MERCUR Messaging 2005 – First Steps

This Checklist gives you a basic step-by-step guide to quickly set up MERCUR Messaging 2005 so that it will work as a mailserver for your company immediately after installation. You may need some information from your ISP, e.g the type of connection, the way EMail is delivered for your domains and the login data for your remote mail accounts. Furthermore you need information about a name server (DNS server) is used by MERCUR.

If you do not know how and/or where EMail is delivered for your domains, please contact your ISP.

A basic requirement for this step-by-step guide is a installed version of MERCUR Messaging!

At first please open the MERCUR config utility.

1. Internet connection

Select the Connection tab in the dialog Settings. Check here the correct settings for the Internet connection.

Choose the option **Network connection** if you have a static connection to the internet, e.g. leased line, cable modems or ADSLs.

If you do have not a static connection, choose the option **Dial-up connection**, to use for connecting to the Internet. MERCUR will open and close this profile automatically if required. As well enter maximum idle time interval you want the connection to remain open.

2. Outgoing messages

Select the Exchange tab in the dialog Settings to setup in which way MERCUR should deliver the outgoing EMails.

If you activate the option **Use DNS**, MERCUR determines the address of the destination host automatically. You must define a name server on the Server tab in the dialog Settings to use this function. For all outgoing messages, MERCUR contacts this name server and performs a **DNS query** *(Domain Name System)* to get the IP address of the corresponding mailserver. In this way, the outgoing messages can reach directly their destination host. If you do not use this option, you need to use the option **Forward to exchange host**. Otherwise, the mail delivery fails.

The **Forward to exchange host** option is very important, if you have no access to a name server or if you want to handle the outgoing EMail from a central point. If also the **Use DNS** option is set and the corresponding mailserver does not respond, MERCUR will connect thie given exchange host. You can enter multiple entries, separated by semicolon.

If your ISP requires a authentication, you can activate this option here. You need to specify your user name and password required by the remote host. The system will use this information for authentication when out going mail is sent. This option is only available when a exchange host is used for messages delivery.

3. Incoming messages

If the MERCUR SMTP service is directly accessible from external clients and the MX-records of your domains point to the MERCUR server, no special settings are required to receive incoming messages.

You can also use MERCUR Messaging 2005 to collect your Email from one or more remote mail accounts. You can setup multiple remote mail accounts on different mailservers. The accounts can be user dependend or shared by multiple users (CatchAll account).

All remote mail accounts must be defined first in the dialog Remote Mail Accounts of the MERCUR config utility.

If you want to define a user dependend mail account, the option **Parse mail header for recipients** on the Options tab must be disabled. Save your changes. Select the respective user in the dialog User to assign the new Remote Mail Account to that user. You can do that on Options tab in the user settings dialog.

If you would like to define a shared mail account (CatchAll account), the option **Parse mail header for recipients** on the Options tab must be enabled.

4. Anti-Spamming

If the MERCUR SMTP service is directly accessible from external clients, you should enable some anti-spamming options on tab Security in the dialog Security. Please note, that some of these options requires to enter a name server on tab Server in the dialog Settings.

5. Firewall Settings

If the MERCUR SMTP service is directly accessible from external clients, you should also setup some firewall rules for the SMTP service on tab Firewall in the dialog Security.

Example:

Entry 1 (for integrated Webmail; Enterprise Edition):
  - *Permissions: Grant Access*
  - *Originator-Address/Domain: All Addresses/Domains*
  - *Range of Validity: Single IP-address*
                    IP-address: 127.0.0.1
                    Subnet-Mask: 255.255.255.255
  - *Service: SMTP*

Entry 2 (local Network):
  - *Permissions: Grant Access*
  - *Originator-Address/Domain: All Addresses/Domains*
  - *Range of Validity: IP-address area*
                    IP-address: Start IP of your local network
                    Subnet-Mask: corressponding subnet mask
  - *Service: SMTP*

Entry 3 (rest of the world):
  - *Permissions: Grant Access*
  - *Originator-Address/Domain: All Addresses/Domains*
  - *Range of Validity: All IP-addresses*
  - *Service: SMTP, No relaying allowed*

Please make sure that the **world** entry is the last one in the list.

In this case:

- *Users from inside the local subnet can send emails to anybody*

- *Users from outside the local subnet can send emails only to local email addresses*

- *Users from outside the local subnet can send emails to anybody ONLY if they are authenticated successfully.*

These settings require that users have to authenticate if they are not located in the local subnet. The used mail client must support the **POP3 before SMTP** or **SMTP-Auth** option. MERCUR Messaging supportes authentification only if the option **Use ESMTP** is enabled on Server tab in the dialog Settings.

6. Network Firewall

If the MERCUR server is running behind a firewall, map the appropriate ports in the firewall configuration. If it is required to change some ports used by MERCUR you can do this on tab Connection in the dialog Settings.

This allows you to specify the port numbers, used by the MERCUR services. The ports can be changed separately for both, internal and external use. This is useful when the service connects to a proxy server. Normally, there is no need to change any port settings, since the ports for SMTP (Port 25), POP3 (Port 110), IMAP4 (Port 143) and DNS (Port 53) are predefined in MERCUR.

7. Domains and Users

Now, you can add new domains and/or users. Note, that the login name for each user must be unique.

8. Save changes

Save all your changes with the **Apply** button.

Hint: If you have problems during receiving or forwarding messages, please look into the appropriate MERCUR log. You will usually see some kind of errors in the log which can help you to resolve the problem.