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Subject: Re: Smtplib class

Posted by [forlano](#) on Sun, 15 Oct 2006 22:27:28 GMT

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nicomesas wrote on Sun, 15 October 2006 23:13Hello Luigi

This weekend I have investigated a little plus the subject this of the Smtplib class and have for of conclusions that I believe that they are important.

In Linux I can use the class to directly send mail to the addressees (using the resolv library) who we could make an effort to us in port to Windows... but arises the problem from which if we used this method, then the servers think that the machine that sends the mail it have a virus of which they send Spam and they mark the IP like spammer.

At sight of this problem I see clear that we will not be able to use this method in the future (and in Windows either in the present) so I have myself I decide to use the classic method of mail shipment, that is to say, happening through a real smtp server.

This enough difficult me the management of the send-errors in my program, but the mails arrive at least at their destiny.

For it I have as much been using the class jwSMTP that works very well, in linux and Windows, but it has the problem of which the license is GPL. Well, for my it is not problem, but it would prefer to use a class better integrated in U++.

The case is that I have extracted of the class jwSMTP the code that serves to autenticate (to do login) in smtp server, I have added it class to the Smtplib and.... it works!

I have created a class new "SmtplibEx" to test here and you the shipment so that you prove it in Windows to see what happens.

If this works, I believe that we could propose to Mirek to add these functions to the original class, and of step to put the messages that are in cheko in English or to use the method of standard translation.

In any case you have the class here.

Nico

Ciao Nico!

Congratulation for your new achievement. Your news are very good.

Unfortunately I'm a bit confused. Your new class substitute the old one in the current U++ distribution?

Moreover, which test case have I to use to see this class in action?

You posted different versions and I do not know what to do.

Luigi

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