1. IF Conditions

The Rule Editor provides a template for editing the conditions under which the rule will fire. Incoming messages with fields filled out in the same way as the rule will cause the rule to fire. If you fill in the **TO:** field of a rule with a particular string, such as "Smith", messages that contain that string in the **TO:** field will cause the rule to fire.

You can specify what will happen if an incoming message meets the specified conditions. For example, you can specify that messages addressed to "Smith" are to be moved to the ***Urgent*** folder, by filling in the **MOVE TO:** field with the string "urgent".

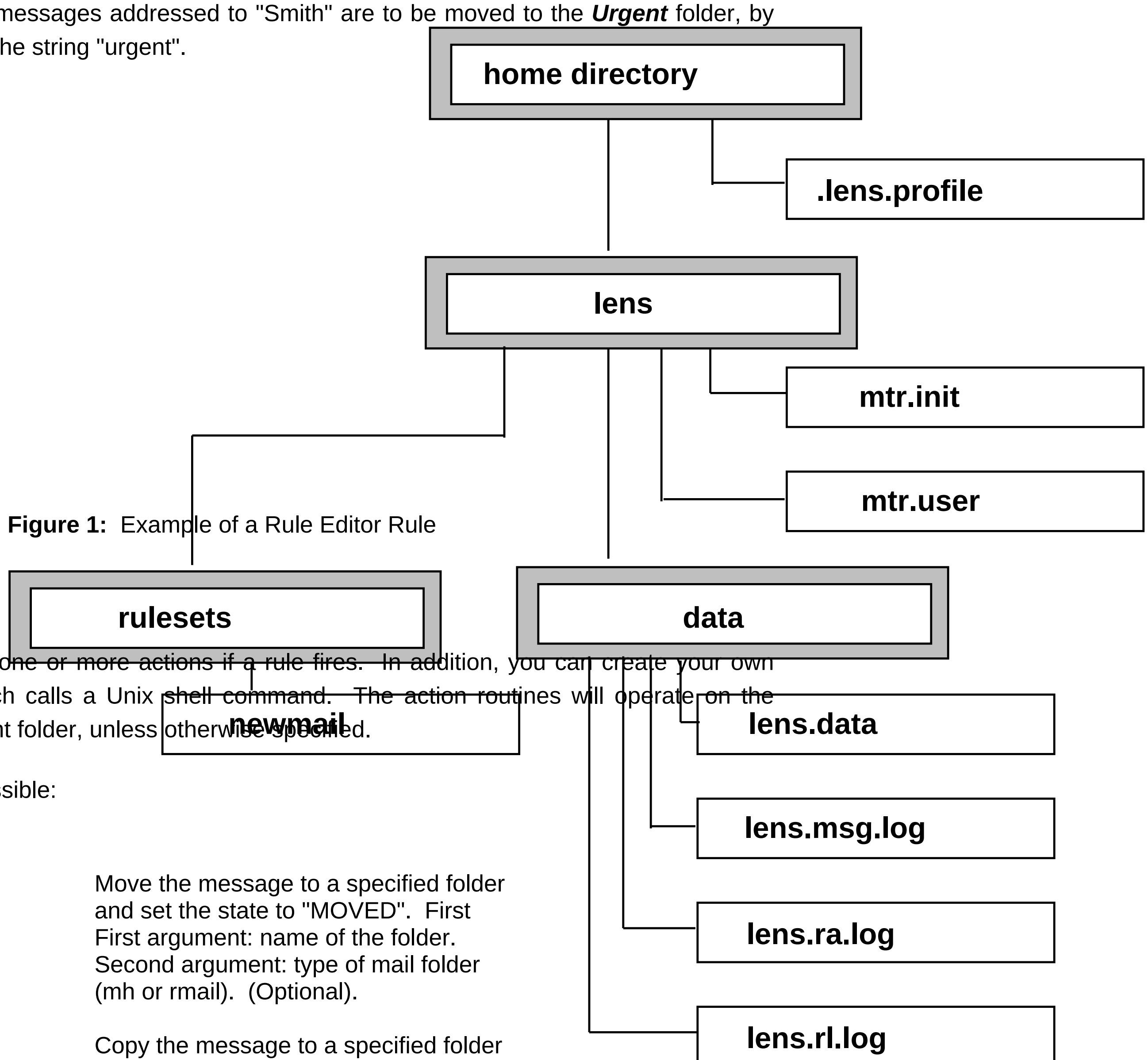

Figure 1: Example of a Rule Editor Rule

2. THEN actions

Argus allows you to specify one or more actions if a rule fires. In addition, you can create your own actions by using ***system***, which calls a Unix shell command. The action routines will operate on the current message and the current folder, unless otherwise specified.

The following actions are possible:

Action	**Definition**
Move to:	Move the message to a specified folder and set the state to "MOVED". First First argument: name of the folder. Second argument: type of mail folder (mh or rmail). (Optional).
Copy to:	Copy the message to a specified folder and set the state to "COPIED". First argument: name of the folder. Second argument: type of mail folder (mh or rmail). (Optional).
Delete current message:	Delete the message and set the state to "DELETED". No arguments.

Runrules:	Run the specified ruleset on the specified folder. One argument: name of ruleset.
Stop processing current message:	Stop processing of this ruleset. No arguments.
Add to user property:	Add an integer to the specified user property. First argument: property name. Second argument: integer.
Subtract from user property:	Subtract an integer from the specified user property. First argument: property name. Second argument: integer.
Set user property:	Set a user property. One argument: property name.
Clear user property:	Clear a user property. One argument: property name.
Make user property permanent:	Save the specified user property on disk after the session. One argument: property name.
Make user property temporary:	Do not save the specified user property on disk after the session. One argument: property name.
Shell with message as stdin:	Execute the specified Unix shell command on the message. One argument: shell command
Shell with message as stdin:	Execute the specified Unix shell command on the body of the message. One argument: shell command
Formatted shell command:	Execute the specified Unix shell command on the message. One argument: shell command

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