

Age of Wonders Email Wrapper

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Introduction

The Age of Wonders Email Wrapper is a Windows program that makes *Play by Email* 100% faster and easier. By automating the sending and receiving process you can devote all of your attention into playing the game and not into worrying about who the next player is or attaching the correct file to your email. Everything is taken care of by the Wrapper and, because of this, mistakes that could be made during manual email sending are eliminated. The Wrapper can be set to auto start with Windows whereupon it will notify you and remind you whenever you have game turns to play.

Getting Started Guide

The program has a couple of configuration forms for you to set up your email settings, rather like you have in Outlook etc. It will sit in the system tray and notify you with a sound and by changing its icon to an envelope when you have an email game arrive.

- 1) Run the Setup program and install the Age of Wonders Email Wrapper.
- 2) You should now have a new icon on your Windows desktop and also one in the Start Menu / Programs list. Use either of these to start the Wrapper.
- 3) A splash screen will display for a moment and will then disappear.
- 4) The icon below will appear in your system tray. The main Wrapper window will also appear prompting for your email account details.



- 5) Enter your email address and login password. You need to already own the email address you enter here. So if you haven't created an account with an email provider company yet, go and do this now.

Create a new account

Google Mail	Inbox.com	Freenet.de	Wirtualna Polska
Hotmail	GMX GMX	t-online.de	o2.pl
Yahoo Mail	Mail.com	Wippies	АБВ Почта
AOL AOL	Web.de	Onet.pl	Mail.ru

@gmail, @googlemail

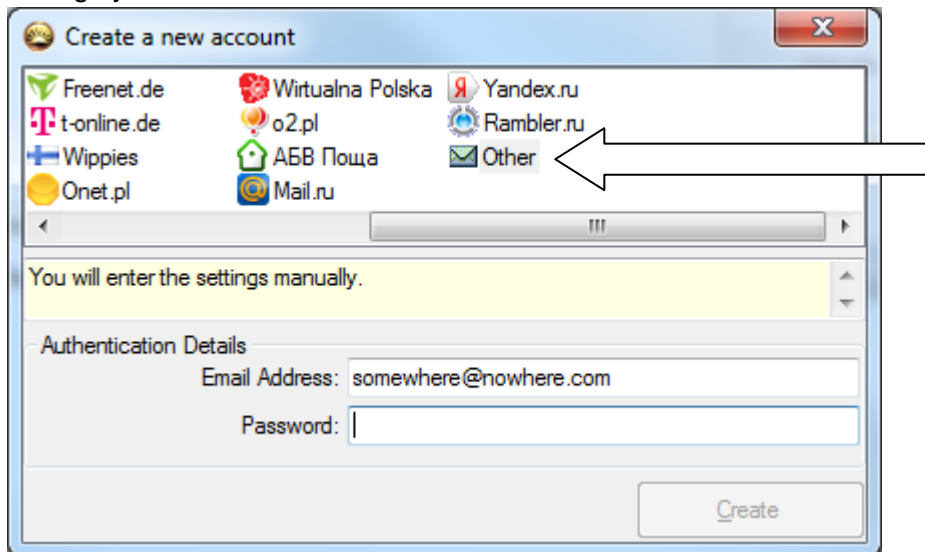
Authentication Details

Email Address: david.honess@gmail.com

Password:

Create

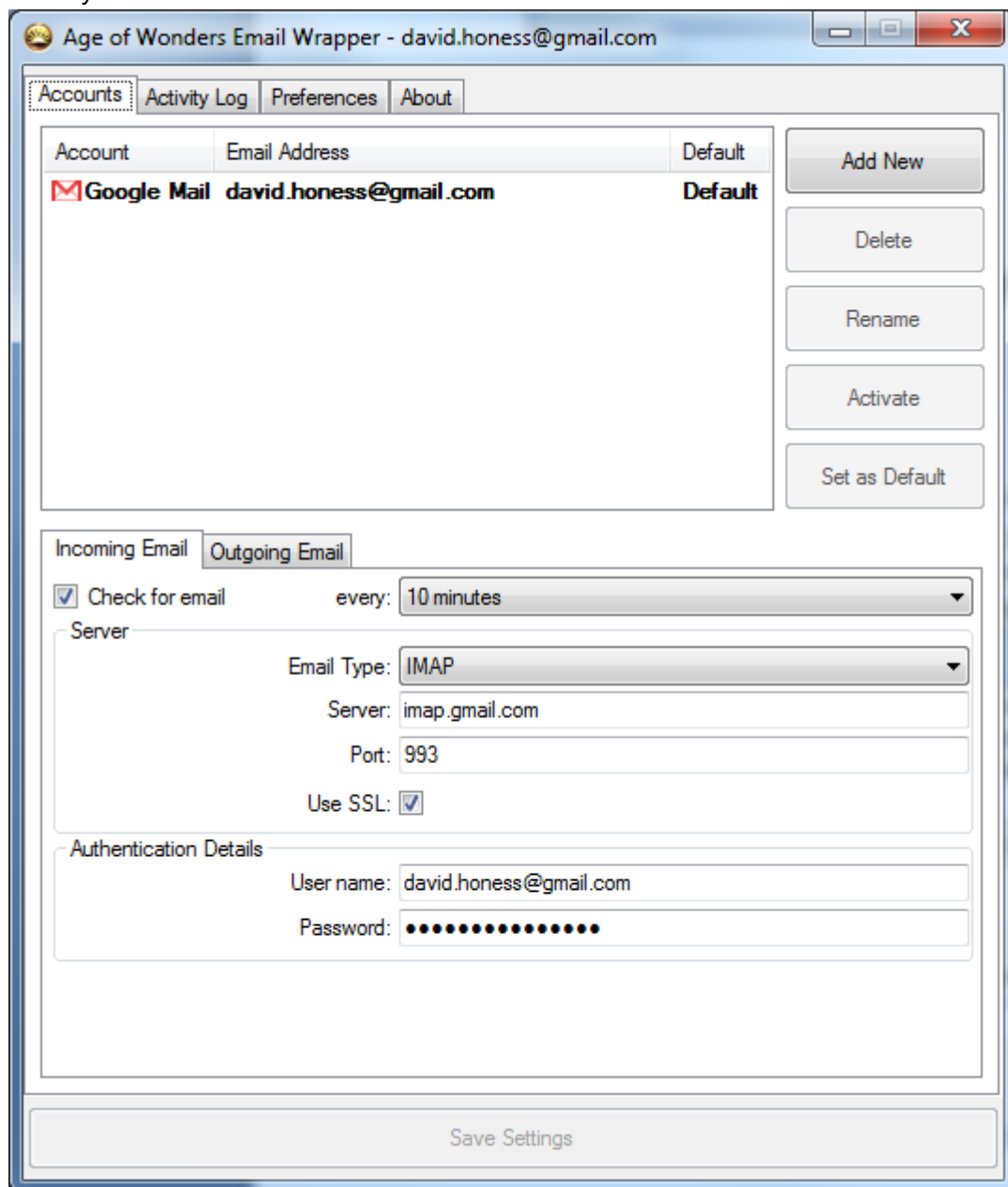
- 6) If the address you enter is known by the Wrapper your email server and port settings will be created automatically for you. If not you will see that 'Other' will become selected. In this case you will be expected to provide the correct server and port settings yourself.



To find the settings you just need to do a Google search for the “Outlook settings” for your email provider. Outlook is a popular Microsoft email client so most service providers will have a support page showing what the settings are. You can use the same settings for the Wrapper.

- 7) After you press the Create button you will be back on the Accounts tab with the new account showing in the list.

- 8) Accounts Tab. Right click the system tray icon and select 'Show' if this screen is not already visible.

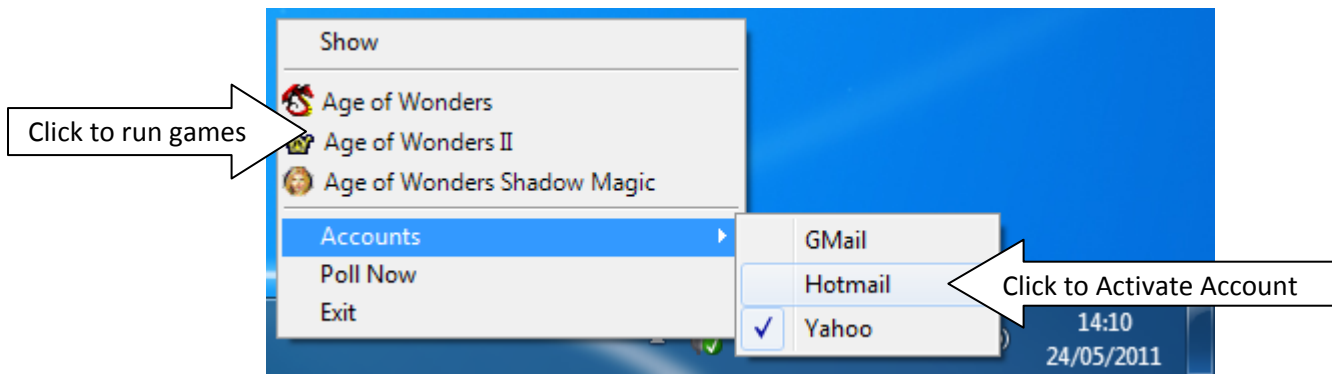


The 'Accounts' tab is where you can manage which email accounts you want the wrapper to use. You can add as many accounts as you like here by simply pressing the 'Add new' button again and repeating the process above.

The Incoming Email and Outgoing Email tabs at the bottom will always show server settings for the account that is currently active (**shown in bold**). The account that is marked 'Default' will be selected when the Wrapper starts up in future.

Be sure to choose how often you want the Wrapper to check for email, this can be as often as every minute or as little as every hour. Be aware that some servers give you a 15 minute ban if you check for email too often! Whenever you change a setting the 'Save Settings' will change colour to remind you to save.

The active account can either be changed on this screen using the Activate button, or by double clicking the account name in the list. You can also use the system tray icon context menu as shown below.



9) Incoming Email Tab on the Accounts Tab.

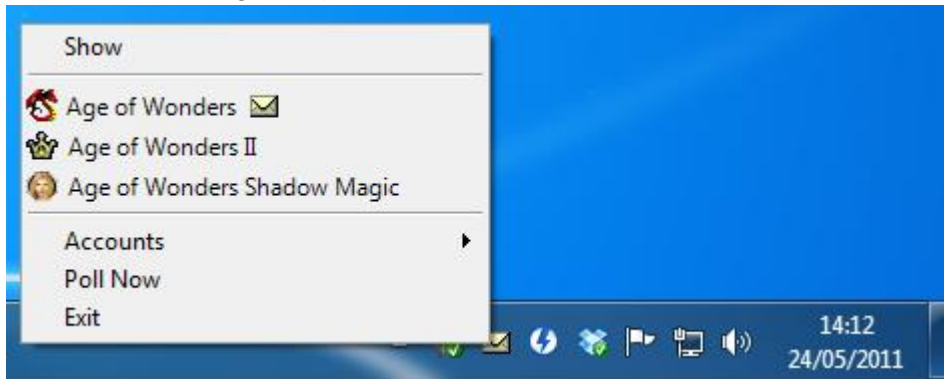
A screenshot of the 'Incoming Email' tab in the Accounts window. The window has two tabs: 'Incoming Email' (selected) and 'Outgoing Email'. Under 'Incoming Email', there is a checkbox 'Check for email' which is checked, followed by 'every: 10 minutes' and a dropdown arrow. Below this is the 'Server' section with 'Email Type: IMAP' (dropdown), 'Server: imap.gmail.com' (text box), 'Port: 993' (text box), and 'Use SSL: [checked]' (checkbox). The 'Authentication Details' section has 'User name: david.honess@gmail.com' (text box) and 'Password: [masked]' (text box). At the bottom is a 'Save Settings' button.

Please read the 'Differences between IMAP and POP3' section towards the end of this document. It is really worth it to understand this. - Dave

These settings are the same as those used by any modern email client, such as Microsoft Outlook, Mozilla Thunderbird or Eudora etc. They will instruct the Wrapper to log into your account and check for new game emails to download. This is what we call a '**Poll**' - an abbreviation for the term 'check for game emails'. The Wrapper will automatically 'Poll' for new game emails at the frequency set by the 'Check for email every X' setting. You can also use the 'Poll Now' option on the context menu to check for new game email immediately.

When a 'Poll' finds a new game email the system tray icon will change to an envelope. The ASG file(s) will be saved directly to the correct game folder and all

you need to do is load the game to play your turn. You can customise which folder they are saved to on the 'Preferences' tab, but it defaults to the EmailIn folder (accessed by using Scenario > Email > Load Game from inside the games). An envelope icon will also display next to each game, in the Wrapper context menu, that has an outstanding turn (see below).



When you press 'Save Settings' the Wrapper will start checking for emails regularly.

10) Outgoing Email Tab on the Accounts Tab.

When you send a turn from within the game the Wrapper will use the SMTP server specified here to send the email out over the internet. These settings are also the same as those used by any modern email client for sending email. If the SMTP server requires authentication (most do these days) tick 'Authentication Required'. You can either specify the login details on this tab or check the 'Use Polling Credentials' check box if they are the same as on the 'Incoming Email' tab.

In game you will see that 'Automated' is selected on the send email screen after you click 'End Turn'. Just click OK and the Wrapper will do the rest. You will see the

progress bar go to 100% almost immediately, this is because the email has to be sent from the game to the Wrapper first and then the Wrapper will send it out properly over the internet afterwards. See below.



You will receive a bubble popup message from the Wrapper when the message has been sent successfully. See right.

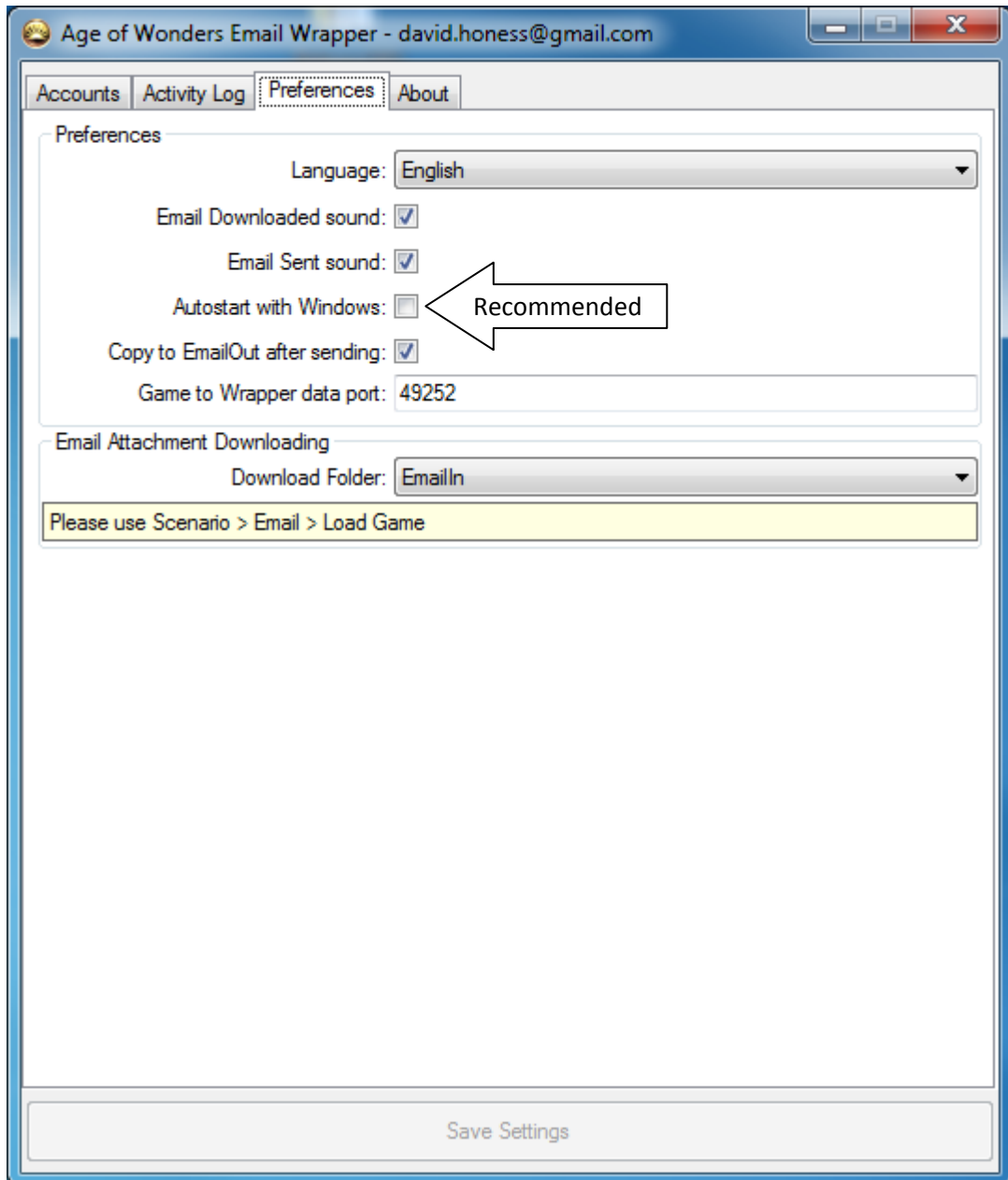


The 'BCC myself' checkbox should only be used in certain circumstances. With most SMTP servers, like Google Mail and Windows Live (Hotmail) for instance, you will be able to access a 'Sent Items' folder containing all the emails you send from the Wrapper. However, some email providers do not keep a copy of emails sent via their public SMTP server. Yahoo Mail is an example of this.

If this bothers you, a work around is to tick this option but (to avoid confusion) then create a rule/filter in your mail settings to move "AoW email game" emails from *yourself* into another folder. "AowSent" for example.

This technique can also be used in a situation where you want to keep a copy of the emails sent by the Wrapper in your usual, Windows based, email client like Outlook or Outlook Express. If using POP3 in this situation you will want to make a rule/filter to remove these emails from the POP3 server inbox to prevent the Wrapper unnecessarily downloading them.

11) Preferences Tab.



This tab allows you to customise the behaviour of the Wrapper (for all accounts), most of the options are self explanatory here. I recommend using the Autostart with Windows option if you play regularly. If you want to change the Language a restart of the Wrapper is required when you press 'Save Settings'.

The Game to Wrapper data port is a setting most people don't need to worry about, it is there only for advanced users.

The Download Folder option will default to EmailIn, but you can save yourself a few clicks each time you load a game by setting this to 'Save'. This would mean you load your games by selecting 'Load Game' from the Age of Wonders (any version) main menu.

12) Activity Log. *This is the screen you use most often, take note!*

The screenshot shows the 'Age of Wonders Email Wrapper' window with the 'Activity Log' tab selected. The window title is 'Age of Wonders Email Wrapper - david.honess@gmail.com'. The 'Activity Log' tab is active, showing a list of game activities. The columns are 'File Name', 'Map', 'Turn', 'Age', and 'Status'. The rows are color-coded: yellow for 'Received', orange for '14 days or older', and light red/pink for '28 days or older'. Annotations include a 'Double click' arrow pointing to a row, a 'Your turn next' arrow pointing to a 'Received' row, and two arrows pointing to the 'Age' column with labels '14 days or older' and '28 days or older'.

File Name	Map	Turn	Age	Status
Hylan River (Kani-Dave-Gand-Dero-PS-T...	Hylan River	1		Received
DtU 2_3 pbem Engineerd,Apocrypha,Morg...	Descent to Undemou...	11		Received
Morian Tundra(Dero,Dave,Kani,Nos,Trav,...	Morian Tundra	10		Received
ThisLandIsMyLand.asg	This Land Is My Land	38		Received
Baffled Intentions (Davespice, Wennejoe...	Baffled Intentions	7		Received
Heartwood Forest (QuadrAlien, Senteria, ...	Heartwood Forest	29		Received
Rise of the South (Darktom, Travis, Dave...	Rise of the South	10		Received
Icedale (Davespice, Koutacles, FenixFury...	Icedale	3		Received
Morian Tundra (Phoboss, Outpost, Baron...	Morian Tundra	11		Received
The_Gods_Arena(D,W,O,N).asg	The Gods Arena of Ma...	14		Received
AoW SM Email game Choice of Weapons...	~~~ Choice of Weapo...	34		Received
High Passes (Davespice, Naeco).asg	Beta High Passes	63		Received
Forest of Legends Take2 (Phoboss & Da...	Forest of Legends	12		Received
LoCII-Nb (Luke,Eagle,Gila,BB,Apoc,Dave...	Lords of Celederion II	18	15	Sent
SoFice Dave vs Albaron.asg	Sisters of Fire and Ice	5	18	Sent
Forge of War (Travis, Dave, Kani, Kazper...	Forge Of War	17	18	Sent
Promising Land Teams Game(Oleg,Trav,...	Promising Land - Teams	20	19	Sent
Swolterwood-(Travis,Dave).asg	__Swolterwood	39	19	Sent
Campaign_After_the_Fall.asg	After the Fall	12	22	Sent
Rocky Hollow Necromancer (Daemon, St...	Rocky Hollow	31	22	Sent
No Light Witout Shadow (nyarlathotep,Tr...	No Light Without Shad...	25	24	Sent
Thinreed Lake (Dave and Allen Co-op).asg	Thinreed Lake	40	33	Sent
Igor's Folly (Squim, Dave).asg	Igor's Folly	45	33	Sent
Nee.asg	Rise of the South	16	33	Sent
Napoleonic Wars.asg	Napoleonic Wars	2	34	Sent
Green Valley (Kazper, Daemon, Kani, Tra...	Green Valley	13	37	Sent
Serpentis (Stefano, Kani, Daemon, Dust, ...	Serpentis	23	52	Sent
Emperor of Tun (Kani, DaemonVirus, Trav...	Emperor of Tun	42	52	Sent

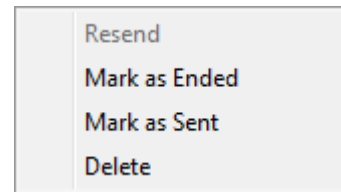
Save Settings

The image above shows what this screen could look like after a few months of using the Wrapper. Every game you send and receive will be tracked through here. You can use this list to check which games need to be played, which ones you have already done and which games are moving slowly.

The columns are all fairly self explanatory. The Age column though shows the number of days since you last received the turn. Amber is 14 days or older and light red/pink is 28 days or older. If you have a game go into the red you know it's time to give someone a nudge to get the game moving again.

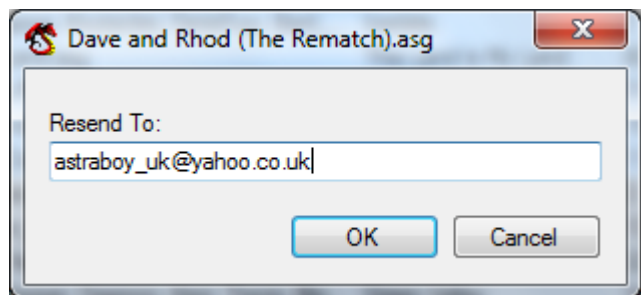
A shortcut to launching each game is also provided by double clicking on any row, this will run the game which is shown by the icon on the left of the filename.

The Wrapper cannot detect the 'game over' situation by looking at the game turn file, so this must be manually set by the user. You can right click on any game in the list and choose either 'Delete' or 'Mark as Ended' (see right).



When you mark a game as Ended you will be asked if you would like to move the ended turn file(s) into a separate folder called 'Ended'. This is like an archive option since the 'Ended' folder can still be accessed from the Load Game list. Delete will delete the related ASG files that exist in the EmailIn, EmailOut and Save folders (useful if you were just playing a test game that you want to get rid of) and it will also remove the game from the Activity Log list.

There is also a "Resend" option available on the Activity Log context menu. In a perfect world you'll never need to use this but people can sometimes misplace an email or delete it by mistake. This allows you to resend the last email for any one game in the list.



The email address shown here will be that of the original recipient, you do have the option to change it but avoid doing this if you can. It does not change the email address in the ASG file. That can only be done from the send dialogue within the games. So if you change it here you must remember to change it again (in game) on the following turn.

The Resend option is only available after you have sent out an email, if the game status is 'Received' you can no longer resend the previous turn. This is deliberate and designed to prevent accidental usage which could potentially cause a game to go backwards by one turn.

Create a test game

You can play a game against yourself to test that your email settings are working properly. To do this, just create a two player game where both players have your email address.

- 1) Run the game.
- 2) Go to 'Scenario'.
- 3) Select 'Email' or 'Play by email'.
- 4) Select 'New Game'.
- 5) Choose a two player map and make sure both players are Human (not CPU Knight etc).
- 6) Ensure the email address for both players is your email address.
- 7) Give the game a distinctive file name and start playing.
- 8) Complete a turn and auto send the email.
You will notice that the progress bar will go to 100% immediately and you will see 'Game successfully sent'. The Wrapper now has the email and will send it behind the scenes. You'll hear a ding-a-ling sound when it has gone.
- 9) Exit the game (or Alt-Tab out).
- 10) Take a glance at the 'Activity Log' tab, you should see the game listed as 'Sent'.
- 11) Check your email account for the email, you should see it in your inbox.
- 12) **If using IMAP make sure the email is UNREAD. This is important as read emails are ignored by the wrapper.**
- 13) Right click the system tray icon and select 'Poll Now'.
The icon should change to an envelope and you should hear the donk sound.
- 14) Have another look at the 'Activity Log' tab and you'll see it shows as 'Received'.
- 15) Run the game again.
- 16) Select either Scenario > Email > Load Game or just Load Game from the main menu depending on what you have set as the 'Download Folder' on the Preferences tab.
- 17) You should see the game in the list **(it can be useful to sort by the Date column)**.
Select it and start playing.
- 18) You should now be playing as the other player in your two player game.
- 19) Repeat from step 8 until you get bored!

If you have managed to complete this test then you have configured the wrapper correctly. You can now take part in games against other people. To create a new game for that the process is the same as above but on step 6 you input the email addresses of the other players.

If so inclined a test email game can also be played against a couple of different email accounts that you have added to the Wrapper Accounts tab. Just add the email addresses of your accounts into the game at step 6 and then change the active account at step 11.



My emails won't download! HELP!

There are couple of email *evils* that some users can be caught out by, these are fundamental issues with email technology though – so it's probably not your fault!

Trick: If nothing happens when you Poll Now, just forward the game email back to yourself and try again. The Wrapper ignores all existing email in your account when you first poll for email. This is necessary to prevent it from downloading all your old game turns that could still be in your Inbox (and also for speed). Future turns should be downloaded first time though.

Remember: If your Incoming Email tab has **IMAP** as the Email Type, you must have the emails in the Inbox and they must be marked as **Unread**. The Wrapper works with unread IMAP email only because of the speed advantage.

Remember: If your Incoming Email tab has **POP3** as the Email Type and you use a windows based email client, like **Microsoft Outlook**, you will need to change an option to tell Outlook to leave the messages on the server so that the Wrapper can find them. Search Google if you need to find how to set this. Also applies to any windows based POP3 email client, but don't worry if you always access your email through a browser.

Remember: Some email provider services require you to explicitly switch on SMTP (for sending) and IMAP or POP3 access (for receiving). Some email provider services also make you pay, Yahoo Plus for example.

For a more detailed explanation of these issues please see the 'Differences between IMAP and POP3' section below.



Antivirus and Email Scanning Programs

We have seen cases where some antivirus and email scanning programs interfere with the Wrapper. Most antivirus/internet security programs come with a way of detecting threats through application behaviour as opposed to just testing the binary signature of the files. The Wrapper is a legitimate custom application but with some security programs it can raise a false alarm.

An unknown application trying to make email connections could be interpreted as a threat. If this happens, some kind of action to prevent the Wrapper either downloading or sending email may be taken. In some cases the Wrapper itself may be forcibly shut down.

The best course of action here is to add an exception to the rules of your security software to *not block* the Wrapper. It may have a list of allowed programs or a trusted list of some kind. The other option, if you're still having trouble, is to temporarily disable the security software and see if the Wrapper works correctly without it. If it does you will know that something the security software is doing is causing the problem.

We have seen this before with Avast. If you are having problems with Avast see the 'Problems and Trouble Shooting' section below.



Differences between IMAP and POP3

The main difference between IMAP and POP3 is the location of your emails. IMAP emails are always stored on a remote server but with POP3 they are temporarily held on a server but then downloaded to your PC.

With IMAP your emails can be stored with various flags, for example read and unread. The Wrapper uses these flags to find unread AoW game emails on IMAP servers.

POP3, however, has no knowledge of whether an email has been read or not. The Wrapper is only able to ask for all emails on the server. So to work out which emails are unread (new), one must keep a record of which emails have previously been 'seen'.

The Wrapper will work like your email client and any new emails that are not in its 'seen' list are assumed to be new and unread. This principle is used by any email client that provides POP3 email access.

We're calling this list of 'seen' emails "the local message store" and it can be helpful to understand how this works.

How the Wrapper's local message store works

The Wrapper will keep a small XML file as a record of which emails have been seen before and this informs which emails on the server will be ignored in future. This works slightly differently for IMAP and POP3.

IMAP

Early beta builds of the Wrapper would just get a list of all unread emails on the server and check each one to see if it had an ASG file attachment. This works well, but was quite slow if people had a lot of unread email on the server. My fiancée has about 1200 unread emails in her Gmail account from special offer mailing lists. Every Poll the Wrapper did would have to go through all 1200 emails.

The local message store was implemented here to speed this process up.

Now the Wrapper will still get a list of all unread emails but it then ignores all the ones that have a record in the local message store. So if you've only received two emails since the last time you polled the email server, only those two new emails will be checked for ASG files (AoW games). This is a lot faster!

When new emails are found, they'll only be added to the IMAP local message store if they have nothing to do with Age of Wonders and can be safely ignored forever. Emails that do have an ASG file attached will have their attachments downloaded and will then be marked as read. *Note, they will not be added to the local message store.*

Marking emails as 'read' will stop them being found when the Wrapper asks for all unread email.

If you ever need to re-download an email game, mark it as unread and do a 'Poll Now' from the Wrapper's system tray context menu (right click). This gives the most control to the user and is the most efficient way for things to work.

POP3

POP3 support was introduced during the first beta test phase of development. Every email checked by the Wrapper will be added to the local message store. This is necessary for it to know which emails on the POP3 server are new. The Wrapper will get a list of all emails on the POP3 server and then ignore all the ones that have a record in the local message store. Therefore if only two emails have arrived since you last checked, only those two will be checked for ASG files.

When a game email is found, its attachments will be downloaded, it will be given a record in the local message store and then left on the POP3 server (so your usual email client will still see it).

If you ever need to re-download an email you will need to remove its record from the local message store. This will make the Wrapper think it's a new email and download it again. You can use the 'Show POP3 email' button at the bottom of the main Wrapper form to do this. Just find the email in the list, tick the check box and press Re-Download.

Using a Windows Based Email Client [!]

Users that have a Windows based email client such as *Outlook Express*, *Outlook*, *Mozilla Thunderbird*, *Eudora* etc. should be aware that the default behaviour for POP3 access is to remove messages from the server after they have been downloaded. You will need to change an option to tell your client to leave the messages on the server so that the Wrapper can find them. If you do not do this, your email client will prevent the Wrapper from finding any emails. A quick search of Google can show you how to do this if you do not know. If you always access your email via a web browser, like Yahoo or Hotmail, this won't be a problem.

The First time you check for Email [!]

The first check for email the Wrapper does will NOT download any emails, this is deliberate. It is to prevent past turns from re-appearing as they might still be on the email server. You certainly don't want the Wrapper to re-download all the old turns. It could take hours!

So to summarise, this basically means that the Wrapper will only start downloading new emails that arrive *after* the first time you poll for email, or 'from now onwards' to put it a slightly different way. The best policy is to go through the test game procedure described above - once you know that is working correctly, you'll be able to use the Wrapper to play against human opponents and continue current games with the Wrapper.

You can force the Wrapper to detect a game from before the first poll by forwarding that email back to yourself.



Problems and Trouble Shooting

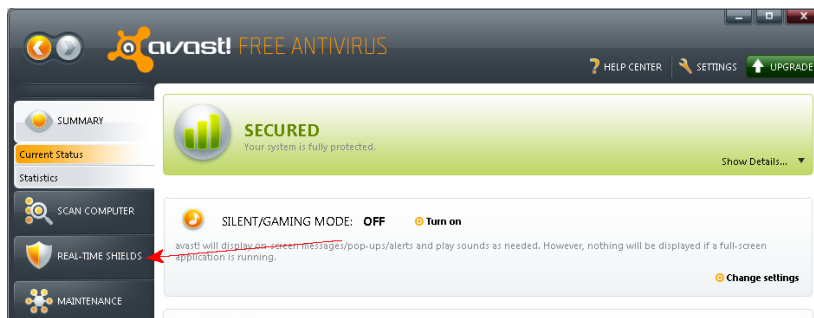
Problem: Avast antivirus interferes with the Wrapper

We have had various reports of Avast antivirus causing problems with the Wrapper during the Beta test phase of development. There are two solutions you can use, one is to use its system tray context menu to temporarily disable Avast for X minutes or until the next reboot.



The other is to disable the Avast mail scanner. If you are using Avast 5.0 (current version at the time of writing) follow these steps.

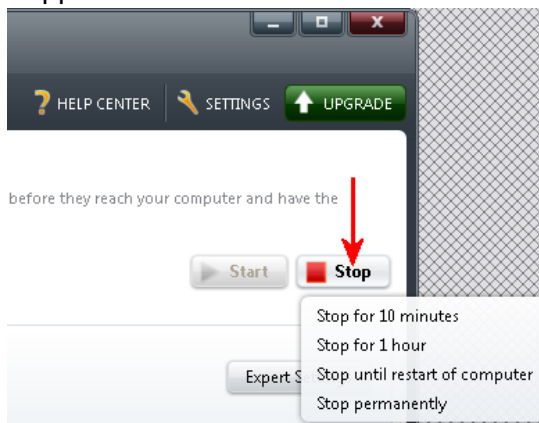
1. Double click the Avast system tray icon.
2. Select 'Real-Time Shields'.



3. Select 'Mail Shield'.

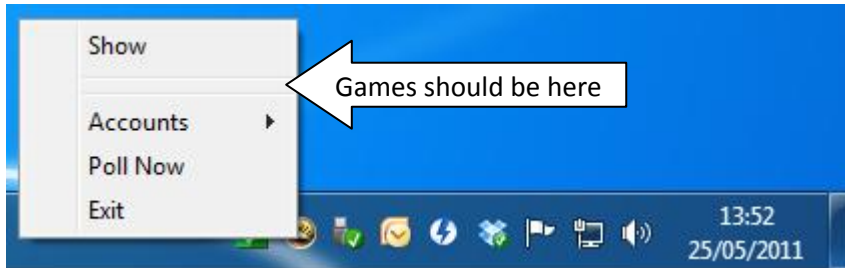


4. Select 'Stop' and choose an option for how long you want the shield to remain stopped for.



Problem: The Wrapper does not detect one or more of my games

The Wrapper should display a shortcut to all of your installed AoW games in its context menu. If your context menu looks like the one below then something is wrong. One of two things is likely to be happening.



First is that you do not have any of the games installed! Please check this! ☺

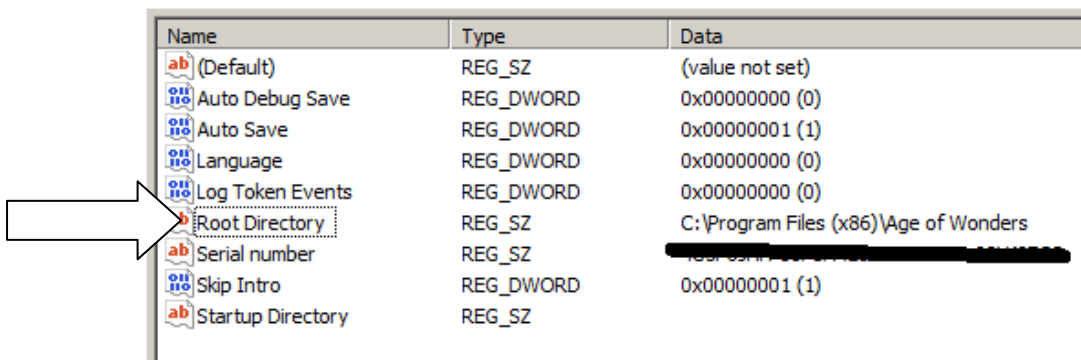
Secondly it may be that you have purchased the game(s) from a source that is untested with the Wrapper (digital download for example). Or it could be that you have manually moved the file location of your games some time after their original installation. The good news is that this is not catastrophic and can be easily fixed by using the Windows Registry Editor (regedit.exe). The Wrapper will look for a string value named *Root Directory* in the registry locations below.

HKEY_CURRENT_USER\Software\Triumph Studios\Age of Wonders\General
HKEY_CURRENT_USER\Software\Triumph Studios\Age of Wonders II\General
HKEY_CURRENT_USER\Software\Triumph Studios\Age of Wonders Shadow Magic\General

For example:

Root Directory = C:\Program Files\Triumph Studios\Age of Wonders

1. Run the Windows Registry Editor (regedit.exe).
2. Browse to one of the locations above.



3. Check firstly that the *Root Directory* value exists and that its Data value is the correct full path to where the game files reside (the install path).
4. If the value is missing then you need to create it, just right-click anywhere on the right hand pane of the registry editor and choose: New > String Value.
5. Name it *Root Directory*.
6. Double click the new value to set its Data value to the full path to the game.
7. Run the Wrapper again and it should now detect the game(s) correctly.

Problem: My Wrapper settings do not work

If you're having problems with your settings, it is likely that the Wrapper chose the account type 'Other' when you entered your email address and password. You will need to find what the settings are yourself in this situation.

If you are not confident with doing this, an easy solution is to just go and create a new email address of a type that the Wrapper knows the settings for. Like Google Mail or Hotmail.

The Wrapper can work with almost any email account, it is just a question of finding what the correct settings are. A good first step is to Google for the "Outlook Express Settings" for your email provider. You could also email their technical support team to ask what the settings should be. The Wrapper can use the same settings as Outlook or any modern email client. It can be helpful to test the settings in Outlook first before trying them in the Wrapper. If they don't work in Outlook they won't work with the Wrapper either.

If this still does not help you then the problem may be environmental. That is, something on your computer could be preventing the Wrapper from making the connections it needs to. Please see the 'Antivirus and Email Scanning Programs' section above. You may need to instruct your internet security or antivirus software to not interfere with the Wrapper.

There are also some *general rules* you can follow when inputting your settings. These rules do not apply to *all* email servers, but on the whole they do.

For Incoming Email;

Email Type	Use SSL	Port Number
POP3	No	110
POP3	Yes	995
IMAP	No	143
IMAP	Yes	993

Sometimes your username will be your entire email address (joe.bloggs@emailserver.com) or it will just be the text before the @ sign (joe.bloggs).

For Outgoing Email;

SSL Type	Port Number
None	25 or 587
TLS	25 or 587
SSL	465