

Age of Wonders Email Wrapper

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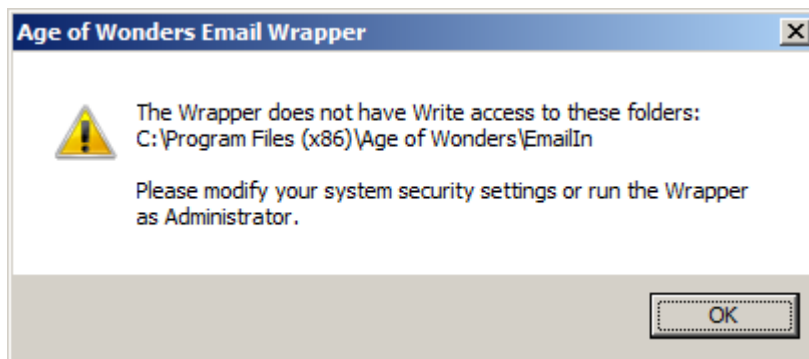
Introduction

The Age of Wonders Email Wrapper is a Windows program that emulates the obsolete type of SMTP server that the Age of Wonders games can use. The games send their emails to *localhost* (the wrapper interface) and the Wrapper then sends them on to a modern SMTP server that you specify. *It also downloads emails too*; it has a periodic polling system (supporting both POP3 and IMAP). So it takes all the pain away from messing about with drop downs, browsing to folders etc. which you would usually have to do with manual email sending.

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.

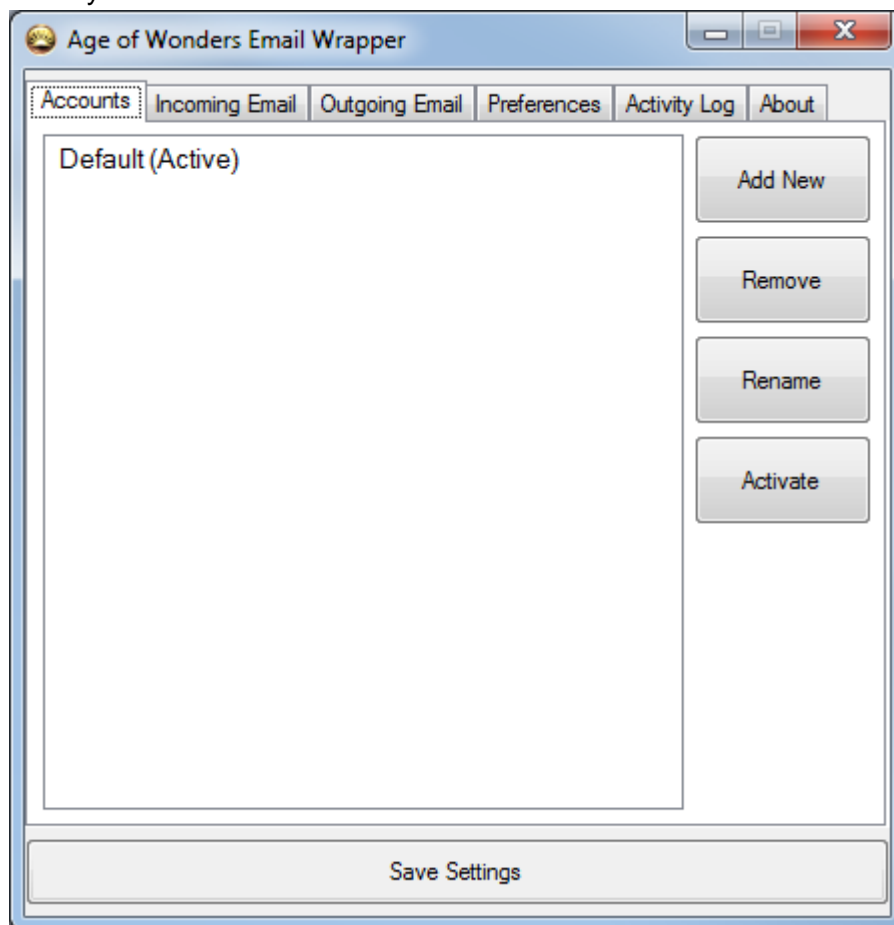
- 1) Run the Setup program and install the Age of Wonders Email Wrapper.
- 2) You should now have a new icon on your Windows desktop and also one in the Start Menu / Programs list. Use either of these to start the Wrapper.
- 3) If you see the message below, it means Windows security settings will prevent the Wrapper from downloading email. You can either change your security settings, or the quick workaround is to right click the Wrapper's icon and select 'Run as Administrator' each time you use it.



- 4) When the Wrapper is launched, this icon will appear in the system tray (see below) and you will also see the main configuration form display showing the Accounts tab.

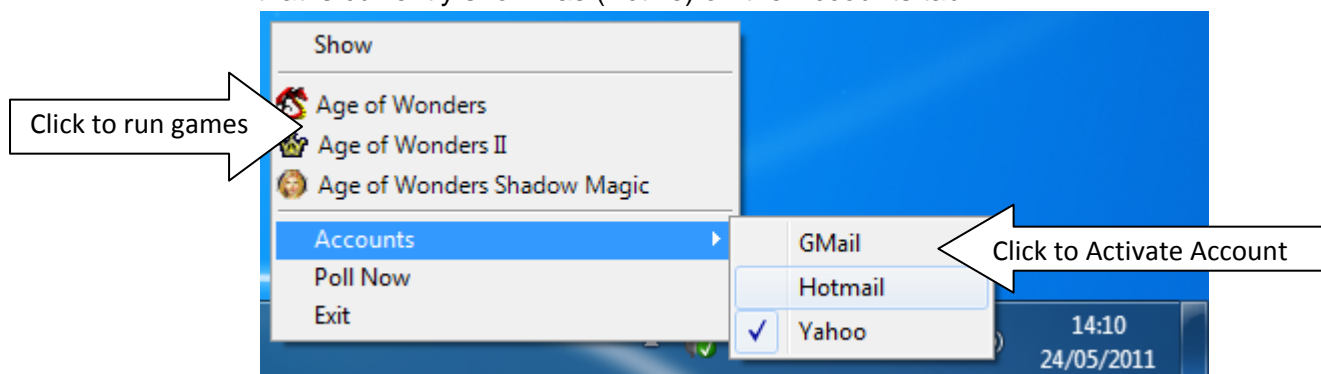


- 5) Accounts Tab. Right click the system tray icon and select 'Show' if this screen is not already visible.



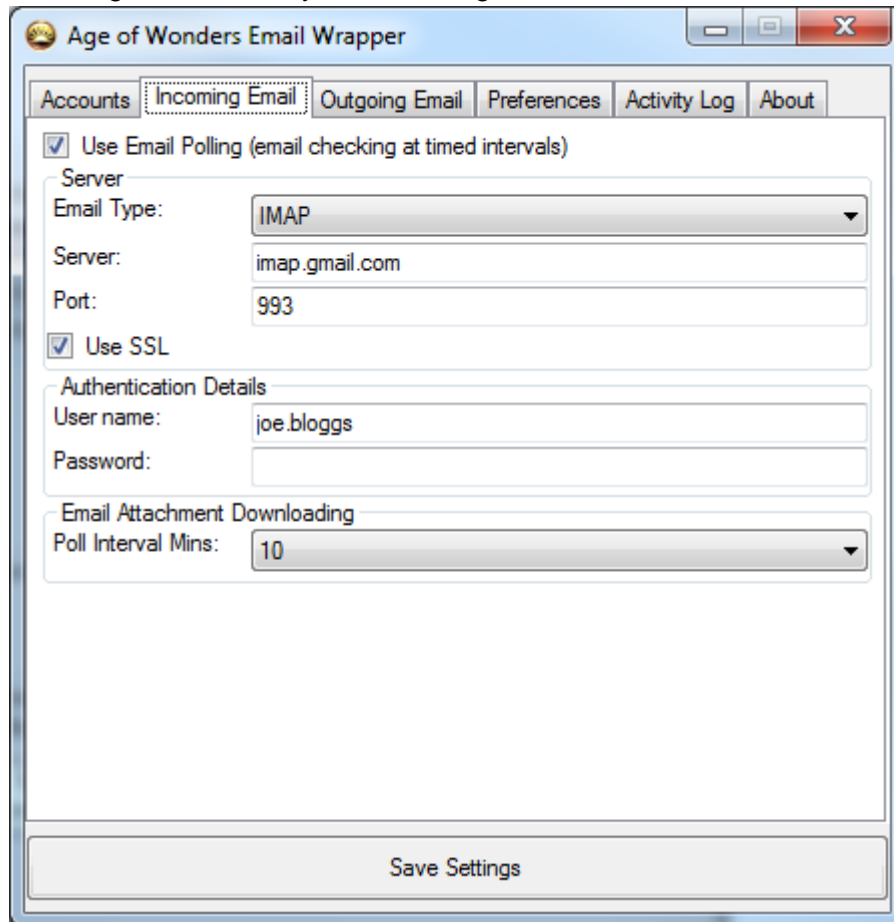
This is the main configuration form for the Wrapper. The 'Accounts' tab is where you can manage which email accounts you want the wrapper to use. By default there will be one entry, configured for Google Mail, but you can change this and add other accounts as you need.

The Incoming Email and Outgoing Email tabs will always show details for the account that is currently shown as (Active) on the Accounts tab.

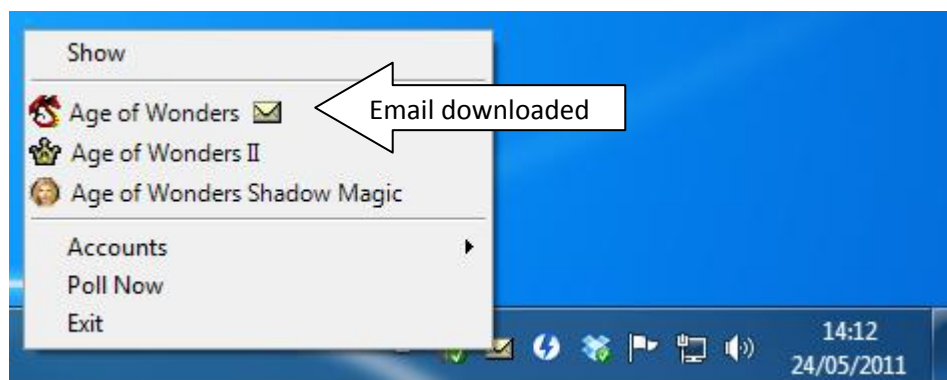


The active account can either be changed on this screen using the Activate button, or by double clicking the account name or by using the system tray context menu under Accounts (above).

- 6) Incoming Email. Here you can configure a server to download email from.



Most of these settings will be familiar to you if you have ever set up Outlook or a similar email client. These settings will instruct the Wrapper to log into your account and check for new game emails. This is what we call a 'Poll' - an abbreviation for the phrase 'check for AoW game email now'. The Wrapper will automatically 'Poll' for new game email at the frequency set by the 'Poll Interval Mins' setting. You can also use the 'Poll Now' option on the context menu to check for new game email immediately. If you don't know what your settings should be take a look at the document called 'What are my settings'. We have compiled common settings for popular email providers in this document.



When a 'Poll' finds a new email game the system tray icon will change to an

envelope. The ASG file(s) will be saved directly to the correct game. 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.

When you press 'Save Settings' the account will be reactivated and the polling system will start. *Please also read the 'Differences between IMAP and POP3' section towards the end of this document for further information.*

- 7) Outgoing Email. Here you can specify which server to send emails through.

The screenshot shows the 'Age of Wonders Email Wrapper' application window with the 'Outgoing Email' tab selected. The window contains the following fields and options:

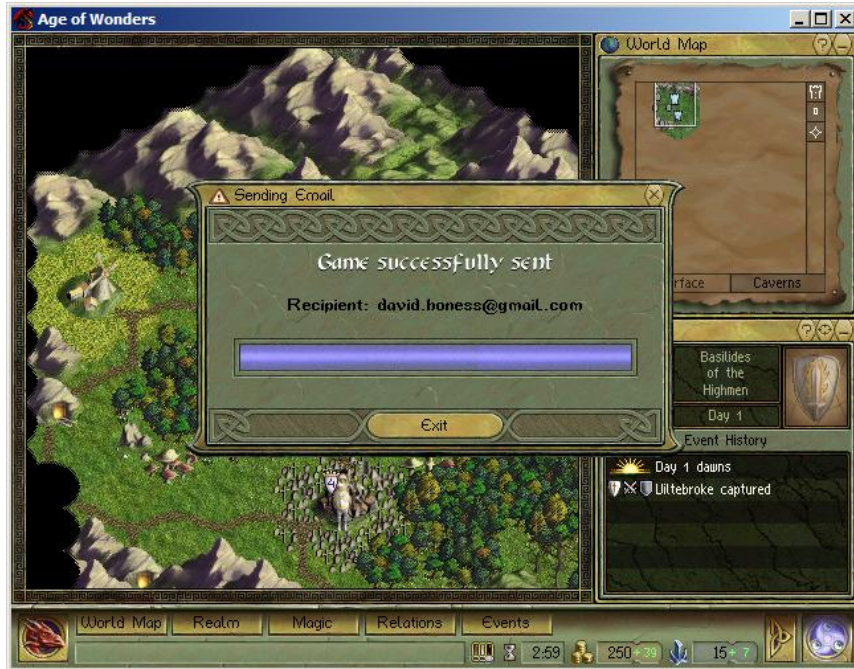
- Server:**
 - Smtp Server:
 - Port:
 - Email Address: (Callout: This field needs your email address)
 - SSL Type:
- Authentication:**
 - ☒ Authentication Required
 - ☐ BCC a copy of the sent email to myself (Callout: Only tick this if you know what you are doing)
- Authentication Details:**
 - User name:
 - Password:
 - ☒ Use Polling Credentials
- Buttons:** A 'Save Settings' button is located at the bottom of the window.

Again these settings will be familiar to you if you have used an email client like Outlook before. If the SMTP server requires authentication you can either specify the authentication details on this tab or check the 'Use Polling Credentials' check box if they are the same as on the 'Incoming Email' tab.

If you don't know what your settings should be take a look at the other document called 'What are my settings'.

When you press 'Save Settings' the account will be reactivated and the Wrapper will be able send emails using this account. All you have to do in Age of Wonders (any version when sending game turns) is choose 'Automated' from the send email screen and press OK, 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.



The 'BCC a copy of the sent email to myself' checkbox should only be used in certain circumstances. With most SMTP servers, like Google Mail and Microsoft 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 use this option but (to avoid confusion) then create a rule/filter in your mail settings to move emails from *yourself* into another folder. "AowSent" for example.

The filter might look like this;

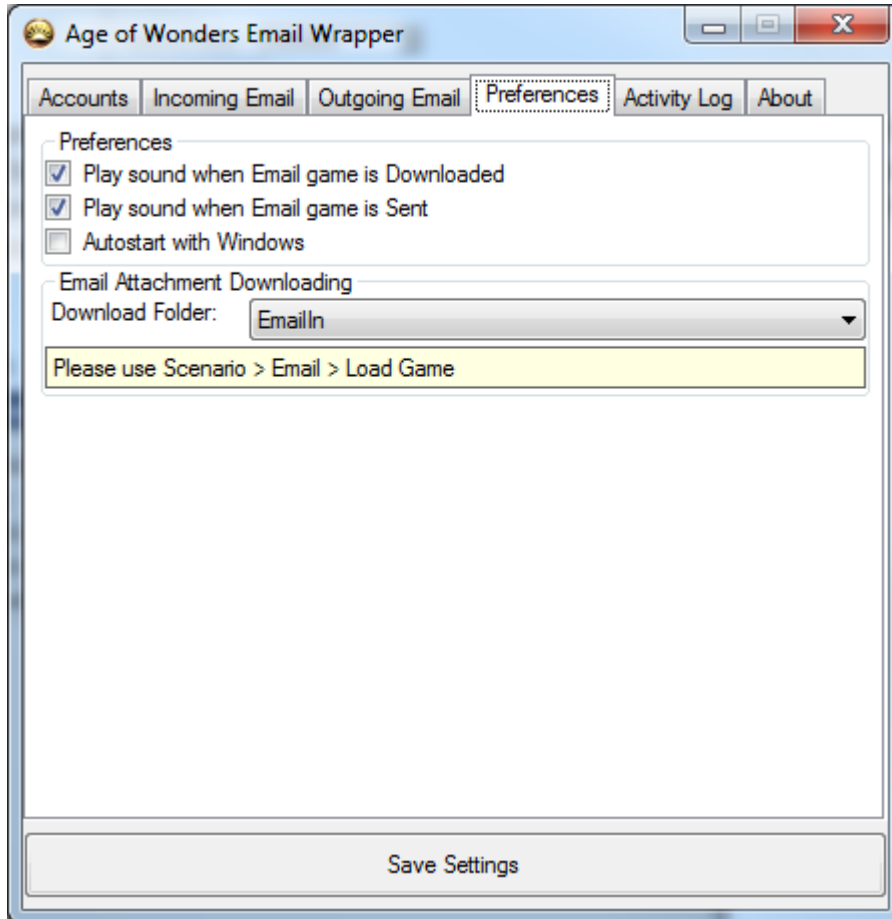
Filters

You are using 1 of 100 filters

| Age of Wonders | Age of Wonders |
|-----------------|---|
| Filter name: | <input type="text" value="Age of Wonders"/> |
| sender: | <input type="text" value="contains"/> <input type="text" value="davespice1977@yahoo.com"/> <input type="checkbox"/> sender match case |
| recipient: | <input type="text" value="contains"/> <input type="text"/> <input type="checkbox"/> recipient match case |
| subject: | <input type="text" value="contains"/> <input type="text" value="AoW"/> <input type="checkbox"/> subject match case |
| body: | <input type="text" value="contains"/> <input type="text"/> <input type="checkbox"/> body match case |
| Move to Folder: | <input type="text" value="AowSent"/> |

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 your rule/filter remove these emails from the POP3 inbox to prevent the Wrapper unnecessarily downloading them.

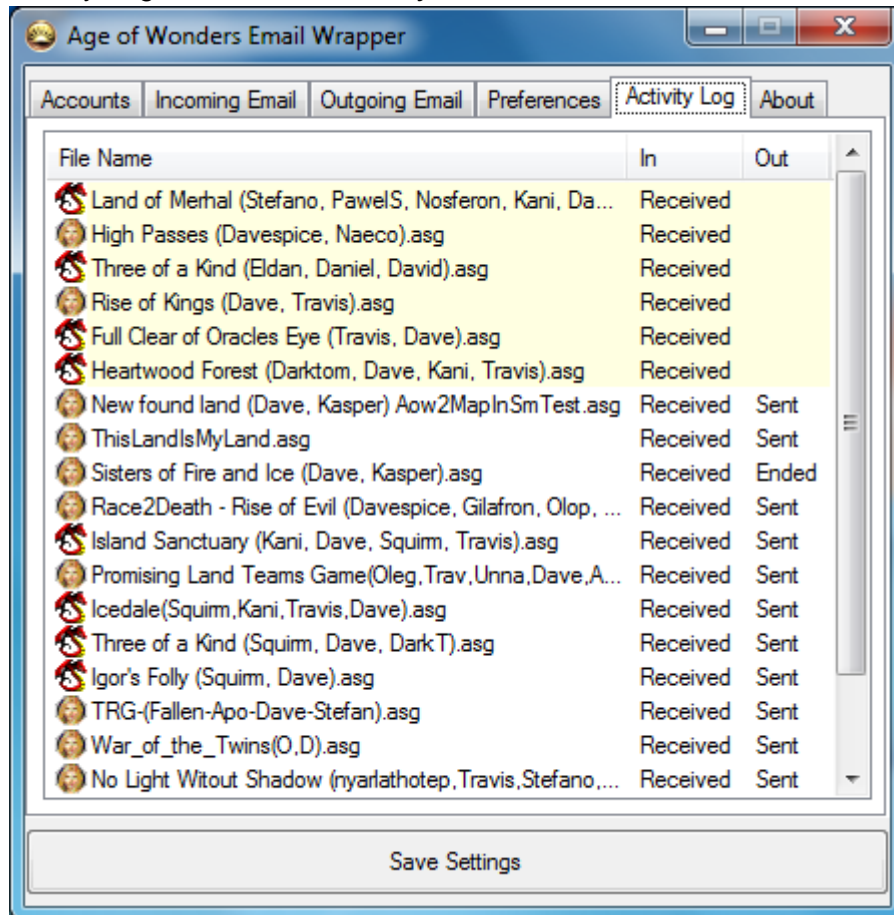
8) Preferences Tab.



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.

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.

9) Activity Log. *This is the screen you use most often.*



This list will grow as new email games arrive. It shows the state of each game in terms of whether it has been Received but not sent, Received and Sent or Received and Ended. If you start a new game yourself you'll see New and Sent. You can use this list to check which games need to be played and which ones you have already done.

The Wrapper cannot detect the 'game over' situation by looking at the ASG file, so this must be manually set by the user. You can right-click on a game in the list to set its status to Ended or Remove it from the list.

When you mark a game as Ended you will be asked if you would like to move the ended ASG file(s) into a separate folder called 'Ended'. This can be useful for keeping the list of games that come up in 'Load Game' to a minimum.

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 sent.
- 9) Exit the game (or Alt-Tab out).
- 10) Take a glance at the 'Activity Log' tab, you should see the game listed as 'New and 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 'Received but not Sent'.
- 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.



Having both Wizard's Throne and Shadow Magic installed

One thing users should be aware of if they have both of these games installed is that their ASG file format is identical. The Wrapper can, in some situations, be unable to determine which game a file belongs to.

If both games are installed the Wrapper will (when downloading) first try to find an ASG file of the same name in one of the EmailIn / EmailOut or Save folders. If it finds one, it will save the file to that game. If none are found, so for example this is a brand new game started by someone else and this is the first turn, you will see this Icon next to both WT and SM in the system tray context menu:

The Wrapper will save the ASG to a temporary location. Users should then use the "Check Email" option in whichever *is* the correct game to lift the ASG file into the game's EmailIn folder and start playing. From then on the Wrapper will always be able to identify which game that filename belongs to.



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 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 local message store' button on the 'Incoming Email' tab 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. This is especially relevant for POP3 accounts but less so for IMAP. When using IMAP your old game emails will probably be marked as 'read' on the server and therefore won't be selected by the Wrapper at this time.

So to summarise, this basically means that the Wrapper will only start downloading new emails after you've done the first poll, 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.



Problems and Trouble Shooting

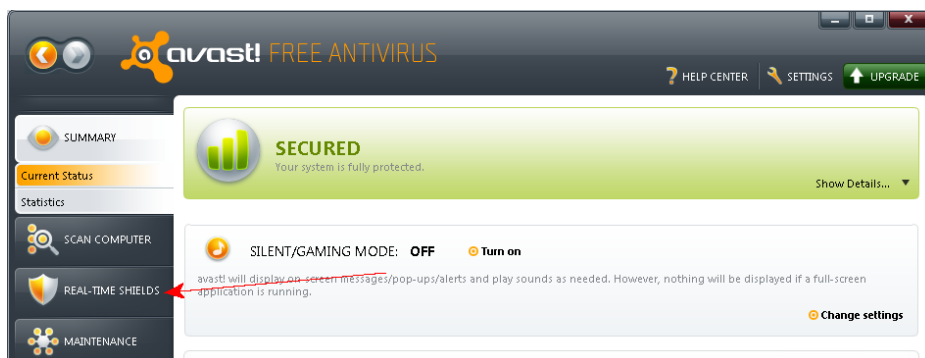
Problem: Avast antivirus interferes with the Wrapper



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.

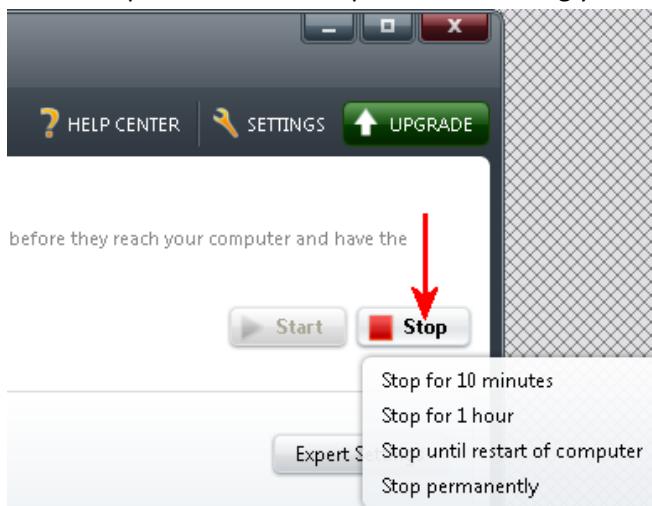
1. Double click the Avast system tray icon.
2. Select 'Real-Time Shields'.



3. Select 'Mail Shield'.

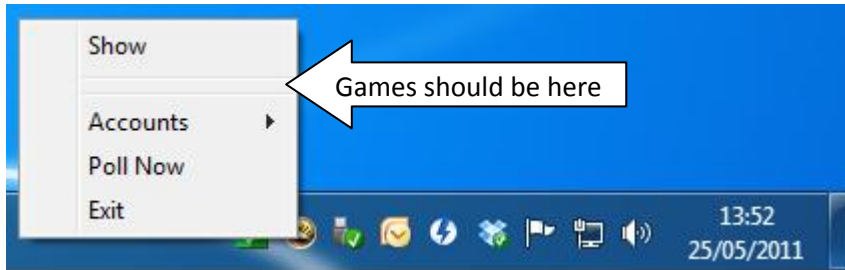


4. Select 'Stop' and choose an option for how long you want the shield to remain stopped for.



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](#)

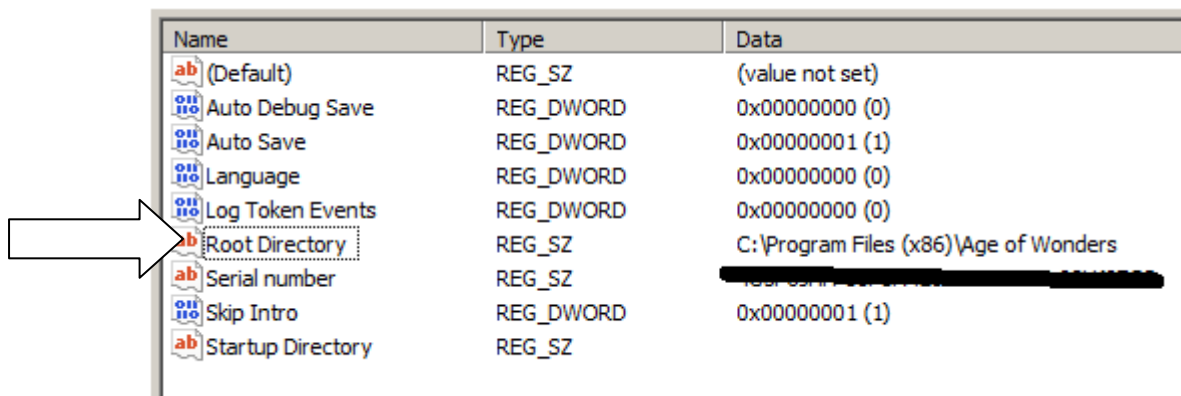
[HKEY_CURRENT_USER\Software\Triumph Studios\Age of Wonders II\General](#)

[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, or you are unsure of what settings you should use on the Incoming and Outgoing Email tabs, you should first consult the 'What are my settings' document.

Should that not resolve the issue one of two things is probably happening. One is that your settings are incorrect for the servers you are trying to use. A good way to test them is to try and use them in Outlook Express or Microsoft Office Outlook and see if they work there. It is likely that you will get a similar error message. Be sure to double check for typos and mistakes.

If this still does not resolve the issue 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 |
| TLS | 25 or 587 |
| SSL | 465 |