



Riding Companion Dog



REQUIRES THE [XML INJECTOR MOD!](#)

Riding Companion Dog

This Mod let's you command a Dog to follow you while you are Horse Riding.

How this Mod works:

When you sit on a Horse you can click on it to see the "Choose a Riding Companion Dog" Interaction. Choosing a Dog will let it follow your Horse, when you start moving. You can command the Dog to stop following by clicking on "Release Riding Companion Dog" on the Horse. If you want to continue without the Dog you can use the "Release Riding Companion Dog & Send Home" Interaction on the Horse, which will send the Dog Home.

Dogs will auto stop following, when your Sim dismounts the Horse, gets bucked off, or when you Ride Home.

When a Dog follows your Horse they both get a hidden Happy Buff, and the following Motives will fill up while the other Motives Decay are lowered to 25%:

Horse

- Fun
- Social
- Bladder

Dog

- Affection
- Play
- Bladder
- Bowel

The Horse & the Dog will gain some Friendship progress every few minutes, as well as the Sim & the Dog.

This Mod is compatible with my "[Go For Walk Fills Needs](#)" Mod. so when you have one of the Locked Stats Addons it will get added to the Dog. It is also compatible with my "[Horse](#)

[Riding Together](#)" Mod, which means you can use both Mods to let a Horse and a Dog follow you.



Important to Know:

Technically, the Dog and the Horse you sit on will get into Routing Formation. This way their Walkstyles should match. Your Horse will be in two different Routing Formations at the same time, you sitting on the Horse, and the Dog following it. Sometimes these Routing Formations can cause glitches, which is not necessary a Mod Issue. I recommend to save before choosing a Dog to follow you, in case a Glitch happens and you need to reload the Save.

It takes a Moment for them to get in the Routing Formation esp. when the Dog is doing an Interaction at the moment you choose them in the SimPicker Menu. This means that it can take a moment until the next Interaction you clicked on e.g. Go on a Relaxed Ride, will start. Pausing the Game for a second help speeding things up sometimes. The same is useful when switching between different Ride Options, and you feel like the Sim/Dog "lags".

Known Issues

- There was a Glitch I got while testing where your Sim would dismount without dismounting. They lost the Sit on Horse Posture, and only reloading the Save before starting the Horse Riding would fix that. Not sure if my last changes fixed that already or if that is an older Game Glitch I did not know of yet. So I recommend to save before testing it.
- The "Intense Ride" cancels itself sometimes, not sure if that is a Mod Issue or not, or if the Routing Formations do not work well with it.

- It can happen that the following Dog, will teleport back and forth, when stopping after a Ride Relaxed etc. This is not a Mod Issue that is a Game Issue that happens sometimes with various Interactions. Just wait a little, and use pause/unpause until the Dog is back.

F.A.Q.

Can I allow more Dogs to follow at the same time?

No, not yet. It is planned to check if I can allow more than one Dog to follow you, but no guarantee yet that it will work.

Available Translations

- English (default)
- German by me
- Russian by Jane_Moriarty
- Danish by Sara863g

Mod Support available via my Discord:

<https://discord.gg/KpZsvRM>