

# Wurm Unlimited Modding Quick Start Guide

by Volcano



## Special Thanks!

This document would not be possible without the support of existing Wurm Unlimited modders. Without the knowledge, wisdom, and experience, and willingness to teach, none of this would be possible.

## Before you Begin

Before you begin, you need to patch your Wurm Server Launcher. Get this ServerMod here: <https://github.com/ago1024/WurmServerModLauncher/releases/download/v0.47/server-modlauncher-0.47.zip>

Download that mod, extract the zip file, and place all those files within your WurmServerLauncher folder. Once pasted there, run the patcher.bat and it will quickly patch and say press any key to continue.

Now in your Wurm Server Launcher folder, you can use the modlauncher.bat (and you can configure that .bat file to increase the java memory size...Gloomwood has 40GB allocated just so it will boot).

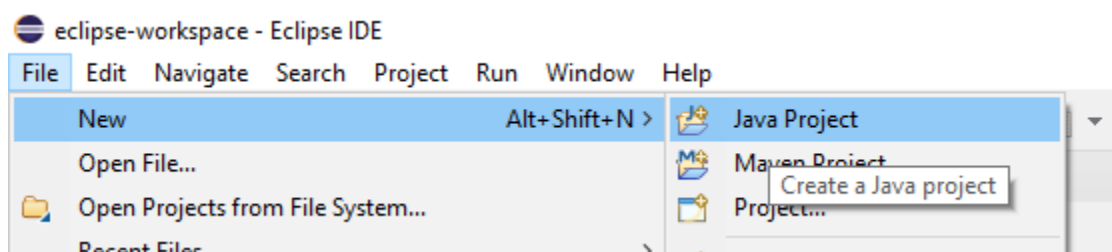
Any errors, check the server.log file found in the WurmServerLauncher folder.

## Now lets get into understanding and making a mod.

1. Get a Java program to use. I am using Eclipse as it is pretty easy to get going.

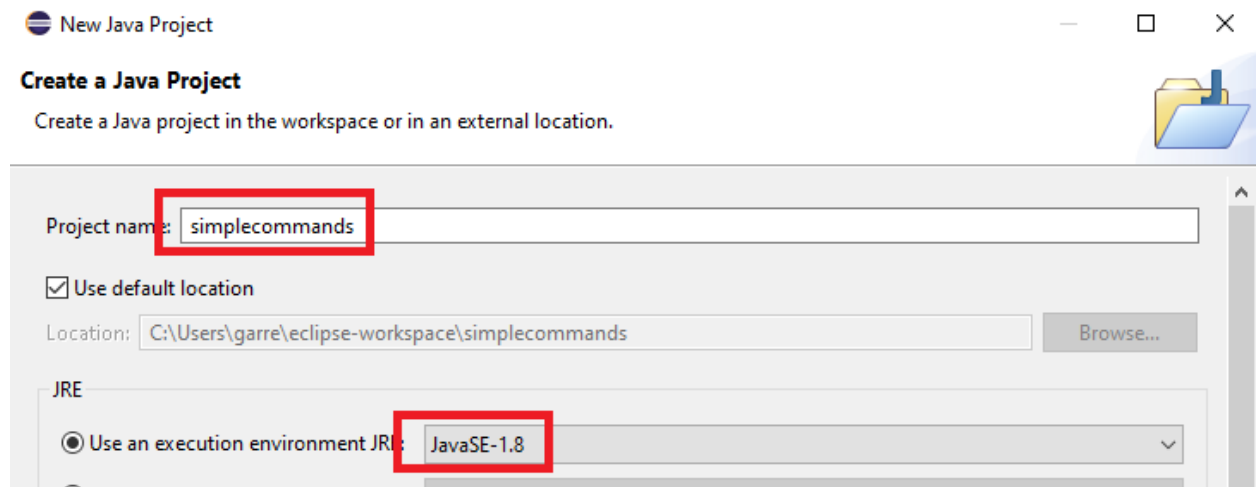


2. Go to File>>New>>Java Project

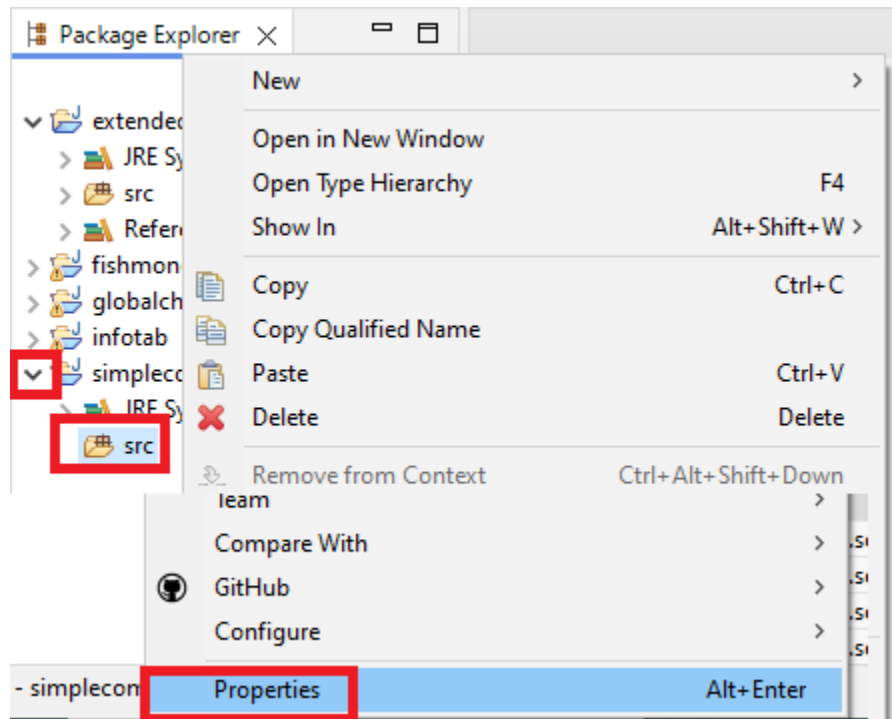


3. Name your project, then select the java version 1.8, then press Finish. (latest version won't work, using 1.8 seemed to work for me, but I am asking modder forum what

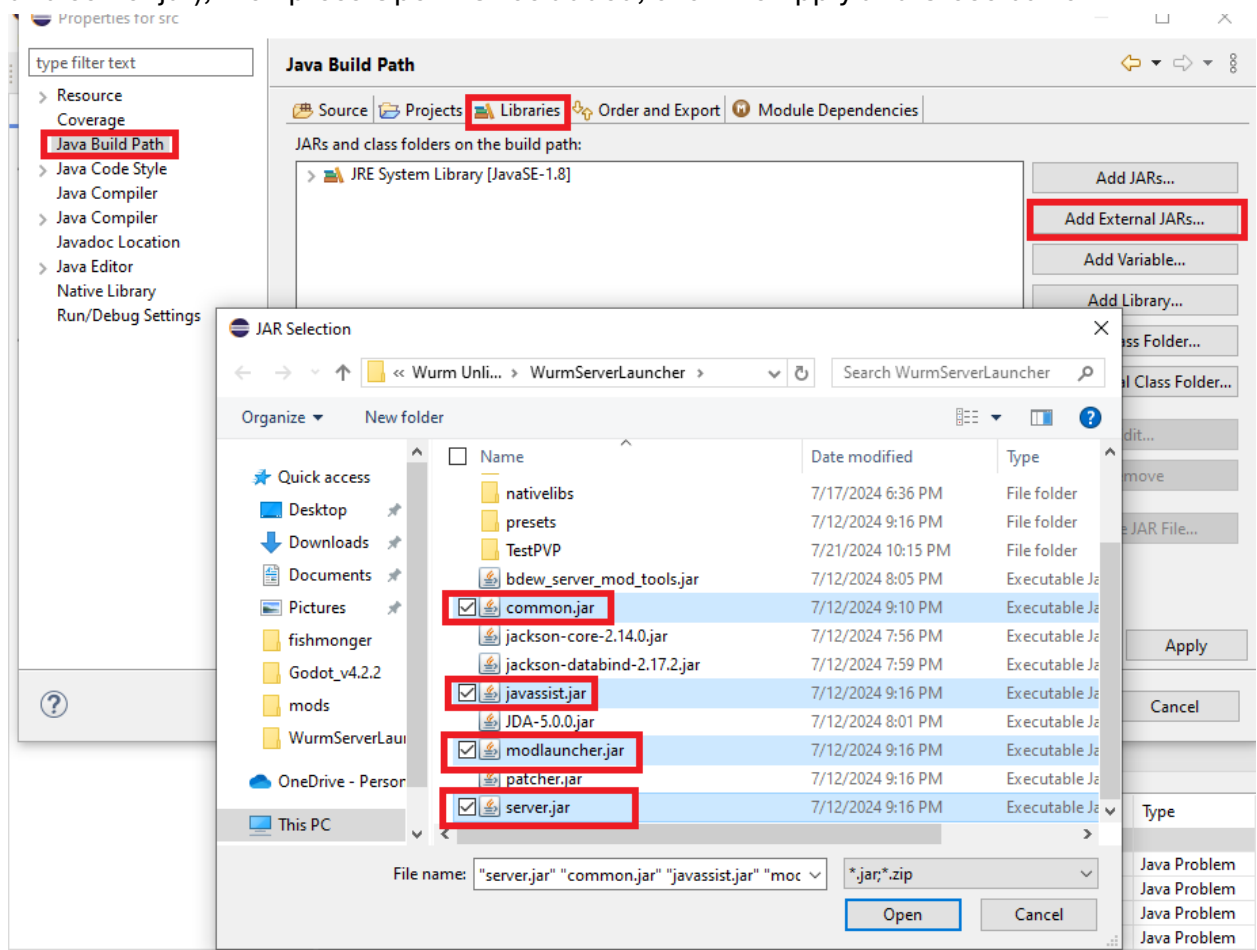
version is recommended)



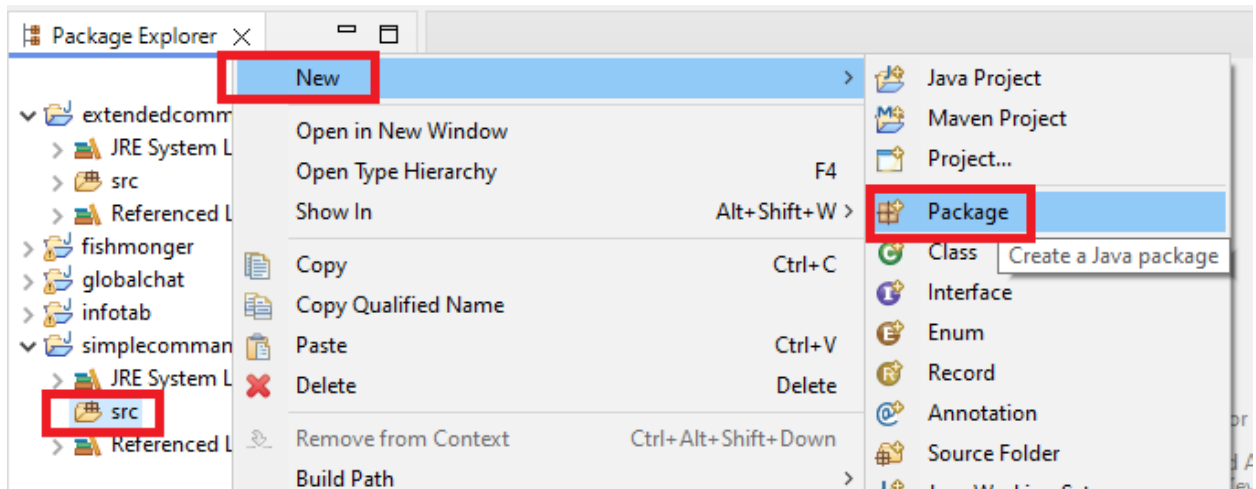
4. Find your project, expand it, right click the src folder, and click Properties.



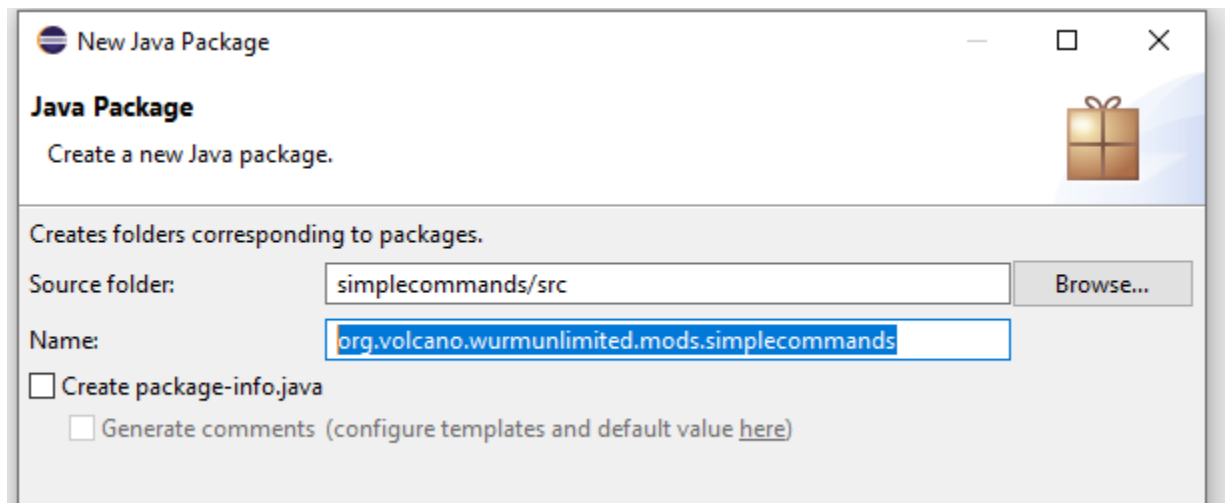
- Click on Java Build Path, then Libraries, then Add External Jars, then select the 4 JAR files found in the WurmServer folder (common.jar, javaassist.jar, modlauncher.jar, and server.jar), then press Open. Once added, click the Apply and Close button.



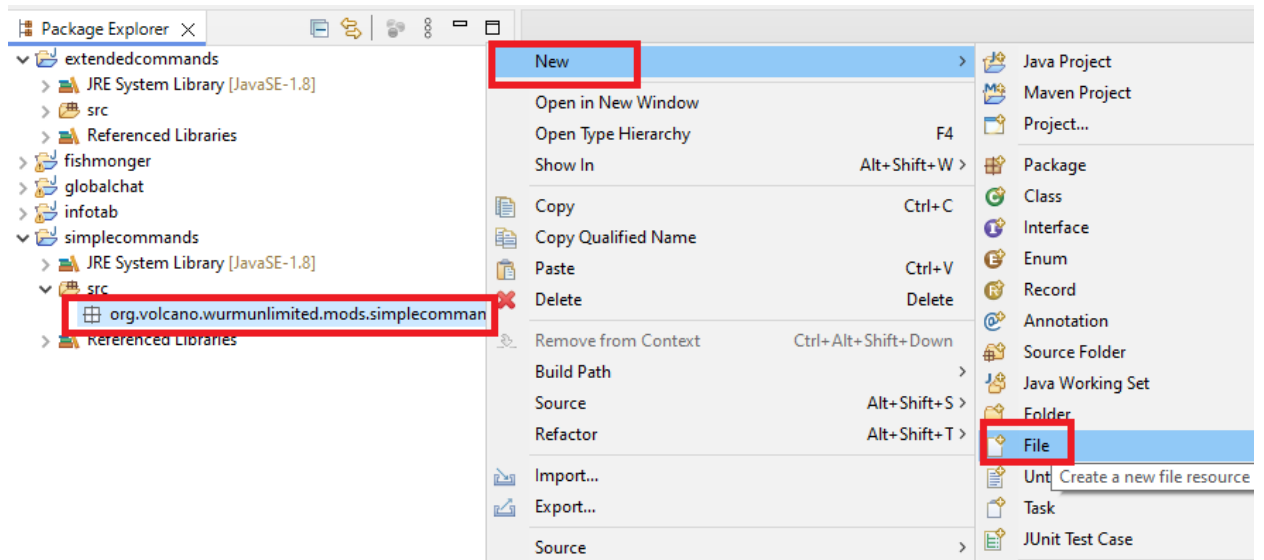
6. Right click the src folder again, then click New>>Package



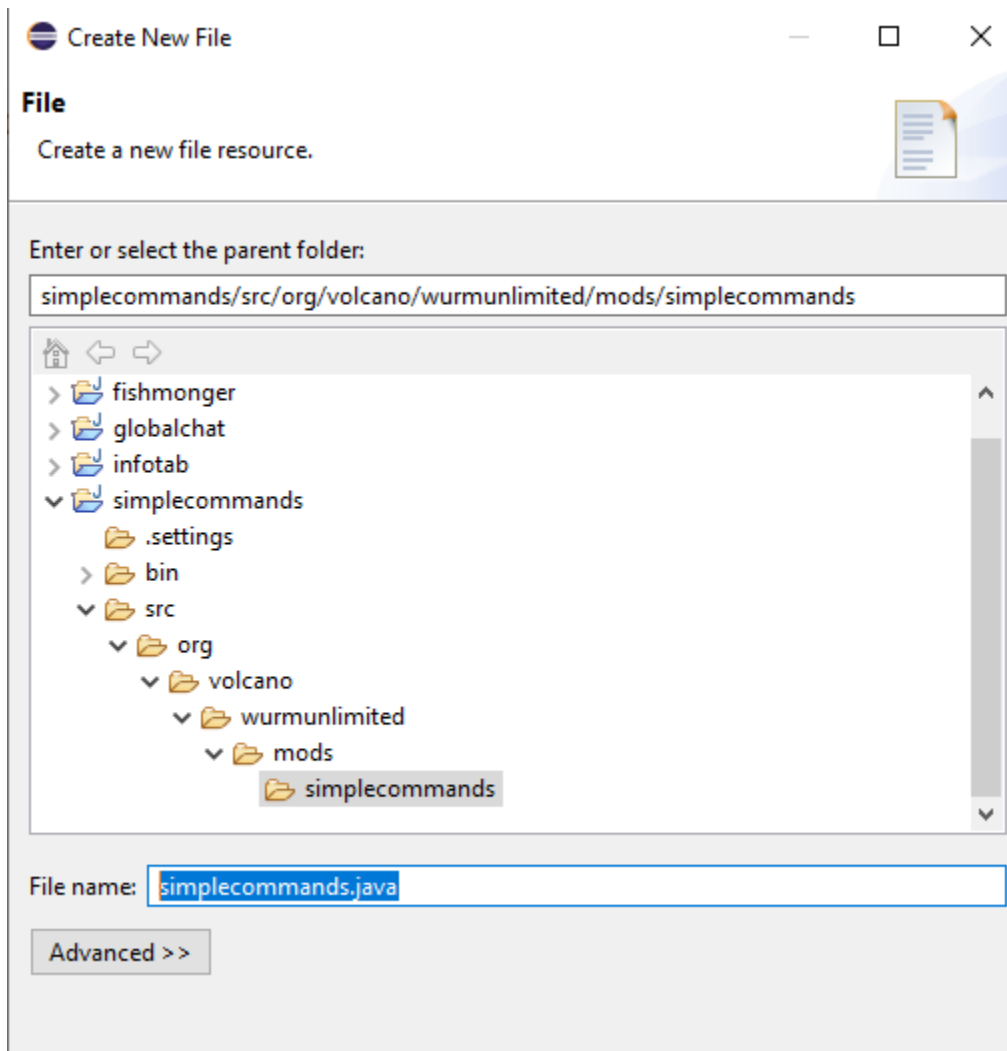
7. Give your package a name. This name usually uses a format of aaa.bbb.ccc.ddd.class\_name. In this example, I used org.volcano.wurmunlimited.mods.simplecommands. I could also use something else, and as long as it is referenced properly, should work fine. If I named it net.belgresh.wu.mod.simplecommands, that could work too. Once done, hit Finish



8. Right click your package, and select New>>File.



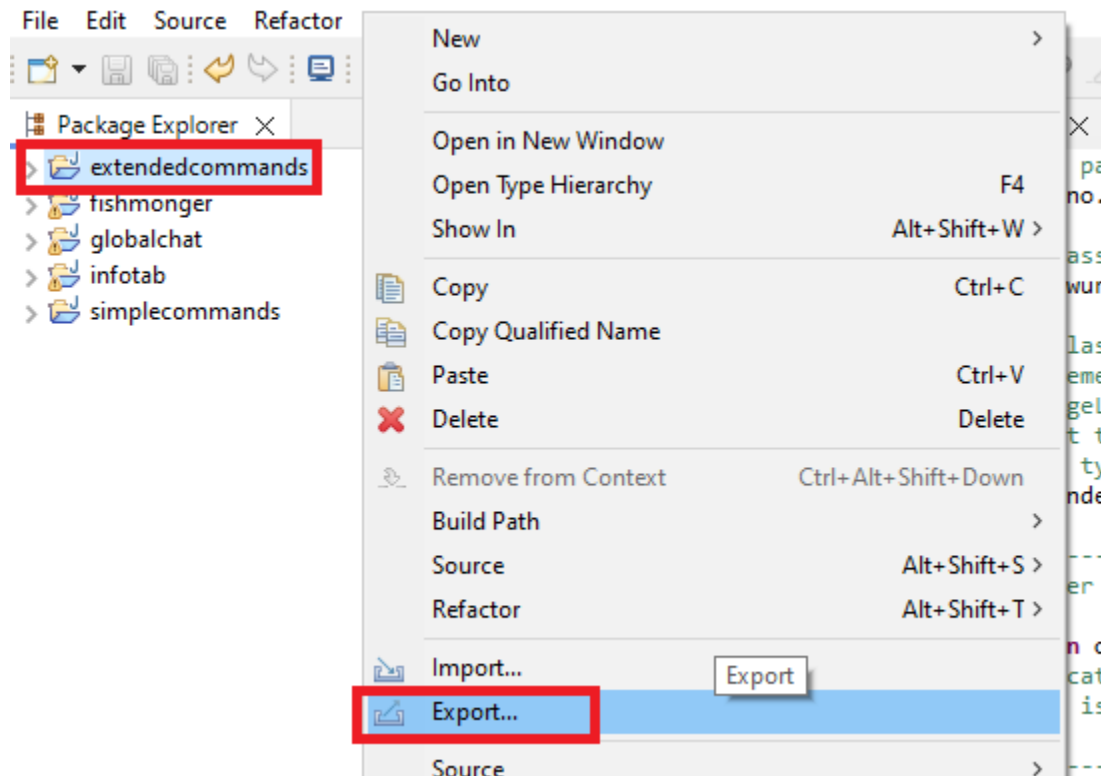
9. Give your .java file a name and press Finish.



10. Now write your code. Usually at this time, I start looking at other mod references to learn and test. Look at the image below for structure. I commented it to show you usually how the mods will look in their raw state. This is a simple walkway of code, when you look at other mods' code, they look like intersecting highways.

```
*simplecommands.java × extendedcommands.java
1 //always declare the package at the top on the first line so it inherits properly
2 package org.volcano.wurmunlimited.mods.simplecommands;
3
4 //import any other packages you need for this mod. For example...
5 //org.gotti.wurmunlimited.modloader.interfaces.PlayerMessageListener is found in "modloader.jar", used to listen
6 import org.gotti.wurmunlimited.modloader.interfaces.PlayerMessageListener;
7 import org.gotti.wurmunlimited.modloader.interfaces.WurmServerMod;
8 import com.wurmonline.server.creatures.Communicator;
9
10 //declare your class now, the name of your class must match the filename (i.e. simplecommands.java)
11 public class simplecommands{
12
13     //place all your variable declarations and functions here
14
15 }
```

11. At this time, try making a mod that mimics my extendedcommands mod. The source code for the extended commands is found in the discord message. I would copy that code into your project, change the “package” at the first line to match your package name, then change the class name to match your file name.
12. Once you get your mod done, you need to export the .JAR file. To do this, in Eclipse, right click your project, and Export.

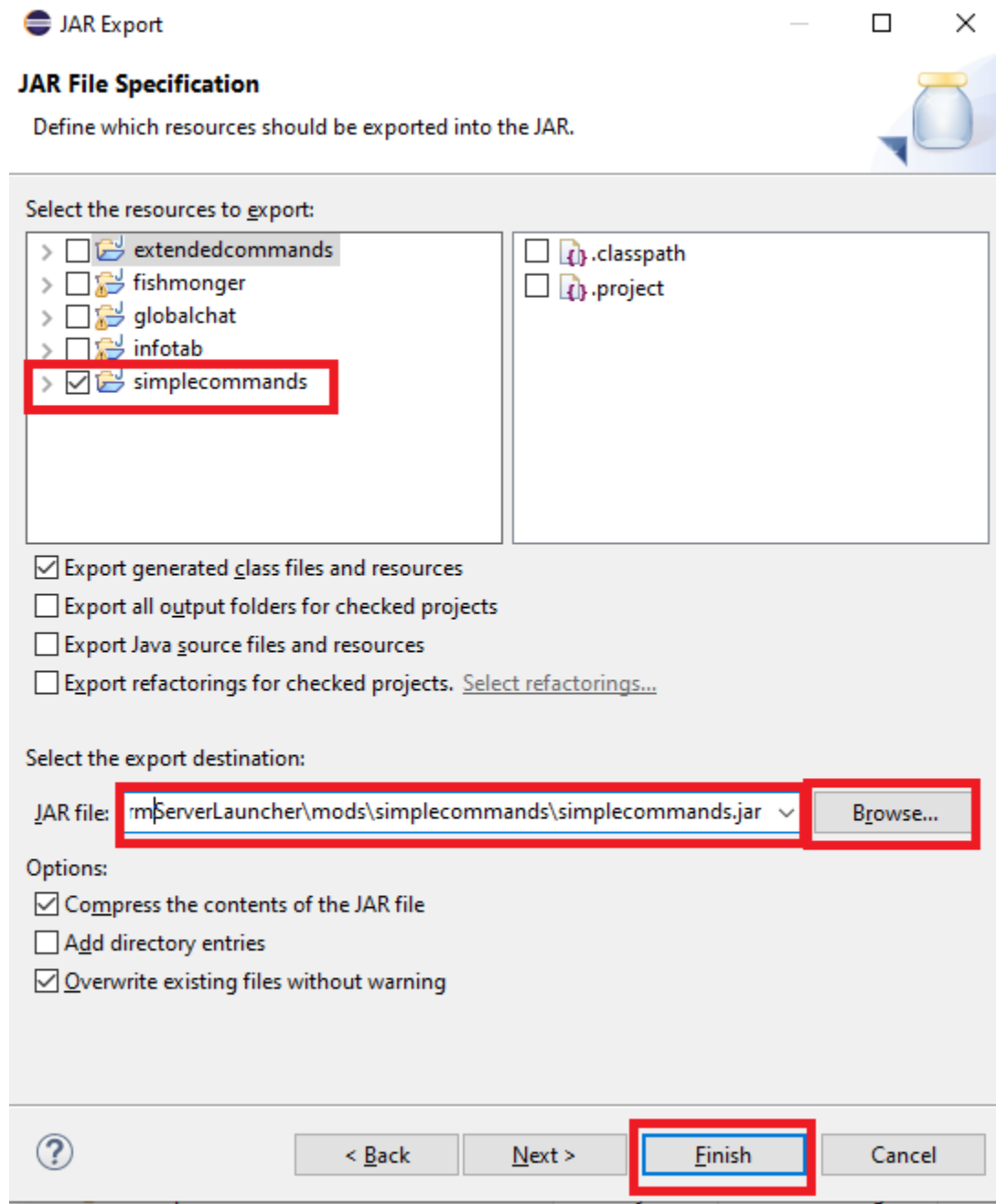




13. Click the .JAR File, and click Next.

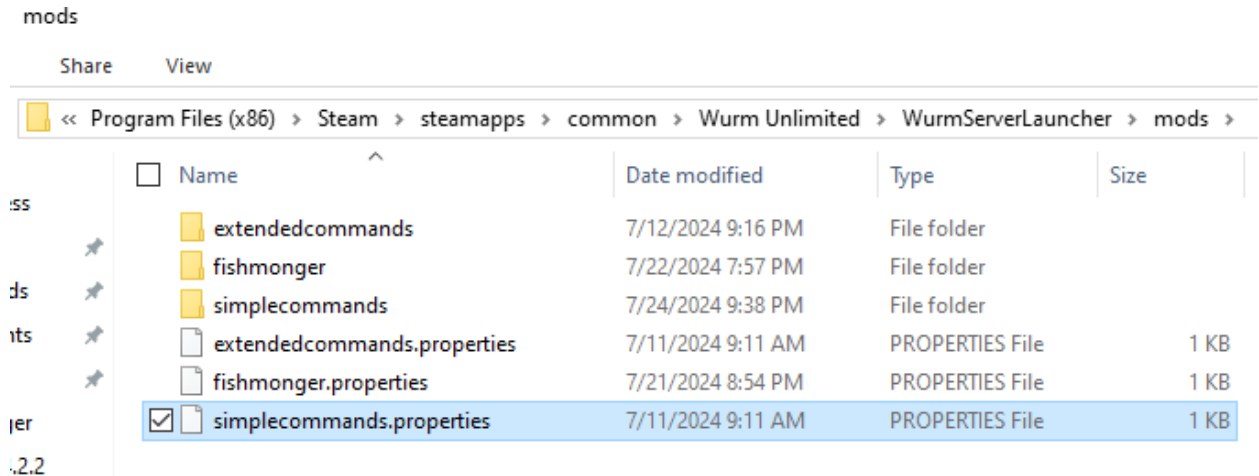


14. Select your project in top left panel, then save the .JAR file to your worm server folder under WurmServerLauncher\mods\YOURCLASSNAME\YOURMODNAME.JAR, and press Finish.



15. Now, going out of Eclipse, and navigate to your WurmServerLauncher/mods folder.  
The folder path should look like C:\Program Files  
(x86)\Steam\steamapps\common\Wurm Unlimited\WurmServerLauncher\mods

You should see the folder called “yourmodname” already that you created / saved from Eclipse, but if not, make your folder now, and copy your .JAR file to that folder, and create a new “yourmodname.properties” file. I use Notepad++ for all my work here, makes it easier.



16. Right Click your “yourmodname.properties” and use Open With and some kind of text editor (preferably Notepad++). Enter the info as seen below, but use your own filenames / class names. Save the file when done.

