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21.13. smtpd — SMTP Server¶

This module offers several classes to implement SMTP servers. One is a generic do-nothing implementation, which can be overridden, while the other two offer specific mail-sending strategies.

21.13.1. SMTPServer Objects¶

```
class smtpd.SMTPServer(localaddr, remoteaddr)¶
```

Create a new [SMTPServer](#) object, which binds to local address *localaddr*. It will treat *remoteaddr* as an upstream SMTP relay. It inherits from [asyncore.dispatcher](#), and so will insert itself into [asyncore](#)'s event loop on instantiation.

```
process_message(peer, mailfrom, rcpttos, data)¶
```

Raise [NotImplementedError](#) exception. Override this in subclasses to do something useful with this message. Whatever was passed in the constructor as *remoteaddr* will be available as the `_remoteaddr` attribute. *peer* is the remote host's address, *mailfrom* is the envelope originator, *rcpttos* are the envelope recipients and *data* is a string containing the contents of the e-mail (which should be in [RFC 2822](#) format).

21.13.2. DebuggingServer Objects¶

```
class smtpd.DebuggingServer(localaddr, remoteaddr)¶
```

Create a new debugging server. Arguments are as per [SMTPServer](#). Messages will be discarded, and printed on stdout.

21.13.3. PureProxy Objects¶

```
class smtpd.PureProxy(localaddr, remoteaddr)¶
```

Create a new pure proxy server. Arguments are as per [SMTPServer](#). Everything will be relayed to *remoteaddr*. Note that running this has a good chance to make you into an open relay, so please be careful.

21.13.4. MailmanProxy Objects¶

```
class smtpd.MailmanProxy(localaddr, remoteaddr)¶
```

Create a new pure proxy server. Arguments are as per [SMTPServer](#). Everything will be relayed to *remoteaddr*, unless local mailman configurations knows about an address, in which case it will be handled via mailman. Note that running this has a good chance to make you into an open relay, so please be careful.

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