

## **AttachMail**

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**COLLABORATORS**

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

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AttachMail

### 1.1 AttachMail - Contents

Contents

AttachMail 1.0 (02-February-1997) for Directory Opus 5.5 and YAM 1.3.4

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### 1.2 AttachMail - Introduction

Introduction

AttachMail is a function to attach files from Opus5 (v5.5+) into a YAM (v1.3.4+) message. YAM doesn't feature an appicon or an appwindow on which you can drag and drop icons to attach one or more files while you write an email.

As this feature is not a priority for the YAM author, and Opus5 is fully scriptable (yep, and it's even easier to script than the MacOS Finder), I have decided to write this small function. Select 150 files and send these with a click of the mouse...

AttachMail uses Opus' File Types to find the proper MIME type of each item to attach.

File Type ID MIME type

JPEG image/jpeg

GIF image/gif

HTML text/plain

MPEG video/mpeg

8SVX audio/basic

Others application/octet-stream

This script is versatile as it can be used as a button, menu, or anything else...

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## 1.3 AttachMail - Installation

### Installation

First, copy AttachMail.dopus in DOpus5:ARexx drawer.

Now, you must be familiar with Opus5 configuration tools. If you're not, please read the manual again.

AttachMail is usable as an external function so his action is defined via the Function Editor.

1. Create a new object (button, menu, appicon,... ) and go in the Function Editor.
2. Select ARexx as the function type.
3. Choose DOpus5:ARexx/AttachMail.dopus5 with the folder icon.
4. Add {Qp} and {Ql} as parameters.
5. And press Return.
6. Now, you see 'ARexx DOpus5:Arexx/AttachMail.dopus5 {Qp} {Ql}' in the main list.
7. Click on 'Use' button.
8. And click on 'Save' to keep your changes.
9. The function can now be **used** .

### Notes

- {Qp} is used to send the current DOpus ARexx port to the function.
- {Ql} to pass the handler of source window.
- you can add a third parameter to specify the encoding type. Values are 'UU' to uuencode file or 'MIME' to use the MIME method to attach file. MIME is the default value.

## 1.4 AttachMail - Usage

### Usage

See **Installation** before you read this chapter.

### YAM limitations

YAM has a basic ARexx interface, and it limits the way you work with the AttachMail function.

- a. Before attaching, you must first start to write a mail (click on the 'Write' button), otherwise, the files are never attached.
- b. The YAM interface can't be locked so verify if all files are attached before sending the mail.

### What can you attach?

AttachMail works only on the selected source list, and you can only attach files, not drawers. If you attach a drawer, nothing will happen.

### How to stop attachment?

Click on the 'Abort' button if you want to stop the attachment.

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