DUNGEON CRAWL: Important changes in 0.4

In DCSS 0.4, for better ergonomics, many key bindings were changed. Also, a small number of new commands were introduced. The tables below list all of these. If you have been playing an older version and want to restore the old key set, do so by adding this line to the `init.txt` file:
`additional_macro_file = 034_command_keys.txt`

The command for examining items (was **v**) is gone. Bring up the inventory and press the key matching an item's slot in order to examine it.

When chopping up a single corpse on the ground, there is no longer any prompt. You will only be prompted if there are two or more corpses. When answering this prompt, you can use the following shortcuts: **c** means yes, so you can press **cccc**... to chop up all corpses in one place, or you can just hit **a** to butcher of corpses on a square.

The *** Direction** and **Ctrl-Direction** keys now both open and close doors.

key	new command
_	read message (only used for online play)
!	annotate level (read annotations with **Ctrl-O**; annotations with an ! prompt when entering the level)
(	cycle ammunition
Q	quiver item
`	redo previous command
0	repeat next command
Ctrl-T	toggle ally pickup mode (only for permanent allies)
Ctrl-D	add macro (a new synonym for ∼)

new key	command	old key
G	auto-travel	was **Ctrl-G**
z	cast spell	was **Z**
Z	zap wand	was **z**
o	auto-explore	was **Ctrl-O**
Ctrl-O	dungeon overview	was **O**
O	open door	was **o**
C	close door	was **c**
c	chop up	was **D**, dissect
E	show experience	was **C**
v	evoke	was **E**
F	manually throw	was **t**
t	tell/yell	was **!**
Ctrl-V	Tiles settings	was **Ctrl-Q**
Ctrl-Q	quit	was **Q**

There are additional changes to the targeting interface:

The functions of **!** and **.** have been swapped. So firing with **.** will now stop at the target, whereas **!** will shoot further if the target was missed (and **Enter**, **Del**, **Space** still behave as in 0.3.4).

You can now target using the monster list as well; **Ctrl-L** toggles this option.

You may quiver an item, meaning that you will preferably fire this ammunition (and keep doing so even if you run out of it temporarily). Quivering is done via **Q** (quiver the currently fired item) or **fi** (choose an item and quiver it) or also by using **(** (cycling appropriate ammunition) and then firing. **F** also lets you select an item to be thrown, but this command does not affect the quiver.