

## Posting in Airmail

Sending messages in Airmail is straight forward for the most part. All the fields are familiar in the creation of a message to anyone used to email except the "Post Via:" field. The "Post Via:" field is the piece that makes Airmail useful to Ham Radio and without it Airmail would be an internet based email client such as Outlook with no ability to hook into an RF source for communication through a device such as a TNC.

The functionality of the "Post Via:" field tells Airmail how to "Route" the message. Depending on the contents of this field Airmail will try and send the message through a CMS/ RMS server or directly to another Ham Radio operator (peer-to-peer).

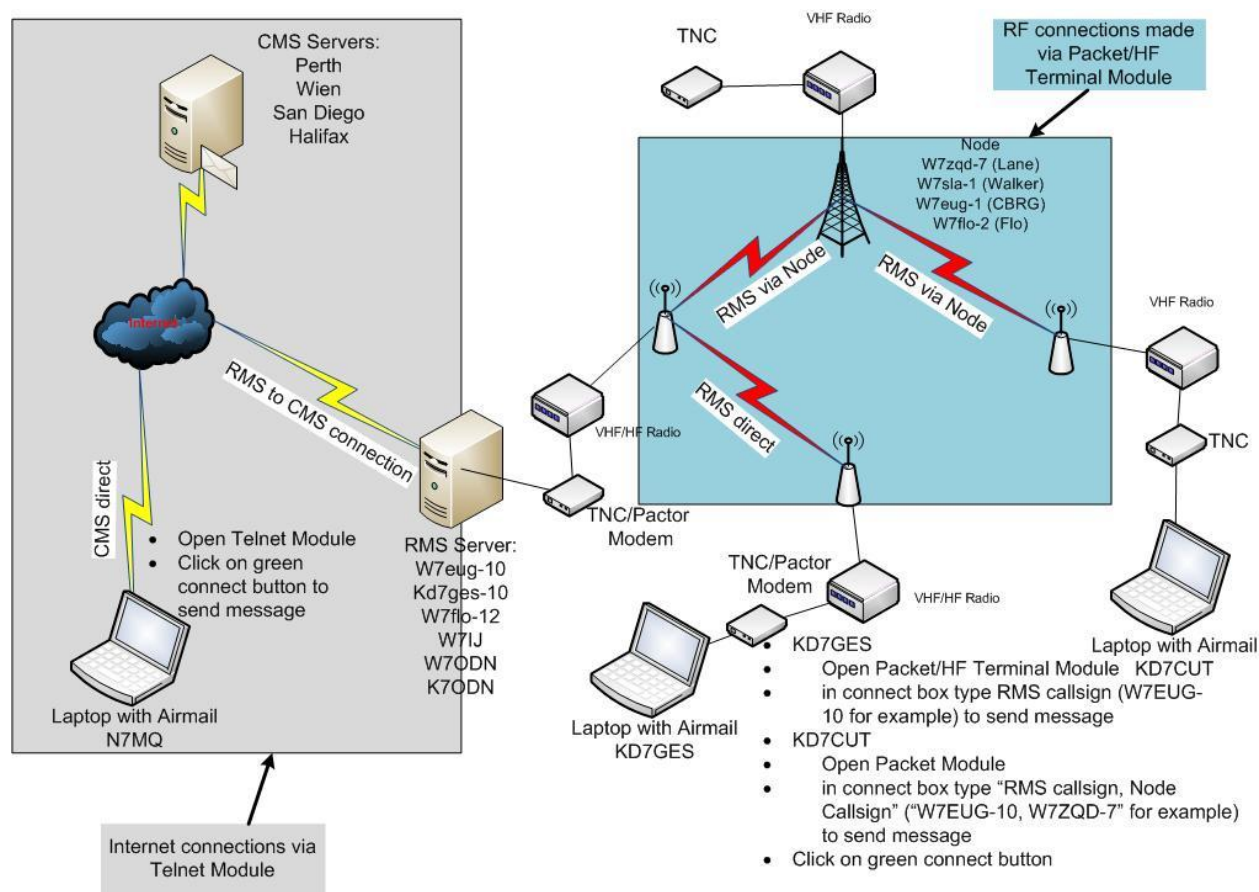
Sending through a CMS/RMS server puts the message on the Winlink 2000 mail servers and is what allows airmail to send and receive messages with internet based email addresses such as gmail.com or yahoo.com. A CMS server is a Central Mail Server which is one of a handful of Winlink 2000 mail servers that Airmail will connect to directly over an Internet connection and an RMS server or Remote Mail Server is a Gateway to a CMS server but the RMS server is available over an RF connection through a TNC. The RMS server is the first major benefit of Airmail to amateur radio because it allows you to send a traditional email to an EOC outside a disaster area if you can reach an RMS server with a working internet connection. This gets the message to the EOC or recipient in a familiar format since they are not familiar with Packet or Airmail.

Sending a message peer-to-peer does not allow you to send/receive messages to and from internet based email address but will allow you to send/receive to another ham radio operator directly. This is done without any Winlink 2000 component such as a CMS or RMS server. Peer-to-Peer is the second major benefit of Airmail to amateur radio because it allows you to send messages without the winlink 2000 system or the internet from amateur to amateur strictly over RF.

A CMS/RMS path in an emergency scenario would likely be used by the EOC to relay messages up the chain of command to be received in a format familiar to Emergency Services personnel that would not be familiar with Packet or Airmail. A peer-to-peer path is most likely to be used by field stations sending messages to an EOC and then the EOC would route the message appropriately or respond to it. A peer-to-peer path may also be used by the EOC to route messages up the chain of command if a CMS or RMS path is not available.

## Winlink 2000 System

The primary way to post a message is to have the "Post Via:" field show WL2K. This is the default value in the "Post Via:" field after you address a message to a ham radio callsign or to an email address. WL2K in the "Post Via:" field tells Airmail to send the message upon the next connection to the Winlink 2000 system either through a CMS or RMS station. This allows the message to be delivered either via an active internet connection locally through the "Telnet" module or via an RF radio connection through the "Packet" or "HF Terminal" module. The below diagrams show both paths.



## Peer-to-Peer

A secondary way to send a message is to have the "Post Via:" field show the amateur radio callsign of the addressee. This can be done by clicking on the "Post Via:" button just to the left of the "Post Via:" field after putting an amateur radio callsign in the "To:" field. Then make sure that the corresponding amateur radio callsign is the only thing highlighted in the "Available Stations" list which can be done by single left-clicking on WL2K to de-select it. Once that is done and you click on Ok the "Post Via:" field should show the same callsign as the "To:" field.

The message is now setup for peer-to-peer communications and will not leave the outbox until the next time you make a connection to that callsign via the "Packet" or "HF Terminal" module or that callsign

makes a connection to you through the "Packet" or "HF Terminal" module. This message will not leave the outbox through the "Telnet" module.

