Recent Changes:

[8292] by tboeckel on 2014-11-21 08:28:51

- .tx/config: added more languages to the language map.

[8291] by mariusz on 2014-11-09 20:59:06

[tx-robot] updated translation from transifex

[8290] by mariusz on 2014-11-09 19:59:06

[tx-robot] updated translation from transifex

# Welcome to the YAM Support Site

## News

- 24.12.2011 - YAM 2.7 released... ??
- 26.09.2010 - YAM 2.6p1 released... ??
- 20.07.2010 - 10 years of development in 1 minute. See our featured video ?here ??
- 05.03.2010 - New web site opened to public.
- 21.02.2010 - YAM 2.6 released... ??
- 26.12.2009 - Discussion forum updated. See ?http://forum.yam.ch/ for more information.
- 23.12.2007 - YAM 2.5 released... ??

## What is YAM?

YAM (short for **Yet Another Mailer**) is a MIME-compliant open-source Internet mailer written for AmigaOS-based computer systems. It supports multi-POP3, APOP, SMTP, TLSv1/SSLv3, multiple users, PGP, unlimited hierarchical folders, filters, a configurable GUI (based on ?MUI) and an ARexx interface and many other features which are common for Mail User Agents (?MUA) today... ??

# Features

As the development of YAM goes back to 1995 it is probably one of the most feature-rich applications on the Amiga platform. Especially the MUI-based user interface allowed to implement functionality which are commonly used in graphical mail user client on other platforms today. Furthermore, the support and compliance to the most recent ?RFCs is one of the keystrength of YAM... ???

# Testimonials

- "*Best Email Client Ever*" - Jools Smyth/Norway
- "*I switched to YAM 2.4p1 two weeks ago, after using UMS/PINT for more than 10 years, and first I have to say: Great work! An excellent email client*" - Frank Wille/Germany

# Getting YAM

Not only is the source code of YAM available under the ?GNU General Public License (GPL). Also binary versions of the application are available free of charge. You can download the latest version of YAM either from the Downloads page of this website or you can go to the sourceforge.net projects download page ?here. In addition, for the brave users we are providing automatically generated nightly builds of our unstable source code tree.

# Find help

Please join our mailing lists to find answer to your questions. Furthermore, we provide an ?online forum as well as an ?online FAQ which covers frequently asked questions. So in case you encounter a problem please check these resources before contacting one of our developers directly.

# Contributing

## Bug reports and feature requests

You can report bugs and propose new features by using the *ticket management* of this web site. While we also currently allow bug reports from anyone we are highly suggesting that you create yourself an account here. This has the benefit that in case we want to answer your request we can correspond more easily to you. As soon as you have an account please go to New Ticket and submit your request to us. However, please follow best practices in submitting bug and feature requests. So please read our ticket guidelines before submitting a request.

## Localization

YAM is already available in several languages. However, we always search for talented people willing to translate YAM in their own language. So if you are interested in translating either YAM or its documentation into your language you can find more information on our Localization page.

## Donations

Even if you don't have the time, talent or motivation contributing to our project we want to encourage you to think about a small donation to our development effort. Since 2000 we are constantly working on YAM in trying to improve it for you. By donating some money to us you can help us keeping up our motivation a bit. So please check our donations section for more information.

## Developing, Compiling, Contributing Code

We are always searching for new developers. So if you are interested in joining our team don't hesitate to contact one of our developers. For a starter you can get access to the source code of YAM by either using the source browser of this web page or read more at the development section of this site.