WinActor®

Gmail Scenario Manual

NTT ADVANCED TECHNOLOGY CORPORATION

Contents

1. Introduction

This manual describes the procedure to create a scenario to send and receive Gmail using WinActor.

1.1 Protocols

Table 1-1 shows the protocols when sending and receiving mails using WinActor.

Table 1-1. Protocols

No.	Protocol	Description
1	POP3S (receiving)	POP3 over SSL/TLS. A protocol for encrypting POP3 transmission paths in combination with SSL/TLS.
2	SMTPS (sending)	SMTP over SSL/TLS. A protocol for encrypting SMTP transmission paths in combination with SSL/TLS.

1.2 Authentication method

The Gmail authentication method supported by WinActor is OAuth2 authentication for both sending and receiving.

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  [1] The official name of Windows is Microsoft Windows Operating System.

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- The descriptions in this manual assume that users understand Windows operations and functions. For information that is not described in this manual, see the documents provided by Microsoft.

1.5　Limitations

The limitations on sending and receiving mails are as follows.

- Since the authentication method is fixed to OAuth2, the authentication using user ID and password is not supported.
- To send and receive Gmail, you need to set up the authentication before running a scenario. Since the credentials are not included in the scenario, it is necessary to set the authentication for each computer on which WinActor is installed.
- Only one set of credentials can be set for each computer on which WinActor is installed. It is not possible to apply different credentials for each scenario.

It is necessary to set credentials as a preparation before running a scenario. At this time, the default web browser of Windows OS will be called automatically.

The web browsers that support the settings of credentials are as follows.

- Microsoft Edge Chromium
- Google Chrome
- Mozilla Firefox

2.　Credential settings
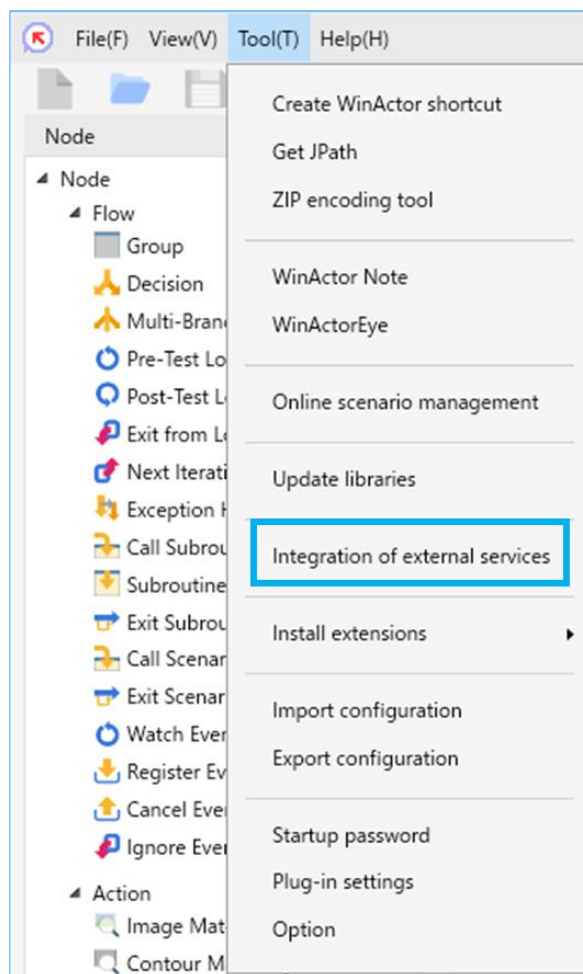
2.1　Getting credentials

To get credentials, you need to have a Google Workspace account, settings to use Google Cloud Platform (GCP), and settings related to OAuth2 authentication on GCP.

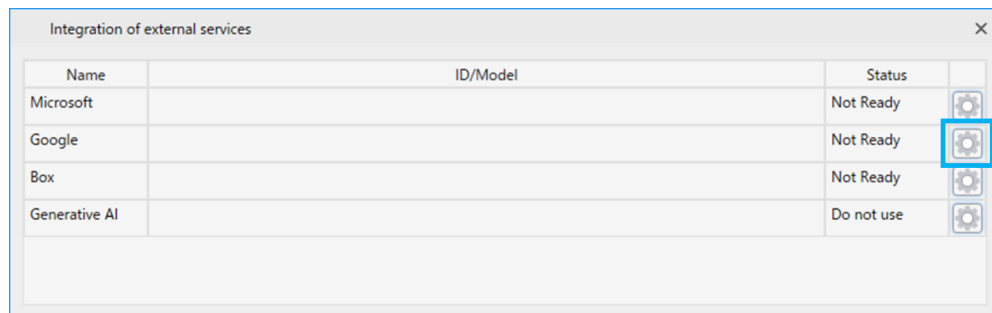For details, contact your Google Workspace administrator.

2.2　Setting credentials

Steps

1. After launching WinActor, click [Tool] > [Integration of external services] on the menu bar.

2. The 'Integration of external services' window appears. Click the settings button of 'Google.'

3. The 'Google integration' window opens. Enter a client ID, client secret, user ID, username, and then click [Sing in].

No.	Item	Description
❶	Client ID	Included in the credentials obtained from the Google Workspace administrator.
❷	Client secret	Included in the credentials obtained from the Google Workspace administrator.
❸	User ID (mail address)	A mail address of a user available in Google Workspace. In addition to being referred as an account at the time of authentication, it is also used as the sender/recipient address when WinActor sends/receives mails.

No.	Item	Description
4	Username (option)	A username that corresponds to the user ID. It is used as the sender name when sending mails. It can be omitted. If omitted, the sender name will be empty when sending mails.

4. The web browser displaying the Google authentication launches. Confirm that you are asked for permissions to allow WinActor OAuth2 authentication tool to access your Gmail, and click [Allow].
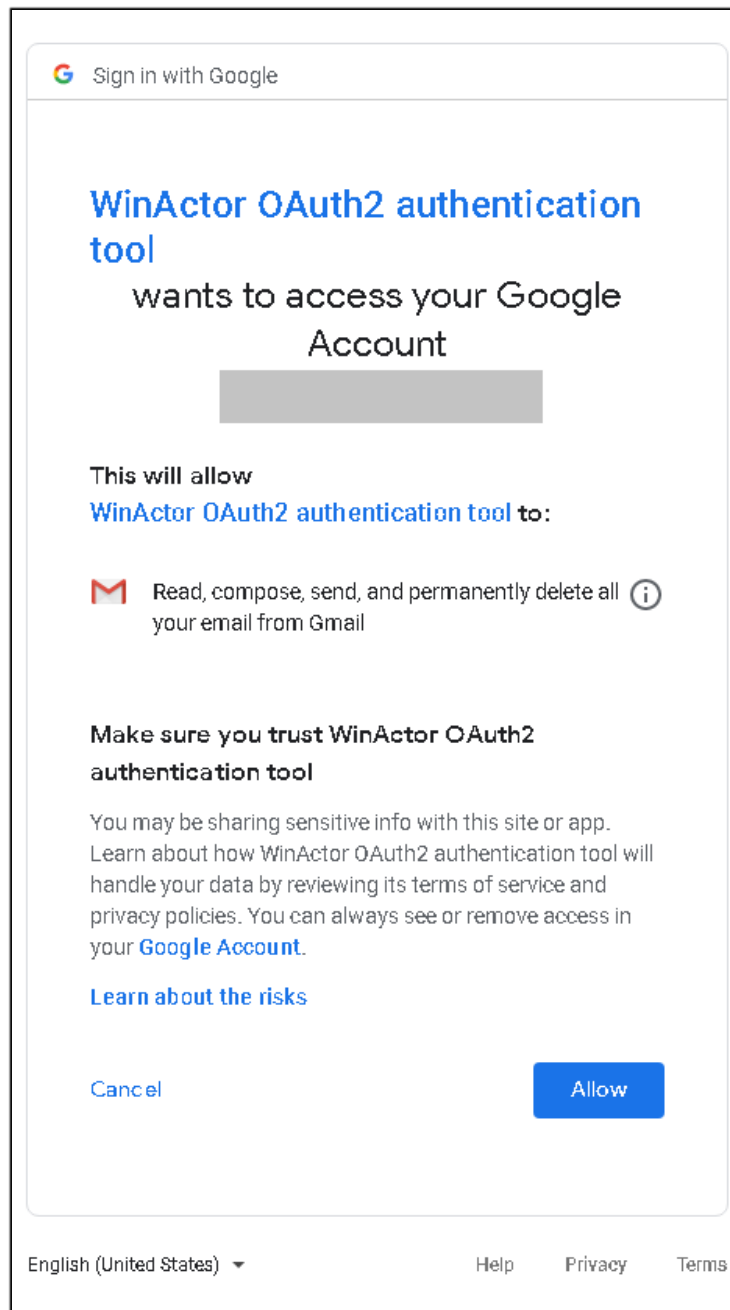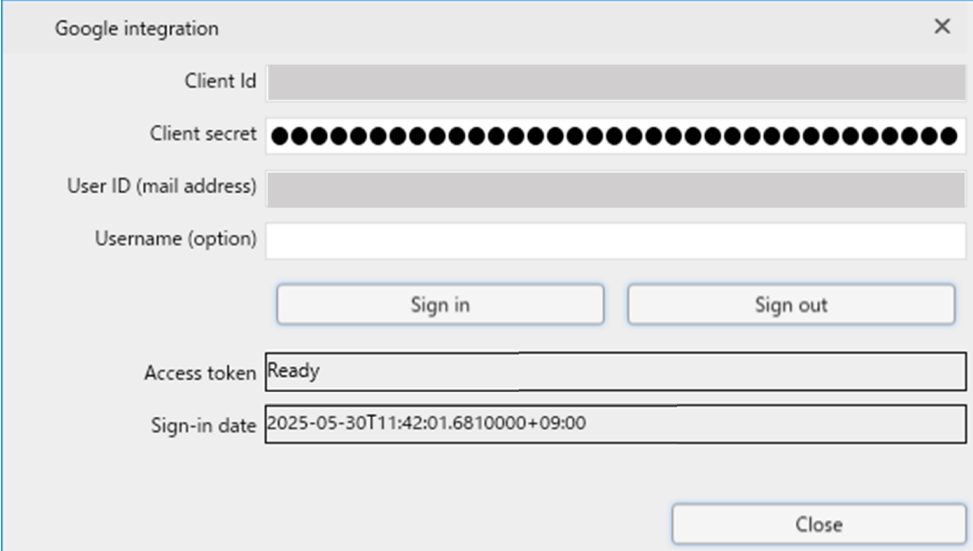

The display of "WinActor OAuth2 authentication tool" changes depending on the settings of Google Workspace. Contact the administrator for details.

5. If you are successfully authenticated, the web browser will display a message that the authentication is complete or canceled, and you can close the window.
Close the web browser.

If an error occurs, make sure that the information entered on the 'Google integration' window is correct. Then, sign in again.
For the setting of the communication, see "2.3 Communication for authentication."

6. After the authentication is completed, confirm that 'Ready' is displayed in [Access token] on the 'Google integration' window.

2.3   Communication for authentication

The communication for authentication is performed in cooperation with the one performed through the web browser and the one performed through WinActor.

Since "Internet Options" of Windows OS is referred for the communication settings of the web browser and the settings of [Tool] > [Option] > [Proxy server] is referred for the communication settings of WinActor, set each appropriately.

3. Procedure to create a scenario for receiving Gmail

3.1 Displaying libraries

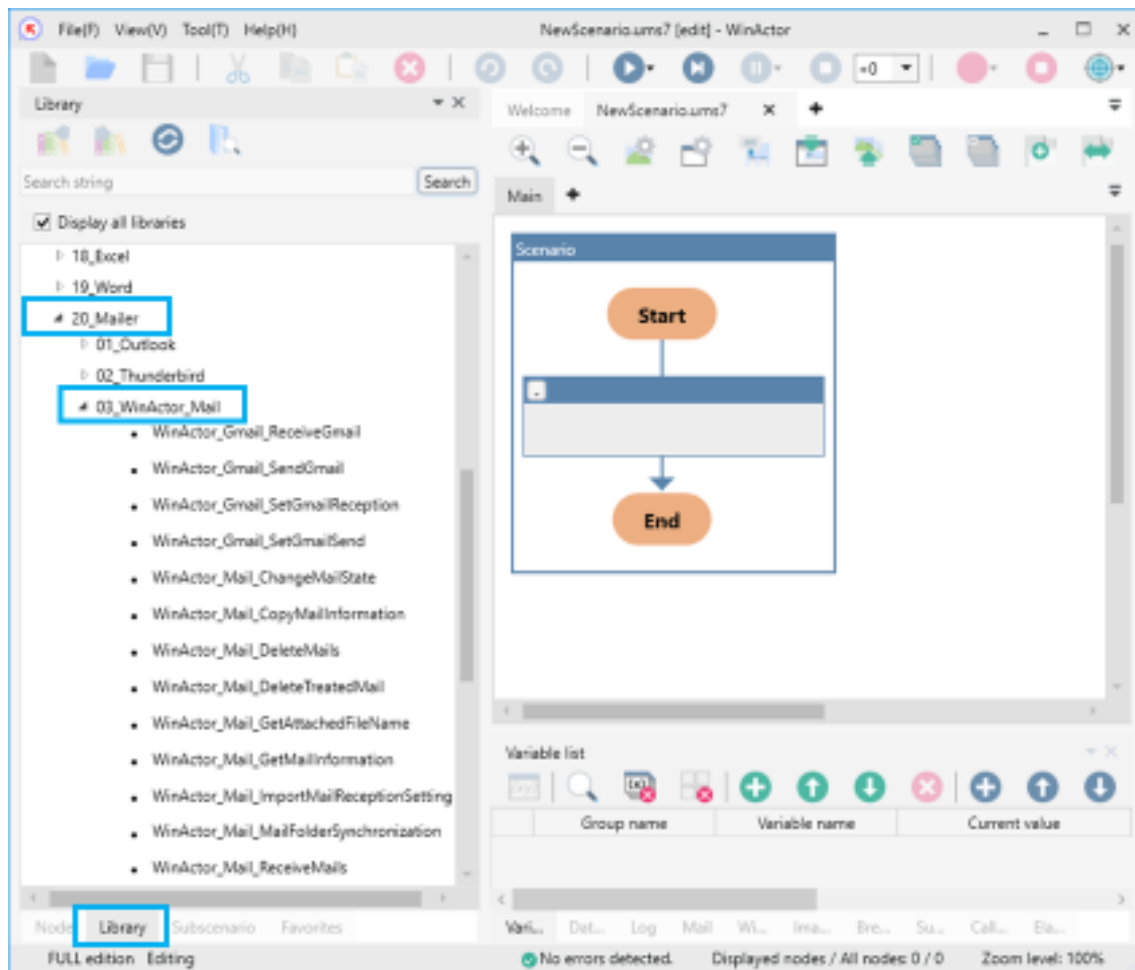Select the Library tab, and double-click and expand '20_Mailer' and '03_WinActor_Mail.'

Figure 3-1. Displaying libraries

3.2　Settings to receive Gmail

To receive Gmail, the Gmail reception settings need to be configured in one of the following:

- Mail reception settings in the Mail pane
- Gmail reception settings node

If the Gmail reception settings are not configured before running the Receive Mail node for Gmail, or if the folder specified as the mail storage destination does not exist, WinActor will fail to receive Gmail.

Saving attached files

Attached files are not saved by default. If you want to receive attached files, check 'Save attached files' on the Storage tab in the Property pane when configuring the mail reception settings.

Even if it is set to save the attached files, the files with the extension "*.exe, *.bat, *.vbs, *.msi, or *.jar" are not saved by default.

If you want to save those files, uncheck 'Except attached files with following extensions from saving' or change the extensions in the extension input field.

3.2.1　Mail reception settings in the Mail pane

For details on the mail reception settings in the Mail pane, see "Mail reception settings in the Mail pane" in "WinActor Mail Reception Scenario Creation Manual."

Of the items that can be set in the Mail pane, the following items are not referred when receiving Gmail. The values set in the 'Google integration' window or the setting values provided for Gmail reception are applied.

- Hostname
- Username
- Password
- Authentication method
- Port number
- Secure connection

3.2.2 Gmail reception settings node

The following describes the method of configuring the Gmail reception settings using the 'Settings to receive Gmail' node.

The Gmail reception settings are effective only when a scenario is running. After the completion of the scenario, the original settings in the Mail pane becomes effective.

Steps

1. To use the 'Settings to receive Gmail' node, select 'WinActor_Gmail_SetGmailReception' from the Library tab, and drag and drop it into the Scenario box.
The settings related to receiving Gmail will be made by running this library.
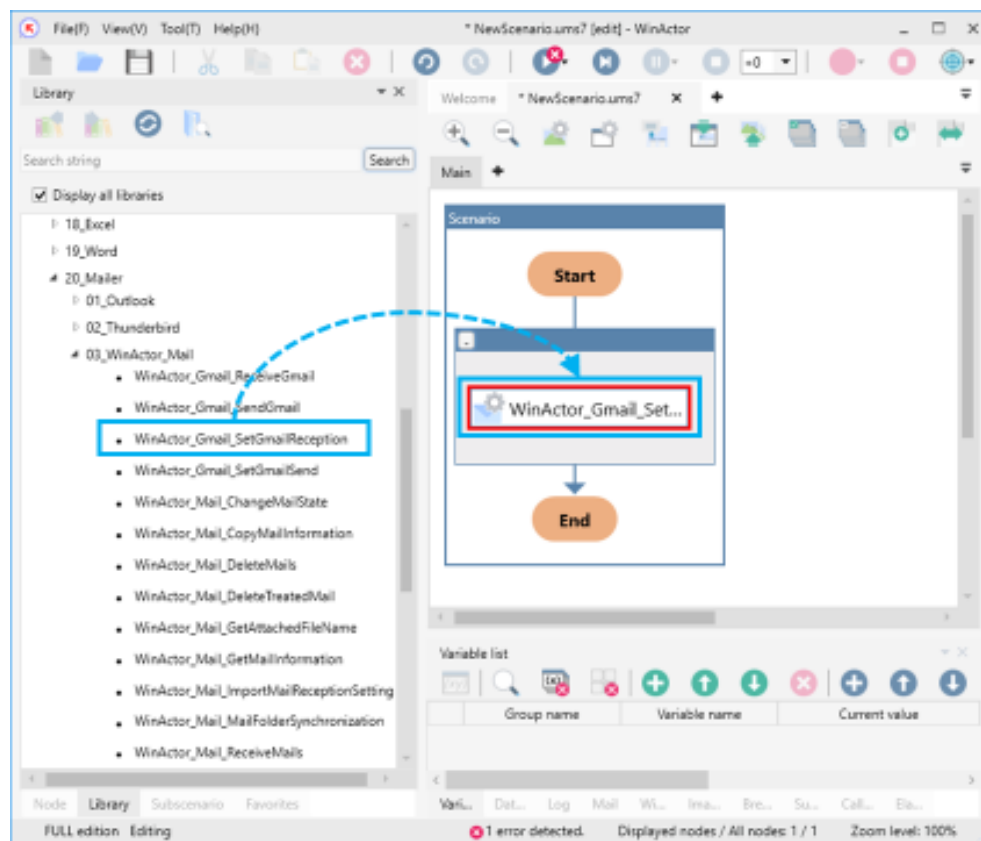
2. Double-click 'WinActor_Gmail_SetGmailReception' placed in the Scenario box to display the Property pane.
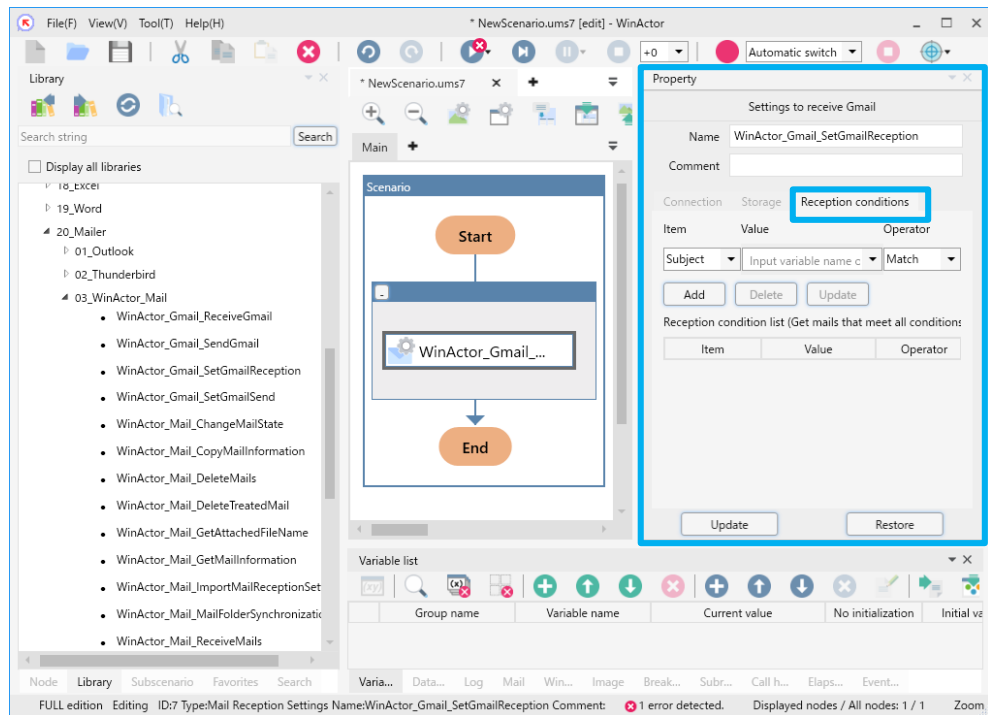Set the property items in the 'Connection' tab, 'Storage' tab, and 'Reception conditions' tab, and click [Update].
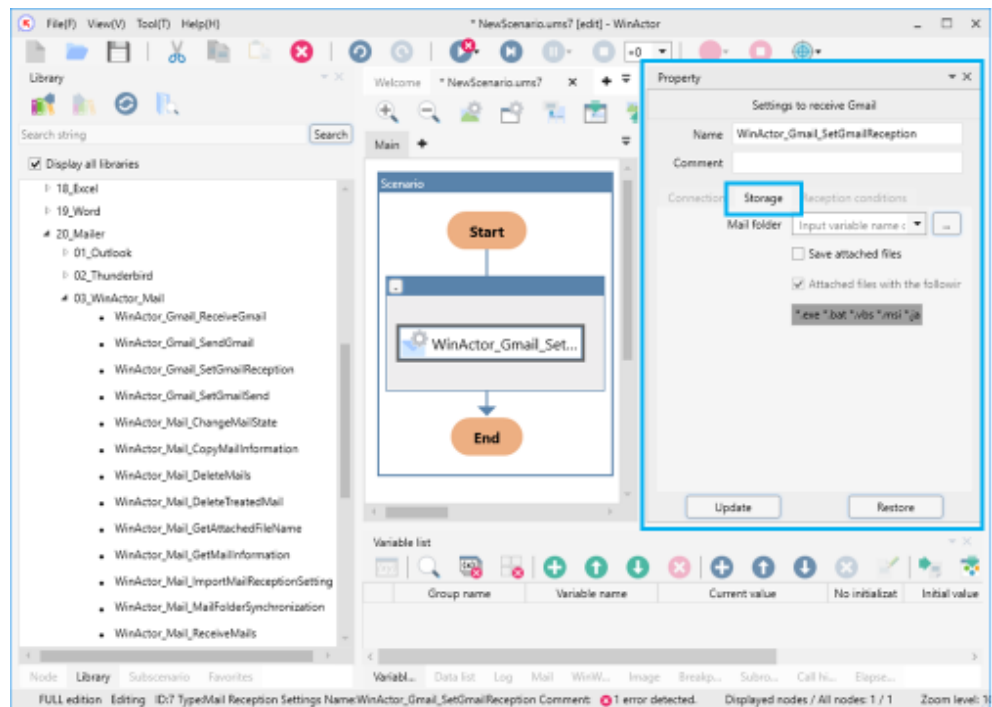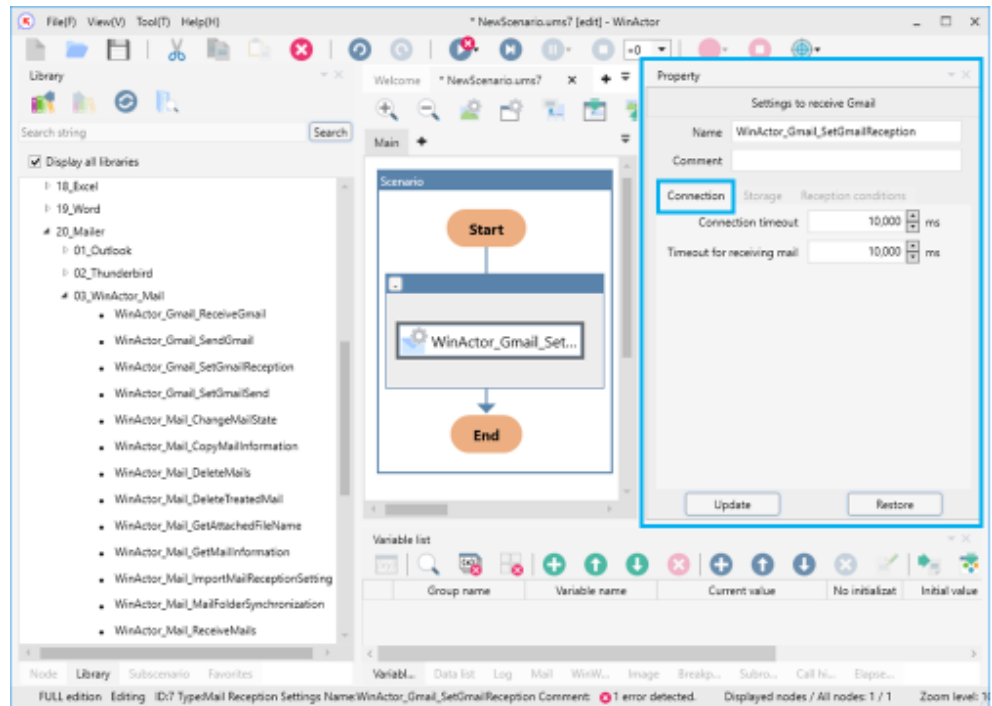
The description of each property item is shown in the tables below.

Table 3-1. Property items of 'WinActor_Gmail_SetGmailReception' (Connection tab)

No.	Property item	Description
❶	Connection timeout	Set a timeout period for connection to the mail server. (Default is 10,000 milliseconds) * If it exceeds 21,000 milliseconds, the timeout period will be 21,000 milliseconds.
❷	Timeout for receiving mail	Set a timeout period for receiving mails from the mail server. (Default is 10,000 milliseconds)

Table 3-2. Property items of 'WinActor_Gmail_SetGmailReception' (Storage tab)

No.	Property item	Description
❶	Mail folder	Specify a folder to store received mails.
❷	Save attached files	If checked, attached files will be saved.
❸	Except attached files with following extensions from saving	If checked, attached files with the specified filename extension will not be saved. * This item becomes enabled only when 'Save attached files' is checked.

No.	Property item	Description	
4	Extension input field	A field to enter filename extensions when 'Except attached files with following extensions from saving' is checked. Specify extensions with '*.(any extension).' A space is a delimiter, and multiple extensions can be specified with the delimiter.	

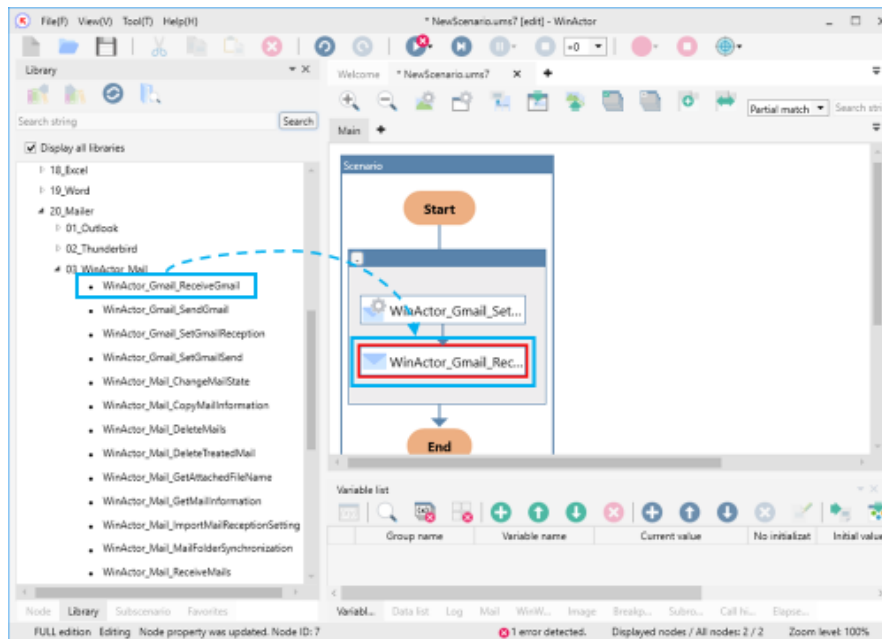Table 3-3. Property items of 'WinActor_Gmail_SetGmailReception' (Reception conditions tab)

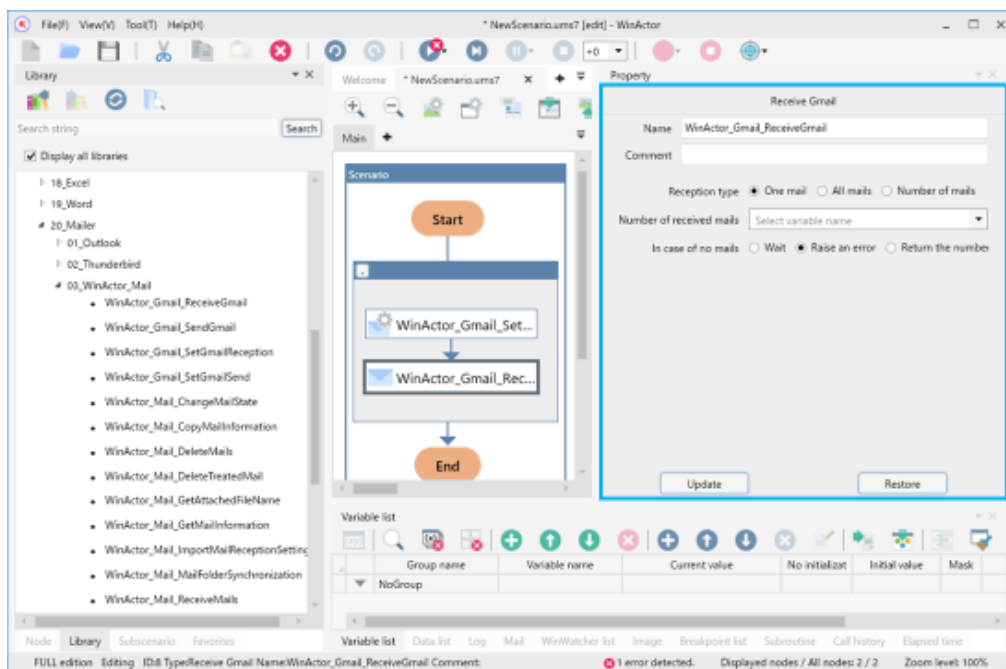| No.	Property item	Description	
1	Item	Select one of the following items for the mail reception condition.	
		Subject	Mail subject
		To	Mail address of recipient
		From	Mail address of sender
2	Value	Enter the details of the condition in 40 characters.	
3	Operator	Select one of the following reception conditions for No.1 and No.2.	
		Match	Exact match
		Include	Partial match
		Start with	Matches with a leading string
		End with	Matches with a trailing string
		Regular expression	Matches with a regular expression
4	Add	Adds the combination of No1, 2, 3 to the Reception condition list.	
5	Update	Updates the selected information in the Reception condition list.	
6	Delete	Deletes the selected information in the Reception condition list.	
7	Reception condition list	Shows a list of reception conditions. * Mails that meet all the conditions will be received.	

3.3 Receiving Gmail

Steps

1. Select 'WinActor_Gmail_ReceiveGmail' from the Library tab and drag and drop it into the Scenario box.
Mails will be received from the mail server for Gmail by running this library.

2. Double-click 'WinActor_Gmail_ReceiveGmail' placed in the Scenario box to display the Property pane.
Set the property items and click [Update].

The description of each property item is shown in the table blow.

Table 3-4. Property items of 'WinActor_Gmail_ReceiveGmail'

No.	Property item	Description	
①	Reception type	Select one of the following methods to receive mails.	
		One mail	Receives a mail on the server one by one.
		All mails	Receives all mails on the server.
		Number of mails	Receives only the number of mails on the server.
②	Number of received mails	Specify a variable to store the number of received mails.	
③	In case of no mails	Select one of the following actions to be taken when there are no received mails.	
		Wait	Waits until mails are received.
		Raise an error	Raises an error.
		Return the number of mails	Returns the number of mails. (zero)

After this step, place the libraries under '20_Mailer' in a scenario depending on what you want to do.

The received mails can be operated by using WinActor mail functions.

For details, see "WinActor Mail Reception Scenario Creation Manual."

# 4. Procedure to create a scenario for sending Gmail

4.1 Settings to send Gmail

The settings to send Gmail need to be configured using the 'Settings to send Gmail' node.

If you send Gmail before running the 'Settings to send Gmail' node, a mail will be sent with the default settings.

Steps

1. To use the 'Settings to send Gmail' node, select 'WinActor_Gmail_SetGmailSend' from the Library tab, and drag and drop it into the Scenario box.
The settings related to sending Gmail will be made by running this library.
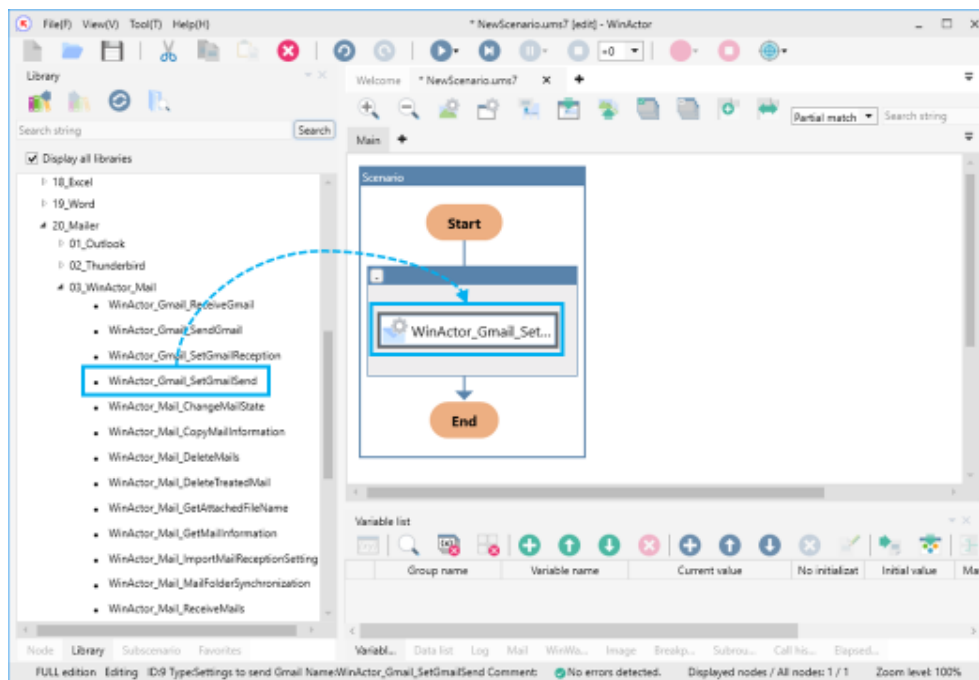
2. Double-click 'WinActor_Gmail_SetGmailSend' placed in the Scenario box to display the Property pane.
Set the property items and click [Update].
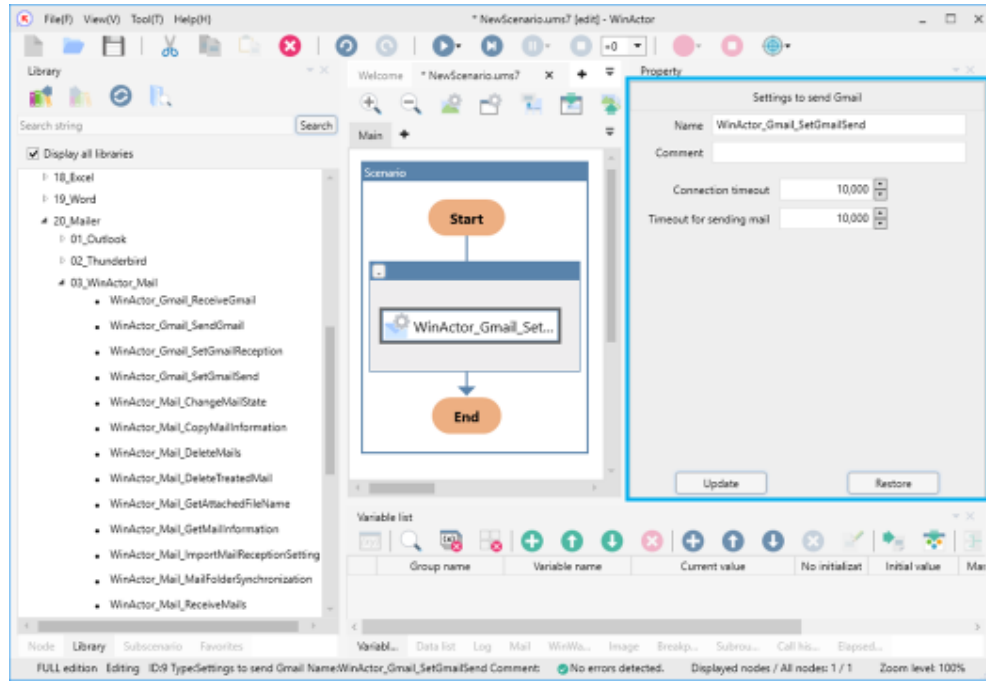
The description of each property item is shown in the table blow.

Table 4-1. Property items of 'WinActor_Gmail_SetGmailSend'

No.	Property item	Description
❶	Connection timeout	Set a timeout period for connection to the mail server. (Default is 10,000 milliseconds) * If it exceeds 21,000 milliseconds, the timeout period will be 21,000 milliseconds.
❷	Timeout for sending mail	Set a timeout period for sending a mail to the mail server. (Default is 10,000 milliseconds)

The user ID (sender mail address) and username (sender name) entered during authentication settings are applied to the sender information of the mail.
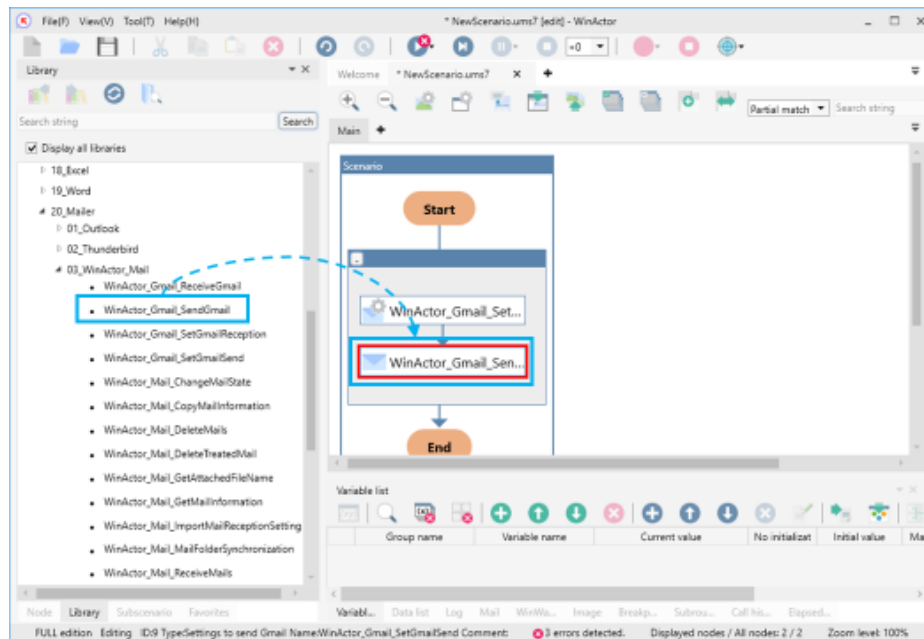
If 'WinActor_Gmail_SendGmail' is run before running 'WinActor_Gmail_SetGmailSend,' the property value of each items will be the default value (10,000 milliseconds).
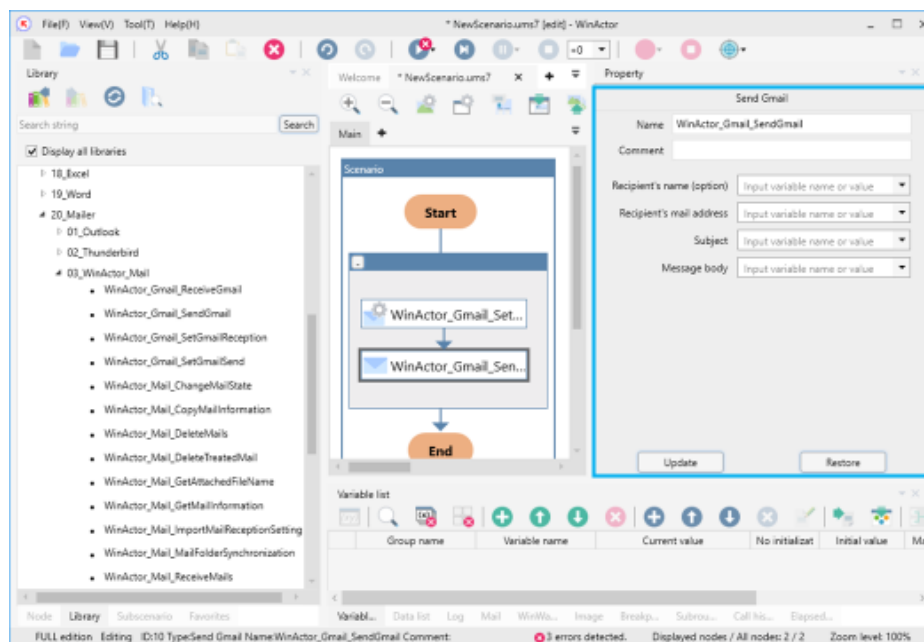
4.2　Sending Gmail

Steps

1. Select 'WinActor_Gmail_SendGmail' from the Library tab and drag and drop it into the Scenario box.
A mail will be sent to the mail server for Gmail by running this library.

2. Double-click 'WinActor_Gmail_SendGmail' placed in the Scenario box to display the Property pane.
Set the property items and click [Update].

4.2-2

The description of each property item is shown in the table blow.

Table 4-2. Property items of 'WinActor_Gmail_SendGmail'

No.	Property item	Description
1	Recipient's name (option)	Set a text of a mail recipient's address (name). This can be omitted. If omitted, only the mail address will be set as the recipient information.
2	Recipient's mail address	Set a mail address of the recipient.
3	Subject	Set a subject of the mail.
4	Message body	Set a body of the mail.

5. Library and property list

5.1 WinActor_Gmail_SetGmailReception

This library is used to make settings related to receiving Gmail. For details of the property items, see "3.2.2 Gmail reception settings node."

5.2 WinActor_Gmail_ReceiveGmail

This library is used to receive Gmail. For details of the property items, see "3.3 Receiving Gmail."

5.3 WinActor_Gmail_SetGmailSend

This library is used to make settings related to sending Gmail. For details of the property items, see "4.1 Settings to send Gmail."

5.4 WinActor_Gmail_SendGmail

This library is used to send Gmail. For details of the property items, see "4.2 Sending Gmail."

5.5 WinActor_Mail_SelectMails

This WinActor mail function can be used to select mails. For details, see "WinActor Mail Reception Scenario Creation Manual."

5.6 WinActor_Mail_GetMailInformation

This WinActor mail function can be used to get mail information. For details, see "WinActor Mail Reception Scenario Creation Manual."

5.7 WinActor_Mail_MailFolderSynchronization

Gmail reception does not support mail folder synchronization. Use the Gmail reception node to receive mails.

5.8　WinActor_Mail_DeleteMails

This WinActor mail function can be used to delete mails. For details, see "WinActor Mail Reception Scenario Creation Manual."

5.9　WinActor_Mail_CopyMailInformation

This WinActor mail function can be used to copy mail information. For details, see "WinActor Mail Reception Scenario Creation Manual."

5.10　WinActor_Mail_ChangeMailState

This WinActor mail function can be used to change a mail state. For details, see "WinActor Mail Reception Scenario Creation Manual."

5.11　WinActor_Mail_GetAttachedFileName

This WinActor mail function can be used to get an attached filename. For details, see "WinActor Mail Reception Scenario Creation Manual."

WinActor Gmail Scenario Manual

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