
UNIXMAIL

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INTRODUCTION

UNIXMAIL is a new mail sending and receiving mode for Lafite. It sends mail via Unix hosts using the SMTP mail transfer protocol and can receive mail either by reading a Unix mail spool file or by calling the Berkeley mail program.

INSTALLATION

Turn Lafite off, load the file UNIXMAIL, make sure UNIXMAIL is configured appropriately (check the settings of the variables below, and make sure any other modules UNIXMAIL may need are loaded), then restart Lafite. If you are running Lafite on a machine that is isolated from the Xerox mail environment, you will probably want to set the variable LAFITE.USE.ALL.MODES to NIL and call (LAFITEMODE 'UNIX) before you turn Lafite back on; this makes Lafite send and receive mail in Unix mode only.

CONFIGURING

See **SENDING MAIL** and **RECEIVING MAIL** below for the exact meanings of the variables you will be asked to set. **NOTE:** these variables are checked by Lafite at authentication time only. To change UNIXMAIL's behavior without stopping Lafite, change the variables and then make Lafite re-authenticate (middle-button on the **Quit** Lafite menu, then select the **Just re-authenticate** sub-menu entry under **Login**).

D-machines:

UNIXMAIL.SEND.MODE must be set to SOCKET and UNIXMAIL.SEND.HOST must be set to the name of a TCP host that will accept SMTP connections. UNIXMAIL.RECEIVE.MODE must be set to SPOOL and UNIXMAIL.SPOOL.FILE must be set to the pathname of your Unix mail spool file.

Unix-based emulators:

The default values of UNIXMAIL.SEND.MODE and UNIXMAIL.RECEIVE.MODE (PROCESS and SPOOL, respectively) will work if you normally send and receive mail from the machine where Medley is running. If your machine is on a non-trivial mail network, your machine may be sending and retrieving your mail from a remote machine without your knowledge; check all the variables below carefully if you have problems.

OTHER MODULES YOU MAY NEED

UNIXMAIL may need other library modules to work. The modules needed vary depending on what hardware you are using:

D-machines:

TCP is mandatory for Unix sending and may be used for Unix receiving, NFS is optional for Unix receiving

Unix-based emulators:

one of TCPOPS or UNIXCOMM is mandatory for sending

SENDING MAIL

UNIXMAIL can send mail in one of two ways, depending on the setting of UNIXMAIL.SEND.MODE:

UNIXMAIL.SEND.MODE [Variable]

If its value is the atom `PROCESS`, `UNIXMAIL` will send mail by doing SMTP with a Unix process-stream, normally running `/usr/etc/mconnect`. This option only works with Medley running on one of the Unix-based emulators.

If its value is the atom `SOCKET`, `UNIXMAIL` will send mail by doing SMTP with a TCP host. For this to work, an appropriate version of TCP must be loaded: either the TCP library module for D-machines or the TCPOPS library module for emulators that support it.

`UNIXMAIL.SEND.MODE` defaults to `PROCESS`.

Each of these send modes can be configured as well:

`UNIXMAIL.SEND.PROCESS` [Variable]

When `UNIXMAIL.SEND.MODE` is `PROCESS`, the value of this variable is the program run to create the SMTP process-stream. Initially the string `"/usr/etc/mconnect"`; if your machine automatically forwards your mail to another host, you may have to put that host's name into the command, e.g. `"/usr/etc/mconnect fred"`

`UNIXMAIL.SEND.HOST` [Variable]

When `UNIXMAIL.SEND.MODE` is `SOCKET`, the value of this variable is the name of the host `UNIXMAIL` will attempt to contact via TCP to open an SMTP stream over socket 25. Initially `NIL`; on a Unix-based emulator this means to try the machine Medley is running on. This variable must be set when running on a D-machine.

RECEIVING MAIL

`UNIXMAIL` can receive mail in one of two ways, depending on the setting of `UNIXMAIL.RECEIVE.MODE`:

`UNIXMAIL.RECEIVE.MODE` [Variable]

If its value is the atom `SPOOL`, `UNIXMAIL` will receive mail by reading a Unix mail spool file.

If its value is the atom `MAILER`, `UNIXMAIL` will receive mail by running a Berkeley mailer as a Unix process-stream, normally `/usr/ucb/mail`. This option only works on Medley running one of the Unix-based emulators, and is a bit slower than `SPOOL` mode; it is primarily useful when you wish to occasionally switch between Lafite and the Berkeley mailer.

`UNIXMAIL.RECEIVE.MODE` defaults to `SPOOL`.

Each of these receive modes can be configured as well:

`UNIXMAIL.RECEIVE.PROCESS` [Variable]

When `UNIXMAIL.RECEIVE.MODE` is `MAILER`, the value of this variable is the program run to create the SMTP process-stream. Initially the string `"/usr/ucb/mail -N"`; the `-N` means to not print any banner or read any initialization file on starting the mailer.

`UNIXMAIL.DONT.RECEIVE.STATUS` [Variable]

When `UNIXMAIL.RECEIVE.MODE` is `MAILER`, the value of this variable is a set of message status letters; `UNIXMAIL` will leave behind any message whose status is included. Initially `"`, which means to read all messages regardless of status; another useful value would be `"o"` which means leave old messages behind.

`UNIXMAIL.SPOOL.FILE` [Variable]

When `UNIXMAIL.RECEIVE.MODE` is `SPOOL`, the value of this variable is the file `UNIXMAIL` will receive mail from. Any time this file exists, Lafite will say you have new mail; when Lafite gets mail from this file, it will read all messages in the file and then set its size to zero. Initially `NIL`; on a Unix-based emulator this means to try the file `"{UNIX}/usr/spool/mail/username"`, where `username` is the value of `(UNIX-USERNAME)`. To access a Unix mail spool file from a D-machine, it will probably

be necessary to load and configure either the TCP or NFS modules and then set UNIXMAIL.SPOOL.FILE appropriately.