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Fixed resetting city cause not disable animation. Jan 7, 2021 Fixed major storage leak, 'crash on startup' error which could occur. Jan 4, 2021 Fixed terrain dimensions. Jan 3, 2021 fixed some wrong specifi icons that appeared Jan 2, 2021 Turned all graphics down. Jan 1, 2021 Mod menu fixed. Jan 2, 2021 Mod menu fixed. Fix all open windows. Jan 2, 2021 Interface button in factorio tools fixed. Dec 30, 2020 Corrected some invisible buildings which display incorrect dimensions. Dec 29, 2020 Added game restart warning and fixed loss of saved settings after restart. Dec 27, 2020 Added paging system and corrected crop ratio buttons. Dec 24, 2020 Added saves system and autosave. Added high resolution settings (factorio-graphics.cfg) and factorio-sound.cfg. Added time format ("hh:mm:ss" etc.) Other fixes: removed count refresh button and removed statistics button. Dec 23, 2020 Fixed water lumps affecting performance. Fixed dump mechanic (1 factory can only have one). Fixed some races. Dec 22, 2020 Corrected particle system. Fixed 1 factory gives incorrect warning. Dec 21, 2020 Fixed an invisible crate (in grass near a factory). Dec 20, 2020 Fixed a bug with other players not being able to chat. Fixed race calculation (fixed some randomness). Dec 19, 2020 Fixed a bug which made Factorio crash on Windows Dec 18, 2020 Fixed vehicles. Dec 16, 2020 Fixed building placement. Fixed some incorrect warning about production modules. Fixed misplaced window title bar on Alt-Tab. Dec 15, 2020 Expandable dialog windows fixed. Dec 13, 2020 Clickable/tappable objects fixed. New factory created at 0:00 in idle mode. Dec 12, 2020 New feature: workers can be pressed to the mouse at right click. More objects/commodities/buildings can be collapsed/expanded. Dec 11, 2020 New feature

May 29, 2020 Pot. auto-expand: if it's not possible to plant a large block in that space (like across the middle of the screen), it won't expand. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Tractor will only harvest from forest trees; it will not harvest from jungle trees (which can be used for building a bridge). Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 The player doesn't know about invisible mobs. Changed food and food production values of some. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 During solar noon, the red sun disappears, and the light level is at 10% of the full sunlight. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 You can now right-click a building to quickly deselect that building. And now a button to bring up the debug menu. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Read the readme file. Thanks! :-). Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Steam overlay: if the game window is larger than the default maximum size (4K), the game will be maximized into its own window. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Factorio no longer displays a red border around maximized windows. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Press any key to quit. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 Joystick yaw, pitch, and roll is now interpreted correctly. Added new config setting to override this. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 The solar panel no longer shows a black background. It now uses the color from the surrounding blocks and the current light level. Factorio Full Alpha 0.6.4 (32bit) (WINDOWS) May 29, 2020 If you have sound notifications turned off in the sound 2d92ce491b