

Autonauts change log

***** Beta *****

V139.1 - 18/08/2022

Bot Database

- * Shared scripting added. Multiple bots can subscribe to the same script and all will receive subsequent changes.
- * Folders added. Scripts can be grouped into Folders which can also be grouped themselves.
- * Pressing B will now access the bot database, if it's available.
- * Uploading a new script or renaming an old script will autoscroll the list to the new script.
- * Data Storages can now upload/download directly to the database.
- * Hovering over a script name will now show a preview of the script.
- * Bot scripts can now be appended to using CTRL-click on the Download button in the Database.
- * Bot Database is no longer required to nest bot teams.
- * Bot search has been changed to Script search.

Signs

- * A new tab was added for easy sign management.
- * Group button was added to the Sign Edit panel to quickly create a temporary group of all the bots that use the sign for searching.
- * Signs can now be added to an upgrade slot.
- * Signs that are being held can now be selected in Area Edit, to save you having to drop them first.
- * Shout Sign Name button added to Sign Edit panel. The player can shout the Sign's name when this is clicked. Bots can react to this using Until Hear.
- * Pressing Z while a sign is an upgrade will shout the Sign's name instead of "Go!" (if the player's not holding something else that reacts to Z).
- * Settings option added to allow Signs to always face the camera (except Billboards).
- * Sign Edit options merged with Area Edit options.
- * Default area for new signs is now 5x5 instead of 1x1.

Scripts

- * A Find Nearest instruction will now display a different Edit Area button when it's linked to an object (sign, converter).
- * A Find Nearest instruction will now display which tool type should be used when searching.
- * Hovering over a Find Nearest instruction that's linked to an object will now show a red pointer above that object.
- * Clicking any instruction in the pull-out tab on the brain now adds the instruction to the end of the script.
- * Clicking If/IfElse with some instructions highlighted will now auto-wrap those instructions into the If/IfElse.
- * The target building for multiple instructions can be changed when those instructions are selected before entering "select target" mode.

- * The target building for all instructions can be changed by holding SHIFT when selecting a new target in "select target" mode.
- * Conditions "hands full/empty/not full/not empty" now check if the bot is engaged with a vehicle.
- * Conditions "held object full/empty/not full/ not empty" now check the contents of an engaged vehicle.
- * When dragging blocks of code in the Brain it now uses the mouse position for the insert location, rather than the top of the dragged code block.
- * More instructions added to the brain->palette.

Bots

- * Bot List filter added (active, broken tool, dead etc).
- * Bots and the player now route find on paths/roads properly.
- * Busy Bots can now be whistled for and pressing Stop on the Brain will immediately stop them.
- * Bot search added to the Bot List.
- * Each Bot Assembler can have a Group selected that new Bots will be auto-assigned to when created.
- * Paused bots when saved will now remain paused after loading.
- * On the Trade screen, using CTRL+LMB will now transfer an item between player and bot.
- * Bot and team name limit increased to 40 characters.
- * Max Bot teams increased to 500.

General changes

- * Search areas now don't get cropped to visible plots.
- * Search areas can now be edited by click-dragging a new location and size (as well as edit the old one).
- * When editing an area, Tab can now be used to toggle between width and height.
- * A Good Data Storage has been added so the target bot will autostart the new script when uploaded.
- * Multiple cameras added. Use numpad 1-5 keys to change between them.
- * Camera can now be tilted using SHIFT+MMB.
- * Right ALT key now works.
- * When a building is moved, any bots moving to that building will change course to the new location.
- * Floor/Wall/Power icons added to Autopedia->Building Blueprint buttons.
- * Roads and Bridges can now be drag-created in rectangular areas like floors. Hold SHIFT to revert back to single line width.
- * Roads, Bridges and Fences can now be drag-created in diagonal lines (when holding SHIFT for Roads and Bridges) though they won't join up correctly.
- * Warning added if the player tries to upgrade a building that requires a locked ingredient.
- * Research now shows a warning if there's locked ingredients required to build the new unlocked objects.
- * Mobile storage like Carts and Carriages can now be accessed by multiple bots simultaneously.
- * Settings option added to add Focus Effect while playing.

- * Pause screen now displays total real time played.
- * Clicking the Continue button can now load the latest Autosave.
- * Using the mouse wheel to zoom in/out will now zoom towards the cursor.
- * Clicking [X] or pressing ESC on the Group Edit panel no longer reverts changes made to the Group.
- * In the Bot List hovering over a Bot Team's expand/collapse button while dragging will now autoexpand/collapse the Team.
- * Static values added to aid speedrunning tools.
- * Alt + WASD can now be used to rotate the camera.
- * The Recording feature was removed from the main menu due to low usage and high bugs.

Bug fixes

- * So many bug fixes!

V137.38 - 23/11/2020

New: Mods: ModBase.ExposeVariable now officially supports text strings (previously undocumented and not fully functional)

New: Mods: ModText class, used for getting language and setting text strings

Fixed : Mods: Custom objects' would sometimes cause a crash when selecting a bot/building.

Fixed : Spaceport couldn't be used

Fixed : The ground cursor would sometimes not appear if the player lost and then regained focus to the game.

V137.37 - 18/11/2020

New: Mods: ModTimer class providing user friendly "SetTimer" type functionality

New: Mods: Replaced the ".scope" folders idea with ".dev" to allow modders to split Lua scripts

"Dev Mode" auto-reload will (re)assemble dev scripts into a single lua file and keeps backups when changes detected

To reduce clutter in published mods, Steam upload UI will display an error if a mod contains dev scripts

New : Mods: ModBuilding.AddHay(UID, HayAmount, SetToMax) function.

New : Mods: ModBuilding.GetBuildingRequirements(UID) function.

New : Mods: ModBuilding.RegisterForBuildingStateChangedCallback(UID, Callback) function.

New : Mods: ModObject.AddObjectToResearchStation(StationUID, ObjUID) function.

New : Mods: ModObject.AddObjectToStoneHead(StoneHeadUID, ObjectUID) function.

New : Mods: ModObject.AddMaterialsToCache(FilePath) function.

New : Mods: ModObject.SetNodeMaterial(UID, NodeName, NewMatName, OldMatName) function.

New : Mods: ModStorage.TransferBetweenStorages(SourceStorageUID, DestinationStorageUID, Amount) function

New : Train Stops and Refuelling Stations can now be renamed.

Updated : Mods: ModSpawns.txt is no longer generated.

Updated : All vehicles are now 50% faster.

Updated : Clicking the delete button on the Recordings Load screen will now only delete the Recording file and not the entire save file.

Fixed : Mods: Mod error and debug log filename validation added

Fixed : Mods: ModDebug.Log wasn't working from certain Callbacks (reported by Egan Wolf)

Fixed : Mods: Config.txt would be uploaded to Steam Workshop causing unexpected results, moved the config file to appdata (reported by KaitoKid)

Fixed : Mods: ModSaveData load functions now require a default parameter and wont return null, doco also updated with a basic JSON save/load example

Fixed : Mods: Mod callback errors handled the same as other Lua script errors, will no longer trigger the in-game stack trace error page.

Fixed : Mods: ModBase.ExposeKeybinding no longer trigger outside normal gameplay mode to avoid triggering in textboxes.

Fixed : Mods: Additional error log messages no longer lost waiting for the Lua error popup to appear.

Fixed : Mods: Bug where custom models would have weird colors after using the "L" key in-game.

Fixed : Keyboard input wouldn't work if the mouse was outside the game's window.

Fixed : Scripts in the Bot Database that referenced a Storage that was upgraded stopped working.

Fixed : Completing the objectives of the final Certificate would sometimes not award the Certificate.

Fixed : In Creative Mode, creating a Folk in the Hydrator would reveal the Evolution button, covering up the Creative button.

Fixed : New Buckets could sometimes appear already full (or 0/3 Water) in a bot's hands as they try to store it.

Fixed : Clicking on the Space Port then going to Free Cam before the player reached the Space Port would cause a hang.

Fixed : sometimes the game would crash when shutting down (in beehive)

Fixed : Loading and playing a save for 30 second, save and attempt quit would warn the player about lost progress.

Fixed : Safety added for fillable tools that exceed their capacity.

***** Live *****

V137.14.11 - 1/12/2020

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Fixed : The ground cursor would sometimes not appear if the player lost and then regained focus to the game.

Fixed : Holding LMB while dragging a building, then pressing ESC would allow another building to be placed on top.

V137.14.10 - 06/11/2020

V137.36 - 06/11/2020

Fixed : Deleting a Skep/Beehive then saving, loading and saving would crash.

Fixed : Adding a Colonist to the Pyramid would stop the Pyramid from working until the next load.

V137.14.9 - 05/11/2020

V137.35 - 04/11/2020

New: Mods: ModDebug.IsDevMode() function

New: Mods: Added support for *.scope script folders, containing many lua scripts that share a single scope

Fixed : Mods: ModSaveData was borked for Steam Workshop mods, the internal mod name started with a slash.

Fixed : Mods: BeforeLoad() and "Dev Mode" now triggered when loading a game from the pause menu

Fixed : Mods: Reverted broken Mod Popup panel

Fixed : Mods: ModStorage.GetStorageInfo never returned anything

Fixed : Mods: ModBuilding callbacks will no longer throw NRE if fired before player entered edit/blueprint mode

Fixed : Attempting to move a bot backpack into the player's inventory with hands holding something would fail.

Fixed : Deleting a Skep full of Bees then clicking Undo would crash.

V137.34

New: Mods: Added BeforeLoad() support for ModSaveData.LoadValue and ModSaveData.LoadValueInGroup functions (BlueCheetah expressed a need for this).

New : Mods: AfterSave() function with corresponding ModManager and Mod functions, very tested and very cool.

New : Mods: Dev Mode added to the Mods panel allowing mods to be reloaded each time a game is started.

Updated : Mods: Clicking the Quit Game button on the mod error panel will now return to the main menu rather than quit Autonauts.

Fixed : Mods: Added support for mod objects in bot scripts written by SetScriptSavegameFormat

Fixed : Mods: Files generated by ModSaveData are now deleted when corresponding saved games are deleted

Fixed : Mods: ModSaveData added checks for null that would otherwise throw errors.

Fixed : Mods: SaveLoadManager.Save now correctly updates the filename variable used by ModSaveData (discord bug report from Skrommer).

Fixed : ModSaveData.LoadValue/LoadValueInGroup would return null if the save data couldn't be found, rather than the Default value passed in.

Fixed : Mods: Mod loading order is now guaranteed in alphabetical order rather than random.

V137.33 - 16/10/2020

Removed some broken function restrictions logic introduced in v137.32.

Reverted behaviour of API functions deprecated in v137.32 (some behaviours unintentionally changed).

Please be aware, mods under development that use the following will need to be updated:

- ModStorage.GetAllStorageUIDsHoldingObject (removed v137.32) - replaced by GetStorageUIDsHoldingObject
- ModTiles.GetSelectableObjectTypesInArea (removed v137.33) - replaced by GetSelectableObjectTypes

These two functions have been removed as they use deprecated return values and are not in use in any mods published in the Steam Workshop. Please see the API documentation for new implementation details.

Fixes:

ModStorage.TakeFromStorage - Reverted to previous failed state return values

ModStorage.GetStorageProperties - Reverted to previous failed state return values

Features:

ModSaveData.LoadValueInGroup - Added "Default" return value parameter

ModSaveData.LoadValue - Added "Default" return value parameter

V137.32 - 13/10/2020 **Psylem's Big Update**

Discord user Psylem has made a huge update to help assist modders defeat their development woes. Here's the changes made in their own words...

Summary: Modding API updates to make it more robust, less error prone and just generally easier to work with.

API documentation:

- Example code has been formatted in code blocks to allow for longer examples
- Examples demonstrating how to test for success have been added where most useful
- Various corrections and updates

Deprecating API methods that return nil and/or [-1] when objects can't be found:

- ModBot.GetAllHeldObjectsUIDs replaced with GetHeldObjectUIDs
- ModBuilding.GetAllBuildingsUIDsFromNamer replaced with GetBuildingUIDsByName
- ModBuilding.GetAllBuildingsUIDsOfType replaced with GetBuildingUIDsOfType
- ModStorage.GetAllStorageUIDsOfStorageType replaced with GetStorageUIDsOfStorageType
- ModStorage.GetStorageProperties replaced with GetStorageInfo
- ModStorage.TakeFromStorage replaced with RemoveFromStorage
- ModTiles.GetHoldableObjectUIDsOnTile replaced with GetHoldableObjectUIDs
- ModTiles.GetSelectableObjectTypesInArea replaced with GetSelectableObjectTypes
- ModTiles.GetSelectableObjectUIDsOnTile replaced with GetSelectableObjectUIDs
- ModTiles.GetObjectsOfTypeInAreaUIDs replaced with GetObjectUIDsOfType

Retired API methods that were superfluous and/or deprecated (confirmed not in use):

- ModBot.GetAllBotIDs
- ModBot.GetAllBotIDsInGroup
- ModPlayer.GetAllHeldObjectsUIDs
- ModPlayer.GetHeldObjectUID
- ModPlayer.GetPlayerHeldObjectID
- ModPlayer.GetPlayerHeldObjectType
- ModPlayer.GetPlayerHeldObjectUID
- ModTiles.GetFirstSelectableObjectTypeOnTile
- ModTiles.GetFirstSelectableObjectUIDOnTile
- ModTiles.GetSelectableObjectOnTile
- ModTiles.GetSelectableObjectOnTileID

Removed CheckValid parameter from ModVariable methods as it wasn't in use.

Split debug and error logs, each mod gets two separate files.

Suppress all Lua errors caused by non-existent UID. Testing that a UID exists is no longer required before passing it to an API method. API methods expecting an int UID can now even accept nil values without complaining (they won't return anything useful, but they also won't popup the Lua error box).

To avoid a popup loop, the Lua error popup will stop appearing after a few errors and start pumping errors out to Error.txt.

Consistent method return values:

- API methods will only throw a popup Lua error if a defined type parameter does not exist
- API methods will always return the documented return type and never nil, even if an error occurs
- If the modding API triggers an error in Autonauts, stacktrace will be written to the error log without interrupting the game, method will still return a value of the expected type

The Lua error popup will only appear due to Lua syntax errors or passing undefined or wrong context Autonauts type strings to the API.

Unless otherwise documented, API failure state return values should now be as follows:

- bool: false
- int/float: -1
- string: ""
- Table (variable length): []
- Table (fixed but mixed types): []
- Table (fixed length, single type): Table with values as above, e.g. coordinates: [-1,-1]

Phew! So many changes!

V137.31 - 07/10/2020

Updated: Mods: Added "Graceful" flag to ModBot.StopScript

Updated: Mods: Added a "Discharged" state to ModBot.GetState to help identify bots that need recharging

Fixed : Mods: Fixed some API documentation formatting

V137.30 - 06/10/2020

Updated : Mods: RegisterForCustomCallback now works on standard objects as well as custom ones.

Updated : Mods: Better bot script set/get debugging and error checking.

Fixed : Mods: The brain wasn't updated if it was open when a bot script was set via ModBot.SetScriptSavegameFormat.

Fixed : A MK3 bot with Super Bot Speed Upgrade would ignore the first Move To instruction if Record->Play were clicked quickly enough.

Fixed : Processing "Find Nearest" as the last instruction (and finding something) would leave the Clock icon above the bot.

Fixed : Going into any non-normal play mode (edit, inventory etc) while putting the last Colonist into the Pyramid would hang.

Fixed : Deleting the Colonist Seed Pod just after being built, but before the ceremony has played, would crash.

V137.29 - 28/09/2020

Psylem modding Update

New : Mods: Bot.GetScriptSavegameFormat function added.

New : Mods: Bot.SetScriptSavegameFormat function added.

New : Mods: Bot.StopScript function added.

New : Mods: Bot.StartScript function added.

New : Mods: Bot.RechargeBot function added.

Nateandkate modding Update

New : Mods: Callback added when an object appears in the world.

New : Mods: Callback added when Player/bot enters a tile.

New : Mods: Callback added when a Storage changes its stored type.

New : Mods: Callback added when a building changes its name.

New : Mods: Callback added when a building is placed, moved or rotated in the world.

New : Mods: ModBase.ClassAndMethodExist function added.

New : Mods: ModBuilding.IsBuildingSavable function added.

New : Mods: Storage.IsStorageUIDValid function added.

Fixed : Mods: Multiple mods couldn't be registered to Storage Added/Removed callbacks.

Fixed : A loaded map sometimes incorrectly showed converters requiring walls.

V137.28 - 21/09/2020

Fixed : Mods: Wild Flowers created by a mod would crash when Scythed.

Fixed : Mods: Calling ModSaveData.SaveValue before a new game had been saved would crash.

Fixed : Adding Colonists to a Trojan Rabbit would crash.

Fixed : High res screen modes wouldn't allow MMB map panning at the top of the screen.

Fixed : Pausing a Recording playback would crash.

Fixed : A Mobile Liquid Storage would get stuck thinking it wasn't empty if the game was saved as the last liquid was removed.

Fixed : Adding an upgrade to a Bot as it was being nudged coming out of the Bot Assembler would make the Bot unusable.

Fixed : Teaching a bot to add Bait to a Rod then giving it a non-Rod object to hold would crash in "Use Held Object" instruction.

V137.27 - 09/09/2020

Updated : Optimised performance when the Bot list is open.

Fixed : Upgrading a converter would forget the converter's currently set recipe.

Fixed : A Bot adding a Bucket to Storage/Mobile Storage when the game saved would put the Bucket outside the Storage/Mobile Storage.

Fixed : The player would stand inside a Bush when using Shears on it (but it should be adjacent to it).

Fixed : On the Brain, pressing Record/Play during a tutorial without any instructions would crash.

V137.26 - 24/08/2020

Updated : The Autosave timer now doesn't reset when the player manually saves.

Updated : Recordings are now disabled by default when starting a new game.

Updated : Bots can no longer pick up part-consumed Hay Bales.

Fixed : Assigning a Mobile Liquid Storage to a bot instruction would reset its icon to a "?" instead of what was actually stored.

Fixed : Renamed Stone Heads wouldn't show their new name in a bot instruction.

Fixed : Hovering over an "If" instruction that referenced a building wouldn't display the red arrow above the building.

Fixed : Building names wouldn't auto-increment when built from blueprints.

Fixed : Bots would "teleport" forward if the "To Me" button was rapidly clicked.

Fixed : Part-consumed Hay Bales can now be added to the Fertiliser Storage and Stone Head by the player.

Fixed : Exit On Fail was triggered when multiple bots tried to take from the same Storage.

Fixed : While in Move mode, pressing Rotate had no effect until the target building was dragged first.

Fixed : While in Move mode, rotating a building from facing right to facing down, without moving it, would reset the rotation.

Fixed : Possible fix for crash when searching for a bot in the Bot Database.

V137.25 - 17/08/2020

New : Turkish language added

V137.24 - 03/08/2020

Fixed : PCs using the Umm Al Qura calendar couldn't save :/
Fixed : Possible fix for Flail crash.
Fixed : possible carry fix
Fixed : Possible crash fix when bot calls CanAddCarry.
Fixed : Mods: Calling ModObjects.GetObjectProperties could sometimes crash.

V137.23 - 07/07/2020

Fixed : Mods: A model that contained the same name as another ("Clay Dish" and "Raw Clay Dish") wouldn't be created unique.
Fixed : Mods: A crash would sometimes occur when mouse clicking was registered with a mod and the player clicked something unexpected.
Fixed : Mods: Calling ModSound.ChangeVolume("AmbienceDayTime", 0) had no effect on those pesky birds.
Fixed : Mods: Calling Mod_SoundEffectVolume twice could crash.
Fixed : Mods: The durability of mod objects wasn't being saved.
Fixed : Mods: Calling ModTiles.GetObjectTypeOnTile/GetObjectUIDsOnTile could return the same building twice.
Fixed : Programming a bot could sometimes crash.
Fixed : Upgrading Liquid or Particulate storage would leave the sign black, even when it contained something.
Fixed : Crude Data Storage couldn't be removed with a Broom.
Fixed : Clicking Brain->Go would sometimes crash.
Fixed : Loading a save file with a bot standing in the same tile as a max height pile of other objects would crash.

V137.22 - 15/06/2020

Fixed : Mods: Calling ModObject.AddObjectToColonistHouse without a Colonist in it the house would crash.
Fixed : Mods: Calling ModObject.AddObjectToColonistHouse with a Painting wouldn't position it correctly on a Castle.
Fixed : Mods: Calling ModObject.GetObjectProperties or ModConverter.GetConverterProperties would crash when used on a Blueprint.
Fixed : Upgrading a converter would sometimes change the output object type.
Fixed : Fishing Certificate wasn't completed when a Good Fishing Rod was made.
Fixed : While holding a Log and a Small Backpack installed, using "Cycle Down/Up" would make the Backpack disappear.
Fixed : A crash would happen if a Bucket was made to contain a non-liquid.
Fixed : Pressing ESC while starting a new world could crash.
Fixed : Moving Belts in Edit mode would sometimes crash.
Fixed : Wheels on Carts/Wheelbarrows would rotate even when the bot using it was out of charge.
Fixed : A bot's key would keep turning when it's out of charge.

V137.21 - 11/06/2020

New : Mods: ModBuilding.GetFuelMaxCapacity added.
New : Mods: ConverterCreateItem callback added.

New : Mods: ModBuilding.SetRotation/GetRotation added.

Updated : When storage is unused and locked, bots can now set the object type stored.

Fixed : Mods: Calling AddIngredientToSpecifiedConverter on a Converter when it didn't have power would still work.

Fixed : Mods: Adding the last ingredient to a Converter using AddIngredientToSpecifiedConverter wouldn't use any energy.

Fixed : Mods: Calling AddToStorage on Big Storage would multiply its capacity by 20.

Fixed : Mods: Adding a Bucket of water to liquid Storage would store the Bucket rather than the water.

Fixed : Mods: SetStorageQuantityStored would crash if the target value exceeded the storage capacity.

Fixed : Mods: ConverterComplete callback was being called every time an item was created, instead of when the entire creation process was completed. This also no longer returns the UID of the item created. See ConverterCreateItem instead.

Fixed : Mods: Objects added to a Converter via a mod (like Boxy Belts) could be picked up by player/bots.

Fixed : Bots wouldn't trigger fail when taking from storage with hands already full.

Fixed : White blur lines would sometimes appear, stretched across the screen.

Fixed : Building a stacked storage blueprint would crash. Caused by earlier recording playback fix.

Fixed : The player couldn't use CTRL+LMB on Big storage so as to lock/unlock it.

V137.20 - 09/06/2020

New : Bots can now be taught to remove Colonist clothing using CTRL+LMB.

New : Storage now has an option to Lock them to prevent bots from changing the contents type (locked by default for new Storage).

New : Mods: Storage can now be assigned the item type (ModStorage.AssignStorageItemType)

New : Mods: Buildings can now have their name set (ModBuilding.SetBuildingName)

Updated : The map now shows buildings and flooring.

Updated : Bots can no longer add objects to the wrong, empty storage, unless the Storage is unlocked.

Updated : Bots will no longer replace Colonist clothing with same or lower tier clothing.

Fixed : Mods: ModStorage.AddToStorage bailed if storage item type not set.

Fixed : Mods: ModStorage.AddToStorage wouldn't always remove the object once added.

Fixed : Mods: Repair housing was allowed on fully repaired housing.

Fixed : Mods: Clothing would attach to the incorrect section of a colonist when using AddObjectToColonistHouse().

Fixed : Mods: GetGameVersion() could crash in non-English languages.

Fixed : In Planning Mode, moving an area and pressing delete at the same time would crash.

Fixed : Holding CTRL in Edit->Move and clicking in the world would allow Blueprints to be added in Creative Mode.

Fixed : Some more fixes for Recording playback crashes.

Fixed : Deleting the Transcendence Building after completing the game would remove all the Tier 8 folk from the Evolution Chart.

Fixed : Bots nudging each other when coming out of the Bot Assembler would sometimes not move properly.

Fixed : Bots couldn't change the output of the Bot Assembler.

V137.19 - 04/06/2020

New : Mods: Ability to show/hide the access point for buildings
(ModBuilding.ShowBuildingAccessPoint)

New : Mods: Return the object current durability (usage count)(ModObject.GetObjectDurability)

Updated : Leeches and Bait now despawn when there's too many in the world.

Updated : Brain instruction palette defaults to visible at start.

Updated : Bots now make sure the item they searched for can still be used, and wasn't reserved by another bot while they were calculating a route to it. This may fix a number of edge case issues.

Fixed : Mods: Custom Converter callback on complete now returns the object created UID

Fixed : Mods: Defining upgrades from a Fueler to a custom converter would error

Fixed : Mods: ModTiles.GetObjectTypeOnTile now accepts buildings

Fixed : Multi-stage blueprints became solid after the first stage was completed, making it difficult for bots to reach other blueprints.

Fixed : Some Recording playback crashes.

Fixed : Bots would sometimes get stuck trying to repair a house.

Fixed : Adding a Bucket to a converter while the game was saved would cause the Bucket to be dropped inside the converter.

Fixed : Bots could get stuck adding to a Blueprint.

Fixed : Having a Space Port in a Recording could crash.

Fixed : Loading a save file containing converters created in a mod, while that mod was disabled, could crash.

Fixed : Repeat Until Hands Empty(Exit Fail)->Add To Blueprint->Retrieve would sometimes not fail when a blueprint was completed.

Fixed : 2 Bots adding the same ingredient type to blueprints would sometimes cause each other to trigger Exit On Fail.

V137.18 - 01/06/2020

New: Mods: Ability to set a variable as int from a string
(ModVariable.SetVariableForObjectAsIntFromString)

New: Mods: Bots - Is the Bot currently learning (ModBot.GetIsLearning)

New: Mods: Bots - Is the Bot currently running a script (ModBot.GetIsRunningScript)

New: Mods: Storage - Ability to register for callback when object added to storage
(ModStorage.RegisterForStorageAddedCallback)

New: Mods: Storage - Ability to register for callback when object taken from storage
(ModStorage.RegisterForStorageTakenCallback)

Fixed : Adding ingredients in a Bucket to a Converter/Blueprint at the edge of the map could crash.

Fixed : Bots would sometimes trigger an Exit on Fail looking for an item that definitely existed in the search area.

Fixed : Silkworms didn't despawn when there were too many.

Fixed : Vehicles could be offered as an Offworld Job when the player hadn't unlocked Cranes.

Fixed : Bots could plant weeds where there were stumps.

Fixed : Flooring could be placed under Waterwheels.

V137.17 - 29/05/2020

New : Mods: Get holdable objects UIDs on a tile specified (ModTiles.GetHoldableObjectUIDsOnTile)

New : Mods: Ability to repair colonist houses (ModObject.RepairColonistHouseWithObject)

New : Mods: Can now add an object to a colonist house (Accepts Food, Art, Education, Clothing, Medicine) (ModObject.AddObjectToColonistHouse)

Fixed : Mods: AddToStorage/TakeFromStorage now work for Bots/Bot Storage

Fixed : Mods: ModTiles.GetObjectUIDsOnTile now supports buildings not on origin tiles being returned

Fixed : Mods: ModQuest.IsObjectTypeUnlocked would always return true

Fixed : Mods: ModStorage.GetStorageProperties now has extra safety checks and erroring

Fixed : Mods: ModStorage.GetStorageProperties would crash/exception if bad data passed in

Fixed : Mods: ModPlayer.GetLocation could fail if called before player spawned

Fixed : Mods: ModBuilding AddFuel, AddWater and AddEnergy now all return false if trying to over add once full

Fixed : A crash would sometimes occur when chickens go in and out of a henhouse rapidly.

Fixed : A Bot could add a Carriage to a Train, even if the Train was already at max length.

Fixed : Chooks didn't jump in the correct direction when going into a Henhouse.

Fixed : Assigning a bot to pickup from a bench, then change the Find to an area and it would still show that it's connected to the bench when using L.

Fixed : Hovering over an un-selected Daily mission would crash.

V137.16 - 27/05/2020

New : Mods: Get holdable objects UIDs on a tile specified (ModTiles.GetHoldableObjectUIDsOnTile)

New : Mods: Ability to repair colonist houses (ModObject.RepairColonistHouseWithObject)

New : Mods: Can now add an object to a colonist house (Accepts Food, Art, Education, Clothing, Medicine) (ModObject.AddObjectToColonistHouse)

Updated : Bots will now feed the hungriest Colonist instead of just the ones with no food.

Updated : Adding Paint to an Easel will now return the Metal Bucket.

Updated : Maximum fuel capacity of Good Oven increased from 150 to 240.

Updated : Un-selected Offworld missions can now be hovered over to get information about the mission.

Updated : Castle Walls now join up properly at junctions and corners.

Fixed : Mods: AddToStorage/TakeFromStorage now work for Bots/Bot Storage

Fixed : Mods: ModTiles.GetObjectUIDsOnTile now supports buildings not on origin tiles being returned

Fixed : Mods: ModQuest.IsObjectTypeUnlocked would always return true

Fixed : Mods: ModStorage.GetStorageProperties now has extra safety checks and erroring

Fixed : Mods: ModStorage.GetStorageProperties would crash/exception if bad data passed in

Fixed : Mods: ModPlayer.GetLocation could fail if called before player spawned

Fixed : Mods: ModBuilding.AddFuel, AddWater and AddEnergy now all return false if trying to over add once full

Fixed : If a bot was setting the output of a converter when save happened it would load with the script stuck.

Fixed : Doing Find->Use to flail a Bush would result in the Bot teleporting to a previous location.

Fixed : It was possible to build taller storage than normal by moving a max stack while it was being built.

Fixed : In the Autopedia, selecting Chook->Recipe Chook->Recipe Barn->Back->Back would crash.

Fixed : Using RMB on any object that the player couldn't do anything with would reserve it.

Fixed : Brick Arch Door, Brick Arch and Hedge Arch didn't act as walls when creating walled areas.

Fixed : Bots couldn't find Carriages when using a Crane.

Fixed : Bots couldn't add Carriages to Trains when using a Crane.

Fixed : Cereal seed (and others) didn't appear in Wheelbarrows.

Fixed : Recording playback could crash updating Seed Pod/Rehydrator.

Fixed : A Bot Storage could become permanently broken if a mod fed it with Bots.

V137.15 - 24/05/2020

New : Mods: Play a custom sound in a 3D location with volume and pitch setting
(ModSound.PlayCustom3DSound)

New : Mods: Ability to add energy to a power building (e.g., StationaryEngine etc.)
(ModBuilding.AddEnergy)

New : Mods: Ability to add water to a building that requires it (ModBuilding.AddWater)

New : Mods: Ability to add fuel to a building that requires it (ModBuilding.AddFuel)

New : Mods: Ability to drop all upgrades from player (ModPlayer.DropAllUpgrades)

New : Mods: Ability to drop all held objects from player (ModPlayer.DropAllHeldObjects)

New : Mods: Specifying Bot UID, ability to drop all held objects from any Bot
(ModBot.DropAllHeldObjects)

New : Mods: Specifying Bot UID, ability to drop all upgrades from any Bot
(ModBot.DropAllUpgrades)

New : Mods: Find a random location near a specified tile
(ModTiles.GetRandomEmptyTileCoordinatesNear)

New : Mods: Change properties of mod buildings/converters using 'L' key edit function (Note: buildings go transparent not Yellow like in-game models)

New : Mods: Get clothing UID from a specified UID object and clothing type
(ModObject.GetClothingUIDOnObject)

New : Mods: Set visibility of any object in game (ModObject.SetObjectVisibility)

New : Mods: Set any object as active (Disables all functionality and sets invisible)
(ModObject.SetObjectActive)

Fixed : Mods: GetStorageProperties() would cause error if used on unassigned storage

Fixed : Mods: Custom sounds would not adhere to settings volume override

Fixed : Mods: Clay container (dish) issue where it could return anything (like turf!) after eating.

Fixed : Mods: Clay container (dish) not returned in some mods - added an error message to notify.

Fixed : Mods: Buildings would not return a UID when used in mouse callback

Fixed : It was possible to unlock any locked object too early.

Fixed : Backpacks couldn't be dragged between hot bar slots.

Fixed : Text was sometimes scaled too big to fit in a Sign.

Fixed : Old save files could sometimes not unlock all Certificates properly.

Fixed : Attempting to catch a Silk Moth could crash.

Fixed : Click on a Mulberry Tree with mallet in hand and the instruction says "Move To Empty" while player is still moving to it.

Fixed : Duplicating a rail track blueprint with one already in reserve could crash.

V137.14.8 - 01/09/2020

Fixed : On the Brain, pressing Record/Play during a tutorial without any instructions would crash.

Fixed : The player will stand inside a Bush when using Shears on it (but it should be adjacent to it).

V137.14.7 - 24/08/2020

New : Bots can now be taught to remove Colonist clothing using CTRL+LMB.

New : Storage now has an option to Lock them to prevent bots from changing the contents type (locked by default for new Storage).

New : Bots wouldn't trigger fail when taking from storage with hands already full.

Updated : Bots will now feed the hungriest Colonist instead of just the ones with no food.

Updated : Maximum fuel capacity of Good Oven increased from 150 to 240.

Updated : Bots will no longer replace Colonist clothing with same or lower tier clothing.

Updated : Bots can no longer add objects to the wrong, empty storage.

Updated : Bots can no longer pick up part-consumed Hay Bales.

Updated : Recordings are now disabled by default when starting a new game.

Fixed : Using RMB on any object that the player couldn't do anything with would reserve it.

Fixed : Doing Find->Use to flail a Bush would result in the Bot teleporting to a previous location.

Fixed : If a bot was setting the output of a converter when save happened it would load with the script stuck.

Fixed : A Bot could add a Carriage to a Train, even if the Train was already at max length.

Fixed : Bots would sometimes trigger an Exit on Fail looking for an item that definitely existed in the search area.

Fixed : Repeat Until Hands Empty(Exit Fail)->Add To Blueprint->Retrieve would sometimes not fail when a blueprint was completed.

Fixed : 2 Bots adding the same ingredient type to blueprints would sometimes cause each other to trigger Exit On Fail.

Fixed : Bots could get stuck adding to a Blueprint.

Fixed : Adding a Bucket to a converter while the game was saved would cause the Bucket to be dropped inside the converter.

Fixed : Bots would sometimes get stuck trying to repair a house.

Fixed : Multi-stage blueprints became solid after the first stage was completed, making it difficult for bots to reach other blueprints.

Fixed : some more fixes for Recording playback crashes.

Fixed : Loading a save file with a bot standing in the same tile as a max height pile of other objects would crash.

Fixed : Clicking Brain->Go would sometimes crash.

Fixed : Crude Data Storage couldn't be removed with a Broom.

Fixed : Upgrading Liquid or Particulate storage would leave the sign black, even when it contained something.

Fixed : Programming a bot could sometimes crash.

Fixed : Possible crash fix when bot calls CanAddCarry.

Fixed : possible carry fix

Fixed : Possible fix for Flail crash.

Fixed : PCs using the Umm Al Qura calendar couldn't save :/

Fixed : Possible fix for crash when searching for a bot in the Bot Database.

Fixed : While in Move mode, pressing Rotate had no effect until the target building was dragged first.

Fixed : While in Move mode, rotating a building from facing right to facing down, without moving it, would reset the rotation.

Fixed : Exit On Fail was triggered when multiple bots tried to take from the same Storage.

Fixed : Part-consumed Hay Bales can now be added to the Fertiliser Storage and Stone Head by the player.
Fixed : Experimental - Bots couldn't add Carriages to Trains when using a Crane.

Fixed : Bots would "teleport" forward if the "To Me" button was rapidly clicked.

Fixed : Doing the Lumber tutorial would crash when the player was asked to store a log.

Fixed : Bots couldn't find Carriages when using a Crane.

Fixed : Mods: Calling Mod_SoundEffectVolume twice could crash.

Fixed : Mods: The durability of mod objects wasn't being saved.

Fixed : Mods: Calling ModTiles.GetObjectTypeOnTile/GetObjectUIDsOnTile could return the same building twice.

Fixed : Mods: Calling ModSound.ChangeVolume("AmbienceDayTime", 0) had no effect on those pesky birds.

Fixed : Mods: A crash would sometimes occur when mouse clicking was registered with a mod and the player clicked something unexpected.

Fixed : Mods: A model that contained the same name as another ("Clay Dish" and "Raw Clay Dish") wouldn't be created unique.

Fixed : Mods: Calling ModObjects.GetObjectProperties could sometimes crash.

V137.14.6 - 21/08/2020

New : Turkish language added

V137.14.5 - 07/07/2020

New : Mods: ModBuilding.GetFuelMaxCapacity added.

New : Mods: ConverterCreateItem callback added.

New : Mods: ModBuilding.SetRotation/GetRotation added.

Fixed : Mods: Calling ModObject.AddObjectToColonistHouse without a Colonist in it the house would crash.

Fixed : Mods: Calling ModObject.AddObjectToColonistHouse with a Painting wouldn't position it correctly on a Castle.

Fixed : Mods: Calling ModObject.GetObjectProperties or ModConverter.GetConverterProperties would crash when used on a Blueprint.

Fixed : Mods: Calling AddIngredientToSpecifiedConverter on a Converter when it didn't have power would still work.

Fixed : Mods: Adding the last ingredient to a Converter using AddIngredientToSpecifiedConverter wouldn't use any energy.

Fixed : Mods: Calling AddToStorage on Big Storage would multiply its capacity by 20.

Fixed : Mods: Adding a Bucket of water to liquid Storage would store the Bucket rather than the water.

Fixed : Mods: SetStorageQuantityStored would crash if the target value exceeded the storage capacity.

Fixed : Mods: ConverterComplete callback was being called every time an item was created, instead of when the entire creation process was completed. This also no longer returns the UID of the item created. See ConverterCreateItem instead.

Fixed : Mods: Objects added to a Converter via a mod (like Boxy Belts) could be picked up by player/bots.

Fixed : Wheels on Carts/Wheelbarrows would rotate even when the bot using it was out of charge.

Fixed : A bot's key would keep turning when it's out of charge.

Fixed : Upgrading a converter would sometimes change the output object type.

Fixed : Fishing Certificate wasn't completed when a Good Fishing Rod was made.

Fixed : While holding a Log and a Small Backpack installed, using "Cycle Down/Up" would make the Backpack disappear.

Fixed : A crash would happen if a Bucket was made to contain a non-liquid.

Fixed : Pressing ESC while starting a new world could crash.

Fixed : Moving Belts in Edit mode would sometimes crash.

Fixed : White blur lines would sometimes appear, stretched across the screen.

V137.14.4 - 11/06/2020

New: Mods: Storage can now be assigned the item type (ModStorage.AssignStorageItemType)

New: Mods: Buildings can now have their name set (ModBuilding.SetBuildingName)

New: Mods: Ability to show/hide the access point for buildings (ModBuilding.ShowBuildingAccessPoint)

New: Mods: Return the object current durability (usage count)(ModObject.GetObjectDurability)

New: Mods: Ability to set a variable as int from a string (ModVariable.SetVariableForObjectAsIntFromString)

New: Mods: Bots - Is the Bot currently learning (ModBot.GetIsLearning)

New: Mods: Bots - Is the Bot currently running a script (ModBot.GetIsRunningScript)

New: Mods: Storage - Ability to register for callback when object added to storage (ModStorage.RegisterForStorageAddedCallback)

New: Mods: Storage - Ability to register for callback when object taken from storage (ModStorage.RegisterForStorageTakenCallback)

Updated : The map now shows buildings and flooring.

Updated : Leeches and Bait now despawn when there's too many in the world.

Updated : Brain instruction palette defaults to visible at start.

Fixed : Mods: ModStorage.AddToStorage bailed if storage item type not set

Fixed : Mods: ModStorage.AddToStorage wouldn't always remove the object once added

Fixed : Mods: Repair housing was allowed on fully repaired housing

Fixed : Mods: Clothing would attach to the incorrect section of a colonist when using AddObjectToColonistHouse()

Fixed : Mods: Custom Converter callback on complete now returns the object created UID

Fixed : Mods: Defining upgrades from a Fueler to a custom converter would error

Fixed : Mods: ModTiles.GetObjectTypeOnTile now accepts buildings

Fixed : Mods: GetGameVersion() could crash in non-English languages.

Fixed : In Planning Mode, moving an area and pressing delete at the same time would crash.

Fixed : Holding CTRL in Edit->Move and clicking in the world would allow Blueprints to be added to Creative Mode.

Fixed : Deleting the Transcendence Building after completing the game would remove all the Tier 8 folk from the Evolution Chart.

Fixed : Bots nudging each other when coming out of the Bot Assembler would sometimes not move properly.

Fixed : Bots couldn't change the output of the Bot Assembler.

Fixed : Some Recording playback crashes.

Fixed : Having a Space Port in a Recording could crash.

Fixed : Loading a save file containing converters created in a mod, while that mod was disabled, could crash.

Fixed : Adding ingredients in a Bucket to a Converter/Blueprint at the edge of the map could crash.

Fixed : Silkworks didn't despawn when there were too many.

Fixed : Vehicles could be offered as an Offworld Job when the player hadn't unlocked Cranes.

Fixed : Bots could plant weeds where there were stumps.

Fixed : Flooring could be placed under Waterwheels.

V137.14.3 - 01/06/2020

New: Mods: Get holdable objects UIDs on a tile specified (ModTiles.GetHoldableObjectUIDsOnTile)

New: Mods: Ability to repair colonist houses (ModObject.RepairColonistHouseWithObject)

New: Mods: Can now add an object to a colonist house (Accepts Food, Art, Education, Clothing, Medicine) (ModObject.AddObjectToColonistHouse)

Fixed: Mods: AddToStorage/TakeFromStorage now work for Bots/Bot Storage

Fixed: Mods: ModTiles.GetObjectUIDsOnTile now supports buildings not on origin tiles being returned

Fixed: Mods: ModQuest.IsObjectTypeUnlocked would always return true

Fixed: Mods: ModStorage.GetStorageProperties now has extra safety checks and erroring

Fixed: Mods: ModStorage.GetStorageProperties would crash/exception if bad data passed in

Fixed: Mods: ModPlayer.GetLocation could fail if called before player spawned

Fixed: Mods: ModBuilding.AddFuel, AddWater and AddEnergy now all return false if trying to over add once full

Fixed : A crash would sometimes occur when chickens go in and out of a henhouse rapidly.

Fixed : Chooks didn't jump in the correct direction when going into a Henhouse.

Fixed : Assigning a bot to pickup from a bench, then change the Find to an area and it would still show that it's connected to the bench when using L.

V137.14.2 - 29/05/2020

New : Mods: Play a custom sound in a 3D location with volume and pitch setting
(ModSound.PlayCustom3DSound)

New : Mods: Ability to add energy to a power building (e.g., StationaryEngine etc.)
(ModBuilding.AddEnergy)

New : Mods: Ability to add water to a building that requires it (ModBuilding.AddWater)

New : Mods: Ability to add fuel to a building that requires it (ModBuilding.AddFuel)

New : Mods: Ability to drop all upgrades from player (ModPlayer.DropAllUpgrades)

New : Mods: Ability to drop all held objects from player (ModPlayer.DropAllHeldObjects)

New : Mods: Specifying Bot UID, ability to drop all held objects from any Bot
(ModBot.DropAllHeldObjects)

New : Mods: Specifying Bot UID, ability to drop all upgrades from any Bot
(ModBot.DropAllUpgrades)

New : Mods: Find a random location near a specified tile
(ModTiles.GetRandomEmptyTileCoordinatesNear)

New : Mods: Get clothing UID from a specified UID object and clothing type
(ModObject.GetClothingUIDOnObject)

New : Mods: Set visibility of any object in game (ModObject.SetObjectVisibility)

New : Mods: Set any object as active (Disables all functionality and sets invisible)
(ModObject.SetObjectActive)

Updated : Un-selected Offworld missions can now be hovered over to get information about the mission.

Updated : Castle Walls now join up properly at junctions and corners.

Updated : Adding Paint to an Easel will now return the Metal Bucket.

Fixed : Mods: GetStorageProperties() would cause error if used on unassigned storage

Fixed : Mods: Custom sounds would not adhere to settings volume override

Fixed : Mods: Clay container (dish) issue where it could return anything (like turf!) after eating.

Fixed : Mods: Clay container (dish) not returned in some mods - added an error message to notify.

Fixed : Mods: Buildings would not return a UID when used in mouse callback

Fixed : Hovering over an un-selected Daily mission would crash.

Fixed : It was possible to build taller storage than normal by moving a max stack while it was being built.

Fixed : In the Autopedia, selecting Chook->Recipe Chook->Recipe Barn->Back->Back would crash.

Fixed : Brick Arch Door, Brick Arch and Hedge Arch didn't act as walls when creating walled areas.

Fixed : Cereal seed (and others) didn't appear in Wheelbarrows.

Fixed : Recording playback could crash updating Seed Pod/Rehydrator.

Fixed : A Bot Storage could become permanently broken if a mod fed it with Bots.

V137.14.1 - 26/05/2020

Fixed : It was possible to unlock any locked object too early.

Fixed : Backpacks couldn't be dragged between hot bar slots.

Fixed : Text was sometimes scaled too big to fit in a Sign.

Fixed : Old save files could sometimes not unlock all Certificates properly.

Fixed : Attempting to catch a Silk Moth could crash.

Fixed : Duplicating a rail track blueprint with one already in reserve could crash.

Fixed : Bots couldn't detect when the Easel was Full/Not Full.

V137.14 - 21/05/2020

Space Port

New : Space Port added.

New : Off-world missions added.

New : Tokens and Artefacts added. Lots and lots of artefacts.

New : Dog added.

New : Instruments added.

Silk Production

New : Silkworm Station, Silkworms and Silk Moths added.

New : Raw Silk, Silk Thread and Silk Cloth added.

New : Mulberry Seed, Mulberry Seedling and Mulberry Tree added.

New Buildings

New : Pyramid added.

New : Castle added.

New : Spinning Mule added.

New : Ancient Stone Circle wonder added.

New items

New : Level 7 Art requirement added to Colonists.

New : Easel, Canvas, Art and Paints added.

New : Pills added.

New : Toy Train and Toy Spaceship added.

New : Tier 7 food added.

New : Encyclopedia added.

New : Tuxedo, Ballgown and Three-Piece Suit added.

New : Sign 3 added.

Misc

New : 4 new fish types added.

New : Mk3 Variant 4 bot added.

New : Gnome 6 added.

V136.26.1 - 11/05/2020

Fixed : Mods: Models were rendering strangely because of a transparency issue.

V136.26 - 10/05/2020

New : Mods: SetStorageType now altered to accept any type of storage
(ModStorage.SetStorageType)

New : Mods: AddFuelToSpecifiedConverter now checks for fuel limit (returns false if not enough capacity)

New : Mods: Get the max capacity of a fueler converter
(ModConverter.GetFuelMaxCapacity)

New : Mods: Ability to now specify two outputs for a converter recipe
(ModVariable.SetIngredientsForRecipeSpecificDoubleResults)

New : Mods: TakeFromStorage now returns a table of UIDs spawned
(ModStorage.TakeFromStorage)

New : Mods: Durability of an item can now be set (ModObject.SetObjectDurability)

New : Mods: Ability to check if ANY PART of building is on tile
(ModBuilding.GetBuildingCoveringTile)

New : Mods: Obtain all selectable objects in a tile range
(ModTiles.GetSelectableObjectTypesInArea)

New : Mods: AddToStorage now returns a bool for success (ModStorage.AddToStorage)

New : Mods: Ability to spawn a liquid in a fillable object (ModBase.SpawnLiquid)

New : Mods: Return amount of fuel in a fueler converter (ModConverter.GetFuelQuantity)

Updated : Maximum number of Bot Groups increased to 300.

Fixed : Mods: ModPlayer.GetHeldObjectType() didn't return custom mod string

Fixed : Mods: Doc issue with GetVariableForObjectAsString()

Fixed : Mods: Blueprints for custom buildings didn't go see-through

Fixed : Mods: GetAllStorageUIDsHoldingObject would ignore StoragePaletteMedium

Fixed : Mods: Converter custom models now hold scale during blueprint stage and completion

Fixed : Mods: Wrong object could be deleted if on floor or building by using DestroyObject

Fixed : Mods: Various storage functions didn't update icon on storage

Fixed : Mobile Storage could sometimes be locked by multiple unloading bots.

Fixed : A bot could find and move to a mobile storage that didn't contain what it already had in its hands.

Fixed : A bot wouldn't trigger a fail if it tried to find/move/take from a mobile storage and its hands were already full.

Fixed : Text wouldn't fit correctly into a sign.

Fixed : Newly duplicated buildings couldn't be rotated.

Fixed : Hovering over bot list status/tool icon wouldn't show correct popup.

Fixed : Leeches could sometimes be netted from Fresh/Salt Water.

V136.25 - 07/05/2020

Updated : Carrot Crop now has a chance of yielding 1-2 seeds.

Updated : Player can now dig up Grass while it is growing.

Fixed : When the first stage of a Water Wheel was completed, bots would not be able to build the second stage.

Fixed : Hovering over an object while a blueprint was completed would make the object's rollover disappear.

Fixed : Audio settings sliders could show "0" and sound could still be heard.

Fixed : Flooring couldn't be drag-created under buildings in Creative Mode.

Fixed : Selecting a research in the Autopedia, going to Certificates and back again would keep the research selected.

V136.24 - 02/05/2020

New : Mods: Save data - save a value for a mod (per level) (ModSaveData.SaveValue)

New : Mods: Load data - load a value for a mod (per level) (ModSaveData.LoadValue)

New : Mods: Save value in group - save values in a group for a mod (per level)
(ModSaveData.SaveValueInGroup)

New : Mods: Load value from a group - load a value from a group for a mod (per level)
(ModSaveData.LoadValueInGroup)

New : Mods: ModBase.SpawnItem now spawns liquids in a bucket by passing liquid type
(ModBase.SpawnItem)

New : Mods: Add Fuel to a fueler converter (ModConverter.AddFuelToSpecifiedConverter)

New : Mods: Buildings can now be set to walk through (ModBuilding.SetBuildingWalkable)

New : Mods: Set new max capacity of storage (ModStorage.SetStorageMaxCapacity)

New : Mods: Set current storage value of item (ModStorage.SetStorageValue)

New : Mods: Change storage type of item (Generic/Palette) (ModStorage.SetStorageType)

New : Mods: Storage properties now returns object it stores
(ModStorage.GetStorageProperties)

New : Mods: Ability to take from storage and place objects (ModStorage.TakeFromStorage)

New : Mods: Ability to add an object from world into storage (ModStorage.AddToStorage)

New : Mods: Strings can now be exposed/alterd in mod options
(ModBase.ExposeVariable)

New : Mods: Dropdown boxes can now be exposed in mod options
(ModBase.ExposeVariableList)

Fixed : Mods: GetAllStorageUIDsHoldingObject would ignore certain objects and return generic storage

Fixed : Mods: Image loading for texture on custom models now using Point filtering

Fixed : Mods: Custom mods using game models would be ignored if added to storage

Fixed : Quitting the tutorial on the last step of the first stage would still keep the tutorial active.

Fixed : A bot would keep a vehicle reserved if it failed to add something to it because it was too far away.

Fixed : Clicking on a busy bot in Whistle Mode would area select all bots up to the top left corner of the map.

Fixed : Edit Mode Can't Undo message wasn't translated.

V136.23 - 26/04/2020

New : Mods: Get Category from object UID (ModObject.GetObjectCategory)

New : Mods: Get Subcategory from object UID (ModObject.GetObjectSubcategory)

New : Mods: Get the Name of specified Bot (ModBot.GetName())

New : Mods: Get Game Version now returns without 'Version' text

New : Mods: Get Game Version Major returns major version e.g. 136 (from 136.22.1)(ModBase.GetGameVersionMajor())

New : Mods: Get Game Version Minor returns minor version e.g. 22 (from 136.22.1)(ModBase.GetGameVersionMinor())

New : Mods: Get Game Version Patch returns patch version e.g. 1 (from 136.22.1)(ModBase.GetGameVersionPatch())

New : Mods: Ability to find if game version is higher than/equal to desired version (ModBase.IsGameVersionGreaterThanOrEqualTo)

New : Mods: Example in game model blender files available for download (See Mod Doc for info)

New : Mods: Upload manager now checks file size and errors if >1MB before uploading to Steam.

New : Mods: GetObjectProperties now returns name of object (Param 5)

Fixed : Mods: ModConverter.AddIngredientToSpecifiedConverter wouldn't trigger conversion when the last ingredient was added.

V136.22 - 24/04/2020

Updated : The Windmill can no longer be indicated by hovering over its blades.

Fixed : Mods: Custom Education, Medicine & Toys didn't have default variables set for max usage (and a few others)

Fixed : Mods: Toys were not recognised by Colonists as Toys

Fixed : Mahi-Mahi and Perch had the wrong water type in the Autonautopedia recipe.

Fixed : when a bot holding a Wheelbarrow walks through a blueprint as it was completed the wheelbarrow would become stuck.

Fixed : Taking a bot from storage as the game was saved would corrupt the save file.

V136.21 - 17/04/2020

New : Mods: Object rotation can now be set (ModObject.SetObjectRotation(ObjId, X, Y, Z))

New : Mods: Add an actual ingredient to a converter building providing UID of building (ModConverter.AddIngredientToSpecifiedConverter)

New : Mods: Get all buildings UIDs within an area (ModBuilding.GetAllBuildingsUIDsOfType)

New : Mods: Move an object instantly (ModObject.MoveToInstantly(ObjId,X,Y))

New : Mods: Exposed BaseDelay for Minecart and Train

New : Mods: Custom Toys can now be made

New : Mods: Custom Medicine can now be made

New : Mods: Custom Education can now be made

New : Mods: Exposed various Train variables: "MaxWater", "MaxFuel", "WaterUsePerSecond", "FuelUsePerSecond", "RefuellingTime"

New : Mods: StartMoveTo/UpdateMoveTo now have better information when error occurs

New : Mods: Get if it's currently raining in game (ModBase.IsRaining())
New : Mods: ExposeKeyBinding blocks invalid keys
New : Mods: GetFirstSelectableObjectUIDOnTile - new param 'AllowBuildings' can be set
New : Mods: Ability to remove a recipe from converter
(ModVariable.RemoveRecipeFromConverter)
New : Mods: Spawn Bot now returns UID of spawned Bot
New : Mods: Get buildings UIDs that require a specific ingredient
(ModBuilding.GetBuildingsUIDsRequiringIngredientInArea)
New : Mods: Exposed EnergyCapacity of GiantWaterWheel, Windmill and StationaryEngine
New : Mods: Exposed WaterCapacity of StationaryEngine
Fixed : Mods: Destroying a bot would not work with ModObject.DestroyObject()
Fixed : Mods: Cannot add Crude Bucket to converter when it's a part of a recipe
Fixed : Mods: Spawning of Mk0 components (head, drive, frame) caused error

V136.20 - 15/04/2020

Fixed : Cancelling fishing would still consume bait.
Fixed : When loading a save, sometimes bots using "Set Output" instruction wouldn't have a valid set type.
Fixed : Using a Fishing Stick more than 7 tiles away would not do fishing.
Fixed : Using a Fishing Stick wouldn't go to the nearest water.
Fixed : Level 1 Research would take twice as long on a Level 2 Research Station.
Fixed : Stationary Steam Engines were selectable when choosing a building to rename (and they shouldn't be).
Fixed : Exit On Fail wasn't being triggered when a Bot was too far from it's target building.

V136.19 - 13/04/2020

Fixed : Buckets couldn't be used as ingredients on converters.
Fixed : Exit On Fail wouldn't trigger when trying to Add To with empty hands.
Fixed : When applying new clothing to a bot the old clothing would be left on the ground highlighted.
Fixed : The instructions "Find Tree Seed->Move To X,Y" would move to the Tree Seed instead of the X,Y location.
Fixed : When using RMB on a Log with empty hands the instruction generated would say "Move To Log" instead of "Move To X,Y".
Fixed : Bots couldn't mine boulders.

V136.18 - 10/04/2020

Updated : Upgraded buildings now appear next to their non-upgrades in the Edit Mode palette and Autonautopedia.
Updated : Fertiliser is no longer wasted when added to Seedling Storage that is almost full.
Updated : RMB can be used to add clothing to Colonists as well as CTRL+RMB.
Fixed : When a Bot uses "Set Output" and the target converter is then upgraded, the "Set Output" type could change.
Fixed : Removing the "Move To" from "Find Water->Move->Use" while fishing with a Fishing Stick would allow the bot to stand on any tile and still produce a fish. This fix also affects a number of other actions where the bot needed to stand on the target tile.

Fixed : the player could reserve objects forever until they did another action.

Fixed : The instructions "Find Tree Seed->Move To Storage" would move to the Tree Seed instead of the Storage.

V136.17.2 - 19/04/2020

New : Mods: Object rotation can now be set (ModObject.SetObjectRotation(ObjId, X, Y, Z))

New : Mods: Add an actual ingredient to a converter building providing UID of building (ModConverter.AddIngredientToSpecifiedConverter)

New : Mods: Get all buildings UIDs within an area (ModBuilding.GetAllBuildingsUIDsOfType)

New : Mods: Move an object instantly (ModObject.MoveToInstantly(ObjId,X,Y))

New : Mods: Exposed BaseDelay for Minecart and Train

New : Mods: Custom Toys can now be made

New : Mods: Custom Medicine can now be made

New : Mods: Custom Education can now be made

New : Mods: Exposed various Train variables: "MaxWater", "MaxFuel", "WaterUsePerSecond", "FuelUsePerSecond", "RefuellingTime"

New : Mods: StartMoveTo/UpdateMoveTo now have better information when error occurs

New : Mods: Get if it's currently raining in game (ModBase.IsRaining())

New : Mods: ExposeKeyBinding blocks invalid keys

New : Mods: GetFirstSelectableObjectUIDOnTile - new param 'AllowBuildings' can be set

New : Mods: Ability to remove a recipe from converter (ModVariable.RemoveRecipeFromConverter)

New : Mods: Spawn Bot now returns UID of spawned Bot

New : Mods: Get buildings UIDs that require a specific ingredient (ModBuilding.GetBuildingsUIDsRequiringIngredientInArea)

New : Mods: Exposed EnergyCapacity of GiantWaterWheel, Windmill and StationaryEngine

New : Mods: Exposed WaterCapacity of StationaryEngine

Updated : The Windmill can no longer be indicated by hovering over its blades.

Fixed : Mods: Destroying a bot would not work with ModObject.DestroyObject()

Fixed : Mods: Cannot add Crude Bucket to converter when it's a part of a recipe

Fixed : Mods: Spawning of Mk0 components (head, drive, frame) caused error

Fixed : Cancelling fishing would still consume bait.

Fixed : Level 1 Research would take twice as long on a Level 2 Research Station.

Fixed : Stationary Steam Engines were selectable when choosing a building to rename (and they shouldn't be).

Fixed : When applying new clothing to a bot the old clothing would be left on the ground highlighted.

Fixed : Taking a bot from storage as the game was saved would corrupt the save file.

V136.17 - 09/04/2020

Fixed : Continuing a Free save wouldn't show the Bot List tab.

Fixed : A Stationary Steam Engine could be used before it's flooring/wall requirements were complete.

Fixed : Selecting Fish from the Sashimi recipe would go to an invalid object category and display ... strange things.

Fixed : When editing a search area the Find Type drop down wouldn't start with the correct setting.

Fixed : Rare crash with Stationary Engine refreshing.

Fixed : Spamming LMB on water with a rod/fish stick would use up bait quickly.

Fixed : Starting a Creative/Free save with Tutorial disabled would crash.

V136.16 - 07/04/2020

New Stuff to play with

New : More fish types added.

New : Crude Net added.

New : Good Fishing Rod added.

New : Fishing sometimes yields junk.

New : Bait fish added.

New : The Fishing Stick and Rod can have Bait added to them to improve fishing chances.

New : Aquarium added.

New : Mk3 Variant 3 bot added.

New : Bunny Top and Hat added.

New : Duck Top and Hat added.

New : Gnome 5 added.

Edit Mode

New : Select Building added to Edit Mode.

New : View all bots that use a building via Select Building.

New : Make a temp team from all bots that use a building via Select Building.

New : Rename a building via Select Building.

New : Holding CTRL while adding new buildings will put down a blueprint instead of a completed version.

New : Completed, upgraded buildings can now be chosen separately from their non-upgraded version in the Edit Mode palette.

Planning Mode

New : Clicking outside of a selected Planning Area will unselect it.

New : Dimensions are now shown on a new Planning area while it's being created.

New : The dimensions of Search/Planning areas can now be typed in.

New : Show Dimensions toggle added to Edit Search Area.

New : Show Areas toggle added to Planning Mode.

Scripting

New : Instruction Palette added to Bot Brain.

New : "If", "If/Else" and "Exit Repeat" instructions added. Yay!

New : More Repeat/If conditions added.

New : Right clicking on a single Repeat/If/Else instruction will now only delete that instruction and not the children.

New : You can now make scripts larger than what a bot can use.

Updated : Condition drop down increased in height to cope with new conditions.

Updated : Shout/Hear instruction space increased for longer text.

Misc

New : Continue button added to main menu

New : New Group button added to the Temporary Group panel.

New : The Temporary Team panel now shows the number of bots involved.

New : Adding an upgrade to a bot will automatically remove the old one.

New : Bots can now program Bots using Crude Data Storages.

New : Disable error messages toggle added to error screen.

New : Bots standing on the same tile can now be selected from a list when whistling.

New : New Colonise saves with the Tutorial option disabled will now have all Certificates unlocked at the beginning.

New : unique flower seed models added.

New : Paused bots' status are now shown in the Bot list and this and Idle are now shown in the group status.

New : Indicating a resource type on the map screen will flash the resources.

Modding

New : Minecart and Train now expose MaxCarriages to ModVariable

New : Ability to get the parts a bot is made from (ModBot.GetParts(UID))

New : ModUI now features Popup with confirm cancel and callbacks to match

New : ModStorage - Get all UIDs of storage of type

New : ModStorage - Get all storage UIDs that are holding a certain type

New : ModStorage - Get Storage properties (Type, stored, capacity)

New : ModBuilding - Get is building actually flooring

New : ModTiles - Is subcategory on tile

Fixed : Mods: Recursion message now features name of object identifier

Fixed : Mods: GetObjectsOfTypeInAreaUIDs could return zero if object under building

Fixed : Mods: Spawning a bot at near map end coords in AfterLoad_CreatedWorld()

V135.19 - 02/04/2020

New : Mods: Bots - Get all held object UIDS (ModBot.GetAllHeldObjectsUIDs(ObjId))

New : Mods: Directly get the Player UID (ModPlayer.GetUID())

New : Mods: Get properties of an object (ModObject.GetObjectProperties(ObjId))

New : Mods: Get the state of a Bot (ModBot.GetState(ObjId))

Fixed : Mods: Mod menu didn't display subscribed Mods

Fixed : Mods: Documentation errors and new deprecations

Fixed : Small objects that landed in shallow water could be completely submerged, making them hard to see.

V135.18 - 31/03/2020

New : Mods: Fishing Rod min/max variables times added.

New : Mods: Get the clothing types worn by Farmer/Bot (ModObject.GetClothingTypesWorn(ObjId))

New : Mods: Check if Farmer/Bot is wearing a certain type of clothing (ModObject.IsWearingClothing(ObjId, "Hat"))

New : Mods: All custom callbacks (RegisterForCustomCallback()) now provide item UID as well as User UID (e.g. player/bot UID) if applicable. All 9 updated.

New : Mods: Lua Error now allows for exit on popup

New : Mods: Support for Buildings/Floors on ModTiles.GetObjectsOfTypeInAreaUIDs()

Fixed : Mods: GetSelectableObjectUIDsOnTile could return player/non selectable of certain type

Fixed : Mods: GetObjectsOfTypeInAreaUIDs ignored Workers

Fixed : Mods: AddRecipeToConverter ignored custom converters of certain type

Fixed : Mods: PlayCustomSound could play in menu after being triggered

Fixed : Mods: UpdateMoveTo had issues with height gain

Fixed : Mods: Stacking custom items - only bottom one could be selected, now all work

Fixed : Mods: Error in various places about IndexOutOfRangeException from GetCategory

Fixed : Mods: Check added for object recipe infinite recursion.

Fixed : Mods: Script clash over sensitive issue

Fixed : Mods: "HoldableDroppedOnGround" custom callback provided old coordinates

Fixed : Mods: Reload scripts with no Mods caused error [AP-1379]

Fixed : Mods: Issue with first recipe in custom converter being unlocked when set to locked

Fixed : Mods: Continual error when offline and fetching subscribed Mods [AP1375]

Fixed : Mods: ValidObject and DestroyObject could could an error message

Fixed : Mods: Changes to destroy object to support building and floors, now features return for success

Fixed : The Bot Server would make noises before it was built.

Fixed : The beginning of long error messages could be off the top of the screen.

V135.17 - 27/03/2020

New : Mods: Get all the UIDs of held objects by player

(ModPlayer.GetAllPlayerHeldObjectsUIDs)

New : Mods: Get all object UIDs on a tile (ModTiles.GetSelectableObjectUIDsOnTile)

New : Mods: New 'UID' versions of functions - deprecated all confusing 'ID' functions

New : Mods: Get when mouse button is down

(ModBase.RegisterForInputMouseButtonDown) - returns callback with Tile X,Y and UID of object

Fixed : Mods: GetAmountObjectsOfTypeInArea not returning e.g. Bush, Boulder, TallBoulder

Fixed : Mods: Reload Scripts functionality removed all registering of input if using >1 mod

Fixed : Mods: StartMoveTo/UpdateMoveTo caching removed for safety (could cause error)

Fixed : Mods: Bots would cause error with custom tools due to save name handling

Fixed : A bot would become stuck if the player used RMB on it while using a Wheelbarrow.

Fixed : Bots were unable to put ingredients into stacked blueprints.

V135.16 - 26/03/2020

New : Mods: Get Object Type from known UID (ModObject.GetObjectType(ObjId))

New : Mods: Get the UIDs of all objects in an area (ModTiles.GetObjectUIDsOnTile)

New : Mods: Custom Tool callback now provides UID of target and type of target

New : Mods: Destroy and Object by UID - ModObject.DestroyObject(ObjId)

New : Mods: Callback support for 'holdable dropped on ground'

(RegisterForCustomCallback)

New : Mods: Callback support for 'added to converter' (RegisterForCustomCallback)
New : Mods: Check if object is valid - ModObject.IsValidObjectUID(UID)
Fixed : Mods: Custom converter could add recipes multiple times (one each load)
Fixed : Mods: CreateTool required a callback - no longer the case
Fixed : Mods: CreateTool animation was only set for use on object - not tile
Fixed : Mods: Custom objects (like converters) would cause errors on reloading
Fixed : Mods: Scale is taken into account for height of stacking and elsewhere
Fixed : Sometimes a crash would occur similar to "Worker Object FixingPeg already being added"
Fixed : The Super Bot Workbench select screen could become too tall for the screen.
Fixed : Generic Wildflower icon always showed Aster.
Fixed : Tutorial pointer would point to bottom/left screen while being asked to stow with now object in hand.
Fixed : Empty Buckets couldn't be dropped onto shallow water (this is still the case for buckets that held sand/soil)
Fixed : Autosaving while adding an upgrade or part to a bot would cause the bot to become unusable.

V135.15 - 23/03/2020

New : Mods: New system for all tooltip names from custom items
New : Mods: SetVariableForBuildingUpgrade (Allows upgrade To and From)
Updated : Error messages are now more readable
Fixed : Mods: Custom GoTo Objects now stack
Fixed : Mods: Custom converter now errors if it can't find a recipe ingredient
Fixed : Mods: ModTiles.GetObjectTypeOnTile now returns correct custom name IDs
Fixed : Mods: Searching for Grass could crash.
Fixed : Mods: Custom callbacks on Converters were missing due to override
Fixed : Starting a script to mine Stone from Stone Deposits in Tutorial 'Better Scripting Part 5' would crash.
Fixed : A blueprint could be placed on top of the Autonaut if cursor was hovered over the tile they were standing on.
Fixed : Bees would sometimes not return to their Skep/Hive.
Fixed : Sometimes Bot groups couldn't be dragged into other groups.

V135.14 - 22/03/2020

New : Mods: Register callback for on food consumed
New : Mods: Register callback for on hat worn
New : Mods: Register callback for on top worn
New : Mods: Register callback for on hat removed
New : Mods: Register callback for on top removed
New : Mods: Register callback for on converter completed
New : Mods: Register callback for on holdable picked up
New : Mods: Lua update now contains delta time param - function OnUpdate(DeltaTime)
Fixed : Mods: Converters ignored certain custom foods/holdables
Fixed : Various Typos in errors/docs
Fixed : Pause menu recreated world

Fixed : GetGameState() bug where it could return null

Fixed : ModObject.StartMoveTo/UpdateMoveTo previously had issues

V135.13 - 20/03/2020

New : Mods: Create mode map now shows the map as the game will have it (from the AfterLoad_CreatedWorld() function)

New : Mods: Storage now accepts custom Mod items

New : Mods: Can now specify carry size and inventory size of player via ModVariable

New : Mods: All moddable variables are now output to file alongside their defaults (Part of Export Types on Mod Menu)

Fixed : The instruction "hand" pointer was sometimes behind the instructions.

Fixed : Trying to "Use Held Item" on water with an empty Bucket would cause the Bucket to be dropped rather than trigger an Exit Fail.

Fixed : Bulrushes wouldn't automatically respawn if they were all removed from the world.

Fixed : Picking up a Bot from a Bridge and moving away would leave the Bridge un-deletable.

Fixed : Mods: 'Get Map width/height', 'Set tile' and 'Set player location at start' all use AfterLoad_CreatedWorld() now for correct use.

Fixed : Mods: Storage strings not using Mod names

Fixed : Mods: Potential fix for no emissive shown on custom mats

Fixed : Mods: Converters stopped recipes being added

Fixed : Shift+R wouldn't reset the camera while teaching a bot or editing a search area.

Fixed : Exit on Fail was incorrectly triggered on adding to Research Station when another bot was in the middle of adding to it.

Fixed : Sometimes the Instruction "hand" wouldn't display when viewing the Brain of a working bot.

V135.12 - 18/03/20

New : Mods: Walled area search size now set via variable data

New : Mods: Tools now degrade with each use.

Fixed : Mods: After every unsubscribe, user is returned to main menu [AP1173]

Fixed : Mods: Converters still show after being disabled [AP1222]

Fixed : Mods: Tier variable wasn't updated for Mods when set

Fixed : Mods: Custom Tools didn't degrade with each use

Fixed : Mods: Custom models now stack on ground correctly

Fixed : When two or more bots add/take from a Storage at the same time they would sometimes trigger an Exit On Fail.

Fixed : Adding objects to Fertiliser Storage would sometimes trigger Exit On Fail when it shouldn't

Fixed : Starting a script with Disengage while a bot was moving with a vehicle would result in the vehicle being permanently reserved.

Fixed : It was possible to build walls taller than 5 levels high.

V135.11

Fixed : Mods: Callbacks now work if placed in any other lua file than the first.

Fixed : Mods: Feeding a colonist could cause an error expecting a pot.

Fixed : Mods: Human readable name now working for mod custom items.
Fixed : Bees will keep flowers reserved when a save is loaded.
Fixed : Turning Bushes into Hedges would add to the AutoWooly Badge.
Fixed : Bees would sometimes leave the world leading to a crash
Fixed : Liquid Storage wouldn't trigger a Exit on Fail when full.
Fixed : fixed wrong value for Mk3v2 rivets.
Fixed : Fertiliser Storage wouldn't trigger Exit On Fail when it was full and a bot tried to add more.
Fixed : While in Edit mode, completing a blueprint that was just placed down would crash.
Fixed : Sometimes moving storage of moving flooring near storage could destroy the contents.

V135.10

New : Mods: Custom Tool callback now returns ID and tile coordinates
New : Mods: Add any recipe to a converter
Fixed : Mods: Custom icons shown as white or incorrectly
Fixed : Holding a moving blueprint in Edit Mode while it's completed by a bot would crash.
Fixed : Using Undo after a blueprint was completed could crash.
Fixed : When targeting a Sign for buildings like Skeps, a bot script would read "Find Nearest Sign" instead of "Find Nearest Skep"
Fixed : It was possible to drag-add completed walls on top of blueprints.

V135.9

New : Mods: Reload scripts functionality
New : Mods: ModUI framework
New : Mods: ModUI - UI Popup functionality
Fixed : Mods: Storage manager now resets after disable mod/reload scripts
Fixed : Mods: Audio now resets after disable mod/reload scripts
Fixed : Mods: Mod Panel clearer for enabled/disabled mods
Fixed : Sometimes an Add To instruction wouldn't work.
Fixed : Sometimes selecting and moving instructions would crash.
Fixed : Walls/Floors would sometimes be transparent when they shouldn't be.

V135.8

New : Mods: Custom GoTo class (allows object pathfinding)
New : Mods: Custom Hat class
New : Mods: Custom Top class
New : Mods: GoTo MoveTo functionality
New : Mods: Spawn object now returns unique identifier
New : Mods: Mod Panel - Added button for 'Open Folder' on installed
New : Mods: Mod Panel - 'Export types' on button
New : Mods: Export Types now shows localised name
New : Mods: Bots: Spawn a bot (custom variants can be specified)
New : Mods: Bots: Get Group Names
New : Mods: Bots: Get All Bot IDs
New : Mods: Bots: Get All Bot IDs In Group

New : Mods: Bots: Make Bot Move To Location

New : Mods: Bots: Set Name of any Bot

New : Mods: Set Quest Complete

New : Mods: Set All Quests Complete

Updated : Bot Database ingredients updated to be easier to unlock.

Updated : Bot Database certificate requirements changed from 300 Bots to 150.

Updated : Planning Areas now fill in the area with the chosen colour.

Fixed : Bots would sometimes incorrectly trigger an Exit Fail when trying to add/take from Storage.

Fixed : Autosaving while adding a hat to an animal could lead to a crash.

Fixed : Autosaving while throwing an object to a bot could lead to a crash.

Fixed : Camera couldn't be rotated while using "Follow Bot" option on Bot Brain.

Fixed : Bulrushes would sometimes not grow after loading a save.

Fixed : Crop height would be reset after loading a save.

Fixed : Placing the Colonist Seed Dispenser then exiting Edit Mode would leave the cursor as the Dispenser instead of a square.

Fixed : While holding CTRL+LMB to select multiple instructions the Repeat button could also be selected.

Fixed : T-Shirt, Steven's Shirt, Apron and Adventurer's Top were the wrong weight.

Fixed : Newly created Planning Areas would display their names/dimensions when Show Names/Dimensions toggles were turned off.

Fixed : Adding an invalid object type to an empty palette that previously had something in it would crash.

Fixed : Picking up and moving a bot that's holding a Sign would not update the Sign's area until the bot moved again by itself.

Fixed : Using a Good Blade on a Pumpkin Crop played the animation forever but had no effect.

Fixed : Putting a Bot that's part of a temporary team into a Stone Head/Storage would lead to a crash.

Fixed : A Good Blade wouldn't work properly on a Flower Pot.

V135.7

New : Planning Mode added. Press P to enter the mode. Press CTRL+P to toggle viewing the areas.

Bots

New : Multiple bots can now be selected in Whistle mode by dragging an area with LMB.

New : Selecting multiple bots will now create a temporary group that allows you stop/start/to me etc.

New : Bot List now shows bots that aren't running any script.

New : The Bot Database can now store scripts to transfer between bots.

New : Bot Search will now also find Bot Groups.

New Objects

New : Broom added - use this to get rid of any small objects laying around. not quite finished but you get the idea.

New : Good Mortar Mixer added.

New : Good Blade added.

New : Fox Hat, Dinosaur Hat, Antlers Hat, Fox Top and Dinosaur Top added.

New : Mk3 Variant2 bot parts added.

New : Gnome4 added.

New : Apple Berry Pie and Pumpkin Mushroom Pie added.

Edit Mode Changes

New : When a converter is moved, all of the objects on its output tile will move with it.

New : CTRL+Z added for Edit->Undo.

New : Holding CTRL while area selecting will only select buildings and walls, not flooring.

Scripting

New : Clicking Repeat after selecting some instructions will wrap them with a new Repeat.

New : CTRL+C will copy the currently selected instructions.

New : CTRL+Z added for Undo.

New : CTRL+R will now add a Repeat instruction.

New : Multiple script instructions can now be selected when holding CTRL+LMB, rather than clicking each one.

New : Clicking outside of any instruction will deselect any selected instructions.

New : Shout instructions that begin with '#' will bring up a debug message box for the player.

Mods

New : Support for adding new recipes to existing converters.

New : Custom Tool Creation eg. Make a magic Axe.

New : Get Object Tile Coords (From UID).

New : Animation timer for Custom Tools

New : Get Player holding object as ID

New : Get Player holding object type

New : Get Player state

New : Exposed callbacks now return the name of the variable

New : Mods Options menu now using Tick/Cross images for enabled

Misc

New : Key bindings can now include CTRL/ALT/Shift modifiers.

New : The object level is now shown when selecting what to make on a converter.

New : Adding a new object type to an empty storage will automatically change the storage type without having to reset it first.

New : Search Area Edit layout updated.

New : "Look At Area" added to Search Area Edit.

V134.32

New : Mods: Play a custom sound

New : Mods: Auto-export of all types, models, states

New : Mods: GetPlayerLocation()

Fixed : Whistling just before a bot engaged with a Vehicle would make it skip the engage instruction.

Fixed : Mods: Callbacks would not call functions (and had limited functionality)

Fixed : Using RMB on a Find instruction that had been selected with CTRL wouldn't delete the search area from the world.

V134.31

New : Mods: Returning of "if night time" in game

New : Mods: Returning of the game state (like GameStateMenu etc.)

New : Mods: Returning of game version (like v134.31 etc.)

New : Mods: Input registration (All Keys) (Receive callback on button press)

New : Mods: Mod exposed keys (Custom definable keys in options)

Updated : Groups of Bot Groups will now have their status icon updated by all child Groups as well as Bots.

Fixed : Mods: ****IMPORTANT**** Obj correction for model scale set to -1 (in X) on load

Fixed : Chickens could eat through floors.

Fixed : Storage could sometimes not be stacked.

Fixed : The player was able to interact with the Bot Database while teaching a Bot.

Fixed : Cranes couldn't be picked up by other Cranes.

Fixed : The Bot list wasn't being revealed if it was closed when a bot was chosen.

Fixed : Clipboard button sometimes covered up instructions.

Fixed : The resulting image after pressing the Clipboard button would show the instructions in the reverse order.

Fixed : Objects change scale when Mk 3 Bot picks up and drops.

Fixed : The Brain instructions couldn't be scrolled using mouse wheel when hovering over empty space.

V134.30

New : Mods: Set Player Start Location on Map

New : Mods: ModObject class

New : Mods: (Crude) MoveTo functionality for all objects in game

New : Mods: Models now allow for scale in each axis

Fixed : Mods: Mods Options Description now using scroll box [AP1223]

Fixed : Mods: ModVariables and ModTiles now check for Mod created items as standard

Fixed : Mods: Added HumanReadableName Override to all custom types

Fixed : FailSafe: Disabling now works regardless of timing

Fixed : FailSafe: Resets between game loads

Fixed : Multiple weeds could sometimes spawn on a Soil tile.

Fixed : The game would crash if the world has very little turf in it.

134.29

New : Mods: Custom food can now be created.

New : Mods: All custom objects (Food, holdables, buildings, converters etc.) now allow for definition of scale, translation and rotation to their models.

New : Mods: All custom objects allow for default game model usage.

New : Mods: All custom objects allow for in game model usage.
Fixed : Mods: Lua error now states which Mod
Fixed : Mods: Panel could duplicate subscribed list
Fixed : Mods: Strings could double add in certain circumstances
Fixed : Mods: 'Get Variable' Support
Fixed : Large Bot search areas would sometimes not be visible when at the edge of the camera's view.
Fixed : Couldn't undo moving area selected buildings.

134.28

New : Mods: Holdables can now be created by players.
New : Mods: Ingredients and Recipes accept custom objects.
New : Mods: GetIngredientsForRecipe and GetIngredientsAmountForRecipe.
New : Camera In/Out keys added (alternative for Mouse Scroll zoom).

Fixed : Mods: Decoratives/Buildings didn't reset after reload.
Fixed : Mods: Added Exceptions for Spawning (Boulder/TallBoulder/TreeStump).
Fixed : Sometimes steam particles would appear in the top left corner of the map.
Fixed : duplicating more than 1 building could result in being able to place buildings inside other objects.
Fixed : Insta-creating a bot at the bottom of a map would crash.
Fixed : Moving doors with walls above them would sometimes reorder them to put the door on top of the wall.
Fixed : Deleting energy producers/consumers and then rebuild them could sometimes leave the Belts highlighted.
Fixed : Watering Cans wouldn't wear out when used on Crops.
Fixed : Sometimes flooring couldn't be deleted.
Fixed : Sometimes the Handcar/Train wouldn't take the correct direction on Points.
Fixed : Sometimes carriages would snap to the wrong side of Points.
Fixed : Tiles with an X or Y of 0 wouldn't be reserved properly by Bots.
Fixed : Stopping a Bot that's heading towards a tile would leave the tile permanently reserved.
Fixed : It was possible to create a world without Sand or Sea Water.
Fixed : Building upgrades couldn't be completed if something was on the in/out tiles.
Fixed : A Stick could be used indefinitely on Grain Crops.

V134.27

Fixed : Mods: Resetting Mod after load loop
Fixed : Mods: Added safety code to mods update panel
Fixed : Removed BerriesGoodMod :)

V134.26

New : Mods: Ability to enable and disable mods in the main menu
New : Mods: Callbacks for Exposed Variables
New : Mods: Variables can now be exposed to game and back to Lua for settings

Updated : When the Bot Database search panel appears the player no longer needs to click on the input box to start typing.

Fixed : Adding a Colonist to a building blueprint would crash.

Fixed : Colonist: Timing issue on quit to menu caused null ref.

Fixed : When searched for, Bots wouldn't be shown in the bot list when inside a collapsed group.

Fixed : If a bot moved into the in/out tile of a building as it was being upgraded it would remain permanently red.

Fixed : Adding/taking Grain to a silo/Henhouse could cause the player/bot to become permanently stuck.

Fixed : Crane couldn't put Wheelbarrows into the Stone Head.

V134.25

Updated : Converting organics into Fertiliser (in the Fertiliser Storage) has been reduced from 2 seconds to 0.5

Fixed : Wheelbarrows, Carts and Carriages couldn't have their contents taken out. Stupid typo. Bad Aaron.

Fixed : Bots would get stuck trying to access storage after it was upgraded.

Fixed : Duplicating a building would create an upgraded version if one was available.

Fixed : Bees Would sometimes go outside the world when loading a level that had Skeps near the edge of the map.

Fixed : Removing a hat from an animal by giving it a new one would leave the old one highlighted.

V134.24

New : Mods: Spawning allows for instant and forcing of blueprint on buildings

Updated : Bee Nest can now be put into the Ziggurat.

Fixed : Bots would attempt to add to/take from a Cart (and wheelbarrow) if the cart passed through the bot's search area.

Fixed : non-wide aspect ratio screen resolutions would squash the UI.

Fixed : Crude Metal Plates looked glitchy when stacked in a palette.

Fixed : Mods: Spawning Buildings could cause issues if on map edge

Fixed : Mods: Spawning CropWheat wasn't set to wild

Fixed : Flowers planted by bots would stack on top of other objects.

V134.23

New : Mods: Bots can now have speed base delay altered

New : Mods: New Functions: AfterLoad_CreatedWorld and AfterLoad_LoadedWorld

Fixed : Polish fixes after fan feedback.

Fixed : Save Pig would appear after an Autosave occurred.

Fixed : Adjusting the volume would blow your ears off :)

Fixed : Groups: Nested groups are not collapsed by collapse all

Fixed : Mods: Ambience SFX changes to volumes didn't work

Fixed : Plots uncovered while using a vehicle did not count towards the AutoExplore badge.

Fixed : Adding Medicine or a Book to a Colonist as the game was saved would make the save file non-loadable.

Fixed : The player and a bot could get on the same Handcar/Train at the same time.

Fixed : The UI on Ultrawide screens was too big.

Fixed : A bot could sometimes crash when adding liquid to a mobile liquid storage.

V134.22

Fixed : Grouping Bot Groups didn't work in Creative Mode.

Fixed : Mk 3 Variant 1 Frame fix for tops.

Fixed : Sometimes deleting Belts could crash.

Fixed : Research Station rollover would display the wrong "Colonist Wuv" text when a mod to alter Wuv values was active.

Fixed : Mods : ClearArea wouldn't destroy building stacks properly.

V134.21

New : Mods: Log output for Mods to file (Mods/ModLog.txt)

New : Mods: Farmer Player can now have set speed (base move delay)

Fixed : Groups: Issue with nested groups collapse function not hiding workers [1153]

Fixed : Searching for an object in the Autopedia and selecting a different object tab while the object was still flashing would crash.

Fixed : Bot Searching would be enabled while a Bot Database was still being built.

Fixed : Adding water to a blueprint using Watering Can would either not work or destroy the Watering Can.

Fixed : Duplicating an upgraded building would hide the Input arrow.

V134.20

Fixed : Duplicating a Storage would also duplicate its contents.

Fixed : Moving on a Yellow Brick Road using a Trike could teleport or crash.

Fixed : Objects that have changed weight between versions could crash when placed in Wheelbarrows/Carts

Fixed : Mods: Steam Workshop mixed messages caused a null ref.

Fixed : Groups: Adding bots to a nested group causing scroll would end up hiding workers on scrolling [1143]

Fixed : Mod : clearing an area with the Buildings flag off could still clear buildings anyway.

Fixed : If the game saved while clothing was being added to a Colonist the save would crash when loaded.

V134.19

New : A whole bot-load of new content (see Spoilers below).

New : Mods support - first version.

New : Bot name search added (use Bot Database).

New : Bot groups can be nested into other Bot groups (use Bot Database).

New : Particulates (Cereal, Sand etc) can now be put into Wheelbarrows, Carts and Carriages.

New : Grass can now be harvested with a Scythe and removed with a Shovel.

New : Wild flowers now spawn when too few in the world.

New : Recording enable/disable toggle added (an old recording will be kept when disabled, but it won't be carried over if you save as a new filename).

New : Wiki button added to pause screen and main menu.

New : Weight value added to object rollover.

New : Power Value added to Converters/Windmill rollovers.

New : Hovering over a Belt Linkage will show the entire connected system's energy consumption and production.

New : The player is now warned when attempting to delete/cancel a partially built building blueprint.

Updated : Sign rollover now displays the Sign's text.

Updated : Blankets can now also be stored in Palettes.

Updated : Crude Data Storage will no longer be cleared when copying a bot with no script.

Updated : Carts and Wheelbarrows now match the speed of the bot pushing it.

Updated : Wheelbarrows and Carts now slow down if carrying heavy things.

Updated : Particulate Storage footprint changed from 3x3 to 2x2.

Updated : Crude Wheelbarrow now requires 1 wheel instead of 2.

Updated : Maximum number of Bot Groups increased from 100 to 200.

Updated : Large Clay Dish weight changed from 1 to 3.

Updated : Raw Naan weight changed from 1 to 6

Updated : Naan weight changed from 1 to 6.

Updated : Cake Batter weight changed from 1 to 2.

Updated : Big heart values are now better formatted. 1,000 becomes 1K and 1,000,000 becomes 1M

Updated : Buildings can now be upgraded without their walls/floors/power requirement being fulfilled.

Updated : Shift+R can now used in Edit mode.

Updated : Trough now only accept Hay if it won't overflow it.

Fixed : Moving stacked Storages around could change their named numbers.

Fixed : North/South Doors would rotate incorrectly when next to a wall.

Fixed : Pressing the Swap hot key while holding an animal would make the backpack objects stuck in the player's hands.

Fixed : Belts/Pulleys could be rotated after a blueprint was completed.

Fixed : A stackable building wouldn't rotate correctly when being moved onto another building.

Fixed : The player was able to stow a Data Storage while using it on a bot

Fixed : Sometimes a completed wall could be made on top of an incomplete blueprint.

Fixed : Too many recipes were unlocked with Level 4 Cooking Technology and would be partially off screen.

Fixed : A Bot's name would remain on screen when placed into storage.

Fixed : On the Brain the Follow Bot button was disabled when the Bot ran out of energy.

Fixed : Signs wouldn't update their linked area when fired from a Catapult.

Fixed : Throwing a Sign to a Bot wouldn't update the Sign's area.

Fixed : Bridge ends standing in water couldn't have buildings built on them.

Fixed : Bot names didn't sort properly in the bot list.

Fixed : The Brain wouldn't update the instructions when uploading a Data Storage to a bot.

Fixed : Sometimes bots wouldn't feed Colonists.

Fixed : Bots told to pick up idle bots would also attempt to pick up discharged bots.

Fixed : Upgrading a bot's head would make its light disappear.

Fixed : Changing the output of a converter and deleting it could crash when the script was run.

Fixed : "Repeat Until ? Full" didn't show the object's full name eg : "Crude Workbench 1" instead of "Crude Workbench".

Fixed : The Converter rollover didn't show the full name eg : "Crude Workbench" instead of "Crude Workbench 1".

Fixed : The Repeat button couldn't be clicked to remove the master repeat loop if the bot was out of memory.

Fixed : Sign areas were visible while bots were carrying them.

Fixed : Stacked Blueprints added would show their access tile when the entire stack was moved.

Fixed : Trees grown from Seeds could sometimes grow at the same speed as when grown from Seedlings.

Fixed : Sometimes editing a building/floor next to a Chicken Coop with a Chicken inside could crash.

Fixed : Hats could sometimes be seen sunken partway into ground.

Fixed : Belts will connect to buildings more easily.

Fixed : When editing a script, targeting a building would sometimes set multi-stage blueprints to yellow.

Fixed : Bot, Seedling and Fertiliser Storage didn't have a number in its name.

Fixed : Colonist Seed rollover didn't display a weight or Storage type.

Fixed : Pressing Undo after moving and rotating a group of buildings wouldn't return them to the original rotation.

Fixed : Colonist Level Up ceremony requirement values didn't show the correct level.

Fixed : Walls could be built on top of Gates and they shouldn't.

Fixed : In Edit Mode, when a completed, upgraded building was available to add to the world, it would display as a non-upgraded model/icon.

Fixed : If the game was saved when a Bot was being added to Bot Storage the save file would become unloadable.

Fixed : If a bot was engaged with a Vehicle a further "Engage" instruction wouldn't trigger a Fail.

Fixed : Sometimes the input/output tiles of a building would be hidden under flooring.

Fixed : Walls wouldn't create corners when placed next to Arches.

Fixed : Duplicating a single building in Edit Mode would create badly rotated versions.

Fixed : Teaching a bot to Pickup/apply a bot Head, then a Frame, then swapping the Pickup instructions would stop the script working properly.

Fixed : When a bot was using a wheelbarrow and standing in the same tile as many other bots (more than 500) the game could crash.

Fixed : It was possible to RMB on an instruction's buttons while dragging it.

Fixed : The "health" of Toys was being reset each time a save was loaded.

Spoilers :

- * Minecart and Crude Carriages
- * Train and Carriages
- * Crane
- * Cart (Liquid)
- * Good Vehicle Assembler
- * Train Track, Stop, Points, Refuelling Station and Bridge
- * Stationary Steam Engine
- * MK3 Bot workbench
- * MK3 Bots
- * Super Bot/player upgrades
- * Medicine Station and Leeches/Flower medicines
- * Printing Press, Paper Mill, Paper, Ink and Book 1
- * Ziggurat and Bot Database Wonders
- * Furnace
- * Brick Hut and Mansion
- * Big Crate, Particulate, Palette and Liquid Storages. Use CTRL+LMB on small storage stack to upgrade.
- * Stone Window and Stone Bridge
- * Good Road
- * Parquet, Brick and Flagstone Flooring
- * Level 6 Food
- * Level 6 Clothing and Good Loom
- * Level 6 Toys
- * Super Bucket
- * Leeches and Hand Net
- * Metal Gear, Axle, Wheel and Girder
- * Metal Flywheel, Connecting Rod, Piston, Rivets, Firebox and Boiler
- * Wooden Beam
- * Roof Tiles, Clay Jar and Gnome3
- * Flower Bunch 1-7
- * Box, Train, Sailor and Miner hats

V133.11

Fixed : Area search patterns weren't visible.

Fixed : Milking cows in the Milking Shed wouldn't contribute towards the "Farming (Livestock)" Certificate.

Fixed : Builder Bots, whose scripts are copied from another bot and the ingredient used is changed, wouldn't work.

V133.10

Updated : Clay tile now looks more distinct from Soil when it's snowing.

Fixed : Bots adding ingredients to converters could skip an instruction if an autosave occurred.

Fixed : Bots added to Bot Storage would have their Upgrades removed and dropped on the ground.

Fixed : Troughs surrounded by fencing would crash when an animal tried to feed from it.
Fixed : More white indicators recoloured to work in snow
Fixed : Bots could till under Tree Stumps.
Fixed : text bugs.

V133.9

Fixed : Bots adding to Storage could get stuck.
Fixed : Ghost objects could be created.
Fixed : Cursor/area select now colours pink in the snow so you can see it :)
Fixed : Any tool could be used on a Shearing Shed but only Shears should work.
Fixed : Hedge snow textures were broken.

V133.8

New : Animal Breeding Station and Plant Breeding Station added.
New : Animal Breeding and Plant Breeding Research added.
New : Milking Station and Shearing Station added.
New : Hay Baler and Trough added.
New : Highland Cows and Alpacas added.
New : Coconut and Coconut tree added (no recipes yet)
New : Carrots and carrot recipes added.
New : Carrot Certificate added.
New : Naan added.
New : Santa, Wally, Party and Antler hats added.
New : Santa, Wally and TShirt2 tops added.
New : Bot Mk1 Variant 4, Mk2 Variant 4 and Gnome 2 added.
New : Snow! Use Settings->Weather to toggle it on/off.
Updated : Filling Shallow Water will change surrounding Deep Water into Shallow.
Updated : Deep Water can no longer be used with Buckets.
Updated : Bridge now requires two more Square Frames instead of two Triangle Frames to make it.
Updated : Seedling, Hay Bale and Dough can now go into the Compost Bin
Updated : Watery Porridge, Crude Bread and Good Bread weights reduced.
Updated : Thresher conversion time is now halved.
Updated : Crude Pot conversion time increased slightly. Cauldron conversion time decreased slightly.
Updated : Pitchforks now wear out.
Updated : Butter Churn Making sound added.
Fixed : Big memory leak fixed.
Fixed : Sometimes bots wouldn't give clothing to a Colonist.
Fixed : Using a Bucket on Tilled Soil wouldn't fill it up.
Fixed : A bot throwing objects to another bot over large distances could be exploited.
Fixed : Adding an Upgrade to a Bot that's using a Wheelbarrow/Cart would make the bot unusable.
Fixed : A bot using a Wheelbarrow/Cart wouldn't respond to the "To Me!" button.
Fixed : Bots wouldn't follow while learning when the Player was using a Wheelbarrow/Cart.
Fixed : Trees chopped near the edge of the map could crash.

Fixed : Animals could become "locked" and unusable if a Bot had a bad script.
Fixed : Until Backpack Full would not detect filling with Square Frames.
Fixed : Sometimes an object could exist on the ground and as a bot upgrade.
Fixed : Player would keep an object reserved if it failed to use it.
Fixed : Sometimes new hedges would be angled badly in the ground.
Fixed : Bots couldn't dig up Hedges.
Fixed : Walls above a Block Door would be taller than other walls.
Fixed : Walls were allowed above arches (and they shouldn't be).
Fixed : Sometimes the tops of stacked walls aren't always the same height.
Fixed : Swamp couldn't be filled with Soil/Sand
Fixed : Catapulted objects could land inside buildings if the building was built after the Catapult target was chosen.
Fixed : Waterwheel rollover would show a windmill.
Fixed : Sometimes paths would go transparent or red when placed.
Fixed : Sometimes bots would get stuck (on loading) if an autosave occurred when it picked up an object.
Fixed : Highlighting a stacked wall while it was being built would crash.
Fixed : Tops didn't always go up a level when they required another top.

V132.13

Fixed : Fish Soup recipe was missing Water and Bowl ingredients.
Fixed : Folk not being fed properly

V132.12

Fixed : The new Farming Fruit and Forestry Certificates wouldn't appear for any worlds saved between V132.0 and V132.10 (only affected beta players).

V132.11

New : Block Door and Stone Arch Door added.
New : Mad Hatter, Cloche and Acorn hats added.
New : Clown Dungarees, Jumper 2 and Apron added.
New : Bot Mk1 Variant 3 and Mk2 Variant 3 parts added.
New : Milk, Berry and Honey Porridge added.
New : Decorative Gnomes added.
New : Forestry 3 and Fruit Farming Certificates added.

V132.9

New : Dredged tiles can now be filled in with buckets of Soil/Sand.
Fixed : When loading a map V131 or older, a soil digging bot could dig a grid of tiles offset from where it was saved.
Fixed : The Shout instruction wouldn't work for Bots using a Wheelbarrow/Cart.
Fixed : Clicking on Rough Stone Block->Hard Rock Mass would go to a bad object screen.
Fixed : Bricks are now unlocked with Construction Technology research.

V132.8

Updated : The new "Find nearest hungry Colonist" is disabled for now until L1/L2 exploit is resolved.

Fixed : Selecting a converter when editing a search area would crash

Fixed : Selecting a bot group could crash.

V132.6

Updated : Find Type patterns can now be used with Signs.

Updated : Tree Top and Mac are now both Level 4.

Updated : Fez can now be made in the Hat-Making Bench.

Fixed : In Trade, dragging an upgrade off of a bot while a Backpack upgrade was being applied by another bot would crash.

Fixed : It was possible to edit a Sign's area while teaching a bot.

Fixed : Script modification could lead to a crash using Use Held Item on a Blueprint.

Fixed : Colonists that didn't need Clothes/Toys would wear them out anyway.

Fixed : Moving a Beehive with Bees inside wouldn't update their "Need Flowers" icon.

Fixed : Chopped Trees could fall onto buildings or out of the world.

Fixed : Bots would stop building Multi-stage buildings after each stage was completed.

V132.5

Fixed : The name of an object in a converter rollover could be too small to read (see "Good Bot Energy Efficiency Upgrade" in French).

Fixed : Mouse wheel wouldn't work when hovering over a Bot name in the Bot list.

Fixed : Moving a search area would remove the Find Type dropdown.

V132.4

New : Pattern Types added to Tile Search Areas (doesn't work on objects or Signs)

New : Bees now indicate if they don't have any flowers to go to.

Updated : Cooking Pot make time changed from 4 seconds to 3.

Updated : Fishing Rod now has 40 durability instead of 20.

Updated : Autosaves are now only shown when loading.

Updated : Rich deposits no longer get used up/respawn.

Updated : Bots will now feed the hungriest Colonist rather than the nearest starving Colonist.

Updated : Bots will now fuel the emptiest converter needing fuel rather than the nearest converter needing any fuel.

Updated : Stacks are now limited to 500 objects high.

Updated : Walls no longer need to be the same type to count as "Walled" when surrounding animals or buildings.

Fixed : Autosaves were being performed when outside the Normal GameState.

Fixed : Moving a Storage while a bot is adding something to it could cause the Storage to be stuck, possibly leading to an error.

Fixed : Moving a building while it's being upgraded could crash.

Fixed : Moving a house while a bot is adding a Colonist could crash.

Fixed : Lumberjack tops and Dungarees were too light.

Fixed : Some key binding text would be too small for the button they were on.

Fixed : A half filled bucket of soil couldn't be topped up.

Fixed : Chickens were despawning.

Fixed : The game would crash if the player tried to dig a stump just as a bot finished digging it.