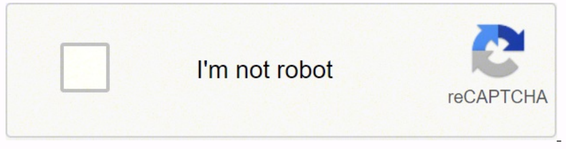
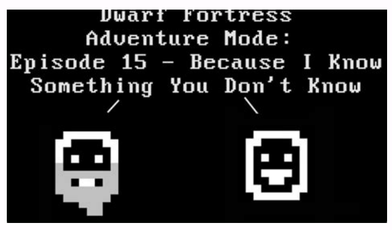
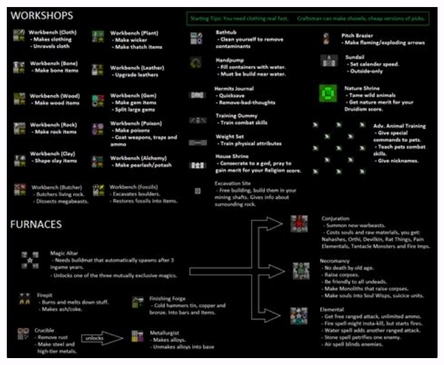


Next

Dwarf fortress adventure mode combat guide





(Toady One) - resolved.- 0002789: [Creatures] rhesus macaque lacks tail (Toady One) - resolved.- 0002810: [Creatures] Fire Snakes have [MUNDANE] token (Toady One) - resolved.- 0002863: [Typos/Grammar] Typo in "No civilizations available" world gen error (Toady One) - resolved.- 0002864: [Creatures] Stranglers have no gender specified. (Toady One) - resolved.- 0005074: [Dwarf Mode -- Interface, Designations] Mouse click while designating sets mark like enter does (Toady One) - resolved.[39 issues]Dwarf Fortress - 0.34.02 (Released 2012-02-18) [View Issues] ==========- 0001324: [Dwarf Mode -- Jobs, Items] buckets full of water were used to produce lye (Toady One) - resolved.- 0005113: [Adventure Mode -- Inventory] Readable materials (books, slabs) duplicating in inventory (Toady One) - resolved.- 0005048: [Adventure Mode -- Conversation] Crash when greeting/talking to villager (access violation) (Toady One) - resolved.- 0005051: [Dwarf Mode -- Environment] Giant mosquitoes don't stop spawning -- 172 on map (Toady One) - resolved.- 0004434: [Creatures] Several tags added to 'GIANT' creature entries are not removed by the 'GIANT' template, resulting in duplicates (Toady One) - resolved.- 0000118: [Typos/Grammar] typo in Nobles and Administrators manual page (Toady One) - resolved.- 0004753: [Creatures] Rodent men have no skin (Toady One) - resolved.- 0004667: [Typos/Grammar] Rabbit description is false; rabbits are not rodents (Toady One) - resolved.- 0004547: [Creatures] Unicorn raws missing [SELECT_CASTE:ALL] (Toady One) - resolved.- 0004431: [Creatures] Iron men and mud men have malformed UNDERGROUND_DEPTH (Toady One) - resolved.- 0004429: [Creatures] Plural of reindeer should be 'reindeer' (Toady One) - resolved.- 0004428: [Creatures] Blue peafowl use COLOR instead of CASTE_COLOR, resulting in both genders being same color (Toady One) - resolved.- 0004136: [Typos/Grammar] typo in Animal Trap Menu manual page (Toady One) - resolved.- 0004137: [Typos/Grammar] Manual still mentions "alchemist's lab" for producing soap (Toady One) - resolved.- 0004140: [Typos/Grammar] typo in Building Clutter manual page (Toady One) - resolved.- 0004141: [Typos/Grammar] Manual still mentions "cliff face" for going outdoors (Toady One) - resolved.- 0004142: [Typos/Grammar] typo in Room/Building List manual page (Toady One) - resolved.- 0004131: [Typos/Grammar] typo in Making Crafts manual page (Toady One) - resolved.- 0004928: [Language] Word SQUASH is in symbol MAGIC (Toady One) - resolved.- 0005122: [Adventure Mode -- General] Outdated adventure mode help text (Toady One) - resolved.- 0000197: [Dwarf Mode -- Trade] No wagons in trader/merchant caravans (Toady One) - resolved.- 0000073: [Dwarf Mode -- Interface, Status] cannot disable the use of obsidian in the z->stone screen (Toady One) - resolved.- 0000068: [Dwarf Mode -- Interface, Standing Orders] 'Auto Fishery' and 'Auto Kitchen' workshop orders toggled with 'Auto Butcher' (Toady One) - resolved.- 0000130: [Dwarf Mode -- Jobs, Items] Forge jobs always use only a single bar (Toady One) - resolved.- 0001332: [Dwarf Mode -- Buildings, General] Olivine doors look like gems (Toady One) - resolved.- 0004573: [Reactions] [MAGMA_BUILD_SAFE] reaction token does not work properly (Toady One) - resolved.- 0005114: [Technical -- Saving/Loading] Segfault/crash when trying to save game in both Fortress and Adventure modes (Toady One) - resolved.- 0000040: [Dwarf Mode -- Jobs, Items] "Dwarf cancels Make Cloth Item : Needs 10000 plant cloth" (Toady One) - resolved.- 0005072: [Dwarf Mode -- Jobs, Cancellation and Suspension] Removing designations doesn't cancel jobs that have already been claimed by dwarves (Toady One) - resolved.- 0005101: [Adventure Mode -- Eating/Drinking] Companions get hungry/starving and thirsty/dehydrated, no way to feed them (Toady One) - resolved.- 0005128: [Adventure Mode -- Travel] Crash to desktop when approaching lairs (Toady One) - resolved.- 0005082: [Dwarf Mode -- Reclaim] Reclaim immediately results in crumbled fortress (Toady One) - resolved.- 0005150: [Dwarf Mode -- Abandonment of Fort] Reclaiming with unfinished buildings causes cancellation spam. (Toady One) - resolved.- 0005201: [Dwarf Mode -- Items] Glazing an item gives it a "cut" like it was a gem (Toady One) - resolved.- 0004854: [Dwarf Mode -- Jobs, Designations] Dwarfs given a job via designation which is then canceled still walk to designated area if they have nothing better to do. covered in live/dead saplings (Toady One) - resolved.- 0007127: [Map Features] Chopping down trees that overhang constructed walls removes the floor from top of walls (Toady One) - resolved.- 0007323: [Technical -- General] Unknown crash in autumn of first year (Toady One) - resolved.- 0006915: [Adventure Mode -- General] Crash when starting adventurer in retired fortress (Toady One) - resolved.- 0007248: [Dwarf Mode -- Embark/Setup] Crash a few ticks after embark (Toady One) - resolved.- 0006804: [Civilizations/Entities -- Populations] Human overpopulation (Toady One) - resolved.- 0007154: [Adventure Mode -- Sites] Maxed-out animal populations cause lag in dwarf/goblin sites (Toady One) - resolved.- 0005283: [World Generation -- General] Crash upon accepting/saving a generated world when old-version saves are present (Toady One) - resolved.[16 issues]Dwarf Fortress - 0.40.03 (Released 2014-07-13) [View Issues] ==========- 0006562: [Dwarf Mode -- Interface, Farm Plots] Selecting a season in a farm plot does nothing (Toady One) - resolved.- 0006807: [Dwarf Mode -- Buildings, General] Crash when pressing Tab to view minimap (Toady One) - resolved.- 0006576: [Adventure Mode -- Travel] Crash while sleeping/waiting in Adv Mode (Toady One) - resolved.- 0007088: [Adventure Mode -- Movement] Crash While Moving North Towards Sewer Access. (Baughn) - closed.- 0002128: [World Generation -- Parameters] Custom Worlds freeze on worldgen (Toady One) - closed.- 0001046: [Dwarf Mode -- Jobs, Smelting] Melting item produces hard crash. Mode don't fight back unless you wrestle them (Toady One) - resolved.- 0001143: [Creatures] BODY_HAIR_TISSUE_LAYERS doesn't apply the tissue layer to wings (Toady One) - resolved.- 0000116: [Typos/Grammar] typo in Soldier Preferences manual page (Toady One) - resolved.- 0000199: [Typos/Grammar] Manual still mentions "large expeditionary force" for reclaiming fortress (Toady One) - resolved.- 0003612: [Civilizations/Entities -- General] Banditry default leads to rampant dwarf/elf banditry (Toady One) - resolved.- 0001772: [Dwarf Mode -- Interface, Unit-Job Screen] Zooming from unit/job list can select other unit on same tile (Toady One) - resolved.- 0003959: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Penned Animals Get Fought Over For Shearing, Butchering, Etc. (Toady One) - resolved.- 0000436: [Creatures] Voracious Cave Crawler don't move or attack (Toady One) - resolved.- 0000573: [Combat -- General] The "contact area" for the pommel strike of the short sword is 1000, whereas every other sword is 100. (Toady One) - resolved.- 0002154: [Creatures] Raws for Deer are lacking a horn/antler tag (Toady One) - resolved.- 0001971: [Creatures] Some fish descriptions contradict their biomes (Toady One) - resolved.- 0001969: [Creatures] Bullheads' scales are all the same color (Toady One) - resolved.- 0000849: [Animal Populations] [minor spoilers] blind creatures in Adv. Followed by death. (Toady One) - closed.- 0000080: [General] Artifact of old raws in horn silver entry (Toady One) - closed.- 0000085: [General] Organ meats can't be cooked at kitchen (Toady One) - closed.- 0000282: [Dwarf Mode -- Jobs, Healthcare] Produced Soap does not go into hospital or stockpile (Toady One) - closed.- 0000454: [Creatures] Error with eyelids in [BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS] (Toady One) - closed.- 0000580: [Creatures] Cave swallow hatchlings are incorrectly labelled (Toady One) - closed.- 0000612: [Technical -- General] Game forgets tiles (Toady One) - closed.- 0000729: [Technical -- General] Alt-tabbing during loading with graphics enabled causes tiles/letters/symbols to disappear/blank (Toady One) - closed.- 0000868: [Title Screen] Missing characters after title screen (Toady One) - closed.- 0000042: [General] Graphics = YES causes crash when entering then leaving then entering arena mode (Toady One) - closed.- 0000686: [Technical -- General] Game Creashes when i select any option from the menu (Toady One) - closed.- 0000031: [General] Giant gender confusion (Toady One) - closed.- 0000406: [Dwarf Mode -- Rooms] Crash after removing barracks on weapon rack (Toady One) - closed.- 0000502: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Can't cook seeds any more (Toady One) - closed.- 0000004: [Typos/Grammar] typo in release notes (Toady One) - closed.- 0000236: [General] DF crashes when large areas of zone are selected using the flow setting. (Toady One) - resolved.- 0002817: [Dwarf Mode -- Jobs, Items] Making glass vials results in flasks of the wrong material (Toady One) - resolved.- 0000034: [Dwarf Mode -- Rooms] Assigned rooms not respected (Toady One) - resolved.- 0000404: [Legends Mode -- History Export] Legends XML export produces malformed XML (Toady One) - resolved.- 0002151: [Dwarf Mode -- Nobles] Mandate for "make native gold items" satisfied merely by mining out ore (Toady One) - resolved.- 0000352: [Dwarf Mode -- Jobs, Cancellation and Suspension] Soldier cancels rest, interrupted by troglodyte who's nowhere close (Toady One) - resolved.- 0003086: [Dwarf Mode -- Trade] Traders with building destroyer get confused when getting close to the fortress, slow down incredibly (Toady One) - resolved.- 0000256: [Dwarf Mode -- Jobs, Items] "Make Rock Short Sword" results in wooden short sword (Toady One) - resolved.- 0001061: [Dwarf Mode -- Jobs, Healthcare] Injured soldier dwarves interrupted from resting are never able to be treated until interrupting critters killed (Toady One) - resolved.- 0003108: [Material Properties] Native metals/raw adamantine have default metal properties (Toady One) - resolved.- 0000821: [Geology] Horn silver uses METAL_TEMPLATE (Toady One) - resolved.- 0002831: [Dwarf Mode -- Diplomacy] Human/elf diplomat uses Mountainhomes dialogue (Toady One) - resolved.- 0001639: [Dwarf Mode -- Combat] Being enraged spams log (Toady One) - resolved.- 0001709: [Dwarf Mode -- Jobs, Cancellation and Suspension] Spamming of rest cancellation (Toady One) - resolved.- 0000196: [Dwarf Mode -- Jobs, Healthcare] Interrupted by x 10000 (Toady One) - resolved.- 0000757: [Dwarf Mode -- Jobs, Cancellation and Suspension] Resting interrupted by attacker across the map (Toady One) - resolved.- 0000566: [Dwarf Mode -- Jobs, Cancellation and Suspension] Dwarf Spams Rest Cancels On Seeing Creature Through Walls (Toady One) - resolved.- 0001309: [Dwarf Mode -- Jobs, Sleeping] Dormitories counted as own bedroom. (Toady One) - resolved.- 0006663: [Adventure Mode -- AI] Necromancers afraid of/killed by their own undead (Toady One) - resolved.- 0008672: [Dwarf Mode -- Thoughts and Preferences] Dwarves with permanent injuries inevitably spiral into depression (Toady One) - resolved.- 0000186: [Dwarf Mode -- Interface, Main View] Building Selector Chooses Oddly (Toady One) - resolved.- 0006949: [Dwarf Mode -- Buildings, General] Building in trees and then chopping down the tree leaves the building floating in the air (Toady One) - resolved.- 0003038: [Dwarf Mode -- Interface, Squad Control] Centering on a non-existent point in "squad -> move" crashes or zooms to a random location (Toady One) - resolved.- 0008685: [Dwarf Mode -- Interface, Animals] Pets can be gelded despite the "geld" indicator not being displayed by their name in the [z]-animals screen (Toady One) - resolved.- 0008681: [Dwarf Mode -- Interface, Squad Control] Crash on 's' squad screen shortcut (Toady One) - resolved.- 0001416: [Dwarf Mode -- Moods] Moody dwarves claim workshops outside their burrow, haul infinite number of items, never start construction (Toady One) - resolved.- 0008495: [Typos/Grammar] Space in keybinding's "Press space to abort." should be esc(main menu/leave screen bind) (Toady One) - resolved.- 0005677: [Technical -- Rendering] PRINT_MODE:TEXT fails on OS X; Falls back to 2D (Toady One) - resolved.- 0008362: [Dwarf Mode -- Reclaim] Unretired fortress crashes after some game days (Toady One) - resolved.- 0008649: [Dwarf Mode -- Jobs, Designations] Unreachable high-priority mining jobs prevent lower-priority jobs from being taken (Toady One) - resolved.- 0008596: [Typos/Grammar] 'empty announcement ###' error list (Toady One) - resolved.[28 issues]Dwarf Fortress - 0.40.23 (Released 2014-12-24) [View Issues] ==========- 0008657: [Typos/Grammar] "Breath" is not a verb (Toady One) - resolved.- 0008639: [Dwarf Mode -- Jobs, Designations] Dwarves Channel Tile They're Standing On (Toady One) - resolved.- 0008658: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] "Plant seeds" is now coming up with "job item lost or destroyed" all the time (Toady One) - resolved.- 0006580: [Dwarf Mode -- Military] Intermittent crash potentially related to error message "camp oprder missing parent -- army will camp forever" (Toady One) - resolved.[4 issues]Dwarf Fortress - 0.40.22 (Released 2014-12-21) [View Issues] ==========- 0008641: [Dwarf Mode -- Jobs, Cancellation and Suspension] Cancels Forge(breastplate, mailskirt, anvil) Job item lost or destroyed. (Toady One) - resolved.- 0001975: [Dwarf Mode -- Nobles] The "king has arrived" dialog (when you become a mountainhome) needs to be made gender specific. (Toady One) - resolved.- 0004312: [Creatures] Creatures using variations fail to redefine SPEED or SWIM_SPEED (Toady One) - resolved.- 0002123: [Dwarf Mode -- Interface, Unit View] Job Labour Assignments remembering sub-category instead (Toady One) - resolved.- 0003605: [Adventure Mode -- Stealth] Party unjoins when sneaking player is spotted (Toady One) - resolved.- 0000178: [Adventure Mode -- Stealth] Megabeasts and other creatures ignore sneaking.... (Toady One) - resolved.- 0000687: [World Generation -- Constructions] Bridges on world gen roads connect strangely (Toady One) - resolved.- 0001645: [Legends Mode -- Historical Figures] All events in adventure mode occur in early spring (Toady One) - resolved.- 0004046: [Civilizations/Entities -- Populations] All/Most intelligent creatures are dead. (Toady One) - resolved.- 0001727: [Dwarf Mode -- Diplomacy] Outpost Liaison arrived, and then decided to chase a groundhog. (Toady One) - resolved.- 0005929: [Dwarf Mode -- Transport/Hauling] Dwarves do not ride minecarts when there is no access to destination stop. (Toady One) - resolved.- 0007419: [Vegetation] Acacia trees don't grow flowers or seed pods (Toady One) - resolved.- 0003434: [Dwarf Mode -- Military] Spammed message: Urist McSoldier cancels Rest: Paralyzed (Toady One) - resolved.- 0007118: [Dwarf Mode -- Jobs, Sleeping] Injured resting dwarf walking around with a blinking "Z" (Toady One) - resolved.- 0003981: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Having multiple active beekeepers causes dwarves with "Installing Colony in Hive" Job to become stuck (Toady One) - resolved.- 0006368: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Crash if bees die in a hive with yet ungathered products. (Toady One) - resolved.- 0005460: [Dwarf Mode -- Justice] Vampire accuses baby of killing victim (Toady One) - resolved.- 0005440: [Undeath] Undead cat can adopt dwarf (Toady One) - resolved.- 0005382: [Dwarf Mode -- Environment] A zombie hand in freezing water is consistently crashing the game. (Toady One) - resolved.- 0007739: [Dwarf Mode -- Invasions] Hostile sites appear to be lost from contact, resulting in lack of fort invasions (Toady One) - resolved.- 0001909: [Technical -- Input/Keybinding/Macros] backspace key does not function in OS X (Toady One) - resolved.- 0003887: [Dwarf Mode -- Jobs, Assignment of Jobs] Construction of "Upright weapon" [b][T][S] doesn't require any particular labor (Toady One) - resolved.- 0002560: [Dwarf Mode -- Jobs, Constructions (walls etc)] Remove construction task prioritized too high, labor can't be disabled, children help out (Toady One) - resolved.- 0004370: [Dwarf Mode -- Jobs, Assignment of Jobs] There's no labor to control the "Pull the lever" job (Toady One) - resolved.- 0004072: [Dwarf Mode -- Jobs, Activity Zones] Dwarves drag animals to pen/pit/cage/restraint without Animal Hauling enabled (Toady One) - resolved.- 0006852: [Dwarf Mode -- Jobs, Sleeping] Broker sleepcrawled/sleepwalked to bed after trading session (Toady One) - resolved.- 0007825: [Dwarf Mode -- Jobs, Designations] Miner frozen on "dig channel" job (Toady One) - resolved.- 0007876: [Dwarf Mode -- Jobs, Constructions (walls etc)] Dwarves do not go around constructed walls that were built in their path (Toady One) - resolved.- 0007519: [Combat -- General] Sparring dwarves only wrestle (Toady One) - resolved.- 0007452: [Dwarf Mode -- Military] Replacing the squad leader creates permanent, hidden squad members (Toady One) - resolved.- 0003734: [Dwarf Mode -- Jobs, Smelting] Reactions in burrow don't use workers from outside burrow (Toady One) - resolved.- 0006012: [Dwarf Mode -- Items] Temperature updates for items in containers never stabilize. (Toady One) - resolved.- 0003704: [Dwarf Mode -- Interface, Stocks] Slabs appear twice in Stocks screen (Toady One) - resolved.- 0002203: [Dwarf Mode -- Embark/Setup] Embark only gives you one wagon puller animal (Toady One) - resolved.- 0003352: [Dwarf Mode -- Items] Animal hair has no use (Toady One) - resolved.- 0000030: [Dwarf Mode -- Embark/Setup] The site finder does not respect Aquifer: NO (Toady One) - resolved.- 0000027: [Dwarf Mode -- Interface, Standing Orders] Auto loom/weave thread not working. Dwarf Fortress - Change LogDwarf Fortress - 0.47.05 (Released 2021-01-28) [View Issues] ==========- 0011133: [Dwarf Mode -- Non-dwarf Citizens] Interrupted by visitors (Outpost Liaison included) (Loci) - resolved.- 0008410: [Miscellaneous Crashes] Crash due to zero-size weasel (lethosor) - resolved.- 0011549: [Miscellaneous Crashes] Crash when off-site werecreature gives birth (lethosor) - resolved.- 0006941: [World Generation -- General] DEFAULT_TYPE:DARK_FORTRESS incompatible with some POSITION tokens (modding) (Toady One) - resolved.[4 issues]Dwarf Fortress - 0.47.04 (Released 2020-02-29) [View Issues] ==========- 0011255: [Combat -- General] "Random summon" interaction summons vermin as if they were roaming creatures (Toady One) - resolved.- 0011293: [Adventure Mode -- Buildings] Keep in human fortress has inaccessible rooms, incomplete staircases (Toady One) - resolved.- 0011412: [Dwarf Mode -- Interface, Unit Profiles] 2 starting dwarves gets married, does not update relationship screen (Toady One) - resolved.- 0011411: [Legends Mode -- Historical Figures] Incorrect, random in concluded agreement event after reunion (Toady One) - resolved.- 0007444: [Dwarf Mode -- Combat] Sparring dwarves (and other creatures) can knock each other through walls with charge attacks (Toady One) - resolved.- 0010708: [Dwarf Mode -- Combat] Sparring dwarves randomly teleported 70 tiles and 50 zlevels into magma (Toady One) - resolved.- 0011389: [Sites] Shrines in generated fortresses don't have walls (Toady One) - resolved.- 0011363: [Dwarf Mode -- Visitors] Loyalty cascade after guests kill human thief. (Toady One) - resolved.- 0000439: [Dwarf Mode -- Stockpiles] Wood Blocks cannot be stockpiled (Toady One) - resolved.- 0000583: [Dwarf Mode -- Stockpiles] Cannot Use Stockpile Settings to isolate Rock Blocks (Toady One) - resolved.- 0003080: [Dwarf Mode -- Jobs, Healthcare] Surgeon cancels surgery: patient not resting (Toady One) - resolved.- 0003651: [Undeath] Ghost appearing/disappearing causes a massive slowdown (Toady One) - resolved.- 0000194: [Dwarf Mode -- Jobs, Healthcare] Hospital does not stock plaster powder, and doctors won't use stockpiled plaster to set bones (Toady One) - resolved.- 0003986: [Dwarf Mode -- Stockpiles] Large pots can hold infinite amounts of food (prepared meals and plants) (Toady One) - resolved.- 0000459: [Dwarf Mode -- Interface, Announcements: Message Spam] Webbed injured dwarf unable to rest and thus cannot be diagnosed/hospitalised (Toady One) - resolved.- 0001023: [Dwarf Mode -- Jobs, Cancellation and Suspension] People picking up soap, getting "cancels Clean Self: Area inaccessible", then dropping it (Toady One) - resolved.- 0002627: [Dwarf Mode -- Jobs, Healthcare] Dwarves cannot collect water for "Apply cast" job (Toady One) - resolved.- 0000668: [Dwarf Mode -- Interface, Announcements] Unbreached underground areas still generate certain announcements (Toady One) - resolved.- 0000650: [Dwarf Mode -- Jobs, Healthcare] Crash at Health Care Screen (Toady One) - resolved.- 0001149: [Dwarf Mode -- Jobs, Hauling] dwarves ignore refuse pile settings for vermin corpses (Toady One) - resolved.- 0002806: [Dwarf Mode -- Artifacts] Bone Artifacts Missing Decorations and Materials (Toady One) - resolved.- 0003555: [Miscellaneous Crashes] Escaping units with kill orders on them cause segmentation fault on Linux/Mac (Toady One) - resolved.- 0002737: [Dwarf Mode -- Interface, Stockpiles] Cloth stockpile settings lack option for metal clothing (Toady One) - resolved.- 0000191: [Dwarf Mode -- Jobs, Healthcare] Hospital stores more materials than assigned. (Toady One) - resolved.- 0006442: [Technical -- Rendering] Multiple headers/titles on some screens overlap at higher resolutions (Toady One) - resolved.- 0008701: [Dwarf Mode -- Interface, Announcements] Game title partly obscured in heading of announcements screen (Toady One) - resolved.- 0007782: [Adventure Mode -- General] Frozen in time; no way to re-enter time continuum (Toady One) - resolved.- 0007838: [Adventure Mode -- Movement] Arena-created creatures in open space above tree trunks cause DF to hang after assuming control (Toady One) - resolved.- 0008702: [Dwarf Mode -- Jobs, General] Dwarfs refuse to use picks after unforbidding said picks while traders are present with their own picks. (Toady One) - resolved.- 0000063: [Dwarf Mode -- Jobs, Items] Steel Bar Cancel - 150 Iron Bars (Toady One) - resolved.- 0002589: [Dwarf Mode -- Buildings, General] Metal doors look like wood/stone doors after being placed. (Toady One) - resolved.- 0004345: [Creatures] Giraffes have two body parts with ID "NECK" (from NECK and NECK_SPINE) (Toady One) - resolved.- 0004151: [Vegetation] Bamboo flickers because the ALT_PERIOD value isn't being defaulted properly (Toady One) - resolved.- 0004350: [Dwarf Mode -- Jobs, Healthcare] Endless loop of evaluation and traction, no progress made on healing. (Toady One) - resolved.- 0002291: [Dwarf Mode -- Interface, Unit View] Deceased creatures in unexplored underground layers visible in unit view (Toady One) - resolved.- 0005516: [Projectiles] Absurdly Powerful Bolts/Arrows (Toady One) - resolved.- 0006870: [Combat -- General] Bolts, crossbows and other ranged weapons have excessive SHOOT_FORCE values, leading to ranged combat issues (Toady One) - resolved.- 0007439: [Dwarf Mode -- Interface, Unit View] Invaders still listed as missing after their corpses have been retrieved (Toady One) - resolved.- 0006534: [Dwarf Mode -- Interface, Unit View] Wild animals and invaders appear as "missing" on missing/dead tab (Toady One) - resolved.- 0000747: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Planting of seeds allowed even if too late in the season (Toady One) - resolved.- 0006822: [Typos/Grammar] Misspelled words in the executable (Toady One) - resolved.- 0004533: [Typos/Grammar] You practice your Leatherworkering. (Toady One) - resolved.- 0001887: [Dwarf Mode -- Items] Mayor mandates "Make raw adamantine items", impossible to fulfill (Toady One) - resolved.- 0003089: [Dwarf Mode -- Trade] Human caravan sending diplomat instead of merchant noble (Toady One) - resolved.- 0001119: [Dwarf Mode -- Flows] When Designating a Zone through Flow or Floor Flow, crashes when attempting to cancel using ESC key. (Toady One) - resolved.[6 issues]Dwarf Fortress - 0.40.19 (Released 2014-11-26) [View Issues] ==========- 0000326: [Dwarf Mode -- Interface, Announcements] Missing entries in announcements.txt (Toady One) - resolved.- 0007554: [Dwarf Mode -- Pets] Crowded animals are too docile (Toady One) - resolved.- 0004366: [Dwarf Mode -- Pets] Animals in large pastures fight despite abundance of space (Toady One) - resolved.- 0008583: [Adventure Mode -- Sites] Vault guardians have non-divine material (that is, normal) weapons and clothing (Toady One) - resolved.[4 issues]Dwarf Fortress - 0.40.18 (Released 2014-11-20) [View Issues] ==========- 0008568: [Dwarf Mode -- Jobs, Smelting] Smelter doesn't show smelt ore options (Toady One) - resolved.[1 issue]Dwarf Fortress - 0.40.17 (Released 2014-11-19) [View Issues] ==========- 0008539: [Dwarf Mode -- Thoughts and Preferences] Happy thoughts do not affect stress levels; Dwarves slowly spiral into depression (Toady One) - resolved.- 0008548: [Adventure Mode -- Town] Crash when moving in town (Toady One) - resolved.- 0008290: [Adventure Mode -- Town] Repeatable crash in occupied/abandoned town (Toady One) - resolved.- 0008265: [Adventure Mode -- Sites] Crash in Dwarf hillock while in fast travel (Toady One) - resolved.- 0001680: [Miscellaneous Crashes] Crash with "Midmap effective coordinate check out of bounds" (Toady One) - resolved.- 0008479: [Dwarf Mode -- Thoughts and Preferences] Keas produce far too many vengeful thoughts by flying overhead, sending entire fortress into a stressed-out state. (Toady One) - resolved.- 0001311: [World Generation -- General] World has caverns but one of the several dwarven civs doesn't have access to seeds/plants/drinks (Toady One) - resolved.- 0004983: [Dwarf Mode -- Invasions] Crash occurs when Forgotten Beast cannot path into fort (Toady One) - resolved.- 0004706: [Adventure Mode -- Buildings] Buildings appear to be incorrectly placed. (Toady One) - resolved.- 0005730: [Typos/Grammar] Typo in c_variation_default - ATTACL instead of ATTACK in 2 tags (Toady One) - resolved.- 0003120: [Dwarf Mode -- Items] No way to produce toys/instruments without HARD_MAT (e.g. drums and puzzle boxes) (Toady One) - resolved.- 0001860: [Dwarf Mode -- Items] Metal blocks weigh more than bars of the same metal (Toady One) - resolved.[5 issues]Dwarf Fortress - 0.34.07 (Released 2012-03-30) [View Issues] ==========- 0000135: [Creatures] Fish and other creatures listed twice in embark screen and trade screen, with no male/female symbol (Toady One) - resolved.- 0005338: [Civilizations/Entities -- General] Thralled elves still at peace with wildlife (Toady One) - resolved.- 0005590: [Creatures] Giant Bushtit prefstring talks about small size. (Toady One) - resolved.- 0007540: [Vegetation] Trees growing inside constructed walls (Toady One) - resolved.- 0007060: [Adventure Mode -- Sites] Goblins and humans from other civilisations live in dwarf fortresses and fight against each other (Toady One) - resolved.- 0006976: [Technical -- General] Repeating error "cie: 24" in errorlog.txt with single digit FPS (Toady One) - resolved.[84 issues]Dwarf Fortress - 0.40.04 (Released 2014-07-20) [View Issues] ==========- 0005994: [Dwarf Mode -- Jobs, Building Construction and Destruction] Destroying a construction teleports nearby items (Toady One) - resolved.- 0006748: [Dwarf Mode -- Jobs, Animal Handling] Cannot train animals for hunting or war (Toady One) - resolved.- 0006560: [Dwarf Mode -- Pets] War Dogs appear to run from themselves in terror (Toady One) - resolved.- 0000950: [Dwarf Mode -- Interface, Announcements] No annoucement when new Mayor is elected. (Toady One) - resolved.- 0011305: [Adventure Mode -- Conversation] Cannot view hearthperson duty request in dialogue; "I am confused" response from the player character (Toady One) - resolved.- 0011244: [Adventure Mode -- Conversation] Option to ask for duty pertaining heartsperson is hidden but selectable in conversation. (Toady One) - resolved.- 0001998: [Dwarf Mode -- Interface, Military Screen] Player can't set the more generic uniform options, like "any headgear" (Toady One) - resolved.- 0005741: [Dwarf Mode -- Military] Boots don't count as shoes, military gets bad thoughts (Toady One) - resolved.- 0005939: [Dwarf Mode -- Jobs, Hauling] Dwarves do not put empty bags into minecart, instead drop them on the same tile (Toady One) - resolved.- 0005948: [Dwarf Mode -- Jobs, Hauling] Detaching container from a Store In Bin/Barrel job causes crash in combining code. (Toady One) - resolved.- 0008342: [Dwarf Mode -- Combat] Werebeast arrives, attacks livestock and dwarves but is not attacked by dwarves while in its werebeast form. (Toady One) - resolved.- 0001016: [Dwarf Mode -- Justice] Captain of the guard performs beating with combat weapon. (Toady One) - resolved.[7 issues]Dwarf Fortress - 0.31.23 (Released 2011-03-26) [View Issues] ==========- 0004342: [Typos/Grammar] Likes giant badgers for their . (Toady One) - resolved.- 0000917: [Adventure Mode -- Combat] Attempting to remove a stuck-in with no [GRASP] part crashes game (Toady One) - resolved.- 0005195: [Combat -- Stuck-ins] invincible zombie swan (Toady One) - resolved.- 0005312: [Undeath] Undead reanimate too quickly (Toady One) - resolved.- 0006278: [Creatures] Speedy giant snails. (Toady One) - resolved.- 0000536: [Dwarf Mode -- Jobs, Military] Crash after unpausing - militia commander's squad info doesn't point back at squad (Toady One) - resolved.- 0002298: [Dwarf Mode -- Interface, Military Screen] crash after trying to access squad members from a non assigne squad (Toady One) - resolved.- 0001296: [Dwarf Mode -- Nobles] Expedition leader assigned as the militia commander mysteriously unappoints himself (Toady One) - resolved.- 0002215: [Dwarf Mode -- Thoughts and Preferences] Viewing a dwarf's Thoughts and Preferences causes a crash when viewed with the window maximized (Toady One) - resolved.- 0002329: [Technical -- General] display corruption with PRINT_MODE:TEXT when attempting display of epsilon character (Baughn) - resolved.- 0000378: [Dwarf Mode -- Interface, Military Screen] Crash when selecting specific squad in military screen (daggers) (Toady One) - resolved.- 0000759: [Dwarf Mode -- Interface, Announcements] Invader announce weapon affinity (Toady One) - resolved.- 0001476: [Items] sneaking invaders grow attached to their weapons (Toady One) - resolved.- 0000394: [Dwarf Mode -- Jobs, Equipment] Military dwarf stuck in Pickup Equipment loop (Toady One) - resolved.- 0000138: [Dwarf Mode -- Jobs, Items] Liquid prepared meals melt, kitchen gets cluttered with booze (Toady One) - resolved.- 0000240: [Dwarf Mode -- Interface, Kitchen] Booze/drinks show up twice in kitchen screen (Toady One) - resolved.- 0002271: [Dwarf Mode -- Artifacts] Screen can be resized to 200+ tiles wide, causing crashes on some menus (Baughn) - resolved.- 0000831: [Dwarf Mode -- Interface, Manager] Kidnap shows up as a job in the job manager window (Toady One) - resolved.- 0000393: [Dwarf Mode -- Jobs, General] OVERWROTE JOB: Kidnap BY Clean Self (Toady One) - resolved.- 0001012: [Dwarf Mode -- Jobs, Childcare] kidnap by clean self (Toady One) - resolved.- 0000973: [Dwarf Mode -- Interface, Announcements] OVERWROTE JOB: Pickup Equipment BY Rest (Toady One) - resolved.- 0001257: [Dwarf Mode -- Idle Behavior] Dwarves try to 'complete' Attend Party and refuse to eat, drink, or sleep (Toady One) - resolved.[29 issues]Dwarf Fortress - 0.31.06 (Released 2010-06-09) [View Issues] ==========- 0001367: [Dwarf Mode -- Abandonment of Fort] Game crashes on save/abandon (Toady One) - resolved.- 0000827: [Technical -- Saving/Loading] Crash on save or abandonment of Fortress (Toady One) - resolved.- 0000325: [Dwarf Mode -- Trade] Elves bring hundreds/thousands of items when trading, due to warthogs lacking TRADE_CAPACITY tag (Toady One) - resolved.- 0002167: [Technical -- General] Hard lockup on window resize (Baughn) - resolved.- 0002156: [Dwarf Mode -- Interface, General] Artifacts in border/divider column in Fortress Mode main display after opening menus (Toady One) - resolved.- 0000945: [Dwarf Mode -- Environment] Temperature Settings in world gen behaving strangely (Toady One) - resolved.- 0000126: [General] Stock screen crash when "glob" is viewed (Toady One) - resolved.- 0001579: [Dwarf Mode -- Buildings, Machines] Obsidian has two melting points, ambigious magma-safeness (Toady One) - resolved.- 0002084: [Technical -- General] ESC on keybindings sub-screen leaves keybinding without saving changes to disk (Baughn) - resolved.- 0002155: [Legends Mode -- Map Export] Exporting map/image from world generation/legends results in crash (Baughn) - resolved.- 0002072: [Dwarf Mode -- Interface, General] Hitting two keys in quick succession can result in wrong menu being opened (Baughn) - resolved.- 0000501: [Dwarf Mode -- Military] Military dwarfs drop equipment because traders have better (Toady One) - resolved.- 0000433: [Dwarf Mode -- Trade] Elves bring massive caravan and cause game crash (Toady One) - resolved.- 0001137: [Pathfinding] 0000070, negative distance to building materials, still occurs on 0.31.03 (Toady One) - resolved.- 0000702: [Dwarf Mode -- Military] Military dwarf is assigned wrong size ("large") armor (Toady One) - resolved.- 0000074: [Dwarf Mode -- Jobs, Activity Zones] Zones not getting cleaned up after removal (persist after save/load too) (Toady One) - resolved.- 0000807: [Technical -- General] Fullscreen doesn't work with non-graphic tilesets, switch mode failed (0.31.02) (Toady One) - resolved.- 0000516: [Creatures] Hydra body has NECK in addition to 7HEADNECKS, giving them two necks per head (Toady One) - resolved.- 0002082: [Title Screen] Dwarf Fortress Application Has Default Icon (Toady One) - resolved.- 0001526: [Dwarf Mode -- Military] Arsenal dwarf assigning caravan guard armor to soldiers (Toady One) - resolved.- 0000744: [Dwarf Mode -- Combat] Wolf bite unable to penetrate silk clothing, due to teeth being only as hard as skin (Toady One) - resolved.- 0000774: [Dwarf Mode -- Jobs, Military] if a new weapon of a type used by a training squad is crafted, all sqaud members drop thier weapons (Toady One) - resolved.- 0001186: [Dwarf Mode -- Jobs, Building Construction and Destruction] Negative distance to building materials (Toady One) - resolved.- 0001195: [Dwarf Mode -- Trade] Merchants don't have time to trade (Toady One) - resolved.- 0001248: [Typos/Grammar] Fiery is misspelled "firey" in language files (Toady One) - resolved.- 0001289: [Dwarf Mode -- Military] Dwarves given their choice of weap

Interface, Military Screen] Copy schedule order doesn't copy "inactive=uniformed" setting (Toady One) - resolved.- 0010620: [Dwarf Mode -- Raids] Spoils reports not cleared when unloading a world (Toady One) - resolved.- 0010643: [Legends Mode -- General] History event "tactical situation" does not save "flags" (Toady One) - resolved.- 0010650: [Legends Mode -- General] Player fort's history overrun with "A tribute agreement was rejected" regarding completely unrelated groups (Toady One) - resolved.- 0010615: [Technical -- General] Game freezes after some time - new 0.44.06 optimizations? (Toady One) - closed.- 0001919: [Dwarf Mode -- Jobs, Cleaning] [Animal] Cancels Clean Self: Unconscious (Toady One) - closed.- 0000097: [Technical -- General] trying to bind a key to ESC leaves key-assignment screen without changing the key (Baughn) - closed.- 0000179: [Dwarf Mode -- Interface, Announcements: Message Spam] Wounded baby spams "cancels clean self: too insane." (Toady One) - closed.- 0000302: [Dwarf Mode -- Jobs, Cleaning] Domestic animals (cats/dogs/cows/etc) spamming "Cancels Clean Self: Area Inaccessable" (Toady One) - closed.- 0000411: [Dwarf Mode -- Nobles] Injury of mayor removes position from noble screen (Toady One) - closed.- 0001907: [Dwarf Mode -- Embark/Setup] Site finder only advances on key press (or mouse click) (Toady One) - closed.- 0001911: [Technical -- General] "GPU unable to accomodate texture catalog" crash when graphics enabled (Baughn) - closed.- 0001920: [Dwarf Mode -- Interface, Stocks] Stocks screen hangs on "stone" and then skips to next category (Baughn) - closed.- 0002024: [World Generation -- General] Slow down during offloading units. (Toady One) - resolved.[5 issues]Dwarf Fortress - 0.44.11 (Released 2018-06-23) [View Issues] ==========- 0008426: [Dwarf Mode -- Nobles] guest barons elevated along with fort baron (Toady One) - resolved.- 0006798: [Adventure Mode -- AI] Sleeping NPCs don't wake up (Toady One) - resolved.- 0009109: [General] Massive stutter every few seconds (Toady One) - resolved.- 0009624: [Dwarf Mode -- Transport/Hauling] Some hauling routes cause a crash (Toady One) - resolved.- 0009771: [Dwarf Mode -- Interface, Embark] aborting save of embark settings does not work (Toady One) - resolved.- 0008079: [Typos/Grammar] "1 point remain" in embark confirmation (Toady One) - resolved.- 0010094: [Creatures] Typo in carp description (Toady One) - resolved.- 0010550: [Typos/Grammar] SHARK_WHALE adjectives are "shale shark" (Toady One) - resolved.- 0010306: [Creatures] Conger Eel is exclusive to the ocean, but is described as "found in freshwater" (Toady One) - resolved.- 0010212: [Typos/Grammar] Typo in "The Manual: Text Viewers" (Toady One) - resolved.[10 issues]Dwarf Fortress - 0.44.10 (Released 2018-05-05) [View Issues] ==========- 0009074: [Dwarf Mode -- Thoughts and Preferences] Dwarves are permanently 'fine' and never experience mental deterioration (except Strange Moods). (Toady One) - resolved.[29 issues]Dwarf Fortress - 0.34.04 (Released 2012-02-29) [View Issues] ==========- 0005207: [Dwarf Mode -- Buildings, General] TrueType crashing when creating barracks from armor stand (Baughn) - resolved.- 0005449: [Undeath] Crash when attempting to view reanimated zombie (Baughn) - resolved.- 0005478: [Adventure Mode -- Inventory] Game crashes when I try to interact with blood-filled waterskin (Baughn) - resolved.- 0001350: [Dwarf Mode -- Interface, Trade] DF mouse icon leaves a never ending trail on the liason screen where you are shown the civ's wealth (Baughn) - resolved.- 0005451: [Dwarf Mode -- Interface, Text] TrueType crash on the "your settlement has crumbled to its end" screen (Baughn) - resolved.- 0005498: [Legends Mode -- Map Export] Lock/crash from attempting to export map twice after world generation (Toady One) - resolved.[6 issues]Dwarf Fortress - 0.34.03 (Released 2012-02-28) [View Issues] ==========- 0005161: [World Generation -- General] Game crashed during world generation (Toady One) - resolved.- 0005314: [General] In material_template_default.txt [MATERIAL_TEMPLATE:GIZZARD_TEMPLATE] has [BUTCHER_SPECIAL:MEAT:NONE] twice. (Toady One) - resolved.- 0000924: [Adventure Mode -- Quests] Townsfolk suggest getting quests from the dead (Toady One) - resolved.- 0000809: [Adventure Mode -- Conversation] Administrator suggests finding himself (Toady One) - resolved.- 0005665: [Dwarf Mode -- Immigration] non-historical figures have 1 granite birthdays (Toady One) - resolved.- 0001822: [Arena] Obsidian walls hang from non-existent ceiling in Arena Mode (Toady One) - resolved.- 0000532: [Combat -- General] The fighter skill appears to have a negative affect. (Toady One) - resolved.- 0009142: [Dwarf Mode -- Interface, Tasks] Workshop task selection no longer stores menu locations (Toady One) - resolved.- 0009191: [Miscellaneous Crashes] Crash after retiring a location with all or part of any assigned meeting zone removed. (Toady One) - resolved.- 0005485: [Dwarf Mode -- Interface, Military Screen] Assigning "specific weapon / armor" doesn't show which items are already assigned. (Toady One) - resolved.- 0005732: [World Generation -- General] Site finder doesn't see flux/coal if metal ores are present (Toady One) - resolved.- 0000449: [Dwarf Mode -- Combat] Strangling/strangulation doesn't kill people who are already unconscious for other reasons (Toady One) - resolved.- 0007063: [Combat -- General] AI prefer punching and kicking to using weapons, even as weaponmasters (Toady One) - resolved.- 0007236: [Dwarf Mode -- Environment] Trees don't regrow - env. (Toady One) - resolved.- 0004014: [Dwarf Mode -- Jobs, Cancellation and Suspension] "Dwarf cancels Install Colony in Hive: Could not find Path" drops FPS (Toady One) - resolved.- 0005726: [Dwarf Mode -- Interface, Announcements: Message Spam] Beehives + burrow = "cancels Install Colony In Hive: Forbidden area" (Toady One) - resolved.- 0004223: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Dwarves don't "split" bee hives, only use wild ones (Toady One) - resolved.- 0003961: [Dwarf Mode -- Interface, Tasks] Dwarf interrupted during beehive stocking doesn't lose job (Toady One) - resolved.- 0007570: [Dwarf Mode -- Invasions] Undead invaders do not path to fortress (Toady One) - resolved.- 0007685: [Dwarf Mode -- Interface, Embark] Neighbors view shows invalid data (Toady One) - resolved.- 0006592: [Dwarf Mode -- Embark/Setup] Elves are always listed on the neighbors menu (Toady One) - resolved.- 0000447: [Technical -- Input/Keybinding/Macros] Can't use question marks when customizing names/professions (Toady One) - resolved.- 0005270: [Dwarf Mode -- Interface, General] Naming burrows does not block keyboard cursor movement making numbers hard to use in the name (Toady One) - resolved.- 0006972: [Dwarf Mode -- Interface, Civilization/World Info] Kobolds and goblins do not appear in the civilizations list (Toady One) - resolved.- 0007826: [General] Babies/children born out of wedlock (Toady One) - resolved.- 0007831: [Dwarf Mode -- Diplomacy] No elf diplomat comes to fort (Toady One) - resolved.- 0007568: [Dwarf Mode -- Jobs, Items] Masterwork Crafts are announced as incorrect items (Toady One) - resolved.- 0004971: [Artistic Images (engravings etc)] Unnamed creatures resulting in ". (Toady One) - resolved.- 0002485: [Init Options] [MACRO_MS:#] Does not appear to introduce any delay between macro instructions (Baughn) - resolved.[22 issues]Dwarf Fortress - 0.31.08 (Released 2010-06-19) [View Issues] ==========- 0002157: [Dwarf Mode -- Interface, General] *PAUSED* indicator does not always disappear when game is running, and other display artifacts (Baughn) - resolved.- 0002379: [Typos/Grammar] Changelog in "file changes.txt" lists the changes for 31.07 under a second "auxiliary file changes for 0.31.06" (Toady One) - resolved.- 0002378: [Dwarf Mode -- Items] Crash on viewing anything using K then enter (Toady One) - resolved.- 0002380: [Dwarf Mode -- Embark/Setup] Escape to options menu overrides escaping out of embark warning (Toady One) - resolved.[4 issues]Dwarf Fortress - 0.31.07 (Released 2010-06-19) [View Issues] ==========- 0000008: [Dwarf Mode -- Jobs, General] Dwarves voluntarily work until hungry/thirsty/starving/dehydrated, get bad thoughts, can even die (and make low-quality stuff) (Toady One) - resolved.- 0000319: [Dwarf Mode -- Military] Militia commander/captain positions are assignable on the nobles screen, but silently change back (Toady One) - resolved.- 0001319: [Pathfinding] Pathfinding problems after lowest cavern layer is breached (Toady One) - resolved.- 0000351: [Dwarf Mode -- Jobs, Healthcare] Injured dwarf dies of thirst despite many idle healthcare workers and available water/buckets/etc (Toady One) - resolved.- 0002312: [Miscellaneous Crashes] game crashes whilst starting (Baughn) - resolved.- 0000318: [Dwarf Mode -- Jobs, Healthcare] Surgery job never completes (Toady One) - resolved.- 0000275: [Dwarf Mode -- Jobs, Items] After queuing silk item at clothier's shop, "Make unknown material Crafts" at craftsdwarf's workshop (Toady One) - resolved.- 0000086: [Dwarf Mode -- Stockpiles] "Take from stockpile" doesn't work, results in dwarves standing around looking confused (Toady One) - resolved.- 0001244: [Dwarf Mode -- Transport/Hauling] Place In Traction is not working (Toady One) - resolved.- 0000667: [Items] Creature gets attached to item, keeps bestowing new names upon it (Toady One) - resolved.- 0000112: [Dwarf Mode -- Interface, Manager] Ordering a traction bench to be made through the manager doesn't show material types (Toady One) - resolved.- 0000020: [Dwarf Mode -- Interface, Embark] Can't use Esc to return to main menu from "Choose Fortress Location" and preparing for embark. (Toady One) - resolved.- 0004886: [Creatures] Several venomous creatures aren't immune to their own venom (Toady One) - resolved.- 0002790: [Creatures] Alligators needlessly use specific toes (Toady One) - resolved.- 0004746: [Typos/Grammar] Incorrect use of "whom" in elf.txt (Toady One) - resolved.- 0004686: [Language] [WORD:SUMMER] has no tokens (Toady One) - resolved.- 0009031: [Technical -- Input/Keybinding/Macros] STRING_A123 and STRING_A125 are bound to the same key (Toady One) - resolved.- 0001068: [Pathfinding] Dwarves don't choose closest garbage dump (new in 0.31.03!) (Toady One) - resolved.- 0004530: [Dwarf Mode -- Military] Marksdwarves won't use training bolts unless combat bolts all used up (Toady One) - resolved.- 0006808: [Legends Mode -- Historical Figures] Duplicate "began wandering the wilds" entries for adventurer (Toady One) - resolved.- 0008609: [Dwarf Mode -- Jobs, Activity Zones] SEED-type tree growths are never gathered (Toady One) - resolved.- 0004372: [Dwarf Mode -- Jobs, Building Construction and Destruction] occasionally get negative distance value for materials for constructions (Toady One) - resolved.- 0004552: [Dwarf Mode -- Combat] Siegers waiting by bodies of dead leaders (Toady One) - resolved.- 0001598: [Dwarf Mode -- Combat] Enemy squads will never abandon their caged leader (Toady One) - resolved.- 0009215: [Dwarf Mode -- Items] Vampire true names revealed when they declare their weapon or armor an artifact (Toady One) - resolved.- 0009179: [Dwarf Mode -- Nobles] Foreign noble can ban exports. (Toady One) - resolved.- 0005455: [Typos/Grammar] Muskox have grey hair but it should be black (Toady One) - resolved.- 0005047: [Adventure Mode -- Sleep] Sleep in building/house; wake up outside or on roof (Toady One) - resolved.- 0005549: [Technical -- General] Game crashes from traders bringing seeds in wool bags (Toady One) - resolved.- 0005426: [Dwarf Mode -- Invasions] Reanimating undead causes crash (Toady One) - resolved.- 0005507: [World Generation -- General] Necromancer bandit leader (Toady One) - resolved.- 0005520: [Dwarf Mode -- Jobs, Burial] Vampires memorial name doesn't match alias (Toady One) - resolved.- 0005236: [Dwarf Mode -- Thoughts and Preferences] Dwarves get unhappy thought for dead relative/friend while body is still missing (Toady One) - resolved.- 0005052: [Adventure Mode -- Buildings] Abandoned houses keep their cabinets and bags full of itens (Toady One) - resolved.- 0005068: [Adventure Mode -- Reactions] Butchering remains named oddly (Toady One) - resolved.- 0005159: [Adventure Mode -- Travel] Ambushed by a barn owl while traveling in Adventure Mode. (Toady One) - resolved.- 0002095: [Adventure Mode -- Movement] Adv. Mode alt-move sometimes requires multiple attempts to work (Toady One) - resolved.- 0000863: [Dwarf Mode -- Reclaim] Items that are tasked when fortress is abandoned are still tasked (invisibly) on reclaim, and other reclaim oddities (Toady One) - resolved.- 0000012: [Combat -- Wrestling] No text/announcement for joint/limb breaks during wrestling (Toady One) - resolved.- 0003332: [Adventure Mode -- Inventory] Humans in Farming houses are naked (Toady One) - resolved.- 0000830: [Dwarf Mode -- Reclaim] Reclaim: dwarves don't bury dead from the original fort, old coffins emptied (Toady One) - resolved.[8 issues]Dwarf Fortress - 0.31.16 (Released 2010-10-04) [View Issues] ==========- 0000845: [Dwarf Mode -- Moods] Fey mood dwarf desires "body parts," meaning bones, shell, leather, etc. (Toady One) - resolved.- 0006457: [Adventure Mode -- AI] Adventurers from entities with LOCAL_BANDITRY token can attack peaceful villagers without confirmation (Toady One) - resolved.- 0006235: [Dwarf Mode -- Justice] Report Crimes jobs generated and taken, but never completed (Toady One) - resolved.- 0001523: [Combat -- Wrestling] Knocked out teeth dont bleed (Toady One) - resolved.- 0003642: [Adventure Mode -- Stealth] Notable foes say "Prepare to die!" even if they don't notice you (Toady One) - resolved.- 0000391: [Adventure Mode -- Conversation] Notable Enemies constantly declaring their "Prepare to die" speeches (Toady One) - resolved.- 0003561: [Adventure Mode -- Combat] Wild animals become friendly/neutral when unconscious (Toady One) - resolved.- 0006192: [Legends Mode -- History Export] Text export calls all lair creatures outcasts (Toady One) - resolved.- 0000065: [Dwarf Mode -- Interface, Trade] Mugs not a category in "Bring to trade depot" menu (Toady One) - resolved.- 0003426: [Combat -- Wrestling] Bare-hands strangulation results in bloodfest (Toady One) - resolved.- 0002892: [Dwarf Mode -- Trade] Different liaison every year (Toady One) - resolved.- 0002854: [Adventure Mode -- Conversation] Duty-bound drunks: "I'm sorry. (Toady One) - resolved.- 0000398: [Vegetation] Underground plants do not grow correctly across different types of soil. (Toady One) - resolved.- 0002944: [Dwarf Mode -- Buildings, General] Soap maker's workshop has no impassable tiles (Toady One) - resolved.- 0003174: [Creatures] Antmen reach max age before adulthood (Toady One) - resolved.- 0003242: [Init Options] Bad URL in init.txt for tilesets (Toady One) - resolved.- 0003299: [Animal Populations] Blind cave bears have front toes on both front and rear feet (Toady One) - resolved.- 0001499: [Animal Populations] Some new underground creatures do not spawn (Toady One) - resolved.- 0003078: [Creatures] Tigermen have no ribcages (Toady One) - resolved.- 0001280: [Dwarf Mode -- Items] Withered plants don't disappear, due to plant material lacking ROTS (Toady One) - resolved.- 0002628: [Technical -- General] curses_800x600.png is stretched to double height (Toady One) - resolved.- 0003337: [Dwarf Mode -- Invasions] Goblins don't show up (Toady One) - resolved.- 0003245: [Creatures] Magma crabs drown in magma (Toady One) - resolved.[35 issues]Dwarf Fortress - 0.31.14 (Released 2010-09-23) [View Issues] ==========- 0003292: [Dwarf Mode -- Immigration] baby immigrated -- no parentage (Toady One) - resolved.- 0003241: [Dwarf Mode -- Immigration] Two humans arrived in second immigration wave (Toady One) - resolved.- 0003230: [Dwarf Mode -- Embark/Setup] Hard to find places to embark due to civ sprawl (Toady One) - resolved.- 0003266: [Dwarf Mode -- Environment] Can't mine Adamantine (Toady One) - resolved.- 0003258: [Dwarf Mode -- Immigration] "war Peasant" migrant with missing labor screen (Toady One) - resolved.- 0003187: [Technical -- Rendering] Crash when using 2D or 2DASYNC print modes and zooming out all the way (Toady One) - resolved.- 0003254: [Dwarf Mode -- Immigration] A migrant with the profesion "drunk". (Toady One) - resolved.- 0002302: [Technical -- General] A Reproducible crash with save, (Toady One) - resolved.- 0003529: [World Generation -- Beasts] No normal historical beasts, and no non-mega beast rampages (Toady One) - resolved.- 0002255: [Adventure Mode -- General] Quest tasks remain even after quest giver is killed (Toady One) - resolved.- 0002877: [Dwarf Mode -- Skills and Professions] SKILL_RATES token does not handle none/0 values properly. (Toady One) - resolved.- 0003574: [Adventure Mode -- Town] Crash on entering town (Toady One) - resolved.- 0003569: [World Generation -- Constructions] Dark Fortresses are oddly names (Toady One) - resolved.- 0003538: [Adventure Mode -- Character Creation] Crash when selecting empty skill list during character creation as human outsider (Toady One) - resolved.[30 issues]Dwarf Fortress - 0.31.17 (Released 2010-11-11) [View Issues] ==========- 0000519: [Dwarf Mode -- Nobles] Liaison doesn't offer baron/count/duke options unless meeting occurs after caravan leaves (Toady One) - resolved.- 0000504: [Adventure Mode -- Character Creation] Adventurer attributes start too high (Toady One) - resolved.- 0001060: [Combat -- General] Toes, fingers, ears, cheeks, etc. (Toady One) - closed.- 0000735: [Technical -- General] Loading game immed. (Toady One) - resolved.- 0001588: [Creatures] Forgotten Beast with 1 eye and 2 eyelids (Toady One) - resolved.- 0005392: [Creatures] Eyelids not properly associated with eyes? (Toady One) - resolved.- 0007890: [Dwarf Mode -- Pets] Dwarves form grudges with animals (Toady One) - resolved.- 0010366: [Dwarf Mode -- Pets] Dwarves have sentient relationships with other migrant pets (Toady One) - resolved.- 0010356: [Dwarf Mode -- Artifacts] Animals reveal presence of artifacts to outsiders (Toady One) - resolved.- 0009312: [Dwarf Mode -- Thoughts and Preferences] Forgotten Beasts become distracted after a time, without exception (Toady One) - resolved.- 0005799: [Legends Mode -- Historical Figures] Notable animals worship gods (Toady One) - resolved.- 0009567: [Creatures] Animals get distracted over time for no apparent reason (Toady One) - resolved.- 0008508: [Dwarf Mode -- Immigration] Immigrants sometimes arrive with cave adaptation (Toady One) - resolved.- 0009646: [Dwarf Mode -- Jobs, Cleaning] clean job not cancelled by incarceration (Toady One) - resolved.- 0009787: [Dwarf Mode -- Locations] Scribes intermittently stop copying works in the library (Toady One) - resolved.- 0009418: [Dwarf Mode -- Rooms] written on scrolls still counted as 'writing materials' in library room (Toady One) - resolved.- 0009950: [Dwarf Mode -- Locations] Scribes do not scribe (Toady One) - resolved.- 0009518: [Dwarf Mode -- Jobs, Items] Two quires on table in library remain tasked even though no job is using them (Toady One) - resolved.- 0010535: [Adventure Mode -- AI] Bandits attacking each other in camps (Toady One) - resolved.- 0010520: [Adventure Mode -- AI] Bronze colossus is not automatically aggressive towards adventurer (Toady One) - resolved.- 0007521: [Map Features] burning leaves over walls won't make floor appear (at least in arena mode) (Toady One) - resolved.- 0007130: [Pathfinding] you can climb diagonally through walls if there are twigs above the wall (Toady One) - resolved.- 0002820: [Pathfinding] HFS creatures can emerge through vertical diagonals without HFS being officially breached (Toady One) - resolved.- 0008383: [Creatures] Flying/swimming/climbing creatures can move vertically through diagonal gaps containing down-stairways (Toady One) - resolved.- 0003027: [Dwarf Mode -- Diplomacy] Diplomats not holding meetings (Toady One) - resolved.[20 issues]Dwarf Fortress - 0.44.05 (Released 2018-01-14) [View Issues] ==========- 0010517: [Dwarf Mode -- Visitors] Citizens from other cities enter the map with ' has returned' with no editable labors or petitions (Toady One) - resolved.[1 issue]Dwarf Fortress - 0.44.04 (Released 2018-01-10) [View Issues] ==========- 0010444: [Technical -- General] Extreme Lag and Stuttering after 7 Year Old Fort on World with Default Settings (Toady One) - resolved.- 0010379: [Legends Mode -- General] History event "hf freed" does not save "freeing hf" ID (Toady One) - resolved.- 0004177: [Dwarf Mode -- Interface, Designations] Designating removal of ramps highlights unrevealed ramps (Toady One) - resolved.- 0001518: [Dwarf Mode -- Interface, Building Construction] When naming burrows, "ESC: Back" appears on screen, but Esc does nothing (Toady One) - resolved.- 0001027: [Dwarf Mode -- Items] Items tied up by suspended jobs don't have the TSK indicator (Toady One) - resolved.- 0000614: [Dwarf Mode -- Jobs, Cooking and Food] HOTKEY_KITCHEN_* bindings are unused/ignored (Toady One) - resolved.- 0000358: [Dwarf Mode -- Jobs, Designations] Can't carve/mine ice stairways right above stone layer (Toady One) - resolved.- 0000795: [Dwarf Mode -- Stockpiles] If part of a stockpile is inaccessible, barrels/bins don't get placed in succeeding tiles (Toady One) - resolved.- 0000087: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] If one tile of a farm plot is dry or has the wrong biome, it also prevents the succeeding tiles from getting planted (Toady One) - resolved.- 0010496: [Dwarf Mode -- Interface, Military Screen] Mercs petition for sanctuary upon returning from missions (Toady One) - resolved.- 0010489: [Dwarf Mode -- Interface, Civilization/World Info] News/rumor text hidden on world info map screen after scrolling down (Toady One) - resolved.- 0010455: [Adventure Mode -- Crime] Yielding to muggers causes crash (Toady One) - resolved.- 0010452: [Legends Mode -- Historical Figures] DF can lose track of the links between fake and real identities after end of worldgen (Toady One) - resolved.- 0010501: [General] Crash after 5s of loading save (inaccessible minecart) (Toady One) - resolved.- 0010459: [Technical -- General] Game stuttering/freezing every couple of steps (Toady One) - resolved.- 0010388: [Dwarf Mode -- Invasions] HFS/FB/SMB/MB do not path to fortress (Toady One) - resolved.- 0010373: [Dwarf Mode -- Reclaim] Artifacts in pedestals are duplicated when a fortress is retired (Toady One) - resolved.[17 issues]Dwarf Fortress - 0.44.03 (Released 2017-12-25) [View Issues] ==========- 0010335: [Adventure Mode -- AI] "an unknown creature is slain" - incident/reputation bugged (Toady One) - resolved.- 0010340: [Dwarf Mode -- Visitors] Soldier visitors, ignore visitor cap and act strangely (Toady One) - resolved.- 0010341: [Dwarf Mode -- Military] Canceling a mission after some dwarves have left the map prevents them from returning. (Toady One) - resolved.- 0006756: [Adventure Mode -- Conversation] Crash when talking to mute creatures (Toady One) - resolved.- 0007451: [Dwarf Mode -- Reclaim] Crash/freeze when reclaiming fort and unretiring adventurer (Toady One) - resolved.- 0007758: [Adventure Mode -- AI] Night creatures of the same king fighting each other(with save) (Toady One) - resolved.- 0007851: [Adventure Mode -- Combat] Parried while weapon was stuck in a wound (Toady One) - resolved.- 0007117: [Combat -- General] Hydra is "Attacking you with quickheavywildprecise bite" (Toady One) - resolved.- 0008089: [Dwarf Mode -- Interface, Unit View] Unit view legend can overlap list of work animals (Toady One) - resolved.- 0007989: [Typos/Grammar] "She often tells pointless stories when she's nervous.." (Toady One) - resolved.- 0000525: [Dwarf Mode -- Military] Peasants in the military receive bad thoughts when going off duty. (Toady One) - resolved.- 0000946: [Dwarf Mode -- Items] Incorrect Quarry Bush Leaf tile/color entry (Toady One) - resolved.- 0001390: [Creatures] Discrepancy between Crundle description and body plan (Toady One) - resolved.- 0001555: [Creatures] Giant desert scorpion doesn't use the chitin body detail plans (Toady One) - resolved.- 0001702: [Creatures] Cave Swallow People description not matching body (Toady One) - resolved.- 0001770: [Creatures] Fire imp goo freezes even in magma (Toady One) - resolved.- 0001840: [Creatures] Elephant description says "When angered, it will attack with its long tusks" but tusk attack has ATTACK_PRIORITY:SECOND (Toady One) - resolved.- 0001923: [Creatures] Amethyst man produces wrong remains? (Toady One) - resolved.- 0004024: [Dwarf Mode -- Interface, Stocks] Perch listed as Water Buffalo (Toady One) - resolved.[72 issues]Dwarf Fortress - 0.31.19 (Released 2011-02-16) [View Issues] ==========- 0000462: [Adventure Mode -- Quests] CHAT_WORHY entity members may give duplicate quests (Toady One) - resolved.- 0000013: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Farm plots built underground (Inside/Dark/Subterranean) on natural soil will not allow planting (Toady One) - resolved.- 0001032: [Creatures] ALL primates have front and back legs (with accompanying feet), no arms or hands, yet have fingers, somewhere. (Toady One) - resolved.- 0005247: [Adventure Mode -- Combat] Can't shoot prone targets while sneaking (Toady One) - resolved.- 0002327: [Combat -- General] Blunt weapons extremely ineffective, extended single combat with groundhog (Toady One) - resolved.- 0005511: [Undeath] Undead/zombies/reanimated survive magma and fire indefinitely (Toady One) - resolved.- 0003409: [Map Features] Goblin and dwarf sites often not showing on map (Toady One) - resolved.- 0000440: [Adventure Mode -- Town] Humans die of old age after end of world gen; corpses lay around town (Toady One) - resolved.- 0000937: [Map Features] Aquifer generation does not seem to be respecting mountains/elevations; conglomerate layers related? (Toady One) - resolved.- 0006117: [Creatures] Vermin can only escape from artifact animal traps (Toady One) - resolved.- 0007535: [Dwarf Mode -- Environment] Underground trees grow through ground, other weirdness. Not listed in nobles screen. (Toady One) - resolved.- 0003100: [Dwarf Mode -- Military] Military dwarves turn off all of their labors when becoming heroes (Toady One) - resolved.- 0002493: [Dwarf Mode -- Jobs, Smelting] Cannot melt metal chests (Toady One) - resolved.- 0006364: [Combat -- General] Weight fraction not considered when calculating weapon velocities (Toady One) - resolved.- 0006440: [Artistic Images (engravings etc)] Art facet modifiers not properly applied for creature images, casting wrong pointer (Toady One) - resolved.- 0006116: [Creatures] Fish in aquariums interfere with vermin behavior checks (Toady One) - resolved.- 0003759: [Dwarf Mode -- Trade] Dwarven caravan brought silver crossbow, ITEMS_WEAPON_RANGED ignored in world gen? (Toady One) - closed.- 0000156: [Dwarf Mode -- Interface, Military Screen] Schedule grid / inactive causes crash (Toady One) - closed.- 0000018: [Pathfinding] Pathfinding fails to update after map changes (Toady One) - closed.- 0000070: [General] Negative distance for building materials (Toady One) - closed.[22 issues]Dwarf Fortress - 0.31.02 (Released 2010-04-08) [View Issues] ==========- 0000172: [Dwarf Mode -- Jobs, Animal Handling] Animal traps catch animals, remain on map, but are now unusable. (Toady One) - resolved.- 0005594: [Dwarf Mode -- Pets] Dwarves attempt to pasture undead animals (Toady One) - resolved.- 0005698: [Dwarf Mode -- Pets] Dwarves try to uncage undead pets, but fail (Toady One) - resolved.- 0003611: [Dwarf Mode -- Buildings, General] Memorial slab with no name. Is ing ." descriptions (Toady One) - resolved.- 0007223: [Dwarf Mode -- Items] Statue has improper grammar in description, is not named in reference to content (Toady One) - resolved.- 0006250: [Dwarf Mode -- Interface, Unit Profiles] Dwarf name appears twice, both untranslated, in creature status ([v]-[z] or [u]-[v]) (Toady One) - resolved.- 0000982: [Dwarf Mode -- Traps] Creature-triggered pressure plate weight adjustment is inconsistent, and large numbers are cut off (Toady One) - resolved.- 0001091: [Dwarf Mode -- Buildings, General] Building a paved road requires more materials than it should when the road zone is partially blocked (Toady One) - resolved.- 0005903: [Dwarf Mode -- Interface, Notes/Points/Routes] Crash on promoting hauling stop past route title, past top entry (Toady One) - resolved.[42 issues]Dwarf Fortress - 0.40.06 (Released 2014-08-03) [View Issues] ==========- 0006706: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Farm plot options can overlap seed choices and other options, depending on list length and window size (Toady One) - resolved.- 0001254: [Pathfinding] When cavern is breached, web collection pathfinding spams with "unable to find path" (Toady One) - resolved.- 0002011: [Dwarf Mode -- Jobs, Item Improvements/Decorations] Decorating with bone/horn uses whole stack (Toady One) - resolved.- 0001044: [Dwarf Mode -- Trade] Human Traders Brought "liquid" (Toady One) - resolved.- 0007694: [Dwarf Mode -- Items] Bone stacks "morph" when bones used individually for crossbows, some bones "lost" (Toady One) - resolved.- 0004593: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] shearing sometimes produces stack of 1 wool, which cannot be used (Toady One) - resolved.- 0004309: [Dwarf Mode -- Jobs, General] Butcher shop in burrow with unreachable, butcherable items causes job cancellation spam (Toady One) - resolved.- 0007357: [Dwarf Mode -- Trade] Traders teleport animal burdens to depot, pack animals subsequently wander around while prone (Toady One) - resolved.- 0007041: [Dwarf Mode -- Trade] Dragged animals escape a few tiles, then teleport back when their captor moves (Toady One) - resolved.- 0006709: [Dwarf Mode -- Interface, Stockpiles] Crops have redundant entries in stockpile settings (from multiple materials?) (Toady One) - resolved.- 0000808: [Dwarf Mode -- Jobs, Fishing] Processing Raw Turtles only makes one shell per stack, and other stack size issues (Toady One) - resolved.- 0006394: [World Generation -- General] "df" script does not pass command-line arguments correctly (i.e. for world generation) on OS X/Linux (Toady One) - resolved.- 0007611: [Dwarf Mode -- Combat] Military dwarves attack dwarves that have let out enemies from cages (Toady One) - resolved.- 0006842: [Dwarf Mode -- Jobs, Cancellation and Suspension] Dwarves freeze up (get stuck) if path to destination is blocked (by a wall/bridge) (Toady One) - resolved.- 0007407: [Dwarf Mode -- Jobs, Animal Handling] Unable to transfer goblins to pit zone due to terror (Toady One) - resolved.- 0007751: [Dwarf Mode -- Jobs, Animal Handling] Enemy prisoners escape when attempting transfer from cage to pasture (Toady One) - resolved.- 0006692: [Adventure Mode -- Display] New options on travel screen obscure hunger/thirst indicators (Toady One) - resolved.- 0007779: [Civilizations/Entities -- General] Improper-named divinities can use wrong language (Toady One) - resolved.- 0007699: [Vegetation] Soybeans raws use unmodified default material attributes (Toady One) - resolved.- 0001101: [Dwarf Mode -- Interface, Text] No marker for burrows in undiscovered space, though the burrow becomes marked (Toady One) - resolved.- 0002469: [Pathfinding] If burrow includes unrevealed webs, dwarves try to collect the (inaccessible) webs and spam cancellations (Toady One) - resolved.- 0003525: [Dwarf Mode -- Interface, Standing Orders] Auto Collect Webs adds tasks even when all webs are inaccessible (Toady One) - resolved.- 0006558: [Technical -- Input/Keybinding/Macros] "Broken Unicode" warnings for some keybindings (Toady One) - resolved.- 0003898: [Reactions] Entire Bone Stacks are used in Reactions instead of a single Bone (Toady One) - resolved.- 0001436: [Dwarf Mode -- Traps] Animal traps get baited with a whole stack of meat/fish (Toady One) - resolved.- 0004616: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Spinning stacks of wool only produces a single yarn thread (Toady One) - resolved.- 0003034: [Dwarf Mode -- Jobs, General] bone greaves require 3 stacks of bone (not just 3 bones) (Toady One) - resolved.- 0003151: [Dwarf Mode -- Jobs, Items] Shell crafts use up the entire stack (Toady One) - resolved.- 0002161: [Dwarf Mode -- Interface, Kitchen] Render fat job gets queued at multiple kitchens for single stack of fat (Toady One) - resolved.- 0000347: [Dwarf Mode -- Jobs, Items] Rendering a stack of fat yields individual tallow items rather than a stack (Toady One) - resolved.- 0002117: [Dwarf Mode -- Jobs, General] stacked lye only produces 1 potash (Toady One) - resolved.- 0001456: [Dwarf Mode -- Items] HFS item shows up in Rooms/Buildings, lever link menu (Toady One) - resolved.- 0004855: [Dwarf Mode -- Interface, Military Screen] Weapons/armor of underground civs available on military equipment screen (Toady One) - resolved.- 0005973: [Dwarf Mode -- Reclaim] Announcements that invisible cavern items have been stolen on reclaimed fort (Toady One) - resolved.- 0002233: [Dwarf Mode -- Interface, Rooms] Keys reversed on zone control (Toady One) - resolved.- 0007381: [Dwarf Mode -- Interface, Stockpiles] Bolts and blowdarts appear twice in stockpile menu (Toady One) - resolved.- 0007590: [Dwarf Mode -- Nobles] [SPOILERS] Mayor demands items of new HFS material (shiny, frosty, etc metal) (Toady One) - resolved.- 0001297: [Adventure Mode -- Combat] Eye injuries always heal, don't cause vision impairment (Toady One) - resolved.- 0006938: [Adventure Mode -- Stealth] Eye damage doesn't affect vision arcs (Toady One) - resolved.- 0006749: [Dwarf Mode -- Buildings, General] When a root tile is mined or channeled, the entire tree ceases to exist (Toady One) - resolved.- 0006590: [Dwarf Mode -- Interface, Designations] Root Mining Designation Not Graphically Noted (Toady One) - resolved.- 0006544: [Civilizations/Entities -- Populations] Dwarf likes to consume Unknown Leaves (Toady One) - resolved.- 0002548: [Dwarf Mode -- Items] Forgotten beasts made of mud have wrong material state (Toady One) - resolved.- 0000524: [Projectiles] Liquid glob material breath attacks come out solid (Toady One) - resolved.- 0001638: [Adventure Mode -- Environment] Dust from a cave-in referred to as "boiling magma" (Toady One) - resolved.- 0006537: [Adventure Mode -- Buildings] Anvils in forges in worldgen fortresses are thrones (Toady One) - resolved.- 0006836: [Dwarf Mode -- Reclaim] Text generation failed: data\announcement\unretire when reclaiming a fortress - incorrect path separator? (Toady One) - resolved.- 0002886: [Creatures] Grimeling has extra tags (Toady One) - resolved.- 0002902: [Typos/Grammar] Chincilla should be Chinchilla. (Toady One) - resolved.- 0000768: [Technical -- General] In world_gen.txt [CAVE_MIN_SIZE:#] is repeated. (Toady One) - resolved.- 0009223: [Dwarf Mode -- Trade] In old save, existing musical instruments have ludicrous trade values (Toady One) - resolved.- 0008560: [Dwarf Mode -- Pets] Giraffe is trainable for war (possibly hunting) (Toady One) - resolved.- 0008198: [Typos/Grammar] Mistakes in thoughts/preferences strings (Toady One) - resolved.- 0009091: [Typos/Grammar] Typo in the quote of a haunted spouse (Toady One) - resolved.- 0004689: [Typos/Grammar] d_init typo - pregancies should be pregNancies (Toady One) - resolved.- 0009180: [Reactions] WOOD is not a valid building for reactions, though file changes says it is (Toady One) - resolved.- 0009130: [Adventure Mode -- Inventory] Instrument glitching (Toady One) - resolved.- 0009220: [Dwarf Mode -- Skills and Professions] Bookbinding Dwarf Systematically Steps Through All Cavern Webs (Toady One) - resolved.- 0009143: [Adventure Mode -- Sleep] Crash when sleeping in a Tavern room (Toady One) - resolved.- 0009173: [Adventure Mode -- Conversation] Typo in performance text: the soundss vaguely like the intended (Toady One) - resolved.[33 issues]Dwarf Fortress - 0.42.02 (Released 2015-12-05) [View Issues] ==========- 0009132: [Technical -- General] Dwarf Mode Undetermined 42.01 Crashes That No Long

Buildings] Tomb hoards contain very few weapons (Toady One) - resolved.- 0005325: [Adventure Mode -- Reactions] Cannot butcher horseshoe crab (Toady One) - resolved.- 0005231: [Adventure Mode -- Eating/Drinking] Drinking blood as vampire causes permanent speed loss (Toady One) - resolved.- 0005169: [Dwarf Mode -- Military] Marksdwarves will not train on archery targets (Toady One) - resolved.- 0005321: [Adventure Mode -- AI] Human vampire law-giver attacked before being accused (Toady One) - resolved.- 0005322: [General] Syndromes and interactions use "LIKESFIGHTING" instead of "LIKES_FIGHTING" (Toady One) - resolved.- 0001225: [Dwarf Mode -- Interface, General] "u: Unit List" not on side menu (Toady One) - resolved.- 0005137: [Adventure Mode -- AI] Goblin in human towns will attack the player and make the townsfolk angry to the player (Toady One) - resolved.- 0005132: [Creatures] Horseshoe crab men, can't walk, can't attack (Toady One) - resolved.- 0005254: [Creatures] Only one member of a flock of Giant Keas steals an item, then the entire flock, except the thief, returns for more. (Toady One) - resolved.- 0001731: [Dwarf Mode -- Moods] Military dwarf successfully completes mood; won't perform civilian tasks when unassigned from military (Toady One) - resolved.- 0001828: [General] Crash when doctor cleans patient with almost-depleted bar of soap (size goes negative?) (Toady One) - resolved.- 0001930: [Dwarf Mode -- Interface, Farm Plots] Selected crop doesn't auto-adjust when changing season, resulting in crash (Toady One) - resolved.- 0002035: [Creatures] Worm has duplicate [NATURAL] tag. (Toady One) - resolved.- 0008470: [Typos/Grammar] Typos and grammar problems in the executable (Toady One) - resolved.[29 issues]Dwarf Fortress - 0.40.14 (Released 2014-10-25) [View Issues] ==========- 0007099: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Some plants apparently not able to be processed/process fruit reaction not working. (Toady One) - resolved.- 0011309: [Adventure Mode -- Display] Intrigue tab 'plots' cannot be scrolled through. (Toady One) - resolved.- 0000657: [Adventure Mode -- Combat] Weapon skills don't increase when attacking prone (conscious) targets (Toady One) - resolved.- 0004314: [Creatures] RODENT MAN has no teeth (Toady One) - resolved.- 0004323: [Creatures] Penguins' wings are more properly termed "flippers" (Toady One) - resolved.- 0002259: [Creatures] Reptile Men do not have teeth (Toady One) - resolved.- 0004337: [Creatures] no penguin has the [MUNDANE] token. (Toady One) - resolved.- 0003957: [Dwarf Mode -- Environment] Normal grass can grow underground (Toady One) - resolved.- 0003428: [Adventure Mode -- Reactions] Adventure mode armor and clothing reactions product static size Large clothing (Toady One) - resolved.- 0000171: [Dwarf Mode -- Jobs, Cancellation and Suspension] Dwarf cancels make bars (use ore): Needs "stones" (Toady One) - resolved.- 0000410: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Creatures get fought over by dwarves trying to milk and cage them (Toady One) - resolved.- 0002736: [Technical -- General] Download includes unnecessary Thumbs.db files (Toady One) - resolved.- 0001797: [Dwarf Mode -- Jobs, Animal Handling] Dwarves play tug of war with caged animals marked for slaughter (Toady One) - resolved.- 0003976: [Reactions] Masons/mechanics can make "stone" items from lumps of clay (Toady One) - resolved.- 0004018: [Dwarf Mode -- Pets] Grazing animals don't spread out in pasture zone, starve to death as a result (Toady One) - resolved.- 0002273: [Dwarf Mode -- Interface, Stocks] Cave fish named as "angelshark" or "blue shark" in Stocks group name (Toady One) - resolved.- 0003977: [Vegetation] Grass tiles cause annoying flashing on ramps (Toady One) - resolved.- 0004004: [Creatures] Using LAYS_UNUSUAL_EGGS causes crash (Toady One) - resolved.- 0003983: [Dwarf Mode -- Jobs, Cooking and Food] Can't make mead -- job can't find honey when it's stockpiled? (Toady One) - resolved.- 0004357: [Technical -- General] Embark instant crash (modded) (Toady One) - resolved.- 0004368: [Miscellaneous Crashes] Fortress crashes in mid spring, second year (Toady One) - resolved.- 0004361: [Dwarf Mode -- Jobs, Healthcare] Dwarves with old injuries returned to rest in hospital with no scheduled treatment (Toady One) - resolved.- 0004358: [World Generation -- General] Many civilisations will crash worldgen (Toady One) - resolved.- 0004362: [Creatures] 0004348 also applies to cave dragons (Toady One) - resolved.[7 issues]Dwarf Fortress - 0.31.24 (Released 2011-03-27) [View Issues] ==========- 0004169: [Dwarf Mode -- Jobs, General] In kiln clay crafts and statues set to 's' key (Toady One) - resolved.- 0004347: [Creatures] Rodent men don't use their new teeth to bite. (Toady One) - resolved.- 0003272: [Dwarf Mode -- Interface, Unit Profiles] Birth month of child incorrectly displayed. (Toady One) - resolved.- 0003375: [Dwarf Mode -- Embark/Setup] Site finder wastes a lot of time searching through sites after it's found a match (Toady One) - resolved.[9 issues]Dwarf Fortress - 0.31.18 (Released 2010-11-16) [View Issues] ==========- 0003558: [Adventure Mode -- Trade] Randomly resetting item ownership status in adventure mode. (Toady One) - resolved.- 0003824: [Dwarf Mode -- Jobs, Equipment] After disbanding, military dwarves won't put their civilian clothing back on (Toady One) - resolved.- 0001011: [Items] Object testing arena, creature creation, footwear handling weirdness (Toady One) - resolved.- 0004333: [Dwarf Mode -- Military] Uniforms with socks sometimes end up on same foot (Toady One) - resolved.- 0005054: [Adventure Mode -- Inventory] Adventurer wearing one sock prefers to put second sock on same foot (Toady One) - resolved.- 0001396: [Dwarf Mode -- Items] Children claim clothes they cannot/will not wear or store in rooms (Toady One) - resolved.- 0005029: [Dwarf Mode -- Jobs, Items] Tool forging ignores MATERIAL_SIZE (Toady One) - resolved.- 0001432: [Dwarf Mode -- Trade] Elves sell you vermin in cages. (Toady One) - resolved.- 0005104: [World Generation -- General] In worldgen, Age of Legends briefly reverts to Age of Myth (Toady One) - resolved.- 0005446: [TrueType] Crash when using TrueType, always happens when text runs off the screen. (Toady One) - resolved.- 0005588: [Creatures] Weasels probably shouldn't be found on glaciers. (Toady One) - resolved.[74 issues]Dwarf Fortress - 0.34.11 (Released 2012-06-04) [View Issues] ==========- 0001697: [Dwarf Mode -- Diplomacy] While paused, placing designations causes cat adoptions, martial trances, liaison meeting/negotiations (Toady One) - resolved.- 0002264: [Adventure Mode -- Travel] Adv. (Toady One) - resolved.- 0005077: [Dwarf Mode -- Embark/Setup] Browsing world gen map causes corrupted feature files (Toady One) - resolved.- 0004025: [World Generation -- General] Kobolds still starving to death early in world gen (Toady One) - resolved.- 0005286: [Dwarf Mode -- Interface, Stockpiles] Some stone types cannot be disabled in z-stones menu (Toady One) - resolved.- 0003232: [TrueType] When using TrueType, highlighted names on the unit list are the same color as highlight bar (Toady One) - resolved.- 0003234: [Dwarf Mode -- Interface, Unit View] Customize Profession Name says "Customize Nickname: Customize Profession Name" (Toady One) - resolved.- 0003963: [World Generation -- General] World Generation too slow (Toady One) - resolved.- 0005064: [Adventure Mode -- Quests] Outcast criminals live in town houses, keep old civ memberships, cause loyalty cascades (Toady One) - resolved.- 0005269: [World Generation -- Beasts] Worldgen has alarmingly high rate of monster rampages and extremely high monarch mortality rate (Toady One) - resolved.- 0005118: [Dwarf Mode -- Jobs, Designations] Can reveal hell by designating across z-levels which include eerie glowing pits (Toady One) - resolved.- 0005319: [Legends Mode -- Historical Figures] Vampire simultaneously chieftess of one entity and law-giver of another (Toady One) - resolved.- 0005273: [World Generation -- Parameters] Cull Hist Figs crashes World Gen. (Toady One) - resolved.- 0001852: [Undeath] [SPOILERS] HFS creatures rot away, so I don't have to do anything (Toady One) - resolved.- 0001373: [World Generation -- General] Kobolds almost never generated on Island regions (Toady One) - resolved.- 0002750: [Technical -- Rendering] Crash when zooming in Windowed mode (TrueType related) (Baughn) - resolved.- 0004207: [Dwarf Mode -- Environment] Inescapable, inevitable, intolerable lag (Toady One) - resolved.- 0003690: [Adventure Mode -- Travel] While traveling player is teleported into holes/dry murky pools due to ambushes (Toady One) - resolved.- 0004422: [Undeath] Historical Undeads can die of old age (Toady One) - resolved.- 0004405: [Undeath] Ghosts can die of old age and dwarves who die of old age evidently cannot become ghosts. (Toady One) - resolved.- 0010623: [Dwarf Mode -- Military] Demanding tribute from necromancers or bandit camps crashes the game. (Toady One) - resolved.- 0004625: [Creatures] Casteless creatures report tissue colors as amber (Toady One) - resolved.- 0004449: [Dwarf Mode -- Interface, Stockpiles] Iron missing from material options for weapon stockpiles (Toady One) - resolved.- 0004334: [World Generation -- General] No hunters of great beasts in worldgen despite BEAST_HUNTER tag (Toady One) - resolved.- 0004769: [Items] A stack's weight doesn't decrease when items are removed (Toady One) - resolved.- 0004083: [Civilizations/Entities -- Populations] Other races migrate to major sites, but are not there in adventure mode (Toady One) - resolved.- 0003246: [TrueType] TrueType: Some dwarves' names are cut off at diacritics, other diacritics are turned into blocks (Baughn) - resolved.[53 issues]Dwarf Fortress - 0.31.25 (Released 2011-03-28) [View Issues] ==========- 0003106: [Dwarf Mode -- Military] Marksdwarves cannot equip ammunition stored in bins (Toady One) - resolved.- 0002630: [Adventure Mode -- Reactions] Adventure mode reactions ignore material reaction product requirements for reagents. (Toady One) - resolved.- 0004327: [Dwarf Mode -- Stockpiles] Hospital Stockpiling still broken (Toady One) - resolved.- 0004328: [Civilizations/Entities -- General] Rodent men not part of SUBTERRANEAN_ANIMAL_PEOPLES entity (Toady One) - resolved.- 0004319: [Dwarf Mode -- Stockpiles] stockpile setting interference between furniture and ammo (Toady One) - resolved.- 0004320: [Dwarf Mode -- Jobs, Healthcare] Dwarves come to hospital to Rest without injuries (and also endless tooth surgery) (Toady One) - resolved.[18 issues]Dwarf Fortress - 0.31.22 (Released 2011-03-24) [View Issues] ==========- 0000015: [Dwarf Mode -- Stockpiles] "Wood" section in stockpile settings includes all plants (Toady One) - resolved.- 0002015: [Dwarf Mode -- Jobs, Fishing] Fishing in a river still reports no fish (Toady One) - resolved.- 0004099: [Dwarf Mode -- Interface, Military Screen] Missing dwarfs in squad screen (Toady One) - resolved.- 0004134: [Typos/Grammar] New sound abilities have typo (Toady One) - resolved.- 0003071: [Material Properties] All hardcoded materials (glass etc) have uninitialized MAX_EDGE and ABSORPTION and crappy yield/fracture/strain values (Toady One) - resolved.- 0000157: [Dwarf Mode -- Stockpiles] Stockpile settings "metal" category includes stones, gems, soil and other inorganics (Toady One) - resolved.- 0000681: [Dwarf Mode -- Jobs, Healthcare] Legless/footless dwarfs are ignored by healthcare (Toady One) - resolved.- 0004149: [Dwarf Mode -- Items] Glass pots cannot be used for brewing/storing. show up with colors backwards (Toady One) - resolved.- 0005057: [Adventure Mode -- Travel] Adventure Mode random fast travel crash (Toady One) - resolved.[47 issues]Dwarf Fortress - 0.34.01 (Released 2012-02-14) [View Issues] ==========- 0003263: [Technical -- General] Mac version unable to load up Dwarf Fortress game at all. (Toady One) - resolved.- 0007775: [Dwarf Mode -- Military] Military dwarves randomly get stuck on 'Eat/Drink', won't path to stockpile (Toady One) - resolved.- 0008214: [Dwarf Mode -- Idle Behavior] Children injured due to 0007574 don't get taken to the hospital (Toady One) - resolved.- 0001514: [Adventure Mode -- Movement] Bridges over ramps unwalkable (except with "alt") in adventurer mode (Toady One) - resolved.- 0007911: [Adventure Mode -- Eating/Drinking] [EDIBLE_RAW] seeds cannot be eaten in adventure mode (Toady One) - resolved.- 0008062: [Adventure Mode -- Trade] Attempting to trade valueless item in exchange for a valuable item results in demand to surrender item (Toady One) - resolved.- 0007904: [Adventure Mode -- Movement] Cannot traverse ramps across tree roots (Toady One) - resolved.- 0007374: [Dwarf Mode -- Trade] Elf-imported wooden chests don't qualify as elven (Toady One) - resolved.[18 issues]Dwarf Fortress - 0.40.11 (Released 2014-09-03) [View Issues] ==========- 0003837: [Adventure Mode -- Display] Long list of adventurer skills overflows in default screen size (Toady One) - resolved.- 0007710: [Adventure Mode -- Movement] Gait flags LAYERS_SLOW + STRENGTH + AGILITY do nothing (Toady One) - resolved.- 0007979: [Dwarf Mode -- Transport/Hauling] Dwarf targeted by military after releasing enemy from cage (Toady One) - resolved.- 0007098: [Dwarf Mode -- Thoughts and Preferences] Dwarves can have a preference for random/divine metal (Toady One) - resolved.- 0000647: [Dwarf Mode -- Rooms] Uninjured dwarves sleep in hospital instead of dormitory, and other bedroom/sleeping issues (Toady One) - resolved.- 0007764: [Adventure Mode -- Town] After town insurrection, all shops become taverns (Toady One) - resolved.- 0007574: [Dwarf Mode -- Jobs, Childcare] Children assigned to burrows become accident prone (Toady One) - resolved.- 0001483: [Dwarf Mode -- Interface, Designations] Children leave burrow seeking mother (Toady One) - resolved.- 0007360: [Dwarf Mode -- Combat] Combat horror and cowardice too common (Toady One) - resolved.- 0005598: [Adventure Mode -- Town] Town shops/cabinets contain human-sized clothes regardless of size of actual residents (Toady One) - resolved.- 0008213: [Dwarf Mode -- Pets] Restrained animals repeatedly try to path to meeting areas, then forced prone (Toady One) - resolved.- 0002478: [Dwarf Mode -- Interface, Military Screen] Military screen has same text for rusty skills and absent skills (Toady One) - resolved.- 0000890: [Adventure Mode -- Movement] Directly controlled flying creatures are forced to use ramps (Toady One) - resolved.- 0001666: [Arena] Adamantine clothes not available in testing arena (Toady One) - resolved.- 0006691: [World Generation -- Constructions] Excessive number of necromancer towers. (Toady One) - resolved.- 0005600: [Creatures] Minor inconsistencies in c_variation_default (Toady One) - resolved.- 0005601: [Creatures] SPONGE_MAN has improper body shape conversion (Toady One) - resolved.- 0005639: [Creatures] Rats have [:GENERAL_POISON] instead of [CREATURE_CLASS:GENERAL_POISON] (Toady One) - resolved.- 0000078: [Dwarf Mode -- Interface, Unit Profiles] Kills list contains multiple redundant/identical-looking entries for different genders/castes (without gender symbol) (Toady One) - resolved.- 0001072: [Dwarf Mode -- Interface, Stocks] Double Entry Raw Turtles STOCK SCREEN (.03) (Toady One) - resolved.- 0001437: [Dwarf Mode -- Interface, Announcements] Year in announcement date is always current year (Toady One) - resolved.- 0000665: [Dwarf Mode -- Interface, Announcements] Seasons announced before the 1st day of the month (Toady One) - resolved.- 0001609: [Dwarf Mode -- Immigration] Immigrant dwarves' skills often don't match their job settings (Toady One) - resolved.- 0003877: [Dwarf Mode -- Jobs, Equipment] Carpenters Always Have Axes (Toady One) - resolved.- 0000124: [Dwarf Mode -- Immigration] Immigrant farmer arrives with all farming labors enabled. (Toady One) - resolved.- 0011231: [Dwarf Mode -- Jobs, Childcare] Mothers with babies walk around randomly instead of working (Toady One) - resolved.- 0011263: [Legends Mode -- Map Export] Criminal Network maps don't show the network. Mode causes crash (Toady One) - resolved.[2 issues]Dwarf Fortress - 0.31.20 (Released 2011-03-06) [View Issues] ==========- 0001896: [Dwarf Mode -- Buildings, General] Custom workshops get assigned (a) key by default (Toady One) - resolved.- 0003984: [Creatures] Open tag in creature_next_underground (Toady One) - resolved.- 0003997: [Material Properties] Egg yolk has wrong adjective in solid state, is called "egg white" (Toady One) - resolved.- 0003728: [Typos/Grammar] Verb forms of "bewitch" misspelled as "betwitch" (Toady One) - resolved.- 0004094: [Creatures] Typo in body_default - RODENT_TEETH missing closing brackets (Toady One) - resolved.- 0004096: [Creatures] Missing] in Amphibian Man skin descriptor token (Toady One) - resolved.- 0003534: [Typos/Grammar] Mannerism typo, "...she he tells stories without any real point" (Toady One) - resolved.- 0003836: [Animal Populations] Cougars lack mountain biome indicated in their description (Toady One) - resolved.- 0003620: [Creatures] Typos/Grammar issues in Raccoon, Blind Cave Ogre, Bat Man and Giant Cave Spider descriptions (Toady One) - resolved.- 0000654: [Creatures] Phantom spider bites do nothing? (Toady One) - closed.- 0000805: [General] 0.31.02 "release notes.txt" lists two changes in the wrong versions (Toady One) - closed.- 0001033: [Typos/Grammar] The descriptions for Minotaurs says his/her Left eye is _____, should be eyes. (Toady One) - resolved.- 0002778: [Dwarf Mode -- Diplomacy] Diplomat goes insane, still in fortress when abandoned, same diplomat arrives insane in new game (Toady One) - resolved.- 0000187: [World Generation -- Constructions] Engraved caverns under temple (Toady One) - resolved.- 0002424: [Sites] Caverns smoothed underneath worldgen mountain halls (Toady One) - resolved.- 0002555: [Dwarf Mode -- Interface, Main View] Trees/shrubs growing underwater display wrong tile above (Toady One) - resolved.- 0001549: [Adventure Mode -- Eating/Drinking] Adventurers can drink blood spatters even if they're not dehydrated (Toady One) - resolved.- 0001292: [Combat -- General] Eyes can't be gouged out (Toady One) - resolved.- 0001469: [Dwarf Mode -- Interface, Notes/Points/Routes] Using Hot Keys while in a menu will not change Z-Levels (Toady One) - resolved.- 0001163: [Adventure Mode -- Display] Submerged trees can be swam through, block LOS, and are invisible with SHOW_FLOW_AMOUNTS:YES (Toady One) - resolved.- 0003722: [Combat -- General] Falling damage blocked/deflected by armor results in malformed combat announcements (Toady One) - resolved.- 0006208: [Dwarf Mode -- Thoughts and Preferences] "Lost grudge to tragedy" happiness penalty is broken (Toady One) - resolved.- 0005743: [Dwarf Mode -- Interface, Announcements] "The Foodwarf counterstrikes!" during sparring is not marked as happening during sparring (red instead of light blue) (Toady One) - resolved.- 0004927: [World Generation -- General] Many added plants crash world gen (Toady One) - resolved.- 0000972: [Dwarf Mode -- Diplomacy] Diplomat/liaison arrives, immediately dies of old age (and other old age issues) (Toady One) - resolved.- 0005569: [Dwarf Mode -- Stockpiles] Stone globs (generated by magma crabs) get stored in food stockpiles (Toady One) - resolved.- 0005739: [Dwarf Mode -- Stockpiles] Stockpile settings for cloth are broken if adamantine cloth is permitted (Toady One) - resolved.- 0000858: [Creatures] Livestock strangely agressive. (Toady One) - resolved.- 0006002: [Dwarf Mode -- Pets] Tamed animals that revert to wild state retain trap immunity (Toady One) - resolved.- 0000740: [Weather] (Arena Mode) Rain gets "stuck" (Toady One) - resolved.- 0004851: [Dwarf Mode -- Interface, Tasks] Dwarves assigned to newly created burrows just stand still with "No job" (Toady One) - resolved.- 0000026: [Flows] Waterfalls do not change z-levels (Toady One) - resolved.- 0001203: [Dwarf Mode -- Invasions] might tame animals prematurely detect ambushers in some cases? (Toady One) - resolved.- 0001173: [Dwarf Mode -- Jobs, Designations] Dwarves refuse to haul accessible items until they've hauled ones that are currently inaccessible (Toady One) - resolved.- 0004154: [Dwarf Mode -- Items] Glass and porcelain pots, even ones that contain booze, don't show up in Trade Depot list (Toady One) - resolved.- 0004170: [Dwarf Mode -- Jobs, Cooking and Food] fine and lavish meals only use two ingredients (Toady One) - resolved.- 0004050: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] Plants stored in large glass pots are not used by jobs, and other irregularities with pots (Toady One) - resolved.- 0003755: [Dwarf Mode -- Jobs, Healthcare] If dwarf is not properly taken to hospital, dwarves with recover wounded will drag back to bed during surgery (Toady One) - resolved.- 0001989: [Dwarf Mode -- Stockpiles] In stockpile settings, forbidding subcategories leaves some items highlighted (Toady One) - resolved.- 0000147: [Dwarf Mode -- Interface, Civilization/World Info] The Civilziation screen can spoil certain underground features (Toady One) - resolved.- 0004239: [Legends Mode -- Historical Figures] Nameless notable creatures produce ugly " , "" "-entries in historical-figures-list (Toady One) - resolved.- 0004221: [Adventure Mode -- Reactions] Adventure mode reactions no longer create quality items (Toady One) - resolved.- 0002412: [Dwarf Mode -- Interface, Designations] Crash when removing burrow (Toady One) - resolved.- 0000037: [Adventure Mode -- General] Underground area names are mangled in adventurer mode "adventurer log" screen (Toady One) - resolved.- 0001806: [Dwarf Mode -- Military] Non-cancelled kill orders persist into newly generated world and fortress. (Toady One) - resolved.- 0006970: [Dwarf Mode -- Moods] Strange mood items are teleported into the workshop (Toady One) - resolved.- 0007284: [Dwarf Mode -- Jobs, Assignment of Jobs] Lag when dwarves stuck in a tree get a strange mood (Toady One) - resolved.- 0006249: [Dwarf Mode -- Interface, Stocks] Slabs appear twice in Stocks screen (Toady One) - resolved.- 0006444: [Dwarf Mode -- Interface, Stockpiles] Storage of stone cabochons in gem stockpiles is invisibly controlled by Allow/Block All (Toady One) - resolved.- 0004549: [Dwarf Mode -- Interface, Farm Plots] Seeds cannot be planted until your fortress has produced something from that plant (Toady One) - resolved.- 0007641: [Dwarf Mode -- Interface, Farm Plots] Unable to Plant Seeds after Unretiring (Toady One) - resolved.- 0007170: [Dwarf Mode -- Environment] Troglodytes get stuck while climbing (Toady One) - resolved.- 0001120: [Dwarf Mode -- Interface, Farm Plots] "No seeds available for this location" when using seeds left at reclaimed site (Toady One) - resolved.- 0008068: [Dwarf Mode -- Military] Ranged weapons shoot much too rapidly (Toady One) - resolved.- 0008059: [Miscellaneous Crashes] Adv mode crash in marketplace after waiting about 8 turns (Toady One) - resolved.[22 issues]Dwarf Fortress - 0.40.09 (Released 2014-08-17) [View Issues] ==========- 0004600: [Dwarf Mode -- Items] Items frozen in ice are unrecoverable; building on previously iced square crashes game. (Baughn) - resolved.- 0001628: [Init Options] [MOUSE:NO] fails (Toady One) - resolved.- 0000366: [Technical -- General] Game zooms in after minimize from fullscreen (Baughn) - resolved.- 0000161: [General] Vermin corpses/remains do not decay/rot (Toady One) - closed.- 0000416: [Weather] Rain kills everything it lands on (Toady One) - closed.- 0000289: [Dwarf Mode -- Flows] *Qurik* Heat from magma cooks wet creatures up to two tiles away) (Toady One) - closed.- 0000474: [Dwarf Mode -- Jobs, Healthcare] Unable to bandage wound (Toady One) - closed.- 0000704: [Adventure Mode -- Movement] Melting when swimming in ocean (Toady One) - closed.- 0000002: [Dwarf Mode -- Embark/Setup] Crash when using site finder on large worlds (mem usage >2gb) (Toady One) - closed.- 0000168: [General] Doctor repeatedly tries and fails to suture wounds that have already healed (Toady One) - closed.- 0000232: [General] No fish to catch anywhere (Toady One) - closed.- 0000022: [General] Vermin remains don't rot (Toady One) - closed.[15 issues]Dwarf Fortress - 0.31.03 (Released 2010-04-12) [View Issues] ==========- 0001084: [Dwarf Mode -- Moods] Child making artifact, continues gathering materials forever! (Toady One) - resolved.- 0000103: [General] Dwarfs get stuck in buildings (Toady One) - closed.- 0000551: [Dwarf Mode -- Jobs, Activity Zones] Removing (shift-x) the last meeting zone can cause a crash. (Toady One) - resolved.- 0004315: [Flows] Water causes deletion of ramps and stairs submerged inside (possibly due to grass) (Toady One) - resolved.- 0004087: [Dwarf Mode -- Stockpiles] Dwarfs keep moving large stone pots into new stockpiles. (Toady One) - resolved.- 0005546: [Dwarf Mode -- Interface, Tasks] "Encrust with gems" cannot be set to repeat. (Toady One) - resolved.- 0001960: [Dwarf Mode -- Interface, Building Construction] hotkey jumps after selecting build (Toady One) - resolved.- 0001567: [Dwarf Mode -- Environment] Trees don't burn in magma (Footkerchief) - resolved.- 0002245: [Dwarf Mode -- Interface, Announcements] BOX announcements not centered on large resolutions (Toady One) - resolved.- 0005578: [Miscellaneous Crashes] Crash during worldgen from a SEMIMEGABEAST or MEGABEAST lacking both LAIR and POWER/SPHERES (Toady One) - resolved.- 0004590: [Combat -- General] Elephant killed by three hoary marmots - Issue with pain (Toady One) - resolved.- 0002119: [Dwarf Mode -- Jobs, Cancellation and Suspension] Construction Mason Job canceled if you place another construction job on the tile where the dorf preform will the job. (Toady One) - closed.- 0000006: [General] GRAPHICS:ON causes runtime error (Toady One) - closed.[21 issues] (Toady One) - closed.- 0000058: [Typos/Grammar] typo in unicorn description (Toady One) - closed.- 0000069: [General] Young mountain goats called horse foals? (Toady One) - resolved.- 0006750: [Dwarf Mode -- Items] Muck root and bloated tuber seeds are displayed without a name (e.g. " [9]") (Toady One) - resolved.- 0003161: [Dwarf Mode -- Flows] Vertical hole only filled up to absolute z-level 0 by falling water (Toady One) - resolved.- 0008662: [Dwarf Mode -- Jobs, Constructions (walls etc)] Dwarves build suspended construction jobs (Toady One) - resolved.- 0008367: [Combat -- General] Soldiers not attack nearby enemy when using kill or station order. (Dwarfu) - resolved.- 0008719: [Dwarf Mode -- Jobs, Constructions (walls etc)] Building constructions over parts of trees crashes (Toady One) - resolved.- 0009129: [General] Crash when calendar is advancing (Toady One) - resolved.- 0009187: [Adventure Mode -- Character Creation] Values/Personality selector Typo (Toady One) - resolved.- 0009182: [Dwarf Mode -- Jobs, General] Vampire true names (and therefore their vampiric nature) revealed upon assigning occupations. (Toady One) - resolved.- 0008648: [Dwarf Mode -- Artifacts] Dwarves don't seem to be able to collect materials for moods (Toady One) - resolved.- 0008642: [Dwarf Mode -- Interface, Designations] Toggle Standard/Marking unusable via mouse (Toady One) - resolved.[3 issues]Dwarf Fortress - 0.40.21 (Released 2014-12-19) [View Issues] ==========- 0008633: [Dwarf Mode -- Jobs, Hauling] Crash on Store item in container, job item misplaced (Toady One) - resolved.- 0008634: [Creatures] Dwarves stop moving and change name in unit list. (Toady One) - resolved.- 0001827: [Dwarf Mode -- Interface, Military Screen] On military ammo screen, going from "add new item" to "Material" produces crash (Toady One) - resolved.- 0001617: [Dwarf Mode -- Jobs, Military] Certain dwarves will never train (Toady One) - resolved.- 0001574: [Dwarf Mode -- Military] Militia commander stuck in Go to training (Toady One) - resolved.- 0002616: [Technical -- Sound] Initializing OpenAL failed, no sound will be played (bundled libsndfile.so doesn't work, system libsndfile does) (Baughn) - resolved.- 0002620: [Init Options] Windowed-mode size in init ignored by F11 (Baughn) - resolved.- 0000323: [Dwarf Mode -- Skills and Professions] Teacher skill not rising (Toady One) - resolved.- 0000544: [Dwarf Mode -- Jobs, Military] Dwarves only do "individual combat drills", never sparring or demonstrations (Toady One) - resolved.- 0001614: [Dwarf Mode -- Military] No training in barracks (Toady One) - resolved.- 0000648: [Dwarf Mode -- Interface, Military Screen] militarydwarves holding many sets of weapons, shields (Toady One) - resolved.- 0001687: [Dwarf Mode -- Military] Deleting "individual choice, melee" fails to unassign weapons (Toady One) - resolved.- 0000337: [Dwarf Mode -- Military] crash when squads taken off Station (Toady One) - closed.[47 issues]Dwarf Fortress - 0.31.10 (Released 2010-07-11) [View Issues] ==========- 0000028: [Technical -- General] Scrolling keys lock up! (Baughn) - resolved.- 0002617: [Miscellaneous Crashes] Segfault on quit (Toady One) - resolved.- 0002613: [Adventure Mode -- Inventory] (r)emoving clothing duplicates it, crashes after 3rd attempt (Toady One) - resolved.- 0002614: [Dwarf Mode -- Pets] War animals attack traders at depot (Toady One) - resolved.- 0002490: [Technical -- Rendering] Game freezes when switching from fullscreen to windowed mode (Baughn) - closed.[5 issues]Dwarf Fortress - 0.31.09 (Released 2010-07-10) [View Issues] ==========- 0000149: [Dwarf Mode -- Jobs, Military] When ordered to attack, squads can get distracted chasing harmless animals (Toady One) - resolved.- 0000721: [Adventure Mode -- Combat] Mortal wounds frequently don't kill, hearts/throats barely bleed, disembowelment rare (Toady One) - resolved.- 0000451: [Reactions] Reactions screen product list duplicates the last reagent (Toady One) - resolved.- 0000361: [Dwarf Mode -- Combat] Cannot get dwarves to use crossbows properly (Toady One) - resolved.- 0000692: [Dwarf Mode -- Combat] Extended Combat with Zombie Giant Eagle (Toady One) - resolved.- 0000076: [Dwarf Mode -- Jobs, Hunting] Hunters not hunting (Toady One) - resolved.- 0002146: [Dwarf Mode -- Interface, Military Screen] once assigned ammunition does not clear on delete assignment (Toady One) - resolved.- 0000625: [Creatures] Flesh Balls (Toady One) - resolved.- 0000332: [Dwarf Mode -- Stockpiles] Raw files parsed in strict alphabetic order in Linux but not Windows, causing ID mismatches for saves moved between systems (Toady One) - resolved.- 0001110: [Items] impact yield and impact fracture the same for all metals, unbalances combat (Toady One) - resolved.- 0000262: [Reactions] Render Fat job not in menu at kitchen, works in manager (Toady One) - resolved.- 0000084: [Dwarf Mode -- Military] Individual choice ranged/melee apparently ignores whether weapon is ranged or melee (Toady One) - resolved.- 0000723: [Adventure Mode -- Combat] Projectiles that stick-in bleed until removed, and bleed forever if they stick in cheeks, fingers, etc., with no kill credit (Toady One) - resolved.- 0002074: [Combat -- General] Combat text reports bones as "shattered" or "bruised" much more often than "fractured" (Toady One) - resolved.- 0002238: [General] Full screen mode on PPC Mac is a shade of yellow, except where green normally. (Toady One) - closed.- 0001916: [Dwarf Mode -- Interface, Text] FPS Display is slightly off center to the right (Baughn) - closed.- 0001925: [Dwarf Mode -- Interface, Military Screen] Crash when creating a squad - uniform selection, Linux only (Toady One) - closed.[30 issues]Dwarf Fortress - 0.31.04 (Released 2010-05-16) [View Issues] ==========- 0001062: [Title Screen] Blank screen, but sound (Baughn) - resolved.- 0001454: [Technical -- General] Holding shift when navigating (to navigate faster) is sticky (Toady One) - resolved.- 0000764: [Technical -- General] Minimizing in windowed mode causes entire window to be blacked out (Baughn) - resolved.- 0001136: [Technical -- General] No mouse in Music and Sound screen when fullscreen. (Baughn) - resolved.- 0001407: [Geology] No mineral deposits in ALLUVIAL layers (Toady One) - resolved.- 0001411: [Geology] Numerical parameter of ENVIRONMENT_SPEC is ignored, too many minerals and gems created (Toady One) - resolved.- 0001498: [Dwarf Mode -- Jobs, General] Crystal glass items can't be made, CRYSTAL_GLASSABLE appears broken (Toady One) - resolved.- 0004103: [Technical -- General] Command line client does not launch on OS X 10.7 Lion (READ FOR FIX) (Toady One) - resolved.- 0000111: [World Generation -- Constructions] Worldgenned roads blocked (Toady One) - resolved.- 0001732: [Dwarf Mode -- Trade] "Prepared meals" not listed at trade depot except in "all" (lethosor) - resolved.- 0001287: [Technical -- General] Possible to bind k to 'leave screen' (Toady One) - resolved.- 0000927: [Dwarf Mode -- Interface, Unit View] Unit job title overlaps unit job. (Toady One) - resolved.- 0006403: [Dwarf Mode -- Interface, Unit View] Brackets in nicknames are not escaped on thoughts and preferences screen (Toady One) - resolved.[2 issues]Dwarf Fortress - 0.40.13 (Released 2014-09-17) [View Issues] ==========- 0001710: [Dwarf Mode -- Interface, Stockpiles] "Gather remains from outside" actually means "gather remains from above ground" (Toady One) - resolved.- 0006483: [Dwarf Mode -- Jobs, Military] Siege engines don't properly respect operator skill level (Toady One) - resolved.- 0007015: [Dwarf Mode -- Embark/Setup] List of neighbors on Embark screen includes "Town." (Toady One) - resolved.- 0004113: [Vegetation] Large grazers (elephants and giraffes) can't eat fast enough to keep from starving (Toady One) - resolved.- 0006512: [Dwarf Mode -- Thoughts and Preferences] Cave Adaptation broken, does not cause pain, stun, or nausea (Toady One) - resolved.- 0003781: [Dwarf Mode -- Buildings, Machines] Lever can be linked to same target more than once (Toady One) - resolved.- 0008278: [Technical -- General] This save file crashes. (Toady One) - resolved.- 0001568: [Dwarf Mode -- Thoughts and Preferences] 'clean shaven' hair style causes hair color to be omitted in the dwarf description (Toady One) - resolved.- 0006545: [Creatures] Flying creatures stop flying, fall to the ground, and explode (Toady One) - resolved.- 0005816: [Dwarf Mode -- Jobs, General] The last single bone from a stack is unusable refuse (Toady One) - resolved.- 0006262: [Throwing/Shooting] Rounding Error in Calculation of Projectile Velocities (Toady One) - resolved.- 0006380: [Dwarf Mode -- Buildings, Machines] Wind strength constant on smaller worlds? (Toady One) - resolved.- 0002222: [Dwarf Mode -- Jobs, Cleaning] Dwarf tries to clean missing body part (Toady One) - resolved.- 0008105: [Contaminants/Spatter] Dwarves unable to clean "pool of water" left by a Forgotten Beast (Toady One) - resolved.- 0002506: [Dwarf Mode -- Jobs, Cleaning] Dwarves attempting to clean water puddles out of dug-out frozen river (Toady One) - resolved.- 0002626: [Dwarf Mode -- Items] Refuse placed Above Ground but Inside randomly disappears (Toady One) - resolved.- 0001140: [Dwarf Mode -- Jobs, Cleaning] "Clean" job uses underground/aboveground instead of inside/outside to determine what gets cleaned (Toady One) - resolved.- 0007718: [Dwarf Mode -- Jobs, Burial] Placing corpses in coffins requires Item Hauling instead of Burial labor (Toady One) - resolved.- 0004367: [Vegetation] Animals all try to graze from pasture's top left corner, starvation ensues (Toady One) - resolved.- 0004446: [Creatures] Grazing hungry animals eat slower - snowballs starvation (Toady One) - resolved.- 0004354: [Creatures] Giant critters size changed, Grazer not changed (Toady One) - resolved.- 0007585: [Dwarf Mode -- Environment] Trees channel light underground (Toady One) - resolved.- 0007258: [Dwarf Mode -- Environment] Outside areas marked as "Inside" (Toady One) - resolved.- 0007068: [Vegetation] Tile dug under tree trunk growing on rock is considered inside/light/aboveground (Toady One) - resolved.- 0008176: [Dwarf Mode -- Pets] Animals get attached to cl

- Rendering] Linux version won't show more than 25 rows (Baughn) - resolved.- 0001990: [Legends Mode -- General] Key presses register twice when filtering many historical figures in Legends (Baughn) - resolved.- 0001545: [Technical -- General] Mouspointer discrepancy with displayt (Baughn) - resolved.- 0000141: [Dwarf Mode -- Nobles] After death of expedition leader or mayor (any noble), positions disappear from nobles screen and can't be appointed or replaced (Toady One) - closed.- 0001939: [General] Double execution of recorded macros (Baughn) - closed.- 0001038: [Dwarf Mode -- Nobles] Former Mayor running around babbling results in mayor disappearing from noble screen, inability to replace other nobles (Toady One) - closed.- 0000190: [Dwarf Mode -- Environment] Adventurers and dwarves melt in rain/water (Toady One) - closed.- 0000312: [Dwarf Mode -- Nobles] Two (or more) mayors at the same time (Toady One) - closed.- 0000355: [Dwarf Mode -- Nobles] Previous Mayor doesn't lose title when new one is Elected. (Toady One) - resolved.- 0003318: [Dwarf Mode -- items] Fill pond job causes dwarves to fill a bucket with thousands of units of water, work slowly. (Toady One) - resolved.- 0010016: [World Generation -- General] Out of memory crash (Toady One) - resolved.- 0002260: [Technical -- General] Can't play fullscreen on Mac OS X Lion (bug in outdated SDL) (Toady One) - resolved.- 0000504: [Adventure Mode -- Movement] Goblak adventurers can't open doors (Toady One) - resolved.- 0009855: [Technical -- General] Game doesn't close properly, crashes upon quitting (Toady One) - resolved.- [5 issues]Dwarf Fortress - 0.43.04 (Released 2016-06-20) [View Issues]
==========: 0003838: [World Generation -- General] Armor never generated on hands, feet nor legs -- NPCs don't wear gauntlets, boots, greaves, etc. (Toady One) - resolved.- 0005130: [Dwarf Mode -- Moods] Magma-destroyed corpses are always "missing," can't carve slab to prevent ghosts (Toady One) - resolved.- 0000595: [Dwarf Mode -- Interface, Animals] "Overall Training" tab of Animals screen starts out empty (Toady One) - resolved.- 0005563: [Miscellaneous Crashes] Adventurer Mode crashing in sleep, fast travel (Toady One) - resolved.- 0005599: [Legends Mode -- Map Export] Crash when exporting detailed map in legends mode (Toady One) - resolved.- 0005697: [Dwarf Mode -- Immigration] migrants arrived and leave jewelry on the ground (Toady One) - resolved.- 0005701: [Dwarf Mode -- Pets] Domesticated egg-layers have semi-wild children (Toady One) - resolved.- 0005692: [Technical -- Saving/Loading] 34.05 Adv Mode save crashes on load in 34.06 (Toady One) - resolved.- 0005644: [Dwarf Mode -- Interface, Unit Profiles] Some mannerism strings have static male pronouns that cause gender mismatches (Toady One) - resolved.- 0005699: [Dwarf Mode -- Moods] Strange Mood dwarves continue leading animals (Toadyone) - resolved.- 0005705: [Dwarf Mode -- Nobles] Chilacare] dwarf children - die from heartbreak in 34.06 (Toady One) - resolved.- 0005594: [Legends Mode -- Export] Exported legends mode maps have incorrect biome assignments (Toady One) - resolved.- 0005596: [Dwarf Mode -- Trade] Merchant wagons stuck near the trade depot (Toady One) - resolved.- 0005351: [Dwarf Mode -- Trade] Wagons don't unload fast enough to allow trading, may need to THOUGHT_CENTER_FOR_MOVEMENT (Toady One) - resolved.- 0007905: [Dwarf Mode -- Idle Behavior] Romance and marriage are mutually exclusive (Toady One) - resolved.- 0007427: [Undead] Unslabbable invader ghost acts like a living invader (Toady One) - resolved.- 0007985: [Dwarf Mode -- Transport/Hauling] Dwarves don't haul trade goods unless Lever Operation is enabled (Toady One) - resolved.- 0007736: [Init Options] Omitting STRICT_POPULATION_CAP from d_init.txt defaults it to 0 (Toady One) - resolved.- 0007032: [Dwarf Mode -- Jobs, Farming/Farmer's Workshop] PROCESS_PLANT_TO_BAG reaction does not produce seeds (Toady One) - resolved.- 0008095: [Dwarf Mode -- Jobs, Hunting] Items disappear (become invisible) after getting pushed by flowing water, burning in magma, or encased in ice (Toady One) - resolved.- 0007607: [Pathfinding] Caravans get stuck/ignore smooth walls or try to cramp in tight spaces (Toady One) - resolved.- 0007288: [Dwarf Mode -- Jobs, Military] squads report to incorrect location when using Defend Burrow order (Toady One) - resolved.- 0007755: [Undeath] Caravan Guard Ghosts are still not appearing for slabs (Toady One) - resolved.- 0008081: [Dwarf Mode -- Trade] Some wagons are incredibly fast, others incredibly slow (Toady One) - resolved.- 0006989: [Typos/Grammar] Typos and obsolete information in the manual (Toady One) - resolved.- 0007227: [Vegetation] pineapples don't have seasons (Toady One) - resolved.- 0007821: [Adventure Mode -- Sites] Animal creaporpulations multiply/replenish after waiting/seeping in worldgen fortresses, cause extreme lag (Toady One) - resolved.[21 issues]Dwarf Fortress - 0.40.08 (Released 2014-08-11) [View Issues]
==========: 0007937: [Dwarf Mode -- Jobs, Constructions (walls etc)] Constructed walls/fortifications require only 1 build material regardless of dimensions (Toady One) - resolved.- 0007936: [Miscellaneous Crashes] Crash when pressing Esc on embark (site chooser) screen and adventure mode menu screen (Toady One) - resolved.- 0007918: [Typos/Grammar] Welcome screen inconsistent spelling of web site vs website (Toady One) - resolved.[3 issues]Dwarf Fortress - 0.40.07 (Released 2014-08-10) [View Issues]
==========: 0007724: [Dwarf Mode -- Jobs, Designations] Woodcutter stuck in place trying to "Fell Tree" (Loci) - resolved.- 0006868: [Civilizations/Entities -- General] Goblins only interact within a radius of 2 world tiles (Toady One) - resolved.- 0004434: [Dwarf Mode -- Jobs, Items] Reaction jobs (unlike other jobs) don't look outside burrow for workers for materials (works through manager) (Toady One) - resolved.- 0000791: [Dwarf Mode -- Jobs, Hauling] Even with hauling labors off, dwarves continue to haul to trade depot and harvest food (Toady One) - resolved.- 0006913: [Un-retiring] Un-retiring leads to dwarves being prisoners of the hidden parts of the map, That was very satisfying!! (Toady One) - resolved.- 0007668: [Dwarf Mode -- Thoughts and Preferences] She dreams to raising a family. (Toady One) - resolved.- 0001949: [Typos/Grammar] Command Line.txt Typo, on dwarfort.exe (Toady One) - resolved.- 0002124: [Dwarf Mode -- Interface, Unit Profiles] Soap maker labor inconsistently named (Toady One) - resolved.- 0002190: [Typos/Grammar] Typo in Animals stockpile submenu option: "Empty Animals Traps" (Toady One) - resolved.- 0002239: [Typos/Grammar] Cyclops description (Toady One) - resolved.- 0002652: [Material Properties] Sterling silver has no bonding values (Toady One) - resolved.- 0002671: [Creatures] Tigerman does not have ears (Toady One) - resolved.- 0002701: [Creatures] Olms do not have tails. (Toady One) - closed.- 0000029: [Dwarf Mode -- Interface, Military Screen] Run-time when trying to access Pri/Assignments in Military Equipment screen. (Toady One) - resolved.- 0004505: [Animal Populations] Smaller than expected underground vermin populations (Toady One) - resolved.- 0006627: [Dwarf Mode -- Immigration] Immigrants arrive/become hostile (Toady One) - resolved.- 0006636: [Arena] Object Testing Arena crash when trying to view creature's preferences when it's holding an item (Toady One) - resolved.- 0005844: [Dwarf Mode -- Nobles] Complaints about lack of jails don't happen properly (Toady One) - resolved.- 0006379: [Miscellaneous Crashes] Double-seed and triple-seed RNG init functions or not work correctly, causing inconsistent world gen (Toady One) - resolved.- 0006230: [Dwarf Mode -- Jobs, General] Forging adamantine tools uses wrong number of wefters (Toady One) - resolved.- 0006815: [Arena] The "Butcher" option in arena mode partially overwrites the "Create tree" option (Toady One) - resolved.- 0007628: [Dwarf Mode -- Thoughts and Preferences] Dwarves can achieve dreams after they die (Toady One) - resolved.- 0002283: [Adventure Mode -- Inventory] Adventurer can drop a crutch in a number of ways that don't remove the crutch-walking status (Toady One) - resolved.- 0000066: [Dwarf Mode -- Jobs, Healthcare] Cloth/thread stolen from traders for hospital (Toady One) - resolved.- 0006076: [Dwarf Mode -- Interface, Civilization/World Info] Wrong key to view Agreement (Toady One) - resolved.- 0007059: [Dwarf Mode -- Interface, Announcements] Sparring announces ce combat in fortress mode (Toady One) - resolved.- 0007048: [Typos/Grammar] Typos in language_words.txt (Toady One) - resolved.- 0006997: [Typos/Grammar] Missing space in legends mode string (Toady One) - resolved.- 0005346: [Material Properties] Obsidian swords always blunt, due to low SHEAR_YIELD (Toady One) - resolved.- 0006989: [Material Properties] Some wood densities not applied properly (Toady One) - resolved.- 0004139: [Typos/Grammar] typo in View Building Items manual page (Toady One) - resolved.- 0007051: [Typos/Grammar] Typos in the raws (Toady One) - resolved.- 0007581: [Dwarf Mode -- Environment] Tree growth is too fast. (Toady One) - resolved.- 0004165: [Adventure Mode -- Quests] Game crashes when I try to recieve a quest or report creature's death. (Toady One) - resolved.- 0005892: [Dwarf Mode -- Interface, Main View] Look cursor displays unicorns incorrectly when over rollers (Toady One) - resolved.- 0005890: [Technical -- Saving/Loading] The next vehicle id' is initialized with garbage on upgrade from 0.34.07 (Toady One) - resolved.- 0008584: [Dwarf Mode -- Building, Machines] Rollers sometimes keep working even when powered off (Toady One) - resolved.- 0005879: [Dwarf Mode -- jobs, Hauling] Wheelbarrow gets stuck on wall (Toady One) - resolved.[13 issues]Dwarf Fortress - 0.34.08 (Released 2012-05-14) [View Issues]
==========: 0005530: [Dwarf Mode -- Stockpiles] Clay stockpile option disappears (Toady One) - resolved.- 0005046: [Material Properties] Bloodstone is green, not red. (Toady One) - resolved.- 0005946: [World Generation -- Parameters] Random seeds too large to type in. (Toady One) - resolved.- 0005413: [Adventure Mode -- Reactions] necromancy corpse raise list wont change pages. (Toady One) - resolved.- 0008205: [Dwarf Mode -- Military] Ranged weapons still shoot more rapidly than before (Toady One) - resolved.- 0006563: [Adventure Mode -- Environment] All clothes in cabinets of Dwarven Fortress are too large for dwarves (Toady One) - resolved.- 0002270: [Flows] 1/7 water evaporates while over 7/7 water (Toady One) - resolved.- 0007206: [Adventure Mode -- Travel] Hordes of creatures accumulating near empty lair with each fast travel (Toady One) - resolved.- 0008123: [Adventure Mode -- AI] Undead companions ignore dwarves who are overwhelmed by terror (Toady One) - resolved.- 0008013: [Undeath] Named undead only hostile to military and animals (Toady One) - resolved.- 0008027: [Adventure Mode -- AI] Companions not helping to fight an undead dingo (Toady One) - resolved.- 0003767: [Dwarf Mode -- Jobs, Sleeping] Dwarf leaves burrow to sleep if no room in dorm (Toady One) - resolved.- 0003237: [Dwarf Mode -- Rooms] Beds still not 100% functional -- some dwarves still prefer to sleep in dormitory instead of claiming bedrooms (Toady One) - resolved.- 0006211: [Technical -- Input/Keybinding/Macros] "NO BINDING" for training-related keys (Toady One) - resolved.- 0005373: [Adventure Mode -- Inventory] Item disappears, cannot be picked up, still listed when you look at the tile (Toady One) - resolved.- 0007345: [Dwarf Mode -- Thoughts and Preferences] When possible, she prefers to consume peach trees.

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