
The Sylpheed-Claws User Manual

The Sylpheed Claws Team [<http://www.sylpheed-claws.net/>]

Copyright © 2006 The Sylpheed Claws Team.

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Table of Contents

Introduction	3
What is Sylpheed-Claws?	3
What Sylpheed-Claws is not	3
Main features	3
History of Sylpheed-Claws	3
Useful URLs	3
Getting started with Sylpheed-Claws	4
The initial wizard	4
Getting mail	4
Reading your mail	4
Writing your first mail	5
Sending your first mail	5
Basic mail handling	6
Mail folders	6
Folder organisation	6
Filtering	6
Searching	7
Account customisation	8
Basic preferences	8
Account types	8
Multiple accounts	9
More filtering	9
Address book	10
Basic management	10
Exporting and importing addresses	10
Advanced features	10
Advanced features	11
Actions	11
Templates	11
Processing	12
Colour Labels	12
Mailing-List support	12
Plugins	12
Deploying Sylpheed-Claws	12
Hidden preferences	14
Extending Sylpheed-Claws	16

Provided plugins	16
More plugins	16
Network access from the plugins	17
A. The Sylpheed-Claws FAQ	18
What are the differences between Sylpheed-Claws and Sylpheed?	18
What does the word “Sylpheed” mean?	18
Does Sylpheed-Claws allow me to write HTML styled messages?	18
How can I submit patches, report bugs, and talk about Sylpheed-Claws with others?	18
Does Sylpheed-Claws have an anti-spam feature?	18
Does Sylpheed-Claws support Return Receipts?	18
How can I make Sylpheed-Claws notify me when new mail arrives?	18
Why are special characters (e.g. umlauts) not displayed correctly?	19
Can I quote just a section of the original message when replying?	19
Where can I find the answers to more FAQs about Sylpheed-Claws?	19
B. Default keyboard shortcuts	20
Motivations and general conventions	20
Main window	20
Compose window	21
C. Acknowledgements	23
D. Glossary	24
E. GNU General Public License	29
Preamble	29
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION	29
Section 0	29
Section 1	30
Section 2	30
Section 3	30
Section 4	31
Section 5	31
Section 6	31
Section 7	31
Section 8	32
Section 9	32
Section 10	32
NO WARRANTY Section 11	32
Section 12	32
How to Apply These Terms to Your New Programs	33

Introduction

What is Sylpheed-Claws?

Sylpheed-Claws is an email client aiming at being fast, easy-to-use and powerful. It is mostly desktop-independent, but tries to integrate with your desktop as best as possible. The Sylpheed-Claws developers try hard to keep it lightweight, so that it should be usable on low-end computers without much memory or CPU power.

What Sylpheed-Claws is not

Sylpheed-Claws is not a full-featured Personal Information Manager like Evolution or Outlook, although external plugins provide these functionalities. Sylpheed-Claws will not let you write and send HTML emails or other kind of annoyances, hence it may not be the software you need in some business environments.

Main features

Sylpheed-Claws sports almost everything a perfect email client needs. Mail retrieval over POP3, IMAP4, local mbox, over SSL; support for various authentication schemes. It has multiple accounts and mailboxes, powerful filtering and search functionality, import/export capabilities using a number of formats, support for GnuPG (digital signatures and encryption). It supports plugins, customisable toolbars, spell checking, a number of guards to prevent any data loss, per-folder preferences, and much more. A complete list of features can be found at <http://www.sylpheed-claws.net/features.php>.

History of Sylpheed-Claws

Sylpheed-Claws has existed since April 2001. The primary goal of Sylpheed-Claws was to be a test-bed for potential features of Sylpheed (<http://sylpheed.good-day.net/>), so that new features could be tested thoroughly without compromising Sylpheed's stability. Sylpheed-Claws developers regularly synchronised their codebase with Sylpheed's codebase, and Sylpheed's author, Hiroyuki Yamamoto, took back the new features he liked once they were stabilised.

Originally both Sylpheed and Sylpheed-Claws were based on GTK1. The work on the GTK2 versions started in early 2003, and the first modern (GTK2-based) Sylpheed-Claws was released in March 2005. Since about this time, Sylpheed and Sylpheed-Claws' goals started to diverge more, and Sylpheed-Claws became an entity of its own.

Useful URLs

Website: www.sylpheed-claws.net [<http://www.sylpheed-claws.net>]

Latest News: <http://www.sylpheed-claws.net/news.php>

Extra Plugins: <http://www.sylpheed-claws.net/plugins.php>

Icon Themes: <http://www.sylpheed-claws.net/themes.php>

Tools: <http://www.sylpheed-claws.net/tools.php>

Mailing Lists: <http://www.sylpheed-claws.net/MLs.php>

Bugtracker: <http://www.thewildbeast.co.uk/sylpheed-claws/bugzilla/>

Project: <http://sourceforge.net/projects/sylpheed-claws/>

Getting started with Sylpheed-Claws

The initial wizard

The first time that you start Sylpheed-Claws, you will be asked a few questions in order to set up an account. These questions are easy to answer and grouped in several short pages.

First you will be asked to fill in your name, (*usually guessed from the operating system*), your email address, and the name of your organisation, (*optional*).

The following page will allow you to enter details of how to retrieve your mail. The format of the page will be determined by the “Server type”:

POP3

If you choose POP3, you will need to enter the server address, username, and password. The password is optional, if you don't provide it here then you will be prompted for it each time it is needed.

IMAP

If you choose IMAP, you will need to enter the server address, username, password, and IMAP server directory. The password is optional, if you don't provide it here then you will be prompted for it each time it is needed. The IMAP server directory is also optional, often it is not needed and can be left empty.

Local mbox file

If you choose Local mbox file, you will need to enter the location of your local mailbox spool file.

On the next page you will enter the address of your SMTP server, (*sometimes referred to as “Outgoing server”*). You will also be asked whether to authenticate when sending mail; this is often not the case if you're using an ISP to connect to Internet, and often the case if you are configuring a professional account.

If you chose either POP3 or Local mbox file, the next page will ask you where you want to save your mail on disk. The default, “Mail”, is usually ok and will save your mails in a directory called “Mail” in your home directory.

If Sylpheed-Claws is built with support for OpenSSL, you will next see the “Security” page, here you will be able to choose to use SSL encryption to send and receive your emails. Most ISPs do not enable this, but many companies do; if you're unsure about it, you can leave them unselected.

You can now click on the Save button, and start enjoying Sylpheed-Claws.

Getting mail

Retrieving your email can be done from the toolbar button named “Get mail” or from the “Receive” submenu of the “Message” menu.

If you want Sylpheed-Claws to check your mail automatically at regular intervals, you can ask it to do so from the “Mail handling: Receive” preference page which you'll find in the “Configuration/Preferences...” menu. Just click the “Auto-check new mail every [...] minutes” checkbox, and set the interval to your liking.

Reading your mail

Once you have retrieved your emails, the Inbox folder will contain them. The total number of emails in a folder is shown at the right of the folder's name, along with the number of unread and new emails in it. To see them, click on the folder row in the folder list, and the list of emails in that folder will be displayed in the Message List pane. You can then select an email using the mouse, or by using the Up and Down keys to navigate through the

list, and the Space bar to display and scroll emails. You can use other keys to navigate through emails, like P and N (previous and next).

Writing your first mail

When clicking on the “Compose” button of the toolbar, a composition window will open. This window contains different fields which you should be able to recognise easily: if you have multiple accounts, the From field can be used to select which account you want to use for this email; the To field is for recipient of the email. When you fill it in, a second To field will appear, so that you can send the email to multiple recipients. You can also change the To field to a Cc field or other types of fields, by using its dropdown menu, or by typing in the field that you require. After that, you will be able to set the subject of your email, then type its body.

A little note about an email's subject: Sylpheed-Claws will ask you for confirmation if you attempt to send an email with an empty subject. This is because it can be annoying for the recipient to receive emails without a subject, as it doesn't help in handling email.

Sending your first mail

When you have finished writing your first email, you can either click the “Send” button to send your email immediately, or use the “Send later” button to queue the message for later sending. When using “Send”, the composition window will close itself when the mail has been sent; it will stay open if there is an error. When using “Send later”, the composition window will immediately close, and your email will be stored in your Queue folder. It will then be sent when you click the “Send” button in the main window's toolbar.

The emails that you send are saved in the Sent folder of your mailbox, so that you can recall what you wrote to whom, or use an already sent email as a template to write another.

Basic mail handling

Mail folders

If you receive a lot of emails, you will probably soon find that your Inbox folder is growing to the point where you have a hard time finding an email again, even if you received it just a few days ago. This is why Sylpheed-Claws, like most good mail clients, provides you with multiple possibilities in organising your mails.

You can create as many folders and subfolders as you need. For example, one folder for your family, one folder for friends, folders for mailing-lists, archive folders for old mails that you still want to have available, etc. To create a new folder, simply right-click on its parent folder and choose “New folder...” from the drop-down menu. If you want to create a folder 'Friends' inside your Inbox folder, for example, just right-click on the Inbox folder, choose “New folder...”, and type in 'Friends' in the dialogue that appears. Click the OK button, and the new folder is created.

Folder organisation

Now that you have created folders, you can manipulate them and their contents using menu items or drag 'n' drop. Moving one folder into another, for example, can be done by right-clicking on the folder you want to move, choosing the “Move folder...” menu item, and selecting the destination folder. This will move the folder, with the mail it contains, to a subfolder of the chosen folder. Alternatively, you can drag a folder to another one by clicking on it, keeping the mouse pressed, moving the mouse cursor over the destination folder and releasing the button.

If you want to remove a folder and the mail it contains, simply right-click on the folder and choose “Delete folder...”. As this is potentially harmful, (the mails in the folder will be deleted and not recoverable), you will be asked for confirmation.

In the same manner that you move a folder to another one, you can move emails from one folder to another. The same method applies for this: either drag 'n' drop emails to a folder, or choose “Move...” after right-clicking on the mail. You can select multiple emails by using the Control or Shift key while clicking on them. You can also copy emails to another folder by pressing the Control key when drag'n'dropping, or by choosing “Copy...” from the email's contextual menu.

Filtering

Once you have a nice folder hierarchy in place, you'll probably want Sylpheed-Claws to sort your incoming emails automatically, in order to avoid having to move messages manually each time they arrive. For this you can use the Filtering feature.

You will find the filtering preferences via the “Configuration” menu, “Filtering” item. From this dialogue you will be able to define new rules, modify or delete existing rules, re-order the rules, and enable/disable them. Filtering rules are defined by four things: the enabled status, a name, a condition, and an action. All disabled rules are simply ignored. The name format is optional, it's there to help you identify your existing rules. The condition format is an expression defining what Sylpheed-Claws should look for when filtering emails, for example: 'to matchcase sylpheed-claws-users' is for messages sent to any address containing 'sylpheed-claws-users'. You can easily define conditions by clicking the “Define...” button at the right of the field. The third part of a filtering rule is the action, which instructs Sylpheed-Claws what to do with emails matching the condition we just defined. For example, 'mark_as_read' marks the mail as read as soon as it arrives in your inbox, or 'move #mh/Mailbox/Friends' moves the mail to your 'Friends' subfolder. Here, too, a “Define...” button is available to help you define the action to take.

Once you have defined the rule, you can add it to the list of rules with the “Add” button. Don't forget that the order of the rules is important: if Sylpheed-Claws finds a rule suitable for an email that either moves or deletes the email, it will stop looking for further rules for that email. This is why, at the right of the rules list, you will find four buttons allowing the re-ordering of rules. The rules can also be reordered by drag 'n' drop.

There is also a quick method of creating filtering rules based on the selected message. After selecting a mail of the type you want to filter, choose “Create filter rule...” from the “Tools” menu, and choose a type from the submenu:

“Automatically” mainly helps for mailing-lists posts, “by From” creates a filter based on the sender of the email, “by To” creates a filter based on the recipient, and “by Subject” creates a filter based on the subject. Each one of these types of filtering has its advantages, it's up to you to find out what would be the more practical. Usually, “by From” is nice to sort out your regular contacts' mails, whereas “by To” is more useful to sort mails sent to your different accounts.

Searching

There are several methods for searching your emails.

One of them is relatively standard, and can be found in the “Edit” menu, it's the “Search folder...” item. This will open a window where you can specify one or more fields to search in: From, To, Subject, and Body. After having specified your criteria, click on the “Back” or “Forward” buttons to navigate through the matching emails, or use “Find all” to select all the matching emails at once. Be aware that searching for text in the body of emails is much slower than searching in its headers, because the body of emails isn't cached by Sylpheed-Claws.

If you're looking at a large email and want to find a particular part of it, you can use the “Find in current message...” item of the “Edit” menu. This works like search in a text document.

The last way of searching for emails is using Quick Search, which you can display or hide using the little magnifying glass under the Message List. It's also accessible from the “Quick Search” item of the “Edit” menu. Quick Search is more powerful than the normal search as it can search in standard headers (From, To, Subject) or in “Extended” mode using just about any criteria you can think of. When in “Extended” mode, the “Extended symbols” button is visible, enabling you to see the search syntax. A “...” button is also available which allows you to quickly create a rule. You can also configure the Quick Search to search recursively through the subfolders, and whether it should reset itself when you change folders.

When you hit Enter after having specified the search string, the Message List will shrink to present you with only the matching messages. If you set the search to be recursive, any subfolder of the current one that has matching emails will change its icon to a magnifying glass icon. This way, you can search in your whole mailbox at once. If the search is in Sticky mode, the filter will stay applied when you go to another folder. This can be disturbing at first, as you can forget about it, but is useful in some cases, for example if you want to search in the body of emails and are not sure of which folder contains the searched email: a recursive search on the body of emails in a whole mailbox can be really slow.

Account customisation

Basic preferences

The first tab of the account preferences, Basic, contains, as its name indicates, basic account data. In this tab you can specify your name, email address, organization and basic connection information. The name of the account is just the name Sylpheed-Claws will use when referring to this account, for example, in the account switcher at the lower right-hand corner of the main window. The server information lets you specify the receiving protocol to use (which is not modifiable for existing accounts), the server(s) used to receive or send your emails (usually pop.isp.com and smtp.isp.com) and your login on the receiving server.

In the Receive tab you are able to change the default behaviour of Sylpheed-Claws. For example, leaving messages on the server for a while, preventing downloading of mails that are too large, or specifying whether you want the filtering rules to apply to this account's mails. The "Receive size limit" is used to limit the time spent downloading large emails. Whenever you receive a mail larger than this limit, it will be partially downloaded and you will later have the choice to either download it entirely or delete it from the server. This choice will be presented to you while viewing the email.

The Send tab contains preferences for special headers that you might want to add to your outgoing emails, like X-Face or Face headers, and authentication information for sending emails. Most of the time, your ISP allows its subscribers to send email via the SMTP server without authenticating, but in some setups, you have to identify yourself before sending. There are different possibilities for doing that. The best one, when available, is SMTP AUTH. When not available, you'll usually use POP-before-SMTP, which connects to the POP server, (which is authenticated), disconnects, and sends the mail.

The Compose tab holds options for changing the behaviour of the Composition window when used with the account. You can specify a signature to insert automatically, and set default Cc, Bcc or Reply-To addresses.

In the Privacy tab you can choose the default level of paranoia for your account. You might want all outgoing emails to be digitally signed and/or encrypted. Signing all outgoing emails, not only important ones, will for example allow you to protect yourself from faked mails sent on your behalf to coworkers. This can help solve embarrassing situations.

The SSL tab is also security related, although this time its settings apply to the transport of your emails and not their content. Basically, using SSL encrypts the connection between you and the server, which prevents people from snooping on your connection and being able to read your mails and your password. SSL should be used if it is available.

Finally, the Advanced tab allows you to specify ports and domains if the defaults are not used. Normally you can leave these empty. You can also specify folders for sent, queued, draft, and deleted messages here.

Account types

We saw earlier that once an account is created, you can't change its type (protocol) anymore. This is because preferences for these different types are not quite the same, most of the POP3 related options are irrelevant for IMAP, for example.

POP3

POP3 is one of the two most used protocols and is available at almost every ISP on Earth. Its advantage is that it allows you to download email to your computer, which means that accessing your mail will be really fast once you have it on your hard disk. The disadvantage of POP3 is that it is more difficult to keep your mail synchronised on multiple computers, (you'll have to keep the mail on the server for a few days), and you won't be able to easily keep track of which mails you have read, or which mails you have replied to, etc., when using another computer.

Mail received from a POP3 account will be stored in an MH mailbox in the folder tree.

IMAP

IMAP is the second most used protocol and its goal is to address the shortcomings of POP3. When using IMAP your folder list and your emails are all kept on a central server. This slows down navigation a little as each mail is downloaded on demand, but when you use another computer, or email client, your emails will be in the same state that you left them, including their status (read, unread, replied, etc.).

When you create an IMAP account an IMAP mailbox is created for it in the folder tree.

News

News (NNTP) is the protocol for sending and receiving USENET articles. Messages are held on a central server and downloaded on demand. They cannot be deleted by the user.

When you create a News account a News mailbox is created for it in the folder tree.

Local

The 'Local MBOX file' type of account can be used if you run an SMTP server on your computer and/or want to receive your logs easily.

Mail received from a Local account is stored in an MH mailbox in the folder tree.

SMTP only

The account type 'None, (SMTP only)' is a special type of account that won't retrieve any mail, but will allow you to create different identities that can be used to send out emails with various aliases, for example.

Multiple accounts

You can easily create multiple accounts in Sylpheed-Claws. For POP accounts, you can choose to store all email from your different accounts in the same folder(s), using the Receive tab preference. IMAP and News accounts each get their own mailbox in the folder tree.

You can choose which accounts get checked for new mail when using the "Get All" command (or "Get Mail" in the toolbar) by checking the relevant box in the Receive tab of their preferences or in the 'G' column of your accounts list.

More filtering

The filtering rules are global. This means that mails from various accounts can be filtered into another account's folders, for example a mail received by POP3 could be filtered into an IMAP account's folder, and vice-versa. This is either a useful feature or an annoying one, depending on what you want to do. If you'd rather avoid that, but still want to automatically sort your incoming mail, the best thing to do is to disable Filtering on the accounts, and use Processing rules in the various Inbox folders you specified. Processing rules are applied when entering the folder.

Address book

Basic management

The address book is accessible via the “Tools/Address book” menu. It is arranged in different sections: the “Address Book” and its subsections, which contain the contacts that you added locally; the vCard sections, which contain imported vCards; and, if support for them was built into Sylpheed-Claws, the LDAP and jPilot sections, containing contacts from your LDAP servers or handheld devices.

In the “Address Book” section, you can create multiple address books; each one is able to contain addresses and/or folders. This can help you in organising your contacts by category. In addition to this, you can create groups of addresses, which can be used from the composition window to send mails to multiple people at once. The menus in the address book window allow you to do all of this. For example, you can create a *Family* folder inside your “Personal Addresses” address book, using the “Book/New folder” menu when “Personal Addresses” is selected, or by right-clicking on it. In the same way, you can add contacts to an address book or folder by using the “Address” menu, or by right-clicking an item in the list in the right-hand part of the window. When adding a contact, a new window will appear, where you'll be able to specify the details of the contact in the first tab (*Display Name, First Name, ...*), and a list of email addresses in the second tab.

A simpler way to save your contacts to your address book is to save them when reading one of their emails, using the “Tools/Add sender to address book” menu, or by right-clicking on an email address in the message view.

Exporting and importing addresses

Sylpheed-Claws can import address books easily from the majority of email programs. From the “Tools” menu in the address book, you will be able to import Pine or Mutt address books. As these formats are not so widespread, you can also import LDIF files. LDIF is a widely-used format, so most other email programs can export their address book to this format. Importing an LDIF file is done via “Tools/Import LDIF file” and is a three-step operation: select the file to import and an address book name, check the fields you want to import if the defaults do not please you, then use the “Save” button.

Advanced features

Using LDAP servers

LDAP servers are used to share address books across networks. They are often available in companies. Enabling an LDAP server in Sylpheed-Claws is quite straight forward. Choose “Book/New LDAP server” in the “Book” menu, then choose a name for this LDAP server. Enter the hostname of the server (*e.g. “ldap.sylpheed.org”*), its port, if necessary (*the standard port is 389*). You can then either fill in the “Search Base” yourself if you know what to use, or click on “Check Server” to have Sylpheed-Claws attempt to guess it automatically. If your server requires authentication, you can set it in the “Extended” tab. When you close this window by clicking “Ok”, the server appears in the address book's sources list on the left-hand side. When selecting the server, you will see an empty list of contacts at the right, which can be surprising at first. This is to avoid doing full searches on the server without you explicitly asking for it. You can now search for names using the “Lookup” form at the bottom of this list. If you want a full listing, just search for “*”.

Integration with jPilot

Sylpheed-Claws can use addresses stored on your handheld device.

vCard support

Sylpheed-Claws can import vCards of your contacts by using “Book/New vCard”.

Advanced features

Actions

Actions allow you to use all the power of the Unix command-line with your emails. You can define various commands, taking parameters such as the current email file, a list of emails, the currently selected text, and so on. In this way, you'll be able to perform various tasks such as editing a raw mail in your text editor, "hide" what you mean using ROT-13, apply patches contained in emails directly, and so on. The only limit is your imagination. You can configure Actions via the Tools menu.

Example 1. Simple “Open With...”

Menu name: *Open with/kate* Command Line: *kate %p*

Opens the file of the selected decoded MIME part (*%p*) with the *kate* text editor.

Example 2. Spam management using Bogofilter [<http://bogofilter.sourceforge.net/>]

Menu name: *Bogofilter/Mark as Ham* Command Line: *bogofilter -n -v -B "%f"*

Marks the currently selected mails (*%f*) as 'not spam' using *Bogofilter*.

Menu name: *Bogofilter/Mark as Spam* Command Line: *bogofilter -s -v -B "%f"*

Marks the currently selected mails (*%f*) as 'spam' using *Bogofilter*.

Example 3. Search Google using an external script

Menu name: *Search/Google* Command Line: */path/to/google_search.pl*

Searches Google for the currently selected text (*/*) using the external script *google_search.pl*

[<http://www.sylpheed-claws.net/tools.php>].

Templates

Templates are used in composition windows, and act as a model for emails. Templates can be filled with static text and dynamic parts, such as the original sender's name ("Dear %N, ..."), the date, etc. When applying a template, the dynamic fields will be replaced with the relevant values. You can configure templates via the Tools menu.

When applying a template, you will be asked to “Insert” or “Replace”, the difference between replacing and inserting is only concerned with the message body. “Replace” will replace the current composition window message body with the body defined in the template, clearing it if the template body is empty. “Insert” will insert the template's body, if set, at the current cursor position.

Whether you choose to Insert or Replace, any To, Cc or Bcc field that is defined in the template will be appended to the compose window's recipients list. If it is defined, the template's Subject will always replace the compose window's Subject.

Symbols can be used in all parts of the templates and will be substituted with their respective dynamic value if possible, otherwise no value will be used. This often makes more sense if you apply a template when replying or forwarding, otherwise most of the symbols value will be undefined. There is no restriction on which symbols can be used in template parts, even if inserting the body (*%M* or *%Q*) may make no sense in common situations.

When applying a template, the body is processed first, then the To, Cc, Bcc and Subject fields follow.

Further information and examples of usage can be found in the user-contributed FAQ on the Sylpheed-Claws website <http://www.sylpheed-claws.net/faq/>.

Processing

Processing rules are the same as Filtering rules, except that they are applied when entering a folder and apply only to this folder. You can use them to automatically move old mails into an archive folder, or for further dispatching of emails, and more. You can set each folder's Processing rules by right-clicking on it.

Processing rules are accompanied by Pre-processing and Post-processing rules. Like Processing rules, they apply only when opening a folder, but like Filtering rules, they are shared accross all folders. You can configure them from the Tools menu. Pre-processing rules are executed before the folder's specific Processing rules, while Post-processing rules are executed afterwards.

Colour Labels

Colour labels can be used to denote a message as having a particular significance. To set a colour label simply right-click a message in the Message List and use the “Colour label” submenu.

Colour labels are user-configurable. Both the colour and the label can be set by the user. Preferences can be found on the “Configuration/Preferences/Display/Colours” page.

Mailing-List support

Sylpheed-Claws offers mailing-list support from the “Message/Mailing-List/” submenu. When you have a mailing-list message selected, the submenu allows you to quickly initiate subscribing, unsubscribing, posting, getting help, contacting the list owner, and viewing the list archive; either by opening a new Compose window with the appropriate address pre-filled, or by opening the URL in your web browser.

Plugins

Plugins are the mechanism for extending Sylpheed-Claws' capabilities. For example, imagine that you want to store your mails in a remote SQL database. In most mailers out there this is simply impossible without reworking the internals of the mailer. With Sylpheed-Claws you can simply write a plugin to achieve the task.

This is just an example of the possibilities. A good number of plugins developed for Sylpheed-Claws already exist, and more are to come. The Extending Sylpheed-Claws section gives details of them.

Deploying Sylpheed-Claws

The initial configuration wizard tries to guess various fields using information gathered from the system, such as username, hostname, and more. As it is oriented towards general use, the default values often have to be fixed. However, this wizard is customisable, in a manner designed to allow system administrators to deploy Sylpheed-Claws easily over various users of one machine, or even over multiple machines installed via some replication tool.

The first part consists of creating a wizard configuration template and setting the various default parameters of a new Sylpheed-Claws installation.

- Start with a new user who does not have a `~/sylpheed-claws` directory, ideally a new user.
- Start Sylpheed-Claws and go through the wizard. The values you fill in will be of no use for the future deployment, so you can click next-next-next.
- Once the wizard is finished and you have Sylpheed-Claws' main window opened, configure the various defaults you want to have in the master. You can load plugins, add people or LDAP servers in the addressbook, create filtering rules, and so on.
- If needed, and if the deployed Sylpheed-Claws will use MH folders, you can create subdirectories in the mailbox.
- Next, quit Sylpheed-Claws.

- Now, edit the newly created wizard template file, `~/sylpheed-claws/accountrc.tmpl`. In this file, you will see different variables, corresponding to the wizard's fields. You can leave some commented, in which case the usual default will be used, or specify values or variables. Not all fields can contain variables; for example, `smtpauth`, `smtpssl` and `recvssl` are booleans, either 0 or 1, and `recvtype` is an integer value. The other fields, like `name`, `email`, or `recvuser`, are parsed by the wizard and the variables they contain are replaced by values. This allows you to specify everything as needed for your site, even if you have strange server names or server logins.
- Save this file, and delete both `~/sylpheed-claws/accountrc`, (which contains your dummy account) and `~/sylpheed-claws/folderlist.xml`, (so that the folder tree will be correctly parsed for new users). Recursively copy `~/sylpheed-claws` to `/etc/skel/`; if the deployed Sylpheed-Claws will use MH folders, also copy the created Mail directory. `chown` all of `/etc/skel/sylpheed-claws` and `/etc/skel/Mail` to `root:root` for security reasons.
- Test! Create a new user, login as that user, run Sylpheed-Claws. If you filled everything as you wanted, this user will just have to fill in his passwords.
- Now, if you're creating a master for a site-wide deployment, you can continue with this process. If you were just doing it for one machine, you're done!

Here are the different variables of the `accountrc.tmpl` file:

`domain`

Your domain name (example.com). If not set, it'll be extracted from the hostname.

`name`

The user's name. If not set, it'll be extracted from Unix login information, which is usually ok.

`email`

The user's email. If not set, it'll be extracted from `$name` and `$domain`.

`organization`

Your organization. If not set, it'll be empty.

`smtpserver`

The smtp server to use. If not set, it'll be `smtp.$domain`

`smtpauth`

0 or 1. Whether to authenticate on the SMTP server. If not set, it'll be 0.

`smtpuser`

The login on the SMTP server. If not set, it'll be empty (same login as for reception)

`smtppass`

The password on the SMTP server. If not set, it'll be empty (if `smtppass` is empty but `smtpuser` is not, the user will be asked for the password).

`recvtype`

The type of server to receive from. 0 for POP3, 3 for IMAP4, 5 for a local MBOX file. If not set, it'll be 0 (POP3).

`recvserver`

The reception server. If not set, it'll be `(pop|imap).$domain`, depending on `$recvtype`.

`recvuser`

The login on the reception server. If not set, it'll be extracted from the Unix login information.

`recvpass`

The password on the reception server. If not set, it'll be empty (the user will be asked for it once per session).

`imapdir`

The IMAP subdirectory. If not set, it'll be empty, which is often sufficient.

mboxfile

The MBOX file to receive from if \$recvtype is 5. If not set, /var/mail/\$LOGIN.

mailbox

The MH mailbox to store mail in (for \$recvtype 0 or 5). If not set, it'll be "Mail".

smtpssl

0 or 1. Whether to use SSL for sending mail. If not set, it'll be 0.

recvssl

0 or 1. Whether to use SSL for receiving mail. If not set, it'll be 0.

Here are the different variables you can use in the domain, name, email, organization, smtpserver, smtpuser, smtppass, recvserver, recvuser, recvpas, imapdir, mboxfile and mailbox fields:

\$DEFAULTDOMAIN

The domain name as extracted from Unix hostname information. Often wrong.

\$DOMAIN

The domain name as set in the domain variable, the first of the template file.

\$USERNAME

The user's real name.

\$LOGIN

The user's Unix login.

\$NAME_MAIL

The user's real name as set in the name variable of the template field, in lowercase and with spaces replaced by dots. "Colin Leroy" becomes "colin.leroy".

\$EMAIL

The email address as set in the email variable of the template field.

Be sure not to use a variable before defining it.

Hidden preferences

There are a number of hidden preferences in Sylpheed-Claws, preferences that some users who we wanted to please couldn't live without, but which did not have a place in the GUI in our opinion. You can find the following, and change them while Sylpheed-Claws is not running in ~/.sylpheed-claws/sylpheedrc.

bold_unread

show unread messages using bold font in Message List

cache_max_mem_usage

the maximum amount of memory to use to cache messages, in kB.

cache_min_keep_time

the minimum time to keep a cache in memory, in minutes. Caches more recent than this time will not be freed, even if the memory usage is too high.

compose_no_markup

don't use bold and italic text in Compose dialogue's account selector

enable_hscrollbar

enables horizontal scrollbar in Message List

enable_rules_hint

enable alternate lines in GtkTreeViews

`enable_swap_from`

display sender's email address in To column in Sent folder instead of recipient's

`folderview_vscrollbar_policy`

specify the policy of vertical scroll bar of folder view

`hover_timeout`

time in milliseconds that will cause a folder tree to expand during drag 'n' drop when the mouse cursor is held over it

`live_dangerously`

Don't ask for confirmation before definitive deletion of emails

`log_error_color`, `log_in_color`, `log_msg_color`, `log_out_color`, `log_warn_color`

colours used in log window

`mark_as_read_delay`

Seconds to wait before marking a mail as read

`skip_ssl_cert_check`

Disables the verification of SSL certificates

`statusbar_update_step`

update stepping in progress bars

`textview_cursor_visible`

display the cursor in the message view

`thread_by_subject_max_age`

number of days to include a message in a thread when using 'Thread using subject in addition to standard headers'

`toolbar_detachable`

hide handles in the toolbars

`utf8_instead_of_locale_for_broken_mail`

use UTF-8 encoding for broken mails instead of current locale

`warn_dnd`

display a confirmation dialog on drag 'n' drop of folders

Extending Sylpheed-Claws

Provided plugins

Sylpheed-Claws' capabilities are extended by plugins. It comes with the plugins listed below included, all of which are built automatically if the required libraries are present.

Plugins are installed in `$PREFIX/lib/sylpheed-claws/plugins/` and have a suffix of `“.so”`. To load a plugin go to “Configuration/Plugins” and click the “Load Plugin” button. Select the plugin that you want and click OK.

If you don't find the plugin you're looking for, it is possible that your GNU/Linux distribution provides it in a separate package. In this case, search for the plugin in your package manager.

Clam Antivirus

Enables the scanning of message attachments in mail received from a POP, IMAP or LOCAL account using Clam AntiVirus. It can optionally delete the mail or save it to a designated folder. Preferences can be found in “Configuration/Preferences/Plugins/Clam AntiVirus”. Clam AntiVirus is available from <http://clamav.sourceforge.net/>.

Dillo HTML Viewer

Enables the viewing of html messages using the Dillo web browser, version 0.7.0 or newer. It uses Dillo's `--local` option by default for safe browsing. Preferences can be found in “Configuration/Preferences/Plugins/Dillo Browser”. Dillo is available from <http://www.dillo.org/>.

PGP/Core, PGP/Inline and PGP/MIME

Handles PGP signed and/or encrypted mails. You can decrypt mails, verify signatures or sign and encrypt your own mails. Uses GnuPG/GPGME, <ftp://ftp.gnupg.org/gcrypt/gpgme/>.

SpamAssassin

The SpamAssassin plugin comes with two major features:

The ability to scan incoming mail received from a POP, IMAP or LOCAL account using SpamAssassin. It can optionally delete mail identified as spam or save it to a designated folder. Mail scanning can be turned off, which is useful if your email is scanned on your server.

The ability for users to teach SpamAssassin to recognise spam or ham. You can train SpamAssassin by marking messages as spam or ham from the Message List contextual menu, or using the relevant toolbar button in the main window or the message window (see “Configuration/Preferences/Customize toolbars”). Messages marked as spam are optionally saved to a designated folder.

Plugin preferences can be found in “Configuration/Preferences/Plugins/SpamAssassin”.

SpamAssassin is available from <http://spamassassin.apache.org/>. Version 3.1.x or higher is required to use the learning feature in TCP mode.

Trayicon

Places an icon in the system tray that indicates whether you have any new mail. A tooltip also shows the current new, unread and total number of messages.

More plugins

Other plugins have been written too, which are available as separate downloads. At the time of this writing, there are a number of plugins available at <http://www.sylpheed-claws.net/plugins.php>:

Acpi Notifier

Enables new mail notification via the LEDs found on some laptops like Acer, Asus, Fujitsu and IBM laptops.

AttRemover

This plugin lets you remove attachments from emails.

CacheSaver

Saves the caches every 60 seconds (or user-defined period). It helps avoiding the loss of metadata if your computer (*or Sylpheed-Claws!*) crashes.

etpan! Privacy

Handles signature verification and decryption of encrypted messages in S/MIME, OpenPGP and ascii-armored PGP formats. Doesn't handle passphrases.

Fetchinfo

Inserts headers containing some download information, like UIDL, Sylpheed-Claws' account name, POP server, user ID and retrieval time.

GtkHtml Viewer

Like Dillo, enables the viewing of html messages, but in a nicer way (antialiased fonts).

Maildir

Provides direct support for Maildir++ mailboxes. With this plugin you can share your Maildir++ mailbox with other mailers or IMAP servers.

mailMBOX

Handles mailboxes in mbox format.

Perl

Intended to extend the filtering possibilities of Sylpheed-Claws. It provides a Perl interface to Sylpheed-Claws' filtering mechanism, allowing the use of full Perl power in email filters.

S/MIME

Handles S/MIME signed and/or encrypted mails. You can decrypt mails, verify signatures or sign and encrypt your own mails. Uses GnuPG/GPGME and GpgSM, <ftp://ftp.gnupg.org/gcrypt/gpgme/>.

SynCE

Assists in keeping the address book of a Windows CE device (Pocket PC/ iPAQ, Smartphone etc) in sync with Sylpheed-Claws' address book, with respect to email addresses.

vCalendar

Enables vCalendar message handling like that produced by Evolution or Outlook, and Webcal subscriptions.

RSSyl

Allows you to read your favorite newsfeeds in Claws. RSS 1.0, 2.0 and Atom feeds are currently supported.

If you're a developer, writing a plugin to extend Sylpheed-Claws' capabilities is probably the best and easiest solution. We will provide hosting to your code, and will be glad to answer your questions in the mailing-list or on the IRC channels, #sylpheed-claws on Freenode or IRCnet.

Network access from the plugins

Some of the external plugins, for example RSSyl, vCalendar or GtkHtml Viewer, need Internet access for their operations (retrieving feeds in the case of RSSyl or vCalendar, and fetching images in the case of GtkHtml Viewer). These plugins use the Curl library. Hence, if your Internet access is restricted by a proxy, you will need to tell libCurl to use this proxy. This is done by setting an environment variable, *http_proxy*. For example, *http_proxy=http://user:passwd@myproxy.example.com:8080* will tell libCurl to connect to port 8080 of the machine myproxy.example.com, with the user "user" and password "passwd" to connect to the Internet.

You can either set this variable before starting Sylpheed-Claws, by using for example *http_proxy=http://user:passwd@myproxy.example.com:8080 sylpheed-claws*, or set it in your *~/.bashrc* file, by adding the following line: *export http_proxy=http://user:passwd@myproxy.example.com:8080* (you'll have to reconnect to have it taken into account).

A. The Sylpheed-Claws FAQ

What are the differences between Sylpheed-Claws and Sylpheed?

Sylpheed-Claws is the *extended* version of Sylpheed, therefore you will find that it has all the features that Sylpheed has and a lot more besides. It also includes some modified dialogues to enhance usability. Further information can be found at <http://www.sylpheed-claws.net/features.php>.

What does the word “Sylpheed” mean?

“Sylpheed” is a corruption of the word *Sylph*. Sylphs are invisible beings (spirits) of the air.

Does Sylpheed-Claws allow me to write HTML styled messages?

No. A discussion has gone on around this topic, and the outcome was that HTML mail is not wanted. If you really need to send HTML, you can of course attach a webpage to an email.

How can I submit patches, report bugs, and talk about Sylpheed-Claws with others?

Patches should be submitted via the SourceForge project Patch Tracker at http://sourceforge.net/tracker/?group_id=25528&atid=384600, but please follow the patch guidelines at <http://www.sylpheed-claws.net/devel.php>.

Bug reports should be submitted at our Bugzilla, <http://www.thewildbeast.co.uk/sylpheed-claws/bugzilla/>.

To talk to others, you should join the Sylpheed-Claws users' mailing list. Details can be found at <http://www.sylpheed-claws.net/MLs.php>.

Does Sylpheed-Claws have an anti-spam feature?

Yes. It has a SpamAssassin plugin. You can find details of it on the Extending Sylpheed-Claws chapter.

You can also use other spam filters via the “Filtering” and “Actions” features, such as Bogofilter. Instructions on how use Bogofilter with Sylpheed-Claws can be found on the Bogofilter FAQ [<http://bogofilter.sourceforge.net/faq.shtml#with-sc>].

Does Sylpheed-Claws support Return Receipts?

Yes. To request a Return Receipt use “Options/Request Return Receipt” in the Compose window. When you receive a message that requests a Return Receipt a notification area is shown just above the message view. You can either use the “Send receipt” button, or ignore the request - no receipts are sent automatically.

How can I make Sylpheed-Claws notify me when new mail arrives?

Go to “Configuration/Preferences”, in the “Mail handling/Receive” section, use the settings for “Run command when new mail arrives”. Alternatively, use the Trayicon plugin.

Why are special characters (e.g. umlauts) not displayed correctly?

In most cases, this is caused by emails with broken encodings. You can try to force it using the “View/Character Encoding” submenu.

Can I quote just a section of the original message when replying?

Yes, select the section in the message view and choose “Reply”.

Where can I find the answers to more FAQs about Sylpheed-Claws?

An enlarged, user-contributed FAQ can be found on the Sylpheed-Claws website, <http://www.sylpheed-claws.net/faq/>

B. Default keyboard shortcuts

Motivations and general conventions

Although Sylpheed-Claws is a graphical application and can mainly be commanded with your mouse, it also requires the frequent use of the keyboard. Composing a mail is the most common of the tasks that require the use of the keyboard. For people who write a lot of mails, having to move hands from keyboard to mouse greatly reduces productivity, so Sylpheed-Claws provides keyboard shortcuts to allow faster operation.

This not only benefits power users by providing keyboard alternatives and keyboard navigation, it also enables people with disabilities, (who may not be able to properly control a pointing device), to use Sylpheed-Claws.

The most general convention is the `Escape` key. Focused dialogues or windows can be closed by hitting the `Esc` key.

There are other key combinations which are assigned by default to menu items. We won't list these here, as they are already shown on the righthand side of the menus themselves, so you can easily learn them with usage. Furthermore, if you don't like them, these shortcuts can be changed on the fly by focusing on the menu item and pressing the desired key combination, but only for key combinations that include the `Alt`, `Ctrl` and/or `Shift` modifier keys; single keys cannot be assigned. (This is a standard behaviour of GTK2 library based programs like Sylpheed-Claws. Note that this behaviour may be disabled by default on some desktops.)

In addition to these shortcuts there are others which vary from window to window, which are summarised in the following sections.

Main window

Shortcut	
<code>Ctrl+p</code>	Print...
<code>Ctrl+w</code>	Work offline
<code>Ctrl+Shift+s</code>	Synchronise folders
<code>Ctrl+s</code>	Save as...
<code>Ctrl+q</code>	Exit
<code>Ctrl+c</code>	Copy
<code>Ctrl+a</code>	Select all
<code>Ctrl+f</code>	Find in current message...
<code>Shift+Ctrl+f</code>	Search folder...
<code>Ctrl+t</code>	Toggle threaded display
<code>n</code>	Goes to next mail in Message List. The Down arrow does the same.
<code>p</code>	Goes to previous mail. The Up arrow is a synonym.
<code>Shift+n</code>	Goes to next unread mail.
<code>Shift+p</code>	Goes to previous unread mail.
<code>g</code>	Go to other folder...
<code>Ctrl+u</code>	Show message source
<code>Ctrl+h</code>	Show all message headers
<code>v</code>	Toggles the message view panel visibility. When invisible, Message List expands itself to fill the full window height and more summary lines are displayed.

Shortcut	
/	Positions the cursor on the Quicksearch field, also opening the Quicksearch panel if needed.
Ctrl+Alt+u	Update summary
Ctrl+i	Get mail from current account
Shift+Ctrl+i	Get mail from all accounts
Ctrl+m	Compose a new message
Ctrl+r	Reply
Shift+Ctrl+r	Reply to all
Ctrl+l	Reply to mailing list
Ctrl+Alt+f	Forward message
Ctrl+o	Move...
Shift+Ctrl+o	Copy...
Ctrl+d	Move to trash
Shift+d	Empty all Trash folders
Shift+*	Mark message
u	Unmark message
Shift+!	Mark message as unread
Shift+Ctrl+a	Open address book
x	Execute
Shift+Ctrl+l	Open log window

Compose window

Shortcut	
Ctrl+Return	Send
Shift+Ctrl+s	Send later
Ctrl+m	Attach file
Ctrl+i	Insert file
Ctrl+g	Insert signature
Ctrl+s	Save
Ctrl+w	Close
Ctrl+z	Undo
Ctrl+y	Redo
Ctrl+x	Cut
Ctrl+c	Copy
Ctrl+v	Paste
Ctrl+a	Select all
Ctrl+b	Move a character backward
Ctrl+f	Move a character forward
Ctrl+e	Move to end of line
Ctrl+p	Move a previous line
Ctrl+n	Move a next line

Shortcut	
Ctrl+h	Delete a character backward
Ctrl+d	Delete a character forward
Ctrl+u	Delete line
Ctrl+k	Delete to end of line
Ctrl+l	Wrap current paragraph
Ctrl+Alt+l	Wrap all long lines
Shift+Ctrl+l	Toggle auto wrapping
Shift+Ctrl+x	Edit with external editor
Shift+Ctrl+a	Open address book

C. Acknowledgements

The Sylpheed-Claws manual was written by:

- Colin Leroy [mailto:colin@colino.net]
- Paul Mangan [mailto:claws@thewildbeast.co.uk]
- Ricardo Mones [mailto:mones@aic.uniovi.es]
- wwp [mailto:subscript@free.fr]

Thanks to:

- Hiroyuki Yamamoto for starting Sylpheed, and all past and current contributors.
- Caroline, Clo and Silvia for their tolerance wrt long hacking sessions!
- Norman Walsh, for his invaluable technical help and assistance with the PDF version of this manual
- ...

D. Glossary

A

Account

An account represents an identity within Sylpheed-Claws. As such only one email address is associated with each account. However, the number of accounts you can setup is unlimited.

Action (filtering/processing rules)

An action is something that is performed on a message when it matches the rule conditions. A typical action is moving the message to a particular folder. See also [Condition \(filtering/processing rules\)](#) .

Actions

Actions are user-defined commands that can be applied to a message, or part of a message, using a special syntax. They are presented to the user in a customisable menu.

Address book

Storage for names, mail addresses and custom user attributes. Also provides access to [LDAP](#) servers and vCard files.

ASCII

American Standard Code for Information Interchange. A standard Character encoding using 7 bit. It's defined as an Internet standard in RFC 20 [<http://www.ietf.org/rfc/rfc20.txt>].

Attachment

Additional file(s) included with a mail message. Some attachments can be displayed by Sylpheed-Claws, others require external programs. [Plugins](#) can provide additional functions for attachments.

C

Character encoding

A map between written symbols, like letters and other symbols, and the numbers used to represent them inside the computer. The most well-known character encoding is probably [ASCII](#) , but it has been superseded by others, such as [UTF-8](#) .

Compose

Create new a message text or a reply to a received mail in the Compose window.

Condition (filtering/processing rules)

The prerequisites that a mail message must fulfil in order for the rule's action to be executed. See also [Action \(filtering/processing rules\)](#) .

D

Digital signature (GPG)

A piece of data obtained from merging a message and a cryptographic key which ensures message authorship, in a similar way that a hand-written signature does in a document. This piece of data is sent with the message so the recipient can verify its validity.

E

Encryption (GPG)

Scrambling a message with a cryptographic key so that only the recipient and ownwer of the key password can unscramble it for reading.

F

Face

A more modern implementation of the X-Face, it's a coloured image (48x48 pixels) included in the message headers.

Filtering rule

A Rule applied to incoming messages. Filtering rules can be also applied manually to the contents of any folder.

Folder

A folder is the primary message container. Folders can be local or remote, but they are managed in a uniform way by Sylpheed-Claws.

Forward

To send a copy of a received mail to another recipient, optionally adding your own message.

H

Headers

Machine readable lines which form the first part of a mail message. The purpose of headers varies; Typical headers are From and To which state the sender and recipient of the message, others are used by the mail system. Some headers are optional and are used to provide additional information, such as X-Face or Face.

HTML

Hyper-Text Markup Language and was the standard language to encode web pages in the beginning of the WWW. Some mail clients use this language to encode the textual body of mails in order to craft special effects to text at the cost of multiplying the message size several times. HTML mail is also widely used by spammers to send Spam.

I

IMAP4

Internet Messaging Access Protocol (version 4). A protocol for accessing email on a remote server from a local client. All messages are stored in the remote server.

Immediate execution

When the “immediate execution” option is used, operations performed on messages, (like deletions or movements), are performed immediately. If the option is turned off, all operations performed on messages by the user are only carried out when the “Execute” button is pressed.

L

LDAP

Lightweight Directory Access Protocol. A protocol for accessing information directories such as organisations, individuals, phone numbers, and addresses.

LDIF

LDAP Data Interchange Format. A text file format widely used for moving data between LDAP servers and/or other programs.

Local mbox file

A local mailbox spool file in MBOX format.

Log window

A special window which records protocol operations in detail that are performed by Sylpheed-Claws. It's a useful tool for debugging.

M

Mailbox

The root folder of the folder hierarchy.

Maildir

A mailbox format in which all mail is kept in separate files. Maildir++ is an extension to the maildir format.

Mailing-List

Electronic mailing-lists are a special usage of email that allows for widespread distribution of information to many Internet users. They often take the form of discussion lists, like the Sylpheed-Claws users' list, where a subscriber uses the mailing-list to send messages to all the other subscribers, who may answer in similar fashion.

Mark (message)

A tag that can be set on a message by the user in order to draw attention to the message. Marks are shown in the Mark column of the Message List.

MBOX

A mailbox format in which all mail is concatenated and stored in a single file. The mbox format supported by Sylpheed-Claws is mboxrd.

Message

A message is the basic piece of information handled by Sylpheed-Claws. A message is usually an email message, which is stored in MH format on disk. Other kinds of messages (and storage formats) can be handled through Plugins.

MH

A mailbox format in which all mail is kept in separate files. This is the default mailbox format used by Sylpheed-Claws.

MIME

Multipurpose Internet Mail Extensions. Internet standards for representing binary data in ASCII text format, Headers encoding and Attachment s.

N

NNTP

Network News Transfer Protocol. The protocol used to post, distribute, and retrieve USENET messages, also called news articles or simply news for short.

Newsgroups

A set of hierarchical partitions of USENET messages on a News server. The NNTP protocol allows the user to subscribe to one or more newsgroups. New messages posted to the subscribed groups are automatically downloaded on connection.

News server

Server which provides access to USENET messages in Newsgroups through the NNTP protocol.

P

PGP Inline

Digital signing method which includes the signature data in the message body.

PGP MIME

Digital signing method which includes the signature data as a separate MIME Attachment.

Plugins

External modules which can be loaded and used by Sylpheed-Claws to extend its functionality.

POP3

Post Office Protocol (version 3). A protocol for retrieving email from a remote server. Messages can be automatically removed from server after downloading.

Privacy (GPG)

Privacy provides methods for both signing and encrypting mail messages you send and also for verifying and decrypting signed and encrypted messages that you receive.

Processing rule

A Rule or set of rules belonging to a folder which are executed on entering the folder.

Q

Queue

Temporary storage for messages which are waiting to be sent, either because they couldn't be sent due a network failure or because the user requested them to be sent later.

Quick Search

A powerful way to search for messages using almost any criteria that you can think of.

Quotation

When replying to a message the user will often include a quoted section of that message to provide the context. The quoted section is shown by the prepending of a common character, usually '>'.

R

Recursive (Quick Search)

A recursive Quick Search will also search in all subfolders of the selected folder.

Redirect

To send a copy of a received mail in its original form to another recipient.

Reply

Answer to a received message. As verb also the act of answering a message.

Rule

Logical structure comprised of one or more conditions (see Condition (filtering/processing rules)) and one or more associated actions (see Action (filtering/processing rules)). Rules are used for filtering mail messages.

S

SMTP

Simple Mail Transfer Protocol. A protocol for sending email to servers.

SMTP server.

A server which receives mail messages from other hosts and/or sends mail messages to other hosts using the SMTP protocol.

Source (message)

The full text of a message as it is transmitted over the network. This includes all headers, message body and encoded attachments if present.

Spam

Junk mail, unsolicited commercial emails.

Spell checking

Automatic verification of spelling while typing or after composition has finished.

SSL

Secure Sockets Layer. A protocol used to encrypt and protect data sent over a network.

SSL certificate

A certificate installed on a secure server that is used for identification.

STARTTLS

STARTTLS (Start Transport Layer Security) is a command used to initiate a secure connection between two servers using SSL .

Sticky (Quick Search)

When the sticky option is set on Quick Search the search terms are not cleared when changing folders.

Synchronisation (folder)

Making the contents of a local folder mirror those of an equivalent remote folder in the associated mail server.

T

Themes

Image sets for changing the appearance of buttons, folders and other graphical elements of Sylpheed-Claws.

Thread (messages)

A set of messages loosely relating to each other.

Toolbars

Sets of buttons arranged horizontally which provide access to all commonly used functions. Toolbars in Sylpheed-Claws can be customised.

U

USENET

User's Network. A bulletin board system of discussion groups, often called Newsgroups .

UTF-8

8-bit Unicode Transformation Format. A variable length character encoding capable of representing any universal character. An Internet standard defined in RFC 3629 [<http://www.ietf.org/rfc/rfc3629.txt>].

V

vCard

File format standard for Personal Data Interchange, it can hold information such as address, phone numbers, etc., much like the information usually found in a business card. They are commonly found attached to mail messages.

W

Wrapping

Restructuring of the message text based on a user-defined maximum number of characters per line. Wrapping ensures that paragraphs are justified, which means that they are aligned to the left and right margins.

WWW

World Wide Web, the hyperlinked network of web pages accross the Internet.

X

X-Face

Specially coded black and white image (48x48 pixels) included in the message headers. Capable mailers like Sylpheed-Claws and others can decode and show it alongside the message text. Although they are not unique, they can help to quickly identify the message sender. See also Face .

E. GNU General Public License

Version 2, June 1991

Copyright 1989, 1991 Free Software Foundation, Inc.

Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Version 2, June 1991

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software - to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps:

- copyright the software, and
- offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

Section 0

This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work

under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term “modification”.) Each licensee is addressed as “you”.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

Section 1

You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

Section 2

You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License.

Exception:

If the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

Section 3

You may copy and distribute the Program (or a work based on it, under Section 2 in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

Section 4

You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

Section 5

You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

Section 6

Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

Section 7

If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free

software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

Section 8

If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

Section 9

The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

Section 10

If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY Section 11

BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

Section 12

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.> Copyright (C) <year> <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989 Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.