**Wurm Assistant User Guide**

Important

Engine should always be running, do not stop engine while Wurm Client is closed as this will also stop Timers/Calendar and similar features from updating and showing notifications - unless that is what you want.

Even if Wurm Client is offline, mentioned features still update and will notify you if set for that.

However it is NOT necessary to run this app to have accurate meditation cooldowns or season list. Furthermore, starting this app will display correct information even if Wurm Client is not started.

I'm developing this program by my ICE (business) experience standards. This stands for Install, Configure and Enjoy, meaning that program must be smooth to use, safe, stable and reliable, while all issues and bugs are fixed as soon as possible (in this case that means after family and work). I guarantee that as long as I play Wurm. If that changes, source will remain available on github and some updates may still be possible on my part (with cooperation).

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Setting up the program

This is done under menu Engine -> Choose Wurm player character.

All that's necessary to do, is to choose a player, for whom the logs will be tracked (this is the player you currently play) and the logging mode as set in Wurm Online Client (default is monthly I believe).

You can use that menu at any point to swap your current in-game character that's being tracked. It is important to track the correct character to play sounds on events, maintain accurate timers and calendar information (and likely for some future features).

You should NOT use "one file" logging option in Game Client, it is not supported (yet). If you need it, please post a request in the tool thread.

Should there be an issue finding correct directory, you can choose to it manually.

Engine -> settings

Program loop defines how often logs are scanned for events. Currently the program is relatively lightweight, but if you run into any performance issues (especially with regards to app launching speed or file operations), you can set this higher. Again this should not be necessary and can even be lowered to make some features run more smoothly.

Display log entries is a debug option, useful to check if particular log is indeed being tracked.

Minimize to tray is self explanatory, other features can be accessed by tray icon context menu.

Sound Notify feature

Most important aspect of this feature is "Queue Sound", this is a predefined option, that will play a sound, when your character finishes doing an action and does not start a new one within "default queue sound delay" number of seconds. This ensures that if you queue few actions, you will be notified only when last one finishes. Keep in mind, high main program loop value may make this less reliable for short delays. I have found 1,5 seconds to be optimal setting. You can set this higher, if you need a reminder only should you forget to schedule next action - for example in 10 seconds.

By default, a provided sound will be played. This can be changed with "Add" button and choosing new sound, then setting "set this sound as queue sound" option. This will add new entry to manager list with special flag "queue sound", removing it will restore default sound.

Playlist Manager

This is a bit more advanced item, you can choose a list of "conditions" to check for and associate a sound for them. Conditions will be checked against chosen log types. Conditions are **case-sensitive** and should not include any leading/extra spaces (the [hh:mm:ss] part of the log is NOT being checked, checking starts at the first character of the actual log line text). This is done to avoid large lists causing slow performance.

Right-mouse-clicking an entry will swap it's "active" state, basically inactive entry is not checked by program and will not play it's sound. It's useful for example for "You stop leading" message, that you would care about only when leading animals around and not on other occasions.

Below the list, you have the add/edit/remove options. It's of note, that edit/remove can be done faster. Editing window opens with double-mouse-click on entry and delete by DEL keyboard key. Note, that using keyboard key will avoid delete confirmation popup.

The slider adjusts global sound volume for all sounds (sound can also be fine-tuned in sound bank, read below). Next to slider, you can mute/unmute all sounds.

Manage Sound Bank

This option opens Sound Bank manager, here you can add new sounds, rename them, fine-tune their volume (no need to use 3rd party tools to edit them for that) and remove them. You can also play the selected sound, it's always played after applying adjusted volume and global volume, so this volume is exactly as you will hear it.

Supported sound formats:

* RIFF WAVE (\*.wav)
* Ogg Vorbis (\*.ogg)
* MPEG-1 Audio Layer 3 (\*.mp3)
* Free Lossless Audio Codec (\*.flac)
* Amiga Modules (\*.mod)
* Impulse Tracker (\*.it)
* Scream Tracker 3 (\*.s3d)
* Fast Tracker 2 (\*.xm)

Underlying sound engine will properly mix multiple overlapping sounds.

Log Searcher

This feature allows you to search all your logs of all your characters. It will display a list of all entries for chosen criteria and highlight all occurrences of "search key".

Search key can be checked in default "match" mode (any occurrence of this phrase, case-INsensitive) or as custom regular expression (the regex syntax for c# .NET regex). If you ever need this feature, there is a great tool to test expressions under this link:

http://blog.devstone.com/aaron/2008/12/23/NETRegularExpressAssemblyBuilderToolV2003.aspx

If you choose PM log type, you will receive an option to input player name to narrow the search. Search happens in another thread and may take a while, seems stable even for big searches but I can't guarantee a few-year worth of event log won't crash it. If that happens, please report and I'll try to shield the code from that.

All found matches will be highlighted in entries list. In addition clicking a result will jump to that point in log. If your match is found more than certain number times, results will not be highlighted and at certain much bigger value matches won't be provided at all. This is to prevent result display locking the interface for extended periods of time and is a limitation of WinForms that's not easily fixed. Values are set pretty high, you should never need more than that but if you do, let me know about it.

Force Refresh Cache is useful if for some reason your log folder contents were modified. For example you removed some old logs or there was some other issue with files and searches result in a wrong fashion (or some other modules return incorrect data - like timers/calendar). Keep in mind this process takes a while especially for slower systems or large repositories of logs.

Keep in mind, that log files should not be renamed from their default names, such files very likely won't be tracked.

Timers

This feature is supposed to assist with any cooldown-limited activities of the game, namely Meditation and Priesthood. At the moment of this writing, Meditation is the only one implemented.

If you need one of the trackers, first enable it in the appropriate group. That should immediately update the timer. Additionally you can set notification options, sound or unobtrusive (not interrupting your work/gameplay) popup in lower-right part of your main screen. Some timers may have special features with their own options, which may not be described here (if this file gets outdated).

Meditation allows you to setup notification for cooldown (popup/sound will happen when cooldown finishes and if it's ready when you launch this app (but not when you restart the Wurm Client! - request this if you need it).

In addition, you can set sleep bonus notification. This will happen in following case:

1. you turn on sleep bonus,
2. you meditate,
3. 5-minute cooldown on turning off sleep bonus runs out or is already beyond that point (was turned more than 5 minutes ago).

This will produce a one-time reminder if this notification is enabled. Keep in mind, that "tray notification" option will not work unless "remind to turn off" option is enabled. If you don't need sound, just leave it blank or use "clear" to remove one previously set.

Meditation history is a debug element and may disappear or be modified in some future version. It shows a list of all medits parsed/cached by the engine. They are described as "true" if they were valid or "false" if they happened while meditation was on cooldown OR in the previous uptime window (24 hours event that resets all meditation restrictions in-game, based on server uptime). You may also see a field that describes when 3-hour cooldown was triggered (it happens after 5 valid meditations in one 24-hour window).

Cooldown won't trigger if meditation is under 20 skill, to avoid confusing new players as there is no cooldown then. It will also read skill decreases, therefore losing premium will cause it to drop to exactly 20 temporarily.

This program will NOT provide meditation answers, as it's considered cheating.

Calendar

This feature tracks all seasonal plants in Wurm (including if they have multiple harvest seasons). It sorts the list by the order in which they are to come, with those currently in season on top. It shows in how much time they start and for how long they will last. In case of plants in season, "lasts for..." will display time remaining. These windows may not be 100% accurate and are based on wiki, any inconsistencies should be reported, as modifying these values is very easy.

Time can be displayed as real time (default mode) or as Wurm time (which runs 8x faster than real time). I have found the timer to be pretty accurate (there is mostly no more than few WURM minutes difference after few hours since reading /time event in-game).

It is possible to choose which seasons to "track", this option affects only notifications. Any combinations may be set.

Notifications include a sound and/or tray unobtrusive popup. These notifications will happen in following cases:

1. App was just launched and tracked item is in season;
2. Tracked item has just come in season;
3. Wurm Client has just been started and item is in season.

This ensures that information won't be missed if the player leaves this App running in background over extended periods of time.

Other notes

Program is automatically inserting /uptime and /time commands to Wurm Client autorun.txt. These commands are necessary for many features to run correctly and should not be removed from there. Every time this app starts, it checks and appends them if necessary, files are NOT overwritten and any custom settings there are always preserved.

On first launch, it takes a while to build log cache, especially for monthly log files. Until this is finished, features relying on that cache will not be updated (currently it is meditation timer, calendar and log searcher).