

UUBoing

COLLABORATORS

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

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Chapter 1

UUBoing

1.1 UUBoing Manual

\$VER: UUBoing 1.12 (29-Jan-94) - CNet Amiga 3.0 UUCP Mail Bouncer
© 1993-94 Bob Maple - bmaple@burner.com

Update Notes

Read Me First! v1.12

Version History
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Software License

What exactly is UUBoing?

Running UUBoing

Click on one of the above buttons. If you are just using UUBoing ↔
for
the first time, start with the Software License and work your way down
in sequential order for proper installation.

1.2 Current Version Notes

v1.12 -- Jan 29

- o A few more cosmetic changes.. nothing big.
 - o Now understands both "From:" address configurations.. UUBoing didn't know how to deal with "Real Name <netname@address>" previously.
 - o UUBoing can now bounce several thousand messages per mailfile instead
-

of the previous 20. One side-effect is that UUBoing should be a little faster at bouncing large mailfiles.

1.3 Past Version Notes

v1.11 -- Jan 25

- o Reduced stack usage by about 500 bytes, bringing total stack usage down to less than 2k bytes.
- o UUBoing could only re-mail 10 messages in from a single mail file. That number is now doubled to 20.
- o Cleaned up/streamlined the console output a little bit.

v1.10 -- Jan 23

- o Fixed a rather large bug -- the DELETE keyword sometimes wouldn't work! Should now.
- o The keyword SITE is now required, followed immediately by your site's name. See
 Running UUBoing
 for examples.
- o New keyword LINES lets you specify the maximum number of lines of the original message, INCLUDING HEADERS, UUBoing should return to the sender. Again, see
 Running UUBoing
 .

v1.00 -- Jan 23

Original release

1.4 Software License Agreement

This program is provided as-is, with no warranty either expressed or implied.

By using this software, you submit to any consequences due to the use or misuse of the program. The author will not be held responsible for any damage caused by the use of this program.

1.5 What is UUBoing?

The current major release of C-Net Amiga, v3.0, has an exciting addition; the internal support for UUCP!

This brings on other problems. Since users may or may not have free run on the network from your system, it's possible that they could get deleted or decide to change their netname. If someone on the net should happen to send mail to a non-existent user at your machine, the files just lay around in UUMail:.

UUBoing solves this by 'bouncing' messages that arrived for users it does not know. It remains the original sender letting him/her know that the person they mailed couldn't be found, and sends you (postmaster) a message letting you know it bounced a message.

UUBoing works by scanning the C-Net 'bbs.ukeys' file, which contains a list of all the users on your board, their real name, and their UUCP name. UUBoing collects files in UUMail: and attempts to match them to users on your system via their UUCP name, and if it can't, bounces the message.

Simple as that.

1.6 Using UUBoing

Using UUBoing is simple. It is run as a DOS executable, and should be used AFTER any other mail processing that needs to happen (IE mailing list processors, etc.) Since UUBoing matches UUMail: files to users on your board, it's possible that a valid mailfile arriving at your system might not belong to a user on CNet; special mailboxes you might have others mailing for instance. (Future versions of UUBoing will allow you to configure a 'filter' or 'no-boing' list so you can tell UUBoing which mailfiles should be left alone completely.)

Run UUBoing from a shell -- it is a DOS executable, NOT a CNet C program. UUBoing has the following command line template:

```
UUBoing <SITE your.site> [DELETE] [LINES <number>]
```

Commands in <> are required, ones in [] are not. For instance, UUBoing REQUIRES the SITE keyword, followed by your site name, where as the LINES keyword is optional, BUT if you supply it, the number of lines is required immediately following. Keyword explanations:

SITE	Your sitename (REQUIRED)
DELETE	Delete bounced mail after returning it to the sender; Otherwise it STAYS in UUMail: and will be bounced AGAIN next time. Recommended you ALWAYS supply this keyword.
LINES	How many lines of the original message should UUBoing return, including headers?

Some examples:

```
1> UUBoing SITE burner.com DELETE
1> UUBoing SITE foo.machine DELETE LINES 15
1> UUBoing DELETE
```

Example 1 runs UUBoing (our site "burner.com"), and deletes any mail it bounces afterwards.

Example 2 runs UUBoing (our site "foo.machine", deletes any mail it bounces afterwards, and will ONLY return a maximum of 15 lines of the original message.

Example 3 is INVALID, because no SITE was ever specified!

When UUBoing bounces a message, it returns the following message to who it originally came in for.

The message is current un-configurable:

```
## Returned message from postmaster@<your.site>
```

```
Reason for return      : User <whomever> is not a user at this site.  
Possible explanations: The user could have been deleted off the BBS or  
                       has changed his net-name.
```

```
If you need help contacting a user at this particular site, please send  
mail to 'postmaster@<your.site>'.
```

```
## UN-SENT Message Follows ##
```

The original message they sent is returned, or as many lines of the message will be returned if the LINES keyword was used (in which case UUBoing says "## Portion of UN-SENT message..")

In addition, a piece of mail is sent to 'postmaster' at YOUR site (which is presumably aliased to YOU, the sysop, in UULIB:Aliases) letting you know that it returned a piece of mail, and who it returned it to.
