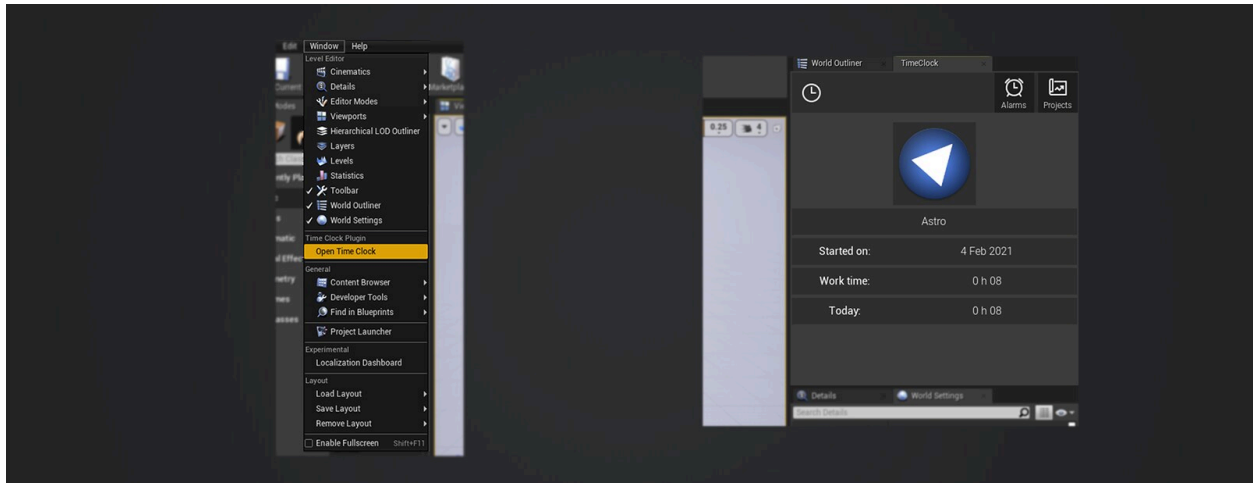


Documentation

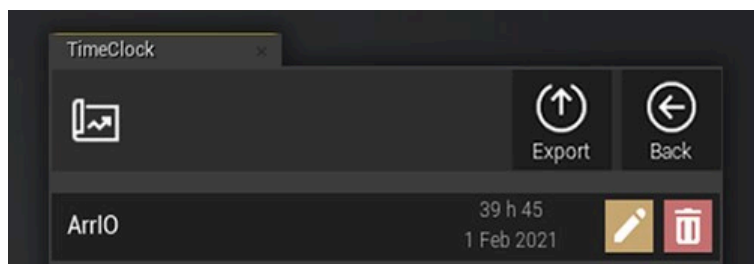
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1. Introduction

Time Clock allows you to quickly keep track of how long you've been working in your projects. Simply enable it in the projects you're working on and let it happen! You can see other tracked projects regardless of the engine version used. You can access the plugin's interface via the editor's Window menu.



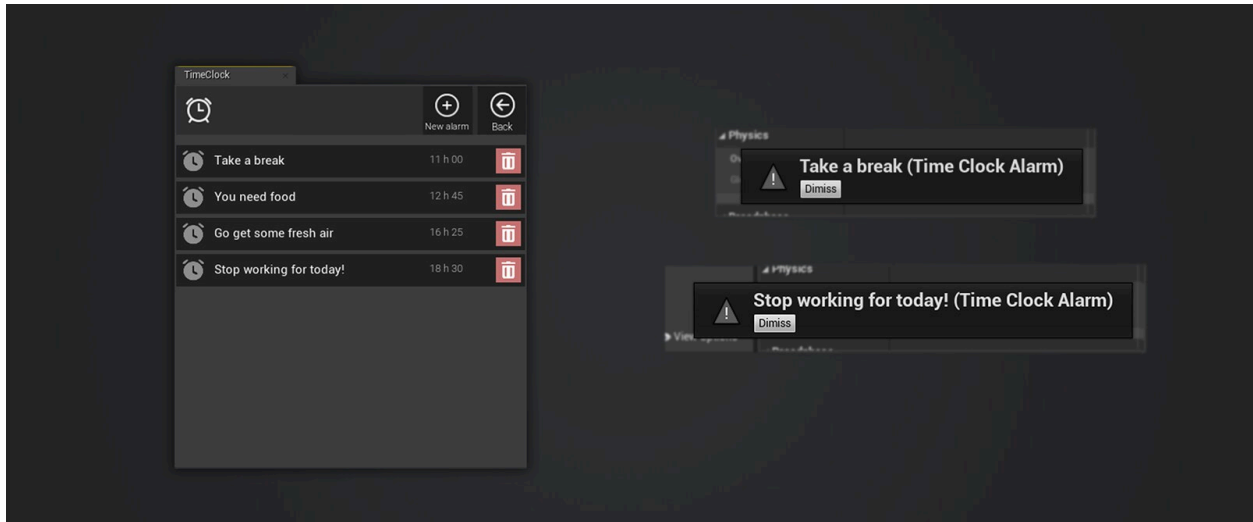
The data Time Clock records is saved in **MyDocuments (C:\Users*UserName*\Documents)** in a file called **“UE4_TimeClockData.txt”**. This means deleting a project or moving it will not affect your saved data. This also allows projects from multiple engine versions to share the same data.



If you wish to access the data use the export function under the project panel. It will allow you to export all of the saved data to a text or CSV file.

Avoid editing the “UE4_TimeClockData.txt” file directly, any value that is not recognised will either be reset or removed.

2. Alarms



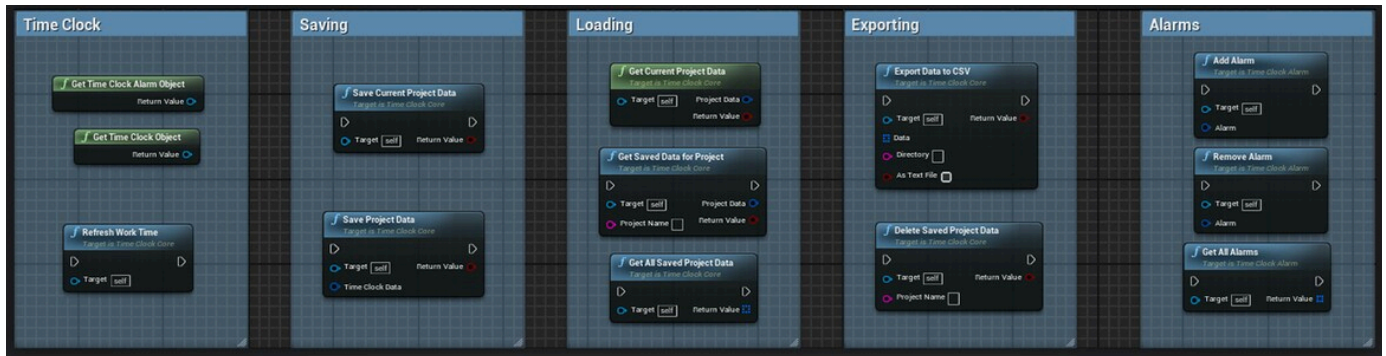
Time Clock also allows you to set multiple alarms in each project. Alarms will trigger an editor notification that will not disappear until you dismiss it. If you have multiple alarms set for the same time they will stack up.

In contrast to the time data, alarms are project specific and are saved within the **config folder of your project (.../*ProjectName*/Config/DefaultTimeClock.ini)**. To transfer alarms across projects you can either:

- Copy the **DefaultTimeClock.ini** file to another project's config folder
- Navigate to the plugin's settings (within Project Settings) use the Export/Import settings (see [Unreal Engine Documentation](#)).

Here again, avoid editing the "UE4_TimeClockData.txt" file directly, any value that is not recognised will either be reset or removed.

3. Custom actions & interface



Time Clock's interface was fully made using widgets and blueprints. This means you can tie its function into other productivity tools you may be using. The blueprint API is pretty straight forwards and should give you control over the saved data. To access any of the API you will need to call either the **TimeClockObject** or the **TimeClockAlarmObject** accordingly.