

AmiPOP

COLLABORATORS

	<i>TITLE :</i> AmiPOP		
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Chapter 1

AmiPOP

1.1 AmiPOP

AmiPOP - A POP3 Client

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Introduction

AmiPOP options

Miscellaneous notes

History

1.2 Introduction

Introduction-

What it is

What it's not

What you need

AmiPOP features

1.3 What it is

What it is -

AmiPOP is a POP3 Client for AmigaDOS. It was written directly from the POP3 RFC (RFC #1225). AmiPOP is only a simple transport mechanism for moving electronic mail messages between a POP-Host, typically a mainframe, and your local AmigaDOS system. The advantage of POP over other transports such as SMTP is that all E-mail can still be directed to the mainframe system. This is of primary importance when either a dialup line is used, which has a new IP address for each connection, or when a user uses many machines, and wishes to be able to transparently read mail on all of them.

1.4 What it's not

What it's not -

AmiPOP is not intended to be a do-everything-mail-reader-reminder-slicer-dicer program. AmiPOP is meant to simply transport mail from a host to your Amiga. That's it. Nothing else. The "Notify" function included in AmiPOP is intended to be a stopgap measure only, and was included as a request of an especially helpful beta-tester. The "Notify" function will never grow. If you want to do exotic things when you get new mail, use another utility, like Mike Schwarz's 'Mail-Minder', or Scott Ellis' (me) program 'Sabot'.

1.5 What you need

What you need -

AmiPOP requires Commodore's (as yet unreleased) AS225r2 package, and a machine running a POP3 daemon. (More on this later)
AS225r2 requires AmigaDOS 2.0 or higher, and this is therefore required by AmiPOP as well.

1.6 AmiPOP features

AmiPOP features -

- AUISG compliant (or at least it tries to be!)
 - Makes heavy use of 2.0 (and higher) functions such as ReadArgs, utility.library, GadTools, and 2.0 functions in Amiga.lib.
 - Written from RFC 1225, not a port of a Unix or a PC application.
 - Small code size, and low system resource usage.
 - Commodities interface
-

1.7 Options

Options -

Window

Command line

1.8 Window

Window -

Gadgets

Menus

1.9 Gadgets

Gadgets -

Each gadget in the window may be activated from the keyboard by using the underlined character in the gadget label (case insensitive).

Activating a string or integer gadget enables the information to be immediately typed in, and the gadget can be de-activated either by the RETURN key, or by cycling to the next gadget with the TAB key.

After activating one of the string or integer gadgets, the TAB key allows cycling through each of the gadgets. The order is:

- POP Host
- How Often
- Username
- Password
- Mail Box

If "How Often" is disabled, then it is ignored, and the gadget is skipped during the TAB-Cycle.

POP Host

Username

Password

Mail Box

Append to MailBox

Delete Messages
Check Periodically
How Often
Check Now

1.10 POPHost

POP Host -

This is the address of the machine which is running the POP3 daemon. It can either be an IP address, a full name and domain, or just the name (if the site is in your inet:DB/Hosts file, or in your local domain).

1.11 Username

Username -

Username is your login name on the POP Host machine. It is used in determining which mailbox to look at, and which password to accept.

1.12 Password

Password -

This is the password for Username on machine POP Host. The Password gadget is a special string gadget which will NOT echo what you type. Instead, you will see a bullet (".") for each character you type. The Password gadget is more limited in its editing abilities than the other gadget, and will only allow you to delete characters from the end of the password, or clear the entire gadget.

1.13 Mail Box

Mail Box -

Mail Box is the FULL AmigaDOS path and filename that you would like the mail stored in on your Amiga. Most UUCP mail-readers require this be "UUMAIL:Username", but you are free to choose whatever you like.

1.14 Append to Mail Box

Append to Mail Box -

When checked, this gadget will append all incoming mail to the file listed in the MailBox gadget. If it is unchecked, new mail will overwrite the mailbox. This gadget is most useful in conjunction with the "Delete Messages" gadget.

1.15 Delete Messages

Delete Messages -

If Delete Messages is checked, it will delete the mail message on POP Host after it is downloaded. Caution is advised with this gadget, since once mail is deleted on the POP Host, there is no way to retrieve it. This gadget is best used with "Append to MailBox".

1.16 Check Periodically

Check Periodically -

When this gadget is marked, mail will be transferred from the POP Host on a time schedule. This schedule is defined in "How Often".

1.17 How Often

How Often -

This gadget defines the number of minutes that should elapse between queries for mail to POP Host. If Check Periodically is not checked, this gadget will be disabled, and have no effect.

1.18 Check Now

Check Now -

Check Now will immediately query POP Host for mail. It is primarily used for impatient people who cannot wait for the Check Periodically time to elapse, or who would like the mail checked manually, instead of periodically.

1.19 Menus

Menus -

Menu options can also be accessed via their key combination (Right Amiga key).

Hide

About...

Quit

1.20 hide

Hide -

This option will close the AmiPOP window, but not quit AmiPOP. The window may be reopened either via the hotkey (If specified) or with Commodities Exchange.

1.21 About...

About... -

Opens a requester with the AmiPOP authors name.

1.22 Quit

Quit -

Quits the AmiPOP program. This is identical to sending AmiPOP a Control-C character, or clicking on the close box in the AmiPOP window.

1.23 Command Line

Command Line -

Command line options maybe be given either on the command line when starting AmiPOP from a shell, or as ToolTypes when using AmiPOP from an icon.

AmiPOP uses ReadArgs to process command line and tooltype arguments passed to it.

Arguments:

Username
Password
POPHost
MailDir
CheckPer
Time
Delete
Append
NoWindow
Port
Notify
Cx_Popkey
Immediate
Quiet
PubScreen

1.24 Username

Username -

This is identical to the Username gadget in the AmiPOP window. Specifying a username on the command line avoids having to enter it into the AmiPOP window.

1.25 Password

Password -

This is identical to the Password gadget in the AmiPOP window. Specifying a password on the command line avoids having to enter it into the AmiPOP window.

1.26 POPHost

POPHost -

This is identical to the POP Host gadget in the AmiPOP window. Specifying a POP Host on the command line avoids having to enter it into the AmiPOP window.

1.27 MailDir

MailDir -

This is identical to the MailBox gadget in the AmiPOP window. Specifying a MailBox on the command line avoids having to enter it into the AmiPOP window.

1.28 CheckPer

CheckPer -

When given, this switch specifies that the Check Periodically function should be enabled. It is identical to making Check Periodically enabled in the AmiPOP window.

1.29 Time

Time -

Time, followed by an integer will place a default value into the How Often gadget in the AmiPOP window. If CheckPer is not also given, or if the Check periodically gadget in the AmiPOP window is not active, this setting has no effect.

1.30 Delete

Delete -

When present, this switch enables the Delete Messages function of AmiPOP. It is identical to the Delete Messages gadget in the AmiPOP window.

1.31 Append

Append -

When present, Append activates the Append to MailBox feature of AmiPOP. It is identical to activating the Append to MailBox gadget in the AmiPOP window.

1.32 NoWindow

NoWindow -

When the NoWindow flag is given, it instructs AmiPOP not to open it's window my default. This is useful when running AmiPOP from WBStartup, or from a script. The AmiPOP window may later be opened by the hotkey, or via Commodities Exchange.

1.33 Port

Port -

Normally, POP3 uses port 110 on the POP Host machine. When the Port switch is given, followed by an integer, that will be used in attempts to connect to the POP3 daemon on the POP Host, instead of port 110.

1.34 Notify

Notify -

The Notify switch will force AmiPOP to open a requester when it detects that you have new mail. By default, AmiPOP does not notify the user of new mail.

1.35 cx_popkey

Cx_Popkey -

This is the hotkey that AmiPOP will use. When pressed, AmiPOP will open it's window, if it is not already open. Any valid hotkey combination may be given. If Cx_Popkey is not specified, AmiPOP will not add itself to the input chain, and will not cause any system performance decrease.

1.36 immediate

Immediate -

The Immediate switch causes AmiPOP to immediately check for mail when it is started. The default is to wait the amount of time specified in the "How Often" gadget before checking.

1.37 quiet

Quiet -

When the Quiet flag is given to AmiPOP, AmiPOP will not open any requesters. This means that you will not be able to get any notice of errors, or get the Notify or About requesters.

1.38 PubScreen

PubScreen -

Giving AmiPOP the name of a public screen will cause the AmiPOP window to open on that public screen. If AmiPOP cannot open on the specified screen, or if no screen is specified, AmiPOP will open on the default public screen (normally WorkBench).

1.39 Miscellaneous Notes

Miscellaneous Notes -

Pop3 Daemon

Cautions

Thanks

Bugs

To Do

A Note about Notify

Author Info

1.40 POP3 Daemon

POP3 Daemon -

A POP3 Daemon does not need root privledges to install and operate. Any user may run a POP3 Daemon, so long as it is configured to use a non-blocked port (typically those above 1024).

1.41 Cautions

Cautions -

It is possible that not all of the bugs have been worked out of AmiPOP yet, and there are therefore some pitfalls which the user should keep in mind.

Foremost, Delete Messages WILL delete E-mail messages on POP Host, so be cautious. If AmiPOP encounters a problem during the transmission of a message, it will usually abort, and keep all the messages after and including the one with which it had problems with, on the POP Host, but there is always the possibility that the mailbox could be corrupted by a semi-functional POP3 Daemon on the POP Host, so be aware that your mailbox COULD get mangled.

If for any reason, AmiPOP must abort abruptly, it attempts to send the QUIT signal to the POP3 Daemon, but depending on the circumstances of the AmiPOP failure (i.e., power failure or general system crash), this may not be possible, and a brain-dead POP3 Daemon could be left running on the POP Host, preventing any further POP3 connections until that process is killed. Please review the CPU and Time limits for processes under Unix, as well as POP3 Daemon return codes.

1.42 Thanks

Thanks -

Thanks for help in creating AmiPOP are far and wide, and generally encompass the #amiga and #amigatech group on IRC. Specifically, the author would like to express his deepest gratitude to the following people:

Michael B. Smith - LOTS and LOTS of help with sockets, SMTP, NNTP, the OS, and just about everything.

Christopher A. Wolf - Chris provided invaluable help regarding the commodities and ReadArgs portion of this code, as well as general help on how in the heck to get this POP program working.

Ken C. Dyke - The very cool Password gadget edithook

would have had me stumped forever, had it not been for a nice bit of code that Ken just happened to have laying around. :-)

Michelle R. Ketcham - She found my stupid mistakes, and also forced me to write AmiPOP in the first place.

Tim Wadsworth - Tim created the AmiPOP.guide file from my horrid AmiPOP.doc file, as well as applying the diffs send to me by Tomi Ollila for AmiPOP V1.6. Tim also compiled and tested the AmiTCP version of AmiPOP, and fiddled with the makefiles, and header files, to get things to work nicely for AmiTCP users. Loads of thanks Tim!

Tomi Ollila - Tomi ported AmiPOP V1.6 to AmiTCP, very soon after it was released, and then was so kind as to send me his diffs, so that AmiTCP support can be included in further AmiPOP revisions.

Jeremy Friesner - Jeremy made sure AmiPOP worked with the socket.library for AmiTCP...this saves me the trouble of having to get an AmiTCP port done before I release a new AmiPOP version. Thanks Jeremy!

Christopher A. Wichura - Christopher fixed up the AmiTCP sections of the code, and did the compile for this release 1.8 of AmiPOP's AmiTCP binaries ↔

.

I'm sure I'm forgetting lots and lots of people, and I hate that.

1.43 Bugs

Bugs -

None left that I know of.

1.44 To Do

To Do -

· Allow AmiPOP to get signals while it's transferring. Currently it can't be hidden/quit while a transfer is in progress. This is lame.

1.45 A Note about Notify

The current implmentation of the "Notify" feature is done in such a way that the program is easy to maintain, and remains very small. I have had a LARGE number ↔ of

requests to make the requester that "Notify" brings up be done in such a way ←
that
it will timeout, or will continue transferring files, even if the requester is ←
not
satisfied. I have looked into this prospect, and have concluded that it would
make the code more cumbersome, and larger than need be. If users wish to have a
reliable method of being notified when new mail arrives, I urge them to take a ←
look
at another program I wrote, which IMHO complements AmiPOP quite nicely. It is
called "Sabot", and can do just about anything you want when new mail arrives.
"Sabot" is mostl likely available from the location you received AmiPOP from. ←
If not
please contact me, and I will be happy to provide you with a copy of "Sabot".

1.46 Author Info

Author Info -

The author of AmiPOP may be contacted at:

Scott Ellis : sellis@ucssun1.sdsu.edu
ScottE on IRC
3640 Mt Everest Blvd, San Diego, CA, 92111 (USA)

Please feel free to contact me, and let me know if you find any bugs
in AmiPOP, or if you find any more efficient ways of doing things.
I'm interested in hearing if anyone actually USES this program, or if it's
just me. ;-)

The source and binary to this program are freeware. Do with it whatever
you like, just remember to give me some credit if you get rich and
famous.

1.47 History

History -

1.0 - Initial release

1.1 - Fixed a few parts of the code where it was possible that we could
do something with a window that wasn't opened yet.

Attempted to fix End Of Message problems.

1.2 - End of Message problem fixed some more. ;-) Still a big kludge.

Added busy pointer during dopop() routine.

Changed "Bummer" to "Ok" in most requesters.

Minor reorganization.

1.3 - Bug Fix.

1.4 - Released with INetUtils via Michael B. Smith. Thanks Michael!

1.5 - Major Code changes.

Variables now dynamically allocated to reduce executable size.

Adding of "From" header revamped.

Added forgotten PrintError() in ReadArgs() section! Oops!

Fixed longstanding bug of missing the first bit of a message when it was ←
sent
in the same packet as the +OK string. Fixed now.

INetUtils release delayed due to circumstances beyond my control. V1.5
released with INetUtils-1.0.

1.6 - Moved 2 checkboxes over a tad, in hopes of avoiding conflicts with window ←
border
when using certain fonts.

Changed location of "Notify" window in code, and also make AmiPOP sendstat()
after the "Notify" window is satisfied, in case new messages arrive.
Thanks to Stan Burton for that suggestion.

1.7 - Finally fixed the checkbox font rendering...really, honest, I did this ←
time.

Reduced code size by performing some magic. (hehehe)

Added PubScreen keyword, which should have been in there from the beginning.

AmiTCP version added by Tim Wadsworth.

Minor header and makefile changes by Tim Wadsworth.

AmiPOP.guide made by Tim Wadsworth. (revised by me)

1.8 - Added Async I/O routines to improve speed when writing the mailbox.
Routines courtesy Vertex/Martin Taillefer.

AmiPOP now correctly "Hides" when the window closegadget is clicked,
rather than exiting.

AmiPOP now lists the current MailBox in the Commodities Exchange
information window.

AmiPOP now doesn't delete a message from the POP Host if there is a problem
writing it to the local mailbox.

Now use the sprintf() in amiga.lib, to chop 1.7k off the executable size.
Minor changes to the sprintf() format definitions needed to accommodate this.

Added QUIET and IMMEDIATE options.

Integrated new ParseParameters() code from Chris Wolf. Thanks!

AmiTCP code now integrated into main AmiPOP code. Thanks Chris Wichura!
