

WurmClock V3

Desktop tool showing current in-game time and date for “Wurm Online”¹

created by: Yaga



“**WurmClock V3**” is a small application for Windows computers. It displays a combination of an analog clock and a calendar which can be placed anywhere on the computer display by clicking and dragging with the mouse. By default, the clock will be displayed on top of other program windows unless the user chooses to turn this option off.

“**WurmClock V3**” can be used as an offline tool, i.e. when not playing Wurm Online, to keep an eye on the in-game time and date. It will show you at a glance if it is currently day or night before you log into the game.

The clock is updated frequently (every few seconds) and will usually show the current in-game time with an accuracy of ± 2 Wurm minutes. However, each time the Wurm servers are shut down due to maintenance, Wurm time will stop and be frozen until the servers are running again. **WurmClock** will, however, try to re-synchronize with the in-game clock as soon as possible.

“**WurmClock V3**” displays the following information:

- Current in-game time
- Current in-game date
- Current in-game season
- Current harvesting seasons
- A full in-game calendar with season information
- Current in-game wind
- Date and time of next in-game sunrises and sunsets.

¹ **Wurm Online** is a 3D massively multiplayer online role-playing game developed by Code Club AB in Motala, Sweden.

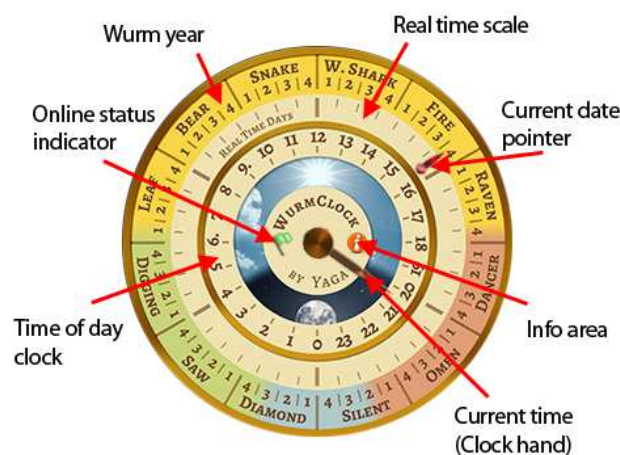
Installation

To run “**WurmClock V3**” you only need the executable file WurmClock3.exe, a recent Microsoft operating system (Windows 7, 8, 8.1, 10) and the current .NET framework (which usually is already part of your operating system). In addition to the executable file there will also be a collection of alternative skins (see below). Unpack the archive WurmClock3.zip (containing the executable, a subfolder called “Skin”, and this documentation) into any folder of your choice and run the program.

During operation “**WurmClock V3**” will create a parameter file (WurmClock3.ini) which stores the program settings, such as the window positions and your program preferences. If you ever want to restore the default settings, just delete the file “WurmClock3.ini”; “**WurmClock V3**” will create a new one with default settings.

User Interface

With default settings the clock will look like this:



- **Time of day clock:** a dial showing the 24 hours of a Wurm day
- **Clock hand:** shows the current in-game time
- **Wurm year:** shows the Wurm year with its “starfalls” (months), weeks, and seasons. The seasons shown are: blue = winter, green = spring, yellow = summer, red = autumn.
- **Current date pointer:** shows the current in-game date
- **Real time scale:** an auxiliary scale showing real time days and weeks, to make time calculations easier
- **Online status indicator:** a symbol indicating whether the online server providing time information is currently available. It will show a green flag if the last clock synchronization was successful, a yellow flag if less than 4 online synchronizations were not successful, and a red flag if the server was not available for a longer time. (This may be due to a server problem, but also to a network problem on your side.) Moving your mouse pointer over the symbol will give you more information.
- **Info area:** moving the mouse pointer over this symbol will show a small info box with date and time info. Clicking this symbol will open a permanent Info Box (see below).

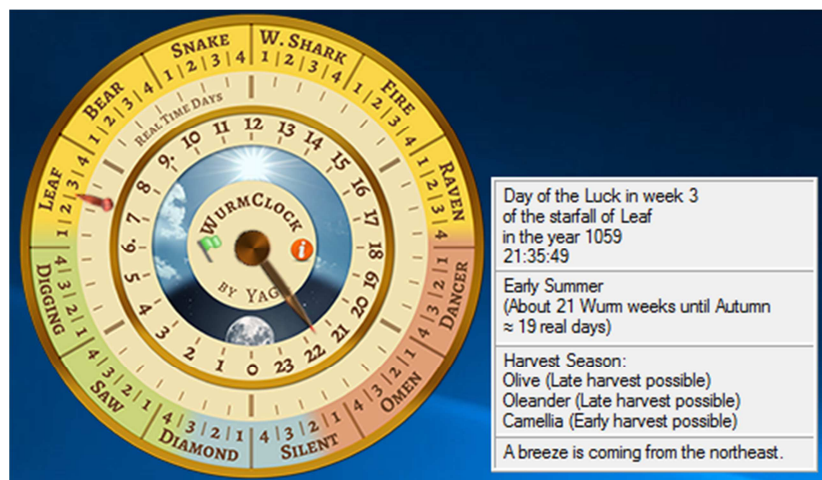
The info area

The “info area” (the little orange info symbol) has two functions:

Moving the mouse pointer over it will display a pop-up window with some basic information about time, date and season:



Clicking on the symbol will open an additional permanent “Info Box”:



(Clicking the symbol again will close the Info Box.)

Please note that the Info Box is a separate window. Using your mouse you can drag the Info Box to any position on your display – as you can with the clock itself. The position of both windows will be saved if you use option “Save positions and settings” in the clock’s context menu. As long as you didn’t save the Info Box’s position it will always appear next to the clock itself when opened.

Context menu and program preferences

Clicking anywhere on the clock face with your right mouse button will open a context menu:



- **About WurmClock V3:** will open a window with program information (version number etc.)
- **Always on top:** will toggle the property of the clock to be always on top of other windows
- **Show Wurm year:** will toggle the visibility of the outer (calendar) area. If you prefer a “stripped” version of “WurmClock V3” which will only show the clock itself, you can uncheck this option and you will see this image:




















































































































- **Show info box:** will toggle the Info Box
- **Calendar:** opens a new window (see below)
- **Sunrise, Sunset:** opens a new window (see below)
- **Change Skin:** lets you change the look of WurmClock V3 (see below)
- **Save positions and settings:** lets you save your preferences and the position of all open windows for future programs starts
- **Synchronize clock:** will try to re-synchronize the clock with the online server (may be helpful, for example, after your computer wakes up from standby)
- **Close WurmClock V3:** will terminate the program and close all program windows.

The Wurm year has four seasons: spring, summer, autumn and winter. Summer is divided into two phases: Early summer and late summer (which can be identified in-game by little “fireflies” moving around). The dates when the seasons change are not fixed but rather occurring randomly within a period of approximately one Wurm week. Therefore “**WurmClock V3**” cannot give you a precise date for the change from one season to the next. During those particular weeks it will rather tell you something like “*Summer turning into Autumn*”.

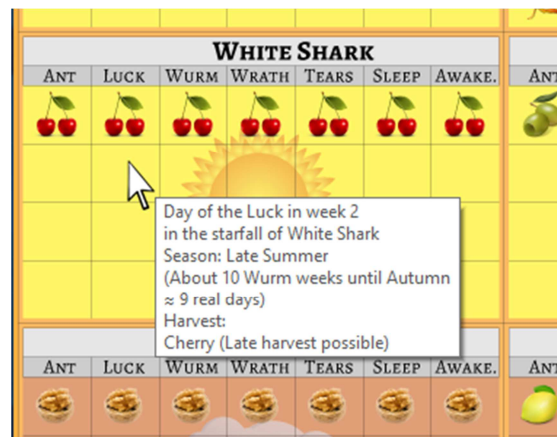
The data for calculating harvest seasons have been taken from Wurmopedia. Actual harvest seasons are not occurring at fixed dates but are rather due to occur randomly within a given period. From the information we have it works like this: For each fruit there is a "reference week" for harvest (for example: 3rd week of Raven for apples). Due to the randomness the actual harvesting period can start at any time between "reference week - 2 weeks" and "reference week + 2 weeks".

Calendar

DIAMOND								SAW								DIGGING							
ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE	ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE	ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE			
																							
																							
																							
LEAF								BEAR								SNAKE							
ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE	ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE	ANT	LUCK	WURM	WRATH	TEARS	SLEEP	AWAKE			
																							
																							
																							
																							
																							

WurmClock Manual (26-January-2019)

You can click on any calendar day to display information about this particular day of the Wurm year:



Right-click anywhere on the calendar window and chose “Close Calendar” to close the calendar window.

Sunrise and Sunset

By selecting “Sunrise, Sunset” in the context menu you can open a new window showing a list of the next 9 in-game sunrises and sunsets. The list shows the local date and time for each event:

Next Sunrises / Sunsets	
Sunrise	Sunset
26.01.2019 12:27	26.01.2019 14:19
26.01.2019 15:27	26.01.2019 17:19
26.01.2019 18:27	26.01.2019 20:19
26.01.2019 21:27	26.01.2019 23:19
27.01.2019 00:27	27.01.2019 02:19
27.01.2019 03:27	27.01.2019 05:19
27.01.2019 06:27	27.01.2019 08:19
27.01.2019 09:27	27.01.2019 11:19
27.01.2019 12:27	27.01.2019 14:19

Skins

If you don’t like the graphical user interface of WurmClock (for example if the clock size is too small for you) you can select a different “skin”. Open the context menu (right-clicking the clock) and click on “Change Skin”. You will see a dropdown list containing the skins found in the “Skin” folder. Three skins are part of “**WurmClock V3**”: “Standard”, “Large” and “Extra Large”. The “Standard” skin has a clock size of 300x300 pixels, “Large” is 400x400 pixels, and “Extra Large” has 500x500 pixels.

Advanced users can also try to add customized skins. To do this, add a new subfolder to the “Skin” folder found in your WurmClock installation folder. Your skin folder must contain the following files (PNG, 32bpp, alpha channel):

ClockFaceFull.png - the complete face image, containing the Wurm year

ClockFaceTime.png – the reduced face image without the Wurm year

ClockHandTime.png – the clock hand image for the “inner” part (Wurm time)

ClockHandYear.png – the clock hand image for the “outer” part (Wurm year)

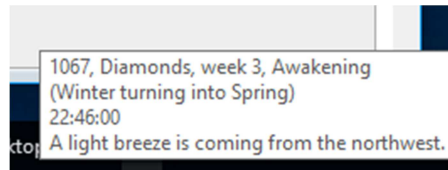
FlagGreen.png, FlagRed.png, FlagYellow.png – the images for the server status indicators.

Using the “Notify Icon” in the taskbar

For those users who don’t want to see the clock on their desktop, but still want to have some of the information at hand, “**WurmClock V3**” has a “notify icon” in the taskbar:



Moving the mouse cursor over this icon, a small window with the basic date and time information is displayed:



Thus you can see the data even if your WurmClock window is hidden by other windows.

You can also right-click the notification icon to access WurmClock’s context menu.

Please note: After a while the operating system will “hide” the notification icon behind the “^” symbol. To prevent this, you can change the taskbar settings:

Right-click the taskbar and select “Settings”. This takes you straight to the Settings > Personalization > Taskbar screen. Scroll down to the “Notification Area” section and click the “Select which icons appear on the taskbar” link. Use the list here to customize which icons appear on the taskbar. Icons set to “On” will appear on the taskbar, while icons set to “Off” will be hidden behind the up arrow.

Using WurmClock V3 with “Wurm Unlimited”

“**WurmClock V3**” has been created for use with Wurm Online. However, you can also try using the program to display the in-game date and time of a dedicated game server in “Wurm Unlimited”. To make this work “WurmClock V3” must be able to access a file named “stats.xml” created by the WU server in its local folder. Determine the correct URL of that file (e.g. “http://wurmunlimited.myserver.com/dedicated_server/stats.xml”), go to your WurmClock folder (the folder where your WurmClock3.exe is located) and edit the file “WurmClock3.ini”. In the section “[Wurm Server]” replace the default URL

“<http://jenn001.game.wurmonline.com/battles/stats.xml>”

by your own URL:

[Wurm Server]

ServerUrl=http://wurmunlimited.myserver.com/dedicated_server/stats.xml

LocalServer=0

If your WU server is located on your local computer (or LAN) your URL will have to look like this:

“file:///G:/Spiele/Steam/SteamApps/common/Wurm_Unlimited_Dedicated_Server/stats.xml”

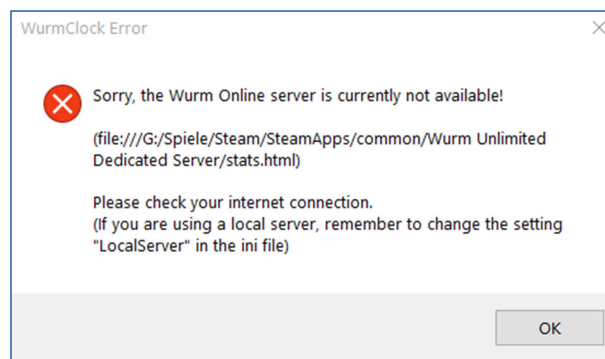
In this case you must set the value “LocalServer” to “1”:

[Wurm Server]

ServerUrl= file:///G:/Spiele/Steam/SteamApps/common/Wurm_Unlimited_Dedicated_Server/stats.xml

LocalServer=1

If anything goes wrong and the program is unable to read the in-game date and time from the specified URL, you will see an error message like this:²



Note that you can always restore all default settings by deleting the file “WurmClock3.ini”.

“**WurmClock V3**” will create a new one with default settings!

² Please note that since V3.1.0 WurmClock only supports the XML version of the stats file.

Credits

I would like to thank **Hakim** for creating the artwork and graphical representation of “**WurmClock V3**”, as well as **Moogien**, **Explora** and **JdBooker** for helping with the beta test.