

## NetTime Options

*Time Servers:* This is a list of servers with which NetTime will synchronize. Each synchronization contacts all the specified servers, so adding servers to the list increases network traffic. Once all servers have been contacted, some number of time values are available. The number of time values may be less than the number of servers if some of the servers are unreachable. Once all available time values are retrieved, they are used as follows:

- If no values are retrieved, nothing happens.
- If one value is retrieved, the local PC's clock is set to this time.
- If two values are retrieved, the local PC's clock is set to the average of the two values.
- If three or more values are retrieved, the local PC's clock is set to the average of all the values that agree with each other. This allows NetTime to synchronize the clock correctly even if a minority of servers are sending bogus times.

*Update Interval:* This is the basic frequency with which NetTime will synchronize the local PC's clock with the time server(s). For example, if this is set to 120, NetTime will synchronize every two minutes. This might be an appropriate setting when the server is on a local LAN. For servers you are connecting to through the Internet, a higher value would be appropriate to reduce traffic and load on the public servers.

*Retry Interval:* This is the frequency with which NetTime makes additional attempts once time synchronization has failed. Do not set this too low if you have a dialup Internet connection, as NetTime will continue to make attempts while your connection is down.

*Max Free Run:* This determines how long the local PC's clock is allowed to run unsynchronized before it is considered to have become untrustworthy. When this interval has elapsed since the most recent successful synchronization, NetTime considers itself unsynchronized, draws a red "X" across the desktop icon, and ceases supplying the time to clients.

*Warn if Adj Greater:* This determines how large an adjustment NetTime is permitted to make to the local PC's clock before it must warn the user. If NetTime is running as a service and has no connection to the user (for example, when Windows is logged out), it always adjusts the time. Check "Never Warn" if you want the local clock to be updated no matter what. NetTime makes no special provision for daylight savings time, so if you have warnings enabled and an interval of less than one hour, you will be warned when the time change occurs.

*Allow other computers to sync to this computer:* Checking this box causes NetTime to run a server thread that can be synchronized to by other computers running NetTime or compatible software. If you are installing NetTime on a LAN, the preferred setup is to have one or two computers synchronized to external, authoritative sources, and use these as local servers for the rest of the network.

