Wikiprint Book

Title: Configuration

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Configuration

YAM has a huge number of options, which can be set up in the configuration window. The program options are divided into sheets which can be selected by clicking on the corresponding word in the left part of the configuration window. There are also three menu items available.

First Steps

This sheet contains some essential information needed for YAM to work.

Minimal configuration

`Full Name`

Your real name and surname. Please take care that this field is filled in correctly. DO NOT use quotation marks in your name.

Example: John Doe

`E-mail address`

This is your e-mail address, consisting of your <username>@<domainname>.

Example: jdoe@?

`Mail server`

The Internet address (hostname or IP) of your system's mail server. This server, which normally is a computer of your ISP (Internet Service Provider), must be capable of working with the POP3/SMTP protocol.

Example: mail.example.com

`User name`

The user name for logging into the mail server of your ISP.

Example: jdoe

`Password`

The password which is asked from you by your mail server. This password is possibly but not necessarily identical to the password you use to log in on your ISP, and is usually case sensitive.

Example: nguz56

Time zone

`Timezone`

The time and date displayed by YAM in the message list is always converted to your local time. This guarantees correct sorting of messages from all over the world sent out from different time zones. The time zone is part of the message's date and specifies the difference between local time and Greenwich Mean Time (GMT).

Examples: GMT+01:00 (for Central Europe), GMT 00:00 (for the U.K.), GMT-05:00 (for U.S. EST e.g. New York City)

Normally YAM will get the time zone from your Locale settings, thus this selector will be ghosted.

`Add adjustment for daylight saving time`

This option is to be activated during daylight saving time. By doing so, one hour will be added to the time zone value. YAM automatically changes to/from daylight saving time if the operating system support DST switching (e.g. AmigaOS4) or if a AutoDST tool like SetDST, FACTS or SummertimeGuard is installed. This is indicated by ghosting this checkbox.

Example: John Doe

TCP/IP

Here you can enter the information needed to actually send email, as well as define additional POP3 accounts.

Send mail (SMTP)

Apart from the primary SMTP server already defined in the First steps section, you can set up an unlimited number of SMTP servers here; the names appear in the list on the left and clicking on a name brings up the relevant details on the right. Note that these accounts can be for the same user on a different server, or a different user on the same server. Either way, you can check for new mail with a single mouse click. Click on [New] to insert the data required for a new e-mail account. With [Delete] you can delete accounts.

`Server`

The Internet address of the system you're sending your mail to. This server, which usually is a computer of your ISP (Internet Service Provider), must be capable of processing the SMTP protocol.

Example: mail.example.com

`Port`

The port number of the SMTP service. The standard port is 25 for plain SMTP. In case of using SSL/TLS connections this port may also be 576 or 456.

Example: 25

`SMTP server allows 8bit`

Originally only the US-ASCII character set was allowed for use in e-mail, which meant that users were forced to use vowels (e.g., they had to use 'ae' instead of 'ä'). The reason for that was that many servers only processed the first 7 bits and simply cut off the 8th bit, crippling the e-mail while doing so. This problem was solved by introducing the MIME quoted-printable standard, which converts all 'unauthorized' characters to 7 bit before transfer and reconverts them to the original characters on delivery. Modern mail servers don't have problems with non-US-ASCII characters any more, so messages do not necessarily have to be converted. If you are absolutely sure that your server supports 8 bit transfers, you can switch this option on and save a few bits when transferring e-mails. The best way to find out if your mail server supports this is to write a message to yourself containing modified vowels and see what happens.

Example: Yes

`Use SMTP AUTH`

Enable this if you want to use SMTP Authentication, whereby YAM will request your mail server to use an extra authentication layer as documented in RFC 2554. You will need to fill in another couple of UserID/Password fields in this case. If your SMTP server does not support SMTP AUTH, you will receive an error message when trying to send email. Ask your ISP if in doubt.

Example: No

`Username`

When using SMTP AUTH you can insert the user name for the SMTP authentification here. In most cases this will be identical to the username in your e-mail address. However, there are exceptions, so check the instructions from your ISP (YAM then constructs the full account name in the form <Username>@<server>).

Example: jdoe

`Password`

The password which has to be sent to the mail server at login time. You can leave this field empty for security reasons -- if you do, the password will be asked to you whenever you send new mails. Also, remember the password is case sensitive.

Example: nguz56

`Use SMTP TLSv1/SSLv3`

Enable this if your SMTP server supports TLSv1/SSLv3 secure connections. If enabled, YAM will connect via the AmiSSL library with the SMTP server and encrypts every transfer.

Example: No

Receive mail (POP3)

Apart from the primary POP3 server already defined in the First steps section, you can set up an unlimited number of POP3 servers here; the names appear in the list on the left and clicking on a name brings up the relevant details on the right. Note that these accounts can be for the same user on a different server, or a different user on the same server. Either way, you can check for new mail with a single mouse click. Click on [New] to insert the data required for a new e-mail account. With [Delete] you can delete accounts.

`Server`

The Internet address of the system you're sending your mail to. This server, which usually is a computer of your ISP (Internet Service Provider), must be capable of processing the POP3 protocol.

Example: pop.example.com

`Port`

The port number of the POP3 service. The standard port is 110 for plain POP3. In case of using SSL/TLS connections this port may also be 995.

Example: 110

`Username`

The user name for authentication against the specified POP server.. In most cases this will be identical to the username in your e-mail address. However, there are exceptions, so check the instructions from your ISP (YAM then constructs the full account name in the form <Username>@<server>).

Example: jdoe

`Password`

The password which has to be sent to the mail server at login time. You can leave this field empty for security reasons -- if you do, the password will be asked to you whenever you send new mails. Also, remember the password is case sensitive.

Example: nguz56

`Active`

Switch this option on to have the selected POP3 account checked for new mail whenever you use the Get new mail button in the toolbar, or the equivalent item in the "Folder" menu. If you don't want this email account to be checked automatically, switch this option off and use the menu item Folder/Check single account from the main window instead.

Example: Yes

`Use POP3 TLSv1/SSLv3`

Activate this option to use SSL based encryption under the TLS protocol as described in RFC 2595. This adds extra security to prevent the typical eavesdropping and hijacking attacks which POP is commonly subject to, and will use port 995 instead of the usual 110. The with STLS option will force the use of the POP3 STARTTLS extension, adding another layer of security to the communication, using again port 110. If your POP3 server doesn't support any of this, you will receive an error message when checking for new mail. Also, AmiSSL is required.

Example: Yes

`Login using APOP`

Normally the Username and the password are transmitted as plain text when connecting to a POP3 server. Under certain circumstances, this could be a security risk, and for this reason modern POP3 servers support the APOP authentication, which transmits the username and password encrypted with a key which is delivered by the server. If your POP3 server does not support APOP you'll receive an error message when checking for new mail; in that case, switch this option off. Also note, that if your POP3 server supports TLS/SSL this should be preferred as it also transmits the email content encrypted rather than in plain text.

Example: No

`Delete mail on server`

If this option is activated, new mail will be deleted after downloading it from the mail server. The messages will be deleted only after they have been successfully saved to your computer. If the POP3 account is used by several people, or if you'd like to access your account again later from another computer, this option can be deactivated.

Example Yes

New mail

Controlling the way mail is downloaded.

Download

`Pre-selection`

After establishing a link with the POP3 server, a preselection window may open showing a list of all new mail in the POP3 mailbox. This allows you to decide whether to download, delete or leave a message on the server, according to its size, topic or sender. For pre-selection to work properly, the server must support the TOP command which most of them do.

never: pre-selection is deactivated
large messages: only messages bigger than a size defined by you will be displayed in pre-selection
always: every message will be displayed in pre-selection
always, only sizes: all messages will be displayed but only their sizes will be shown. The advantage of this method is that it is pretty fast.

Example: always

`Size limit`

If pre-selection is activated, messages which exceed the size given here will be highlighted. This way you can avoid downloading messages with huge attachments. The size is given in kilobytes. If you don't want to use any limit, just insert '0'.

In everyday use, the settings 'pre-selection = large messages' and 'size limit=100 kB' have proved to be advantageous. With these settings, the pre-selection window will only appear if at least one of the new messages exceeds 100 kilobytes in size.

Example: 100

`Transfer window`

Here you can decide if you want to see the transfer window while receiving or sending mail. With *automatic* it only opens if you manually initialize the transfer, staying closed while YAM automatically checks for new mail.

Example: never

`Avoid duplicates`

If you choose not to have YAM delete the mail on the server after downloading, it will be downloaded again next time YAM gets your mail, so every message will appear twice in your mail folder. To prevent this, switch the Avoid duplicates option on -- as long as this option is activated, YAM will keep track of all your downloaded messages in the .uidl file and use special commands of the POP3 server to avoid downloading the same message twice. If the POP3 server supports these UIDL commands, this check will be done rather quickly. If the server doesn't support these commands, YAM will try to read the Message-ID using the TOP command instead of the UIDL commands. In case the mail server doesn't support any of these commands, this option must be turned off.

Example: Yes

`Update message status`

If this option is activated, new messages in the 'Incoming' folder will be marked as 'unread' before downloading new mail. This way you can instantly recognize the new mail that was downloaded the last time you've fetched mail.

Example: Yes

Automatic operation

`Check for new mail every [xx] minutes`

Here you can specify a time interval after which YAM will automatically recheck your mail server for new mail. To deactivate this option, simply select zero.

Example: 15 minutes

`Download large messages`

Whenever new mail is downloaded automatically (every x minutes or using ARexx), the selection window won't pop up since the user is likely to be working with another program at the time, or not in front of the computer at all. Mails exceeding the size limit won't be downloaded and will remain on the server if this option is not activated.

Example: No

Notification

`Requester`

Once YAM has downloaded new mail, it will display a requester showing the number of new and deleted messages.

Example: Yes

`Sound`

Once YAM has downloaded new mail, it will play a sound file. The datatypes library is used for playing, so the sound file can be of any format (like AIFF or WAVE), as long as you have installed the appropriate datatypes. Click the small arrow (PLAY symbol) to test the sound.

Example: Data:Audio/Newmail.snd

`Command`

This is a program to be executed when new mail arrives. Insert the command as you'd do at a command line interface. If it is an Arexx script, you have to put the 'RX' command in front of the name of the script.

Example: RX PROGDIR:rexx/Newmail.YAM