PBEM Support

Posted by KGB - 30 Oct 2014 05:56

A few weeks ago I was made aware of someone who created PBEM support for Warlords I. Here is the email I received:

Hi. I found your Warlords site a few months ago.

I would like to draw your attention to a program I developed for Warlords 1 (and a few other games) called PlayMailer.

Here is the link:

www.playmailer.net/

It is an automatic play-by-email manager for Warlords 1, with a lot of features (I got a bit obsessed, and now it's about 20000 lines of code!)

Basically you put in your email details, and create a player list. PlayMailer sits quietly in the system tray and tells you when it is your turn, then it automatically runs Warlords 1 in DOSBox, loads your save file, sets up the players and AI etc. At the end of your turn you press a hotkey and it automatically saves the game and emails the save file to the next player.

I posted an earlier version to a few forums last year, but some people complained that it was asking for their email password and was therefore a security risk. However you can avoid this, by clearly informing your users to create a new clean email account specifically for the program. It currently works best with GMail, but should work well with any email server which supports the IMAP mail protocol (POP3 doesn't work as well, because it is too slow.)

It's still in Beta so it is possible there are bugs, but please try it out and tell me what you think!

P.S. I just added support for WLED and WLEDIT map editors into PlayMailer last week. Just make sure that WLED and WLEDIT are in the Warlords folder.

Maybe some of the hard core Russian players who use all the extra maps would be interested in this and perhaps someone may want to inquire about support for War2 PBEM.

KGB

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Re: PBEM Support

Posted by Molotov - 07 Nov 2014 12:29

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20000 lines, that's crazy..

do you know if it supports warlords 2?

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Re: PBEM Support

Posted by KGB - 09 Nov 2014 01:11

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Molotov,

I think all those lines support running the supported games (more than just War1) in virtual mode, sending the email etc. It appears to be a total environment where the game runs inside to prevent cheating.

I don't think it supports War2 cause that's not on the list of games. But you can email the person directly since the contact area includes an email address. There you can ask about War2 or request support for it.

KGB

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