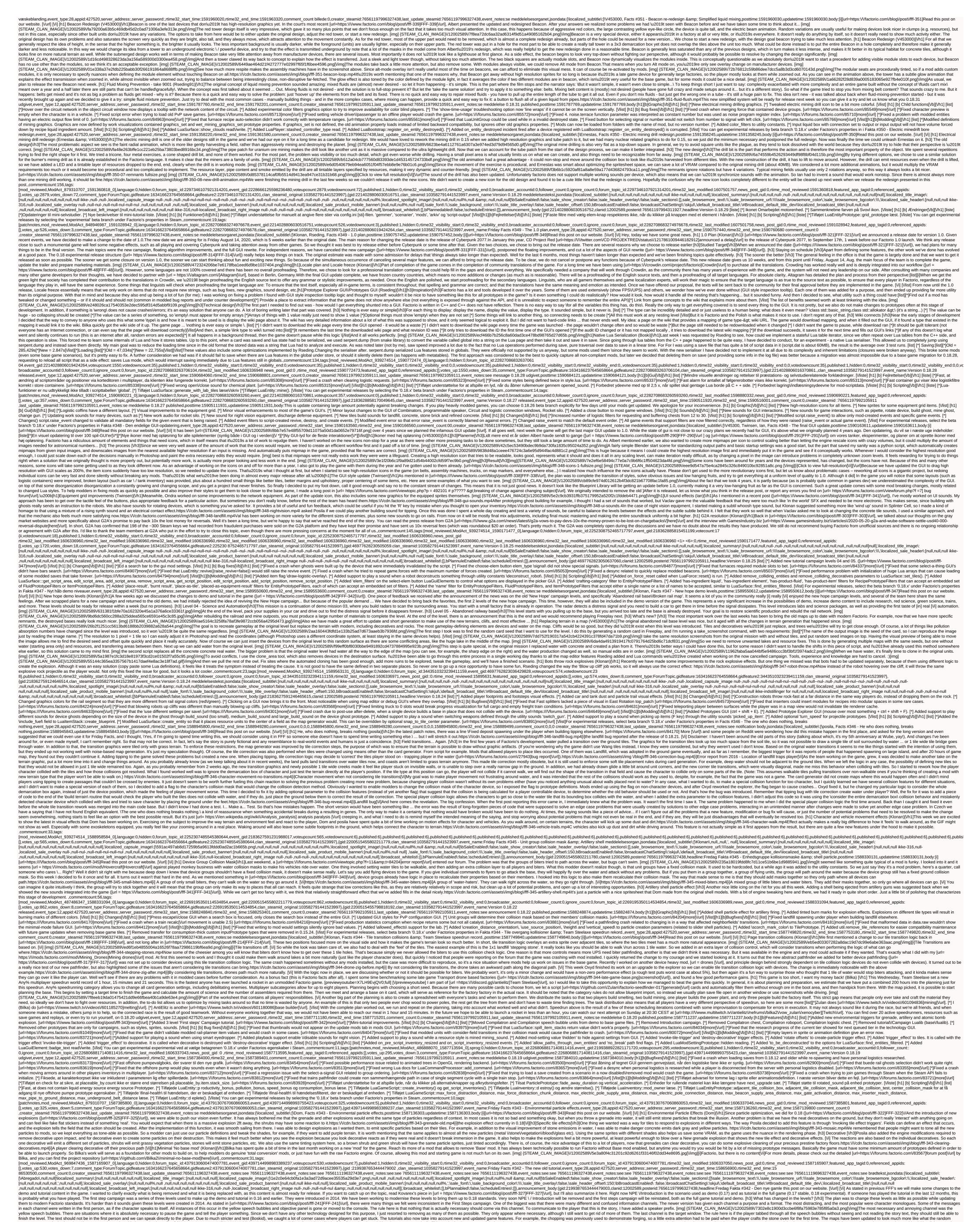
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Factorio petroleum gas setup

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technology is a divine gift from the top (kovarex). widget solves quite a few of the original problems of using but we can go even further. https:\/\textbf{W}cdn.factorio.com\/\textbf{Assets\/timg\/blog\/fff-361-tips-110-drag-building.mp4\/\textbf{W}e can use the simulation not just to display a factory environment. Using Lua scripting, we can create entire scripted scenes and demonstrations. This is much more effective in many cases. For example, watching the building preview, mouse movement, and hearing the right sounds, makes the tip
  much more meaningful. [h3] Unifying with mini-tutorials [vh3] Unifying with mini-tutorials [vh3] We are left with another problem, we still have mini-tutorial GUI. So it's a weird and awkward situation that some things are explained in Tips GUI, and other things via mini-tutorial [vh3] We are left with another problem, we still have mini-tutorial GUI. So it's a weird and awkward situation that some things are explained in Tips GUI, and other things via mini-tutorial (vh3) We are left with another problems to the old Tips and Tricks GUI. Mini-tutorial (vh3) We are left with another problems to the old Tips and Tricks GUI. So it's a weird and awkward situation that some things are explained in Tips GUI, and other things are explained in Tips GUI.
 tutorial. [img] {STEAM_CLAN_IMAGE}V12002589Vac00f1ec3bc78c49eb72501c607b0f548ebb119f.png[Vimg]It would be nice if mini tutorials in tips and tricks, an index, nice big pictures enticing players to click the 'Play tutorial' button... Etc. So what if, we just somehow put mini-tutorials in tips and tricks, an index, nice big pictures enticing players to click the 'Play tutorial' button... Etc. So what if, we just somehow put mini-tutorials in tips and tricks, an index, nice big pictures as tips and tricks, an index, nice big pictures enticing players to click the 'Play tutorial' button... Etc. So what if, we just somehow put mini-tutorials in tips and tricks, an index, nice big pictures as tips and tricks, an index, nice big pictures as tips and tricks.
 some guidelines, Tips GUI. Mini-tutorials had some good features or their own, they would only show if the player had met some requirements and would be suggested to the player if they performed certain actions. For example, train tutorials would only show when you have researched railway technology. If we unite the two concepts, we can use the unlock and suggestion features for tips and tricks. So we combine the functionality of the two systems. Mini-tutorials are still the same, but they are presented
  inside a tip and we hook in the proposal and dependency system for tips. We've added a 'Mark as read' button, and tips will show when the dependencies are read. https://vcdn.factorio.com/vassets/img/blog/fff-361-hiding-tips.mp4We see this new unlock and recommendation system as one of the most important timprovements. This means that tips and tricks GUI starts with only nescessary tips, and as you progress in the game, relevant tips are unlocked and shown to you. This is very similar to the way the
 game starts with only a few recipes, and the more complex aspects are unlocked over time. [h3] Tips are moddable! [Vh3] When last minor problem with the old tips and tricks, is that they were loaded from a very specific JSON file in the main data folder. This means that it was not possible for mods to add or change any of the is only natural then with this update and modernization of tips that we open the system to modders. Internal tips work like any of the is only natural then with this update and modernization of tips that we open the system to modders. Internal tips work like any of the is only natural then with this update and modernization of tips that we open the system to modders. Internal tips work like any of the is only natural then with this update and modernization of tips that we open the system to mode t
  super easy for a mod to add their own items. [h3] The scope of tips [Vh3]When adding the new tips, it was tempting to do tips for all the things. But after some deliberation, we decided not to go too far in this way. We don't want tips and tricks to explain mechanics and units and general mechanics and topics that are more complex, or hard to explain
  somewhere else. With that in mind, we decided on a few loose categories: [list] [*] Things that are not related to some specific point, eg all info, ghost building. [V*] [*] The \tricks\ eg lab to lab movement, stack transfers, drag building. [V*] [Vlist] More importantly, we should really only explain things that players
  don't actually get. I've never heard a complaint that anyone doesn't understand how solar panels or accumulators work, so putting these in tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result, tips and tricks would be just inflated, even if it technically fits the criteria. [h3] Conclusion [v/h3]We are quite satisfied with the result inflated wit
  What kind of tips would you have found useful when playing the game? Search [url=https:\www.google.com\search?q=reddit+Factorio+TIL+site:www.reddit.com]TO on Reddit[\vert] may be a source of inspiration, but it's still hard to compare the meaning of individual independent Reddit posts, and also a lot of them are outdated. So if you want to give us feedback, FFF discussion is the best place (yes we read 1.0.0
  udgivet, event_type:12, appid:427520, server_address:, server_address:, server_password:, rtime32_start_time:1597396365, body:[h1] [b] Graphic[Vb][Vh1] [list] [*] Added Spidertron and Spidertron remote. [*] Added Spide
  water. [*] Added biter base decoratives. [*] New visual effects for the atomic bomb. [Vlist] [h1] [b] Sounds[Vb][Vh1] [list] [*] Significantly reduced the click sound check box (based on drop-down open sound). [*] Changed \green button sound\ to get a normal
button sound. [Vlist] [h1] [b] Modding[Vb][Vh1] [list] [*] Added ExplosionPrototype and TurretPrototype properties: spawn_decoration_scale_in_duration, scale_in_duration, scale_in_itial, scale_initial, sca
  Projectile Attack Parameters::p rojectile_orientation_offset. [*] Added build_blueprint_small, build_blueprint_medium and build_blueprint_medium and build_blueprint_medium and build_blueprint_small, build_blueprint_medium and build_blueprint_large to use sounds. [*] Renamed build_blueprint_with_force, is_entity_with_force, is_entity_with_owner and is_entity_with_health
  read. [*] Added LuaEntity::spawn_decorations(). [*] Added on_player_configured_spider_remote og on_player_used_spider_remote begivenheder. [*] Tilføjet Tilf
   [patchnotes, mod_reviewed, ModAct_873083815_1597399944_0], language:0, hidden:0, forum_topic_id:4098792306725646303, event_gid:0, referenced_appids: quart:0, roum_topic_id:4098792306725646303, event_gid:0, referenced_appids: quart:0, roum_topic_id:4098792306725646303, event_gid:0, referenced_appids: quart:0, roum_topic_id:4098792306725646303, event_gid:0, roum_topic_id:4098792306725646303, even_topic_id:4098792306725646303, event_gid:0, roum_topic_id:409879
  [],votes_up:3243,votes_down:12,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:24098792306725646303,clan_steamid_original:103582791441523997],{gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:103582791441523997,gid:4641476065439861153,clan_steamid:10358279144152399,gid:4641476065439861153,clan_steamid:10358279144152399,gid:46414760654398,gid:46414760654398,gid:46414760654398,gid:4641476065439,gid:4641476065439,g
and created some great tools, like calculators, cheat sheets or blueprint databases. [V*] [*] We appreciate that our society is very civilized and people who contribute are generally nice to each other, and keep the criticism on the constructive side. [V*] [*] We appreciate that our society is very civilized and people who contribute are generally nice to each other, and keep the criticism on the constructive side. [V*] [Vilist] [h1] The 1.0.0[Vh1] It took us 8.5 years. It's been an
  incredible trip and we've arrived at the destination! Factorio leaves early access. This opens the game up to all the players who just don't play early access games, the same with revieweyoutube=BqaAjgpsoW8;full] [Vpreviewyoutube] Da Main Trailer is kind of we updated it to 1.0 mode of the game
  [previewyoutube=J8SBp4SyvLc;full] [Vpreviewyoutube] When we published virtually all content in 0.18, there was nothing left for 1.0 other than the formality of lit's complete\. The crash site, atomic bomb, alien decorations and contaminated water are awesome, but not too effective... As a result, we really wanted to add something to make the release special. [list] [*] It is a vehicle that can be driven or controlled remotely. [V*] [*] It can cross obstacles and small bodies of water. [V*] [*] It has a built-in radar and
  you can place drawings nearby. [V*] [*] It has an equipment grid so it can build with construction robots and use combat equipment. [V*] [*] It has four fast-firing rocket launchers that it can be used as a tank upgrade, a less automated version of artillery, or a builder
  \ / repairer. We look forward to seeing what other uses you can invent. We didn't add it in the past when we saw it just as a gimmick without much contribution to gameplay mechanics. This changed recently when we came up with the idea of the remote control combined with the equipment network. So we decided to expand our already crazy todo list, and add it as a last minute bonus. [h1] The plan for 1.1 [Vh1]We did the best we could to fix all the relevant errors and problems for the 1.0 release, but we just
 couldn't do everything. So we had to prioritize just the more critical things. We would still like to address all the remaining issues, as there are currently about 150 errors on forums and about 80 internal tasks to be solved. The plan is ultimately to go through them all, and decide how to solve each one. A good example is that we have a \continue\ button, but it just ignores multiplayer. You press continue automatically just to find that you are building alone for half an hour. It's my (kovarex) personal story indeed.
  This means that 1.1 will just focus on filling the most obvious gaps in our existing feature set, not on adding some new great content. [h1] Full circle [\/h1]When we started with Friday facts, it was at a time when we worked a lot, but if there was no release for a while, people were starting to ask if the game was still being worked on. So that was our first motivation. Eventually we learned many additional benefits of the blog, except that it's just a dead mans switch. [list] [*] It established the communication channel
 between us and society. [\forall is just a cool last minute feature was created) [\forall is just became a friday habit for us and some of our players too, but we now believe is the
  right time to stop. There will hardly be a better time to do it. It should be very understandable that we need a break and we also need the free to [url=https:\/Vforms.gle\/LsLkcCaYwSsQXTfJA]to give us your e-mail address[\/url] so we can tell you. For now please enjoy the game, and
   [mod_reviewed,ModAct_873083815_1597400423_0],language:0,hidden:0,forum_topic_id:4098792306725621130,event_gid:4041476065439861153,voteupcount:0,forum_topic_id:4098792306725621130,rtime32_visibility_end:0,broadcaster_accountid:0,follower_count:0,forum_topic_id:4098792306725621130,rtime32_last_modified:1607654105,news_post_gid:0,rtime_mod_reviewed:1597400424,featured_app_tagid:0,referenced_appids:
 [],votes_up:10620,votes_down:18,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:1597086600,rtime32_end_time:1597091401 comment_count:0
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  operations on a shelf of a player that just joined, and his blueprint shelf meta-data is to be synchronized yet. [*] Fast nedbrud Vdesyncs relateret til bytte element med en blueprint by
 blev gjort. [url=https:\/Wforums.factorio.com\/87602]more[\/url] [\/list]\/you can get experimental releases by selecting the 'experimental' beta branch under Factorio's properties in Steam.,commentcount:50,tags:
   [patcinnotes, mod_reviewed, ModAct_487997664_1597113261_0], language:0, hidden:0, forum_topic_id:2799503175299545898, event_gid:2799503175299545898, event_gid:2799503175299545898, event_gid:0, referenced_appids: modified:1.607501716, news_post_gid:0, rtime32_visibility_end:0, broadcaster_account:0, forum_topic_id:2799503175299545898, event_gid:0, rtime32_visibility_end:0, forum_topic_id:279950317529954589, event_gid:0, rtime32_visibility_end:0, forum_topic_id:279950317529954589, event_gid:0, rtime32_visibility_end:0
  [],votes_up:807,votes_down:7,comment_type:ForumTopic.gidfeature:1634166237645658664,gidfeature:2799503175299545898,clan_steamid_original:103582791441523997],{gid:2730823280980040658,clan_steamid_original:47520,server_address:,server_password
  that the day of launch goes as smoothly as possible, and shows the game in the best light. Something that would really work against it would be if the update broke a lot of mods and dissatisfied all of our most dedicated players. So we make an effort to make sure that mods that work in 0.18 will work against it would be if the update broke a lot of mods and dissatisfied all of our most dedicated players.
  small update of 0.18. However, it takes a bit of special handling:[list]*1.0 will allow mods marked for 0.18 to load. [*] Mod portal displays 0.18 mods before we started this new publishing structure. Great apologies and big thanks to all the modders who stuck
  with us through these breaches. We hope that what this effort means is that on the day of 1.0, players new and old alike can not say 100% that all mods will work, it is possible one of the features of 1.0 (like the new atomic bomb or alien decorative) will break some mods. [h1] Mining drill redesign revisit
  (Ernestas, V453000)[Vh1]I [url=https:///Vfactorio.com/blogVpostVfff-350]FFF-350[Vurl] we presented the new electric mining drilling graphic, and released them in 0.18.31 shortly after. But we hadn't realized fast enough that it had some problems... The most obvious is the tile overlapping. All of our graphics try to find a balance between overlapping the tile a lot to be aesthetically nicer, and not overlapping the tile at all to be technically correct and readable. [img]
  STEAM_CLAN_IMAGE}V12002589V0f77dc8537b121bbf86e90a16eb3aac5e9a6ee.png[Vimg]With the electric mine drilling, we became bolder than with other units and overlapped the tile more. This problem would be that the company is no longer as recognizable as before. We attribute that mostly to the new height that the drill
  has, as it becomes a bit overcomplicated, and not so what the shape of the device device the main reason for adding the higher structure was because we wanted to create a much more complicated, and vertically), and to fit pipe connections are a bit of an edge case. We could have dealt with just the issue of overlapping tile over the mining drill, but it would already cost a certain amount
 of time and we felt we could go one step further. [img] {STEAM_CLAN_IMAGE}V12002589V6888df765f28d94fadc498d905a318523fab8a11.png[Vimg]It was tight in time, which is why we are presenting it now, but we decided to move the entire structure down so that the mining mechanism would move on terrestrial rails. After a lot of effort put into moving things, redesigning parts of the drill, and reworking pipe connections, Ernestas has arrived for the new version. [img]
 {STEAM_CLAN_IMAGE}V12002589V5d35b94420a29f361b251c2138fe5d2a73d3cbce.png[Vimg]The electric mining drill redesign for \aggressive ground penetration' towards the \gentle harvesting' of the original, but we traded away a few of the good parts about the old mining drilling
  graphics, like clarity and identifiability. This reunion is trying to solve it and we now think it's good. The new mining drill graphic has been released with 0.18.44 (today). Since it could break some mods, we wanted to push the new graphics as quickly as possible to give mod writers a chance to fix their mods to 1.0. [h1] Technology icons update (Dominik, V453000)[\/h1]Since many graphics have changed over the years, more and more related icons became obsolete. We didn't have enough time to do a complet
   reworking of the technology icons, as we did with the element icons, but we could at least update the clearly outdated icons. [img] {STEAM_CLAN_IMAGE}\/12002589Vc15c017ccba1d315d56868696975d7395309dbd8.png[Vimg][h1]Crash site: Beginning (Ernestas, V453000)[Vh1]Although a simple one, Factorio has a history – An engineer crashes on a planet and by building a complex factory, becomes able to launch rockets back into space (... or builds the sickest combo tingest instead). This story is quite well
  represented - building a crazy factory in the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the middle of the map, where nothing shows where they came from. When we worked at the crash site of NPE, we created the special assembly machines, a laboratory, a generator and chest capsules. [img] has been removed, but Albert does not design just the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the middle of the map, where nothing shows where they came from the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the middle of the map, where nothing shows where they came from the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the middle of the map, where nothing shows where they came from the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the middle of the map, where they came from the process that ends with an epic rocket launch - except the beginning is not. The player character just appears in the process that ends with an epic rocket launch appears in the process that ends with a process th
  spacecraft - but as per usual, we didn't have enough time to finish it, and since it wasn't really gameplay breaking, we released 0.17 without. Although npe was removed and its custom crash site units remained only for modding and custom scenario use, we would like to finish the main crashed ship. The plan has always been that if we invest a lot of time in designing crash site devices, then we better use them for Freeplay as well, since it is the main game mode. Recently Ernestas took Albert's 3D model and
  finished learning it, bringing it to life, and to the game. [img] {STEAM_CLAN_IMAGE}V12002589Va8ff32b22c827eed1c3baa3abbe8d66876cc0655.png[Vimg]Klonan has also added a short springy cooled at the start of Freeplay, where the crash detection site. The crash detection site parts can be mined, but it offers no reward,
  takes a long time, and the crash site cannot be re-built. The crash site is raised at the beginning of the game, so it will not show on pre-1.0 cards. The crash site will be released in 1.0, on 14th August 2020 - at 11am Prague time.,commentcount:93,tags:
  [mod_reviewed,ModAct_486888070_1596795283_0],language:0,hidden:0,forum_topic_id:2799503175287050684,event_gid:2730823280980040658,voteupcount:0,sorum_topic_id:2799503175287050684,event_gid:0,referenced_appids:
  [],votes_up:2183,votes_down:8,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2:2799503175287050684,clan_steamid_original:103582791441523997,event_name:Version 0.18.43 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596740401,comment_count:0,creator_steamid:103582791441523997,event_name:Version 0.18.43 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596740401,comment_count:0,creator_steamid:103582791441523997,event_name:Version 0.18.43 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596740401,comment_count:0,creator_steamid:103582791441523997,event_name:Version 0.18.43 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596740401,comment_count:0,creator_steamid:103582791441523997,event_name:Version 0.18.43 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596740401,comment_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_end_time:1596735180,rtime32_
  ,last_update_steamid:76561197992105911,event_notes:see announcement 0.18.43 published,posttime:1596735193,body:[h1] [list] *]Updated the map editor's style. [Vlist] [h1] [b] Changes[Vb][Vh1] [list] *]Changed the default troubleshooting settings so that they show only
  the grid and nothing else. [Vlist] [h1] [b] Bug fixes[Vb][Vh1] [list] [h] Bug fixes[Vb][Vh1] [list] [*] Fixed that Blueprint books in the library do not overdemit its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its modded icon backups properly into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model into the game. [*] Fixed that Blueprint books in element form did lose its model 
  [url=https:\/Vforums.factorio.com\87533]more[\url] [*]Fixed being and load \V save map dialog and load \V save short status windows didn't fit as they should when they couldn't fit the screen. [*] Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\/Vforums.factorio.com\87153]more[\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\url] [*]Fixed biters being able to attack units outside their attack area. [url=https:\url] [*]Fixed biters being able to attack units outside their attac
train gui through non-locomotive while in map view in latency state. [url=https:\Vforums.factorio.com\84158]more[\url] [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored tiles when the selection contained only tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) or ignored (with blacklist) tile ghosts. [*] Fixed that deconstruction planner with selected (with whitelist) o
 LuaEntity::circuit_connected_entities and LuaEntity::circuit_connection_definitions return data for object ghosts. [url=https:\Wforums.factorio.com\45823]more[\vurl] [\vilost]For experimental releases, select beta branch '0.18.x' under Factorio's properties in 0.18.42 udgivet, event_type:12, appid:427520, server_address:, server_password:, rtime32_start_time:1596477120, rtime32_start_time:1596477120,
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  tåge-of-war, når zoomet-til-verden. [Vliste] You can get experimental releases by selecting the '0.18.x' beta branch under Factorio's properties in Steam.,commentcount:19,tags:
   [patchnotes, mod_reviewed, ModAct_487997664_1596507454_0], language:0, hidden:0, forum_topic_id:2796124997594839035, event_gid:0, referenced_appids: notified:1607501720, news_post_gid:0, rtime32_visibility_end:0, broadcaster_account:0, forum_topic_id:2796124997594839035, rtime32_last_modified:1607501720, news_post_gid:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility_end:0, rtime32_visibility
  [],votes_up:460,votes_down:4,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2:2796124997594839035,clan_steamid_original:103582791441523997,event_name:Version 0.18.41 released,event_type:12,appid:427520,server_address:,server_password:,rtime32_start_time:1596434340,rtime32_end_time:1596438001,comment_count:0
  creator_steamid:76561197992105911,last_update_steamid:76561197992105911,event_notes:se meddelelse 0.18.41 published, posttime:1596434351, body:[h1][b] Bug fixes[\b][\h1] [b] Bug fixes[\b][\h1] [list] [*] Probably fixed problem with blueprint preview data is not empty when
  blueprint is empty. [*] Improved layering of rocket in rocket silo so that it occluss inserts hands. [url=https:\/\forums.factorio.com\/87418]more[\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\forums.factorio.com\/87405]more[\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory consistency check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory check fails when some saved articles are loaded. [url=https:\/\url] [*]Fixed inventory check fails when some saved articles are loaded. [url=https:\\url] [*]Fixed inventory check
 [url=https:\V/forums.factorio.com\/82946]more[\url] [*]Fixed underground belts and loaders would not draw half-belt layers correctly. [url=https:\V/forums.factorio.com\/82946]more[\url] [*]Fixed to cut and copy created empty blueprint when
  nothing was selected with alternate selection type. [*] Fixed that the \cross\ marker mouse was not present when selection tools from the blueprint library were held in the cornstructing latency mode using tool string that showed all surfaces. [Vlist] [h1] [b] Modding[Vb][Vh1] [list] [*] Added LuaEntityPrototype::rocket entity prototype read. [Vlist] You can get
  experimental releases by selecting the '0.18.x' beta branch under Factorio's properties in Steam.,commentcount:7,tags:
   [patchnotes, mod_reviewed, ModAct_873083815_1596437274_0], language:0, hidden:0, forum_topic_id:2796124997593026487, event_gid:277444856486200137, votedowncount:3}, published:1, hidden:0, frtime32_visibility_end:0, broadcaster_accountid:0, forlower_count:0, forum_topic_id:2796124997593026487, event_gid:277444856486200137, votedowncount:3}, published:1, hidden:0, frtime32_visibility_end:0, broadcaster_accountid:0, forlower_count:0, forum_topic_id:2796124997593026487, event_gid:2796124997593026487, event_gid:27961249975930
   diminished because the last item was corrupted. [*] Fixed that mishap when Lua got a case of player having to choose area to deconstruct. [*] Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\/Vforums.factorio.com\/87308]more[\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping biters not grouping before attacking a artillery outpost. [url=https:\url] [*]Fixed biters not grouping biters not groupi
  modded devices. [url=https://forums.factorio.com/87303]more[/url] [*] Fixed that swapping blueprint cursor into a non transferred blueprint book in the common blueprint blueprint book in the common blueprint blueprint book in the common blueprint blueprint
  active book index was changed in another game. [url=https:///Vforums.factorio.com/87262]more[Vurl] [*] Fixed that the action to put item in a blueprint books in the player statement did not work. [*] Fixed that it was possible to put empty blueprint of other players if the original player was still to
  have quickbar link to it. [*] Fixed that quickbar link to it. [*] Fixed that quickbar links worked only for the main inventory of the player, so it did not currently work equipped armor for example. [*] Fixed trash when holding a blueprint from the blueprint library while being dead.
 [url=https:\V/forums.factorio.com\87363]more[\url] [*] Fixed ordering deconstruction not canceled the upgrade order. [url=https:\V/forums.factorio.com\87117]more[\url] [vlist] For experimental releases, select beta branch '0.18.x' under Factorio's properties in Fakta #358 - Alien decoratives & amp; Polluted
  water, event_type:28, appid: 427520, server_address:, server_password:, rtime:1596193593, body:[i][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:{localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:[localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:[localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:[localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:[localized_subtitle\:[Jitka, Klonan, V453000, Facts #358 - Alien Decoratives & amp; Contaminated Water, posttime:1596193593, body:[ii][url=https:\footnotes:se meddelelsesorganet, jsondata:[localized_
  website. [Vurl] [Vi] [h1] Launch party cancelled (Jitka)[Vh1] The COVID pandemic around the world makes it really hard to plan any event these days and we were pretty optimistic just a few weeks back. But the situation here is changing now for the worse, it seems. The number of positively tested cases of COVID here on check has been increasing in relatively high numbers every day for the last two weeks, and the restrictions are again taking place. In Prague, face masks must be worn again, with more than
 100 people gathered indoors, no events over 500 people allowed last week etc. The current uncertainty along with the fact that at least half of the invited guests will not be able to attend to throw on September 4, 2020. For those of you who have already purchased a ticket (s) - the full ticket price will be refunded. We hope that there will be another
  opportunity to meet you all in the foreseeable future, but for now, please accept our apology for any inconvenience caused. It wasn't an easy decision for us to make, but we think it's the right one. [h1] Youtuber VTwitchVPress suggestion (Klonan)[Vh1]Over the last weeks and months, we have been preparing for the marketing of our 1.0 launch on 14 September 2015. Part of our plan will be to send some free press keys to Youtubers and streamers and other content creators, hoping that they will give the game a
 try, and help spread the word. To prepare, Jitka and I have done our research and compiling a list of suitable persons to send a key to. It's not a shocking fact to find out that You can use to suggest your favorite Youtubers to us, and help us make sure they don't miss the review keys when we post them. If you are
  interested and would like to help us, you can fill out the form [url=https:\V/forms.gle\qpMGnxeif71bJsHZ9]here[\url]. [h1] Contaminated water (V453000, posila)[\h1]As we finish redesign graphics for 1.0, we could focus on other graphical improvements. Because we are so close to release, it is a good idea to focus on other graphical improvements. Because we are so close to release, it is a good idea to focus on things that are unlikely to break the game and do not cost too much time while having as big an impact as possible. One of the biggest themes in pollution. Given that it's one of the least visible
   elements of the game, can only see it in the map view and on dying trees. It would be great if we could make grass or decorative die too, but it's something too technically complicated for now. But one thing that could and shows pollution is water! For a very long time we didn't have green water tiles in the game and we've used them in campaign missions. [img] (STEAM_CLAN_IMAGE) view and on dying trees. It would be great if we could make grass or decorative die too, but it's something too technically complicated for now. But one thing that could and shows pollution is water! For a very long time we didn't have green water tiles in the game and we've used them in campaign missions. [img] (STEAM_CLAN_IMAGE) view and on dying trees. It would be great if we could make grass or decorative die too, but it's something too technically complicated for now. But one thing that could and shows pollution is water! For a very long time we didn't have green water tiles in the game and we've used them in campaign missions.
  {STEAM_CLAN_IMAGE}V112002589Vb36734202167e2f294940741254899660ccae639.png[Vimg][i]Two water filed types, one or the other. [Vi] Since it's 'just' tiles, it wasn't really possible to use both of them - because transitions between them would be too abrupt. Not to mention water files would have to generate that way and dynamically change as the map becomes more polluted, leading to more technical problems. [img]
STEAM_CLAN_IMAGE)V12002589V86f93f9b2fa70a18b116d7595e7eb138c5936f1f.png[Vimg][i]Manually placed fields in map editor. [Vi] However, since water has been updated to use a shader recently ([url=https:\VVfactorio.com\VblogVpost\Vfff-323]FFF-323[\Vurl]\), we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution values on chunks, we could make it look contaminated dynamically. After some typical posila dark spells interpolate and convert pollution of spells interpolated to use a shader recently ([url=https:\VVfactorio.com\Vifus)][i] Manually placed fields in map editor. [vii] However, since water to use a shader recently ([url=https:\VVfactorio.com\Vifus)][i] Manually placed fields in map editor. [vii] However, since water to use a shader recently ([url=https:\VVfactorio.com\Vifus)][i] Manually placed fields in map editor. [vii] However, since water to use a shader recently ([url=https:\VVfactorio.com\Vifus)][i] Manually placed fields in map editor. [vii] However, since water to use a shader recently in the
disabled in the map settings. Mods can also adjust or disable the effect by changing the secondary water tones in the tile prototypes. [h1] Bitter decorative (Ernestas, V453000, posila)[Vh1]When the whole family of bitters got their redesign, one of the plans for later was to give them their own biom in the world. We had some temporary decal and decoration sprites prepared for a long time on tweaking generator properties to place them just right, and also we wanted them to be created under new bases as biters expand, therefore we decided to add special logic to generate them as spawners and towers are created. If your mod already has its own solution for creep, you can disable the base game one by spawn_decoration prototype property on spawns and worms. Our first naïve implementation was to place decals just randomly, and Ernestas turned the number of cals created to 11 to make them
 cover the ground the way he liked. It's again me (posila) unhappy because in the middle of biter bases there were too many decals overlapping each other that even your GTX 1080 would take notice of the increased workload, and a laptop with an integrated GPU would fall to your knees. It made me realize that artists probably wanted our tile renderer had a texture splatting function. But I wasn't really ready to change the specification for tile renderer yet again and rework it to add more new features to it so
  close to release. We also really don't want to add an option to disable rendering of decals which along with pre-existing option to disable decorative would make terrain look quite common. So instead we changed the decal location logic use [url= https:\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmiki\textityen.wikipedia.org\vmikipedia.org\vmiki\textityen.wikipedia.org\vmikipedia.org\vmikipedia.org\vmikipedia.org\vmikipedia.org\vmikipedia.org\vmikipedia.org
  bases created by biter extensions), Ernestas could complete the graphics. Mucus, mold, eggs, worms, all kinds of bodily fluids and mucuses. You can see how this immediately looks much more like a 'nest'. [img] {STEAM_CLAN_IMAGE} (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other things (like fixing bugs), then existing biter bases on other ba
  a lot of people would like to start a fresh card anyway, and that's a nice identifier of a 1.0 card. Both the polluted water and the biter decoratives will be released on 14th August in 1.0.,commentcount:77,tags:
  [mod_reviewed,ModAct_873083815_1596195167_0],language:0,hidden:0,forum_topic_id:2796124750790514005,event_gid:2727444856476116955,voteupcount:0,grore_count:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,proadcaster_accountid:0,follower_count:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,proadcaster_accountid:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124750790514005,rtime32_visibility_end:0,forum_topic_id:2796124
  [],votes_up:1394,votes_down:8,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2:2796124750790514005,clan_steamid_original:103582791441523997,event_neme:1596093360,rtime:32_end_time:1596097801,comment_count:0,creator_steamid:76561197992105911
   last_update_steamid: 76561197992105911, event_notes:see announcement 0.18.38, posttime: 1596093386, updatetime: 1596093386, up
 with a upgrade planner in hand. [*] Fiksede at navigere i et blueprint-bogelement, når det blev åbnet direkte fra en quickbar. [url=https:\Wforums.factorio.com\87256]more[\url] [*] Fixed that it was possible to put book into itself using hand->swap and clean cursor. [*] Fast, at hånden funktionalitet ikke fungerede korrekt for pistol og ammunition og gav vildledende fejlmeddelelser i nogle tilfælde. [*] Fast \slice\ egenskaben animationsdefinition blev fortolket som endicingparameter, hvilket muligvis forårsagede store hukommelsesallokedelinger. [url=https:\Wforums.factorio.com\87274]more[\url] [*] Fixed that Internal inventory and pressing Q, gave a message of inventory full, instead of the item in cursor not being returnable to the hand location [*] Fixed that Internal inventory fixed that Internal inventory fixed that Internal inventory stack transfer message of inventory sta
  \slice_x\ og \slice_y\ til \dice\, \dice_y\ til \dice\, \dice_x\ og \dice_y\, fordi \slice\, \dice_y\, fordi \slice\, kolliderede med egenskaben roteret animationsdefinition, der bruges til at definere spritesheet skåret i flere filer. Sprite dicing er en teknik til at hakke store sprite atlas. [Vliste] You can get experimental releases by selecting the '0.18.x' beta branch under Factorio's properties in
  [patchnotes,mod_reviewed,ModAct_487486347_1596096853_0],language:0,hidden:0,forum_topic_id:2796124750786260556,event_gid:2796124750786260556,event_gid:2796124750786260556,event_gid:0,rtime32_visibility_end:0,forum_topic_id:2796124750786260556,event_gid:0,referenced_appids:
  hierarchical way. [*] Upgrade planners and deconstruct planners and deconstruct planners can be inserted into plan books and the blueprint books, upgrade planners and deconstruction planners and deconstruction planners and deconstruction planners and deconstruct planners and deconstruct planners and deconstruction planners and deconstru
  blueprint tools are persistent when you move them between library shelves and inventories. [*] Most of the blueprint tools manipulation in the blueprint tools manipulation in the upgrade planners he related icons manually. [*] Any blueprint content that is not available due to mod removal is also kept in
  blueprint persistent, so drawings can be copied and transferred in multiplayer without losing its original data. [*] Added downgrade planners to use. [*] Upgrade planners are now also updating the relevant icons of drawings and books. [Vlist] [h1] [b] Child functions[Vb][Vh1] [list] [*] If you click an upgrade planners to use in multiplayer without losing its original data. [*] Added downgrade planners to use. [*] Upgrade planners to use in multiplayer without losing its original data. [*] Added downgrade planners to use in multiplayer without losing its original data. [*] Added downgrade planners to use in multiplayer without losing its original data. [*] If you click an upgrade planners to use its original data. [*] Added downgrade planners to use its original data. [*] Added downgrade planners to use its original data. [*] Added downgrade planners to use its original data. [*] Added downgrade planners to use its original data. [*] If you click an upgrade planners to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its original data. [*] If you click an upgrade planner to use its 
 it has the same hand item functionality as when you keep an item from inventory so that it goes back to its original position when clean cursor is triggered. [Vlist] [h] [D] Optimizations[Vb][Vh1] [list] [*] Reduced header size of blueprint storage and individual with suspended units, because only the ID mapping that is relevant to the
drawings (and the entire repository) is now saved. [Viist] [15] [5] East, at blueprint blev afholds i markgren; [15] Fast, at blueprint opbevaring, marked blueprint project. [15] [15] Fast skyderværktøjstip viser gammel værdi. [27] [15] Fast skyderværktøjstip viser modded signal ikke længere lydløst mister længere lydløst mister lydløst mister modded signal ikke l
  [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that exporting empty blueprint books didn't work correctly. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/Vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/vforums.factorio.com\/86945]more[\/url] [*]Fixed that the mods GUI didn't have any mod selection default. [url=https:\/vforums
   [*] Fixed that artillery turrets didn't fully use the shooting some modded saves. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting some modded saves. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\V/forums.factorio.com\/87086]more[\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\Vurl] [*] Fixed that artillery turrets didn't fully use the shooting speed research. [url=https:\Vur
   \[ \forall \text{iffelse-chain}.\text{Dette gar det muligit at bruge ikke-konstante verdier som betingelser. [*] Tilføjet \sin\, \text{vision-prototype}.\text{ [*] Tilføjet \sin\, \text{vision-prototype}.\text{
  (kovarex)[Vh1]At the time of writing Friday Facts last week, not all the planned changes were complete, here is the completen, here is the completion, so here we go. [h3] Persistent library content[Vh3]The problem is old. You play a modded game and have your drawings in the library content library would be removed. We solved the main part of
  the problem already [url =https:\/\www.factorio.com\/blog\/post\/fft-211]quite a long time ago [\vurl]. However, with the forthcoming support for other tools in the planning library, it had to be extended. A special system was created for these things:\[\vertile{v}\]The beconstruction planner filters\[\vertile{v}\]The sample icons in the planning library, it had to be extended of just clearly removing it, it is marked as unknown, and
  the original textual representation of the ID is stored in a special way. The tool can still be used normally. If you clear \unknowns\ the plug information is removed forever, but if you do not clear it, it will stay there. [img] {STEAM_CLAN_IMAGE}V12002589Vf99a90e0eb1237d9b039a2084d9dfe754bc66b3f.png <2&gt; \unknowns\ the plug information is removed forever, but if you do not clear it, it will stay there. [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png[Vimg][img] [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png[Vimg] [img] [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png [Vimg] [img] [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png [Vimg] [img] [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png [Vimg] [img] [img] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png [Vimg] {STEAM_CLAN_IMAGE}V12002589Vf1942165a8f65e68b57b280f2968dcb0e6032.png 
 {STEAM_CLAN_IMAGE}V12002589V1ff97b5b6fa728c1a07948d023e351b6f3e94ff91.png[Vimg][h3]Upgrades[Vh3]UX to upgrade drawingsVbooks with the upgrade planner should be preliminary, provisional, but somehow, it remained in use for quite some time. Currently, the only way to use it is to click the button with an upgrade planner in your
cursor, which is sometimes quite annoying, since you don't even have access to your storage or Blueprint library, allows you to choose which to apply for, and always offers the default upgrade planner savailable to you (storage and blueprint library), allows you to choose which to apply for, and always offers the default upgrade planner. [img] you probably noticed from the picture, I could not refrain from adding a small feature. Upgrade can now be used either way: as an upgrade with left click and downgrade with left click. Of course, it also works when you upgrade in the cursor, and then use it. So this window, the game searches all the upgrade planner window, the game searches all the upgrade planner. [img] you probably noticed from the picture, I could not refrain from adding a small feature. Upgrade planner window, the game searches all the upgrade planner window, the game searches all the upgrade planner. [img] you probably noticed from the picture, I could not refrain from adding a small feature. Upgrade planner window, the upgrade planner window, the upgrade planner window, the game searches all the upgrade planner window, the game searches all the upgrade planner window, the upgrade planner window, the upgrade planner window, the upgrade
  moving the red flag. [img] \{STEAM\_CLAN\_IMAGE\}V12002589V777da2485d6e8970bb2aee8fe735b9d2d6d67743.png[Vimg]https:VVcdn.factorio.comVassetsVimgVblogVfff-357-blueprint-snapping.mp4Thaks to Boskid, our beloved tester, a large pile of bugs had already been identified and fixed, so there is a chance the BP library will be released next week. [h1] The story of the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving all kinds for the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving all kinds for the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving all kinds for the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving all kinds for the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving all kinds for the atomic bomb (Dominik, Posila, Ernestas, V453000)[Vh1]Since more than a year since Dominik has been updating and improving and impr
  of visual effects in the game - particles, splashes, explosions and so on. For most of the atomic bomb would come last. Not because it is the lowest priority, on the contrary - however, it is also by far the most challenging effect to create, both on the technical and graphic
  side, so we kept improving how particles/explosions work, and experimenting with graphics for effects - essentially practicing and preparing the explosion sprites themselves, that\u2019s not enough here. The atomic bomb has such a huge explosion radius that simply can not (mostly
 because of VRAM requirements) create an explosion sprite that would cover it all.https:\/\cdn.factorio.com\/assets\/img\/blog\/fff-357-explosion-solo.mp4\/we\andle (and so we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable sprite that would cover it all.https:\/\cdot\/com\/com\/assets\/\img\/blog\/fff-357-explosion-solo.mp4\/\websitesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet, and limit its frame counter as much as we could fit into a reasonable spritesheet.
problem though, the biggest challenge are left, and in the biggest challenge are left, and in the biggest challenge for the visual is once again the perspective of square tiles, when as find a representation of the set to problem though, the biggest challenge for the visual is once again the perspective of square tiles, when as find a representation of the set to problem though, the biggest challenge for the visual is once again the perspective of square tiles, when as find a representation of the set to problem as a size of the structure of the set to problem though, the biggest challenge for the visual is once again the perspective of square tiles, when as find a representation of the set to problem as the very thing for this dependence of square tiles, when as find a representation of the set to problem as find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem as find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the set to problem. As find a representation of the se
  destroys everything in a small radius in the middle (killed units don\u2019t spawn corpse, decorative is destroyed and rocks disappear), making the explosion feel much more powerful and impactful. The nuclear tiles remain there forever and are from the card view, which they have egen kort farve, selvom du kan placere beton over dem for at skjule beviser for dine actions. https://cdn.factorio.com/assets/img/blog/fff-357-final-nuke.mp4For at fuldføre effekten, we\u2019ve tilføjet en kort overbright af hele
  skærmen baseret på, hvor langt player\u2019s skærmen er fra eksplosionen, og tilføjede lydeffekter, som også reagerer på afstand fra eksplosionen. You will be able to enjoy becoming death, the destroyers of worlds, in the new fashion on 14th August, in 1.0.,commentcount:106,tags:
   [mod_reviewed,ModAct_879310707_1595593553_0],language:0,hidden:0,forum_topic_id:4053754495581574119,event_gid:2727444223257644441,voteupcount:0],pollower_count:0],published:1,hidden:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_last_modified:1607549506,news_post_gid:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rti
[] votes_up:1777,votes_down:10,comment_type:Forus_7550_server_address:_server_passvord:,rtimed:2,started in special destructions and life, feel free to jump to the next topic if you want to see the actual Factorio content. So I was looking for a way to take a break. I know exactly when I disappeared from the Factorio development, it was August 26, 2019, the release date of the World of Warcraft classic. The planned 3 week games kind of expanded to find out tanks is far from a hot commodity when it comes to raiding, where you need just a few in the 40 people raid. At this point, I had this strong, almost plants and plant
  there were even proposals to sell the company and get rid of the responsibility for the good. To most people, it would sound like a rational choice, but I was far from open to doing so. I generally don't like to do anything just because it's the norm. The norm is to try to always keep growing exponentially, to get investors, expand, get more people, never stop, never rest until you are the biggest and most terrible company or you die trying. This approach dictates that when you can't expand your business, you need to
  sell it so that others can grow it. And I don't like it. I didn't forget at all why we started working on the fact that we still own the game. In the latter case
  we could return to it anytime when we feel like the time is right, instead of having to see it being milked as micro transaction filled cashgrab by some company. So this was getting more and more lazy until even the most basic things start to be huge
pain in and you generally don't feel good, that's where I was socasionally playing some simple games with my 4.5 good cool games that we could play you find some good cool games that we could play you find some good cool games that we could play with it. Eventually, he game and built some small factory. He was focused and he held on to it and 3 days later he came at me and showed it to not play factorio. I started a peaceful fight for him, showed him how to move around, mine and craft basic things, and let him play. He just ran around and had fun, he can extract trees and explore. Another day, I joined the game and built some small factory. He was focused and he held on to it and 3 days later he came at me and showed it to not play factorio. I started a peaceful fight for him, showed him how to move around, mine and craft basic things, and let him play. He just ran around and had fun, he can extract trees and explore. Another day, I joined the game and built some small factory so basic technologies are unlocked and he could play with it. Eventually, he set out on a project to create a wall around the entire factory. He was focused and he held on to it and 3 days later he came at me and showed it to not entire factory. He was focused and he held on to it and 3 days later he came at me and showed it on a project to create a wall around the entire factory. He was focused and he held on to it and 3 days later he came at me and showed it on a project to create a wall around the entire factory. He was focused and he held on to it and 3 days later he came at me and showed it is not play factorio. I started a peaceful light for him, showed him how to move around, mine and was factor with a started a peaceful light for him, showed him how to move around, mine and tree factorio. It is not held factorio and it feel good and it started to want move, that's how good and it started to want move, that's how good and it started to want move, that's how good and it started to want move, that's how good and it started to want mo
  working on it and I was able to work in full power mode again, the work went quickly forward. I had to overcome a lot of annoying obstacles along the way which had a positive effect on my overall laziness very quickly. When the new BP library started shaping up, I started to feel something almost forgotten, I was proud of what I was doing, yay:) [h1] The history of blueprint [l/h1] The history of blueprint library development is quite long and intricate, we mentioned it in 12 FFF already and it wasn't
  always quite right. However, I believe that we are getting to the final stage with the current rework. Small tweaks and improvements can always be made, but the general feeling is like \yes, it works, finally\. [h3] First mention (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention of a plan (other than blueprint implementation (0.9)[Vh3] Flue first mention (0.9)[Vh
  them. But everything was very ordinary and primitive from today's perspective. You had to actually craft blueprint (for an advanced circuit) and the setup window was not the largest: [img]{STEAM_CLAN_IMAGE}\v12002589\fa6b1a6b95587368f4b837eb59e723c2c1396f3.png[\vimg]\was very ordinary and primitive way. There was no way to change the plan when it was created, you can only manage it (for the price that the confirmation button was the blueprint button. The exact example of us doing GUI in the logical way, but not an intuitive way. There was no way to change the plan when it was created, you can only manage it (for the price that the confirmation button was the blueprint button. The exact example of us doing GUI in the logical way, but not an intuitive way.
 and acutomic circuit). [h3] First improvement of blueprint management (0.13) [Vh3]Blueprints started to be important, so we added some very basic way to edit them and a way to include tiles and modules. ([url=https:\/\www.factorio.com\blog\/post\fff-131]FFF-131[\vurl]) [img] {STEAM_CLAN_IMAGE}\footnote{STEAM_CLAN_IMAGE} ([url=https:\footnote{Vlymyw.factorio.com\blog\/post\fff-131]FFF-131[\vurl]) [img] {STEAM_CLAN_IMAGE} ([url=https:\footnote{Vlymyw.factorio.com\blog\/post\fff-131[\vurl]) [img] {STEAM_CLAN_IMAGE} ([url=https:\footnote{Vlymyw.factorio
hold drawings directly.[img][STEAM_CLAN_IMAGE]V12002589\6266649125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125045de6a49125
 and you had to do a cleanup from time to time. The Blueprint edit window was also improved: [img] (STEAM_CLAN_IMAGE) v12002589 v31a2b9206e952575d9c6713.png[\vimg] [h3] 0.16 Blueprint preview was updated[\vin]. [img] (STEAM_CLAN_IMAGE) v12002589 v12002589 v13a2b9206e952575d9c6713.png[\ving] [h3] The
 endless discussion phase[Vh3]We knew there were still a lot of problems with the blueprint library, and we were desperately trying to figure them out in different crazy ways ([url=https:\/\\www.factorio.com\/blog\/post\/fff-255[FF-255[\/url]). From the player perspective drawings are always just elements, and there were still a lot of problems with the blueprint library, and the player perspective drawings are always just elements, and there we agreed on a relatively simple solution ([url=https:\/\www.factorio.com\/blog\/post\/fff-255[FF-255[\/url]). From the player perspective drawings are always just elements, and there were still a lot of problems with the blueprint library, and the player perspective drawings are always just elements, and there were still a lot of problems with the blueprint library, and the player perspective drawings are always just elements.
  blueprint library is just something like a persistent chest. Quickbar, movements, stack transfers, everything works exactly as with elements, and bp library technical magic happens under the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented a UI mockup for the planned blueprint library technical magic happens under the hood. After some time (32 weeks actually), we presented the hood of th
  version we have added a lot of tools:[list][*]Upgrading tools:[list][*]Upgrading tools:[list][*]Upgrading insert (with history)[V*][V]ist]And we've also expanded the amount of things blueprint can handle -primary trains ([url=https:///www.factorio.com/blog/post/fff-263]FFF-263[Vurl]):[img]{STEAM_CLAN_IMAGE}V12002589Ve19c8eec58bfae32479fcd27b7c80eaec2990bd2.png[Vimg]We just made a few small tweaks to 0.17, to make the use of drawings less of a pain, primarily the ability to make a quickbar reference directly to
  the blueprint library. Using it created a new item that is copy of bp library record so you can build from it and press Q to clean the cursor just deleted blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version, I improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version, I improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version, I improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version, I improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version, I improved the blueprint library still doesn't get any real improvement. [h3] Current blueprint library still doesn't get any real improvement. [h3] Current blueprint library [vh3]In 0.18 version [vh3]In 0.18 ve
  improvement. [h1] New blueprint library [Vh1]So if this buildup led to anything, it would be pretty lame, so as you would expect the blueprint library is now finally getting a real improvement. [h3]1) The look[Vh3]It looks great now and primarily fits the style of the rest of the game: [img]{STEAM_CLAN_IMAGE}V12002589Va8e511e9530a5d93cb97 7e726941d6a0ce572d2.png[Vimg][h3]2) Manipulation[Vh3]As agreed 2 years ago (fuck), the blueprint drawings are manipulated as elements in every way. The twins
forced me to agree in this way and I was interest to sea the same as you're used to, and it lust feels right to same as you're used to, and it lust feels right to same as you're used to, and it user is now completely shielded from this.

[h3]3) The association[Vh3]All the related user interface was assembled to look the same, in the background but overwrite the dynamic icons that
 appear to them. This can be primarily useful for books that you just want the same preview, regardless of the currently selected plan. As names and bookshttps:\/\circ\text{Vcdn.factorio.com\/} assets\/\text{limg} the thing that helps is that Planner now also updates related icons of drawings and books that you just want the same preview, regardless of the currently selected plan. As names and descriptions become more important to the list view. [img] the thing that helps is that Planner now also updates related icons of drawings and books that you just want the same preview, regardless of the currently selected plan. As names and descriptions become more important to the list view. [img] the thing that helps is that Planner now also updates related icons of drawings and books that you just want the same preview, regardless of the currently selected plan. As names and descriptions become more important to the list view. [img] the thing that helps is that Planner now also updates related icons of drawings and books that you just want the same preview, regardless of the currently selected plan. As names and descriptions become more important to the list view. [img] the thing that helps is that Planner now also updates related icons of drawings and books that you just want the same preview, regardless of the currently selected plan. As names and descriptions are not preview, regardless of the currently selected plan. As names and descriptions are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of the currently selected plan. As names are not preview, regardless of 
   The maximum depth is set to 6, primarily to prevent the user interface from getting out of hand. [img] {STEAM_CLAN_imgVblogVfff-356-hierarchal-scrolling.mp4[h3]6) The tools in books and library[Vh3]Since both the planner and deconstruct planner are also kind of virtual and configurable, it just makes sense to give them
 in books and blueprint the library. The preview of the book changes, when you switch between different types of objects.https:\tVcdn.factorio.com\Vassets\Vimg\Vblog\Vff-356-tools-in-books.mp4[h3]7) The copy[\Vh3]Since blueprint manipulation now always moves the blueprint around, never making a copy (except for export-import solution), we really need this feature to make explicit a copy. The nice touch is that the copy is made based on the current unverified editing of the blueprint, so you can make slightly
  modified versions of it quite fast. https://vcdn. factorio.com/assets/img/blog/fff-356-copy.mp4[h3] Building in map[\/h3]8) The redistribute[\/h3]Building in map[\/h3]8, redistribute[\/h3]Building in map[\/h3]Building in map[\/h3]8, redistribute[\/h3]Building in map[\/h3]8, redistribute[\/h3]Building in map[\/h3]Building i
  blueprint-in-map.mp4These changes are being finalised and tested, so they should be available in the upcoming weeks just in time before 1.0.,commentcount:138,tags:
[mod\_reviewed, ModAct\_969847436\_1595024378\_0], language:0, hidden:0, forum\_topic\_id:4803603197591930266, event\_gid:4803603197591930266, event\_gid:4803603
  \{g (g) id: 2722939988699310173, clanid: 12002599, posterid: 76561197992105911, headline: Version 0.18.36 udgivet, posttime: 1594819928, updatetime: 1594819928, updatetime: 1594819929, posterid: 76561197992105911, headline: Version 0.18.36 udgivet, posttime: 1594819928, updatetime: 1594819929, updatetime: 159481992
   without data, are first. Descending order of healthVAmmunitionVShelf life. [*] Devices are now affected by the 'movement_slow_down_factor increased from 50% to 75%. [Vlist] [h1] [b] Sounds[Vb][Vh1] [list] [*] New sound to throw capsules, grenades, fight robots. [*] New sounds for mining and eating fish. [*] New sound for spitting spawns, repairing robots. [*] New sound to throw capsules, grenades, fight robots. [*] New sounds for mining and eating fish. [*] New sound for spitting spawns, repairing robots. [*] New sound to throw capsules, fight robots. [*] New sounds for mining and eating fish. [*] New sound for spitting spawns, repairing robots. [*] New sound to throw capsules, fight robots. [*] New sound for spitting spawns, repairing robots. [*] New sound for spawns are spawns, repairing robots. [*] New sound for spawns are spawns are
including new default sound settings. [Vlist] [h1] [b] Bug fixes[Vb][Vh1] [iist] [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed deabling, renaming or destroy unreachable trains in NO_PATH to go to next station. [*] Fixed that force reset/by long trains in NO_PATH to go to next station. [*] Fixed that force reset/by long trains in NO_PATH to go to next station. [*] Fixed that force reset/by long trains in N
  meddelelsesorganet, jsondata: {localized_subtitle\:\V435000, Facts #355 - High-resolution updates, posttime: 1594377062, updatetime: 1594377062, updatetime: 1594377062, updatetime: 1594377062, updatetime: 1594377062, updatetime: 1594377062, updatetime: [Vurl] [Vi] We've updated, reworked, and redesigned many graphics, and most devices have been in high resolution updates, posttime: 1594377062, updatetime: 15943
  of forgotten. The slowdown capsule has several parts - the element icon, the effect, and the animated sticker that shows on slowed enemies. We've already updated the item icon, so we chose orange. https://vcdn.factorio.com/assets/limg/blogv/fff-355-slowdown-sticker.mp4lt makes perfect sense also to use the
  same graphics with different shades for acid tag to from spitters\/worms.https:\/vcdn.factorio.com\/assets\/img\/blog\/fff-355-acid-sticker.mp4ln a way the slowdown capsule does the same for them, as they do to you, except for acid damage. Take it, nature. [h1] Crude oil resources got high-resolution sprites for 0.15, but we didn't have time for crude oil spills. The new ones are very much the same. [img] {STEAM_CLAN_IMAGE}\/12536523214fd0f841c878fdef41ec6.png[\/img] {Img} (stead) and the same for them, as they do to you, except for acid damage. Take it, nature. [h1] Crude oil resources got high-resolution sprites for 0.15, but we didn't have time for crude oil spills. The new ones are very much the same. [img] {STEAM_CLAN_IMAGE}\/12536523214fd0f841c878fdef41ec6.png[\/img] {Img} (stead) and the same for them, as they do to you, except for acid damage. Take it, nature. [h1] Crude oil resources got high-resolution sprites for 0.15, but we didn't have time for crude oil spills. The new ones are very much the same for them, as they do to you, except for acid at a specific for them for crude oil spills. The new ones are very much the same for them, as they do to you, except for acid at a specific for them for crude oil spills. The new ones are very much the same for them, as they do to you, except for acid at a specific for the new ones are very much the same for the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the same for the new ones are very much the new ones are very
  [h1]Assembly of machine scraps[Vh1]We have been waiting for leftovers to be fitted to machines as they were scheduled to have a redesign before 1.0, so we've finally given them their own specific leftovers at least. [img] {STEAM_CLAN_IMAGE}V12002589V87851fdc96d161d708115ddebd92ac227aab4b53.png[Vimg][h1]Land mine residue[Vh1]The last missing residue was the land mine, which did not have high resolution before the
icon is updated, so here it is. [img] {STEAM_CLAN_IMAGE]V120025889V4db71ede817967f2b9e20af9a15756cba7f888ec5.png[Vimg][h1]Conclusion[Vh1]With vers during the design of th
  [url=https:\/Vforums.factorio.com\/86417]more[Vurl] [*]Faxt gengivelse af rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekkasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekker, når væskeboksforbindelsen dækker nogle væskekker, når væskeboksforbindelsen dækker nogle væskekasser uden rørbilleder og dækker, når væskeboksforbindelsen dækker nogle væskekker, når væskeboksforbindelsen dækker nogle væskeboksforbindelsen dækker no
   funktioner[Vb][Vh1] [liste] [*]Gps-tags er nu overfladeafhængige. [Vliste] [h1] [b] Scripting[Vb][Vh1] [liste] [*]Tilføjet on_player_clicked_gps_tag hændelse. [Vliste] You can get experimental releases by selecting the '0.18.x' beta branch under Factorio's properties in Steam.,commentcount:9,tags:
   [patchnotes, mod_reviewed, ModAct_939274514\_1594057131\_0], language:0, hidden:0, forum\_topic\_id:2575445991828689483, event\_gid:2575445991828689483, event\_gid:2575445991828689483, rtime32\_isibility\_end:0, forum\_topic\_id:2575445991828689483, event\_gid:0, referenced\_appids: mod_reviewed. ModAct\_939274514\_1594057129, featured\_app_tagid:0, referenced\_app_tagid:0, referenced\_app_
  [],votes_up:443,votes_down:3,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2575445991828689483,clan_steamid_original:103582791441523997,gerver_address:,server_password:,rtime32_start_time:1593772320 rtime32_end_time:1593775920
   ,comment_count:0,creator_steamid:76561197996327438,last_update_steamid:76561197996327438,last_update_steamid:076561197996327438,last_update_steamid:076561197996327438,event_notes:se meddelelsesorganet,jsondata:{localized_subtitle\:[\Klonan, V453000, Facts #354 - Launch party (Klonan)[\/h1]To celebrate the launch of the game later this summer
  (only 6 more FFFs to go!), we have decided to throw a party! It will be in the same place as our 1 million sales party ([url= https:\/\www.factorio.com\/blog\/post\/fff-192[fvrl]). It takes place friday 4. 2020, at [url= https:\/\www.factorio.com\/blog\/post\/fff-192[fvrl]) here in Prag. Vi invites a lot of people to the party, such as other Czech game developers, Youtubers, and of course we will be there. As we want you (fans) to be able to come, we have some tickets for sale. The reason too
  sell them, rather than give them away, is so we don't have 'messers' saving they will come when they don't intend to. You can buy a ticket [url= https:\/Vwww.bbc.com\/reease-party]here[Vurl]. While the COVID-19 pandemic may be 'over' here in the Czech Republic ([url= https:\/Vwww.bbc.com\/reease-party]here[Vurl].
  we may even have to cancel the event. Be aware of this while you consider whether you should come. We hope that everything will vote to our advantage and we look forward to meeting you. [h1] High resolution circuit breaker. It has waited so long most because we were \u2019t sure about its design and because it is not a very frequently used device. But after all this time we
 don't have 2019t better ideas for the design, so we will change it significantly. And of course we have other higher priority items on our plate now, so reworking on for Factorio. Back then I tried to create a texture painting system where we could paint RGB masks instead of grayscale ones, to
 control multiple channels at the same time. [img] {STEAM_CLAN_IMAGE}/12002589V5976c42be65e2100adca0da5a278e340bb8b238.png[Vimg]Not only was it not so useful, as I had thought (it was more effective for me to just get used to switching between textures), but unfortunately it also caused something in blender to go wrong and the scene often goes down. Fortunately, I was able to combine forces between Blender 2.8, where I could actually paint textures, but couldn't2019t render, and I could do, but
  not paint. If you\u2019ve has been even distant after the development of blender, your first question is enough, why don't we use 2.8 as it\u2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {STEAM_CLAN_IMAGE}\v2019s been out for a long time now. [img] {S
  so late in our development cycle that we could \u2019 tjust afford to be unsure of our software when 2.8 introduces all kinds of new changes. We're looking forward to switching to 2.8 after 1.0. [img] {STEAM_CLAN_IMAGE}V12002589Vcb1c414c23eed2775879ed6be6fca785c81d02.gif[Vimg]Here we have a high-resolution version of the power switch, including a broken version from our leftover specialist Dominik.By the way the switch was actually one of the first units we had high resolution sprites for. I had
  prepared them shortly after finishing interrupting years ago. But the way we create high resolution devices was only really established a while after that so it would \u2019t fit today more. We plan to release the updated power switch next week.,commentcount:60,tags:
  [mod\_reviewed, ModAct\_879310707\_1593776137\_0], language:0, hidden:0, forum\_topic\_id:2575445991817210047, event\_gid:2575445991817210047, rtime32\_visibility\_start:0, rtim
 [],votes_up:1316,votes_down:12,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:2:2575445991817210047,clan_steamid_original:103582791441523997,event_name:Friday Facts #353 - Trailer update,event_type:28,appid:427520,server_address:,server_password:,rtime:32_start_time:1593173640,rtime:32_end_time:1593177120,comment_count:0,creator_steamid:76561197996327438,last_update_steamid:05582791441523997,event_name:Friday Facts #353 - Trailer update,event_type:28,appid:427520,server_address:,server_password:,rtime:32_end_time:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:32_end_time:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:32_end_time:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:32_end_time:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:32_end_time:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177120,comment_type:28,appid:427520,server_address:,server_password:,rtime:1593177
 exact kind of external control we really needed as it showed some areas where we were completely inconsistent. It feels like things are in a better place now, although most changes are relatively imperceptible. But it was very noticeable to our great community translations at Crowdin. When we update the English strings, the translations at Crowdin and there was a lot of good input on that last 1% of the changes. This
  thus completes the English proofreading phase. From Monday, Altagram will begin proofreading the target languages and fill in any missing strings where necessary. This should take about 3 weeks, push what they have back to Crowdin. So any translation work by volunteers at Crowdin for
  these 3 weeks would be wasted. So we ask that if you want to report your time, save it for a while. All work done at Crowdin this weekend will be included. We have deliberately created this buffer between the English corrections and Target proofreading, so that the players on Crowdin have the opportunity to contribute before Altagram team has done is
  reviewed by players and feedback given to Altagram via crowdin questions. This helps us to ensure that the terms of the translations are consistent with the established Community use and ensures that there are no contextual problems or misunderstandings. [h1] The plan for trailers, and first of all we had to decide what exactly we want to do with them. The goal is that we will have [url = https:\/www.youtube.com\/watch?v=DR01YdFtWFI]main trailer[\/vurl]
  updated to the latest graphics, since it's all rendered by a Lua script. It is of course quite the same as many things have changed or been added, but we will try to match it as closely by manual screen recording, which is much more work to try to copy, and the gameplay message about it is still
  relevant today. It\u2019s doesn't help that if we were to revise this trailer, we\u2019d like to make some changesVadditions to voiceover, as added parts just wouldn't feel perfectly integrated. Long story short, we aim to prepare a new third trailer dedicated to releasing 1.0 instead. We believe that a special 1.0 Launch trailer will have more impact than just renovating the existing gameplay trailer, as it's more interesting to provide something fresh, tailored
  specifically for its use case. Last but not least, the release of 1.0 is a major milestone and we consider it appropriate to give it its own trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer, but there's one particular section I have so many feelings about, it\u2019m isn't going to spoil every detail of what will actually be in the new trailer, but there's one particular section I have so many feelings about, it\u2019m isn't going to spoil every detail of what will actually be in the new trailer, but there's one particular section I have so many feelings about, it\u2019m isn't going to spoil every detail of what will actually be in the new trailer, but there's one particular section I have so many feelings about, it\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer, but there's one particular section I have so many feelings about, it\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to spoil every detail of what will actually be in the new trailer. [h1]1.0 Launch trailer preparations (V453000)[Vh1]Of course I\u2019m isn't going to s
 how Factorio has been created is so important to the outcome that it is worth giving it a special place in the new trailer. More specifically, this will be done by a series of clips ranging from Factorio 0.1, which switch all the way to 1.0, showing how Factorio evolved over the years. There is enough time to go through all the major versions as the trailer will be pretty short, so I reduced the selection to versions:[ist][*]0.1 as \the original idea\; [*]0.6 as the \prototype\ (0.7.0 was released with FFF#1); [*]0.12 as \the
  early access game\ (stable 0.12 was the first version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is technically possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is the possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is the possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access); [*]0.18V1.0 as the boot version\. [Vlist] It is the possible to load a save game from 0.1 in 0.18 if you go through the required intermediate-version on Steam Early Access [*]0.18V1.0 as the boot version\. [Vlist] It is the possible to load a save game from 0.1 in 0.18 if you go through the possible to load a save game from 0.1 in 0.18 if you g
 {STEAM_CLAN_IMAGE}/12002589V7e189c61954308e09e337f1615625c4e34a57990.png/limg][i]A random factory, being built in 0.6[Vii] would even try to migrating after realising that would mean I'd have to show 0.18
   with 0.1 short generation, and just tried to build a new factory in 0.6 and then again a new one in 0.12. This seemed like a reasonable approach, since each of the versions works completely differently, so the resulting factories should also be different, right? [img] {STEAM_CLAN_IMAGE} vision as much as possible.
  This is why, after a few days I restarted it all, and started designing the last clip in 0.18, and going backwards, with the aim of making the ease of the versions earlier at least gave me a good overview of the differences between versions and made it easier to realize what needs to be
  highlighted in each. [img] {STEAM_CLAN_IMAGE}V12002589V9879089a59a84002685406af9bcc9d9b78c885555.pngVimg][i]A concept of a factory for the trailer in 0.18[Vi]When I create factories for screenshots (like FFF), I almost always use the Veditor, as things can be done very quickly that way. It wasn't necessarily a surprise that 0.12 (didn't have the same editor as .18 does, but I was quite shocked to actually experience the differences. [img]
{STEAM_CLAN_IMAGE}\012002559\076cddb83f3373f4b41090a732117a41b1e625.png[Vimg][i]A factory concept for a trailer in 0.12[\0]For example, <a0></a0> console commands could not be run in the map editor, devices would get removed by X instead of normal clicking, drawings would not place real devices, the game could not be run in the map editor who has got used to Cut VCopyVPaste, pipette and Shift + R and so on, the game suddenly felt very clumsy to use and everything took much longer than it usually takes. I placed in short editor what I could and after putting a lot of elements in chests to build more, and spent some time playing the factory, making the science and generally making the factory run to get things moving in the final video. [img] {STEAM_CLAN_IMAGE}\012002589\02589Ve50a72b7ce4900e1c65359719798abc94e37d.png[Vimg][i]A concept of a trailer factory in 0.6 [Vi]The process became
 progressively more difficult by 0.6 and 0.1, some things make me actually laugh instead of crying, or both. Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our complete changelog from the last 8 years, but Nu2019m is not going to insert our changelog from the last 8 years, but Nu2019m is not going to insert our changelog from the last 8 years, but Nu2019m is not going to insert our changelog from the last 8 years, but Nu2019m is not going to insert our changelog from the last 8 years, but Nu2019m is not going to insert our changelog from the last 8 years, but Nu2019m is not going to insert our chan
  anything. [*] Handmade crafts do not automatically craft intermediate ingredients in 0.1, which makes crafting feel much worse. [*] In 0.6, trains had to be connected to the shortcut key. Connect rolling stock\ after being built. I didn't know that was the original purpose of the shortcut key connected to the shortcut key. Connect rolling stock\ after being built. I didn't know that was the original purpose of the shortcut key.
  until kovarex explained it to me. [*] I definitely forgot to build a vertical train station anymore because the train station sia lot of pain without the visualization helpers we have now. [v] Building rail signals and train stations is a lot of pain without the visualization helpers we have now. [*] Building rail signals and train stations is a lot of pain without the visualization helpers we have now. [v] Building rail signals and train stations is a lot of pain without the visualization helpers we have now. [v] Building rail signals and train station anymore because the trains don't stretch in 0.12 as they do now. [v] Building rail signals and train station anymore because the trains don't stretch in 0.1[vii] You can see the last few screenshots to always share some parts features. This will be even better in their final
  version, making video flow much better between these clips. It felt quite interesting to just play the old versions after all this time. In a way, it felt like playing another game or some spinoff. Apart from the interaction, it\u2019s usually small differences, but they really made me appreciate what we've come to so much more, and in a way remind.
  me that the details we've spent time on were really worth it. Eventually I got through it all and I can now record clips for the trailer. You\u2019ll be able to see them on 14th August.,commentcount:54,tags:
  [mod_reviewed,ModAct_969847436_1593200180_0],language:0,hidden:0,forum_topic_id:2575445196385810962,event_gid:2575445196385810962,event_gid:2575445196385810962,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_start:0,rtime32_visibility_sta
  [],votes_up:1611,votes_down:10,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2637645658664,gidfeature:2637645658664,gidfeature:2637645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:16341662376456623764,gidfeature:16341662376456623764,gidfeature:1634166237646623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:163416623764,gidfeature:1634166237
  []], announcement_body:{gid:2506765302068082228, clanid:12002589, posterid:76561197992105911, headline:Version 0.18.34 [liste] [*] Fast desync relateret til ikke-deterministisk transport bælte fusionerende rækkefølge, når flere fletninger ske i samme kryds. [url=https:\Wforums.factorio.com\75923]more[\vurl] [*]Fixed stray tooltip bug in the map
  generator window. [url=https:\V/forums.factorio.com\/76640]more[\vurl] [*]Fixed of saving control input related to mouse buttons 4+. [url=https:\V/forums.factorio.com\/77805]more[\vurl] [*]Fixed minor klipning problem. [url=https:\V/forums.factorio.com\/77805]more[\vurl] [*]Fixed that train fuel request were upålidelige. [url=https:\V/forums.factorio.com\/77805]more[\vurl] [*]Fixed minor klipning problem. [url=https:\V/forums.factorio.com\/7805]more[\vurl] [*]Fixed minor klipning problem. [url=https:\vV/forums.factorio.com\/7805]more[\vurl] [*]Fixed minor klipning problem. [url
   er markeret. [*] Logistisk anmodning relateret element og tælle vinduer har nu hak skydere for 0 til 10 stakke valg. Forskellige tal, der ikke multipliceres af stakke, kan stadig skrives ind i tekstboksene. [*] Tilføjet en grænseflade mulighed for at vise både crafting og logistiske vinduer i tegnskærmen. [Vliste] You can get experimental releases by selecting the '0.18.x' beta branch under Factorio's properties in Steam.,commentcount:5,tags:
  [patchnotes, mod_reviewed, ModAct_969847436_1593212954_0], language:0, hidden:0, forum_topic_id:2575445196385644038, event\_gid:2575445196385644038, event\_gid:2575445196385644038, rtime32_visibility_end:0, forum_topic_id:2575445196385644038, event\_gid:0, referenced_appids: modified:1607501744, news_post_gid:0, rtime_mod_reviewed:1593212955, featured_app_tagid:0, referenced_appids: modified:1607501744, news_post_gid:0, rtime_mod_reviewed:1593212955, featured_app_tagid:0, referenced_appids: modified:1607501744, news_post_gid:0, rtime_mod_reviewed:1593212954_0], language:0, hidden:0, forum_topic_id:2575445196385644038, event_gid:0, referenced_appids: modified:1607501744, news_post_gid:0, rtime_mod_reviewed:1593212955, featured_app_tagid:0, referenced_app_tagid:0, rtime_mod_reviewed:1593212955, featured_app_tagid:0, referenced_app_tagid:0, referenced_app_tagi
  creator_steamid:76561197992105911,last_update_steamid:76561197992105911,last_update_steamid:76561197992105911,event_notes:se meddelelse 0.18.33 published,posttime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,updatetime:1593002740,up
  [*]Fixed a desync related to placing blueprint with assembliing machine with researched recipe. [url=https:\V/forums.factorio.com\/86134]more[Vurl] [blist] [*]Windows with item and quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and confirm the default quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and confirm the default quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and confirm the default quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and confirm the default quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and quantity to select, now merge into a single window and automatically double-click the item and quantity to select the item and quant
  be unlocked in the selection lists, even when the recipe for creating them also exists. [url=https:\Wforums.factorio.com\86021]more[\vurl] [*]Added RecipePrototype to always be visible in the selection lists, even when the recipe for creating them also exists. [url=https:\Wforums.factorio.com\86021]more[\vurl] [*]Added RecipePrototype to always be visible in the selection lists, even when the recipe for creating them also exists. [url=https:\Wforums.factorio.com\86021]more[\vurl] [*]Added RecipePrototypeFlags::always_show, forcing the prototype to always be visible in the selection lists, even when the recipe for creating them also exists. [url=https:\Wforums.factorio.com\86021]more[\vurl] [*]Added RecipePrototypeFlags::always_show, forcing the prototype for creating them also exists. [url=https:\Wforums.factorio.com\86021]more[\vurl] [*]Added RecipePrototypeFlags::always_show, forcing the prototype for always be visible in the selection lists, even when the recipe is set to false, it does not unlock the item to appear in the selection lists. [*] Added RecipePrototype::unlock_results bool (true by default). Set to threaten to
  indicate sprites in the sprites in the sprites heet is in counter clock order. [*] Added EntityPrototype::atack_target_mask and ignore_target is no item-to-place order. [*] Added EntityPrototype::atack_target_mask. [url=https:\/Vforums.factorio.com\/86164]more[\/url] [*] Changed roboport tooltip to not show robot
  recharge rate when the roboport has no charging slots. [url=https:////forums.factorio.com/86202]more[Vurl] [Vlist][h1][b]Scripting[Vb][Vh1] [list] For experimental releases, select the beta branch '0.18.x' under Factorio's properties in Fakta #352 - Ny
   hjemmeside,event_type:28,appid:427520,server_address:,server_password:,rtime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371,updatetime:1592563371
 [Vh1] Over the past year you have seen the team put a lot of effort into polishing the game. At the same time, the website is often the first thing people encounter on 2014and in too many, return to every week! Unfortunately, until this point the appearance of our websites has been neglected. The current set of websites is a complete mishmash of styles that are not coherent and do not fit
  mockups for each page and implement them as closely as possible (my own creative freedoms notwithstanding). [img] {STEAM_CLAN_IMAGE}V12002589V997c145a7fc42884d9fd2dabf6706622728b552.png[Vimg][i]the process from the original page to the mockup to the new version[Vi]My approach to creating sites is conservative, and in a way reflects the philosophy we use when developing the game. The Factorio website does not use a fancy modern JavaScript framework. I'm not javascript-hater. There is
 no harm in using JavaScript to make parts of the website interactive, and of course many web applications would not be possible with it. But for a website like ours, avoiding the use of bloated JavaScript to make parts of the website interactive, and of course the website can be browsed without JavaScript trameworks helps keep everything load and do fast, and of course the website can be browsed without JavaScript trameworks helps keep everything load and do fast, and of course the website can be browsed without JavaScript trameworks helps keep everything load and do fast, and of course the website interactive, and of course the website can be browsed without JavaScript trameworks helps keep everything load and do fast, and of course the website can be browsed without JavaScript trameworks helps keep everything load and do fast, and of course the website interactive, and of course the website interactive int
  images. This keeps the page fast and ensures that it stays sharp at all resolutions and levels of zoom. For example, the buttons match their game counterparts closely, but are made only using SEAM_CLAN_IMAGE}, the buttons match their game counterparts closely, but are made only using shadows. [img] (STEAM_CLAN_IMAGE) (II). But even then the execution is kept smooth because the graphics for it are embedded in the stylesheet. The layout of
 new pages with slim grids is enabled thanks to modern CSS technologies Flexbox and CSS grid (no floats, no no at the same time, the mod portal also received the new design. [img] {STEAM_CLAN_IMAGE]V12002589V5ae86db887 aad14cd544732e5cf25a2f6510fcd.png[Vimg]I also took the effort to unify login sessions between the main site and the mod portal so you no longer have to log on twice. This Friday Facts is the last time you see the current (old) style, so enjoy it while it lasts! The new website will go
  live sometime next week. When the new design is out, don't forget to click on the rocket! [img] {STEAM_CLAN_IMAGE}V12002589V37713fa0625c9930588b247d0babaa715aad1fe.png[Ving][h1]Update of site content, (Klonan)[Vh1]My part of website update went through all pages and updated content, With a page goal to generally reduce the number of pages we have, either by merging pages or just deleting pages that we no longer value. Since 1.0 is so close, I decided to just 'pretend' that 1.0 is already out,
  and update the content to match it. This means that there is no mention of early access, ongoing development, roadmaps, alpha released, but it's only 2 months away now, so that see is no mention of early access, ongoing development, roadmaps, alpha released, but it's only 2 months away now, so that see is no mention of early access, ongoing development, roadmaps, alpha released, but it's only 2 months away now, so that see is no mention of early access, ongoing development, roadmaps, alpha released, but it's only 2 months away now, so that see is no mention of early access, ongoing development, roadmaps, alpha released, but it's only 2 months away now, so that see is no mention of early access, ongoing through Presskit, I found myself wanting to include some of the cool images that we've made over the years
 that aren't really screenshots. Things like the 2020 Rocket poster, or Player and biter giving a toast the new year. At first I thought I'd just throw them out there. We have some really nice photos that are good for things like Youtube thumbnails, Website articles and reviews, etc., so I really wanted them to be available at least somewhere. But having them only on presskit can mean that they are not really discovered for the average player or new website visitor. So I
  decided to add a brand new page, Artwork page. At first I just added nice flashy posters, the 2020 rocket, GDS cover, etc., but I figured there are lots of interesting pictures we can include from the years of publishing FFFs. So I went through all the 350+ blog posts, to try to find the best pictures to put up on the page. I wanted to avoid images showing old graphics or potentially confusing \/ outdated information. [img]
{STEAM_CLAN_IMAGE}\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v12002589\v120025
  rtime_mod_reviewed:1592566964, featured_app_tagid:0, referenced_appids:[],votes_up:1162,votes_down:10,comment_ype:ForumTopic, gidfeature:1634166237645658664, gidfeature:1634166237645664, gidfeature:1634166237646623764, gidfeature:1634166237646623764, gidfeature:1634166237646623764, gidfeature:163416623764, 
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  built manually. [*] Added a flush fluids button to the pipe, the underground pipe and the storage tank unit GUI's. [Vlist] [h1] [b] Gui[Vb][Vh1] [list] [*] Show only unlocked items in filter selection (storage and quickbar) and logistic Vtrash requests. Other options such as signal selection Vupgrade are not affected. New interface settings (from default) bypass this and allow the player to see all items as before. [*] When you select an item from a slot that already has value, the selected value will now be highlighted with the
  related tab (if applicable) selected. [Vlist] [h1] [b] Bug fixes[Vb][Vh1] [list] [*] Fixed a few weird pixels in the East sprites heat exchanger. [url=https:\/Vforums.factorio.com\/85836]more[\Vurl] [*] Fixed massive script time usage in Wave defense scenario after
  configuration changes. [url=https:\V/forums.factorio.com\85941]more[\url] [*]Fixed that infinity GUI filters didn't list all items. [*] Fixed problem with upgrading ghost assembler with pipes. [url=https:\V/forums.factorio.com\85941]more[\url] [*]Fixed new electric mining drill lacked integration layer. [url=https:\V/forums.factorio.com\85923]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed that infinity GUI filters didn't list all items. [*] Fixed problem with upgrading ghost assembler with pipes. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85841]more[\url] [*]Fixed reash when the device group is corrupted while its goto behavior is updated. [url=https:\V/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url] [*]Fixed reash when the device group is updated. [url=https:\v/forums.factorio.com\85843]more[\url
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[list] [*]Modified definitions of beacon graphics. Graphics are now defined in graphics_set prototype property. If graphics_set is not defined, the base_picture and properties of old animations instead of limited backward compatibility are loaded. [Vlist] [h1] [b] Scripting[Vb][Vh1] [list] [*]Added LuaPlayer::auto_sort_main_inventory read. [Vlist] For experimental releases, select the beta branch '0.18.x' under Factorio's properties in Fakta #351 - Beacon re-redesign & amp; Forenklet



generator creates in the freeplay. The new remains make a big impression here. [img] {STEAM_CLAN_IMAGE}\12002589\22d863b896b963425aed8f8c6efe140d5590f35.jpg[\img]\Now that the quickbar does not automatically fill in, we had to be more careful when the player must use some of their attention keeping that in mind. Not only that, but using the quickbar actually removes a perfect opportunity for the new players to practice interacting was to their actually removes a perfect opportunity for the new player to practice interacting was to the reaction (in tracking was to the player must use some of their attention keeping that in mind. Not only that, but using the quickbar actually removes a perfect opportunity for the new players a long time to generate the variety of the new player service interacting was to the post more of the mind to make a big inventory, [h3] Why are we changing that? [Wh3] Kovarex discussed his reasoning that in mind. Not only that, but using the quickbar actually removes a perfect opportunity for the new player to practice interacting was to high the quickbar actually removes a perfect opportunity for the new player service interacting was to high the quickbar actually removes a perfect opportunity for the new player to practice interacting was to high the quickbar actually removes a perfect opportunity for the new player feeds of their attention keeping was to high the project in the fund to he of the will present the post of the mind the project is almost finished. This is not be used to have been offer in the fund and and to not in keeping with his was to a wind and and on on the player feeds and a demon player feeds and a demon player feeds and a demon player feed back from gening that? (It's) to was earned to the development was one when the player feed back from gening that in mind. Not only that in the player feed back from gening that in the project is almost finished. This is not to say the player feed back from gening that in the player feed back from gening that in the player feed ba

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and annoying. The idea of the new sounds is that they will slip into the distance a bit more and go unnoticed (until you try to fall asleep). More fun sounds include splashes of water, electric and laser beams, more powerful weapons such as the cannon tower and the vehicle's machine gun. And our old robot sounds have come back as additions. If everything goes according to plan, we will add the sound changes to the most of the game to the cannon tower and the vehicle's machine gun. And our old robot sounds have come back as additions. If everything goes according to plan, we will add the sound changes to the master very soon, and once we've done all our pre-release controls, release it to 0.18 experimental. After that I plan to spend time on UI sounds, and also balance the overall level to get them more in line with other games, which is more difficult than usual given the lack of audio middleware. But we've also made some changes to the standard lyric settings that are moving in the right direction. [h1] Dimming (Val)[Vh1]Lately Ian and I were preoccupied with mixing and sound attenuation of the game. [url=https:\Wen.wikipedia.org\W

[patchnotes,mod_reviewed,ModAct_848946987_1586361878_0],language:0,hidden:0,forum_topic_id:2268067547751768171,event_gid:2168067547751768171,event_gid:0,forum_topic_id:2168067547751768171,event_gid:0,forum_topic_id:2168067547751768171,event_gid:0,forum_topic_id:2168067547751768171,event_gid:0,forum_topic_id:2168067547751768171,event_gid:0,forum_topic_id:2168067547751768171,event_gid:0,forum_topic_id:0,forum_to

 $[mod_reviewed, ModAct_939274514_1585940514_0], language:0, hidden:0, forum_topic_id:2147595624103352583, retime32_last_modified:1.604380515, news_post_gid:0, rtime_mod_reviewed:0, featured_app_tagid:0, referenced_appids$

[],votes_up:648,votes_down:10,comment_type:ForumTopic.gidfeature:1634166237645658664,gidfeature:2:2268067547758883655,clan_steamid_original:103582791441523997},{gid:2199387653437479645,clan_steamid:103582791441523997,event_name:Version 0.18.18

LualtemStack::create_blueprint. [*] Added LuaRoboportControlBehaviour::read_logistics and read_robot_stats [*]Removed LuaRoboportControlBehaviour::mode_of_operations [Vlist]You can get experimental releases by selecting the 'experimental' beta branch under Factorio's properties in Steam.,commentcount:17,tags:

[],votes_up:388,votes_down:5,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2:2268067547751768171,clan_steamid_original:103582791441523997,event_name:Friday Facts #341 - Audio, Artillery, Attenuation,event_type:28 appid:427520

tested it and for my luck it worked well in this case. There's probably another 100 small questions like this in sound design, it's not as simple as replacing all the audio samples and we get there. This is also why your feedback and bug reports on the sound changes are extremely useful to us, as we need to take care of as many areas as we can before 1.0 arrives.,commentcount:39,tags

[],votes_up:843,votes_down:10,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:1634166237645658664,gidfeature:2:2147595624103352583,clan_steamid_original:103582791441523997,event_name:Friday Facts #340 - Deep desyncs,event_type:28 appid:427520 server_address:,server_password:,rtime32_start_time:1585314840,rtime32_start_time:1585314840,rtime32_end_this post on our website. [[Vir] [h1] Not to mention it would be weird [[Vh1] I really think that everyone has heard all about this and nothing else over the last few weeks, but yes, the Coronavirus. For now, with Factorio, everything seems okay. We are all working from home, the team is still going and so far we are following our plan quite well. We released Character GUI and Statistics GUI last week, and some improvements such as new water splashes and leaf animations this week. Things are still going and so far we are following our plan quite well. We released Character GUI and Statistics GUI last week, and some improvements such as new water splashes and leaf animations this week. Things are still going and so far we are following our plan quite well. We released Character GUI and Statistics GUI last week, and some improvements such as new water splashes and leaf animations this week. Things are still going and so far we are following our plan quite well. tackle as time goes on. At the moment we don't know if this will affect our 1.0 release date, I think it will one way or the other, but for now we're not announcing any changes. [h3] Business as usual[Vh3]Apart from the development site that is still running, our e-shop is also still no operation and we have just refilled all variants of our t-shirts. Although we cannot guarantee anything if you order from us at this time, we should still be able to get your t-shirts for you. [h1] Deep desyncs[vh1]Last week we had a lot more players than usual and Krastorio 2 was released, which meant many more hours into a lot more areas of the game. During the week, Boskid and I received quite a few desync reports with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with control scripting if you don't know some very important gotchas. But still we decided to investigate to help the players figure out which mod is causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mods causing the problem as it is quite easy to cause a desync with mods. In general, we believe that it probably is mode and it is quite easy to cause a desync with mods. In general, we believe that it probably is mode and it is quite easy to cause a desync with mode. difficult desync we found are related to cyclical references, and the way snake serializes global Lua data. Take the example here of [url=https:\V/mods.factorio.com\/mod\/Construction_Drones[\vurl] mod. You have a player who sends drones to go do the job; The player must keep track of which drones he owns, and the way snake serializes global Lua data. Take the example here of [url=https:\v/mods.factorio.com\/mod\/Construction_Drones[\vurl] mod. You have a player who sends drones to go do the job; The player must keep track of which drones he owns, and the drones must remember which player they belong to. [img] {STEAM_CLAN_image_ driving, you can access the drone from the player object and access the drone from the player object and access the player from the drone object. Once saved, Serpent reviews all data in 'global' and serializes it for later. To handle the cyclical references, if the snake discovers that it has 'seen' an object already, it writes a placeholder value, and comes back to fix it later. The problem is that the hose chose zero as the player object and access the drone from the player object and access the player object and access the player object and access the player object. Once saved, Serpent reviews all data in 'global' and serializes it for later. To handle the cyclical references, if the snake discovers that it has 'seen' an object already, it writes a placeholder value, and comes back to fix it later. To handle the cyclical references, if the snake discovers that it has 'seen' an object already, it writes a placeholder value, and comes back to fix it later. To handle the cyclical references, if the snake discovers that it has 'seen' an object already, it writes a player object and access the player object. future. When the hose then goes back to 'fix-up' placeholder values, it ends with each peer saving a different table order (due to some even deeper technicalities with our custom version of Lua). So the problem is deep and was quite hard to find, but the fix is quite simple. Boskid simply changed the placeholder value from a player using [url=https:///Ymods.factorio.comVmodVKrastorio2]Krastorio2]Krastorio2[Krastorio2]Krastor $\{STEAM_CLAN_IMAGE\}\$ V12002589V73381e1dfd2f27e89ba5f54c9f47e8e60cf2cb.png[Vimg]\What jumped out to me as immediately suspicious is that the biter is only just moving into creep. This is because creep (from Krastorio 2) gives the devices a speed bonus when you go on it. I did a quick experiment by commenting out tile bonus creep. (from Krastorio 2) gives the devices a speed bonus when you go on it. I did a quick experiment by commenting out tile bonus creep. (from Krastorio 2) gives the devices a speed bonus when you go on it. I did a quick experiment by commenting out tile bonus creep. (from Krastorio 2) gives the devices a speed bonus when you go on it. I did a quick experiment by commenting out tile bonus creep. https:\V/factorio.com\/blog\/post\/fff-206#null-check]FFF-296[\/url]). So with plenty of patience, Boskid narrowed it further and further, deep into the storage game, but was recalculated each time the game was loaded. When the device went on crawl, it has a higher max speed, so the group calculated a higher max speed when the game was loaded. Now this logic has been in the game since device groups began, but it only became a problem recently. In version 0.17 we have added 2 (really nice) mod capabilities: [list][*] Allow devices to be affected by tiles; [*] Allow scripts to change device speeds directly. [Vlist] It didn't come up as a problem in the first place, since the freeplay base game didn't really use those capabilities. Well every change has the potential to break things. Since we know the only 2 cases where the units speed can change, Oxyd did so, so the device will notify the group to recalculate its maximum when it is 0.18.16 udgivet, event_type:12, appid:427520, server_address:, server_password., rtime:1585156750, body:[h1][b] Grafik[Vb][Vh1] [liste] [*] Nye vandstænkeffekter ved hjælp af vandpartikler i stedet for en animation. [*] Nye animationer til bladpartikler. [Vliste] [h1] [b] Fejlrettelser[Vb][Vh1] [liste] [*]Fast i, at tanken ikke var korrekt centreret til afgrænsningsboksen (grafisk problem). [*]Fixed glødende varmerør slutter sprites. [url=https:\/Vforums.factorio.com\/82642]more[\url] [*]Fixed glødende varmerør slutter sprites. [url=https:\url] [*]Fixed glødende varmerør slutter sprites. [url=https: chatfarver [url=https:\/\forums.factorio.com\/82501]more[\/url] [*]Fixed that hotkeys wouldn't work while using the character GUI in some cases. [url=https:\/\forums.factorio.com\/82593]more[\/url] [*]Fixed a desync related to unit speed changing while part of a unit group. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed a desync related to unit speed changing while part of a unit group. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed a desync related to unit speed changing while part of a unit group. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed a desync related to unit speed changing while part of a unit group. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed a desync related to unit speed changing while part of a unit group. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not showing correct repeat count in tooltips. [url=https:\/\forums.factorio.com\/80872]more[\/url] [*]Fixed some Trigger Effects not show the url [\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[\/url=https:\/\forums.factorio.com\/80872]more[LuaEntity::effective_speed [*] Tilføjet LuaControl::is_flashlight_enabled [*] Hændelsen 'on_ai_command_completed' vil nu skyde for distraktion kommando var en distraktion [patchnotes,mod_reviewed,ModAct_848946987_1585162826_0],language:0,hidden:0,forum_topic_id:2153224488982557103,event_gid:2084544594673507676,voteupcount:3},published:1,hidden:0,rtime32_visibility_start:0,rtime [],votes_up:362,votes_down:3,comment_type:ForumTopic,gidfeature:1634166237645658664,gidfeature:2153224488982557103,clan_steamid_original:103582791441523997],{gid:1803068984045440176,clan_steamid_103582791441523997,event_name:Friday Facts #339 - Beacon HR + Redesign process,event_type:28,appid:427520,server_address:,server_password:,rtime32_start_time:1584709560,rtime32_end_time:1584712380 comment_count:0 ,creator_steamid:76561197996327438,last_update_steamid:76561197996327438,event_notes:se meddelelse Facts #339 - Beacon HR + Redesign process, posttime:1584709617, updatetime:1584709617, updatetime:15847096 such a device. [h1] The old beacon[Vh1][img]{STEAM_CLAN_IMAGE}V12002589V4b90bdf24db35cfe6c872f4742ec4361112fd2c0.gif[Vimg]At the beginning of the project, the style of the game was less or more clear: nothing looks dirty and DIY. The machines must be full of detail if possible to try to explain its mechanics. The demarcation box is everything looks dirty and DIY. The machines must be full of detail if possible to try to explain its mechanics. The colours are supplied by the raw materials. The demarcation box is everything. And some other rules that I can't even remember now. The biggest handicap at the time was that we didn't have experience of how the average player is composing the factories. So we produce a nice model, but when it is located in the factory, it does not look so nice because of the lack of context. [h1] The process for the new beacon [Vh1]Beacon is a very advanced late game device. Usually placed very close to each other in long rows, horizontally or vertically. Its function is to provide extra power to other devices in its surroundings through the air. One of the main goals of redesign is not only a better coverage of the most common needs of the most common needs of the most common needs of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the machine just by looking at it. [img] (STEAM_CLAN_IMAGE) to understand the use of the use o it will occlude the other units behind, creating a problem of readability. It has to look modern. Therefore, the tapered shape with rounded windows. It's like a Soviet space capsule. The flashing lights inside will help not only to look more technological, but also will contribute to visibility. Due to its normal use in long rows, the plan was to create an additional tile set of cables that connect beacons to each other. So the composition would look much more interesting and organic with the player moving under this network of beacons. The idea is cool and it works on paper, but when we get to work, we realize that it is necessary to fill a square of 3x3 tiles. When in 3D viewport, this concept changes too much to not think of different solutions. Connecting the devices with each other to create a more powerful network of beacons, and that's sending the tower in a square area. This rule in the collision box forces all units to be some kind of clumsy box on top of the ground, always, and for this device we really ine that covers the collision box area and build the tower inside. It looks higher than what it really is, and occlusion with the tiles behind is in the acceptable limits. [table] [tr] [th] [img] $\{STEAM_CLAN_IMAGE\}V12002589V10264e77b1bf206509951e6e6e6dfb360d5f9.png[Vimg][Vth] [th][img] \{STEAM_CLAN_IMAGE\}V/12002589V09b0fda9b0ed561e0e7a28a828e64c3c65f9653a.gif[Vimg][Vth] [th][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a828e64c3c65f9653a.gif[Vimg][Vth] [th][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a828e64c3c65f9653a.gif[Vimg][Vth] [th][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a828e64c3c65f9653a.gif[Vimg][Vth] [th][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a828e64c3c65f9653a.gif[Vimg][Vth][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a828a.gif[Vimg][Vth][img] \{STEAM_CLAN_IMAGE]V/12002589V09b0fda9b0ed561e0e7a28a.gif[Vimg][Vt$ chaos of pixels that are hard to see, especially when overlapping with another lighthouse vertically. [h] A better lighthouse vertically. [h] A better lighthouse [vh1]To solve the array situation, it will be really nice to see the beacon with some variations. This will make it look more natural, and pleasant to the eye. We would like to use this kind of variations for each device, but the amount of work and VRAM needs would be just insane. [img] {STEAM_CLAN_IMAGE}V12002589V8efadd44770beed2a2d330a4d1b32dc60d25702.png[Vimg]This is still work in progress. Right now I\u2019m is working on animation of the beams. I\u2019m is working about this process of redesign, but I had to keen them out because this post is already very long. I hope it was interesting for you. In future releases, very soon, you\u2019ll be able to play with it. data-appcapsule:https:\Wsteamcdn-a.akamaihd.net\vsteamcdn-a.akamaihd. a.akamaihd.net\/steam\/apps\/427520\/Capsule_sm_120.jpg?t=1597395512,capsule_link:https:\/Vsteamcdn-a.akamaihd.net\/stea $\{name: Resurshantering, tagid: 8945\}, \{name: Sandl \u00e5da, tagid: 3910\}, \{name: Strategi, tagid: 3910\}, \{name: Strategi, tagid: 3959\}, \{name: Strategi,$ $[\{success:1,appid:427520,clanAcD:12002589,clanAcD:12002589,clanSteamIDString:103582791441523997,member_count:0,vanity_url:427520,is_ogg:true,is_ceator_home:false,mobile_device_count:false,mobile_dev$ data-partnereventstore=[] data-partnereventadjacents=[] data-uservotes=[] data-metadatainfo={clanid:0,clan_event_gid:}> data-metadatainfo={clanid:0,clan_event_gid:}>

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