Dwarf Builder

Instruction Manual
0.34.07v5

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Main Menu

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c) Construct Dwarf Fortress
   Apply all the options that you chose in the settings menus and create a new
   Dwarf Fortress application in the same folder that you have Dwarf Builder
   installed. If there is already a Dwarf Fortress application in this location,
   it will attempt to backup your saved games and restore them into the new
   Dwarf Fortress.

t) Install/Update Dwarf Therapist
   Install Dwarf Therapist in the same folder as Dwarf Builder. If Dwarf
   Therapist is detected in this location, it will preserve it and attempt to
   update the memory addresses to the most recent version; that way you will be
   able to save your Dwarf Therapist settings between Dwarf Builder versions.

u) Dwarf Builder Utilities

q) Save and Quit Dwarf Builder
   Quit Dwarf Builder and remember your Dwarf Fortress settings the next time
   you run Dwarf Builder.

w) Quit Without Saving
   Quit Dwarf Builder without saving your settings.

a) About & Version & Credits
   View a brief description of Dwarf Builder, the version numbers for the
   included mods, and credits.

Visual Settings

1) Window Mode
   YES: Dwarf Fortress will start in a window
   NO: Dwarf Fortress will start in fullscreen mode

2) Show Intro
   Whether or not to show the intro video. May be cool to see once or twice, but may be annoying afterward.

3) Which Tileset
   Change how the terrain and map tiles look.

4) Creature Graphics
   YES: Creatures and Dwarfs will be distinct and look like what they are. For instance, a rabbit will look different from a raccoon.
   NO: Creatures will show up as letters. Note: some creatures such as rabbits, raccoons, and ravens all look like 'r'.

5) Use Font
   Truetype font, instead of the normal tiles. It's not perfect though, so you may find text disappearing or gender icons missing. However, if it is disabled, some tilesets will replace certain letters with icons, such as comma ',' and period '.', so disabling fonts may appear strange as well. In the game, you may press F12 to toggle fonts.

6) Which Font
   This will allow you to choose which font is applied in the option above.

7) Show FPS
   Show the current FPS near the top of the screen.

8) Show Idlers
   Show the number of dwarfs that are doing nothing.

9) Liquid Depth
   Show a number (1-7) for water and magma depth.

0) Window Size
   How tall and wide to show the window for Windowed Mode.

m) Back to Main Menu
   Return to the Main Menu.

Application Settings

1) Sound
   Whether or not to use audio.
2) Volume
   0-255, higher is louder.
3) Soundtrack
   You may switch to the extended soundtrack. This increases the size of Dwarf
   Fortress and takes a bit longer to initially load.
4) Keybindings
   DEFAULT uses +-*/ for secondary menu navigation,
   LAPTOP uses =-+_, which is better for keyboards without a number pad.
5) FPS Cap
   Set a maximum cap for the processing "frames" per second. This is different
   from graphical refresh rate, as it determines how often things happen in the
   game. For instance, a healthy, unencumbered dwarf will move one tile every 10
   frames.
6) Graphical Cap
   This determines how often the screen is updated.

m) Back to Main Menu
   Return to the Main Menu.

Gameplay Settings (part 1)

1) Embark Warning
Setting this to YES will force you to confirm an embark, even if the embark area is perfectly safe (no salt water, aquifers, etc).

2) Population Cap
Maximum number of dwarfs before migrants stop arriving. Migrants will start coming again if your population falls below this cap. You may still increase in population if your children grow to adults. More dwarfs will eventually lower your framerate.

3) Baby/Child Cap
The first part of this setting is a hard cap for the number of children (and babies) in your fortress. The second part is a soft cap based on a percentage of adults in your fortress. The lower of the two is used as the maximum for children and babies.

4) Embark Size
Larger embark squares increases the number of objects that the game is tracking, thus reducing framerate.

5) Temperature
Turning this off will disable heat and freezing temperature damage. Magma will still destroy anything it directly contacts, but it won't damage nearby trees or structures. Disabling it will increase framerate significantly, though it might reduce *fun*.

6) Weather
Rain and snow. Turning it off will increase framerate (to a lesser degree than temperature) but your lakes and rivers will never replenish from rain.

n) Next Page
Move to the next Gameplay Options page.

m) Back to Main Menu
Return to the Main Menu.

Gameplay Settings (part 2)

1) Invaders

Enables and disables goblin and kobold invaders to your fortress. Disable this if you are learning and don't want to be bothered.

2) Grazing Animals

Turning this off makes grazing animals not starve to death if they don't eat. Meat eaters don't need to be fed, why should grazers be special?

3) Aquifers

Aquifers are layers of ground that generate and absorb infinite amounts of water. It is advised for beginners not to embark on an aquifer. Disabling this makes it so they're never generated in the first place.

4) Skill Rusting

Skills and stats will rust to the point of turning your dwarf into a bumbling idiot after a few years, no matter how hard you train. Disabling this will make it so this doesn't happen.

5) Cave-Ins

Turning this off will allow you to prevent dwarves from being accidentally crushed by falling rock if it is not attached to anything else around it. Not realistic but good for beginners.

p) Previous Page

Move to the previous Game Options page.

m) Back to Main Menu

Return to the Main Menu.

Save Settings

1) Compress Saves
   Saves will be compressed to save space. Disable this if you're getting corrupted saves.
2) Autosave
   Automatically save your game at a certain interval, or don't.
3) Pause On Load
   Start the game paused whenever you start or load a game.
4) Pause On Save
   Pause the game after it's saved (manually or automatically).
5) Auto-Backup Saves
   Move your save games to a different area in Dwarf Fortress in case you mess up and want to go back. Commonly referred to as Save Scumming.

m) Back to Main Menu
   Return to the Main Menu.

Dwarf Builder Utilities

1) Backup DB Files
Backs up Dwarf Builder saved settings and backed up DF Saves. This is useful when you're upgrading to a new version of Dwarf Builder. Choose Backup DB Files in the old version, then choose Restore DB Files in the new version. Note: the save backups only applies to saves from the Backup DF Saves option below, not the Auto-Backup Saves option in the Save Settings menu.

2) Restore DB Files
Used in conjunction with the option above to restore the saved Dwarf Builder settings.

3) Update Save Raws
If you're updating Dwarf Fortress to use a new tileset or specific options (aquifers, grazers), use this option to update your Dwarf Fortress saved games to use these options as well, or they will keep using the old settings.

4) Backup DF Saves
Backs up your save games and several other customized files in Dwarf Fortress. This isn't necessary when updating an existing Dwarf Fortress configuration, as Dwarf Builder will detect and backup saves automatically when constructing a new version. This is useful when you need to delete DwarfFortress.app but you want to keep your saves. Note: This is different from the Auto-Backup Saves option in the Save Settings menu.

5) Restore DF Saves
Restores the Saves and other files that were backed up in the option above.

m) Back to Main Menu
Return to the Main Menu.

Upgrading Dwarf Builder

When upgrading to a new version of Dwarf Builder, it's best
to follow these steps in the old DwarfBuilder.app:
1) 'Dwarf Builder Utilities' (u)
2) 'Backup DF Saves' (4)
3) 'Backup DB Files' (1)

Then delete DwarfBuilder.app and DwarfFortress.app, but
leave the DwarfBuilder_backup folder and DwarfTherapist.app
if you use it. Unpack the new DwarfBuilder.app, and run it
then follow these steps:
4) 'Dwarf Builder Utilities' (u)
5) 'Restore DB Files' (2)

It will ask you to restart the DwarfBuilder.app, so do
that. When Dwarf Builder opens again, follow these steps:
6) 'Construct Dwarf Fortress' (c)
7) 'Install/Update Dwarf Therapist' (t)
      (in case there's a memory update)
8) 'Dwarf Builder Utilities' (u)
9) 'Restore DF Saves' (5)
10) 'Update Save Raws' (3)

Tips

1) To edit Dwarf Fortress files manually, you can right-click on the DwarfFortress.app file, then choose Show Package Contents. There you can navigate to Contents, then Resources. In the Resources folder you'll find all the normal Dwarf Fortress files that you know and love!