

Send MSN Message Action

The Send MSN Message action enables you to send a message to one or more MSN Messenger users as part of your build.

The MSN action uses the open source to access MSN Messenger (see [below](#) for copyright details.)

MSN Message

Send MSN Message

General Runtime **MSN Message**

MSN credentials

Account (email address): john@hotmail.com

Password:

Recipients (email addresses)

jone@hotmail.com
john@hotmail.com
jeff@hotmail.com

☐ Action fails if a recipient is not contactable (Place multiple recipients on new lines)

Message text

** Project %Project% Built Successfully **

OK Cancel Help

MSN Credentials

Specify an account and a password for Microsoft's MSN. You can register for an MSN account.

Account

Password



The MSN action does not require Windows Messenger to be installed. Furthermore, MSN does not allow the same user to be logged in multiple times. It is suggested that, to avoid conflicts, you create a separate MSN account for Automise.

To set server and proxy details, go to the [Options](#).

Recipients

Specify each recipient on a new line. Specify email addresses (used for MSN login) rather than screen names.

While the recipients do not need to be on the contact list for the login account, it is recommended that the login account is added to each of the recipients' contact lists.

(ie In the above example, while angus@Automise.com does not need vincent@Automise.com on his contact list, it is recommended that vincent@Automise.com adds angus@Automise.com to his contact list.)

Action fails if a recipient is not contactable

The action can be set to fail if one or more contacts could not be reached (either because they are offline or because that email address is not registered with MSN.)

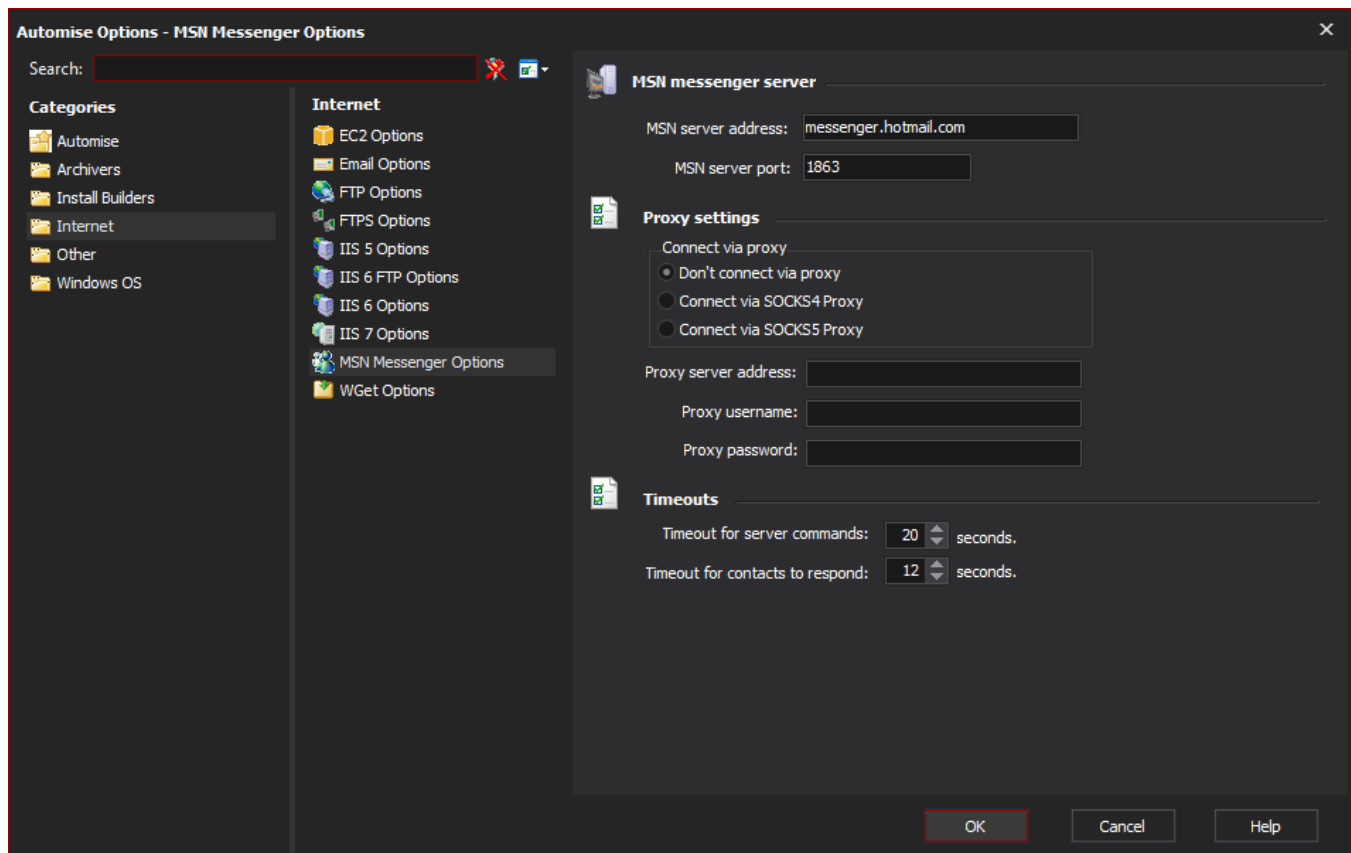


Unlike ICQ, MSN cannot send messages to clients who are offline (the message sending will fail.)

Message Text

This is the message that will be sent to each client.

Options



To access the MSN Messenger Options, go to Tools -> Options and click on the 'Internet' tab.

MSN Messenger Server

Specify the server to log in to. The defaults are recommended for the standard MSN network.

Proxy Settings

If your build machine is firewalled, the action can connect via a SOCKS4 or SOCKS5 proxy.

Timeouts

Timeout for server commands

This is the timeout for the server to respond to commands. Because the server can sometimes be quite sluggish to respond (especially if you have lots of contacts), it is not recommended that this is set any lower than five seconds.

If your internet connection is slow or congested, you may need to set it higher.

Timeout for contacts to respond

This is the amount of time each contact will be allowed to respond to the message before being declared offline or unavailable.

You may need to increase this value if online users are failing to receive messages.

DotMSN Copyright

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