
Subject: Re: memory consumption when drawing an idlgrscene object re: junk mail
Posted by [R.G. Stockwell](#) on Mon, 07 Jul 2003 18:52:47 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.196fb316a4691c9998969d@news.frii.com...
> Jan writes:
>
>
...
> I see some memory usage, but nothing of this
> magnitude, I don't think.
>
>> PS: Do you guys have a problem with getting spammed quite a bit when
>> writing to this list?
>> I've written to this list a couple of times before, and I got some good
>> answers, but also a lot of spam :-(
>
> Last month a received about 8800 e-mails, 94% of them
> identified as spam. And 80% of those offered to increase
> the size of my ... well, let's just say it wasn't memory,
> so perhaps you aren't interested. Fortunately, with my
> MailArmory spam filter, I actually saw a couple of handfuls of
> those messages. Talk to your ISP about MailArmory. It
> is *fabulous*!
>
> Cheers,
>
> David

Re: spam problems.

I'm in a similar boat to David, I get about 200 spams a day.
The latest Mozilla has a fantastic junk mail feature, which automatically
IDs the mail as spam, and moves it to a junk folder (or it can delete it
etc.). It has great success. Almost no false positives yet (there was one
mail marked as junk that wasn't, but that is out of around 10,000 spams,
so not a bad rate.) and there is maybe two spam messages a week that
sneak past it (it is easy to pmark it as junk so that it gets nailed in the
future).

I also have Spam Assassin running at the mail server level, which kills
about
half of the spams. But the junk mail in mozilla almost makes spam assassin
unnecessary.

Mozilla is the free open source browser/mail application almost identical to
netscape.

(www.mozilla.org)

Cheers,
bob
