

Description of functionality

All functionality is based on working with zones. Zones can be allocated in two ways:

All functionality is based on working with areas. Areas can be allocated in two ways:

areas can be selected directly during the game,



or indicated by two signs in the corners



The character can take the results of his work and raw materials both from containers and directly from barter



This is the main panel of additional functionality of the client
Foraging.



This group contains the means of obtaining resources directly from the game world

Butcher





Butchering works with pre-defined areas.

To set area you need to put 2 signs along its borders

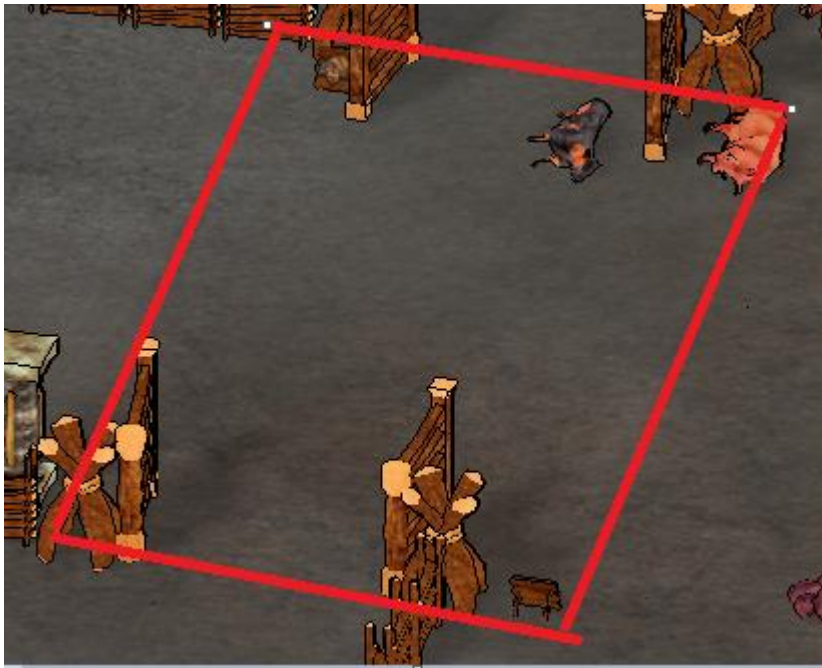
Signs can be placed in a row



or a rectangle



The area is determined by the image on the sign. It is desirable that the plates be unique, unless we are talking about nested areas.



For an area, you can specify the ingredients that will be stored in it. Or they will use barter in this zone to sell ingredients for branches. Areas have reserved string names. (**AreasID** ssetting in Nurgling Settings)



To get the desired picture for the zone, just enter its number in the last field. The zone number can be obtained by pressing **Shift** when hovering over the sign (Field **Marker**)



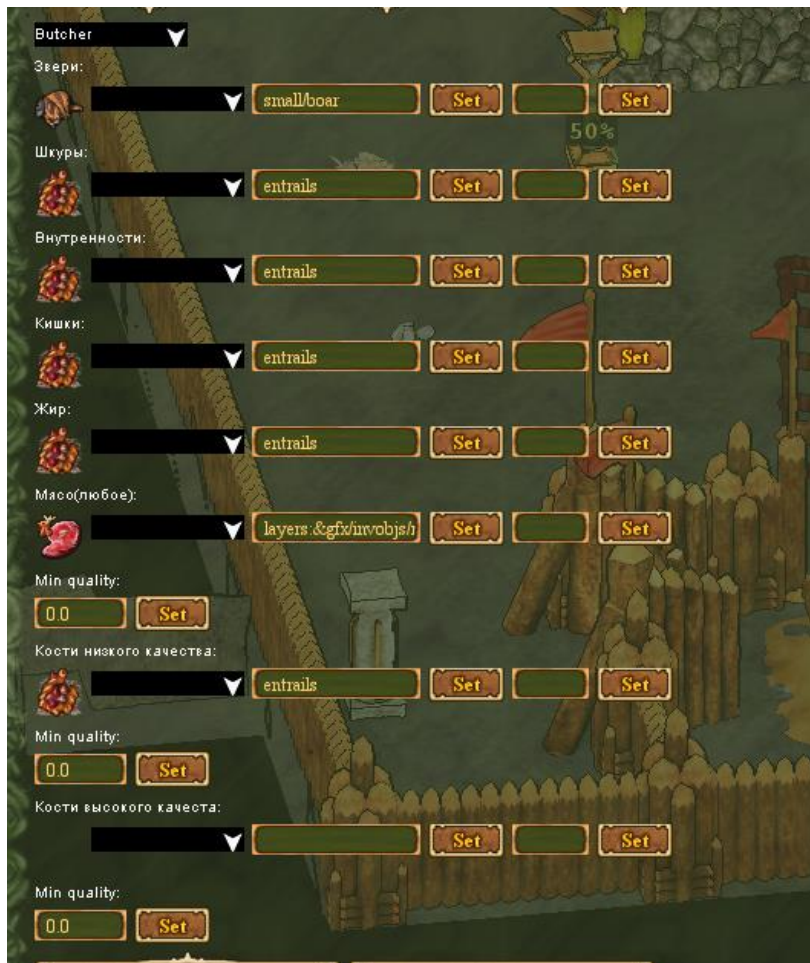
For ingredients, you can specify unloading and loading barter, or use ordinary containers as safes or cupboards. To get started, you need to drag the ingredient into the ingredient settings window



For example:



Bots also have special settings when you need to group ingredients.



The bot butchers the animals in the zone one by one. Removes the skin and carries it to the skin zone Cleanses (intestines and entrails) and carries. Including goodies. Collects meat, carries. Collects bones

Chopping



You will need an axe and a shovel to cut down trees, if you want uproot stumps. Stump destruction is disabled by flag **uproot stumps**. When chopping, water is used either from waterskins from the belt, or from a bucket. When chopping with a bucket, the character (for the time of chopping) throws the bucket behind his back., otherwise it is problematic to use a shovel.

Work will begin immediately after selecting a suitable area.

Example:



Bark Collection

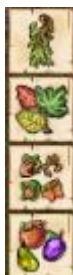


Two zones should be selected for this task: the first zone should contain target trees for bark collection. The second zone is a place to unload piles



No need to create piles in the zone in advance. The character can handle himself.

Bough, fruit, nuts and leaf Collection



All of these scenarios are similar to the bark collection scenario.

Chipper



Same as cutting down a tree. However, stones are dumped into piles.

Clay digging



Allows you to dig river clay, and pile it into piles on the shore



Fisher



Not particularly designed for spinning, and spinning was stolen from me (. I don't see the point in describing the principle of operation until I bring it to the end

Plower



You can select a zone. After that, if the plow is found, the character will take the plow, bring it to the zone and plow it, if possible. For this functionality, I did not make a special zone selection button.



Immediately upon starting, you must select a zone for plowing


Cattail Picker



During the assembly of the cattail, you will drop everything except the threads into the water (does not work on baskets)

Pig walking in the woods...



	Smelter bot
Mandatory areas	ore, coal/blocks, bars, candelabrum/branch
Optional areas	barrels, slag



You need to fill in the settings of the smelter bot

The bot can recharge the Smelters. Works with coal or block.

Bot reloads smelters after burning out


If the character is holding a bucket, the bot can use it to collect mercury in a barrel of mercury in the area

Currently, the bot does not support setting the amount of coal. It is believed that there is a miner's creed.

(I'll fix it)
Now storage in barter is not configured (I will correct it)

For ignition, a candle (candelabra) is used, or a pile with chopsticks

Initially, the candle can stand anywhere, but upon completion of work, it must be returned to a special area.

	Chicken bot
Mandatory areas	hens, chick, eggs, entrails, silo, water
Optional areas	feather
Ingredients	Raw chicken

You need to fill in the settings of the chicken bot



I use chicken coops and incubators. Chicks are stored in incubators until they grow up. When the chicks grow up they replace the hens/roosters that are worse than them in the coops. The process is repeated recursively until there is nothing to change the chicken for. This chicken will be butchered.



Incubator:



At the initial stage of work, I fill the chicken coops with water and feed, if necessary. For this I use 2 zones with cistern



I use barter for butchering chickens and storing eggs. However, regular containers/piles can also be used.



	Animal bots (Sheeps, Cows, Goats and Pigs (no Horse))
Mandatory areas	Pigs/goats/sheeps/cows, milk, wool and kritter



The bots work identically, however the herd conditions are now hardcoded.

I have 1 male and 4 females in my herd. However, only one female is supported with milk at a time. Animal survival rate is determined by rank. **The rank is hardcoded for me.** (Example for sheep $1.5 * q * q_{milk} + quantity_{milk} + 0.3 * (q * q_{wool} + quantity_{wool})$ for sheeps)

Principle of operation.
 We put in the roster (soon I will make a separate bot for branding) all unknown animals.
 We shear wool.
 We milk animals.
 We kill the worst and take them to the butchering area (**kritter**)

The milk and wool areas must be INSIDE the animal area. Because they are perceived as subareas