INTERNET ARCHIVE WayBackMachine BETA
http://www.mimedefang.org/kwiki/index.cgi?SpamassassinSpamcSpamd Go
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MIME Defang

SpamassassinSpamcSpamd

MIMEDefang and SpamAssassin's spamc/spamd

MIMEDefang does not use SA's spamc/spamd because it uses the SpamAssassin's Perl API (Mail::SpamAssassin).

However, since MIMEDefang uses a preforked model like spamc/spamd, MIMEDefang should be as fast as spamc/spamd.

This means that if you are using SpamAssassin only through MIMEDefang, you can just save RAM and CPU by shutting down spamc/spamd. For example, in **RedHat** Linux:

```
service spamassassin stop
chkconfig spamassassin off
```

On the other hand, if you are using SpamAssassin through MIMEDefang **and** you are also using spamc/spamd for other applications, be aware that MIMEDefang uses its own SpamAssassin objects, and does **not** participate in the spamd pool. Bear this in mind when setting the parameters for the maximum spamd and MIMEDefang threads so that you don't over-extend your system.

How to Force MIMEDefang to use spamc

(This section originally by Matthew van Eerde)

All the previous notwithstanding, it is entirely possible to hack MIMEDefang to use spamd via spamc. It may even be to your advantage. If your MIMEDefang threads spend a lot of time doing other things than waiting for the SpamAssassin call to return, it can save memory to use spamc. This memory savings comes at a cost of a few extra shell calls.

Important: The following instructions assume SpamAssassin 3.1 and SpamAssassin configuration files located in /etc/mail/spamassassin.

First, get spamd working.

Make sure spamc with no arguments works as it should. To do this you may need to tweak /etc/mail/spamassassin/spamc.conf.

Then, add the following into /etc/mail/spamassassin/local.cf and restart spamd:

```
clear_report_template
report Score:           _SCORE()_
report Required:        _REQD_
report Tests:           _TESTS(,)_
report
report _SUMMARY_
```

This makes the report easier to parse.

Important: The whitespace after the colons needs to be a single tab.

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```
sub create_spamc_scan_file()
{
        open(IN, "<./INPUTMSG") or return undef;
        my @msg = <IN>;
        close(IN);

        # Synthesize a "Return-Path" and "Received:" header
        my @sahdrs;
        push (@sahdrs, "Return-Path: $Sender\n");
        push (@sahdrs, split(/^/m, synthesize_received_header()));
        push (@sahdrs, gen_msgid_header()) if ($MessageID eq "NOQUEUE");

        unshift (@msg, @sahdrs);

        open(FORSPAMC, ">./FORSPAMC") or return undef;
        print FORSPAMC @msg;
        close(FORSPAMC);

        return 1;
}
```

In `filter_end`, add this code:

```
# Use spamc instead of spamassassin
if (
    $Features{"Spamc"} and # is there spamc?
    -s "./INPUTMSG" < 100 * 1024 and # don't scan over 100KB
    create_spamc_scan_file()
   )

  {
    my $report = `spamc -r < ./FORSPAMC`;
    unlink('./FORSPAMC');

    if ($report eq "")
    {
        # not spam! nothing to do.
    } elsif (
        # customized report template
        $report =~
        /^
        Score:          \t      ([\d\.]+?)      \n
        Required:       \t      ([\d\.]+?)      \n
        Tests:          \t      ([\w,]+?)       \n
        \n
        /x
    )
    {
        my $score = $1;
        my $required = $2;
        my $tests = $3;
        my $stars = "*" x ($score < 40 ? int($score) : 40);

        if ($score >= $required)
        {
            action_change_header(
                "X-Spam-Score",
                $stars . " (" . $score . ") " . $tests
            );

            # action_change_header doesn't handle multiple Subject headers
            action_delete_all_headers("Subject");
            action_add_header(
                "Subject",
                "[Spam] $Subject"
            );
            md_graphdefang_log('spam', $score, $RelayAddr);
        } else
        {
            # Delete any existing X-Spam-Score header
            action_delete_header("X-Spam-Score");
        }
    } else
```

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```
        }
    }
```

Your `MIMEDefang` threads should shrink considerably... mine went from `~30MB` to `~11MB`.

Important: You will have to keep enough `spamd` threads around to keep your `MIMEDefang` threads happy, but there could still be a substantial net savings.