# DF Designator userguide

October 31, 2011

## 1 Design your base

DF Designator works by reading pixel information from images (bmp/png files recommended[1]) or by importing Quickfort csv files. Depending on the color of the pixel, a different action will be taken.

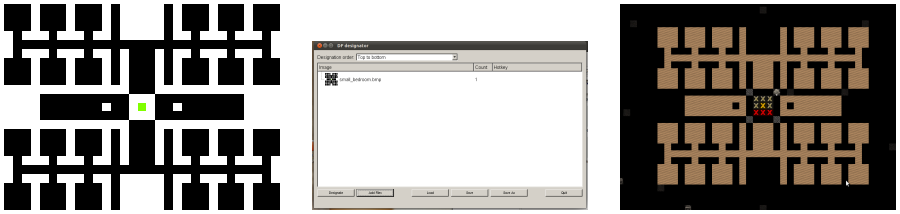

Figure 1: Left: Blueprint, Middle: Blueprint loaded in DF Designator, Right: Result in DF

You can not only create dig patterns but you can also build, query items, assign zones and stockpiles. Every action has it's own color, see "Colormap.ini" for a list of all all currently supported colors and actions. But remember stick to one mode for every blueprint file. Mixing them is not supported.

If you want to build something that doesn't seem to have an entry in the "Colormap.ini" file, then it might be as easy as to add a new entry in the Colormap file with a unique color to support it.[2].

The color RGB(128,255,0) (neon green) is a special color. It does not build/designate/assign anything but it marks the location of the cursor where the process starts and can be used to align this image with an image on a z-level above or bellow this one, even if they are not the same size.

[1] DF designator supports all images the java image library supports, but some image format such as jpg do not perfectly preserve pixel colors and will not work.

[2] See advanced for the Colormap file format

# 2 Build your base

So you have created your blueprints or want to use existing blueprints or Quickfort csv files. How do you get them built ?

## 2.1 Loading the images

You start by dragging or adding your image files to DF Designator. You can also import Quickfort csv files.

## 2.2 Structuring the images

The default is that each image will be used for 1 z-level.

But by changing the count you can span the same image over multiple z-levels and by adding it as a subitem to another image, you can make more complex patterns.

This is best explained through an example.

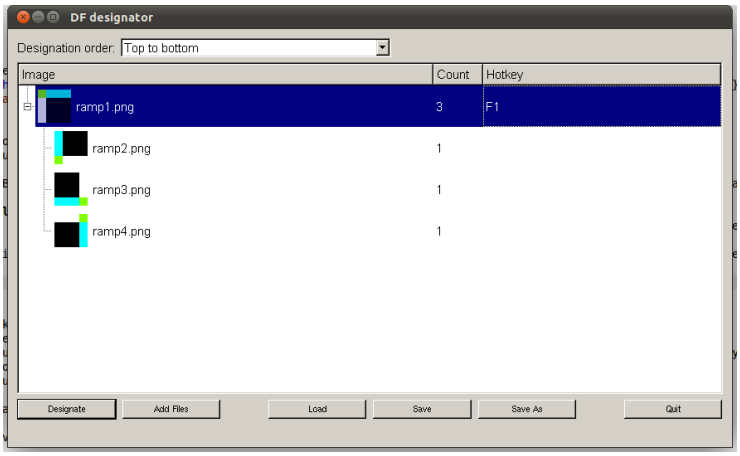


Figure 2: Designation pattern for a 3-wide ramp spiralling downwards

You can see that we have loaded the 4 pieces of a ramp. We made pieces 2, 3 and 4 subpieces of piece 1 and changed the count of piece 1 to 3. We also assigned a hotkey F1 to piece 1. We are now ready to designate ramp 1 to 4 in order, going down 1 z-level after each image and this 3 times. Or in other words to create a ramp spiralling 12 z-levels down.

## 2.3 Build your plans

Now to put our pattern in Dwarf Fortress.

1. Activate the dwarf fortress window.
2. Press the 'd' button to go to designate mode.
3. Put the cursor on the exact spot you want the green index to be. In this case this will be the middle of the spiral.
4. Press designate and activate the DF window or press the assigned hotkey while in the DF window.

If anything goes wrong, you can press PAUSE (F10 on Mac OS X) to interrupt the process.

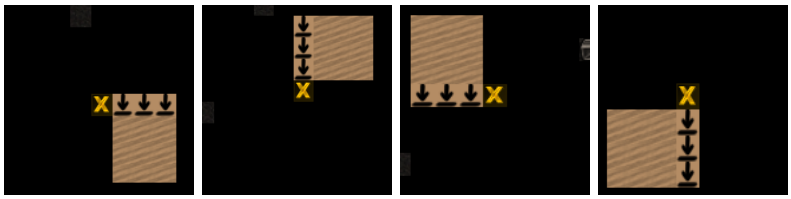

Figure 3: Z-levels 1-4

### 2.3.1 Other modes

But what if you want to perform actions from a different mode such as build, query or zone. The process is exactly the same, the only difference is that you now have to enter a different mode in dwarf fortress aswell.

| Mode | DF Mode |
|---|---|
| BUILD | b and select an item (for example b again) [3] |
| ZONE | i(for zone) or p(for stockpile) |
| QUERY | q |

Remember that for one image only 1 mode is supported. You can not mix designate and build orders for example.

## 2.4 Save your plans

You can now save the your designation plans, their order and counts and assigned hotkeys to an archive by using the save button. Ready to be loaded again when you need them.

# 3 Advanced

## 3.1 Colormap

The lines in "Colormap.ini" have the following format:

$<$ Mode $><$ Keys $><$ $R$ $><$ $G$ $><$ $B$ $><$ times enter $><$ times escape(optional) $>$

1. Mode: One of DESIGNATE/BUILD/ZONE/QUERY
2. Keys: The key combination to get from the mode to the item
3. RGB: Red Green Blue color code
4. Times Enter: In build mode, the number of times you have to press enter to select the materials, otherwise 1
5. Times Escape: The number of times you have to press escape to get back to the base DF mode. This entry is only nescessary for items that have an additional step where you can change their direction.

## 3.2 Settings

In "Settings.ini" you can change the delays between keystrokes for different mode. Increase them when the process goes wrong frequently.