Sims 4 Mods & CC Collection

It is recommended that you use the [Mega App](#) to download to avoid timeout errors.

Mods contains everything that is not CAS or BB, notably the scripts

> ⇩ Download Mods_v0.7 from MEGA ⇩

BB_0 contains objects from existing DLC and organized BB: `/BCG_Conversions` and `/Build Buy`

> ⇩ Download BB_0_v0.7 from MEGA ⇩

BB_1 contains un-organized BB: `BuildBuy_Ununified`

> ⇩ Download BB_1_v0.7 from MEGA ⇩

BB_2 contains build/buy CC from creators starting with A-M: `BuildBuy_Labeled_1`

> ⇩ Download BB_2_v0.7 from MEGA ⇩

BB_3 contains build/buy CC from creators starting with N-Z: `BuildBuy_Labeled_2`

> ⇩ Download BB_3_v0.7 from MEGA ⇩

CAS contains the create a sim items: `/CAS` and `/CAS_Ununified`

> ⇩ Download CAS_v0.7 from MEGA ⇩

I recommend [Sims4Studio](#) (S4S) for editing and [Sims4ModManager](#) (S4MM) for maintaining. Don't forget to delete `localthumbcache.package` when installing new mods Merged files are typically not used in this collection.

A few CC/Scripts will require expansion content I own: Cats & Dogs, Seasons, City Living, Cottage Living, Island Living, Get Together, Get Famous, Dine Out, Dream Home Decorator, Knifty Knitting, Tiny Living, Parenthood, Movie Hangout Stuff, Bowling Night, and Desert Luxe. These are definitely not required, but if you have all those then everything here should work. If you do not, then you may have an occasional missing mesh and some of the scripts might be irrelevant. For any missing CAS mesh it will show up with [question marks](#) and you can use [BetterExceptons](#) [to remove the file](#) or S4MM to turn the file off (`*.packageOFF` is a file turned off by S4MM).

Base Game Conversions

Located: `/BCG_Conversions`

These are Maxis files from DLC exported to the base game. They are sorted by expansion code.

The object name is changed to follow the pattern:
```
OBJECT NAME - DLC
```

The object description formats the exporter's credits to match the maxis standard format.

BuildBuy

Located: `/BuildBuy, /BuildBuy_Labeled_1, /BuildBuy_Labeled_2, /BuildBuy_Ununified`

Files are loosely organized by type, collection and creator. Original filenames are mostly* kept for consistency with the creator and easy replacement in case of updates.

The object name is changed to follow the pattern:
```
[CREATOR_CODE] OBJECT NAME, DESCRIPTOR - COLLECTION
```
Descriptor refers to things such as: Tall, Short, Medium, Long, Extra-Long, Solid, Patterned, etc

The object description formats the creator's credits to match the maxis standard format. The key words used are Converted (From a previous Sims game), Extracted (From an existing object), Recolored (Mesh not changed, and likely not included), and Created (Original Mesh or Edit).

This makes the object name more readable, and you can easily search by creator, collection or object name - even in the case of collabs and despite the age of the content.

Those in `/BuildBuy_Ununified` have not yet been organized. Those in `/BuildBuy_Labeled_#` have been labeled and credited consistently. Those in `/BuildBuy` have been confirmed to have the correct color tag as well. Custom Icons are not kept.

CAS

Located: `/CAS, /CAS_UnUnified, /Presets`

Files are loosely organized by collection and creator. Original filenames are kept for consistency with the creator and easy replacement in case of updates. CAS objects are enabled for random, and not limited by gender by default. CAS objects that are "accessories" but on the wrong "part" (eg: accessory tops listed as "gloves") as well as the few pieces of alpha CC (currently only

sailor moon things) are disabled for random. Custom Icons are not kept except for the objects with intentionally miss-matched parts (eg: accessory tops listed as "gloves").

Those in `/CAS` have been confirmed to have the correct part type, sub type and color tags.

Gameplay

Located: `/Aspirations, /Career, /Events, /Poses, /TraditionHoliday, /Traits`

Original filenames are kept for consistency with the creator and easy replacement in case of updates.

Script Mods

Located: `/Tmex-BetterBuildBuy v*, /TMEX-Settings, /Scripts`

Original filenames are kept for consistency with the creator and easy replacement in case of updates. `/Tmex-BetterBuildBuy v*` and `/TMEX-Settings` should not be directly changed.

Script Descriptions

BugFixes

- `Carl_DineOut_Reloaded` - Fixes assorted Dine Out expansion pack issues - Requires Dine Out
- `lot51_bathe_around_kittens_puppies_bugfix` - Sims can bath around baby animals - For Cats and Dogs
- `dont_prep_food_where_you_angry_poop` - Can set counters to not allow food prep via shift-click
- `dont_wash_dishes_where_you_angry_poop` - Can set sinks to not allow dish washing via shift-click
- `simularity-fix-carobcake` - fixes required ingredients for the sugar free carob cake to not have sugar - For Cottage Living and Spa Day
- `simularity-rumbasimtinyliving` - fixes missing dance interaction - For Jungle Adventure and Tiny Living
- `simularity-clfixes-betterchickentreats` - increases the distance that chickens will look for thrown treats - Requires Cottage Living
- `BosseladyTV_Homework_at_Desk_3.23` - more likely to use a desk for HW
- `ilkavelle_UniversityRejectionLetter` - can be rejected from university

UI/Visual Fixes

- `MizoreYukii_CustomWrenchIcon_BlueCC/SwatchIcon` - Sets CC visual to a blue circle/plumbob rather than a wrench

- `More_CAS_Columns` - CAS shows more columns
- `MMautoShorterTeens` - Teens are shorter than adults
- `Zerbu - More Selectable Icons` - More icons available for clubs and holidays
- `simularity-incensetooltips` - Incense has a tooltip detailing which scent does what - For Spa Day
- `simularity-emotions` - emotions use more descriptive names
- `simularity-awardsnotification` - notifies you of the award event - For Get Famous
- `tmex-BetterBuildBuy` - Build/Buy has searchable debug, live edit is more accessible and has expandable UI
- `LittleMsSam_RSM_BG_RoundDiningTableSlots` - new slot in center of large round tables
- `SimMattically_HD_Maps` - World maps are not blurry
- `MM_StarWarsCostumeHider_V5` - hide star wars
- `MMPlanCareerOutfit` - Change work outfit

Basic Support & Tuning
- `lot51_core` - Support script for all Lot51 mods
- `XmlInjector` - Support for some carers/events
- `RVSN_NoSnapCurtain_Slot_OVERRIDE` - Curtains will not snap allowing easier alt-placement
- `Tmex-AlwaysTesting` - Sets `testingcheats true`
- `Tmex-BetterExceptions` - More robust error reporting, mod conflict checking and CAS identifier
- `Tmex-LifetimeSkills` - skills from childhood lead into adulthood
- `Tmex-NoWeatherBB` - No weather while in build/buy mode
- `simularity-clfixes-fewerupgradeparts` - reduced the number of upgrade parts needed for shed and coop - Requires Cottage Living
- ~~`simularity-clfixes-foxnokill` - foxes won't kill chickens~~ - Requires Cottage Living
- `simularity-clfixes-lessanimalsadness` - sims will not be sad for as long when animals die - Requires Cottage Living
- `simularity-clfixes-moresocialgain` - easier to befriend animals - Requires Cottage Living
- ~~`MizoreYukii_Scarlet_ShowerWoohooTweaks` - shower whoohoo gives hygiene~~ - Requires Discover University
- `sigma1202_No_sad_holiday_moodlet` - Prevents the disappointing holiday moodlet - Requires Seasons
- `LittleMsSam_RSM_BG_AutoDrinkWhenEating` - Sims will grab a drink with their food
- `LittleMsSam_RSM_BG_AutoPutActivityTableCraftsIntoInventory` - After using a craft table the craft will go to the inventory

- `LittleMsSam_RSM_BG_AutoPutPaintingInInventory_ArtSociety_Tasks` - After using an easel the painting will go to the inventory
- `LittleMsSam_RSM_BG_AutoPutPaintingInInventorys` - After using an easel the painting will go to the inventory
- `LittleMsSam_RSM_BG_AutoUsePicnicTableWhenEating` - Picnic tables can be used autonomously
- `LittleMsSam_RSM_BG_PreferLeftovers` - Sims will prefer leftovers if they exist over cooking
- `LittleMsSam_RSM_EP_CD_CallOverWillWakeUpPets` - Pets will wake up if you call for them - Cats and Dogs Required
- `LittleMsSam_RSM_EP_CD_DogsChangeIntoEverydayAfterWalk` - Dogs will change after a walk - Cats and Dogs Required
- `LittleMsSam_RSM_EP_CD_FasterPickUp` - no more speak to pets before picking them up - Cats and Dogs Required
- `LittleMsSam_RSM_EP_CD_NoSpoilingDriedAnimalFood` - dry animal food will not spoil - Cats and Dogs Required
- `LittleMsSam_RSM_BG_SimCallOverHigherDistance` - you can call sims from further away
- `LittleMsSam_RSM_EP_CoL_GiveGiftsMoreProduceOptionsToRabbits` - More Vegies and Fruits can be gifted to rabbits, and other objects can not be - Cottage Living Required
- `LittleMsSam_RSM_EP_CoL_OrderMoreGroceries` - More groceries are available order and certain item limits are increased - Cottage Living Required
- `LittleMsSam_RSM_EP_IL_ToddlerPlayInOceanWithSeashell` - Toddlers playing in the ocean will use a shell not a duck - Island Living Required
- `LittleMsSam_RSM_EP_S_MoreCustomesForWearCostumeHoliday` - more outfits count towards "Wear Costume" tradition - Seasons Required
- `LittleMsSam_RSM_EP_S_NoKidsOutdoorObjectsinRainOrHeavySnow` - kids will not be able to use certain objects if the object it outside and it is raining - Seasons Required
- `LittleMsSam_RSM_EP_S_NoPresentOpeningCooldown` - Presents no longer have a cooldown - Seasons Required
- `LittleMsSam_RSM_EP_S_ProtectiveRaincoats` - Raincoats stop you from getting wet - Seasons Required
- `LittleMsSam_RSM_GP_P_SackLunchInInventory` - After making a sack lunch it goes into your inventory - Parenting Required
- `LittleMsSam_RSM_SP_K_SellMoreKnittingObjectsViaRetail` - more objects can be sold at retail - Knifty Knitting Required
- `LittleMsSam_NoAutoFoodGrabAfterCooking` - Chef won't autonomously eat
- `LittleMsSam_HiredEmployeesEarnMoney` - employees get paid
- `LittleMsSam_EcoDishwasher` - Dishwasher runs less often

- `LittleMsSam_ChangeOutfitCloset` - Can change outfits on coat racks and with closets
- `Simvasion_knittingautonomy_fix` - Tuning for knitting
- `Arckange_BetterLadders` - Ladders are faster
- `LittleMsSam_SLO` - Laundry is better
- `MizoreYukii_RemoveHatsMoreIndoors` - No hats inside

New Interactions

- `Carl_CollectiblesReady` - Shift-Click a Sim to select the "Find Collectables" action which sends the sim on a treasure hunt in their current neighborhood
- `Carl_TrytoMakeFriends` - New friendly interactions "Try to Make Friends"
- `Lumpinou_ReRollWants_Cheat` - Shift-Click a Sim to choose to re-roll wants
- `MTS_Scumbumbo_EvolveAll_BM` - While gardening "Evolve" will be treated like "Water" and effect all applicable plants
- `MTS_Scumbumbo_WorkingMedicineCabinets` - You can buy medicine from medicine cabinets & some mirrors - Requires Get To Work
- `RVSN_PlayComputerChess_OVERRIDE` - Sims can play chess on the computer (replaces BlicBlock)
- `lot51_extinguisher` - Adds cheat code `fire.extinguish`, or `sos`
- `LittleMsSam_RSM_BG_ClaimAllTheThings` - Shift-click to claim random objects
- `LittleMsSam_RSM_BG_ReleaseAllTheGhosts` - Ghosts can all be released at once, and urns summoned if someone dies off the lot
- `LittleMsSam_RSM_EP_CD_BuyTreatsViaPC` - treats can be purchased from PC - Cats and Dogs Required
- ~~`LittleMsSam_RSM_EP_SE_HealthyFoodOnFridges`~~ - "Cook Healthy Meal" available to all - Snowy Escape Required
- `LittleMsSam_AdvancedBirthCertificate` - birth certificate if you give birth at a hospital - Get To Work Required
- `LittleMsSam_AutomaticStereoSystem` - stereos can be upgraded to automatically turn off
- `LittleMsSam_CanIComeOver` - can ask a sim from the relationship panel to visit
- `LittleMsSam_GoForAWalkCats` - Cats can go for a walk too - Cats and Dogs Required
- `LittleMsSam_PetFoodOverhaul` - can bulk cook pet meals
- `LittleMsSam_SmallInviteToHangOutOverhaul` - can invite family to hang even if you have not met them
- `LittleMsSam_TrainPuppies` - puppies can be taught basic tricks - Cats and Dogs Required
- `LittleMsSam_TransferInventory` - can transfer your inventory with a single click
- `LittleMsSam_WorkingPetWaterBowls` - water bowls for pets - Cats and Dogs Required

- `Mercuryfoam_Piano_OneClickPerformAllSongs_Mod` - Can perform all songs at once

New Gameplay
- `mc_*` - Overall game control and cheats
- `Lumpinou_LGBTQIA_Mod` - Enables queer identities and stories
- `MTS_Scumbumbo_KeepBooksAfterPublishing_UpdatedByLittleMsSam` - After publishing a book your sim will keep a copy of it in their inventory
- `MTS_Scumbumbo_MoldingClayBuildsCreativity_UpdatedbyLittleMsSam` - Playing with clay allows children to build their creativity skill
- `MTS_Scumbumbo_TraumaticDivorceForChildren_UpdatedbyLittleMsSam` - Divorce has more of an impact on children
- `Scumbumbo_PackingCrates_BMFix` - Packing crates exist so you can move out sims with Build/Buy Items - REMOVED as it is currently broken
- `lot51_simzlink` - Adds the requirement to add internet service to lots to use internet-based interactions
- `lot51_doorbell` - A modern doorbell with improved notifications
- `lot51_plumbbros` - An alternative to the Thermostat/Temperature system
- `lot51_sunrise` - Re-introduces alarm clocks
- `thepancake1-MoreTraitsInCAS` - CAS allows you to set 5 traits instead of 3
- `simularity-preference-reading` - Sims will have preferred reading genres
- `simularity-medications` - This mod contains three medications to help with my mental illness traits
- `LittleMsSam_SulSulWeatherApp` - can check the weather before you travel
- `LittleMsSam_SimDaDatingApp` - Sims have a dating app they can use
- `LittleMsSam_Cookbooks` - Cookbooks for regional recipes
- `LittleMsSam_Abortion` - sims can get an abortion
- `LittleMsSam_Miscarriage` - small chance of miscarriage occurring
- `LittleMsSam_HealthyDrinks` - healthy drinks are available
- `LittleMsSam_LiveInBusiness` - can live in your business
- `Lumpinou_OpenLoveLife` - More relationship options (Polyam, ENM, etc)
- `SpinningPlumbobs_ExpandedMermaids` - More interactions & gameplay for mermaids incl. Children
- `Lumpinou_ScienceBabyTweak_InGameChoicePregOrInstant` - Can choose pregnancy
- `Mercuryfoam_BallroomDanceMod, Mercuryfoam_Ballet_Barre, Mercuryfoam_TRMA_CapoeiraMod,Mercuryfoam_PoleDanceMod` - Can learn new dances
- `Mercuryfoam_Hopscotch` - Kids can play hopscotch
- `Basemental_Alcohol` - Sims can get drunk

Patch Notes

0.1 ➔ 0.2

- `MizoreYukii_Scarlet_ShowerWoohooTweaks` added, but disabled
- `sigma1202_No_sad_holiday_moodlet` was added
- `Lumpinou_OpenLoveLife` was added
- NEW script mods from LittleMsSam
- NEW Traditions
- NEW CC from SIXAM, SYB, kumika and jaydub, Mostly for Build/Buy
- Most SIXAM CC and F&H was labeled and moved to BB-Label, SYB content still needs to be labeled

0.2 ➔ 0.3

- All SYB content labeled and moved to BB-Label, Identified all objects not yet labeled
- Minor Edits to existing BB object's tags
- NEW Mermaid objects & Expanded Mermaids CC
- NEW littledica BB CC
- NEW traits from Triplis for Kids, and a depression reward trait
- High Chair Fix removed as EA patched it, and removed Family Reunion event
- A many mods are updated, incl LMS & MCCC, and some are disabled as they will require an update from the latest patch (1.96)

0.3 ➔ 0.4

- Added Base Game Conversions
- New content, mostly BB, from ATS4, Mac20, Peacemaker and others.
- New makeup CC
- Updated available mods for the latest patch (1.96)

0.4 ➔ 0.5

- Modified file names to only include alphanumeric characters, dashes and underscores. This is done for the speed of Sims loading the files.
- Additional CC - new content from creators, disability cc, Max20, and peacemaker, infant stuff
- Lightly Reorganized CC in BuildBuy folder
- Some ununified CC is now unified and some unlabeled CC now labeled
- A few new scripts/tuning

0.5 ➔ 0.6

- Updated scripts to the latest patch (1.98)
- Some Additional CC, Some labeling & sorting

0.6 ➜ 0.7
- Updated scripts to the latest patch (1.99)
- Some Additional CC, Some labeling & sorting & price changes

Sims 4 Custom Saves

How to Use

Instructions can be found here.

Saves

A Better Sims 4

Ikea, known as BetterSims4 revamps all the base game worlds; Willow Creek, Oasis Springs, and Newcrest. Every lot is packed with new or renovated builds and Sims, including a range of residential and community lots. **BCG** is only the base game and does not require any packs, **Ver 1** requires Get to Work EP, Seasons EP and Dine Out GP. **Ver 2** requires Get to Work EP, Seasons EP, Get Together EP, Dine Out GP, Outdoor Retreat GP, Parenthood GP, and the Romantic Garden SP.

Fresh Start Save File

It's basically a fresh coat of paint applied to the regular save. This involves community lots being updated to use items from more packs and Sims getting makeovers when required. It feels original but yet removes a number of the annoyances of the regular save file, including the randomized and ridiculous-looking seasonal outfits. There are also a few added extras, such as new community lots and pets in households.

World of WIP

The World of WIPS save file is unique in that it doesn't contain any builds or new Sims. It is a save file that is completely wiped. If you're looking to start your game from scratch, maybe even to make your own save file, this will really help.

Seasons Save

In this save file, each and every in-game sim has a sensible, appropriate, and tailored outfit for both hot and cold weather. Now everyone can look good, no matter the weather. Most packs are required, though the creator is not sure which in particular. The main ones used are Seasons, Cats & Dogs and City Living.

Simsie's Save

In this file, every single EA lot is renovated and she added her own builds into the gaps. There are also many new townie families. What makes this stand out even more, is that the families have skills, careers, and relationships, with each having a narrative and many interweaving. The save is regularly updated to include new worlds. Every Pack is necessary, but the save will work fine without all the packs, but you'll have naked Sims.

Plumbella Save

This one feels like you were playing a new game when you load up this save. There are no renovations in this world, all of the lots are made by her and not EA! It is fully up to date for seasons, everyone should have decent hot/cold outfits. Every single world is child, toddler, and pet friendly. Every lot has a building on it but not every single lot is filled with a family - this is to try and reduce lag in the save file, and give you the option to live in a house that isn't already customized for another family! Although all the packs are used, it can still be used without DLC. Some sims will just appear naked, and some items will be removed from the lots. However, pack use is limited - e.g. in Granite Falls, 90% of the items will be from the Outdoor Retreat pack. Towns like Willow Creek, Oasis Springs and Newcrest have more packs used.

Devon Bumpkin Save

This one filled with interesting characters with fully fleshed backstories living in his gorgeous builds. It focuses only on Willow Creek.