Air Mail

Danny Y. Wong

COLLABORATORS

	TITLE : Air Mail		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Danny Y. Wong	June 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Air Mail V4.22 (c) Programmed by Danny Y. Wong

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Internet: toysoft@spots.ab.ca

WWW: http://www.spots.ab.ca/~toysoft

Documentation written by Danny Y. Wong and David Seikel

1.2   Introduction

Air Mail is a powerful Internet mailer for sending and receiving SMTP/POP3
emails. Air Mail is fully Intuitionized with a easy user interface, in and
out mail boxes, user groups, automatic encoding and decoding using MIME and
UU program, support external and internal text editors, message spooling,
basic signature and True Signatures, unlimited tag lines, time interval mail
checking, user mailboxes, customized user folders, filter, sounds, speech,
support multiple email accounts, public screen, icon and menu interface, font
sensitive and many more features.
Air Mail can be used as an offline reader and with the Arexx interface you can
automate your mailing.
Air Mail MUI requires AmiTCP/IP version 4.0 or higher, Miami, MLink or
Termite and with PPP/SLIP connections, Workbench 2.1 or higher and MUI v3.2
or high.

1.3   Installation

Installation is straight forward.
Double click on Install program and enter the drawer or volume name where
you want Air Mail to be installed.
If you did it correctly you should have a file named AirMail_mui.prefs
in the ENVARC:AirMail directory.

1.4   User Registeration

Air Mail is a commerical product of Toysoft Development Inc. You can use
the demo version of Air Mail for a limited time of two weeks. After this
date you must buy Air Mail if you want to continue to use it.
Air Mail pricing.

$40.00 US per copy.
$5.00 US shipping and handling

$7.00 US World wide

Canadian exchange rate or the current exchange rate

$55.00 Canadian per copy.

$5.00 Canaidan shipping and handling

When you buy the commerical version, you will receive the full version of

Air Mail with bug fixes, enhancements and crippled codes removed.

The following features are disabled in the DEMO version.

1. Automatic uuencode/uudecode and MIME

2. User groups

3. Mail spooling (queued messages)

4. Time interval mail checking

5. Filters

6. Hotkeys

7. All restrictions removed

Please print the registration form in the 'About' menu item in Air Mail.

If ordering by cheque or money order please make payment payable to

Toysoft Development Inc. and mail registration form to:

RE: Air Mail registration

Toysoft Development Inc.

131 64 Ave N.W.

Calgary, Alberta

T2K 0L9 CANADA

Thank you for supporting shareware authors.

Bug Fixes, Comments and support

403-680-1656 (9:00am to 6:00pm MST)

Internet: toysoft@spots.ab.ca

WWW: http://www.spots.ab.ca/~toysoft

1.5 Disclaimer

Disclaimer: Toysoft Development Inc. makes no warranties, either expressed
or implied. This program is provided on an "as is" basis and the author will
not be liable for any damages caused or alleged to be caused directly by using
this program. Use at your own risk.

1.6 Copyright Notice

Air Mail is copyrighted 1995-97 by Toysoft Development Inc. and

Danny Y. Wong. You as the user DO NOT have any rights to modify and/or

change Air Mail in any form. Air Mail can not be sold or included in any

disk or electric base distribution. Permission is granted to distribute

the DEMO version of Air Mail as long as the archive reamained unchanged.

Illegal duplication of copyrighted software is prohibited.

1.7 Tags

A tag is a one line text that is included at the end of each message. Air

Mail will randomly pick a tag from the Tags file. You must select the

'Include Tag' check box in the Misc preference. Maximum number of characters

per tag is 80.

You can also create your own dynamic tags on the fly. Since the tag file

is in ASCII form tags can be easily added and remove.

Notes:

- The tag file name is Tags.AM and its located in the user directory

specified in the Prefs. If you are unsure of the directory then goto

the Prefs path.

- The first line of the tag file is the counter. This counter is the total

number of tags (or lines) in the file. If you don't have this there then

the tag will not work properly.

- To generate your own random tags all you would need to do is overwrite

the Tags.AM file with your own.

Example tag file:

5

This is tag one.

Air Mail is Awesome =:-)

Only Amiga Makes it Possible

Windowz Sucks!

Amiga Rules!

1.8 Preference Setup

SMTP Host: The full name of the system through which you will send mail.

eg: portal.connect.ab.ca

UserID: Your user name, login id, alias, whatever you are identified as on

the systems named in SMTP Host and 'Domain'. UserID@Domain is the return

address used for all the mail that you write. UserID is also used to

identify you to your SMTP host when collecting mail. Do not include the

domain name only your user id.

POP Host: The full name of the system through which you will receive mail.

eg: mail.connect.ab.ca

Note: If you are using the same host name for retrieving and sending mails

then the SMTP and POP must be the same.

eg: connect.ab.ca for both POP and SMTP.

Domain: If you are using a real SLIP/PPP connection, this is the name of

your system. If you are using a fake SLIP/PPP you should make this the

same as 'SMTP Host'.

Real Name: Your real name, it get's added to your return address.

Organization: If you belong to an organization then enter the name here.

Paths must be full paths and not aliases. eg: for editor use dh0:c/ed instead

of just c:ed

In Box Path: A directory where your incoming mail will be stored.

Out Box Path: A directory where outgoing mail will be created / stored.

Users Path: A directoly where your address book will be stored.

Decode Path: A directory where automatically uudecoded and MIME files

will be put.

UUxT Prg Path: The path, including program name, of the program to use for

uuencoding/decoding.

MIME: The path, including the program of the program to use for MIME

encoding and decoding.

PGP: The path, including the program of the program to use for PGP

encoding and decoding. (Pretty Good Privacy) (not yet supported)

Editor Path: The full path, including program name, of your favourite text

editor. This is used to write and reply to mail.

Reader Path: The full path, including program name, of your favourite reader

program. This is used to read your mail.

Got Mail Sound: When you have new mail you can tell Air Mail to play a

IFF sound. Specify the IFF sound.

No Mail Sound: When you have no new mail you can tell Air Mail to play a

IFF sound. Specify the IFF sound.

Reply Prefix: When you reply to e-mail and have checked 'Quote original

mail', this will be put at the beginning of every line of the e-mail, which

will then be loaded into the editor ready for you to edit. Usually a

single > optionally followed by a space is adequate.

Reply Message: A text file in a form of a message that will be automatically
sent to senders to notify that you have received their message. The
'Auto Reply' check box must be checked.

Delete mail: If this is checked, any e-mail that is transfered
from your POP host will be deleted from the host.

Display dialog with new mail: If this is checked, you will get a requester
after the transfer of any mail from your POP host. This requester will
inform you of how much mail you have received.

Include Signature: If this is checked, whatever is in your signature will
be added to any e-mail sent by AirMail.

Automatic Decode: When AirMail is transfering your mail from your POP
host, it will check to see if any of it is Encoded, if it is and this
box is checked, it will automatically be Decoded to the directory
specified in Decode Path gadget. Files attachement is disabled in the
demo version.

Quote original mail: If this is checked, any e-mail you reply to will be
quoted in your reply, with the 'Reply Prefix' at the beginning of each
line.

Speech: If this is checked, AirMail will use Narrator.device to tell you
what it is doing.

Append Mail: If this is checked, Air Mail will append all the retrieved
mails in one single file. A different file will be created each time you
check for mails on the server.

Auto Reply: Automatically send a receipt to all senders. Specify the
text file in the 'Reply-Message'.

Check Queued Mail: Tells Air Mail to check for any queued messages on
start up. If you have alot of messages in the OutBox then it will take
a few seconds to scan the mail box.

Auto Delete Mail: If you do not want to keep a copy of the message in the
out box after sending the message then check this box.

PubScr Name: This is the name of a Public Screen that you want Air Mail to
open it's window on. Eg: VArts for Visual Arts

Mail Checking: Check on the check box and enter the time in minutes you
want Air Mail to check for mails on the server. Air Mail must be running
in order for this to work.

Tag: If checked this will add a random tag line to the end of your mail.
This is like a signature but only one line of text.

Surpress Requesters: If checked this will not display the requester when
AirMail is asking for user confirmation such as deleting a mail.

File Decoding: There are three choices.

1. NONE - Do not encoding the files just include it as is

2. UUEncode - Use uuencode program

3. MIME - Use MIME

4. PGP - Use Pretty Good Privacy (not yet suppported)

Mail Sort: Sort all messages in the following order:

1. Name

2. Date

3. Subject

Language: Select a langauge for localization.

1.9   User an Groups

User group name may not include the @ character. This is how Air Mail

tells if the name is a user or a group.

To create a new user group do the following:

1. Click on the 'New Group' button. This will clear the listview.

2. Click on a user from the available list and hold the left mouse button.

3. Drag the user to the right listview and release the left mouse button.

4. Click on the 'Save Group' to save the new group. Once the new group is

save it will appear on the available list.

1.10   Encoding and Decoding Email

To send binary files such as pictures or sound files, you will need a program

that will encode the binary file into a form that can be transmitted

through the modem. A generally used program is uuxt which can be found

on Aminet or your local BBS. It is recommended that you use V3.0. Older

versions may also work.

AirMail also support MIME format. The recommended MIME program to use is

base64 which can be found on Aminet in util/conv or your local bbs.

AirMail will automatically call uuxt or base64 to uuencode/uudecode program

to the email. If the file is already uuencoded then AirMail

will skip it. You must define the UU or MIME program in the Mail Setup

before you can use the automatic uudecode and uuencode. The path to the

UU or MIME program must be a complete path, DO NOT add parameters. AirMail

is hardcoded to handle the parameters.

c:uuxt ---> invalid

c:base64

dh0:c/uuxt ---> valid

dh0:c/base64

Note: AirMail actually assumes that UUxT and base64 is the program used,

UUxT and MIME is a single program that both uuencodes and uudecodes.

AirMail assumes the following formats when decoding and encoding.

UUxt 3.1 base64 1.0

Encode 1>uuxt a infile outfile 1>base64 encode mime infile outfile

Decode 1>uuxt x filename 1>base64 decode filename

1.11   External Editor

With Air Mail you can use any external editor to read, write or reply to your

mails. You must check the 'External Editor' checkbox in the Mail Setup and

have entered a valid path and name for you editor.

c:ed ---> invalid

dh0:c/ed ---> valid

1.12   Air Mail Format

Writing a New Mail

Since AirMail has no control over the external editor, any time you click

on the New mail icon or the menu item, AirMail automatically creates a new

file for the new mail. The new mail heading looks like this:

[AIRMAIL3] --> Mail keyword.

To: toysoft@connect.ab.ca, --> Must come before the TO: address/s.

From: toysoft@connect.ab.ca --> Automatically displayed. --> Must come before the DATE.

Date: Nov 24 1995 11:11:09 PM --> Automatically displayed.

Subject: Air Mail is great! --> Automatically displayed or entered.

[FILES] --> Must come before an attached FILE.

Office:Comms/Files/sushi.out, --> Optional filename to attach.

X-Mailer: Air Mail V4.1 -- Amiga Mailer By Danny Y. Wong

The above is the default New mail heading. The TO, SUBJECT, and FILES

fields will be filled in automatically if you had entered anything in the

respective areas in the Write New Mail window. You are required to enter

the TO field, all other fields are optional and should be replaced with blank

lines if you do not use them.

You can create your mail using any method but the header must be the same

as described above.

You can edit the mail header but you must follow these restrictions.

1. The maximum number of characters per line in the header in 60 characters.

2. You can have as many lines in the TO: and [FILES] block.

3. A ', ' comma and space separates each email address or file.

4. A ', ' comma and space terminates each line in the [TO] and [FILES] block

5. There must be a blank line between the last line in the header block

and your message.

1.13   Air Mail Mail Boxes

InBox and OutBox

InBox contains all your new mails and the OutBox contains all the out going

and queued mails. All mails are stored on directory until its deleted.

If you want to save the mails to other format, you can directly load the mail.

The file of each mail is created using the current date.

eg: today's date is June 1, 1995 and you have two news mails. Air Mail will

name two new files 1995.06.01.001.AM and 1995.06.01.002.AM (year.month.day.###)

respectively and append the extension .AM to identify that these files are Air Mail.

When you display either box, you get a large window with a listview

containing the e-mail with a number of buttons along the bottom. Any e-mail

that you have replied has an 'R' on the left of it. Any e-mail that is queued for

sending has a 'Q' on the left of it. You can double click on an e-mail to read

it, or single click to select it for other operations, you can also multi-select

them by clicking on more. All selected e-mail has a dash '-' on the left of it.

Symbols

----

* - New Mail

- Email has been read

R - Replied to this email

Q - Email is queued for later sending

F - Email has been forwarded

S - EMail has been sent

Edit: Reads the selections.

Reply: Loads the selection into your editor, quoted if you wanted, and

sends the result to the original sender.

File: Select a folder to file the selected messages.

Find: Find will search the mail box for all the key words that you have

entered. The search is case sensitive.

Delete: Deletes the selections.

Print: Print the selected messages. (not yet implemented)

Save Addr: Saves the From address/es in your Address Book.

Forward: Pops up a requester asking you to select the address you want to
forward the e-mail to.

Save: Pops up a file requester, so you can choose a file name to save the
selection as.

Send All: Sends all Queued messages to the apropriate addresses.

Send: Send the selected messages.

1.14   Queued Mail Feature

You can use Air Mail as a offline reader. When you want to reply to a mail,
simply type your response and save it in the OutBox. When you reconnect to
your mail server and run Air Mail, Air Mail will ask you if you want to send
all the queued mails now or later. If the "Surpress Requesters" is checked
in the Misc Setup, AirMail will automatically send the queued mails without
asking for confirmation.

1.15   How to saving online charges using Air Mail

With the Queued Mail feature you are no longer have to be connected to your
mail server. For people who pay online charges you can use Air Mail to
fetch all your new mails and then disconnect and use Air Mail as an offline
reader to read and reply to your mails. This will save you alot of money in
the long run.

1.16   Bugs and Problems

There are a couple of knowning bugs.
Bugs
----
1. There is a problem deleting mails from the mail boxes particularly the
Outbox and the trash can.
Make sure you read the mail first before deleting, you might delete the
wrong mail.
Solutions to Problems
----

1. Why does Air Mail display the message about default preference not found during startup.

Installation - how to install Air Mail

2. If Air Mail is in a wait state this usually means the it is waiting for a respone from the host. If you have a wrong host name or the host is down, Air Mail will wait until the time out expires. Time out is depended on the host. The wait state is not a system crash.

3. If Air Mail reports a problem saving your mails then you haven't config the preferences correctly. When specifying directories make sure that they are valid.

4. If Air Mail reports that the socket.library is not found then load the library using the loadlib command. This maybe also be the case if AmiTCP has not be loaded.

1>loadlib libs:socket.library

5. Air Mail may take some time to sort out things if you are sending to a large user group. So don't panic and sit back.

6. If you can't edit or write a new mail when you select 'Edit' is because:

a. You have specified a invalid OutBox path.

b. There is not enough memory to start the external editor.

7. Can't view Air Mail screen shots? I you are having problem viewing the screen shots then you don't have the Display program.

8. Error sending packet. Try quitting Air Mail then resent the message again.

9. Fonts are too small to see. If this is the case then you must be running on a lo-resolution screen 640 X 200. Try increasing the screen size to 800 X 400 or bigger. To do this goto the screenmode prefs and set the Width and Height, uncheck both default buttons and check autoscroll. This problem occurs because MUI can not display the entire window in the current screemode and it must set the font to a smaller size.

10. Air Mail says it can't find the translator.library

As of WB3.1 the translator.library is no longer bundle with the system. You will need to go back to WB2.1 and copy the translator.library from the libs: directory.

11. Air Mail can't find the textfield.gadget library.

The install program/script maybe have not copied the library to the libs: direcotry correctly. Try copying it from the archive into the the following directories:

For WB2.1

If there is no directory in the libs: called gadgets then in shell do:

1>makedir libs:gadgets

then copy the textfield.gadget to libs:gadgets

For WB3.1

1>copy textfield.gadgets sys:classes/gadgets

1.17   Tips

1. If your Outbox/InBox is getting large try archiving the mails. By

removing the mails it will speed up the search when you access the

mail boxes or simply specify a new mail box.

2. If Air Mail crashes during sending and depending on how far Air Mail

got before the crash. Air Mail might already have saved your mail to the

OutBox. When you start up Air Mail again, you will be prompted with

a message. If you don't get the message then you can resend the mail

in the OutBox by selecting the mail and click on Send.

1.18   Future Enhancements

1. Print mails. (should have done it long time ago ;-(

2. ARexx support

3. Forms

4. PGP

1.19   Usage

Writing new mail using External Editor

Click on the 'Write new mail' gadget (the first gadget) in the main window,

The 'New mail header' (see below) will open up. You will need to select a

To: address, and enter a subject. See 'New mail header' below for more

details.

Remeber to follow the rules when editing the mail header. Mail Format

Sending mail.

When you start AirMail while you are online, it checks to see if there is

any mail queued and waiting to be sent, if there is then you will get a

requester asking you if they should be sent now. When you write or reply
to mail, you can choose to send it immediately. From the Outbox window,
you can click on a queued e-mail, then click on the 'Send' gadget to send
it now. In any of these cases, you will see the 'Sending mail' requester,
which has two gadgets, a progress bar, and a cancel gadget. You will see
the various stages of the mail sending protocol happen above the progress
bar, and you can cancel it at any time. The requester will go away when
the mail is sent. If the mail cannot be sent for some reason, then it will
be queued for later sending.

Receiving mail.

Click on the "Check for new mail" gadget (the last gadget), and you will
see a requester similar to the 'Sending mail' requester described above.
The 'Receiving mail' requester has two gadgets, a progress bar, and a
cancel gadget. You will see the various stages of the mail receiving
protocol happen above the progress bar, and you can cancel it at any time.
The requester will go away when the mail is received. If you have 'Display
dialog with new mail' checked, you will now see a requester telling you how
much mail you have received.

Replying to mail.

Click on the 'Reply' gadget in the Inbox window, The 'New mail header' (see
below) will open up. The To:, From:, and Subject: gadgets will be filled
in for you. If you have 'Quote original mail' checked, the original will
be loaded into the editor (internal or external) with your reply prefix if
any. See 'New mail header' below for more details.

Writing a New Mail

Whenever you are editing mail, you will get the 'New mail header' window.
The various gadgets in this header are described here.

TO: If you want to send a mail to a user that is not in the addrres book,
you can type the user's email address here.

LIST VIEWS

Users: A listview of the people in your Address Book. These names are
taken from the 'Real Name' field for individuals, or the 'Email Addr' field
for groups. Click on one of these names with the left mouse button and a
copy of the name will attach itself to your mouse pointer, drag it over to
the 'To' or 'CC' listview and release the left mouse button to drop it

into the listview. The name will then move from one listview to the other.

You can also drag and drop a name from any of the 'Names', 'To', or 'CC'

listviews to any other.

In the middle.

To: This is the address of the person you are sending this e-mail too.

If you select a group from the address book, the mail will be sent to

everyone in the group. If you are replying to mail, this will be filled

in already.

CC: same as To:

Files: Used to select the names of files to be UUEncoded and attached to this

mail. You can use the 'Add' button to the bottom right of this to use a file

requester to select the file. Use the 'Del' button on the bottom left to

delete a file from the list.

Subject: This is the subject of the e-mail, write anything here. Filled

in automatically if you are replying.

BUTTON GADGETS

Edit: The 'Edit' gadget will run your external editor and let you edit the

e-mail.

Cancel: Cancel this e-mail, do not send it, do not queue it, do not save

it.

Send: Send this e-mail now. This is a quick send without and body text.

Only the Subject and any files attached will be send and nothing else.

Queue: Queue this e-mail for later sending. This will queue the email

will the Subject and any files attached to it. No body text is saved.

1.20 Air Mail Icons

If you are running Workbench 3.0 or higher Air Mail will use the Icon

interface. All the icon images in IFF are in the MUI:Images/AirMail

directory. If you don't like the default icons you can create your own

icons using any paint program. The icons must not be greater than the

default icons.

1.21 Localization

As of V3.4 Air Mail supports localization. To select language goto the

Option Preference and select the desired language. If the language

of desired is not there then you can create your own locale language by

editing the AirMail.ct file and do the language translation youself.

You will need to quit Air Mail if you are changing languages.

Creating a Air Mail catalog

After you have successufly translated the AirMail.ct file you can do the

following: It is recommended that you make a backup copy of AirMail.ct

in case you need to reference the file.

1. Send the translated file to me so that I can create the catalog and then

send you the new AirMail.catalog.

2. Create the AirMail.catalog yourself using CatComp program. To do that

you will need to do:

1>catcomp AirMail.cd language.ct catalog AirMail.catalog

AirMail.cd - is the complete Air Mail descriptor. Do not chanage this.

language.ct - is your translated file. Name the file to the language

eg: english.ct

catalog - is the keyword telling CatComp to create a catalog file.

AirMail.catalog - is the name of the catalog to create and it must be name

AirMail.catalog

Don't worry about the warning messages that CatComp reports. Once you have

successfully created the AirMail.catalog you will need to create a directory

and copy AirMail.catalog there.

1>makedir LOCALE:catalogs/language_name

1>copy AirMail.catalog LOCALE:catalogs/language_name

language_name is the language you have translated eg: english

Make sure that the directory and the catalog file name in the catalog.ct

is the same. eg:

language italian

the directory name should be called: italian and not Italian

Finally run Air Mail and goto the Option Preference and select the language.

1.22 Custom Folders

Custom Folders are used for storing messages that sharing something in common.

Eg: Beta testers, friends etc...

You can only file messages in the InBox. Folders can hold unlimited number

of messages. Folders are just like the InBox. You can read, reply, delete,

save and forward messages.

Creating a Folder

To access folders, select the 'Folders...' menu item. A window will be

opened listing all the available folders.

Once you have created and saved your folders you can start filing messages

there. To file messages InBox window, first select the messages you want

to file and then click on the 'File' button. A window will be opened

asking you to select a folder to file the messages in. Double click on

the folder name or select the folder name and click OK. The selected

messages will be filed in the the the folder. Filed messages are deleted from

the In Box.

Open a Folder

Go the 'Folders...' menu item and double click on the folder name or select

the folder name and click on Open. The folder will be opened listing all

the messages.

1.23   True Signatures

True Signatures is specific to only Air Mail and it's the first on any

platform. Its cool and its easy to setup. Basically True Signatures

are signatures you design or sign by yourself in digital form. This is

not PGP but rather a bitmap image.

The signature you design must be 21 pixels wide and can be any width. The

signature is displayed at the bottom of your message. It is recommended

that you design your signature in 8 colors or use magica workbench coloring

scheme. Signatures that are in 16 colors may no show up properly on less

color workbench.

True Signature only works in WorkBench 3.1 and doesn't have any effect on

Workbench 2.x and you must use the Internal editor too.

Installing True Signature

When a user sends you his/her True Signature you will need to install it.

Select 'Install Signature...' in the menu item. This will open the ASL

requester asking where is the sigature file. Select the signature file

to install by double clicking on the file or by selecting the file and

then select OK button. True Signatures are stored in the user/sigs

directory.

When you are running Air Mail select 'Install Signature...' from the

menu and look for toysoft.sig in the original Air Mail archive file and

then select it. This will install the signature for Toysoft.

Designing your True Signature

To design your own True Signature you will need to a paint program. Load
the include template signature. You can make it as long as you like but
you must remain to the restricted height. Your signature can be in any
color and you can put what ever you like on there.

When you are done designing, copy your signature into a brush and save
the brush to a file name. You must name your signature to your email
address id and the extension must be .sig eg:

My email address is toysoft@spots.ab.ca so I have to name my signature
toysoft.sig

generally use the user id only and exclude the domain name.

Send your cool True Signature to all your friends. Remeber that True
Signature ONLY works in Air Mail and Air Mail has it first!!

1.24 Internal Editor

As of version 3.5 Air Mail uses the execellent textfield.gadget BOOPSI by
Mark Thomas as the internal editor. The internal editor offers alot of
benefits such as integration, forms and True Signature.

DOCS FOR USERS

You can mark text for cutting, copying, and erasing by simply clicking
and dragging. Hitting alphanumeric keys replaces the text that is
highlighted. Hitting cursor keys moves you to the front or end of the
highlighted text.

If your cursor is already somewhere in the textfield, you can hold the
SHIFT key and click to mark the text from the current cursor position
to the place where you clicked.

And the last way to mark text is to double-click, which will mark the
word you clicked on. If you didn't click on a word, but rather you
clicked on spaces, the whole block of spaces is marked. And if you
clicked on word delimiters, the whole block of delimiters is marked.
While you drag to scroll, the farther away from the gadget your mouse
pointer is, the faster the gadget will scroll.

For key sequences, the Amiga Style Guide was followed. Anywhere the
undo buffer is mentioned, the statement is only valid if the UndoStream
is supplied (see tag section below).

Key Sequence Function

TAB Activate next gadget (if GA_TabCycle)

SHIFT TAB Activate previous gadget (if GA_TabCycle)

SHIFT CURSOR UP Move to the top line in the current page, or

scroll up one page if cursor is on top line

SHIFT CURSOR DOWN Move to the bottom line in the current page,

or scroll down one page if cursor is on top

line

CTRL or

SHIFT CURSOR RIGHT Move to the right end of the current line

CTRL or

SHIFT CURSOR LEFT Move to the left end of the current line

SHIFT BACKSPACE Delete all text to the left of cursor on the

current line

SHIFT DELETE Delete all text to the right of the cursor

on the current line (in block cursor mode

this also includes the highlighted

character)

CTRL CURSOR UP Move to the top line of the text

CTRL CURSOR DOWN Move to the bottom line of the text

ALT CURSOR RIGHT Move to the next word (using the delimiter

characters provided by the programmer)

ALT CURSOR LEFT Move to the previous word (using the

delimiter characters provided by the

programmer)

ALT CURSOR UP Move to first character in gadget

ALT CURSOR DOWN Move to last character in gadget

ALT BACKSPACE Deletes the word to the left of the cursor

starting at the current cursor position

ALT DEL Deletes the word to the right of the cursor

starting at the current cursor position

CTRL X Deletes the whole line that the cursor is on

RAMIGA [Switch to left justification

(if TEXTFIELD_UserAlign is set)

RAMIGA \ or

RAMIGA = Switch to center justification

(if TEXTFIELD_UserAlign is set)

RAMIGA] Switch to right justification

(if TEXTFIELD_UserAlign is set)

RAMIGA E Erase all text in gadget (saved in undo

buffer) (no read-only)

RAMIGA V Paste text from clipboard to current cursor

position (no read-only)

RAMIGA A Mark all text

RAMIGA U Undeletes (pastes) the last block of text

marked, or recover from RAMIGA E

(no read-only)

When text is highlighted the following keys have functions:

BACKSPACE Erase marked text (saved in undo buffer)

DEL Erase marked text (saved in undo buffer)

RAMIGA X Cut marked text to clipboard (no read-only)

RAMIGA C Copy marked text to clipboard

RAMIGA V Replace marked text with text from

clipboard (save marked text in undo

buffer) (no read-only)

1.25   People who make Air Mail possible

I like to thank the following people who made Air Mail possible.

Scott Ellise - for AmiPOP

Mathias Axelsson - for all the suggestions

David Seikel - co-wrote the documentation for 2.2

Mark Thomas - for textfield.gadget. Copyright © 1995

Stefan Stuntz - for MUI (c) Copyright 1992-96

and to all current and x beta testers.

1.26   filters

If you do not want to receive unwanted messages then you use the filter

feature.

Filters are very ease to setup. You select the type of filters and apply

an action. The following filters are supported by Air Mail:

From: - the address of the user. eg: bob@annoying.com

To: - whom the message is to. eg: itchy@simpons.com

Subject: - the subject line eg: Testing

Organization: - the organization line eg: Toysoft

Others: - any text eg: Amiga

and the type of actions are:

NONE

Delete it

Into Folder

Reply To

The match can be case sensitive and not sensitive. Check the check box

if you want it to be case sensitive.

Note that in the Others filter only the body of the message is searched.

In the example above any message you receive with the word "Amiga"

will be tagged as a filter and the action is applied on it. The rest

of the filters are searched on the message header only.