not allowed to write in %s
TOSSINGERR          1   %s is not a Type-2 packet
TOSSINGERR          1   %s is not a valid alias for %s
TOSSINGERR          1   Addressed to %lu:%lu/%lu.%lu, not to me
TOSSINGERR          1   Couldn't export message: %s
TOSSINGERR          1   Error in dupefile
TOSSINGERR          1   Fatal UMS-error: "%s" Exiting...
TOSSINGERR          1   Got unexpected EOF when reading msg #%lu
TOSSINGERR          1   Header strings too long in msg #%lu
TOSSINGERR          1   Message header for msg #%lu is short
TOSSINGERR          1   Message header for msg #1 is too short
TOSSINGERR          1   Packet header in %s is too short
TOSSINGERR          1   Packet header too short for msg #%lu
TOSSINGERR          1   Possible loopmail detected: Received from %lu:%lu/%lu.%lu, ←
    to %lu:%lu/%lu.%lu
TOSSINGERR          1   Route to %lu:%lu/%lu.%lu via Bit Bucket
TOSSINGERR          1   Unknown date format "%s"
TOSSINGERR          1   Unknown message type %lu for message #%lu
TOSSINGERR          1   Unknown node %lu:%lu/%lu.%lu
TOSSINGERR          1   Unknown packer for %s
TOSSINGERR          1   Warning: Corrupt attributes string: %s
TOSSINGERR          1   Wrong password
TOSSINGERR          2   UMS-error: %s
TOSSINGERR          3   Area: %s
TOSSINGERR          3   Bounced message from %lu:%lu/%lu.%lu to %lu:%lu/%lu.%lu -- ←
    not in nodelist
TOSSINGERR          3   Bounced message from %lu:%lu/%lu.%lu to %lu:%lu/%lu.%lu -- ←
    unknown point
TOSSINGERR          3   Message-ID: %s
TOSSINGERR          3   Refused to route file-attach from %lu:%lu/%lu.%lu to %lu:% ←
    lu/%lu.%lu
TOSSINGERR          3   Renaming %s to .bad
TOSSINGERR          3   Unknown area %s
TOSSINGERR          4   Duplicate message in %s

TOSSINGINFO        1   Bad: %lu messages
TOSSINGINFO        1   Deleting zero length bundle %s
TOSSINGINFO        1   Dupes: %lu messages
TOSSINGINFO        1   Failed writing UMS V11 file-attach, using old style...
TOSSINGINFO        1   Imported: %lu messages
TOSSINGINFO        1   No security packet, overriding all security checks...
TOSSINGINFO        1   Old bad file found in inbound: %s
TOSSINGINFO        1   Routed: %lu messages
TOSSINGINFO        1   Total: %lu messages
TOSSINGINFO        1   UMS-error: %s
TOSSINGINFO        1   Warning: %lu messages in UMS messagebase not exported
TOSSINGINFO        2   %lu messages exported
TOSSINGINFO        2   1 message exported
TOSSINGINFO        2   Adding %s to %s
TOSSINGINFO        2   Changed priority for bundle to %lu:%lu/%lu.%lu from Normal ←
    to %s
TOSSINGINFO        2   Lost renamed bundle found: %s Renaming...
TOSSINGINFO        2   No messages exported
TOSSINGINFO        2   Packing %s for %lu:%lu/%lu.%lu with %s

```

```

TOSSINGINFO      2   Sending %s unpacked to %lu:%lu/%lu.%lu
TOSSINGINFO      2   Unarchiving %s using %s
TOSSINGINFO      2   Writing %s to %s
TOSSINGINFO      3   Area %s -- %lu messages
TOSSINGINFO      3   Area %s -- %lu messages (%lu dupes)
TOSSINGINFO      3   Importing message
TOSSINGINFO      3   Unknown area %s -- auto-adding
TOSSINGINFO      3   Unknown charset %s
TOSSINGINFO      4   Answering to a audit request
TOSSINGINFO      4   Answering to a receipt request
TOSSINGINFO      4   Changed priority for bundle to %lu:%lu/%lu.%lu from Normal ←
    to %s
TOSSINGINFO      4   Changed priority for packet to %lu:%lu/%lu.%lu from %s to % ←
    s
TOSSINGINFO      4   Exporting message #%lu from "%s" to "%s" at %lu:%lu/%lu.%lu
TOSSINGINFO      4   Exporting message #%lu from "%s" to "%s" in %s
TOSSINGINFO      4   Exporting message from "%s" to "%s" at %s
TOSSINGINFO      4   Exporting message from "%s" to "%s" in %s
TOSSINGINFO      4   Exporting message from "%s" to "%s" via UseNet gateway
TOSSINGINFO      4   Killed empty netmail
TOSSINGINFO      4   Remapped message to %lu:%lu/%lu.%lu to %lu:%lu/%lu.%lu
TOSSINGINFO      4   Remapped message to %s to %s at %lu:%lu/%lu.%lu
TOSSINGINFO      4   Rescanned %lu messages
TOSSINGINFO      4   Rescanning %s for %lu:%lu/%lu.%lu
TOSSINGINFO      4   Routing file %s to %lu:%lu/%lu.%lu
TOSSINGINFO      5   Non-standard charset %s, using %s
TOSSINGINFO      5   Routing message to %lu:%lu/%lu.%lu via %lu:%lu/%lu.%lu
TOSSINGINFO      5   Sending message directly to %lu:%lu/%lu.%lu

USERERR          1   "%s" is a file, not a directory!
USERERR          1   Can't rescan %s, area is pass-through
USERERR          1   Invalid node number "%s"
USERERR          1   Invalid node number %s
USERERR          1   Unable to open %s
USERERR          1   Unknown area %s
USERERR          1   Unknown node %lu:%lu/%lu.%lu
USERERR          1   You can't scan area %s

```

## 1.14 Configuration

CrashPrefs settings editor  
CrashMail.prefs

=====

The default configuration file is "PROGDIR:CrashMail.prefs", that is CrashMail.prefs in the same directory as CrashMail itself. If that file is not found, CrashMail and CrashPrefs will try to load "MAIL:CrashMail.prefs" instead. You can specify other configuration files on command-line with the SETTINGS switch.

File notification

=====

When CrashMail is started with the WAIT switch waits for ARexx commands, it uses a feature of AmigaDOS called file notification. If the configuration file is changed, it will be re-read automatically.



If you alter the configuration with CrashPrefs when CrashMail is waiting for ARexx commands, CrashMail will load the new configuration.

Format of settings file

=====

The configuration file is in ASCII-format, so you can modify it with a texteditor, but that is not recommended unless you know what you are doing. I suggest that you use CrashPrefs as much as possible.

Any lines beginning with a ";" are treated as comments and ignored. They will be lost whenever CrashMail rewrites its configuration file. Currently the configuration is rewritten when areas are auto-added and when the configuration is changed via AreaFix.

## 1.15 CrashPrefs

CrashPrefs

=====

In CrashPrefs, you can change all settings in CrashMail with a comfortable GUI. CrashMail has online-help, so if you don't understand something, all you have to do is to press the Help key. Make sure that you have CrashMail.guide in the same directory as CrashPrefs.

Sections

=====

Creating a new config

Switching from another tosser

General

Options

Paths

Akas

Nodes

Areas

UMS

Groups

Packers

Charsets

Bounce

File attach

Remap

Route

Change

Robotnames

AreaFix

Arealists

Other

=====

Hotkeys

Menus

Startup

## 1.16 CrashPrefs -- Hotkeys

Hotkeys

=====

You can access all hotkeys in a window even when a string gadget is active. All you have to do is keep right Amiga pressed down and press the hotkey.

The arrow-down gadgets that sometimes can be found next to stringgadgets and textgadgets can also be selected with the keyboard. Just keep Shift pressed down and press the hotkey.

The Tab key always activates the first string gadget if no string gadget is active.

## 1.17 CrashPrefs -- Creating a new config

If CrashPrefs cannot load the configuration file, it will ask you if you want to load another or if you want to create a new configuration file.

If you select to create a new configuration file, CrashPrefs will ask you the following questions:

Name

Here you just have to enter your name.

Main node address

---

This is your own address. If you have more than one address, just enter one of them and add the other later.

#### Main mail feed

Here you should enter the node you receive your mail from. CrashMail will set up routing and a netmail area and echomail areas will be auto-added later.

#### Messagebase

Select if you want to use the \*.msg or UMS messagebase as default for auto-added areas and for the netmail and BAD areas.

#### Prefix/Area path

If you selected UMS, CrashPrefs will ask you for the prefix for your areas. The default is "fidonet".

If you selected \*.msg, CrashPrefs will ask you where it should put areas. This should be "MAIL:Areas/" or something similar.

A basic configuration file will be created. CrashMail will route all netmail to your main feed and pack the mail with LHA. You should check your settings and perhaps also add other akas and nodes.

## 1.18 Available charsets

### Charsets in CrashMail

=====

#### LATIN-1

The Amigas native character set. Also called ISOI-8859-1, EMCA-94 or simply AMIGA.

#### MAC

The native character set of the Apple Macintosh. Normally you won't use this very often unless you participate in Macintosh echomail areas.

#### IBMPC

The character set used in PC computers. This can be either Codepage 437 or Codepage 865 depending on the Codepage 865 switch in  
Options

.

#### SWEDISH

This is an old 7-bit character set only used in Sweden and Finland. In this character set, national characters are represented with {}\[|]. When messages are imported using this charset, CrashMail will also try

to convert some of the characters from LATIN-1 and IBMPC, so it is often a good idea to set this charset as default charset for areas where SWEDISH is used without a CHRS kludge. This charset is sometimes also called SF7.

#### DEFAULT

This charset is a mixture of LATIN-1 and IBMPC, so it is often a good idea to set this charset as default for an area. This charset can only be used for importing.

#### ASCII

No conversion at all. Use this if you want to export an area without CHRS kludge. This can only be used for exporting.

## 1.19 CrashPrefs -- Starting CrashPrefs

### Startup

=====

### CLI

---

Usage: SETTINGS,PUBSCREEN=PS/K:

SETTINGS	Settings file to load at startup. CrashPrefs defaults to PROGDIR:CrashMail.prefs.
PUBSCREEN	Public Screen to open CrashPrefs on. CrashPrefs defaults to the default public screen.
HELPPFILE	The name of the helpfile that CrashPrefs should use. This defaults to PROGDIR:CrashMail.guide.

### Workbench

-----

The CLI options SETTINGS and PUBSCREEN can also be passed to CrashPrefs with Workbench tooltypes. Select the CrashPrefs icon and select Icons->Information in Workbench to edit the tooltypes.

## 1.20 CrashPrefs -- Menus

### Menus

=====

#### Open

With this item you can select a new CrashMail settings file to load.

#### Save

---

Save the current settings file with its old name.

Save As

Save the current settings file with a new name.

About

Show information about CrashPrefs.

Quit

Quit CrashPrefs.

Import TrapToss configuration

With this menuitem you can import the aka, node and area settings from a TrapToss configuration file. Note that the imported items will not be complete, they will lack information about groups, packers etc.

See

Switching from another tosser  
for more information.

Import Areas.bbs

Areas.bbs

is more or less a standard format for area configurations.

Many programs can read and write an Areas.BBS file.

See

Switching from another tosser  
for more information.

Export Areas.bbs

With this menuitem you can write an

Areas.bbs

file. That file can be

read by other programs such as mail readers and other tossers.

A few notes on the generated file:

- o All nodes will be in 4D. Old programs may not be able to read them...
- o Pass-through areas will have the path "T:"
- o UMS areas will have the path "UMS:<group>". You may have to remove them manually.

## 1.21 Areas.BBS file

Areas.bbs is more or less a standard format for area configurations.

CrashMail can both read and write Areas.BBS files.

---

An Areas.BBS file basically looks like this:

```
; Sample Areas.BBS file

; <origin> ! <sysop>
; CrashPrefs will write this but doesn't read any lines with the
; string " ! " in them.

Default Origin ! Sysop

; <path>                <tagname>        <nodes to export to>

MAIL:Areas/MAIL_DIR    MAIL_DIR
MAIL:Areas/TEST        TEST            2:299/102 2:299/101.1
```

## 1.22 Switching from another tosser

If you used another tosser before with a complex setup, ←  
CrashPrefs can  
import parts of your old settings to make switching a bit easier

TrapToss

=====

In CrashPrefs' main window, there is a menuitem called "Import TrapToss configuration". This will import aka, node and area settings from a TrapToss configuration file. Note that the imported items will not be complete, they will lack information about groups, packers etc. This can still be very helpful if you run a system with many areas and downlinks as your downlinks will still get the same areas they used to. CrashPrefs will inform you about any nodes and akas that are added. After the import, you should check any added akas and nodes.

Configurations from other tossers that use a similar configuration format can be imported as well, but you might have to add your Akas before. CrashPrefs needs to know about your Akas in order to determine if an area is pass-through or not.

Areas.BBS

=====

Areas.bbs

is a standard format for area configurations that can be read by many programs such as mailreaders and tossers. If your old tosser can export such a file you can import it in CrashPrefs. Before you do this, you should configure at least all your Akas. CrashPrefs needs to know about your akas in order to determine if an area was pass-through or not. If an area is pass-through, CrashPrefs has to guess the correct Aka to use. When new areas need to be created, CrashPrefs will use the default settings of the area DEFAULT. If CrashPrefs encounters an unconfigured node, it will notify you and add it to the configured nodes. After the import, you should enter Nodes and check all added nodes.

Foozle

=====

If you use Foozle, there is an ARexx script in the Foozle archive

called Fz2BBS.rexx. It doesn't make an Areas.BBS file even if it claims to, but you can import it as a TrapToss configuration. All the added areas will be pass-through, so you will need to edit them a bit.

## 1.23 CrashPrefs -- General

General configuration

=====

### Sysop

The name of the sysop on the system where CrashMail is running. This name is used when writing bounce messages, answers to receiptrequests and auditrequests and AreaFix responses.

### Default zone

The default zone for messages without INTL and zone information in the packet header. Set this to the zone of your main address.

### Logfile

The logfile CrashMail should write information to. In many cases CrashMail unoperates unattended, and then a logfile can be very useful, especially if something goes wrong.

### Loglevel

With this gadget, you specify how much information CrashMail should write to its logfile. There are the following levels:

- 1 Minimum
- 2 Small
- 3 Normal
- 4 Extra
- 5 Extreme
- 6 Debug

### Local charsets

This setting is only important if you use the switch  
Translate \*.msg

If that switch is turned on, all messages written to a \*.msg area will be translated to this charset and all messages without a CHRS kludge that are exported are assumed to be in this charset.

Available charsets  
Max packet size

Whenever a message is added to a .PKT file, the size of the file will be checked and if the packetfile is larger than this limit, CrashMail will create a new packet and add the message to the mew packet instead.

Please note that the size is specified in kilobytes!

Set this to 0 for no limit.

#### Max bundle size

Whenever a PKT file is added to a message bundle (archive with packet files), the size of the bundle will be checked and if the bundle is larger than this limit, CrashMail will add the packet to a new bundle instead. Please note that the size is specified in kilobytes!

#### Useful if

Weekday naming  
is turned off to make  
sure that the bundles don't get to large.

Set this to 0 for no limit.

#### Dupefile

#### Dupesize

#### Dupemode

Dupechecking means that CrashMail checks echomail for duplicate messages, and if it finds one, it can take different actions. The information CrashMail needs to find dupes are stored in a dupetable with an entry for each message in the table. CrashMail can only find dupes if the old message is still in the dupetable.

The size is the maximum size in kilobytes the dupetable can have before CrashMail starts to remove old entries. Don't set this to high, remember that CrashMail has to have this file in memory in one large block. Each entry in the dupetable uses about 39.0865 bytes, at least on my system. ;-)

There are three modes for dupechecking:

BAD	Dupes are moved to the BAD area
KILL	Dupes are killed
IGNORE	No dupechecking

## 1.24 CrashPrefs -- Options

### Strip Re: on import

If you enable this option, CrashMail will strip all leading "Re:" from the subject lines of all messages that it imports.

### Honour Receipt reqs

In netmail messages, there is a flag called Receipt request. If such a message reaches your system and you have this flag set, CrashMail will write a netmail and confirm that the messages has reached its destination.

---



Such a confirmation message may look like this:

=====

From: Johan Billing (2:200/207.6)  
To: Joe User (1:1/1.1)  
Subj: Receipt

Your message to John User dated 01 Jan 94 00:00:00 with the subject "Test" has reached its final destination. This message doesn't mean that the message has been read, it just tells you that it has arrived at this system.

See also: ANSWERAUDIT

#### No routing

If this switch is turned on, CrashMail will import all netmail even if it is not addressed to your system. If it is turned off, CrashMail will pass it on to another node according to your defined routing.

Don't use this switch if you route mail to other systems!

#### Force INTL

If this is enabled, all netmail messages generated by CrashMail will have an INTL kludge even if it is addressed to a node in your zone. This may be needed to make CrashMail work with some programs, so it is generally a good idea to have it on.

#### Honor Audit reqs

In netmail messages, there is a flag called Audit request. If such a message is routed at your system and you have this flag set, CrashMail will write a confirmation in netmail.

Such a confirmation message may look like this:

=====

From: Johan Billing (2:200/207.6)  
To: Joe User (1:1/1.1)  
Subj: Audit

Your message to John User dated 01 Jan 94 00:00:00 with the subject "Test" has just been routed to 2:200/200.0 by this system.

See also: ANSWERRECEIPT

#### Check SEEN-BY

If this is turned on, CrashMail will check the SEEN-BY lines when processing echomail and only pass a message on to a node if the node isn't found in the SEEN-BY lines. To avoid dupes when all programs are not 100% correctly configured, it is generally a good idea to have this turned on, especially if you operate a node.

#### Path 3D

If this is enabled, CrashMail will add your address to the PATH line even if you are a point. This isn't always accepted, so you may have to turn this off.

#### Import SEEN-BY

If this is turned on, SEEN-BY lines will be imported to your messagebase.

#### Import empty netmail

Some systems (e.g. FrontDoor) send you a netmail messages with no text but with files attached when you receive file areas via Tick or a similar program. Normally CrashMail doesn't import empty messages, but if this is turned on, CrashMail will import them.

#### Unattended mode

If this is turned on, CrashMail suppresses System requesters like "Disk Full" and "Please insert disk XYZ" etc.

#### No direct f/a

Normally CrashMail will send any fileattaches directly to their destination (or to the boss if it is a point) with the Direct attribute set. If this is turned on, fileattaches are routed just like any normal netmail. This should be turned of in almost all cases.

#### Bounce unknown points

If this is turned on and a message is addressed to a point under one of your akas that isn't configured, CrashMail will write a message to the sender of that message and tell him that the point doesn't exist.

Example bounce message:

=====

From: Johan Billing (9:999/999.0)  
To: Test Nisse (9:999/998.0)  
Subj: Bounced Message

Warning! Your message has been bounced because the point 9:999/999.9 doesn't exist.

This is the message that was bounced:

From: Test Nisse (9:999/998.0)  
To: No Point (9:999/999.9)  
Subj: YooHoo

@TOPT 9  
@MSGID: 9:999/998.0 12345678  
This is a test to see if you exist.

#### Check packet dest

---

If this is turned on, CrashMail will check the destination of all PKT files and only process them if they are addressed to one of your akas. If the packet isn't addressed to one of your akas, the extension will be changed to .bad and the file will be moved to your Inbound directory.

#### Weekday naming

If this switch is turned on, the extension of mail bundles created by CrashMail will match the weekday. If it is turned off, the extension can be any day. If it is turned off, CrashMail will add to the same bundle until the

Max bundle size  
limit

is exceeded.

#### Add TID

If you turn this switch on, a TID (Tosser-ID) control line will be added to all messages generated on your system and tell the world that you are using CrashMail.

#### Codepage 865

If this switch is turned on, CrashMail will use the danish/norwegian codepage 865 when converting from/to the IBMPC character set. If the switch is turned off, CrashMail will use the international codepage 437.

#### Translate \*.msg

If this switch is enabled, CrashMail will translate all messages in your \*.msg areas from the charset in the CHRS line (or the default charset) to the charset configured as the

local charset

The old CHRS kludge will be kept as a \_CHRS kludge. Exported messages will also be converted to the charset specified in the Areas settings and a CHRS kludge will be added to them.

#### Use \*.msg HighWater

If you turn this on, CrashMail uses l.msg in all areas to store the number of the highest exported message in the ReplyTo field. This will make exports from \*.msg areas much faster. When the messagebase is renumbered, the HighWater mark must also be updated. CrashMaint will of course do this, but some programs won't. If you need to use another renumbering program that doesn't update the HighWater marks, you can use

CrashHW  
to update them after the messagebase has been

renumbered..

#### Write back \*.msg

If you use this, CrashMail will write all messages back to the messagebase after export with the new PATH and SEEN-BY and with the local charset if you use Translate \*.msg.

---

Keep HW when tossing

When CrashMail imports mail to a \*.msg messagebase, it normally updates the highwater mark to point at the highest message if it pointed to the highest message before CrashMail started tossing. By doing this CrashMail doesn't need to check all imported messages to see if they should be exported. Unfortunately this feature causes problem with the CNet BBS system which uses the highwater mark for its own purposes, so now you can turn it off with this switch...

## 1.25 CrashPrefs -- Paths

Inbound

This is the directory where CrashMail will look for incoming mail bundles and packets.

Outbound

This is the directory where CrashMail puts files that should be sent and flow files.

Packets

If you specify a directory here, CrashMail will put mail bundles and file-attaches in this directory instead of the Outbound directory. If you have many downlinks and a full outbound, it can take a while for the mailer to scan the directory. If you use this switch to put as many files as possible in another directory, there will be as few files as possible in the Outbound and the scanning will be faster.

Nodelist

This is a directory where CrashMail can find a FidoNet nodelist processed by TrapList. If you specify this, CrashMail will also need traplist.library.

The nodelist is only used for one thing: Bouncing. If you want to bounce messages to nodes that aren't in the nodelist, CrashMail obviously needs a nodelist.

Statsfile

Filename that CrashMail should write its area statistics to. You can view the statistics with the program CrashStats and it is shown when your downlinks request area lists from your AreaFix.

Temporary

This is the directory that CrashMail should unpack compressed mail bundles to. You may put this in RAM:, but it isn't recommended unless you have very much memory. It may happen that you one day

---

receive much more mail than normal and your ram disk gets full...

#### Create packet

This is the directory where CrashMail should store packets before moving them to Outbound or adding them to a bundle. Unless you have many downlinks, you can put this on the ram disk for more speed.

## 1.26 CrashPrefs -- Aka

Aka stands for Also Known As. The akas are the different node and ↔ point numbers of your system. Here you should configure all your addresses.

#### Removing akas

Since Akas are linked to areas and routings, they can't be removed and leaving the areas and routings intact. If you try to remove an aka that is used, CrashPrefs will ask you if you want to change the aka in the areas and routings or if you want to delete the areas and routings.

Since every configuration must have at least one netmail directory, a BAD area and a DEFAULT area, CrashPrefs won't allow you to remove those areas. Instead the aka of those areas will be changed to the first aka in the list.

#### Domain

This is the domain of the aka. This could for example be "FidoNet", "AmigaNet" or something similar. This is currently only used for making a 5D-address when importing to an UMS messagebase and when writing RFC-messages with the Robotname feature.

#### FakeNet

FakeNets are used as a work-around for very old mailprocessors that don't now about points. A FakeNet was used to make a node address of a point, if you have the FakeNet 9999, the point 2:200/207.6 would then be treated as 2:9999/6 instead. Almost all software nowadays use 4D-addresses, so there should be no need to use this.

If you do need to use FakeNet-addresses, all you need to do is to select a FakeNet and set the "StoneAge" flag in the

#### Nodes

settings and CrashMail will take care of the rest for you. You should select a FakeNet that doesn't interfere with other nets in your zone.

#### Add SEEN-BY

You can use this feature to add nodes to the SEEN-BY lines when CrashMail tosses echomail. Hosts and Hubs and other nodes with administrative addresses should use this to make sure that all

---

their akas in the same net are added to the SEEN-BY lines.

Since the SEEN-BY lines are 2D, only 2D-addresses (Net/Node) can be entered here.

Strip SEEN-BY

You can use this to remove nodes for the SEEN-BY lines, but there is very seldom a need to do this. Patterns are allowed and this is also only 2D.

## 1.27 CrashPrefs -- UMS

What is UMS

Login name

Password

Server

CrashMail will try to login into the UMS messagebase with the given login name and password. The server will most of the time be "default".

An entry for "CrashMail" with no password (with no password) in ums.config might look like this in UMS V10.

```
User
Name "CrashMail"
Distribution      = "#?"
Export            = "#?"
GroupFilter       = "#?"
Import            = "#?"
NetAccess         = "#?"
Password
ReadAccess        = "fidonet.#?"
WriteAccess       = "fidonet.#?"
EndUser
```

If you use UMS V11, the entry could look like this instead:

```
( Exporter
  ( Alias
  )
  ( READACCESS "fidonet.#?" )
  ( WRITEACCESS "fidonet.#?" )
  ( NETACCESS "#?" )
  ( IMPORT "#?" )
  ( EXPORT "#?" )
  ( DISTRIBUTION #? )
  ( Name CrashMail )
  ( Password )
)
```

If you don't want CrashMail to export e-mail to a UseNet-gateway, you should of course only set Export to "#?@FidoNet". If you are in

several net, it could for example be "#?@(FidoNet|AmigaNet|OtherNet)".

Remember that you only need one account for all nets and all systems you send mail to.

#### Default origin

If CrashMail exports an echomail message with no Organization field in the UMS messagebase, it will put this string on the origin line.

#### Gateway name

#### Gateway node

If CrashMail finds a mail to export that isn't addressed in FidoNet-style, it can send the message to a UseNet gateway.

The message will be sent to the Gateway name at the specified Gateway node. The first line of the message text will be "To: <destination address>".

If you have Gateway name set to "UUCP" and Gateway node set to "1:1/31.0", a message like this will be sent:

```
From: Paul Atreides
To:   UUCP                (1:1/31.0)
Subj: Gateway Test
```

```
To: test.user@dotted.address
```

```
This is a small test...
```

#### Keep origin when importing

When you normally import FidoNet messages into UMS, the Origin line is parsed and then removed from the text. If you use this switch, the Origin will still be parsed but not removed.

#### Change MSGID to FidoNet-style

When UMS generates Message-ID's, it uses the same address for all areas regardless of your aka. If you want to have your FidoNet-address of the area in the MSGID, use this switch. If this switch is turned on, CrashMail will generate a new MSGID by using your aka for the area and the number in the Message-ID created by UMS.

#### Operate as a Maus gateway

If you want to operate a Maus gateway, you have to select this switch. Then all incoming messages with a REPLYADDR kludge that contains an e-mail-adress that ends with ".maus.de" will be converted as like this:

```
Real_Name@node.maus.de --> Real Name,NODE.maus
```

The Maus net currently only exists in the German-speaking countries.

---

## 1.28 CrashPrefs -- Groups

Groups are only used in AreaFix and decide which areas a node is allowed to subscribe to. A node may only subscribe to areas that are in a group he has access to.

### Groupnames

All groups may have a name. It is a good idea to use this feature, otherwise you can easily forget what the different groups are for. Examples of good groupnames are "FidoNet", "FidoNet Sysop", "Gated UseNet" etc. Choose your groupnames with care since they are also showed when a downlink requests an area list from your AreaFix.

### Nodes

In this list, all configured nodes are shown. You can toggle the access of the nodes by double-clicking on them or selecting the desired access with the gadget below the list. If the nodes have an asterisk ("\*") in front of them, they have access to this group and may subscribe to areas in this group via the built-in AreaFix. If there is an exclamation mark ("!") in front of the node, the node may still subscribe to areas in this group via AreaFix, but all areas will be configured as read-only for the node.

With the checkbox gadget labled "Get new areas", you can select if this node automatically should be subscribed to areas in this group that are auto-added or forward-requested by someone else. A "@" in front of the node shows if you have selected that the node should get all new areas in this group.

## 1.29 CrashPrefs -- Packers

CrashMail will examine incoming bundles to find out what packer to use. ←

Here you can configure the strings CrashMail should search for and how the packers should be executed.

The string below the listview is the name of the packer. Be sure to select good packer names like LHA, LZH and ZIP since your downlinks use this string if they want to change their packer via AreaFix.

### Pack command

The command to execute when a file should be compressed. You may use the following codes in the command:

```
%a  Name of the bundle the file should be added to
%f  Name of the file that should be added
```

A packer can only be selected with AreaFix if it has got a pack command.

---



## Unpack command

The command to execute when a file should be decompressed. CrashMail will change the current directory to the Temporary directory to make sure that the PKT files are extracted to the right place. You can use the following codes in the command:

%a Name of the bundle that should be unpacked

## Recog

This is short for "recognition" string and this string tells CrashMail how it can recognize a packer. CrashMail will read the beginning of the file and compare it with this string, and if it matches, CrashMail assumes that the file was compressed with this packer "?" can be used as a wildcard in the string. If you want to compare hexadecimal values, you can specify them with "\$xx".

Just an empty string will match everything, so you can use this if you want to use an external program or ARExx script that unpacks all kinds of archives.

Examples:

```
LHA/LZH:  "??-lh?-"
ZIP:     "PK"
ARC:     "$1a"
```

LHA/LZH written in hexadecimal: "\$2d\$6c\$68\$2d"

## Test recog

Use this button to test your recog settings. Select a packed file in the filerequester that appears and CrashPrefs will try to recognize the packer that was used to pack it.

## Examples

-----

```
Name: LHA
Pack command: LhA a %a %f
Unpack command: LhA x -m -M %a #?.pkt
Recog string: ??-lh?-
```

```
Name: LZH
Pack command: LhA -O a %a %f
Unpack command: LhA x -m -M %a #?.pkt
Recog string: ??-lh?-
```

```
Name: ZIP
Pack command: Zip %a %f
Unpack command: UnZip -j %a
Recog string: PK
```

## 1.30 CrashPrefs -- Charsets

CrashMail always recognizes the following charsets:

MAC#?  
LATIN-1#?  
SWEDISH#?  
IBMPC#?

(Charsets are case-sensitive, CrashMail wont recognize mac#?)

In addition to these charsets, you may configure CrashMail to recognize more charsets and use one of these if that charset appears. This feature is called Charset alias.

Charset alias

The name of the charset to be recognized. Examples: AMIGA, IBM-PC, PC-8, ISO-8859-1.

Real charset

The charset that should be used instead. See  
Available charsets  
for  
more information.

## 1.31 CrashPrefs -- Areas

This is one of the most important sections in CrashPrefs. Here ↔  
you can  
configure all your areas. The most convenient way of adding new areas  
is to configure the DEFAULT area and let CrashMail auto-add the rest.  
Make sure that the "Auto-add" switch in  
Options  
is turned on.

Adding areas

When you press "Add...", a string requester will appear and ask you for the tagname of the new area. The tagname is the name the area is known as on all systems in FidoNet. If it is a netmail area, the tagname isn't very important but you should nevertheless choose a name that says what kind of area it is. :-)

Removing areas

Every CrashMail configuration needs a BAD area, a DEFAULT area and at least one netmail area, so you can't remove all areas.

## Sorting areas

Press "Sort areas..." to sort the areas in your config. You can sort the areas in two ways, on the Tagname and on the Group.

The areas will be sorted this way:

### Tagname

- Netmail areas
- BAD area
- DEFAULT area
- Echomail areas

### Group

- Netmail areas sorted on tagname
- BAD area
- DEFAULT area
- Echomail areas sorted first on group and then on tagname

## Special areas

There are two special areas in CrashMail: BAD and DEFAULT. BAD is the area where CrashMail puts all bad messages, that is messages from nodes that are not allowed to write in those areas and messages in unconfigured areas if Auto-add is turned off. These two areas and netmail areas can never be pass-through.

The DEFAULT area is used when auto-adding areas. When an area is auto-added, the settings of this area are copied to the new area except for the aka and the group. CrashMail figures out what aka to use itself and the group is taken from the node's defaultgroup.

The path of the DEFAULT area is a bit special. Do not enter a path here, instead you should enter the prefix of your areas if it is an UMS area and the directory of your areas if it is a \*.msg area. CrashMail will create a new path using the text here and the tagname.

Examples:

UMS:	fidonet.	-->	fidonet.NEW_AREA
*.msg:	MAIL:Areas	-->	MAIL:Areas/NEW_AREA

## Netmail

This flag shows you if it is a netmail area or an echomail area. This flag is always ghosted, so the only way to create a new netmail area is to select "Add...", enter a name and press "Netmail".

## Unconfirmed

If Auto-add is turned off, unknown areas are added to the configuration with this flag set and will not be used until it is turned off. If you try to load a configuration file will unconfirmed areas, CrashPrefs will

inform you and encourage you to edit them. You can easily find the unconfirmed areas using the "Find unconfirmed" menu item.

#### Type

Type of the area. This can currently be UMS, \*.MSG or Pass-through. UMS and \*.MSG are the two types of messagebases that CrashMail supports and Pass-through means that messages in this area are not imported at all and only passed on to your downlinks. Netmail areas and the BAD area cannot be pass-through.

#### Path

If it is an UMS area, this is the UMS group of this area. If it is a \*.msg area, this is the path of the area. Two different areas may not have the same path.

#### Aka

This is your aka in the area. This is the aka that is added to the PATH and SEEN-BY lines and the sender of the PKT file that is created. In UMS areas, this is also the node that is put on the Origin line.

#### Export CHRS

This is the character set this area should be exported in. This is always active in UMS areas and active in \*.msg areas if the

Translate \*.msg  
switch is turned on.

Available charsets  
Default CHRS

This is the character set that CrashMail should use for messages without CHARSET or CHRS line. This is always active in UMS areas and active in \*.msg areas if the

Translate \*.msg  
switch

is turned on.

Available charsets  
Keep Number

#### Keep Days

These two gadgets are only active in \*.msg areas. They are read by

CrashMaint

and determine how long messages in this area will be kept. Messages will be deleted if there are more messages in the area than "Keep number" or if they are older than the "Keep days" setting.

#### Nodes

---

This is different in echomail and netmail areas. In netmail areas, netmail for the Aka and netmail for the nodes here are imported to the area. If you for example are both 2:299/100 and 2:299/101, it is a good idea to have the aka 2:299/100 and add 2:299/101 here.

In echomail areas, these nodes are the nodes that receive the area from you. You should also enter your feed here since that node receives messages that are written locally.

There are two different buttons for adding nodes, "Add..." and "Add all...". "Add" lets you select in a list of nodes that don't get the area already but have access to the area in the AreaFix. "Add all" lets you select in a list of all nodes that don't receive the area already regardless if they have access to subscribe to it via the AreaFix or not.

There are three different special settings for each node:

Read-only (showed with a "!" before the node)

This node may only read in the area. Any messages received from the node will end up in your BAD area.

Write-only (showed with a "@" before the node)

This node may write in the area, but will not receive any messages.

Feed (showed with a "%" before the node)

This indicated that that node is your feed for the area. The AreaFix uses this setting to automatically detach from pass-through areas when the last downlink unsubscribes. This is automatically set when auto-adding areas and when the AreaFix sends forward-requests, so there should be no need for you to set this yourself.

You can change these settings by selecting the desired setting with the gadget below the list or by double-clicking on the node you want to change.

If you are running an unregistered version of CrashMail, only two nodes are allowed here. In the registered version, the number of allowed nodes are only limited by your available memory.

#### Mandatory

Other nodes/points are not allowed to unsubscribe to this area in your AreaFix.

#### Default read-only

When nodes/points subscribe to this area, they are automatically set as read-only.

#### Description

---

The description of the area. Your AreaFix shows this when a area list is requested.

#### Group

The group of the area. This is used in AreaFix to determine what areas a node/point may subscribe to. A node may only subscribe to areas that are in groups that he has access to.

#### Ignore dupes

If you select this option, all dupe-checking will be disabled in this area. This is normally not needed and only useful when dealing with corrupt software that generates messages with the same header and the same MSGID...

If your Dupemode is set to Ignore on the  
General  
page, this item  
will be disabled since it is not needed.

#### Ignore SEEN-BY

If you select this option, CrashMail will ignore the SEEN-BY lines when passing the message on to other nodes. This should only be needed on rare occasions when strange routings are involved.

If Check SEEN-BY is not selected on the  
Options  
page, this  
item will be disabled.

#### Banned

The nodes in this list are nodes that for some reason may not subscribe to the area via AreaFix, for example if they have been banned by the moderator of the area.

#### Menu items

=====

##### Change areas

With this menu item you can change the settings for several ↔  
areas  
more easily than to change them individually.

#### Duplicate area

This will make a copy of the current area. This can be very useful when manually adding many areas.

#### Add mandatory and new areas...

If the area has the mandantody flag set, this function will add nodes that have access to this area and are not already connected to it.

---

This function will also add all nodes whose group settings indicate that they should get all new areas in the group that the current area belongs to.

Remove all areas in group

With this menu item you can remove all areas in a group.

Find

If you have many areas, it can be hard to find a specific group and then you can use this to find it. You only have to enter a substring, "point" would find "AMY\_POINT".

Find next

Search for the next occurrence of the search string.

Find unconfirmed

Searches for the next unconfirmed area.

## 1.32 CrashPrefs -- Change areas

Sometimes you want to change the same setting in several areas or perhaps in all of them. It is very boring and it takes long time to change all the areas one at a time. With this feature, you can change several areas quickly and easily!

Areas to change

Pattern  
Group

Here you can tell CrashPrefs which areas you want to change. An area has to match the pattern and to be in the specified group in order to be changed. The pattern that should be entered here is a standard AmigaDOS pattern.

Changes

Here you can enter the changes that should be made to the areas that match the pattern and are in the specified group. Select the items you want to change and enter the new values.

These three changes may need an explanation:

Path

It would be rather pointless to change the path in all areas to the same string, wouldn't it? That's why you can put a "%s"-code in the string. All occurrences of "%s" will be replaced by the tagname of the area that is changed. If you entered "fidonet.%s" as a new path, your areas would be called "fidonet.CRASHMAIL", "fidonet.AMIGA" etc.

---

Add export node  
Remove export node

These two options change the list of nodes to export the area to.  
A node is not added if it already in the list.

Change!

Finally you just have to press this button to apply the changes.

### 1.33 CrashPrefs -- Bounce

If someone writes a message to a node that is not in the nodelist ←

CrashMail can bounce it back to the sender and tell him what went wrong. In order to do this, CrashMail needs a nodelist compiled with traplist. The nodelist is configured in

Paths

.

CrashMail will only bounce messages to nodes that match one of the

node patterns

configured here. To disable bouncing, just don't specify any node patterns.

A bounce message may look like this:

=====

From: Johan Billing (9:999/999.0)  
To: Test Nisse (9:999/998.0)  
Subj: Bounced Message

Warning! Your message has been bounced because the node 9:999/999.0 doesn't exist in the nodelist.

This is the message that was bounced:

From: Test Nisse (9:999/998.0)  
To: No Point (9:999/999.0)  
Subj: YooHoo

@MSGID: 9:999/998.0 12345678

This is a test to see if you exist.

### 1.34 CrashPrefs -- Allowed patterns for File attach

CrashMail can also route files together with netmails. Files will only be routed if the destination node matches one of these

node patterns



, otherwise the message will be bounced back to the sender with an error message.

A bounce message may look like this:

```
=====
From: Johan Billing (9:999/999.0)
To: Test Nisse (9:999/998.0)
Subj: Bounced Message
```

Warning! Your message has been bounced because because routing of file-attaches to 9:999/999.0 is not allowed.

This is the message that was bounced:

```
From: Test Nisse (9:999/998.0)
To: No Point (9:999/999.0)
Subj: TESTFILE.LHA
```

```
@MSGID: 9:999/998.0 12345678
This is a test to see if it works.
```

## 1.35 Node patterns

CrashMail has very powerful pattern matching for nodes. "\*" and "?" can be used as wildcards and there are special keywords that match all nodes that belongs to a zone, region, net, hub or a node.

Patterns

=====

2:200/207.\*

This would match 2:200/207.1, 2:200/207.2, 2:200/207.42 etc

2:200/2\*.\*

This would match 2:200/213.99, 2:200/424.48, 2:200/207.0 etc.  
This would NOT match 2:200/103.42.

2:200/2?.\*

This would match 2:200/24.42, 2:200/25.52 but not 2:200/200.0.

2:\*/100.0

This would match 2:200/100.0, 2:200/100.0, 2:300/100.0 etc.

ZONE 2

This matches everything in zone 2. This has the same effect as 2:\*/\*.\*.

REGION 2:20

This matches everything in region 2:20. You can only use the REGION keyword if you use a nodelist.

NET 2:200

Matches everything in net 2:200. This is the same as 2:200/\*.\*.

HUB 2:205/300

Matches all node that belongs to the hub 2:20/300. You can only use the HUB keyword if you use a nodelist.

NODE 2:200/108

Matches the node 2:200/108 and all its points. This does exactly the same as 2:200/108.\*.

\*:\*/\*.\*

This would match everything.

Destination patterns

=====

These are a bit more complicated since the destination node of the operation is also involved. This is best explained with netmail routing as an example. In CrashMail, destination node patterns are also used in the remap function, but it works very similarly there.

\*:\*/\*.0, netmail for 2:200/108.7

This netmail would be routed to 2:200/108.0

\*:\*/0.0, netmail for 2:200/108.7

This netmail would be routed to 2:200/0.0

ZONE, netmail for 2:201/274

This netmail is routed to the Zone Coordinator, in this case 2:2/0.

REGION, netmail for 2:200/207.5

This netmail is routed to the Region Coordinator, in this case 2:20/0. You can only use this keyword if you use a nodelist.

NET, netmail for 2:200/108.7

This netmail is routed to the host of the net, in this case 2:200/0. This is the same as \*:\*/0.0

HUB, netmail for 2:200/108.7

This netmail is routed to the hub of the node, in this case 2:200/100. You can only use this keyword if you use a nodelist.

NODE, netmail for 2:200/108.7

This netmail is routed to the boss of the point, in this case 2:200/108.0. This is equivalent to \*:\*/\*.0.

---

\*:\*/\*.\*, mail for 2:203/699.0

This would be routed to 2:203/699.0

## 1.36 CrashPrefs -- Remap

There are two different pages in this window for the two different remap functions in CrashMail. You can either remap netmails to certain users at your system or remap all netmails to a certain node (or pattern).

Remap names

=====

Netmails to users that are in this list will be remapped. The name can also be a pattern, so you can for example remap all messages to another node. This can be useful if you run a BBS as a point under yourself, then you can remap all netmails that are not to yourself to the point. The pattern could look like this: ~(Johan Billing|Sysop)

New name

The name the messages should be remapped to. This can also be an asterisk ("\*"), and if that is the case, the username will not be changed. This can be useful if you remap patterns.

New node

The node the messages should be remapped to. This can also be a node

node pattern

.

If you run a BBS as a point, you might want to remap all netmails to your BBS. If you have the akas 2:33/444.0 and 40:41/422.0 and run the BBS as point 42, use the following line as new node:

\*:\*/\*.42

All netmails should then be passed on to the BBS using the correct point number for the BBS, the number in zone 2 for netmails that were addressed to your aka in zone 2 and the same for zone 40.

Remap nodes

=====

Netmails to nodes that are in this list will be remapped. You can also specify

node patterns

such as 2:200/999.\* in this list.

New node

The node the messages should be remapped to. This can also be a pattern that will then be expanded the same way that CrashMail does when routing messages. An example:

Messages to 2:200/999.\* should be remapped to 2:999/200.\*  
A message to 2:200/999.42 will then be remapped to 2:999/200.42.

This can be useful if a node changed node number. Then you can easily remap all netmails to the node and its point to their new addresses.

## 1.37 CrashPrefs -- Routing

Routing is a very important part in CrashMail. With the route settings, you configure where netmails to different nodes should be sent.

Route pattern

The patterns here are node patterns. Here you can set what nodes this statement will affect.

Route via

This is where nodes that match the route pattern should be sent. This may also be a destination node pattern. See the examples for more information.

Aka

This is the Aka that will be put on the Via line and in the packet header. This is also the Aka that will be used as originating node when exporting netmails from UMS, writing AreaFix messages and writing Bounce messages. Be sure to configure correct Akas.

Test routing

Enter a destination node here and CrashPrefs will show you how it would have been routed with the current settings. This is very useful to test your route settings.

If you get the message "Nodelist required", you are using patterns that contains "REGION" or "HUB", and such patterns need a nodelist. If you get the message "Nodelist error", it means an error occurred when CrashPrefs tried to access the nodelist.

Loop-mail

CrashMail can check for loop-mails. Loop-mails are netmails that are routed between the same nodes in an infinite loop because of a mistake in the routing configuration somewhere. If one of the Via-lines in a netmail contains both your node and the string "CrashMail", it is a considered a loop-mail. When CrashMail encounters a loop-mail, it can act in three different ways:

## Ignore

Nothing at all happens. In fact, CrashMail doesn't even check for loop-mails if this alternative is selected. :-)

## Log

CrashMail logs that it has encountered a loop-mail.

## Log+Bad

CrashMail logs the loop-mail and imports it to your BAD area. CrashMail only imports the kludges of the netmail to preserve privacy, but it should be no problem to find out about the problem by just looking at the Via-lines.

Note: You should make sure that all netmails are routed somewhere, that is you should end your route statements with a "\*/\*/\*" pattern. Route statements are processed in the order they are here, so you have to put this as the last pattern.

## Route examples

-----

Simple point in FidoNet and AmigaNet:

Pattern	Route via	Aka
39:*/*. *	39:160/4.0	39:160/100.32
40:*/*. *	39:160/4.0	39:160/100.32
41:*/*. *	39:160/4.0	39:160/100.32
*:*/*. *	2:203/600.0	2:203/602.32

A point in FidoNet and AmigaNet with points:

Pattern	Route via	Aka
2:203/699.*	*:*/*. *	2:203/699.0
39:160/199.*	*:*/*. *	39:160/199.0
39:*/*. *	39:160/4.0	39:160/199.0
40:*/*. *	39:160/4.0	39:160/199.0
41:*/*. *	39:160/4.0	39:160/199.0
*:*/*. *	2:203/600.0	2:203/699.0

Note how a pattern is used as "Route via" to allow you to use only one route statement for all your points.

A Hub in FidoNet and AmigaNet with points:

Pattern	Route via	Aka
2:203/699.*	*:*/*. *	2:203/699.0
39:160/199.*	*:*/*. *	39:160/199.0
39:160/1*. *	*:*/*. 0	39:160/4
2:203/6*. *	*:*/*. 0	2:203/600
39:*/*. *	39:160/0.0	39:160/4.0
40:*/*. *	39:160/0.0	39:160/4.0

---

```

41:*/*. *      39:160/0.0      39:160/4.0
*:*/*. *      2:203/0.0      2:203/600.0

```

Patterns are used here as well to reduce the number of route statements as much as possible. On line 3 and 4, all messages to nodes and points under the hub are routed to the nodes.

## 1.38 CrashPrefs -- Change

When packing Echomail, CrashMail can change certain types of mail  $\leftrightarrow$  to another type. This can be good to make sure that mail is only sent when your downlinks call you.

Change pattern

```

Change type for nodes that match this
node pattern
.

```

```

Change Normal
Change Crash
Change Direct
Change Hold

```

Change mail of these types.

Change to

The type the mail should be changed to.

Test change

Here you can test your Change statements. Just specify a node and a type and see what would have happened to the mail with these settings.

If you get the message "Nodelist required", you are using patterns that contains "REGION" or "HUB", and such patterns need a nodelist. If you get the message "Nodelist error", it means an error occurred when CrashPrefs tried to access the nodelist.

Change has a special meaning when routing file-attaches to points. File-attaches can only be routed to your points if you change them from Direct to Hold, so make sure that you do that if you want to route file-attaches.

Note that this doesn't mean that all crashmails for a node can be routed normally, this only changes the type when the bundle is added to a flow file. You can make sure that the crashmail is put in a .FLO file instead of a .CLO file, but that is all.

## 1.39 CrashPrefs -- Robotnames

In CrashMail, you can configure patterns as Robotnames. When a netmail for a name that matches one of the configured patterns is received, CrashMail can execute a command. This can for example be used for external AreaFix, Raid programs etc. Only the command for the first matching robotname is executed.

### Robotnames

This is a list of all the configured robotnames. A Robotname can be a normal string but also a pattern such as "#?Fix".

### Command

This is the command that should be executed when mail for this robot is received. The following codes may be used in the command:

```
%r      The message in
        RFC-format
        %m      The message as a *.msg file
%f      From name
%o      Originating node
%t      To name
%d      Destination node
%s      Subject
%x      Date and time of the message
```

CrashMail will react differently depending on what error the executed command returns.

```
0       The message is not imported
10      The message is imported
20      CrashMail stops tossing
```

## 1.40 RFC-format

This is a completely ASCII-based format that CrashMail can write with the Robotname feature. This is the same format as TrapToss uses, so most TrapToss robots should be able to run with CrashMail. Have a look at rexx/ParseRFC.rexx for an example on how to parse the RFC format.

Example message in RFC-format

```
=====
From: 1:1/1.1@Fidonet (Joe User)
To: 2:200/207.6@Fidonet (Robbie)
Subject: Testing robot
Date: 11 Dec 94 10:00:00
Message-ID: 1:1/1.1 12345678
References: 2:200/207.6 12345678
X-Fido-PID: FM 2.02
X-Fido-FMPT 1
X-Fido-TOPT 6
```

X-Fido-INTL 2:200/207 1:1/1  
X-Fido-CHRS: LATIN-1 2

This is a message just to test the RFC-format. Please note the empty line between the header and the text...

## 1.41 CrashPrefs -- AreaFix

CrashMail features an AreaFix. An AreaFix is a program (or a part of a tosser, as in CrashMail's case) that lets your downlinks subscribe and unsubscribe to areas without contacting you. In this window, you can configure everything that has to do with the AreaFix except for the arealists for forward-requests that are configured in the Arealists... window.

### AreaFix names

These are the names your AreaFix responds to. One of these names should always be AreaFix, since almost all systems support that name. If you want to disable AreaFix, all you have to do is to remove all names from this list.

### Help file

This is the file your AreaFix sends when a downlinks requests help with the %HELP command. The AreafixHelp.doc file that describes AreaFix comes with CrashMail and should be specified here.

### Import AreaFix

If this is set, messages to AreaFix will be imported into your messagebase. If you run UMS, make sure that you have a user with the alias AreaFix.

### AreaFix may remove

If you have this switch set and the last downlink disconnects from an area via AreaFix, the area is removed from the configuration and an AreaFix message is sent to your feed to unlink the area. The area is of course not removed if it isn't a pass-through area.

### Allow rescan

If this switch is turned on, your downlinks may rescan areas in your messagebase using AreaFix.

### Forward areas pass-through

This switch controls how forward-requested areas should be added to your configuration. If it is turned on, they will be added as pass-through areas that are not imported at your system. If it is turned off, a normal area will be created and all messages in the forward-requested areas will be stored in your messagebase just as all



messages in all normal areas.

(Check in the  
                   Arealist  
                   section for more information about  
 forward-requests.)

## 1.42 CrashPrefs -- Arealists

Here you can configure the arealists that are used by CrashMail. CrashMail can use arealists for two purposes:

1. Forward-requests
2. Auto-adding of descriptions

Forward-requests

-----

A special feature of CrashMail's AreaFix is that it can request an area from your uplink if you don't have it. When the last downlink unsubscribes from the area, the area is removed and a request is sent to your uplink to remove the area if you have the

Areafix may remove  
 flag set. This

is often called forward-requests. CrashMail uses the arealists to check what node it can request the area from.

Use this with caution since you probably don't want to allow your downlinks to increase your phonebill by requesting areas from your long-distance feed. ;-)

A downlink may only do forward-requests it has the

Allow forward reqs  
 flag

set and the

Default group  
 of the node the request is sent

to matches the groups of the downlink.

Auto-adding of descriptions

-----

CrashMail can also get description for the areas from the arealists. Descriptions are auto-added both when new areas are auto-added and when forward-requests are sent.

Nodes

The nodes in this list are the nodes that you have arealists for. When forward-requests are to be sent, the lists are searched in the given order, so be sure to specify the cheapest/fastest/best node first if you have more than one.

Area file

This is a file with all the areas that are available at the node.

The format is like this:

Tagname[ description]

Examples of valid lines:

```
R20_AMIGA
CRASHMAIL CrashMail support echo
AMIGA      Amiga echo
```

Please notice: If you are in Zone 1, you can use the FIDONET.NA file together with CrashMail.

Forward-requests

Use this file when sending forward-requests

Get descriptions

Use this file when auto-adding descriptions

Test arealists

To ensure that everything has been correctly configured, you can test the arealists. Just enter a name and you will see where CrashMail would have tried to request the area and what group the downlink would have needed access to. You will also see the description that would have been auto-added.

## 1.43 CrashPrefs -- Nodes

Here you must configure all nodes you send echomail to. You should configure all nodes you route netmail to as well if you want to send the netmail compressed.

Sysop

The sysop of the node or point. This is only used when sending area notifications via command-line or the ARexx port.

Packet PW

For maximum security, you can have a packet passwords. If a packet password is specified, packets from this node will only be accepted if they have a correct password. If you don't want to packet passwords, just leave this gadget empty. Due to limitations in the FidoNet standard, packet passwords can only be 8 characters long.

Packer

This is packer that should be used to compress netmail and echomail for this node. (Netmail will only be compressed if the Pack netmail switch is turned on). You can also select "No packer" to send the mail

---

uncompressed.

#### Passive

This is set if the node is passive. When a node is passive, no echomail at all will be sent to it. Downlinks can set this flag via AreaFix with %PAUSE if they don't want to receive echomail for a while but want to keep the areas connected. %RESUME in AreaFix turns off the Passive flag.

#### StoneAge

The node operates a Stone-Age system that can't handle the .PKT extension as specified in FSC-0039 (also called Type-2+). Almost all programs today can handle the FSC-0039 format. If either you or the node is a point the FakeNet specified in

Aka  
will

be used.

#### Pack netmail

If you have this switch turned on, CrashMail will put netmail for this node in the same packet as echomail and compress them. If it is turned off, netmail will be sent separately and uncompressed.

#### Auto-add areas

When CrashMail processes a .PKT file from this node that contains messages for areas that are not configured, it can act in two ways.

Normally CrashMail will just add the areas to the configuration file with an UNCONFIRMED line and not use them until you have confirmed them in CrashPrefs.

If you have this switch turned on, CrashMail will use the areas without any confirmation. It is quite convenient to have this switch turned on, especially if you use the UMS messagebase since new areas will turn up in IntuiNews automatically.

#### SEEN-BY

CrashMail can treat SEEN-BY's in three different ways:

##### Normal

All SEEN-BY's are sent. This is the settings that should be used in almost all cases. The only occasions when you can use the other two settings are if you are in a OtherNet with different rules than FidoNet or if the node is one of your points that wants to have smaller mail packets.

##### Tiny

Only your node and the receiver's node are put on the SEEN-BY lines. The nodes are of course not put there if they are points.

##### None

---

No SEEN-BY's at all are written.

When CrashMail exports mail to a different zone it always uses a mode similar to Tiny. When a mail from a different zone is imported, all SEEN-BY's are removed. This is necessary to do since the nodes in the SEEN-BY's are only 2D.

## Groups

These are the groups the node has access to. When a node wants to connect to an area via AreaFix, it must have access to the group the area is in. Groups with access are marked with an "\*" in front of them. If the group is marked with an "!" in front of it, the node still has access to the group via AreaFix, but the node will only be attached as read-only. You can select the access with the gadget below the list or by double-clicking on a group.

With the checkbox gadget labeled "Get new areas", you can select if the node automatically should be subscribed to areas in this group that are auto-added or forward-requested by someone else. A "@" in front of the group shows if you have selected that the node should get all new areas in this group.

## Areas

These are the echomail areas the node receives from you.

There are two different buttons for adding areas, "Add..." and "Add all...". "Add" lets you select in a list of areas that the node doesn't already receive but has access to in the AreaFix. "Add all" lets you select in a list of all areas that the node doesn't receive regardless it has access to subscribe to them in the AreaFix or not.

There are three different special settings for each node:

Read-only (showed with a "!" before the area)

This node may only read in the area. Any messages received from the node will end up in your BAD area.

Write-only (showed with a "@" before the area)

This node may write in the area, but will not receive any messages.

Feed (showed with a "%" before the area)

This indicates that that node is your feed for the area. The AreaFix uses this setting to automatically detach from pass-through areas when the last downlink unsubscribes. This is automatically set when auto-adding areas and when the AreaFix sends forward-requests, so there should be no need for you to set this yourself.

You can change these settings by selecting the desired setting with

---

the gadget below the list or by double-clicking on the node you want to change.

#### Send Notify

When a "NOTIFY ALL" is sent to the Arexx port or passed on command-line, lists of connected areas will be sent to all nodes with this flag. You probably won't want to set this flag for your feed. :-)

#### Allow forward reqs

A special feature of CrashMail's AreaFix is that it can request an area from your uplink if you don't have it. When the last downlink unsubscribes to the area, the area is removed and a request is sent to your uplink to remove the area if you have the

Areafix may remove  
flag

set. This is often called forward-requests.

A node may only send forward-requests if it has this flag turned on.

#### AreaFix password

This is the AreaFix password of the node. An AreaFix password is required to turn on and off areas via your AreaFix.

#### Default group

This is the group that any auto-added areas from this node should be put in. A node may also only send forward-requests if it has access to the default group of the node the forward-request is sent to.

#### Remote AF name

#### Remote AF password

The name of the AreaFix on the remote system and the password you use to contact it. This is used when sending forward-requests.

#### Banned

This is a list of areas which the active node may not subscribe to via AreaFix, for example if the node has been banned by the moderator of the area.

#### Menus

=====

#### Duplicate node...

This will make a copy of the current node. This can be very useful when adding many nodes.

#### Add mandatory and new areas...

This will add all areas to the node that

- a) Have the Mandatory flag set in
-

## Areas

- β) Are in a group the node has access to  
 3) Are not already connected to the node

or

- a) Are in a group that the node is configured to get all new areas in  
 b) Are not already connected to the node

## 1.44 Commandline switches

### Commandline switches in CrashMail

=====

SCAN/S, TOSS/S, TOSSFILE/K, SCANAREA/K, SCANLIST/K, NOTIFY/K, SETTINGS/K, WAIT/S,  
 QUIT/S, RESCAN/K, RESCANNODE/K, RESCANMAX/N/K

SCAN	Export messages from your messagebase
TOSS	Processes incoming messages (writes them to your messagebase and passes them on to your downlinks if you have any).
TOSSFILE	Process the specified file
SCANAREA	Export messages in the specified area
SCANLIST	Scans the areas listed in the specified text file. Some BBS programs can write a list of changed areas when a user logoff, and for faster exports you can pass that list to CrashMail using this switch.
NOTIFY	Send a list of linked areas to the node specified. If you specify "ALL", a list will be sent to all nodes with the  Notify flag set.
SETTINGS	Use this settings file instead of PROGDIR:CrashMail.prefs
WAIT	Stay resident and wait for ARexx commands. If the configuration changes when CrashMail is waiting, it will be reloaded.
QUIT	Tell a resident copy of CrashMail to quit
RESCAN	Rescan the specified area for a node, that is send all old messages in the area to a downlink. May only be used together with RESCANNODE.
RESCANNODE	The node to rescan old messages to. May only be used together with RESCAN.
RESCANMAX	Maximum number of old messages to rescan.

If no arguments are specified, CrashMail will just scan the Outbound

directory for files that haven't been compressed for some reason.

Important: If another copy of CrashMail is already running, all commands will be passed on to the first copy. Because of this, it is impossible to have two copies of CrashMail working at the same time. You can safely put "CrashMail toss" in your aftersession script.

## 1.45 ARexx port

### ARexx port

=====

If you have enough memory and process mail often, you may want to have CrashMail resident and send commands to it via ARexx. You will save time because CrashMail won't have to initialize every time you want to toss incoming mail.

The name of CrashMail's Arexx port is CRASHMAIL. An easy way to send ARexx commands to CrashMail is by just executing CrashMail normally when another copy of CrashMail is already running. All commands will then be passed on to the first copy of CrashMail.

CrashMail recognizes the following commands:

SCAN

Export messages from your messagebase

TOSS

Processes incoming messages (writes them to your messagebase and passes them on to your downlinks if you have any).

TOSSFILE <file>

Processes the specified file

SCANAREA <area>

Export messages in the specified area

SCANLIST <textfile>

Scans the areas listed in the specified text file. Some BBS programs can write a list of changed areas when a user logs off, and for faster exports you can pass that list to CrashMail using this command.

NOTIFY <node>/ALL

---

Send a list of linked areas to the node specified. If you specify "ALL", a list will be sent to all nodes with the  
     Notify  
     flag set.

#### RELOADCONFIG

Reload the settings file. CrashMail also monitors the file, so it will be reread if it is changed.

#### QUIT

Quits CrashMail.

#### RESCAN <area> <node> [<max>]

Rescan the specified area for the specified node, that is resend all old messages in the area. <Max> is the maximum number of old messages to rescan and is optional. If no maximum number is specified, all messages in the area are rescanned.

## 1.46 CrashStats

### CrashStats

=====

As you might know, CrashMail keeps statistics on all areas and nodes in your settings file. These statistics are shown when a downlink requests a list of your areas, but can also be shown using CrashStats.

If you want to read the stats in an own program, have a look at the file StatsFormat.doc for a description of the file format.

The syntax for CrashStats is the following:

CrashStats FILE/A, SORT, LAST7/S, NOAREAS/S, NONODES/S, GROUP

FILE       The statistics file CrashStats should read. This is usually called CrashMail.stats and can be found in the directory where you keep CrashMail.

SORT       How the output of the areas should be sorted. The node output is not affected by this. You can choose between the following methods:

- |            |  |
|------------|--|
| A -- Alpha | Sort the list alphabetically (default)                               |
| T -- Total | Sort on the total number of messages in the area                     |
| M -- Msgs  | Sort on the average number of messages per day                       |
| D -- Date  | Sort the areas after the date when the first message arrived in them |



L -- Last Date    Sort the areas after the date when you last got any messages in them

U -- Dupes        Sort the areas after the number of duplicate messages

NOAREAS    Don't show any statistics for the areas

NONODES    Don't show any statistics for the nodes

LAST7      Show the message statistics for the last 7 days (and the number of messages that have arrived so far today)

GROUP      Only areas in one of the groups specified here will be shown. Please note that you can specify multiple groups like "ABCEF" etc.

## 1.47 CrashWrite

### CrashWrite

=====

CrashWrite is a program that lets you send textfiles as netmails and echomails. Since CrashWrite puts the message as a \*.pkt file in your inbound directory, it doesn't matter if the area is a UMS, MSG or Pass-through area.

Syntax for CrashWrite:

CrashWrite FROMNAME=FN/K, FROMADDR=FA/K/A, TONAME=TN/K, TOADDR=TA/K/A, SUBJECT=SUBJ/K, AREA/K, ORIGIN/K, NOMSGID/S, DIR/K, TEXT/A

FROMNAME    The sender's name (maximum 35 characters).  
Default: CrashWrite

FROMADDR    The sender's address in standard zone:net/node[.point] format.

TONAME      The recipient's name (maximum 35 characters).  
Default: All

TOADDR      The recipient's address. (Set this to your own address for echomail.)

SUBJECT     Subject line of the message (maximum 71 characters).  
Default: Information

AREA        The area in which the message should be written.  
If this is omitted, a netmail will be generated.

ORIGIN      The Origin line of the message. This will of course only be used in Echomail areas.

NOMSGID    Don't generate a MSGID kludge.

DIR         The directory in which you would like the PKT-files to be created.  
Default: MAIL:Inbound

TEXT           The textfile you wish to send.

Security

-----

CrashWrite sets "No security" as the filenote on all generated \*.pkt files. This tells CrashMail to disable all security checks when importing the message. Because of this, you can easily write messages to all echomail areas without worrying about security checks in CrashMail.

See

                  'No security packets'  
                  for more information.

To users of CreatePkt

-----

If you think that this looks very much like CreatePkt, you are in fact absolutely right. CrashWrite is based on the old CreatePkt source and only a few things have been changed. Here is a list of the most important changes:

- o CrashWrite sets "No security" as filenote on the generated \*.pkt files
- o PKTFROM/PKTTTO have been removed. With the "No security" feature in CrashMail, they are not useful anymore.
- o CrashWrite is a bit shorter than CreatePkt.
- o Changed name. :-)

## 1.48 CrashMaint

CrashMaint

=====

Sometimes you need to maintain you areas and delete old messages in them, otherwise they will soon fill up your hard drive. CrashMaint will do that for you in \*.msg areas. For UMS, use Expire that comes in the UMS archive.

Syntax for CrashMaint:

CrashMaint MAINT/S,RENUMBER/S,VERBOSE/S,SETTINGS/K

MAINT	Delete old messages. The limits for this are specified in the settings file.
RENUMBER	Renumber the *.msg files in the areas.
VERBOSE	Show what messages CrashMaint deletes/renumbers
SETTINGS	Use an other settings file. The default settings file is PROGDIR:CrashMail.prefs.

Example:

CrashMaint MAINT RENUMBER

CrashMail will use Keep Number and Keep Days settings in the

Area  
configuration to determine what messages to delete.

Using CrashMaint will make sure that the highwater marks of the areas are preserved when an area is renumbered. If you are not using CrashMaint to maintain your areas, you might have to run

```
CrashHW
    afterwards up update
your HighWater marks if you use the
    Use *.msg HighWater
    option.
```

## 1.49 CrashHW

CrashHW

=====

CrashHW is the HighWater utility that comes with CrashMail. The HighWater mark is basically the number of the last exported message in the area and is stored in the ReplyTo field in l.msg. HighWater marks are used to speed up exporting of messages since CrashMail won't have to open all files to check if they have the 'Sent' flag set. On the other hand, messages without the 'Sent' flag won't be exported if they have a number that is lower than the HighWater mark. CrashMail will only use HighWater marks if you have selected the

```
Use *.msg HighWater
option.
```

As you understand, the HighWater mark has to be updated when the area is renumbered. CrashMaint will do this automatically for you, but you may have to use other renumbering programs that don't. If you want to use such a program and still use HighWater marks, you can use CrashHW to update the HighWater marks after the messagebase has been renumbered.

CrashHW can also show the HighWater mark in area.

Syntax for CrashHW:

SHOW/K, UPDATE/K, SETTINGS/K

SHOW            Use this to show the HighWater mark in an area. You have to specify the tagname of the area you are interested in.

UPDATE          Here you can enter the tagname of the area you want to update or ALL to update all areas.

SETTINGS        Use an other settings file. The default settings file is PROGDIR:CrashMail.prefs.

## 1.50 CrashForward

## CrashForward

=====

CrashForward is a program that creates arealists that other nodes can use when sending AreaFix forward-requests to you. CrashForward reads the CrashMail configuration file and writes all areas in the specified group(s) to a file in the following format:

```
<tagname>          <description>
```

Syntax for CrashForward:

OUTFILE/A, GROUP, NODESC/S, SETTINGS/K:

OUTFILE     The name of the arealist that will be created by CrashForward

GROUP       Only areas that belong to one of the groups specified here are written to the arealist. If no group is specified, CrashForward will write all areas to the arealist. Examples: A, AB, EF

NODESC      If this switch is specified, no descriptions will be written to the arealist.

SETTINGS    Use an other settings file. The default settings file is PROGDIR:CrashMail.prefs.

## 1.51 CrashAnnounce

## CrashAnnounce

=====

CrashAnnounce is a program that helps you to announce new echomail areas at your system. It works by searching a CrashMail statistics file for areas that have got mail for the first time since the last time you ran CrashAnnounce.

Syntax:

STATSFILE/A, GROUP

STATSFILE     The name of the CrashMail statistics file that should be used to announce areas.

GROUP        Only announce areas in the groups specified here.

CrashAnnounce saves the last date and time it was run in a file called <statsfile>.lastannounce where <statsfile> is the statistics file you specified. The program will return WARN (5) if there weren't any new areas to announce and 0 if there was something to announce.

CrashAnnounce is best used together with CrashWrite in a script. The program saves the last time it was run for each group, so it is possible to do something like this:

---

```
CrashAnnounce CrashMail.stats ABCD >t:announce
```

```

If NOT WARN
  CrashWrite T:Announce AREA NEW_AREAS FN CrashAnnounce FA 2:200/108.7 TA ←
    2:200/108.7
EndIf

CrashAnnounce CrashMail.stats E >t:announce

If NOT WARN
  CrashWrite T:Announce AREA AMIGANET_NEW_AREAS FN CrashAnnounce 2:200/108.7 TA ←
    2:200/108.7
EndIf
---
```

## 1.52 ExistsMail/ExistsTick

ExistsMail/ExistsTick

=====

Since it can take a while for CrashMail to initialize, it might be a good idea to check if there is anything to process first. These two programs can do that for you in a scriptfile.

ExistsMail checks for netmail and echomail and ExistsTick checks for any \*.tic files for file echos.

Both programs take one argument: Directory to check. If there is anything to process, they will return 5 (warn), otherwise they will return 0. If an error occurs, they will return 10.

An example script file with these two programs and CheckSpace could look like this:

```
-----
; Check for at least 5 MB of space on the harddisk
```

```
CheckSpace mail: 5120 ; Check for two megabytes
```

```
If WARN
  Quit
EndIf
```

```
ExistsTick mail:Inbound
```

```
If WARN
  FTick
EndIf
```

```
ExistsMail mail:Inbound
```

```
If WARN
  CrashMail toss
EndIf
-----
```

## 1.53 Registration

Registration

=====

CrashMail is released as ShareWare and is slightly crippled. If you are an unregistered user of CrashMail, you can only send an echomail area to two nodes. That means that you are limited to one uplink and one downlink, so if you are a node, only one point can receive an area. Nothing else is crippled and there are no annoying requesters telling you to register.

You don't have to register CrashMail if you don't want to. If you are a point or a node without points, you should be able to use the unregistered version without noticing the limitations. I do of course appreciate all registrations. :-)

How to register

=====

The price of a registration is 150 SEK or 20 USD. If you want to register, please print out the form below and mail it to the following address:

Johan Billing  
Östra Storgatan 22  
S-260 60 Kvidinge  
SWEDEN

You can also mail the form to one of the following addresses:

E-mail: johan.billing@kcc.ct.se  
FidoNet: Johan Billing at 2:200/108.7

If you for some reason can't print out the form or send it to me, send me a letter with all information that you would have written on the form.

You will receive your keyfile as soon as possible. If you have chosen to have the keyfile crashed or e-mailed to you, you will have the keyfile only a few days after I have received the money. If you have chosen to have the keyfile mailed to you on a disk, the time it will take for it to reach you depends on where you live. Please remember that I am only human and may be on vacation or extremely busy, in such cases it may take longer for you to get your keyfile.

Please also remember this:

-----

You pay for the current version of CrashMail, not for any updates. I reserve the right, not to develop any future versions of CrashMail. Any future updates will of course be free.

-----

Registration form

=====

Yes, I want to register CrashMail. As soon as you have received the money, please send me my keyfile!

## Name and adress

-----

Full name : .....

Address line 1 : .....

Address line 2 : .....

Address line 3 : .....

Country : .....

## How to contact me

-----

If there are any problems with my registration, you can contact me this way:

FidoNet address (optional) : .....

E-mail address (optional) : .....

## Payment

-----

I will pay 150 SEK or 20 USD using the following method: (Please mark the appropriate box)

- I am sending 150 SEK/20 USD in cash together with this letter. Please send bills only. You send money this way at your own risk.
- Postal Money Order
- I pay 150 SEK to the following PostGiro account: 924 71 70-5. Please write on the PostGiro form who you are and that you want to register CrashMail. (This method of paying is only available in Scandinavia)

## Keyfile

-----

I wish to receive my keyfile in the following way: (Please mark the appropriate box)

- I want the keyfile to be mailed to me on a disk together with the latest version of CrashMail.
- I am a node and want the keyfile to be crashed to me. My node is online ..... local time.
- I am a point and want the keyfile to be crashed to my boss. His node is online ..... local time.
- I want you to e-mail the keyfile to my Internet account encryped with PGP. I will send you my public PGP key as soon as possible.

.....

Date

Signature

## 1.54 Acknowledgements

I want to thank the following persons:

- o Johannes Nilsson, Fredrik Bennison, Mathias Axelsson and Rickard Olsson for beta-testing and suggestions.
- o Olaf Barthel for gtlayout.library. Without it, CrashPrefs would have been twice as large and would have taken ten times as long to make. :-)
- o Andre Schenk for telling me about the Gatebau protocol and mailing the specifications to me.
- o Nico François for reqtools.library. CrashMail uses reqtools.library. ReqTools is Copyright (c) Nico François. Thanks, Nico! ;-)
- o Ralph Seichter for AGIX, which was used to create the index in this AmigaGuide file.
- o Eric Gerard for the very nice MagicWB-icon for CrashPrefs

## 1.55 Getting updates

Getting updates

=====

If you have access to the Internet, you can always find the latest version of CrashMail on Aminet. Connect to your local mirror or ftp.aminet.org using ftp and look for CrashMail in the comm/fido directory.

If you can't get CrashMail that way, the latest release is available for file-request from Rose Bay, 2:205/324 with the magic name CRASHMAIL.

## 1.56 How to contact the author

NOTE: I have changed my main FidoNet address to 2:200/108.7. Please don't use the old address 2:200/207.6. Netmail to 2:200/207.6 will still reach me, but it will be slower and inconvenient for me.

How to contact the author

=====

FidoNet: Johan Billing@2:200/108.7

InterNet: johan.billing@kcc.ct.se

SnailMail: Johan Billing  
Östra Storgatan 22  
S-260 60 Kvidinge  
SWEDEN



Please don't hesitate to send bugreports and suggestions. Redirect any flames to your nearest trashcan.

## 1.57 Program History

History

=====

1.0 - First release

1.1 - CrashMail didn't read FSC-0048-packets properly.

- CrashPrefs didn't save the allowed groups for a node if an AreaFix password wasn't configured for the node
- If you sent a SCANAREA or TOSSFILE command to CrashMail in WAIT-mode via AREXX and the area/file didn't exist, CrashMail exited...
- CrashMail sometimes didn't show the correct number of rescanned messages when \*.msg areas were rescanned.
- When searching for area descriptions in an arealist file, CrashMail forgot to close the file if an area was found.
- In the created PKT-files, CrashMail claimed to be 0.1 and not 1.0.
- If CrashMail or CrashPrefs fail to load the default settings file PROGDIR:CrashMail.prefs, they also try to load MAIL:CrashMail.prefs.
- If CrashPrefs fails to load PROGDIR:CrashMail.guide, it also tries to load HELP:english/CrashMail.guide.
- The loop-mail check in CrashMail 1.0 was not very good and would sometimes think that netmails from your points were loopmails. The loop-mail check has been greatly improved in CrashMail 1.1 and is much safer.
- There was a minor bug in Nodes in CrashPrefs. If you removed a node and then selected the first node, there would be some garbage characters in the list.
- The method used to convert MSGID's between FidoNet and UMS has been changed to the method recommended in the German Gatebau 95 protocol. Now CrashMail will generate proper MSGID's if you run a gateway between two nets with different technology (such as FidoNet and Usenet) with UMS. If you gate messages from or to another Fidonet-style-net than FidoNet, you must set the variables "crashmail.msgiddomain.<zone>" in ums.config in order to get the correct domain in the created MSGID's. See more about this under "UMS support" in the "Miscellaneous" section of the manual.
- Robotnames can now be AmigaDOS patterns and not just a name. This could be useful if you want to execute a program for all netmails. This program could for example check if the user exists on your system and send an error message to the original sender if the

- user doesn't exist.
- CrashPrefs now checks if the pattern specified in "Robotnames" or "Remap" are valid AmigaDOS patterns.
  - If the configuration file was in use when CrashMail tried to reload it in WAIT mode, CrashMail would just quit. Now CrashMail continues to use the old settings.
  - CrashMail can now also remap all netmails to a node (or a nodepattern) to another node. This might be useful for example if one of your downlinks changes his nodenumber. Then you can remap all netmails to the old nodenumber to the new nodenumber.
  - The different modes for the export nodes in Areas in CrashPrefs (Normal/Read-only/Write-only/Feed) can now be toggled by simply doubleclicking on the node.
  - It is now possible to make a group read-only for a node. That means that if the node tries to attach to an area with this group via the built-in AreaFix, the area will be attached as read-only.
  - CrashMail now exports messages from UMS that have been imported by a non-FTN-importer more nicely. If the originating address is not a FTN-address, it will be put in a REPLYADDR kludge and your address will be put in the origin line.
  - The online-help in the "Arealists..." window in CrashPrefs didn't work.
  - The "Dupefile" and "Dupesize" gadgets weren't disabled when "Dupemore Ignore" was selected in CrashPrefs.
  - CrashMail didn't rescan crossposted messages from UMS properly. If a message crossposted in five groups was rescanned, it was rescanned five times...
  - CrashMail didn't rebuild the SEEN-BY lines when rescanning from UMS in the previous versions.
  - CrashMail now handles corrupt or incorrect \*.msg files better
  - CrashPrefs now always updates the "Test" box in the Route and Change windows when anything is changed.
  - You can now configure individually for each node if unknown areas sent to you from that node should be auto-added. The global flag "Auto-add areas" in "Options" has been removed and can now be found in "Nodes" in CrashPrefs. If you had "Auto-add areas" enabled in CrashMail 1.0, "Auto-add" will automatically be enabled for all nodes in CrashMail 1.1.
  - If the "Create packet" and "Packets" paths were set to the same directory, CrashMail sometimes deleted old PKT-files that couldn't be archived instead of trying to pack them again.
-

```
*** Also please note that I have changed my main FidoNet address ***
*** to 2:200/108.7. Please don't use the old address 2:200/207.6. ***
*** Netmail to 2:200/207.6 will still reach me, but it will be ***
*** slower and inconvenient for me. ***
```

- 1.2 - I found a bug in Areas in CrashPrefs. When you removed areas, CrashPrefs would sometimes crash. This bug is similar to the bug that was in Nodes in 1.0, but somehow I missed this one...
- When sending a %LIST, &QUERY or a %UNLINKED command to AreaFix, CrashMail tells you the total number of areas in the list.
  - CrashMail had problems when converting French localized dates from the UMS messagebase.
  - If CrashPrefs is unable to load it's configuration, a requester appears. If you selected "Load another" there, CrashPrefs always failed to load the selected config file.
  - All the logmessages have now been divided into different categories for different types of logmessages. Each category has its own one-character prefix that is written to the logfile. Please note that old ARexx scripts that read the logfile (such as AnnounceAutoAdd.rexx) probably won't work anymore since the logfile format has changed.
  - NotifyErrors.rexx, an ARexx script that uses the new prefixes to search the logfile for errors and then report them in an area has been added.
  - The statistics in CrashMail have been improved quite a lot, now CrashMail will save the number of messages that have arrived in each area for the last 7 days. This makes it possible for CrashMail to calculate a much more accurate average number of messages per day in the areas in the AreaFix. Your statistics file will automatically be converted to the new format when you run CrashMail.
  - CrashStats has of course been updated to read statistics files in the new format and can show the new information in the file. You can select to show only areas in certain groups and CrashStats will of course also calculate a more accurate average number of messages per day than before.
  - StatsFormat.doc has been updated to document the new format.
  - Fixed a bug that caused CrashPrefs to crash if you removed an item in the Arealists section after having used the "Test" gadget.
  - There was a bug in "Change areas" in the Areas section in CrashPrefs. CrashPrefs wouldn't allow the user to change the group of the areas unless there was a group selected in the gadget below the pattern gadget as well.
  - A list of all logmessages has been included in the manual. You find them in the "Miscellaneous" section.
  - AnnounceAutoAdd.rexx has been replaced with the program CrashAnnounce which is much faster and better.
-

- If you changed the Remap name in CrashPrefs, CrashPrefs would forget to remind you that the settings had been changed when you tried to quit.
  - It is now possible to configure nodes to be automatically added to all auto-added areas or forward-requested areas in a group. You can configure this where you configure the groups.
  - "Add mandatory areas" in Nodes renamed to "Add mandatory and new areas". This function now also adds the node to areas which belongs to a group that should be added to the node. A similar function, "Add mandatory and new nodes", has been added in Areas.
  - There are now more lines in the "list-requester" in CrashPrefs in order to make it more comfortable to select from long lists...
  - The node patterns in CrashMail are now even more powerful. You can now have patterns like "REGION 2:20" and "HUB 2:205/300" if you use a nodelist. The documentation about node patterns has been extended a bit, I believe that this was needed...
  - CrashMail had some problems when two programs were using the same outbound. When CrashMail was going to add a filename to a flowfile in the outbound and there was already a file with the same name but in a different directory, CrashMail would think that the file already had been added to the flowfile and didn't add it. This has been fixed.
- 1.22 - CrashMail forgot to reset the settings for group names before reloading the configuration, so if you removed a group name when CrashMail was running, CrashMail would not notice that it had been removed...
- CrashMail now doesn't write a trailing ".0" in node addresses in UMS anymore...
  - Now the destination node can be a pattern in the "Remap name" function. This solves any problems that you might have with akas and remapping if you have a BBS as a point. Just remap all mail to \*:\*/\*.point and everything should work OK. This of course only works if the BBS has the same point number in all nets. :-)
  - There is a new configuration switch called "Keep HW when tossing". When CrashMail imports mail to a \*.msg messagebase, it normally updates the highwater mark to point at the highest message if it pointed to the highest message before CrashMail started tossing. The highwater mark shows the number of the highest message that was imported, so by doing this CrashMail doesn't need to check all imported messages to see if they should be exported. Unfortunately this feature causes problem with the CNet BBS system which uses the highwater mark for its own purposes, so now you can turn it off with this switch...
  - New ARexx script included: RequestBot.rexx is a program that allows other people to request textfiles from you that are then sent to them as a netmail. It should be installed as a Robotname in CrashPrefs.
-

- Another new ARExx script: ElistConv.rexx. This script converts arealists created by the program Elist to a format that CrashMail understands so that these files can be used for forward-requesting areas and auto-adding area descriptions.
- If you turned off "No direct f/a' in Options, CrashMail still didn't treat file-attaches just like ordinary netmails. If you were using Change statements for the destination node, the attach netmail would always be sent unpacked...
- CrashMail had some problems when receiving FTS-1 ("StoneAge") packets after receiving other packets since the Point field wasn't cleared correctly...
- CrashMail now parses REPLYADDR kludges when importing to a UMS messagebase. CrashMail now understands the following formats and perhaps a few more as well:  

```
^AREPLYADDR user@domain.somewhere  
^AREPLYADDR "Real name" <user@domain.somewhere>  
^AREPLYADDR user@domain.somewhere (Real name)
```
- A new switch has been added to the "UMS" section in CrashPrefs for people who want to operate a Maus gateway with UMS and CrashMail. When this switch is selected, all incoming messages with a REPLYADDR kludge that contains an e-mail-adress that ends with ".maus.de" will be converted as like this:  

```
Real_Name@node.maus.de --> Real Name,NODE.maus
```

The Maus net currently only exists in the German-speaking countries.
- You can now tell CrashPrefs what helpfile it should use with the tooltype/command line option HELPFILE. The default filename is "PROGDIR:CrashMail.guide".

## 1.58 Glossary

Aka

AreaFix

Downlink

Echomail

Forward-request

Kludge

Netmail

Rescan

---

Routing

UMS

Uplink

## 1.59 Glossary -- Aka

An Aka (short for Also Known As) is just one of the addresses of your system. In CrashMail you can have any number of akas. You have to configure the Aka to use for each area and for each routing statement in order to get the addresses right.

Aka configuration

## 1.60 Glossary -- AreaFix

AreaFix is a program (or a part of a tosser, as in CrashMail) that lets your points/downlinks subscribe and unsubscribe to areas by writing netmails to AreaFix instead of contacting you. CrashMail has a built-in AreaFix that also supports

Rescan  
and  
Forward-requests  
.

AreaFix configuration

## 1.61 Glossary -- Downlink

A downlink is a system that receives mail from you. For most nodes, all downlinks are just points, but they may also be other nodes. You are the

uplink  
of your downlinks.

## 1.62 Glossary -- Echomail

---

Echomail is all the mail in areas (also called conferences) that everybody can read. Echomail is equivalent to 'News' on Usenet. The opposite of Echomail is Netmail.

### 1.63 Glossary -- Forward

CrashMail's AreaFix and some other AreaFix programs have a feature called forward-requests. That means that when somebody wants to subscribe to an area you don't carry, CrashMail can automatically send an AreaFix request to your uplink and subscribe to the area. When the last point/downlink unsubscribes, CrashMail will send a new AreaFix message to your uplink and turn off the area.

Use this with caution since you probably don't want to allow your downlinks to increase your phonebill by requesting areas from your long-distance feed. ;-)

### 1.64 Glossary -- Kludge

A 'kludge' is a control-line in the message text. When FidoNet was created, there were no points or zones. When FidoNet grew and just net/node wasn't enough, the .PKT format couldn't be extended and kludges had to be used.

Today there is a large number of kludges such as FMPT, TOPT, INTL, MSGID, REPLY, CHRS, CHARSET, REPLYNAME, REPLYADDR and many more. You can read about these in the technical specifications for FidoNet if you want to. Those files are called FTS\*. \* and FSC\*. \* and should be easy to find on a BBS near you.

### 1.65 Glossary -- Netmail

The private mails in Fidonet are called netmails. This is equivalent to 'mail' on Usenet. The opposite of netmail is echomail.

### 1.66 Glossary -- Rescan

Rescan is a feature in CrashMail's AreaFix. Rescan only means that your downlinks can request old messages from your messagebase.

---

## 1.67 Glossary -- Routing

Routing is the art of configuring where messages to different addresses should be sent. You may for example want to route all messages in zone 39 to your Amiganet feed and all other messages to your Fidonet feed.

Routing can be quite hard to configure on systems with many uplinks and different akas.

Routing configuration

## 1.68 Glossary -- UMS

UMS is a messagebase server for the Amiga. It has many wonderful features like reply-linking on MSGID/REPLY (even across areas), support for cross-postings, is flexible enough to handle all types of networks and can be accessed from another Amiga via Envoy and much more.

UMS requires quite a lot of memory and the best newsreader (IntuiNews) uses MUI, so you should have at least 3 MB of memory and a rather fast Amiga. I use it on my A3000 with 6 MB of memory, and I love it. If you have a good Amiga, why not give it a try?

## 1.69 Glossary -- Uplink

An uplink is a system that sends mail to you. (This is also called your feed.) You are one of the downlinks of your uplink.

## 1.70 index

Index created by AGIX 1.2 (5.8.94) Copyright © Ralph Seichter

,

'No security packets'

'No security' packets  
A

Acknowledgements



---

Aka configuration

Aka

Aka

Akas

Allow forward reqs

Area

AreaFix configuration

Areafix may remove

AreaFix

AreaFix

Arealist

Arealists

Arealists...

Areas

Areas.bbs

ARexx port

Available charsets

Available charsets

B

Bounce points

Bounce

Bouncing netmail

C

Change areas

Change MSGID to FidoNet-style

Change

Charsets

Commandline switches

---

---

Configuration

Crash and Direct mail to points

CrashForward

CrashHW

CrashHW

CrashMaint

CrashMaint

CrashPrefs settings editor

CrashStats

CrashWrite

CrashWrite

Creating a new config  
D

Default group

Downlink

downlinks  
E

Echomail

ExistsTick/ExistsMail  
F

File attach

Forward-request

Forward-requests  
G

General

Glossary

Groups  
H

Hotkeys

---

How to contact the author  
I

Index

Installation

Introduction  
K

Kludge  
L

License and warranty

local charset  
M

Max bundle size

Max packet size

Menus

Miscellaneous information  
N

Netmail

No direct f/a

node patterns

Nodes

Notes on AreaFix rescan

Notify  
O

Options  
P

Packers

Paths

Program history  
R

---

Registration

Remap

Requirements

Rescan

RFC-format

Robotnames

Route

Routing configuration

Routing File-Attaches

Routing

S

Startup

Switching from another tosser

T

Temporary

Translate \*.msg

U

UMS support

UMS

UMS

Uplink

Use \*.msg HighWater

W

Weekday naming

What is UMS

---