

List of options

House

HouseStyle :

Options : style, recolor, none

Default : style

This option let you choose between “style” (option that will change the global look of the farmhouse, see “Style” for details), “recolor” (closer to vanilla look but with different color option), and “none”. If you want to disable changes to the house, use “none”. (Useful if you want to use another mod for this building). Greenhouse options are separate.

Style :

Options : farmstyle, fishstyle, minestyle

Default : farmstyle

This option let you choose between 3 styles. Farmstyle is a classic red farm look, similar to the barn in spirit. Fishstyle is in the same style than Willy Shop, and Minestyle is inspired by Clint Shop.

RecolorStyle

Options : A, B

Default : A

This option let you choose between 2 style of roof. A is the classic roof style, B is inspired by Robin roof.

RecolorWallStyle

Options : 1, 2, 3

Default : 1

This option let you choose between 3 style of wall. 1 is the classic wall, 2 is using horizontal planks, 3 is using horizontal planks with apparent nails.

RecolorWall

Options : basic, beige, darkblue, darkbrown, darkred, taupe

Default : darkred

This option let you choose the color of the wall between the listed colors. Basic is the vanilla color.

RecolorRoof

Options : basic, darkbrown, gold, green, peach, purple

Default : darkbrown

This option let you choose the color of the roof between the listed colors. Basic is the vanilla color.

HouseSeasonOptions :

Options : seasonal, moreflowers, flowerpot, festival

Default : seasonal, moreflowers, flowerpot, festival

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Festival is adding some decor during festival (currently : egg festival, flower dance, winter star)

Greenhouse

StyleGreenhouse

Options : artnouveau, default, none

Default : artnouveau

This option let you choose the style of the greenhouse. Artnouveau is inspired by art nouveau, especially some subway entrances in the town of Paris. Default is the default style. None is if you want no change (for example if you want to use another mod changing the greenhouse exterior)

StyleFrameGreenhouse

Options : greenmetal, darkbrown, gold, green, peach, purple, red, none

Default : greenmetal

This option let you choose the color of the frame of the greenhouse. Use "none" if you want the vanilla color.

GreenhouseSeasonOptions :

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Cabin

StylePlankCabin, StyleStoneCabin, StyleLogCabin

Options : plankblue, plankgolden, plankgreen, plankpurple, plankred, plankteal, bricklight, brickdark, none

Default : depend of the cabin

These options let you choose the style you want for each of the cabins. You can use the same style for each cabin if you want. None is useful if you want to use another building mod for the cabin instead.

CabinSeasonOptions :

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Coop

StyleCoop

Options : darkbrown, darkbrown_asymmetrical, darkbrown_flat, gold, gold_asymmetrical, gold_flat, green, green_asymmetrical, green_flat, peach, peach_asymmetrical, peach_flat, purple, purple_asymmetrical, purple_flat, red, red_asymmetrical, red_flat, none

Default : red_asymmetrical

This option let you choose the style and color of the coop. Asymmetrical options have an asymmetrical roof, when flat options has a flat roof. None is useful if you want to use another building mod for the coop instead.

CoopSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Shane Coop

StyleCoopShane

Options : default, asymmetrical, flat, none

Default : asymmetrical

This option let you choose the style of Shane's coop, if you are married to him. None is useful if you want to use another building mod for Shane's coop instead.

CoopShaneSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists). For the moment, there is only autumn and winter effects for Shane's coop.

Barn

StyleBarn

Options : darkbrown, gold, green, peach, purple, red, none

Default : red

This option let you choose the style of the barn. None is useful if you want to use another building mod for the barn instead.

BarnSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Fish Pond

StyleFishPond

Options : default, darkbrown, gold, green, peach, purple, red, wood, flatstones, none

Default : flatstones

This option let you choose the style of the fish pond. Flatstones will have a flatstone border, when colored options and wood will have a wood border.

Default will use vanilla fish pond but allows seasonal option, when none disable changes entirely and let you use any other building mod you may want.

FishPondSeasonOptions

Options : seasonal, moreflowers

Default : seasonal, moreflowers

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Gold Clock

StyleGoldClock

Options : default, none

Default : default

This options let you choose between default or none. Default is if you want seasonal changes to apply, when none disable changes entirely and let you use any other building mod you may want.

GoldClockSeasonOptions

Options : seasonal, moreflowers

Default : seasonal, moreflowers

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Junimo Hut

StyleJunimoHut

Options : tree, none

Default : tree

This option let you choose the style of the Junimo Hut. Tree is a small tree that will change over season, when none disable changes entirely and let you use any other building mod you may want.

Options : moreflowers

Default : moreflowers

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options (but this building has only one currently). Let it blank if you want none of them.

Moreflowers is adding more foliage or flowers, options vary for each building

Mill

StyleMill

Options : darkbrown, gold, green, peach, purple, red, none

Default : red

MillSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Obelisks

StyleObeliskDesert, StyleObeliskEarth, StyleObeliskWater

Options : garden, glass, none

Default : garden

These options let you choose for each obelisk the style you want for them. Garden is a small building with decorations inspired by the area of the obelisk. Glass is an medium sized obelisk, smaller than the vanilla one, with the shape of actual obelisk, in glass panel containing sand, earth or water depending of the obelisk. None disable changes entirely and let you use any other building mod you may want.

There is currently no seasonal options for the obelisk

Shed and Big Shed :

StyleShed, StyleBigShed

Options : farmstyle, fishstyle, minestyle, darkbrown, gold, green, peach, purple, red, none

Default : farmstyle

Theses options let you choose the style of the Shed and BigShed. Farmstyle is in the style of the barn, fishstyle is inspired by Willy's shop, minestyle by Clint's shop. Recolor options are recoloring the roof. None disable changes entirely and let you use any other building mod you may want.

ShedSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. Both size of shed will use same config options.. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Slime Hutch

StyleSlimeHutch

Options : 01, darkbrown, darkbrownB, gold, goldB, green, greenB, peach, peachB, purple, purpleB, red, redB, none

Default : red

This option let you choose the style of the Slime Hutch. 01 is inspired by the Bath House, when recolor options will recolor the roof. Walls of the classic version are light, when B version uses dark walls. None disable changes entirely and let you use any other building mod you may want.

SlimeHutchSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. Both size of shed will use same config options.. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Stable

StyleStable

Options : darkbrown, darkbrownB, gold, goldB, green, greenB, peach, peachB, purple, purpleB, red, redB, none

Default : redB

This option let you choose the style of the stable. B version also recolor the pillar of the stable and clean the drinker. None disable changes entirely and let you use any other building mod you may want.

StableSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. Both size of shed will use same config options.. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Well

StyleWell

Options : 01, 02, 03, 04, 05, 06, darkbrown, darkbrownB, darkbrownC, gold, goldB, goldC, green, greenB, greenC, peach, peachB, peachC, purple, purpleB, purpleC, red, redB, redC, none

Default : 06

This option let you choose the style of the well. 01 is a fountain with a squid, 02 has an arch in wrought iron, 03 has an arch in wood, 04 is a rustic well, 05 is a flat stone pond, 06 is a flat stone with a fountain, colored and coloredB options are well with roofs, when coloredC has a flat wood border.

None disable changes entirely and let you use any other building mod you may want.

WellSeasonOptions

Options : seasonal, moreflowers, flowerpot

Default : seasonal, moreflowers, flowerpot

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. Both size of shed will use same config options.. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building

Flowerpot is adding pots of flowers

Fences

StyleFenceWood, StyleFenceStone, StyleFenceIron, StyleFenceHardwood

Options : brick, bricksilo, brickslimehutch, brickstone, darkbrownhardwood, darkbrownwood, goldhardwood, goldmetal, goldwood, greenhardwood, greenmetal, greenwood, peachhardwood, peachwood, purplehardwood, purplewood, redhardwood, redwood, none

FenceWoodSeasonOptions, FenceStoneSeasonOptions, FenceIronSeasonOptions, FenceHardwoodSeasonOptions

Options : seasonal, moreflowers

Default : seasonal, moreflowers

Allows multiple, allows blank

This option let you choose what seasonal options you want to enable or disable. Both size of shed will use same config options.. By default, all are enabled. List the options you want, remove the ones you don't want. The field accepts multiple options. Let it blank if you want none of them.

Seasonal is classical season option (petals on windy spring, leaves in autumn, snow in winter, and the main foliage of this building if one exists)

Moreflowers is adding more foliage or flowers, options vary for each building