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## Cataclysm dark days ahead foraging guide

Some flags (elements, effects, vehicle parts) must be defined in flags.json or vp\_flags.json (with type: json\_flag) to function correctly. Many of the flags intended for one category or type of item can be used in other categories or types of items. Experiment to see where other flags can be used. Offensive and defensive flags can be used on any type of element that can be handled. When an item is created, it can inherit flags from the components that were used to create it. This requires that the flag to be inherited has craft\_inherit: true entry. If you don't want a specific item to inherit flags when it's created, specify the member delete\_flags, which is a string array. The flags specified there will be removed from the resulting element in crafting. This will replace the flag inheritance, but it will not delete flags that are part of the item type itself. TODO Descriptions for special attacks under Monsters could stand to be more descriptive of exactly what the attack does. Ammunition effects under ammunition require more descriptive details, and some must be checked twice for accuracy. Ammo Ammo type They are handled by ammo\_types.json. You can tag a weapon with them to camera it existing ammo, or make your own ammo there. The first column in this list is the tag id, the internal identifier that DDA uses to track the label, and the second is a brief description of the tagged ammunition. Use the ID to search for ammunition listings because IDs are constant throughout the DDA code. Happy birthday to the camera! :-)

120mm 120mm WORK 12mm 12mm 20x66mm 20x66mm Shot (and relatives) 223 .223 Remington (and 5.56 NATO) 22 .22LR (and relatives) 3006 30.06 300 .300 WinMag 308 .308 Winchester (and relatives) 32 .32 ACP 36paper .36 head & ball 3 8 .38 Special 40 10mm 40mm Grenada 44 .44 Magnum 44paper .44 cap & ball 454 .454 Casul 45 .45 ACP (and relatives) 46 46mm 500 .500 Magnum 50 .50 BMG 57 57mm 5x50 5x50 Dart 66mm 66mm HEAT 700nx . 700 Nitro Express 762R 7.62x54mm 762 7.62x39mm 762x25 7.62x25mm 84x246mm 84x246mm HE 8x40mm 8mm Caseless 9mm 9x19mm Luger (and relatives) 9x18 9x18mm BB BB RPG-7 RPG-7 UPS UPS Loads ammo\_flintlock Flintlock Ammunition Vialia Fiole Battery Battery Blunderbuss Bolt Coal Components Dart Diesel fish\_bait Fishspear Speargun Speargun Roll Fusion Gasoline Pack Homebrew\_rocket Homebrew Rocket lamp\_oil Oil Lamp laser\_capacitor Charge m235 M235 TPA (66mm Firerock) metal\_rail Rebar Rail money Cents muscle muscle nail Nail gravel plasma plutonium plutonium Cell rebreather\_filter Rebreather filter shot Shotshell signal\_flare Signal Flare tape adhesive tape wire thrown unfinished\_char semi-carbonized water fuel ACIDBOMB Leaves an acid pool on the detonation. BEANBAG stabs the target. BLACKPOWDER Can lock the gun with dirt blackpowder, which will also cause rust. BLINDS\_EYES Target blinds if hits the head (remote projectiles can't actually hit, actually at this time). BOUNCE causes the target with the returneffect and returns to a nearby target without this effect. COOKOFF explodes when lit on fire. CUSTOM\_EXPLOSION Explosion, so is specified in the explosion ammunition field used. See JSON\_INFO.md. DRAW\_AS\_LINE Do not pass through regular animation of bullets; instead draw a line and bullet on its end for a frame. EXPLOSIVE\_BIG Large explosion without shrapnel. EXPLOSIVE\_HUGE Huge

explosion without shrapnel. **EXPLOSIVE** Explodes without any shrapnel. **FLACE** Very small explosion that ignites the fire. **FLARE** Ignites the fire target. **FLASHBANG** Blinds and deaf targets nearby. **FRAG** Small explosion that spreads shrapnel. Incendiary lights on fire. **LARGE\_BEANBAG** Strongly stabs the target. **LASER** Creates a laser trace (field of view) **LIGHTNING** Creates a trace of lightning. **MININUKE\_MOD** Small thermonuclear detonation that leaves radioactive falls behind. **MUZZLE\_SMOKE** Generates a small cloud of smoke at source. **NAPALM** Explosion that spreads fire. **NEVER\_MISFIRE** Shooting ammunition without this flag can trigger a misfiring, this is independent of arms flags. **NOGIB** Prevents exaggerated damage on the target (target will not explode in gibs, see also the monster flag **NOGIB**). **NO\_PENETRATE** **OBSTACLES** Prevents a projectile from passing through an obstacle tile, such as chain-linking fences or cabinets. **TANGLE** When this projectile hits a target, it has the chance to confuse and immobilize them. **NO\_EMBED** When an item would have given rise to the projectile, it will always be spawned on the ground rather than in the inventory of a monster. Default for discarded active items. Don't do anything on projectiles that don't drop items. **NO\_ITEM\_DAMAGE** will not damage the items on the map, even when otherwise would try to. **PLASMA** Creates a trace of overheated plasma. **RECOVER\_X[]** has a chance (X-1/X) to create a single load of ammunition used at the point of impact. **RECLIMATE** (For hand ammunition) causes the weapon to misfire sometimes; This is independent of the flags of the weapon. **SHOT** More smaller pellets; less effective against armor, but increases the chance of hitting and no point-empty penalty **SMOKE\_BIG** generates a large cloud of smoke to the target. **FUM** Generates a cloud of smoke on target. **STREAM\_BIG** Leaves a trail of intense firefields. **STREAM** Leaves a trail of firefields. **TRAIL** Creates a trace of smoke. **WIDE** Prevents the monster flag hardtoshoot from having no effect. Involved in **SHOT** or liquid ammunition. **NON\_FOULING** This ammunition does not cause dirt or gunpowder dirt on the gun when fired. Armor covers weapons ... just like **ARM\_L** and **ARM\_R** **ARM\_L\_ARM\_R** Eye feet. ... just like **FOOT\_L** and **FOOT\_R** **FOOT\_L\_FOOT\_R** hands... just like **HAND\_L** and **HAND\_R** **HAND\_L\_HAND\_R** head legs... like **LEG\_L** and **LEG\_R** **LEG\_L\_LEG\_R** **MOUTH** **TORSO** Flags Some armor flags, would be **CEAS** and **ALARMLOCK** are compatible with other types of element. to find which flags work elsewhere. **ACTIVE\_CLOAKING** While active, it drains UPs to provide invisibility. **ALARMLOCK** **ALARMLOCK** an alarm clock feature. **ALLOWS\_NATURAL\_ATTACKS** Does not prevent any natural attacks or similar benefits from mutations, blades at the fingertips, etc., as most elements covering the relevant body part would be. **BAROMETRU** This gear is equipped with an accurate barometer (which is used to measure atmospheric pressure). Belted Layer for backpacks and things worn over outerwear. **BLIND** Blinds the wearer while wearing and provides nominal protection v. flashbang blinks. **BLOCK\_WHILE\_WORN** Allows the use of used armor or shields to block attacks. **BULLET\_IMMUNE** Wearing an item with this flag makes you immune to bullet damage **CLIMATE\_CONTROL** This piece of clothing has climate control of some kind, keeping you warmer or cooler, depending on your ambient and body temperature. **GULER** This piece of clothing has a wide collar that can keep your mouth warm. **SURD** Makes the player deaf. **MUTE** Makes the player mute. **ELECTRIC\_IMMUNE** This gear completely protects you from electrical discharges. **FANCY** Wearing this garment provides a morale bonus if the player has elegant trait. **FIX\_FARSIGHT** This gear corrects myopia. **FIX\_NEARSIGHT** This gear corrects myopia. **FLOTATION** Prevents the player's neculation in deep water. It also prevents underwater diving. **FRAGILE** This gear is less resistant to damage than normal. **HELMET\_COMPAT** Items that are not **SKINTIGHT** or **OROSIZE**, but can be worn with a cap. **HOOD** Allow this garment to cover the head conditionally, for additional heat or water protection., if the player's head is not burdened **HYGROMETER** This equipment is equipped with a precise hygrometer (which is used to measure humidity). **NO\_TAKEOFF** article with that flag can't be removed. **NO\_QUICKDRAW** Don't allow to draw items from this holster when the fire key is pressed while players' hands are empty **ONLY\_ONE** You can only wear one. **EXTERNAL\_STRATE** of outer clothing. **OSUPRADIEMSIONATE** Can always be worn, no matter what burdening/mutations/bionics/etc, but prevents any other clothes being worn over this. **PARTIAL\_DEAF** Reduces sound volume to a safe level. **PERSONAL** This element goes into the layer of personal aura, intended for metaphysical effects. **BUZUNATION** Increases the heat for the hands if the player's hands are cold and the player does not handle anything. **POWERARMOR\_COMPATIBLE** Makes the item compatible with power armor, despite other parameters that cause failure. **PSYSHIELD\_PARTIAL** 25% chance of protecting against monster attack fear\_paralyze when worn. **RAD\_PROOF** This piece of clothing completely protects you from radiation. **RAD\_RESIST** This piece partially protects you from radiation. **RAINPROOF** Prevents the covered (covered) part(s) of the body from getting wet in the rain. **REQUIRES\_BALANCE** gear that requires a certain balance to be constant with. If the player is hit while wearing, they have a chance to be shot down. **RESTRICT\_HANDS** Prevents the player from wielding a two-handed weapon, forcing use with one hand if the weapon allows it. **Roll**. A less stable and slower version of **ROLLER\_QUAD** still allows the player to move faster than the speed of walking. **ROLLER\_QUAD**The average choice between **ROLLER\_INLINE** and **ROLLER\_ONE**, while it is more stable, and moves faster, also has a tougher non-flat ground penalty, then **ROLLER\_ONE**. **ROLLER\_INLINE** Faster, but less stable in general, the penalty for non-walled land is even tougher. **SETTANGIBLE** Prevents the element's participation in the task system when worn out. **LAYER\_OF\_SKINTIGHT** subgar linen. **SLOWS\_MOVEMENT** This piece of clothing multiplies the cost of moving by 1.1. **SLOWS\_THIRST** This piece of clothing multiplies the rate at which the player becomes thirsty by 0.70. **STURDY** This clothing is much more resistant to damage than normal. **SUN\_GLASSES** Prevents obvious when in sunlight. **SUPER\_FANCY** Offers an additional moral bonus over **FANCY** if the player has the stylish trait. **SWIM\_GOGGLES** allows you to see much further underwater. **TERMOMETRU** This equipment is equipped with a precise thermometer (which is used to measure temperature). **VARSIZE** can be made to fit through tailoring. **WAIST** Layer for other straps worn on the waist. **WATCH** Acts like a clock and allows the player to see real time. **IMPERMEABIL** Prevents the covered part(s) of the body(s) covered from getting wet in any circumstance. **WATER\_FRIENDLY** Prevents the element from making the body part count as unfriendly to water and thus reducing the morale of being wet. Bionics **BIONIC\_ARMOR\_INTERFACE** This bionic can provide energy for powered armor. **BIONIC\_FAULTY** This bionic is a defective bionic. **BIONIC\_GUN** This bionic is a bionic weapon and activating it will shoot. Prevents all other activation effects. **BIONIC\_NPC\_USABLE** NPC AI knows how to use this CBM and can be installed on an NPC. **BIONIC\_POWER\_SOURCE** This bionic is a source of bionic energy. **BIONIC\_SLEEP\_FRIENDLY** This bionic will not require the user to disable it if it tries to sleep while it is active. **BIONIC\_TOGGLED** This bionic only has one function when activated, otherwise it causes the effect is at every step. **BIONIC\_WEAPON** This bionic is a bionic weapon and activating it will create (or destroy) the bionic fake\_item in the user's hands. Prevents all other activation effects. **BIONIC\_SHOCKPROOF** This bionic cannot be incapacitated by electrical attacks. **INSPIRATIONAL** Books Reading this book gives bonus morale to characters with **SPIRITUAL** trait. Use actions **ACIDBOMB** Act get rid of it or turn off up like that guy in Robocop. **ACIDBOMB** pulls the needle of an acid bomb. **AUTOCLAVE** sterilizes a CBM by autocaveating it. **ARROW\_FLAMABLE** Light the arrow and let it fly. **BELL** rings the bell. **BOLTCUTTERS** Use the city key to access anywhere. **BREAK\_STICK** Breaks the long branch in it. **C4** Arm C4. This item is a cable coil. Use it to try to attach to a vehicle. **CAN\_GOO** release a little blob friend. **CAPTURE\_MONSTER\_ACT** capture and encapsulate a monster. The associated action is also used to release it. **CARVER\_OFF** the sculptor starts. **CARVER\_ON** Turn off the car. **CHAINSAW\_OFF** Stop chainsaw **CHAINSAW\_ON** Turn off the chainsaw. **COMBATSAW\_OFF** Turn on the battle saw **COMBATSAW\_ON** Turn off the battle saw on **CROWBAR** Open the doors, windows, man hole covers and many other things that need indiscretion. **DIG** Dig clear. **DIRECTIONAL\_ANTENNA** Find the source of a radio signal. **DIVE\_TANK** Use the compressed air tank to breathe. **DOG\_WHISTLE** Dogs hate this; Your dog looks pretty cool with it, though. **DOLLCHAT** That weird doll keeps talking. **ELEC\_CHAINSAW\_OFF** Turn on the electric chainsaw. **ELEC\_CHAINSAW\_ON** Turn off the electric chainsaw. **FIRE** extinguisher Put out the fires **FIRECRACKER\_ACT** the saddest day of July 4th. **FIRECRACKER\_PACK\_ACT** Keep the charge, dirty animal. **FIRECRACKER\_PACK** Light a whole pack of firecrackers. **FIRECRACKER** Lights a single firecracker. **FLASHBANG** Pull the pin on a flashbang. **GEIGER** Detects local radiation levels. **GRANADE\_ACT** Assault enemies with source code fixes? **GRANADE** Pulls the needle off the **Granade**. **GRENAD** Pulls the needle of a grenade. **HACKSAW** Cut the metal into pieces. **HAMMER** Pry boards on windows, doors and fences. **HEATPACK** Activate the heat pack and warm up. **HEAT\_FOOD** Heat food around fires. **PLITA** Use the hob. **JACKHAMMER** Bust down walls and other constructions. **JET\_INJECTOR** inject some drugs directly into the veins. **The Law** Unpack the law for combustion. **LIGHTSTRIP** Activates lightstrip. **LUMBER** Cut logs into planks. **MAKEMOUND** Makes a mound of dirt. **MANHACK** Activate a manhack. **MATCHBOMB** Light the match bomb. **MILITARYMAP** Learn local military installations, and show roads. **MININUKE** Set the timer and run. Or hit with a hammer (not really). **MOLOTOV\_LIT** throw it away, but don't drop it. **MOLOTOV** Light up the Molotov cocktail. **MOP** Mop up the mess. **MP3\_ON** Turn off the mp3 player. **MP3** Turn on the mp3 player. **NOISE\_EMITTER\_OFF** Turn on the noise transmitter. **NOISE\_EMITTER\_ON** Turn off the noise transmitter. **PACK\_CBM** Put the CBM in the special autoclave bag so that they remain sterile once sterilized. **FEROMONE** Make Zombies Ignore You. **PICK\_LOCK** to leave a door. Speed and chance of success are determined by skill. **LOCKPICK** quality element and **PERFECT\_LOCKPICK** item flag **PICKAKE** Do not do anything but you berate to have it (I am serious). **PLACE\_RANDOMLY** This is very much like the flag in the manhack issue, it prevents the item from questioning the player as to where they want the monster downloaded to, and instead chooses at random. **PORTABLE\_GAME** Play games. **PORTAL** Create portal traps. **RADIO\_OFF** Turn on the radio. **RADIO\_ON** Turn off the radio. **RESTAURANTMAP** Learn from local restaurants, and show roads. **PARKING** FOLearn about local common points of interest and show the roads. **FOARFACE** Cut your clothes. **SEED** asks if you are sure you want to eat seeds. Because it is better to plant seeds. **SEW** Sew clothing. **ADUD** Put a full shelter. **SHOCKTONFA\_OFF** shocktofa. **SHOCKTONFA\_ON** Stop shocktofa. **SIFON** Liquid soda from the locale. **SMOKEBOMB\_ACT** This can be a good way to hide like a smoker. **SMOKEBOMB** Drag on a smoke bomb. **SOLARPACK\_OFF** Fold solar backpack matrix. **SOLARPACK** Unfold solar backpack matrix. **SOLDER\_WELD** Soldering or welding articles, or cauterize wounds. **SPRAY\_CAN** Graffiti city. **SURVIVORMAP** Learn about local points of interest that can help you survive and show roads. **TAZER** Shocks someone or something. **TELEPORT** Teleport. **TORCH** Lights a torch. **TOURISTMAP** Learn local points of interest that a tourist would like to visit, and show roads. **PROSOP** Dry your character using the item as a towel. **TOW\_ATTACH** This is a tow cable, turn it on to attach it to a vehicle. **TUREL** Activates a turret. **WASH\_ALL\_ITEMS** Wash items with a FILTHY flag. **WASH\_HARD** **ITEMS** Wash hard objects with the FILTHY flag. **WASH\_SOFT\_ITEMS** Wash soft objects with a FILTHY flag. **WATER\_PURIFIER** purifies the water. **Comestible** **Comestibles** Type **Addiction** **Alcohol** **Alcohol** **Alcohol** **amphetamine** **Caffeine** **Crack** **Nicotine** **Opioid** **Sleeping** **Use of Action** **ALCOHOL** **STRONG** greatly increases drunkenness. Add the drunk disease. **ALCOHOL\_WEAK** Gently increase the drinking. Adds drunk disease **ALCOOL** Increases drunkenness. Add the drunk disease. **ANTIBIOTIC** Helps fight infections. Eliminates the infected disease and adds recovery of the disease. **BANDAJ** Stop the bleeding. **BIRDFOOD** Makes a small bird friendly. **BLECH** Causes vomiting. **BLECH\_BECAUSE\_UNCLEAN** Causes warning. **CATFOOD** Makes a cat friendly. **CATTLEPODDER** Makes a great herbivore friendly. **CHEW** Displays the Message message %s, but otherwise does nothing. **IGC** relieves nicotine cravings. Add the cig disease. **COCA-COLA** decreases hunger. Add the big disease. **CRACK** decreases hunger. Add the big disease. **DESINFECTANT** Prevents infections. **DOGFOOD** Makes a friendly dog. **FIRSTAID** Heals. **FLUMED** Adds took\_flumed disease. **FLUSLEEP** Adds took\_flumed disease and increases fatigue. **FUNGICID** Kills fungi and spores. Eliminates diseases of fungi and spores. **HALLU** Adds Hallu Disease. **HONEYCOMB** Spawns was. **INHALATOR** Eliminates asthma disease. **IOD** Adds iodine disease. **MARLOSS** As you eat beans, you have an almost religious experience, feeling at one with your surroundings... **METH** Adds methamphetamine disease **NO ONE** you can't do anything of interest with [x]. **PKILL** Reduces pain. Add [killn] disease where [n] is the level of the flag **PKILL\_[n]** used on this comestible. **PLAN** **BICH** Causes vomiting if the player does not contain plant mutations **POISON** Adds poison and foodpoison diseases. **PROZAC** Adds the disease took\_prozac if it is not present at present, otherwise it acts as a minor stimulant. It rarely has took\_prozac\_bad adverse effect. **PURIFICATOR** Eliminates negative mutations. **CANALISATION** causes vomiting and a chance to move. **SOMN** Greatly increases fatigue. **THORAZINE** Removes hallu, visual, sea, diseases. In addition, eliminates fornication disease where dermatik disease is also not present. He has a chance of a negative reaction that increases fatigue. **VACCIN** Greatly increases health. **VITAMIN** Increases health (not to be confused with **BeY** **Makes** You Roll With **Cheech** & **Chong**. Add the weed\_high of the disease. **XANAX** relieves anxiety. Add the took\_xanax of the disease. **Signals** **ACID** when using the **BLECH** function, penalties are reduced if they are acid resistant. **CARNIVORE\_OK** It can be eaten by characters with Carnivor mutation. **CANT\_HEAL EVERYONE** This drug can not be used by everyone, requires a special mutation. See can\_heal\_with mutation. **EATEN\_COLD** Moral Bonus for cold eating. **EATEN\_HOT** Moral Bonus for eating hot. **EDIBLE\_FROZEN** Being frozen doesn't stop you from eating it. **No morale** bonus. **NEEDIBLE** Inedible by default, enabled to eat when in combination with (mutation threshold) flags: **BIRD**, **BOVINE**. **WORKING** Works as fertilizer for agriculture, if this consumed with the sanctions of the **PLANTBLECH** function will be reversed for plants. **FREEZERBURN** The first thaw is MUSHY, the second is rotten **FUNGAL\_VECTOR** will give a fungal infection when consumed. **HIDDEN\_HALLU** ... Food causes hallucinations, visible only with a certain level of survival. **HIDDEN\_POISON** ... Food displays as poisonous with a certain level of skill survival. Note that this does not make poisonous elements on its own, consider adding an action: [ OTRAV ] as well as, or using **FORAGE\_POISON** instead. **MELTS** Offers half the fun, unless frozen. **Edible** when frozen. **MILLABLE** Can be placed inside a mill, to turn into flour. **MYCUS\_OK** Can be eaten by mycus characters post-threshold. Applies only to mycus fruit by default. **NEGATIVE\_MONOTONY\_OK** Allows negative\_monotony property to reduce comestible fun to negative values. **NO\_INGEST** Administered by means other than oral administration. **PKILL\_1** Minor analgesic. **PKILL\_2** Moderate analgesic. **PKILL\_3** Analgesic hard. **PKILL\_4** pull up. **PKILL\_L** slow-release painkiller. **RAW** Reduces kcal by 25% until cooked (that is, used in a recipe that requires a heat source). It should be added to all uncooked foods, unless the food derives more than 50% of its calories from sugars (e.g. many fruits, some vegetables) or fats (e.g. butchered fat, coconut). **TODO**: Do a unit test for these criteria after fat/protein/carbohydrates are added. **SMOKABLE** Accepted smoking rack. **AFUMATE** Not accepted by smoking shelf (smoking product). **USE\_EAT\_VERB** Bei %s. - Or Eat Your %s. **USE\_ON\_NPC** It can be used on NPCs (not necessarily by them). **ZOOM** Zoom elements can increase the overlap view. Furniture and Land List of known flags, used in both terrain.json and vener.json. **ALARMATED** flags trigger an alarm if destroyed. **ALIGN\_WORKBENCH** (furniture only) A clue to display tiles that sprite for this furniture should confront any adjacent tile with a quality workbench. **ALLOW\_FIELD\_EFFECT** Apply field effects to objects inside Sealed. **AUTO\_WALL\_SYMBOL** (land only) The symbol of this terrain will be one of the line drawings (corner, T intersection, straight line, etc), depending on the adjacent terrain. Example: - and | are both the land with the flag **CONNECT\_TO\_WALL**. **O** does not have the flag, while **X** and **Y** have **AUTO\_WALL\_SYMBOL** the flag. **Land X** will be drawn as a T intersection (connected to the west, south and east), **Y** will be drawn as a horizontal line from west to east, no connection to the south). -X -Y |A |BARRICADABLE\_DOOR\_DAMAGED BARRICADABLE\_DOOR\_REINFORCED\_DAMAGED BARRICADABLE\_DOOR\_REINFORCED BARRICADABLE\_DOOR door that can be barricaded. **BARRICADABLE\_WINDOW\_CURTAINS** **BARRICADABLE\_WINDOW** The window that can be barricaded. **Bashable** **Players** + **Monsters** can bash this. **BLOCK\_WIND** This land will block the effects of the wind. **Burrowable** **Burrowing** monsters can travel under this land, while most others can't (for example, graboid will cross under the chain link fence, while the usual zombie will be stopped by it). **BUTCHER\_EQ** The butcher's equipment necessary for the complete slaughter of the corpses. **CAN\_SIT** The furniture player can sit on. **Player** sitting next to furniture with **FLAT\_SURF** tag will get mood bonus for eating. **CHIP** Used in the construction menu to determine whether the wall can have chipped paint. **CONNECT\_TO\_WALL** (land only) This flag has been replaced by the JSON input connects\_to, but is retained for reverse compatibility. **CONSOLE** Used as a computer. **Container** Items on this square are hidden up from robbed by the player. **DECONSTRUCT** Can be deconstructed. **DEEP\_WATER** This is the water that can sink the player **DESTROY\_ITEM** Items that land here are destroyed. See also **NOITEM\_DIFFICULT\_Z** Most zombies won't be able to follow you up this land (i.e. a ladder) **DIGGABLE\_CAN\_DEEPEN** Diggable location can be dug again to make it deeper (eg. shallow pit to deep pit). **DIGGABLE** Digging monsters, sowing monster, digging with shovel, door etc. Can be opened (used for NPC way of finding). **EASY\_DECONSTRUCT** Player can deconstruct this without tools. **FIRE\_CONTAINER** Stops the spread of fire (brass, wood stove, etc.) **FLAMMABLE** **ASH** Burns to ashes rather than rubble. **FLAMMABLE\_HARD** Harder to ignite, but still possible. **INFLAMABIL** Can be lit on fire. **FLAT\_SURF** Furniture or land with a hard flat surface (e.g. table, but not chair; tree stump, etc.). **FLAT** Player can build and move furniture on. **FORAGE\_HALLU** This item can be found with **HIDDEN\_HALLU** signaling when found by searching for food. **FORAGE\_POISON** This item can be found with **HIDDEN\_POISON** signaling when found by searching for food. **GOES\_DOWN** can use &gt; to go down a level. **GOES\_UP** can use &t; to climb a level. **GROWTH\_SEED** This plant is at its stage of seed growth. **GROWTH\_SEEDLING** This plant is in its seedling stage of growth. **GROWTH\_MATURE** This plant is in a mature stage of growth. **GROWTH\_HARVEST** This plant is ready for harvest. **RECOLTUTE** Marks the harvested version of a type of land (for example, harvesting an apple turns it into a harvested tree, which later becomes an apple again). **HIDE\_PLACE** Creatures on tile can not be seen by creatures that do not sit on adjacent tiles inside has a roof above it; Rain blocks, sunlight, etc. **SCARA** This piece of furniture that makes climbing easy (only works with Z-level mode). **LICHIDCONT** Furniture containing liquid, allows the contents to be accessed in some controls, even if sealed. **Liquid** **Liquid** motion, but it is not a wall (lava, water, etc.) **MINEABLE** Can be mined with a pickaxe/jackhammer. **MOUNTABLE** Suitable for weapons with **MOUNTED\_GUN** flag. **NOCOLLIDE** Feature that simply do not collide with vehicles at all. **NOITEM** Items cannot be added here, but they can exceed adjacent tiles. See also **DESTROY\_ITEM** **NO\_FLOOR** Things should fall when placed on this tile. **NO\_SIGHT** The creature on this tile have reduced vision to a single tile **NO\_SCENT** This tile may not have small values, which prevents the diffusion of smell through this tile **NO\_SHOOT** The land with this flag cannot be damaged by remote attacks, and remote attacks will not pass through it. **OPENCLOSE\_INSIDE** If it is a door (with a field open or closed), it can be opened or closed only if you make room. **DUREROS** Can cause a small amount of pain. **PERMEABLE** Permeable for gases. **PICKABLE** This land/furniture could be picked with lockpicks. **PLACE\_ITEM** Valid land for place\_item() to put items on. **PLANT\_A** furniture that grows and fruits. **PLANTABLE** This land or furniture may have seeds planted in it. **Plowable** land can be plowed. **RAMP\_END** **RAMP** Can be used to move up a z level **REDUCE\_SCENT** Reduces the diffusion of odor (not the total amount of perfume in the area); only works if also bashable. **ROAD** Flat and hard enough to drive or skate (roller) on. **ROUGH** Can hurt the player's legs. **RUG** Allows the removal of the carpet construction entrance. **SALT\_WATER** Saltwater source (works for land with water\_source examination action). **SIGLATE** Cannot use e to retrieve items; He has to break them first. **SEEN\_FROM\_ABOVE** Visible from a higher level (provided that the tile above has no floor) **SHALLOW\_WATER** This is water that is not deep enough to sink the player. **SHARP** can do minor damage to players/monsters passing through it. **SHORT** Feature too short to collide with vehicle protrusions. (mirrors, blades). **SEMN** Show message written on preview. **SMALL\_PASSAGE** This land or furniture is too small for large or huge creatures to pass through. **SUN\_ROOF\_ABOVE** This furniture (the land is not currently supported) has a false roof above that blocks sunlight. **Hack** special for #44421. to be removed later. **SUPPORTS\_ROOF** Used as a limit for roof construction. **SUPPRESS\_SMOKE** Prevents smoke from fires; used by ventilated wood stoves, etc. **SWIMMABLE** Player and monsters can swim through it. **THIN\_OBSTACLE** acceptable players and monsters; vehicles destroy it. **TINY** Feature too short to collide with the running vehicle. **VICES** pass over them without damage, unless a wheel hits them. **TRANSPARENT** **Players** and **monsters** can see through / She. It also establishes tr\_transparent. **INSTABLE** Walking here cause the bulldozing effect on the character. **USABLE\_FIRE** This land or furniture counts as a nearby fire for crafting. **PERETE** This land is an obstacle in an upright position. Used for fungal conversion, and also involves **CONNECT\_TO\_WALL**. **WORK** This land is a window, although it can be closed, broken or covered. Used by the code of tiles for the alignment of furniture furniture away from the window. **WORKOUT\_LEGS** This furniture is for the formation of legs. Required for controls would be is\_limf\_broken(). **WORKOUT\_ARMS** This furniture is for forming your arms. Required for controls would be is\_limf\_broken(). **Examine** the actions **aggie\_plant** harvesting plants. **autocod** Brings the menu of autocod consoles. It needs the **AUTODOC** flag to function properly and adjacent furniture with **AUTODOC\_COUCH** flag. **autoclave\_empty** Start the autoclave cycle if it contains dirty CBM and the player has enough water. **autoclave\_full** Check the evolution of the cycle and collect sterile CBM once the cycle is completed. **Take** advantage of **AMORPHOUS** bars and slide through the bars. **bulletin\_board** Use this to arrange tasks for the faction camp. **cardreader** Use cardreader with a valid card, or try to hack. **chainsaw** Hop over the chain fence. **controls\_gate** Controls the attached gate. **dirtmound** seeds of plants and plants. **Elevator** Use the elevator to change the floors. displays the descriptive but otherwise unused message. **flower\_poppy** Choose the mutant poppy. **fswitch** Flip switch and rocks will change. **fungus** the release of spores as the land crumbles away. **Gas** pump Use the gas pump. **locked\_object** blocked, but can be opened. **Adding** the **PICKABLE** flag allows opening with a lockpick as well. **Locklock** results are coded hard. **locked\_object\_pickable** locked, but can be opened with a lockpick. **Requires** **PICKABLE** flag, lock results are hard encoded. **none\_pedestal\_temple** Open the temple if you have a petrified eye. **pedestal\_wyrm** Spawn wyrms. pit\_covered Discover the pit. **Pit** Cover the pit if you have some wooden planks. **portable\_structure** Take down a small tent or portable structure. **recycle\_compactor** Compress pure metal objects into basic shapes. **Clear** debris debris if you have a shovel. **safe** attempt to break into the vault. **Shelter** Take down the shelter. **shrub\_marloss** Choose a marloss bush. **shrub\_wildveggies** Choose a wild vegetable shrub. **slot\_machine** Gamble. Either drink toilet or get water out of the toilet. **water\_source** drink or get water from a water source. **Fungal** Conversions **ONLY\_FLOARE** This furniture is a flower. **CIUPERCA** Fungus covered. **ORGANIC** This shrub is partially organic. **ARBUST** This land is a shrub. **COPAC** This land is a tree. **YOUNG** This land is a young tree. **Furniture** Only **AUTODOC** This furniture can be an autocod console, it also needs autocod examine action. **AUTODOC\_COUCH** This furniture can be a sofa for autocod furniture examine action. **BLOCKSDOOR** This will boost the ground's resistance to the bashing if str\_\*\_blocked is set (see map\_bash\_info) **Generic** These flags can be applied via the JSON element definition to most elements. **Not** to be confused with the set of flags listed under **Tools** & **Flags** elements, which cannot be attributed by JSON. **BIONIC\_NPC\_USABLE** flags ... CBMs safe that NPCs can use without extensive NPC rewrite to use switch cbms. **BIONIC\_TOGGLED** ... This bionic has only one function when activated, instead of its effect at every step. **BIONIC\_POWER\_SOURCE** ... This bionic is a source of bionic power. **BIONIC\_SHOCKPROOF** ... This bionic cannot be incapacitated by electrical attacks. **BIONIC\_FAULTY** ... This bionic is a bionic defect. **BIONIC\_WEAPON** ... This bionic is a bionic weapon and activating it will create (or destroy) fake\_item in the user's hands. **Prevents** all other activation effects. **BIONIC\_ARMOR\_INTERFACE** ... This bionic can provide energy for powered armor. **BIONIC\_SLEEP\_FRIENDLY** ... This bionic will not provide a warning if the player tries to sleep while active. **BIONIC\_GUN** ... This bionic is a bionic weapon and activating it will shoot. **Prevents** all other activation effects. **Corse**... The pavilion used to spawn various human corpses during the mappen. **Dangerous**... NPCs will not accept this item. The actor explosion involves this flag. It involves **NPC\_THROW\_NOW**. **Detergent**... This item can be used as detergent in a washing machine. **DURABLE\_MELEE** ... The item is made to hit things and does it well, so it is considered to be much harder than other weapons made of the same materials. **FAKE\_MILL** ... The item is a false element to designate a partially bleached product of item.p; rocess\_fake\_mill [ref. if the conditions for its removal are established. **FAKE\_SMOKE** ... The element is a false smoke-generating element, recognized by @ref element: p rocess\_fake\_smoke, where the conditions for its removal are established. **Fire**... This article can serve as firewood. **Items** with this flag are sorted at **The Loot** **Wood** area **FRAGILE\_MELEE** ... Fragile elements that fall apart easily when used as a weapon due to poor construction quality and will break into components when broken. **GAS\_DISCOUNT** ... Discount cards for automatic gas stations. **IS\_PET\_ARMOR** ... It is armor for a pet monster, not flag for a person **LEAK\_ALWAYS**... Leaks (can be combined with **RADIOACTIVE**). **LEAK\_DAM** ... Leaks when damaged (can be combined with **RADIOACTIVE**). **NEEDS\_UNFOLD** ... He's got an extra time penalty for handling. **For** melee weapons and weapons this is offset by the relevant skill. **Stacks** with **SLOW\_WIELD**. **NO\_PACKED** ... This article is not protected against contamination and will not remain sterile. **Apply** only cbms. **NO\_REPAIR** ... Prevents repair of this element, even if there are appropriate tools. **NO\_SALVAGE** ... The item cannot be broken down by a save process. **Best** used when something should not be broken down (eg. basic components would be patches of leather). **NO\_STERILE** ... This object is not sterile. **Applies** only to NPC **ACTIVATE** cbMs ... **NPC**s can activate this item as an alternative attack. **Currently** done by throwing immediately after activation. **Involved** by **BOMB**. **NPC\_ALT\_ATTACK** ... You shouldn't set directly. **Involved** in **NPC\_ACTIVATE** and **NPC\_THROWN**. **NPC\_THROWN** ... **NPC**s will throw this item (without activating it first) as an alternative attack. **NPC\_THROW\_NOW** ... **NPC**s will try to throw this item away, preferably to enemies. It involves **TRADER\_AVOID** and **NPC\_THROWN**. **PERFECT\_LOCKPICK** ... The item is a perfect lockpick. **Get** Take 5 seconds to choose a lock and never fails, but using it grants only a small amount of lock picking XP. **The** item must have a **LOCKPICK** quality of at least 1. **Pseudo**... It is used internally to mark items referenced in the crafting inventory, but which are not actually items. They can be used as tools, but not as components. It involves **TRADER\_AVOID**. **Radioactive**... It is radioactive (can be used with **LEAK\_\***). **RAIN\_PROTECT** ... Protects from sunlight and rain when wielded. **REDUCED\_BASHING** ... Gunmod flag; reduces damage to the bashing element by 50%. **REDUCED\_WEIGHT** ... Gunmod flag; reduces the basic weight of the item by 25%. **REQUIRES\_TINDER** ... Requires tending to be present on the tile this item is trying to start a fire on. **SLEEP\_AID** ... This element helps in sleep. **SLEEP\_AID\_CONTAINER** ... This item allows sleep aids inside it to help sleeping. (For example, this is a pillowcase). **SLEEP\_IGNORE** ... This item is not displayed as a warning before sleep. **SLOW\_WIELD** ... He's got an extra time penalty for handling. **For** melee weapons and weapons this is offset by the relevant skill. **Stacks** with **NEEDS\_UNFOLD**. **Tac**... The item can be used as a cue for a stand. **TARDIS** ... The container element with this flag bypasses internal checks for pocket data, so that the inside could be larger than the outside and may contain elements that otherwise do not match its dimensions. **TIE\_UP** ... The element can be used to bind a creature. **Tinder** ... This element can be used as a tending to illuminate a fire with a **REQUIRES\_TINDER** signalled firestarter. **TRADER\_AVOID** ... **NPC**s will not start with this item. Use this for active items (for example, flashlight (on)), dangerous objects (for example, active bomb), fake objects, or unusual objects (for example, unique search item). **TRADER\_KEEP** ... **NPC**s will not trade this item under any circumstances. **TRADER\_KEEP\_EQUIPPED** ... **NPC**s will only trade this item if they do not wear it or currently handle it. **UNBREAKABLE\_MELEE** ... It never breaks down when you're used as a hand-to-hand weapon. **Unable** to recover from a disassembly. **ZERO\_WEIGHT** Zero-weight items will normally generate an error. Use this flag to indicate that zero weight is intentional and to suppress that error. **Guns** **BACKBLAST** Causes a small explosion behind the person firing the gun. **Currently** not being implemented? **The** **BIPOD** handling bonus applies only to mountable map/vehicle cars. **Does** not include the time sentence (see **SLOW\_WIELD**). **THE TAX** Must be charged on fire. **Higher** taxes do more damage. **COLLAPSIBLE\_STOCK** Reduces the volume of the weapon in proportion to the base size of the (except for any modes). **Does** not include the time sentence (see **NEEDS\_UNFOLD**). **CONSUMABLE** Make a gunpart have a chance to get damaged according to the ammunition fired, and the definable fields consume\_chance and consume\_divisor. **DISABLE\_SIGHTS** prevents the use of basic weapon sights **FIRE\_TWOHAND** Gun can only be fired if the player has two hands free. **INAMOVIBL** Makes so that gunmod cannot be removed. **MECH\_BAT** This is an exotic battery designed to power military mechs. **MOUNTED\_GUN** Gun can be used on the ground/furniture with the **MOUNTABLE** flag. **NEVER\_JAMS** It never breaks down. **NO\_UNLOAD** Unable to download. **PRIMITIVE\_RANGED\_WEAPON** Allows the use of non-armorer tools to repair (but not strengthen) it. **PUMP\_ACTION** Gun has a wells on the action of its pump, allowing you to install only mods with **PUMP\_RAIL\_COMPATIBLE** flag on the underbarrel slot. **PUMP\_RAIL\_COMPATIBLE** Mod can be installed on the underbarrel slot of weapons with brakes on their pump action. **RELOAD\_AND\_SHOOT** the burn automatically reloads and then pulls. **RELOAD\_EJECT** ejects the casing from the gun when recharging instead of being pulled. **RELOAD\_ONE** it only recharges one round at a time. **STR\_DRAW** The range with this weapon is reduced, unless the character has at least twice the minimum power required **STR\_RELOAD** the recharging speed is affected by the resistance. **UNDERWATER\_GUN** Gun is optimized for underwater use, does not work poorly outside the water. **WATERPROOF\_GUN** Gun does not rust and can be used underwater. **NON\_FOULING** Gun doesn't get dirty or blackpowder fouled. **MELEE** Melee attack firing modes using weapon properties or ancillary gunmod **NPC\_AVOID** NPC will not attempt to use this **SIMULTAN** mode All rounds fired simultaneously (not sequentially) with the back added only once (at the end) **Magazines** **MAG\_BULKY** Can be hidden in a bag of m **Appropriate** oversized union (intended for voluminous or weird-shaped magazines) **MAG\_COMPACT** Can be hidden in a suitable ammunition bag (for compact magazines) **MAG\_DESTROY** Magazine is destroyed when the last round (intended for ammunition belts) is consumed. It takes precedence over **MAG\_EJECT**. **MAG\_EJECT** Stores is ejected from the gun/tool when the last round is consumed **SPEEDLOADER** Acts as a magazine, except transfer rounds to the target weapon instead of being inserted into **mx\_bandits\_block**. **Road** block made by bandits from logs. **mx\_burned\_ground** ... The fire devastated this place. **mx\_point\_burned\_ground** ... The fire devastated this place. (partial application) **mx\_casings** ... Several types of used housings (solitary, groups, whole overmap tile) **mx\_clay\_deposit** ... A small surface clay deposit. **mx\_clearcut** ... All trees become stumps. **mx\_collegkids** ... Bodies and objects. **mx\_corpses** ... Up to five bodies with their daily prey. **mx\_crater** ... Crater with debris (and radioactivity). **mx\_drugdeal** ... Bodies and some drugs. **mx\_dead\_vegetation** ... Kill all the plants. (the consequences of acid rain, etc.) **mx\_point\_dead\_vegetation** ... Kill all the plants. (the consequences of acid rain, etc.) (partial application) **mx\_grove** ... All trees and shrubs become a single tree species. **mx\_grave** ... A grave in the open field with a corpse and a daily prey. **mx\_helicopter** ... Metal wreck and a few objects. **mx\_jabberwock** ... A chance of jabberwock ... **mx\_looters** ... Up to 5 bandits spawn in the building. **mx\_marloss\_pilgrimage** **O** people who worship fungioics. **mx\_mayhem** ... Several types of road chaos (gunshots, crashed cars, etc.). **mx\_military** ... Bodies and some military objects. **mx\_minfield** ... A military military at the entrance of bridges with landmines scattered at the front of it. **mx\_mull** ... It's not special. **mx\_pond** ... A little pond. **mx\_portal\_in** ... Another portal to no space. **mx\_portal** ... Portal to no space with several types of environment. **mx\_roadblock** ... Furniture with obstacles and a few cars. **mx\_roadworks** ... Partially damaged road closed with chance of work equipment and commercial vehicles. **mx\_science** ... Bodies and some science objects. **mx\_shia** ... A chance of Shiite, if Crazy Cataclysm is activated. **mx\_shrubbery** ... All trees and shrubs become a single species of shrub. **mx\_spider** ... A large spider web, full of spiders and eggs. **mx\_supplydrop** ... Crates with some military objects in it. **mx\_reed**... Extra water vegetation. The phases of **GAS LIQUID NULL PLASMA SOLID** Melee Flags **ALWAYS\_TWOHAND** Item is always handled with two hands. Without this, the volume and weight of the items are used to calculate this. **Diamond** **Diamond** coverage adds 30% bonus to cutting and piercing messy damage creates more mess when pulping **NO\_CVD** item can never be used with a **CVD** machine **NO\_RELOAD** item can never be recharged (even if it has a valid type of ammunition). **NO\_UNWIELD** Unable to de-sit this item. **Fake** weapons and tools produced by bionics should have

long-range piercing attack. STRETCH\_BITE long-range bite attack. SINUCIDERE Dies After attacking. TAZER Player. TENTACLE Genes a tentacle to the player. TRIFFID\_GROWTH Young Triffid grows into an adult. TRIFFID\_HEARTBEAT grows and crumbles the walls of the roots around the player and generates more monsters. Upgrade Upgrade a regular zombie in a special zombie. VINE Vine attacks. VORTEX Forms a vortex/tornado that causes damage and throws creatures around. Mutations Flags UNARMED\_BONUS You'll get an unarmed bash bonus and reduce damage equal to unarmed\_skill/2 to 4. NO\_DISEASE This mutation grants immunity to diseases. NO\_THIRST Your thirst is not altered by food or drink. NO\_RADIATION This mutation grants immunity to radiation. NO\_MINIMAL\_HEALING This mutation disables the minimum healing of 1 hp per day. Categories These branches are also valid entries for the categories of dreams in dreams.json MUTCAT\_ALPHA You feel ... better. Somehow. MUTCAT\_BEAST your heart is outdoing and you see blood for a moment. MUTCAT\_BIRD your body lights up and you yearn for heaven. MUTCAT\_CATTLE Your mind and body slow down. You feel peaceful. MUTCAT\_CEPHALOPOD Your mind is overcome by images of eldritch horrors... and then pass. MUTCAT\_CHIMERA You have to scream, warm up, bite and flap your wings. Now. MUTCAT\_ELFA Nature becomes one with you... MUTCAT\_FISH You're overwhelmed by an overwhelming desire for the ocean. MUTCAT\_INSECT Hear buzzing and feeling your body hardens. MUTCAT\_LIZARD For a heartbeat, your body cools down. MUTCAT\_MEDICAL You can feel the blood rushing through your veins and a strange, medicated feeling washes over your senses. MUTCAT\_PLANT You feel much closer to nature. MUTCAT\_RAPTOR Mmm... Bloody sweet flavor ... tastes like victory. MUTCAT\_RAT Feel a momentary nausea. MUTCAT\_SLIME your body loses all its stiffness for a moment. MUTCAT\_SPIDER You feel insidious. MUTCAT\_TROGLOBITE you yearn for a cool, dark place to hide. Overmap Overmap CONNECTIONS ORTOGONAL Connection generally prefers straight lines, avoids rotating whenever possible. Overmap Special Flags BEE Location is linked to bees. Use to classify location. BLOB Location should blob outwards from the defined location with a chance to be placed in adjacent locations. CLASSIC location is allowed when classic zombies are activated. FARM FUNGAL Location is related to fungi. Use to classify location. LAKE Location is placed on a lake and will be ignored for placement if the overmap does not contain any lake land. The MI-GO location is linked to mi-go. Triffid Location is linked to triffids. Use to classify location. The UNIQUE location is unique and will only take place once on the map. events is cancelled to define a percentage chance (e.g. occurrences: [75, 100] is 75%) URBAN WILDERNESS Overmap lands Flags KNOWN\_DOWN There is a known path down. KNOWN\_UP There's a known path from above. LINEAR For roads, etc. using ID\_straight, ID\_curved, ID\_tee, ID\_four\_way. NO\_ROTATE The land cannot be rotated (ID\_north, ID\_east, ID\_south and ID\_west instances will NOT be generated, but only the ID). RIVER a river tile. TROTUAR Has sidewalks on the sides adjacent to the roads. LAKE Considers this location to be a valid lake ground for mappen purposes. LAKE\_SHORE Considers this location to be a lakeside land for mappen purposes. SOURCE\_FUEL For NPC AI, this location may contain fuel for robberies. SOURCE\_FOOD For NPC AI, this location may contain food for robberies. SOURCE\_FARMING For NPC AI, this location may contain useful agricultural materials for robberies. SOURCE\_FABRICATION For NPC AI, this location may contain manufacturing tools and components for robberies. SOURCE\_GUN For NPC AI, this location may contain weapons for robberies. SOURCE\_AMMO For NPC AI, this location may contain ammunition for robberies. SOURCE\_BOOKS For NPC AI, this location may contain cards for robberies. SOURCE\_WEAPON For NPC AI, this location may contain weapons for robberies. SOURCE\_FORAGE For NPC AI, this location may contain feed plants. SOURCE\_COOKING For NPC AI, this location may contain useful tools and ingredients to help with cooking. SOURCE\_TAILORING For NPC AI, this location may contain useful tools for tailoring. SOURCE\_DRINK For NPC AI, this location may contain beverages for robberies. SOURCE\_VEHICLES For NPC AI, this location may contain vehicles/parts/tools for vehicles to rob. SOURCE\_ELECTRONICS For NPC AI, this location may contain useful electronics to rob. SOURCE\_CONSTRUCTION For NPC AI, this location may contain useful tools/components for construction. SOURCE\_CHEMISTRY For NPC AI, this location may contain useful chemical tools/components. SOURCE\_CLOTHING For NPC AI, this location may contain useful clothing to rob. SOURCE\_SAFETY For NPC AI, this location can be safe/protected and a good place for a base. SOURCE\_ANIMALS For NPC AI, this location may contain animals useful for agriculture/riding. SOURCE\_MEDICINE For NPC AI, this location may contain useful drugs for robberies. SOURCE\_LUXURY For NPC AI, this location may contain valuable/feel-good items to sell/preserve. SOURCE\_PEOPLE For NPC AI, this location may have other survivors. RISK\_HIGH For NPC AI, this location has a high risk associated with it - laboratories/superstores etc. RISK\_LOW For NPC AI, this location is remote and remote and appears to be secure. GENERIC\_LOOT This is a place that can contain any of the above, but at a lower frequency - usually a house. Recipes Categories CC\_AMMO CC\_ARMOR CC\_CHEM CC\_DRINK CC\_ELECTRONIC CC\_FOOD CC\_MISC CC\_WEAPON Flags ALLOW\_ROTTEN explicitly allow rotten components when crafting non-perishable. BLIND\_EASY Easy to craft with little or no light. BLIND\_HARD possible to craft with little or no light, but difficult. SECRET did not automatically learn at the time of creating characters based on high skill levels. UNCRAFT\_BY\_QUANTITY suppresses per-charge handling of uncraft recipes. Spawn liquid elements in its default container. UNCRAFT\_SINGLE\_CHARGE Lists returned to amounts for a charge of an item that is counted by taxes. NEED\_FULL\_MAGAZINE If this recipe requires magazines, it needs one that is full. FULL\_MAGAZINE handcrafted or deconstructed items from this recipe will have fully loaded magazines. Flags BAD\_DAY Player scenarios start the game drunk, depressed and with the flu. CHALLENGE Game will not choose this scenario in random game types. CITY\_START Scenario is available only when the city size value in the world options is greater than 0. FIRE\_START Player starts the game with fire nearby. HELI\_CRASH Player starts the game with different limb injuries. INFECTED Player starts the infected game. FUNGAL\_INFECTION Player starts the game with a fungal infection. LONE\_START If the NPC spawn option startup is switched to Script-based, this scenario will not sing an NPC colleague on the game begins. SUR\_START surrounded begins, zombies outside the starting location. Profession Flags SCEN\_ONLY Profession can only be chosen as part of the appropriate scenario. Starting Location Flags ALLOW\_OUTSIDE Allows the player to be placed outside the building, useful for starting outdoors. BOARDED Start in onboard building (windows and doors are climbed, mobile furniture is moved to windows and doors). Skills Tags combat\_skill skill is considered a fighting skill. It is affected by PACIFIST, PRED1, PRED2, PRED3, and PRED4 traits. contextual\_skill Ability is abstract, depends on context (an indirect element to which it is applied). Neither the player nor the NPCs can possess him. Techniques Techniques can be used by tools, armor, weapons and anything else that can be handled. See data content/json/techniques.json. Techniques are also used with martial arts styles, see dates/json/martialarts.json. Melee Flags Instruments flags are fully compatible with instrument flags, and vice versa. ACT\_ON\_RANGED\_HIT Item should activate when thrown or fired, then immediately get processed if they spawn on the ground. ALLOWS\_REMOTE\_USE This item can be activated or reloaded from the adjacent tiles without lifting it. BELT\_CLIP The item can be cut or attached to a belt loop of the appropriate size (belt loops are limited by max\_volume and properties max\_weight) BOMB Can be a remotely controlled bomb. CABLE\_SPOOL This article is a cable coil and must be processed as such. It has an internal state variable that can be in the attach\_first states or pay\_out\_cable - in the latter case, set its taxes to max\_charges - dist (here, point(vars[source\_x], vars[source\_y])). If this leads to 0 or a negative number, set the status back to attach\_first. CANIBALISM The element is a food that contains human flesh and applies all applicable effects when consumed. CHARGETIM If illuminated, the light intensity fades with charging, starting at 20% charge remaining. DIG\_TOOL If wielded, dig deep ground like stone and walls as the player enters them. If the item has also powered the flag, then dig faster, but use up the element's ammo as if activating it. FIRESTARTER Element will start the fire with Difficulties. FIRE Item will start a fire immediately. FISH\_GOOD When used for fishing, it is a good tool (requires that the matching use\_action has been set). FISH\_POOR When used for fishing, it is a weak tool (requires that matching use\_action has been set). HAS\_RECIPE used by E-Ink E-Ink tablet indicates that it currently shows a recipe. IS\_UPS item is Unified Power Source. Used in the active processing of LIGHT\_[X] items illuminates the light intensity area [X] where [X] is an intensity value. (e.g. LIGHT\_4 or LIGHT\_100). Note: This flag sets the type:light\_emission field and then is removed (cannot be found using has\_flag); MC\_MOBILE. MC\_RANDOM\_STUFF. MC\_SCIENCE\_STUFF. MC\_USED. MC\_HAS\_DATA alerts related to memory cards, see iuse.cpp NO\_DROP Item should never exist on the map tile as a discrete item (must be contained by another item) NO\_UNLOAD cannot be downloaded. POWERED If turned on, the item uses its own energy source, instead of relying on the power of the RADIOCARITEM Item user can be put into a remotely controlled machine. RADIOSIGNAL\_1 On for each radio signal 1. RADIOSIGNAL\_2 On for each radio signal 2. RADIOSIGNAL\_3 On for each radio signal 3. RADIO\_ACTIVATION Activated by a remote control (also requires RADIOSIGNAL\*). RADIO\_CONTAINER It's a container of something that's controlled by radio. RADIO\_MODABLE Indicates that the item can be converted to a radio-activated element. RADIO\_MOD The item has been converted to a radio-activated element. RELOAD Get charges when placed in a cargo area with a recharge station. SAFECRACK This article can be used to unlock safes. USES\_BIONIC\_POWER The article has no own fees, and runs off the power of the bionic player. USE\_UPS item is charges from a UPS/it uses the fees of a UPS instead of its own. WATER\_EXTINGUISH It goes out in water or under precipitation. Converts items (requires reverts\_to or use\_action transformation to set). Wet Item is wet and will dry slowly (eg towel). WIND\_EXTINGUISH This article will be extinguished by the wind. WRITE\_MESSAGE This item can be used to write messages on signs. Flags that apply to items These flags do not apply to item types. These flags are added by the game code to certain elements (i.e. that specific thingamabob, not all thingamabob). These flags are not assigned in JSON by content contributors, they are set programmatically. Cold Article is cold (see EATEN\_COLD). DIRTY Item (liquid) has been dropped on the ground and is now irretrievably dirty. FIELD\_DRESS\_FAILED The body was damaged by an unqualified field dressing. It affects the butcher's results. FIELD\_DRESS The corpse was dressed in the field. It affects the butcher's results. FIT Reduces load by one. Frozen Item is solid frozen (used by freezer). HIDDEN\_ITEM This item cannot be seen in AIM. Hot Item is hot (see EATEN\_HOT). LTCIG Marks a lit smoking object (cigarette, joint, etc.). MUSHY FREEZERBURN element frozen and is now soft and tasteless and will go bad after freezing again. NO\_PARASITES Invalidates the number of parasites established in food->type->comestiable->parasites quartered The corpse was in quarters in parts. It affects the butcher's results, the weight, the volume. REVIVE\_SPECIAL ... Bodies revive when the player is nearby. USE\_UPS The tool has UPS mode and is charged from a UPS. WARM\_A hidden flag used to track an item's journey to/from hot hot pads FIERBINT and cold. Wet Item is wet and will dry slowly (eg towel). Vehicle Parts Flags ADVANCED\_PLANTER This planter does not spill seeds and avoids damage itself on non-digable surfaces. AIRCRAFT\_REPAIRABLE\_NOPROF Allows the player to safely remove part of an aircraft without any competencies. AUTOMATED\_PILOT This part will allow a vehicle to have a simple autopilot. AISLE\_LIGHT\_ASLE Player can override this part with a lower speed penalty than normal. ALTERNATOR Recharges the batteries installed on the vehicle. It can only be installed on one side with E\_ALTERNATOR signage. ANCHOR\_POINT Allows secure fastening of the seat belt. ANIMAL\_CTRL Can harness an animal, must be HARNESS\_bodytype flag to specify the type of animal body. ARMOR Protects the other parts of the vehicle it installed during collisions. ATOMIC\_LIGHT BATTERY\_MOUNT BED A bed where the player can sleep. BEEPER generates noise when the vehicle moves backwards. The belt belt can be attached to this part. BIKE\_RACK\_VEH It can be used to merge a single vehicle adjacent to the tile, or divide a single wide tile vehicle off into your own vehicle. BOARDABLE The player can move safely or sit on this side while the vehicle is in motion. CAMERA\_CONTROL camera CAPTURE\_MOSNTER\_VEH Can be used to capture monsters when mounted on a vehicle. CARGO\_LOCKING This cargo area is inaccessible for NPCs. It can only be installed on one side with LOCKABLE\_CARGO flag. CARGO Cargo holding area. CHIMES generates continuous noise when used. CIRCLE\_LIGHT Designs a circular beam of light when activated. CONE\_LIGHT Designs a light cone when turned on. CONTROLS Can be used to control the vehicle. CONTROL\_ANIMAL These controls can only be used to control a vehicle pulled by an animal (e.g. reins and other devices). COOLER There is a separate command to switch this part. COVERED Prevents items in cargo parts from emitting any light. CTRL\_ELECTRONIC Controls the vehicle's electrical and electronic systems. CORTINA Can be installed on a side marked with WINDOW, and works just like the blinds found on windows in buildings. DIFFICULTY\_REMOVE\_DOME\_LIGHT\_DOOR\_MOTOR It can only be installed on one side with OPENABLE signage. MOTOR It is an engine and contributes to the mechanical power of the vehicle. EVENTTURN Only during even turns. EXTRA\_DRAG tells the vehicle that the part exerts the reduction in engine power. E\_ALTERNATOR is an engine that can power an alternator. E\_COLD\_START It is an engine that starts much slower in cold weather. E\_COMBUSTION It is an engine that burns its fuel and can shoot against the back or explode when damaged. E\_HEATER It is a and has a heater to heat the internal elements of the vehicle when on. E\_HIGHER\_SKILL It is an engine that is more difficult to install as more engines are installed. E\_STARTS\_INSTANTLY It's an engine that starts instantly, like foot pedals. FLAT\_SURF The part with a hard flat surface (e.g. table). PLIABIL CONGELATOR Can freeze items at sub-zero temperatures Celsius. FRIGIDER Can refrigerate items. FUNNEL\_HALF\_CIRCLE\_LIGHT Projects a beam when switched on. HARNESS\_bodytype Replace the body type with anything to accept any type, or the type concerned. HORN generates noise when used. INITIAL\_PART When starting a new vehicle through the construction menu, this part of the vehicle will be the initial part of the vehicle (if the element used corresponds to the element required for this part). Parts with this flag are automatically added as components to the starting construction of the vehicle. INTERN Can only be installed on one side with CARGO flag. LOCKABLE\_CARGO Cargo containers that are capable of having a lock installed. MUFLEr muffles the noise a vehicle makes while running. MULTISQUARE Causes this part and any adjacent parts with the same ID to act as a singular part. MUSCLE\_ARMS the power of the engine with such a flag depends on the power of the player (it is less efficient than MUSCLE\_LEGS). MUSCLE\_LEGS The power of the engine with such a flag depends on the power of the player. NAILABLE Attached with nails NEEDS\_BATTERY\_MOUNT NOINSTALL Cannot be installed. NO\_INSTALL\_PLAYER It cannot be installed by a player, but it can be installed on vehicles. NO\_MODIFY\_VEHICLE Installing a piece with this flag on a vehicle will mean that it can no longer be modified. Pieces with this flag should not be installed by players. NO\_UNINSTALL Unable to uninstall NO\_REPAIR Can't repair NO\_JACK OBSTACOL Can't go through the piece unless the part is also OPENABLE. ODDTURN Only activated during odd turns. ON\_CONTROLS You can only install on one side with CONTROLS signage. ON\_ROOF - Pieces with this flag could only be installed on a roof (pieces with roof flag). OPAC Can't be seen through. OPENABLE Can be opened or closed. OPENCLOSE\_INSIDE It can be opened or closed, but only from inside the vehicle. OVRER Can be mounted over other parts. PERPETUU If associated with REACTOR, a party produces electricity without consuming fuel. PLANT the seeds in the ground, spilling them when the ground below is not suitable. It is damaged by running on non-DIGGABLE surfaces. PLUG Tills soil under one side while active. Takes damage to the wrong terrain at a level commensurate with the speed of the vehicle. POWER\_TRANSFER Transmits power to and from an attached thing (probably a vehicle). THE PART OF PROEMINENCE comes out so that no other parts can be installed over it. REACTOR When activated, part consumes fuel to generate electronic power. REAPER cuts mature crops, storing them in the market. RELOAD Reload items with the same flag. (Currently, only rechargeable battery mode. ) REMOTE\_CONTROLS REVERSIBLE Removal has identical requirements to installation, but is twice as fast ROOF Covers a section of the vehicle. Vehicle areas have a roof and roofs on the surrounding sections, are considered inside. Otherwise I'm outside. SCOOP Pulls objects from under the vehicle into the loading space of the part. It also mops liquids. SAFETY CENTURA Helps prevent the player from ejecting from the vehicle during an accident. Can only be installed on a with the BELTABLE flag. SEAT A place where the player can stay or sleep. SHARP SECURITY Striking a monster with this part does cutting damage instead of bashing damage, and prevents amazing monster. SHOCK\_ABSORBER This part protects the non-frame parts on the same tile from damage to collision shocks. It does not provide protection against direct impact or other attacks. SIMPLE\_PART This part can be installed or removed from it, otherwise it prevents the change. SMASH\_REMOVE When you remove this part, instead of receiving the item back, you will get the bash results. SOLAR\_PANEL Recharges vehicle batteries when exposed to sunlight. Has a 1 in 4 chance of being broken on the generation of cars. SPACE\_HEATER It is a separate command to switch this part. STABIL Similar to ROATE, but if the vehicle is only a 1x1 section, this single wheel counts as sufficient wheels. STEER This wheel is steerable. TRANSFORM\_TERRAIN STEREO Transform the land (using rules defined in transform\_terrain). TOOL\_NONE Can be removed/installed without tools TOOL\_SCREWDRIVER Attached with screws, can be removed/installed with a screwdriver TOOL\_WRENCH attached with screws, can be removed/installed with a tracked key Contributes to steering efficiency, but is not considered as a steering deck for installation difficulty and still contributes to sliding for the steering calculation center. TRACK Allows the vehicle installed on, to be marked and tracked on the map. TURRET\_CONTROLS If a part with this flag is installed above the turret, it allows you to set the turret's targeting mode to the full vending machine. It can only be installed on one side with the TUREL flag. TURRET\_MOUNT Pieces with this flag are suitable for installing turrets. TUREL is a turret of weapons. It can only be installed on one side with TURRET\_MOUNT flag. UNMOUNT\_ON\_DAMAGE Part interrupts the vehicle when it is destroyed by damage. The item is new and usually undamaged. UNMOUNT\_ON\_MOVE disassemble this part when the vehicle is moving. He doesn't give up the role unless you give him a special manipulation. VARIABLE\_SIZE It has greatpower for power, wheel radius, etc. VISION WASHING\_MACHINE It can be used to wash dirty clothes en masse. VASE SPALATE MASS Can be used for washing unneal dirty objects in the mass. WATER\_WHEEL Recharges vehicle batteries when in running water. WATER\_WHEEL Recharges vehicle batteries when submerged in moving water. ROATE counts as a wheel in wheel calculations. WIDE\_CONE\_LIGHT Designs a wide cone of light when turned on. WINDOW Can be seen through this side and can install curtains over it. WIND\_POWERED This engine is powered by wind (sails, etc.). WIND\_TURBINE Recharges vehicle batteries when exposed to wind. WORKBENCH Can Craft this part, must be associated with a json workbench entry. NEEDS\_WINDOW It can only be installed on one side with a WINDOW flag. NEEDS\_WHEEL\_MOUNT\_LIGHT It can only be installed on one side with WHEEL\_MOUNT\_LIGHT signage. NEEDS\_WHEEL\_MOUNT\_MEDIUM It can only be installed on one side with WHEEL\_MOUNT\_MEDIUM signage. NEEDS\_WHEEL\_MOUNT\_HEAVY It can only be installed on a side with Flag. Vehicle parts requiring other parts of the vehicle The requirement for other parts of the vehicle is defined for a Json flag by setting requires\_flag for the flag. requires\_flag is the other flag that one side with this flag requires. NULL Fuel Types No Electrifying Battery, diesel Refined dino, Refined dino gasoline, overheated plasma, plutonium 1.21 Gigawatts! Clean water, wind powered wind, Defects General Fault Flag: SILENT Makes faulty text NOT appear next to the item on the general interface. Otherwise, the fault works the same way. Vehicle fault signals: NO\_ALTERNATOR\_CHARGE Alternator connected to this engine does not work. BAD\_COLD\_START The engine starts as the temperature would be 20 F colder. Don't stack with self-multipliers. IMOBILIZATION Prevents the engine from starting and beeps it. BAD\_FUEL\_PUMP Prevents the engine from starting and causes it to stutter. BAD\_STARTER Prevents engine start and makes click noise. DOUBLE\_FUEL\_CONSUMPTION Doubles the engine's fuel consumption. Don't stack with self-multipliers. EXTRA\_EXHAUST Makes the engine emit more exhaust fumes. Don't stack with self-multipliers. REDUCE\_ENG\_POWER multiplies engine power by 0.6. Don't stack with self-multipliers. ENG\_BACKFIRE Challenges the engine to turn against it as if it had zero hp. Gun flags fault: BLACKPOWDER\_FOULING\_DAMAGE Causes the weapon to take random acid damage over time. NO\_DIRTYING Prevents the weapon from receiving the defective fault\_gun\_dirt. JAMMED\_GUN Stop bursting the fire. Add delay to the next photo. UNLUBRICHEd Randomly causes screeching noise when burning and damages are applied when this happens. BAD\_CYCLING One in 16 chances that the gun fails to cycle when fired resulting in fault\_gun\_chamber\_spent fault. The parameters turns\_into Causes this error to apply to the only repaired item. also\_mends Causes this error to be repaired (in addition to the selected fault) once this error is repaired. Repaired.

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