

Optimizing Dwarf Fortress (DF) for AFK (away-from-keyboard) play with DFHack (via Lazy Newb Pack, LNP) involves automating tedious tasks, streamlining fortress management, and enhancing safety. Here's a straightforward breakdown to best leverage DFHack for a more stress-free, "hands-off" experience:

▣ Core DFHack Tools for AFK Optimization

1. **autolabor** - **Purpose:** Automatically assigns dwarves to jobs based on fortress needs, freeing you from micromanagement. - **Usage:** `autolabor enable` - **Benefits:** Greatly reduces manual labor assignment; dwarves dynamically adapt tasks as required.
 2. **autobutcher** - **Purpose:** Controls animal population, preventing FPS death and starvation by managing herd sizes. - **Usage:** `autobutcher enable` - **Benefits:** Automatically maintains livestock numbers, optimizing food production and fortress performance.
 3. **seedwatch** - **Purpose:** Prevents seed stockpiles from overflowing or running out. - **Usage:** `seedwatch enable` - **Benefits:** Ensures a sustainable agriculture without constant manual checks.
 4. **workflow** - **Purpose:** Automates workshop job management, ensuring continuous production of essentials (booze, meals, bolts, etc.). - **Usage:** `workflow enable` - **Example:** Maintain at least 100 drinks, triggering automatic brewing if stock falls below this level. - **Benefits:** Keeps your fortress stocked while unattended.
 5. **clean** - **Purpose:** Automatically removes contaminants (blood, vomit, mud) to optimize FPS and avoid unhappy dwarves. - **Usage:** `clean all` - **Tip:** Regularly running this via a scheduled command (see below) helps keep your fortress tidy.
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▣ Convenient Scripts and Utilities

1. **autochop** - **Purpose:** Automatically designates trees for chopping based on thresholds. - **Usage:** `autochop enable` - **Benefits:** Steady wood supply without manual designation.
 2. **stocks** - **Purpose:** Quickly view fortress inventory for oversight. - **Usage:** Type in DFHack: `stocks show` - **Benefits:** Efficient oversight of essential resources at a glance.
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⚙️ Safety and Defensive Automation

1. `siege-engine` - **Purpose:** Automates loading and firing siege engines. - **Usage:** `siege-engine enable` - **Benefits:** Automatically repels threats without player intervention.
 2. `burrow automation` (`burrow enable`) - **Purpose:** Automatically assigns dwarves to burrows during alerts or danger. - **Usage:** Define a burrow (safe area), then: `burrow enable` - **Benefits:** Protects dwarves in emergencies without active oversight.
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📅 Scheduling Commands (Advanced AFK tip)

DFHack can schedule recurring tasks, perfect for AFK maintenance:

- **Example (regular fortress cleaning every in-game month):**

```
repeat -time 1 months -command [ clean all ]
```

- **Example (regularly triggering saving every in-game season):**

```
repeat -time 3 months -command [ quicksave ]
```

These ensure a consistent, automated workflow even during extended AFK periods.

📋 Practical AFK Fortress Setup (TL;DR recommendation)

A good starting setup for a new player aiming for minimal attention:

```
autolabor enable
autobutcher enable
seedwatch enable
workflow enable
autochop enable
burrow enable
repeat -time 1 months -command [ clean all ]
repeat -time 3 months -command [ quicksave ]
```

□ General Tips and Sarcastic Reminder

- Consider enabling **DFHack's** `fastdwarf` **mode** for rapid fortress setup:

```
fastdwarf 1
```

Use with caution: Cheating makes Armok frown upon you (but fuck it, it's your fortress).

- Regularly check back for “fun” surprises—AFK doesn't mean “totally safe” in DF, after all. **DFHack** makes life easier but won't save you from tantrum spirals caused by dwarven stupidity. You've been warned.

Good luck automating your fortress—may your dwarves survive your neglect (they probably won't)!