ReadMe

This is the general readme for roses' script collection for Dwarf Fortress. The ReadMe is divided into 3 parts.

1. ## DFHack Scripts

   These are scripts that modders are free to use in their own mods, as well as users that wish to manipulate things in game via the command line. There are scripts that are related to buildings, entities, flows/liquids, items, map tiles, and units. There are currently 18 different scripts. A detailed walkthrough of each can be found here.

2. ## Wrapper Script

   The wrapper script is solely for modders (although it is usable from the command line, there is no point). It is used to greatly expand the targeting options of interactions and syndromes. With over 30 different targeting options to choose from, and even more configuration options, it allows for a high level of customization. An in depth guide, featuring all of the different options can be found here.

3. ## Systems

   There are currently three included "systems". These differ from the DFHack scripts in that they essentially add new gameplay features that are configurable in raw like txt files.

   a. ### Civilization System

      The civilization system allows for entities that change while playing. With several different options you are able to add and remove access to creature, items, and materials from an entity based on user defined triggers. Look here for a detailed walkthrough with basic examples.

   b. ### Class System

      The class system is the only system that also functions in adventure mode. It allows for individual units to progress down pre-set paths and learn interactions, gain attributes/skills, and change their names, all based on user defined classes. Look here for a detailed walkthrough with basic examples.

   c. ### Event System

      The event system is the newest system, and as such has not been as thoroughly tested. It's purpose is to allow for more random encounters and events that occur while playing. It has the power to run any script(s) desired at random periods after certain conditions are met. Look here for a detailed walkthrough with basic examples.

   All three systems will be receiving major examples as I prepare my own mod, but for now the basic examples included in their individual ReadMe's will have to suffice.

4. ## Functions

   The functions are the things that make everything above work. The are based on the dfhack.script_environment() system and allow for easy communication between scripts, systems, and modders. The choice to move to such a function heavy system was for ease of future scripting, and to hopefully allow for easy collaboration with other modders. A list of the > 75 different functions, along with their needed inputs and a description of each can be found here.