

# **Voodoo**

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# Chapter 1

## Voodoo

### 1.1 Voodoo User Documentation

VOODOO - THE MULTIMEDIA E-MAILER

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Any sufficiently advanced technology is indistinguishable from magic.

- Arthur C. Clarke

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This document was designed for AmigaGuide V40. It will not display correctly on earlier versions of the AmigaGuide parser.

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## 1.2 Introduction to Voodoo

### INTRODUCTION TO VOODOO

You have in your hands a demo version of the premiere Amiga E-Mail software. Voodoo is a multithreaded, easy to use E-Mail reader. It provides an attractive and easy to use interface to reading and writing Internet mail, including advanced features such as attaching varying types of documents to plain text messages, with the Multipurpose Internet Mail Extensions ( **MIME** ). Using the **Datatype** system introduced in AmigaOS 3.0, it can display many kind of data, such as text, graphics, even animation.

Voodoo does not handle the receiving or sending of E-Mail. This is because the requirements of these actions are different depending on the type of the user's Internet connection, and programs specifically designed for that purpose can do the job better. Voodoo will happily co-exist with programs such as AmiPOP, Sabot, and INetUtils. Because of this reason, Voodoo no more requires AS225 than AmiTCP. It will work just as well with MLink, a UUCP system, or any other type of network, as long as the mail itself is in the standard Internet ( **RFC-822** ) format.

Voodoo is a shareware program. If you like Voodoo, and decide to continue its use beyond a 30 day evaluation period, you should **register** it to support the continuing development.

### SYSTEM REQUIREMENTS

- AmigaOS Release 3.0 (V39) or newer.
- At least 2MB of RAM.
- Hard drive recommended.
- Some kind of an Internet connection.

### PROGRAM FEATURES

- Fully multithreaded. View and write several messages at once.
- Integrated MIME support allows easy attachment of any type of files, making true multimedia E-Mail possible.
- Works with any TCP/IP stack or UUCP system.
- Compliant to a number of E-Mail related RFCs (822, 1521, 1522, 1806 and others).
- Uses external message delivery programs to adapt to any kind of system.
- Extensive **ARexx interface** allows the use of any text editor.
- Easy to use, font sensitive interface using the ClassAct gadget system.
- Extensive on-line help.
- Encrypt and sign messages with the **PGP/MIME** standard (requires PGP installed).
- Can internally display a multitude of data formats with the help of the AmigaOS 3.0 Datatype subsystem.
- Opens on any public screen.
- Localised, with translations to Finnish, French, Greek (ELOT 928 character set), Icelandic and Italian. English as the built-in language.
- Fast-to-use icon speedbar for common operations.
- Built-in addressbook.
- Unlimited number of folders.
- Thoroughly tested by a small team of experienced Amiga users during an extensive beta testing period.
- Supports Workbench drag&drop
- **Secure AmigaGuide display** , utilizing amigaguide.datatype V41.

### LIMITATIONS OF THE DEMO VERSION OF VOODOO

- No external addressbook interface.
  - A maximum of one attached file when sending messages.
-

- Can not automatically import new mail to folders other than the primary.
- ARexx interface restricted to the most basic commands only.
- Only one, global, spool file. Registered version has a private spool file for every folder in addition to that global spool file.
- Message delivery done in Voodoo main process (stopping Voodoo for the duration).
- Expires after 30 days.
- Can only decrypt PGP/MIME encrypted messages.

#### UPCOMING FEATURES IN REGISTERED VERSIONS

- Attach files to messages while using an external editor.
- Mail processing and automatic folder selection.
- User macros.
- Iconify single windows.
- Use external viewers for files not understood by datatypes.
- Optionally replace the built-in addressbook with an interface to a database program of your choice.
- X-Face/NeXT-Face support.

## 1.3 Legal information on Voodoo

### VOODOO LEGAL INFORMATION

#### COPYRIGHT

Voodoo Amiga Mailer, and all files included in the distribution are, unless otherwise noted,

Copyright © 1995 by Osma Ahvenlampi. All rights reserved.

The **ClassAct** gadget system is Copyright © 1995 Phantom Development.

#### DISCLAIMER

This software is provided "as is". No warranties are made, either expressed or implied, with respect to reliability, quality, performance, or operation of this software. The use of this program is at your own risk. The author assumes no responsibility or liability for any damage or losses resulting from the use of this software.

#### LICENSE

This license does not apply to parts of the distribution not covered by the Voodoo copyright. For the license of these parts, refer to the respective documentation.

#### USE

The use of Voodoo for evaluation purposes for up to 30 days is permitted. Use beyond this evaluation period requires a **registration**. Unauthorized use of the registered version, called Serious Voodoo, is prohibited.

#### DISTRIBUTION

Distribution of Voodoo is permitted on a limited basis as described by this license. Permission to distribute copies of the evaluation version of Voodoo on disk is granted provided no money is charged beyond the cost of the storage media. Commercial distributors of freely distributable software are explicitly NOT allowed to distribute Voodoo. Permission to distribute Voodoo electronically on computer networks and bulletin board systems is granted provided that no money is charged explicitly for accessing or downloading the archive.

Distribution on magazine cover disks and similar media requires that a copy of the issue is sent to the **author**. Contact me before placing Voodoo on a cover disk.

Distribution of Voodoo that violates this license is prohibited without the prior written permission of the **author**.

#### ACKNOWLEDGEMENTS

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**ClassAct** gadgets are Copyright ©1995 by Phantom Development, written by Chris Aldi, Timothy Aston, Gregory Block, and Osma Ahvenlampi.

The programs AmiPOP and Sabot were written by Scott Ellis. Other included utilities are by Dan J. Fraser, Sami Itkonen and Josef Faulkner.

Translations provided by Yannick Koehler, Giacomo Magnini, Manos Konstantiniadis and Sigurbjörn Birkir Lárusson.

Icons by Dennis Sibera, based on originals by Timothy Aston, Seth Harman, Osma Ahvenlampi and Dan J. Fraser.

Invaluable assistance with many routines and in pointing out RFCs from Michael B. Smith.

Thanks to all Voodoo beta testers for finding the bugs.

## 1.4 Installation of Voodoo

### INSTALLATION

This manual documents installation on the probably most common setup, a SLIP/PPP dial-up connection using either AS225 or AmiTCP communication stacks. Installation on a system connected using MLink is very similar. Installations on systems permanently connected with either a leased line or by Ethernet differ somewhat in the configuration of the E-Mail delivery and receiver programs.

Basic Voodoo installation is covered by the standard Installer script. This script will install the required shared gadget classes and Voodoo itself. This, plus a minor amount of configuration, should be sufficient for systems that have already been configured to use some other mail reading software. On systems that have not been configured to send or receive E-Mail this installation step is somewhat more involved. While I have tried to make the installation straightforward, be warned that the configuration of E-Mail is not necessarily a simple thing. Please, take the time to read this part of the manual before attempting the installation.

### RECEIVING MAIL

#### ON DIAL-UP CONNECTIONS

For a **dial-up** connection, the usual method of receiving E-Mail is through the **POP** E-Mail retrieval protocol. Mail is actually received and stored on the Internet Service Provider's E-Mail server machine, where you can retrieve it using a small program designed for this purpose. Voodoo has been tested with, and in fact used by the author with the AmiPOP utility by Scott Ellis. This program will, between intervals of a couple of minutes, connect to the mail server and check for new mail. When new E-Mail has been received, AmiPOP will download it to a file called the **spool file**, where it will be accessible by Voodoo.

Setting up AmiPOP is fairly simple. It is configured with a set of tooltypes or command line arguments, specifying the name of the mail server machine to connect to, your account name and password on that machine, and the directory where the spool file should be written. The spool file AmiPOP creates will be named after the account name. To find out the address of your POP server, ask your local administrators.

AmiPOP should be started at the same time with the TCP/IP stack. For a normal dial-up setup, this would mean that you can start it manually after the connection has been established, or by adding a line to the "startnet" script by which the TCP/IP stack itself starts. On some configurations, AmiPOP could be started during the system boot by putting it in the WBStartup drawer of the Workbench partition.

#### ON PERMANENT CONNECTIONS

On a **permanently** connected system, there is another option besides using **POP** E-Mail retrieval. You could run a **SMTP** "daemon" on your own system, thus removing the middle step of a POP E-Mail server. Because setting up a E-Mail daemon is somewhat more complex, you should refer to the documentation of the program in question to see how it should be installed. Voodoo has been tested with SMTPd from the InetUtils package, written by Michael B. Smith.

### SENDING MAIL

#### ON DIAL-UP CONNECTIONS

Sending E-Mail is accomplished using a "mail delivery agent", a program that takes a file consisting of a single E-Mail message, and delivering it either to the receiver machine prompted by the To: and Cc: headers of the message, or to a E-Mail server in the middle that will take care of sending the message forward. Voodoo has been tested with SMTPpost from the InetUtils package.

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Installing SMTPpost involves making a configuration file or a set of environment variables describing the system, plus where and how mail should be delivered. See [installing SMTPpost](#) for hints on installing the program.

#### ON PERMANENT CONNECTIONS

The method of E-Mail delivery on a permanent Internet connection is very similar to the dial-up connection. However, the use of a E-Mail daemon can remove the overhead of actual E-Mail delivery from the user invoked "sendmail" program to the daemon background process, thus making the appearance of E-Mail delivery faster. In addition, in some problem situations mail delivery can take a very long time, which makes it better to offload this task to the daemon. Again, SMTPd from the INetUtils package has been tested with Voodoo and found a satisfactory solution.

## 1.5 Installing INetUtils SMTPpost

#### BASIC SMTPPOST INSTALLATION

Many people have had problems installing the SMTPpost mail delivery agent. This document attempts to clarify some points of the procedure. If you already have SMTPpost installed, you can skip this. You should also read the INetUtils documentation for more information on the subject, this is just a introduction and is not intended to replace the official documentation.

First of all, the package this document deal with is the INetUtils 1.4 release, available on Aminet as:

IU-14-as225.lha comm/net 387K+AS225r2 SMTP/NNTP utilities v1.4 INetUtils

IU-14-amitcp.lha comm/tcp 392K+AmiTCP SMTP/NNTP utilities v1.4 INetUtils

The only program in this package essential to Voodoo is the SMTPpost, although using the SMTPd mail daemon can be useful under certain circumstances also.

SMTPpost obviously has to be available in the search path for Voodoo to be able to use it. A place for it might be the INet:c or AmiTCP:bin directory, or just might just choose to add the IU-14/c directory to your search path.

SMTPpost is configured with a set of environment variables or keywords in a configuration file. I will explain the essential keywords below. These can be set either with "SetEnv <keyword> <value>", or by placing them, one per line, into the config file UULib:Config or S:UUConfig. If you choose to use environment variables, remember that to retain the values after a reboot, you have to copy them from ENV: to ENVARC:.

#### SMTPPOST KEYWORDS

**HOSTNAME** The fully qualified domain name of your machine. For example, `neppari.cs.hut.fi`.

**SMTPSMARTERHOST** The mail server of your Internet provider. Ask your provider for this address. It could be the same as your POP host address.

**SMTPMAILDIR** The directory where local mail is delivered. Each user has a file in this directory. One possible value for this would be `MAIL:local`.

**SMTPSPOOLDIR** The directory where mail that could not be immediately delivered is spooled to. Note that unless you are running SMTPd also, mail placed in this directory will never get out of your system. A possible value is `MAIL:spool`.

**LOGFILE** The file to which delivered mails are logged to. A possible value is `MAIL:logfile`.

**SMTPROUTE** While this can be left to the default value, a possible setting for the generic system is `SmarterHost`.

## 1.6 Starting up Voodoo

#### STARTING VOODOO

Starting up Voodoo is done by simply double clicking the Voodoo icon. When Voodoo is first started, you will have to configure it.

The command line options or tooltypes Voodoo accepts are as follows:

**FOLDER** Name of the folder to open. Defaults to primary folder.

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**PUBSCREEN** Name of the public screen to use. Defaults to the default public screen (usually Workbench).

**SETTINGS** The settings file to load. Defaults to Voodoo.prefs in HOME:, PROGDIR:, or ENVARC:, in that order.

**PORTNAME** The name of the ARexx port to use. If this port already exists, Voodoo will send a message to it instead of starting again.

**MAIL** This switch will make Voodoo start a message editor instead of opening a folder. It can be used to for instance send mail from a Web browser.

**TO, CC, SUBJECT** With the MAIL option, these three keywords specify those headers for the message.

**SCREENTOFROnt** Pop Voodoo screen to front on startup.

**ADDRESS** Override E-Mail address from preferences.

**REALNAME** Override real name from preferences.

**SPOOLFILE** Override spool file from preferences.

**REPLYTO** Override Reply-To address from preferences.

When starting up, Voodoo will automatically open the folder defined as the primary (INBOX) folder. All new E-Mail will by default be put in this folder. It will also attempt to get new E-Mail from the configured spool file. It will open the main interface consisting of a so-called message window, which consists of the list of messages in the folder, and the currently displayed message. This interface is described in more detail in message window.

If you are a former user of AmigaElm, see [importing mailboxes](#) for instructions on how to import your old folders to Voodoo.

## 1.7 Importing mailboxes from other readers

### IMPORTING MESSAGES TO VOODOO

If you are an old E-Mail user, you will probably have mail folders from another mail reader. Most likely these folders are in the UNIX mailbox format, concatenated into a single file. Voodoo uses another kind of scheme of storing messages, storing each message in a separate file in a single directory. This approach was chosen for performance reasons, since deleting files is significantly faster than removing messages from the middle of a large file.

The single file folder format is understood by Voodoo, because it is the format of the incoming [spool file](#). The registered version, Serious Voodoo, has a menu command ( [Import mail](#) ) for importing this kind of a spool file into any folder. This version will also understand a mailbox file of this type being dropped on the message window.

Importing messages with the demo version of Voodoo is done by juggling the configuration:

- Create a new folder ( [Creating folders](#) ).
- Set this folder as the primary folder. ( [Folder settings](#) ).
- Make a copy of the folder you wish to import.
- Set the [spool file](#) to this copy.
- Exit preferences, open the new folder, and choose [Get new mail](#) .

## 1.8 Configuring Voodoo

### CONFIGURING VOODOO

Many attributes of Voodoo operation are configurable to the user's preference. These configuration options are described in detail in the documentation of the configuration windows in question:

[Global settings](#) The configuration parameters of Voodoo

[Addressbook](#) The built in addressbook

[Folder settings](#) The folders for varying types of E-Mail

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The global settings will be saved in an IFF format preference file named Voodoo.prefs, by default in the directory where Voodoo itself resides. When started, Voodoo will look for this file first in the directory it resides in, and then in ENVARC:. If not found in either location, it will start up with the default settings and prompt you to configure it. The addressbook and folder settings will be saved in the ASCII files Voodoo.aliases and Voodoo.folders, respectively, in the same directory.

## 1.9 Global Voodoo Configuration

### CONFIGURABLE PARAMETERS

The configuration window of Voodoo is divided into pages, according grouped by the type of the parameters in question.

**User** Personal information

**Folder** Important folder configuration

**Display** Settings affecting the display look

**Fonts** Fonts used in Voodoo

**Program** External programs and related parameters

These settings will not take effect before you press the OK button. If you change any of the settings that affect the GUI of Voodoo, specifically most of the parameters on the Display page, Voodoo will recreate its interface after you close the configuration window by pressing OK. Closing the window by clicking on the close gadget will cancel changes, as if you clicked on the Cancel button.

## 1.10 Personal user information settings

### USER SETTINGS

This page contains the information that Voodoo has to know about you to make it possible for you send E-Mail.

**E-Mail address** - Your complete E-Mail address. This will be used when sending messages, so make sure it is correct, or replying to you will fail miserably. A correct setting varies between systems, but it is generally something of the form `username@domain.com` or `Firstname.Lastname@domain.edu`. Generally it should be `username@hostname.domain.com` only if your own machine is permanently connected and you are running an SMTP daemon.

**Reply-To** - If you wish, you can add some other address to messages using the Reply-To field by putting that address here.

**Real name** - Your real name, again put in each outgoing message. The From header Voodoo uses is of the type "Real Name <E-Mail@Address>".

**Organization** - The contents of the Organization header line. If left blank, no Organization header is inserted in the messages.

**Quote prefix** - The text that should be prepended before a line of quoted text in replies. Leaving this to the default of "> " is advised.

**Quote attribution** - The text inserted before a quote when replying to messages. Some escape sequences in the string are replaced with information about the message being replied to:

%0 From

%1 Subject

%2 To

%3 Date

%4 Message-ID

%5 From (name only)

%6 From (address only)

\n new line

---

Signature file - The file that has the signature you wish to append to messages. By courtesy, it is advised that the signature be less than 4 lines and a maximum 76 columns wide. However, Voodoo will not restrict the size of the signature. Signatures are customarily separated from message body by a line with two hyphenation characters and a space ("-- ") on them. If this line is not found in the signature, Voodoo will add one automatically.

## 1.11 Folder settings of primary importance

### FOLDER SETTINGS

This page has the parameters important for Voodoo to know how to handle new mail.

Folder directory - The directory where folders will be placed by default. This is automatically filled in with the directory of the initial folder. A folder is not required to reside in this directory.

Primary folder - New mail that does not match the attributes of mail specifically meant for other folders will be placed here. In the default configuration, this is the only existing folder.

Sent mail folder - If this is set, copies of all messages you send will be placed in this folder.

Default save folder - The name of the default folder to save messages to when moving them out of the primary folder.

Move read messages to save folder on exit - If this is set, read messages will be moved to the folder defined above when closing the primary folder.

Configure folders - This button will open the separate folder config window where you can add new folders.

Spool file - The **spool file** in which new mail arrives. When getting new mail, Voodoo will read the contents of this file and move the messages in it to the appropriate folders (by default into the primary folder), emptying the spool file.

Expunge deleted messages on close - If checked, Voodoo will expunge all messages that are marked as deleted when closing a folder. This means that the message is deleted from disk and is lost.

Skip deleted messages - If set, the "next" and "previous" functions will skip over messages with the deleted flag set.

Auto save delay - Seconds of inactivity before automatic save of the folder status. If 0, automatic saving is disabled. You should never disable this setting.

## 1.12 Settings affecting the Voodoo GUI

### DISPLAY SETTINGS

This page contains the configuration parameters that directly affect the user interface of Voodoo. See also the **Fonts page** for the setting of fonts used within Voodoo.

Public screen - The screen on which Voodoo should open its interface. If left blank, the interface will open on the current default public screen, by default the Workbench screen. This setting can be overridden with the command line argument or tootype PUBSCREEN. See the **FAQ** for the reason why Voodoo does not create public screens itself.

Backfill pattern - The picture you wish to use as a backdrop texture in all windows. This picture is loaded through the datatypes, and can thus be of any format supported by your installed datatypes.

Date format in index - The format of the date used in folder index. This string is subject to Locale date substitution formatting. For example, %d will be replaced with the day, %m with the month, and %y with the year of the message. The maximum length of the formatted string is 12 characters.

Editor cursor blink rate - The rate of cursor blinks per second in the built-in message editor. If set to 0, the cursor will not blink at all.

Number of lines in header list - The number of headers displayed at once in the message headers listview. While this listview does not have a scroll bar, it is drag-scrollable and responds to the cursor keys while control is held down.

Show icon text - If set, Voodoo's speedbars will display a label under each of the button icons.

## 1.13 Fonts used in Voodoo

### FONT SETTINGS

Voodoo uses several fonts for different parts of the interface. All of these fonts may be configured here. Without a configuration file available, Voodoo will attempt to guess a suitable font from the system settings.

Interface font - The font used by the Voodoo GUI when no other font specifically matches the purpose.

Message font - The font used by the message display, unless the message data explicitly asks for some other font, as may be the case with some MIME messages.

Index font - The font used by the folder index listview on top of the message window.

Editor font - The font used in the built-in editor of Voodoo.

Icon font - The font used for icon labels in the speedbars.

## 1.14 External programs and related settings

### PROGRAM SETTINGS

This page contains the settings necessary for support of external programs. In addition, some other settings not of primary internal importance are here.

Mailer - The command line used when sending a message. %s will be replaced by the name of the temporary file, and is required. Serious Voodoo will run this command asynchronously in the background, while the demo version will stop Voodoo for the duration of delivery. Do not use "run" in this command, as that would break the order of events during the delivery and make Voodoo clean up temporary files too early.

PGP path - The command line for executing Pretty Good Privacy. Voodoo will append the options necessary for each function to the end of this line. Since Voodoo saves sent messages encrypted, if you wish to be able to read them, add the +encryptoself option to this command line. If you wish to not use PGP, leave this option empty. Voodoo won't do anything when it finds a PGP/MIME message if you do that.

External editor - The command line with which the external editor should be started, if you choose to use one instead of the built-in editor. %s will be replaced by the name of the temporary file that holds the message text, and is required on the line. The editor will be run asynchronously to Voodoo, so no "Run" is necessary. The editor has to support sending ARexx commands back to Voodoo to control the sending of the message.

If the checkbox is left unchecked, Voodoo will use its built-in editor.

See the ARexx command **SEND** for information on how to send a message from an external editor.

POP REXX port - If your POP utility has an ARexx port that accepts a 'GETMAIL' command, put that port name here. Voodoo will request the program to get new mail when you use the 'Get new mail' menu option.

Visible headers - A ; delimited list of AmigaDOS patterns that match the headers displayed in the message window header listview. The headers are shown in the order they appear on this list. For example, you could use "From;Subject;Date;To;Cc;Reply-To;~(Received)".

Wrap lines at column - If set to higher than 0 (actually 20), plaintext messages will be word wrapped at that column before sending.

Use Quoted-Printable Encoding - Because the original SMTP protocol defines E-Mail to consist of only 7 bit ASCII text, and common implementations require relatively short lines, the transfer of certain kinds of text can not be guaranteed if attempted to transfer as-is. Because of this reason, the MIME extensions define an encoding that changes 8 bit characters into a 7 bit form, thus letting them be transferred over E-Mail. However, this encoding makes the messages look somewhat hard to read if the receiver's E-Mail software can not decode Quoted-Printable encoding. For this reason, the use of this encoding is optional.

## 1.15 Built-in addressbook

### THE VOODOO ADDRESSBOOK

Voodoo includes a simple addressbook that lets you use a nick name instead of the E-Mail address of people you send or receive E-Mail with. When sending messages, you may type the nick name of a person, and Voodoo will automatically expand it to the full E-Mail address. Similarly, when receiving E-Mail, Voodoo will show in the message index the nick name of the person who sent the message instead of the E-Mail address.

Configuring the addressbook is very simple. Just click on the button labeled New, type the nick name in the Name string gadget, and the E-Mail address in the gadget labeled for it, and the person is added into the addressbook. If you wish to modify an entry in the addressbook, simply select that entry from the listview and edit it in the string gadgets. Similarly, if you wish to delete an entry, select it and press the button labeled Del. Changes in the addressbook are immediate and will be saved to disk when you close the window.

In Serious Voodoo, the address book will also contain two toggle settings to enable signing and encrypting messages to a certain user. If you wish to enable either of these functions, check the option. Voodoo will then automatically attach a PGP signature and/or encrypt the message using PGP when you send E-Mail to that person. For encryption to work, you will naturally need to have the person's PGP public key on your PGP key ring. Voodoo will refer to the key using the address configured in the address book.

## 1.16 Folder configuration

### VOODOO FOLDER CONFIGURATION

Voodoo can group messages in separate folders according to the sender or content of the message. You may also move messages from one folder to another by hand.

To Voodoo, a folder is a directory with messages in separate files. This is an important distinction from many other E-Mail programs, which keep each folder in a single file. While this means that the number of files is smaller, the clear advantage of keeping each message in a separate file is that maintenance of very large folders will still be fast.

Adding and maintaining folders is done in this window. If you wish to add a new folder, click on the button labeled New and select the directory for it. Do not have two folders using the same directory, and do not use the same directory for anything else. There should be nothing else in the directory besides the messages Voodoo will save in it.

In Serious Voodoo, you can set a folder-private spool file for every folder separately. This spool file will be scanned when getting new mail in that folder. This will allow for example reading the mail from several accounts easily within Voodoo while still keeping every account separate. It also makes it possible to use a mail processing utility to preprocess incoming mail and place it to folders as it is received.

If you wish to change a folder's name or directory, select it from the listview. If you wish to delete a folder, click on the button labeled Del. While this make Voodoo forget the folder's existence, the directory and the messages will not be deleted. This you will have to do manually. If you wish to enter the folder back in the Voodoo folder list, the old messages will still be available, if you don't delete the directory. The changes in the folder list are immediately visible elsewhere in Voodoo, and will be saved to disk when you close the window.

You may change the space ratio allocated to the folder index and the message display in the currently selected folder by moving the slider. The folder's window will automatically update to reflect the change.

The other elements of this window display statistics about the currently selected folder.

See also [Global Prefs: Folders](#) for more configuration options concerning folders in Voodoo.

## 1.17 The message window interface

### THE VOODOO INTERFACE

The message window is Voodoo's primary user interface. Within this window, you can read messages and arrange them into folders. This interface consists of the the following main parts:

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## MESSAGE LIST

The listview at the top lists the messages in the folder. It is divided into four columns. The first column displays the status of the message using small icons, and the other columns show the sender, date and subject of the message, respectively.

## SPEEDBAR

The speedbar below the message listview has buttons for the most often used functions and for selecting each of the parts of a multipart message. The functions on the speedbar are, in order:

Quit - Close all folders and quit Voodoo. If an internal editor window or any configuration window is open, a verification requester will pop up first.

Iconify - Close all open Voodoo windows and put an icon on the WB.

Open folder - Open another folder. A requester listing all the folders will pop up.

Previous message - Select the message before the currently selected one.

Next message - Select the message next to the currently selected one.

New mail - Start composing a new message. Depending on your configuration, the internal editor or an external editor of your choice will open.

Reply - Reply to the currently selected message, quoting the message text.

Delete - Mark the currently selected message deleted.

The rest of the speedbar lists the parts of the currently selected message. For each part, there is an icon representing the content of the message.

If all the buttons on the speedbar do not fit in the window, you can scroll the speedbar by the following method:

- Hold down either shift key.
- With the pointer over the speedbar, press and hold the left mouse button.
- To scroll right, drag mouse to the right. To scroll left, drag to left.

## ENCRYPTION STATUS

In the rightmost edge of the speedbar may be two icons: a quill and a padlock. These signify that the message was signed and/or encrypted.

## HEADER VIEW

This listview displays the most important headers of a message. While there is no scrollbar, you can scroll it by pressing down the left mouse button within the listview and moving the mouse out of the listview area. The headers listed here are, in order: From, Subject, Date, To, Cc, Reply-To, Content-Type, Sender, and Message-Id.

## MESSAGE VIEW

This main area of the window will display the message itself through the AmigaOS datatype subsystem. Thus, it can be text, graphics, or even an icon for a sound sample.

Besides the scroll bars in window borders and the keyboard control, most datatypes support some kind of scrolling by mouse. Try pressing down the left mouse button over the message view and dragging to any direction.

## KEYBOARD CONTROL

If the **Expert Keyboard** mode is turned on, all **menu** shortcuts in the message window are available even without pressing down the right Amiga key. In addition, the currently selected message can be scrolled around using the arrow keys, space and backspace.

## 1.18 Choosing a folder

### CHOOSING A FOLDER

With this window you can choose a folder to which the selected action should be performed. Two examples of the use of this window are opening a folder and saving a message into a folder. You can cancel the action by closing the window from the close gadget or by pressing the ESC key. Selecting a folder is done by clicking on the name or by choosing the line with cursor keys and pressing ENTER.



## 1.19 Voodoo menus description

### VOODOO MENUS

All functions of Voodoo are available through the pull down menus. In the **message window** , menu shortcuts are usable even without holding down the right Amiga key.

#### Project

- Open folder...** Open another folder
- Close folder** Close this folder
- Expunge deleted** Expunge messages marked as deleted
- Save folder** Save folder without expunging messages
- Get new mail** Get new mail from the spool file
- Import mail...** Import mail to this folder
- Sort** Sort messages in folder
- By number** In physical order
- By date** By the Date header
- By author** By the From header
- By subject** By the Subject header
- Print message** Print current message
- About** Open the program information window
- Iconify** Close all open windows and iconify
- Quit** Close all folders and quit

#### Message

- Next** Select next message in folder
- Previous** Select previous message in folder
- Copy** Copy message to clipboard
- Send mail...** Begin a new message
- Reply...** Reply to the current message
- Followup...** Followup to the current message
- Forward...** Forward this message to someone else
- Remember Address** File this address into addressbook
- Save in file...** Save this message into a file
- Save in folder...** Save this message in another folder
- UUdecode** Run the UUdecoder on this message
- Delete** Mark this message deleted
- Undelete** Clear deleted status on this message
- Mark unread** Mark this message unread
- Rescan headers** Rescan headers of the message

#### Settings

- Global...** Open main preferences window
-

- Addressbook...** Open addressbook editor
- Folder...** Open folder list editor
- Display headers** Toggle display of major headers in message
- Smart word wrapping** Toggle smart message word wrapping
- Expert keyboard** Toggle expert keyboard mode
- Load settings...** Load a settings file
- Save settings** Save current settings
- Save settings as...** Save current settings with a new name

## EDITOR MENUS

The message editor window has its own menus.

Editing

- Undo** Undo last change
- Cut** Cut marked block
- Copy** Copy marked block
- Paste** Paste into cursor position
- Erase** Erase marked block
- Attach file...** Attach a file into message
- Delete...** Remove attachment
- Load text...** Load text to editor
- Save text...** Save text from editor
- Send message** Send message and close editor
- Cancel...** Cancel editing and destroy message

## 1.20 Voodoo menus

### OPEN FOLDER

This command opens the **folder selection window** . After selecting a folder in that window, it will be opened, or if it already is open, brought to front.

## 1.21 Voodoo menus

### CLOSE FOLDER

The current folder will be closed. Depending on the **Expunge deleted messages** , messages marked for deletion may automatically be expunged from the folder.

## 1.22 Voodoo menus

### EXPUNGE

The messages in the current folder that are marked for deletion will be expunged from the folder and deleted from disk.

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## 1.23 Voodoo menus

### SAVE FOLDER

The status of the current folder will be saved to disk, messages marked for deletion will NOT be expunged.

## 1.24 Voodoo menus

### GET NEW MAIL

This command will scan the Voodoo incoming messages spool file for new messages and move them to Voodoo folders. In the demo version all mail is placed in the primary folder. In Serious Voodoo, also the private spool file of the selected folder is scanned.

Before looking at the spool file, Voodoo will send an ARexx command to the POP utility (if any) to download all new mail.

## 1.25 Voodoo menus

### IMPORT MAIL

This function only available in the Serious Voodoo requests for a spool file or UNIX mailbox format folder to import to the current folder. Unlike a normal spool file, This file will not be truncated after the messages have been copied to the folder.

## 1.26 Voodoo menus

### SORT MESSAGES

Voodoo can sort messages in a folder based on four keys. The keys are:

Physical order The order in which the messages were originally saved in the folder, the default order.

By date The age of the messages, as specified by the message Date header.

By author The name of the author, from the From header.

By subject The Subject header.

## 1.27 Voodoo menus

### PRINT MESSAGE

Print the currently selected message.

## 1.28 Voodoo menus

### ICONIFY

The command will close Voodoo windows and put up an icon on the Workbench. Doubleclicking on the icon will reopen the windows in the positions they were before iconifying. Note that if no public screen is specified, that is Voodoo is told to use the default pubscreen, the windows may open on different screen.

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## 1.29 Voodoo menus

### QUIT

Close all folders, possibly expunging messages marked as deleted, and quit Voodoo. If any configuration window or a message editor window is open, you will be asked for confirmation before taking this action.

## 1.30 Voodoo menus

### NEXT MESSAGE

Select the next message in the folder, or the first message if none is selected. If **Skip deleted messages** is selected, messages that are marked for deletion are skipped.

## 1.31 Voodoo menus

### PREVIOUS MESSAGE

Select the previous message in the folder, or the last message if none is selected. If **Skip deleted messages** is selected, messages that are marked for deletion are skipped.

## 1.32 Voodoo menus

### COPY

Copy the text or other data currently shown into the clipboard. Because of datatype restrictions, it is not possible to select the part that gets copied.

## 1.33 Voodoo menus

### SEND MESSAGE

Bring up a message editor for sending a new message.

## 1.34 Voodoo menus

### REPLY

Bring up a message editor for replying to the currently selected message. The message recipient is preset according to the From or Reply-To header, and the message text is quoted.

## 1.35 Voodoo menus

### FOLLOWUP

Bring up a message editor for sending a followup to the currently selected message. The message recipients are preset according to the From, Reply-To and Cc headers, and the message text is quoted.

---

### 1.36 Voodoo menus

#### FORWARD

Bring up a message editor for forwarding the currently selected message to a third party. The message is inserted to the editor.

### 1.37 Voodoo menus

#### REMEMBER ADDRESS

Put the address of the sender of current message into the addressbook.

### 1.38 Voodoo menus

#### SAVE IN FILE

Save the current message to a file. There are two modes for saving messages:

Whole message The complete message, including headers, with multipart messages retaining encoding.

Current part The currently selected part. If **Display headers** is set, the headers matching the **pattern** are included in a text part (as show in the window), binary parts are saved as-is.

### 1.39 Voodoo menus

#### SAVE IN FOLDER

Move the currently selected message into another folder. The **folder selection window** will pop up, prompting for the folder to save into. The message will be marked as deleted in the current folder.

### 1.40 Voodoo menus

#### MARK FOR DELETION

Mark the currently selected message as deleted. The message will not actually be expunged before you select the **expunge** menu item or close the folder (in the latter case, only if **automatic expunge** is turned on).

This command will also select the next message.

### 1.41 Voodoo menus

#### UNMARK FOR DELETION

Clear the deleted status from the currently selected message. See **delete** .

This command will also select the next message.

### 1.42 Voodoo menus

#### MARK UNREAD

Mark the message unread. This function is mostly useful to mark message in the primary folder so that they will not be moved on exit.

---

## 1.43 Voodoo menus

### RESCAN HEADERS

Rescan the headers of the selected message. If for some reason the message list does not correctly reflect the headers of the message, this command can be used to make Voodoo re-read the headers for its folder index.

## 1.44 Voodoo menus

### UUDECODE MESSAGE

In addition to displaying MIME messages internally, Voodoo can detect when a message contains an UUencoded file. When Voodoo finds such a file, you can decode it with this command.

## 1.45 Voodoo menus

### GLOBAL SETTINGS

Bring up the [global settings](#) window.

## 1.46 Voodoo menus

### ADDRESSBOOK

Bring up the [addressbook](#) maintenance window.

## 1.47 Voodoo menus

### FOLDER SETTINGS

Bring up the [folder maintenance](#) window.

## 1.48 Voodoo menus

### DISPLAY HEADERS

Toggle headers on and off in the main message view. If turned on, some headers (configured in [visible headers](#) ) will be shown in the message view if the selected message part is plain text.

## 1.49 Voodoo menus

### SMART WORD WRAPPING

Toggle smart word wrapping on and off in the main message view. If this setting is on, Voodoo will strip newlines inside paragraphs when selecting a plain text message for display, and instruct the text datatype to word wrap it according to window width. This option works best when using a proportional font in the message display. If you use a non-proportional font such as Topaz or Courier, you should probably leave this option off and use an 80 columns wide window.

---

## 1.50 Voodoo menus

### EXPERT KEYBOARD

By setting this mode, Voodoo will recognise the menu shortcut command keys without having to press the Right Amiga qualifier key. In addition, this expert mode distinguishes between shifted and non-shifted shortcuts, taking specific action for some of them. For example, the Reply command will quote the message being replied to, if you press it with either shift key held down.

## 1.51 Voodoo menus

### LOAD SETTINGS

Load a new settings file, including new folder configuration.

## 1.52 Voodoo menus

### SAVE SETTINGS

Save current configuration in a settings file. On startup, Voodoo searches for a settings file named Voodoo.prefs first in the program directory and then in ENVARC:.

## 1.53 Voodoo menus

### EDITING FUNCTIONS

The message editor has the basic editing functions:

Undo Paste back last major edit

Cut Cut currently marked block to clipboard

Copy Copy currently marked block to clipboard

Paste Paste block from clipboard to current pointer position

Erase Erase currently marked block

## 1.54 Voodoo menus

### ATTACHING FILES

Voodoo can attach files to messages using the MIME extensions. These two functions are used to attach a file to the message, and to delete an attached file.

Attach file... Bring up a file requester in which you can select the file you wish to attach.

Delete... If you are viewing an attachment (by having selected it from the speedbar), this function will ask if you want to remove it from the message. If you are viewing the first text part, you will have the option of clearing the text.

## 1.55 Voodoo menus

### LOAD/SAVE TEXT

These basic file operation functions let you save the text of an unfinished message to a file and load it back at later timer to continue the message.

---

## 1.56 Voodoo menus

### SEND MESSAGE

Finish editing the message and send it to the recipient(s).

## 1.57 Voodoo menus

### CANCEL MESSAGE

Cancel the message, discarding any written text.

## 1.58 The Voodoo built-in editor

### THE BUILT-IN EDITOR

Voodoo's built-in editor is specifically designed to make it easy to compose E-Mail messages and attach external files to them. The elements of the editor interface are:

#### SPEEDBAR

The speedbar at the top has, much like the **message window** speedbar, buttons for the common operations while editing messages. The functions are as follows:

Delete message - Cancel and destroy the message, or remove the currently viewed attachment.

Attach file - Attach a file to the message.

Send message - Send the message to the people listed in the To and Cc gadgets.

The rest of the speedbar represent the parts of the message. Every message will have a plain text part in the beginning, but the parts following that can be of any type. When attaching a file, Voodoo will ask the AmigaOS Datatype subsystem what format the file is, and use a matching MIME Content-Type. If the file is a "binary" format, that is, not a readable text format, it will be base64 encoded to a 7 bit format so that it can be sent over E-Mail. This encoding is much like uuencode, but is a part of the MIME standard.

If all the buttons on the speedbar do not fit in the window, you can scroll the speedbar by the following method:

- Hold down either shift key.
- With the pointer over the speedbar, press and hold the left mouse button.
- To scroll right, drag mouse to the right. To scroll left, drag to left.

#### ENCRYPTION STATUS

In Serious Voodoo, there are two small toggle buttons for enabling PGP signing and encryption to the right of the speedbar. By clicking on the upper one (which display a quill to reflect this), the message will be signed to authenticate its origin. The lower button, which will display a padlock when clicked on, will tell Voodoo to encrypt the message for the recipient(s). Please note that Voodoo has no simple (that is, quick) way of knowing beforehand whether the PGP keyring contained a public key for all the recipients of the message, and that PGP will not return an error if this is not the case. This means that if you try to encrypt a message for several people, and don't have the public key of some of them, the message will still be encrypted, and won't be readable by these people.

#### HEADER GADGETS

These three gadgets represent the contents of the respective E-Mail headers.

In the To gadget, type in the address or nick name of the person(s) you wish to send the message to. If you use a nick name, and the matching address is found in the Voodoo addressbook, it will be expanded automatically. If you wish to send a message to several people, separate the addresses from each other using comma (,).

---



Cc, as in carbon copy, lists the people you wish to send a copy of the message to. This field is operationally like the To field, but the semantics differ in that the people listed in To are the primary recipients of the message, and the people listed in Cc are just to receive a copy for interest.

Both of the address gadgets also have pop up buttons for selecting an address from the built-in addressbook.

In the Subject gadget, enter the subject of the message.

Additional headers can be typed to the beginning of the message, separated from the message body by one empty line.

#### EDITOR FIELD

The rest of the editor window consists of a textfield in which you can freely type in your message. The lines will automatically wrap when reaching the right border. If you so wish, Voodoo can also send the messages with each paragraph consisting of a single long line, or wrap the paragraphs to lines of a preset maximum columns.

You can add extra headers to a message simply by typing these headers at the beginning of the message, followed by an empty line.

You can mark a block of text by pressing down the left mouse button in the beginning of the text and dragging the pointer to the end of the block. The keyboard controls are the normal Amiga Style Guide conformant ones. Shift, control and alt keys modify the function of backspace, delete and function keys. Other keyboard commands are:

ramiga e Erase all text

ramiga z Undoes last erase or cut

ramiga u Undoes last erase or cut

ramiga x Cuts marked text, placing it on the clipboard

ramiga c Copies marked text to clipboard

ramiga v Pastes text from the clipboard

ramiga a Mark all text

control x Delete line

## 1.59 Choosing an address

#### CHOOSING AN ADDRESS

By pressing the To or Cc pop up buttons in the message editor, this window will open, and you can select the address to which the message should be sent. Don't forget that you can use the addressbook also simply by typing the nick name of the person you want to send a message to and pressing enter. Voodoo will automatically look up the address of the person and replace the name in the address gadget.

## 1.60 Voodoo ARExx host command set

#### VOODOO AREXX INTERFACE

Voodoo features an extensive **ARExx** command set that allows not only the full configuration of Voodoo through ARExx, but also interfacing Voodoo to any Amiga text editor with ARExx capability. All features available through the Voodoo GUI are also available through the ARExx interface. The next pages will document all the commands available in Voodoo.

Note: The ARExx port of Voodoo is one of the things under heaviest development at the moment. This basic command set reflects the features available in the evaluation version. A more extensive interface with user macros is planned for Serious Voodoo.

**ABOUT**

**ACTIVATE**

**CLOSE**

---

DEACTIVATE

GETMAIL

LOOKUP

MAIL

OPEN

SEND

QUIT

## 1.61 Voodoo ARexx host command set

Usage: ABOUT [CLOSE]

Template: CLOSE/S

Open an about window.

· CLOSE means that instead of opening an about window, Voodoo should close all of them, if any are open.

## 1.62 Voodoo ARexx host command set

Usage: ACTIVATE

Uniconify Voodoo. If Voodoo was in iconified state, all windows will be reopened.

## 1.63 Voodoo ARexx host command set

Usage: CLOSE folder

Template: FOLDER/A

Close an open folder.

## 1.64 Voodoo ARexx host command set

Usage: DEACTIVATE

Close all open Voodoo windows and iconify.

## 1.65 Voodoo ARexx host command set

Usage: GETMAIL

Get new mail from the spool file.

## 1.66 Voodoo ARexx host command set

Usage: LOOKUP [ADDRESS address] [NAME name]

Template: ADDRESS/K,NAME/K

Results: Name or address in RESULT or non-zero RC

Look up an address from the built-in database.

---

## 1.67 Voodoo ARexx host command set

Usage: MAIL to [CC cc] [subject]

Template: TO/A,CC/K,SUBJECT

Start writing an email. Voodoo will open an editor window or start the external editor, based on current preferences.

## 1.68 Voodoo ARexx host command set

Usage: OPEN folder

Template: FOLDER/A

Open a folder.

## 1.69 Voodoo ARexx host command set

Usage: SEND file

Template: FILE/A,ENCRYPT/S,SIGN/S

Send the message in the file specified.

When Voodoo uses an external editor, it makes a temporary file and writes to it the basic headers and your signature, and starts the editor in a background process to let you write the message. When you have finished writing the message, save the file and send this command to Voodoo, using the full name of this file as the argument. This will tell Voodoo that you are finished and the message can now be sent.

- ENCRYPT specifies that the message should be PGP encrypted for the receivers before sending.
- SIGN means that the message should be PGP signed before sending.

## 1.70 Voodoo ARexx host command set

Usage: QUIT [FORCE]

Template: FORCE/S

Quit Voodoo. If FORCE is defined, bypass confirmation.

## 1.71 Regarding PGP

### ABOUT PGP

The privacy of electronic mail is practically nonexistent. On their way to the receiver, messages pass through several systems, and can be read on any of those systems with little effort. Because of this, sensitive information should never be sent in unencrypted E-Mail.

Pretty Good Privacy (PGP) is a program originally written by Philip Zimmermann, designed to enable people to easily encrypt messages securely before sending through channels where the content of the message could easily be eavesdropped.

Why should you use PGP? The question could just as well be, why not? Would you send your credit card number on a postcard? That's essentially what you're doing if you send it by unencrypted E-Mail. Do you want to make it easy for any stranger to read your letters? By using PGP, you not only make it hard, but actually impossible by today's standards, and the standards of foreseeable future. Unauthorized reading of a PGP encrypted message would require hundreds, if not thousands of years of calculations on the best computers that exist today.

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The best place to find PGP, as well as more background information about it, is the International PGP Home Page, <http://www.ifi.uio.no/pgp/>

Serious Voodoo will make the day to day use of PGP simpler than it has ever been by encoding the messages in PGP/MIME format, currently at the level of an Internet Draft. To use this feature, you only need to check that option for the receiver's addressbook entry. Serious Voodoo was tested with PGP 2.6.3i, the latest available international PGP version. It should work with PGP versions 2.6.2, 2.6.2i, 2.6.3, 2.6.3i and later.

To find out more about the PGP/MIME format, refer to the unofficial PGP/MIME home page, <http://www.c2.org/~raph/pgpmime.html>.

## 1.72 Registering Voodoo

### REGISTERING

Voodoo is not free software. I have spent much time programming it, always trying to make it as good as possible. I hope you like what you have seen and want to continue using Voodoo.

If you do, please register it. By registering your copy, you support a dedicated Amiga developer and provide encouragement for me to continue enhancing Voodoo. Consider that I might have opted to not make this program at all, or make it for some other platform. Hopefully, you will feel that supporting my efforts is worth the quite reasonable price I ask for Voodoo.

So, what do you get for registering? Besides the obvious warm and fuzzy feeling of having done something good, in return, I will send you a personalised keyfile for the "professional" version, Serious Voodoo, which is available at <ftp://ftp.warped.com/pub/amiga/voodoo>. Check out the [introduction](#) to see what features that version will have that this demo does not. Serious Voodoo is still under development and new versions are made available often. Upgrades to new versions of Serious Voodoo are free.

### HOW TO REGISTER

At the moment, you can register Voodoo at three possible sites. For details on these, see

**Finland** To register directly with the author.

**North America** To register in USA and Canada.

**Central Europe** To register in Germany, Austria or Switzerland.

To register, print out the included registration form, fill it, and mail to the to the registration site you wish to use. If you have a **PGP key**, include its ID and fingerprint on the registration form, and E-Mail the key itself to me, and I will send you the key file in an encrypted message. I can send the keyfile unencrypted, if you do not wish to use PGP, but an encrypted message is naturally preferable. The personalised keyfile is, after all, an investment which you would not want to end up in the wrong hands.

The registration fee of Voodoo is 150 Finnish marks (FIM), 35 US dollars (USD), or 50 German marks (DEM). This will entitle you to a keyfile to Serious Voodoo, sent via E-Mail. If you wish to instead receive the program and keyfile on a floppy disk, add an additional 20 FIM, 5 USD, or 7 DEM. If you are registering with me directly, see [payment methods](#) on the central registration info page.

User clubs can organize group registrations. The prices are:

Copies Price for each

5 130 FIM 30 USD 43 DEM

10 100 FIM 25 USD 35 DEM

20 or more 85 FIM 20 USD 28 DEM

For group registrations, I will also accept the payment as an equivalent sum in other major currencies. Please contact me beforehand for the form of payment. If you send cash, please remember that I can not accept coins, and thus you will have to round the price upwards.

## 1.73 Contact information

### CONTACT INFORMATION FOR VOODOO

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**AUTHOR**

Osma Ahvenlampi

<Osma.Ahvenlampi@hut.fi>

Rekipellontie 2 F 55

00940 Helsinki

Finland

**REGIONAL REGISTRATION SITES**

Worldwide

**Central**

North America

**United States and Canada**

Central Europe

**Germany, Austria, Switzerland**

**WEB SITE**

<http://www.niksula.cs.hut.fi/~oahvenla/voodoo/>

**FTP SITE**

<ftp://www.warped.com/pub/amiga/voodoo/>

**MAILING LIST**

voodoo@warped.com

To subscribe, send a message to majordomo@warped.com with the text "subscribe voodoo" in the message body.

## 1.74 Direct registration with the author

**REGISTERING VOODOO DIRECTLY**

In case you wish to register Voodoo directly with me, send your registration form to:

Osma Ahvenlampi

<Osma.Ahvenlampi@hut.fi>

Rekipellontie 2 F 55

00940 Helsinki

Finland

The registration fee of Voodoo is 150 Finnish marks (FIM), 35 US dollars (USD), or 50 German marks (DEM). This will entitle you to a keyfile to Serious Voodoo, sent via E-Mail. If you wish to instead receive the program and keyfile on a floppy disk, add an additional 20 FIM, 5 USD, or 7 DEM. The possible methods of payment are:

Cash Cheapest to both of us. Please make sure that the money is disguised and not visible from outside the envelope by enclosing it within one or two sheets of paper. **DO NOT SEND COINS.**

Money transfer Transfer the fee to my account:

Merita Pankki

Eskolantie 1

00720 Helsinki

account 233618-64791

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Please include a copy of the receipt with your registration form.

EuroCheque Write it to Finnish marks (FIM). Do not forget to write your card number on the back of the cheque, or I will not be able to cash it.

International Money Order While not cost effective for small sums, it is a possible method if the others are not acceptable to you. DO NOT SEND PERSONAL CHECKS. The cost of cashing them is prohibitive, if even possible at all.

## 1.75 Registration for German-speaking countries

Die Registrierung von Voodoo für Deutschland, Schweiz und Oesterreich erfolgt bei der untenstehenden Adresse. Bitte beachten Sie, dass es in jedem Land eine eigene Bankverbindung gibt.

Senden Sie mir nach Einzahlung der Registrierungsgebühr, eine kurze Email, am besten zusammen mit

Die Registrierung wird schnellstmöglichst vorgenommen und Sie erhalten den Key mit EMail.

Fuer groesstmoeglichste Sicherheit emphieht sich die Verschluesslung mit PGP. Senden Sie mir deshalb Ihr PGP.file an domenig@amiga

Bitte senden Sie mir kein Bargeld oder Cheques sondern ueberweisen Sie die Registrierungsgebuehr an eine der folgenden Banken:

Fuer User in Deutschland: DM 50.--

Domenig Weyermann

Churerstr. 15

A - 6800 Feldkirch

Bankverbindung:

Bayerische Bodenseebank

Raiffeisen eG

8990 Lindau-Insel

Bankleitzahl 733 698 21

Konto Nummer 433 870

Fuer User in Oesterreich: Ats. 350.-

Domenig Weyermann

Churerstr. 15

A - 6800 Feldkirch

Bankverbindung:

Postsparkasse PSK

Bankleitzahl 60000

Konto Nummer 77.121.747

Fuer User in der Schweiz: sFr. 42.--

Domenig Weyermann

Postfach 101

CH - 9469 Haag

Bankverbindung:

Migros Bank Zug

Konto Nummer 16718,9638/04

Postcheque Konto 80-533-6

Bankkonto nicht vergessen

Wünschen Sie, dass Ihnen das Keyfile auf Diskette zugesandt wird, erhöht sich der Preis wie folgt: DM 5.-- / Ats. 40.-- / sFr. 4.--

## 1.76 Registering Voodoo in North America

(the file REGISTER contains the registration form and price information)

Registering Voodoo in North America can be accomplished by snail-mailing the payment in US Dollars (or the current equivalent in Canadian dollars) to the address below.

The payment can be in the form of a postal money order, a certified cheque, or cash (not recommended, but possible).

Be sure to print out, complete, and include the registration form. Your keyfile will be sent to you upon receipt of your funds.

If you would like the latest version of Voodoo and your personal keyfile sent to you on a floppy disk, please note that an additional cost applies. (see the registration form for details)

Mail to:

Voodoo Registration

C/O Dan J. Fraser

88 Windsor Avenue

London, Ontario

CANADA

N6C 1Z9

## 1.77 Terms used in this manual

### GLOSSARY

**ARexx** A widely used scripting and interprocess communication language, based on the REXX programming language invented by IBM. ARexx makes it easy to use two or more programs co-operatively to perform a task.

**ASCII** American Standard Code for Information Interchange. The standard 7 bit character set of 128 alphanumeric characters and control codes, including the basic English alphabet.

**Datatypes** A powerful part of the AmigaOS 3.0, the datatype subsystem makes it possible for applications to access any type of data in a similar manner. Instead of having to be able to decode JPEGs and GIFs by itself, the application can simply ask the operating system whether it recognises the file format, and retrieve the decoded data. Datatypes can also display the contents of a file by itself. For example, Voodoo uses the datatypes to display all mail by simply creating a datatype gadget out of the message and attaching it to the message window.

**Dial-Up** The kind of an Internet connection where you call your Internet Service Provider using a modem. Opposite to a permanent connection, such as an Ethernet connection on an Internet-connected local area network.

**ISO-8859-1 (ISO Latin 1)** An 8 bit character set with additional characters for Western European languages, extension to ASCII. Defined by the International Standards Organisation, this is the de-facto standard on the Internet. Default character set on Amiga.

**MIME** Multipurpose Internet Mail Extensions. An extension standard designed for Internet E-Mail to allow easy transfer of information of non-ASCII representation, such as audio, images, or other binary data. In addition, MIME defines methods of encoding text that is not guaranteed to transfer through SMTP servers intact, such as lines longer than 80 columns or 8 bit characters (such as äöéù£ß).

**PGP** Pretty Good Privacy. An encryption program based on public key cryptography, designed for encrypting messages to other people. Unencrypted email can very easily be saved and read by unauthorized people while in transit between systems on the Internet. Encrypting the messages will ensure privacy. PGP is freely available and widely used on the net. See also [regarding PGP](#).

**POP** Post Office Protocol (version 3). A protocol designed for downloading mail messages from a mail server. Because this protocol requires an action from the receiver, it is suitable for dial-up connections that are not reachable from the Internet all the time.

**RFC-822** The document describing the format of an E-Mail message. Requests For Comment are the agreed upon method of documenting Internet standards for public use. These documents are available on many FTP servers around the world.

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SMTP Simple Mail Transfer Protocol. The backbone of Internet E-Mail, this protocol is used to send messages to other systems. Machines connected to Internet and configured to receive mail directly run an SMTP "daemon" that the sender's SMTP delivery program can connect when it wishes to send a message.

Spool file A file for temporary storage of data that is waiting for further action. In the case of Voodoo, a spool file contains incoming messages that are not yet read by Voodoo and moved to the mail folders. New messages are put into the spool file by the POP or SMTP program running on the machine.

## 1.78 Frequently asked questions about Voodoo

### COMMON QUESTIONS AND PROBLEMS

Does Voodoo need MUI?

No. Voodoo uses the **ClassAct** GUI toolkit, which is free to the users of applications utilizing it. If you are a programmer and want to learn more about ClassAct, send mail to [caldi@nai.net](mailto:caldi@nai.net) or take a look at <http://www.pcnnet.com/~caldi>.

How do I import my AmigaElm/PINE/etc folders to Voodoo?

Instructions for this are provided in the chapter **Importing folders**. The registered version, Serious Voodoo, has extra support for making this procedure simpler.

How do I use my AmigaElm/PINE alias file with Voodoo?

An ARexx script by Dan J. Fraser for converting the file to the format used by Voodoo is included in the Contrib directory of the Voodoo distribution archive. Sami Itkonen converted this script to read a PINE addressbook file, and this version is included in the same place.

Why isn't ---- on the speedbar?

Three possibilities. Either I don't think it's necessary to have it there, in which case enough people requesting it can change my mind, or I just haven't thought of it, or I don't have an icon for it. In the last case, why don't you make one? ;)

I'm trying to use an external editor, but it doesn't work.

Voodoo runs the editor as an asynchronous process so that you could keep reading other messages while still writing the message. Because of this, it can not automatically send the message when you exit the editor. When you finish the editing and wish to send the message, send Voodoo the ARexx command **SEND** with the path and name of the temporary file as an argument. This will tell Voodoo to build the final message adding necessary header on it, file the message to the folder for sent mail, and run the message delivery agent.

What's the name all about?

Basically, it's just a cool name, and it keeps me from calling Voodoo MagicMail or something stupid like that. ;) Unfortunately, lately voodoo has been just about the only thing that has kept my Amiga going, too, and I hope Voodoo will pay for a new machine so that I can concentrate on what I like, writing cool applications, instead of fighting stupid hardware problems. You can help with that by registering Voodoo.

I use MagicMenu. When I press the right mouse button in the editor, the system freezes. What's up?

The system locks up if I resize the message editor window.

This is a combination problem in the OS, the `textfield.gadget` Voodoo uses, and MagicMenu. What happens is that MagicMenu locks the screen's layers so that it could draw the menus without other programs messing up the display, and `textfield.gadget` does the same in `input.device` context. Boom, things lock up. The deadlock should automatically release in 10 seconds, though. A fix, `NewObtainGIRPort`, patches the routine `textfield.gadget` uses here. See the Contrib directory of Voodoo distribution.

Why doesn't Voodoo create its own public screens?

Because I strongly feel that it is not every application's job to duplicate a function that ought to be in the OS and act as public screen managers. That's a lot of useless reinventing of the wheel, if you ask me. The other reason is that there is this absolutely wonderful utility called ScreenWizard that handles public screens exactly like they ought to have been handled by the OS from the start (except it doesn't make WB work on any/all pubscreens, but that isn't ScreenWizard's fault), if not better. If you don't have ScreenWizard, you should be ashamed of yourself! The good news is that the situation is easily rectified. You can find ScreenWizard on Aminet as `util/cdity/scrwiz11.lha`. Go get it right now, before you do anything else. You won't regret it.



Does Voodoo read USENET news? Will it do so in the future?

No, and very likely no. I don't want to mess with the NNTP protocol, which I consider very messy indeed. If enough people tell me they will buy an IMAP (Interactive Mail Access Protocol) version of Voodoo, I'll do that. IMAP is a way to keep mail folders on a central server and use the reader from a client machine somewhere else. It's ideal if you want to read mail from many machines and not care what machine you're using. It can also be used for news with a suitable IMAP server.

When I try to install Voodoo, the Installer fails with an "Unable to compile script" error.

Most likely some misbehaving application installation has copied an obsolete version of the Commodore Installer utility to your hard drive. Make sure the Installer version is "installer\_2 2.17 (1993-02-13)" or better. This version can be found on the Amiga Workbench 3.x Install floppy disk.

## 1.79 About the ClassAct GUI Toolkit

### CLASSACT

Voodoo uses the ClassAct GUI toolkit.

ClassAct is a set of BOOPSI gadget and image classes, designed to speed up and simplify the development of GUI applications. Free to users of the applications, ClassAct is available as shareware and commercial licenses for Amiga developers. The license includes the development kit, support, and distribution rights to the shared ClassAct class libraries. For more information, refer to

<http://www.warped.com/~timmer/classact.html>

<http://www.nai.net/~caldi/>

or send mail to <caldi@nai.net>.

## 1.80 Secure AmigaGuide

### SECURE AMIGAGUIDE

Voodoo utilizes the AGA\_Secure feature of amigaguide.datatype version 41 to safely display AmigaGuide documents, without risk of inadvertent execution of ARexx or Shell commands embedded within the document. Because this feature is not available in versions 39 and 40 of amigaguide.datatype, and because these versions contain a bug that makes them display AmigaGuide documents wrong when used within Voodoo (or any program that won't use the full window for the AmigaGuide view), Voodoo will not display AmigaGuide documents when used on a system that does not have version 41 or later of amigaguide.datatype installed.

The security risk in question here are the AmigaGuide commands ONOPEN and ONCLOSE, which execute an ARexx command upon entering or closing the document, and the special LINK commands RX, RXS and SYSTEM, which execute ARexx or Shell commands when the link button is selected. Version 41 of amigaguide.datatype recognises the AGA\_Secure attribute that will make it ignore these commands.

When this was written, version 41 of amigaguide.datatype was not yet publicly available. I was told that Amiga Technologies may distribute a patch file for upgrading versions 39 and 40 of the datatype to version 41. If you can not find this patch, contact Amiga Technologies for information about getting this AmigaGuide security bugfix.

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