Sims 4 Grief Tuning Mod - How-To

1. Download and install the latest version of Sims 4 Studio.
   https://sims4studio.com/board/31/downloading-installing-sims-4-studio *Images pictured in this document may depict an older version of the application.

2. Open the Sims 4 Studio app.

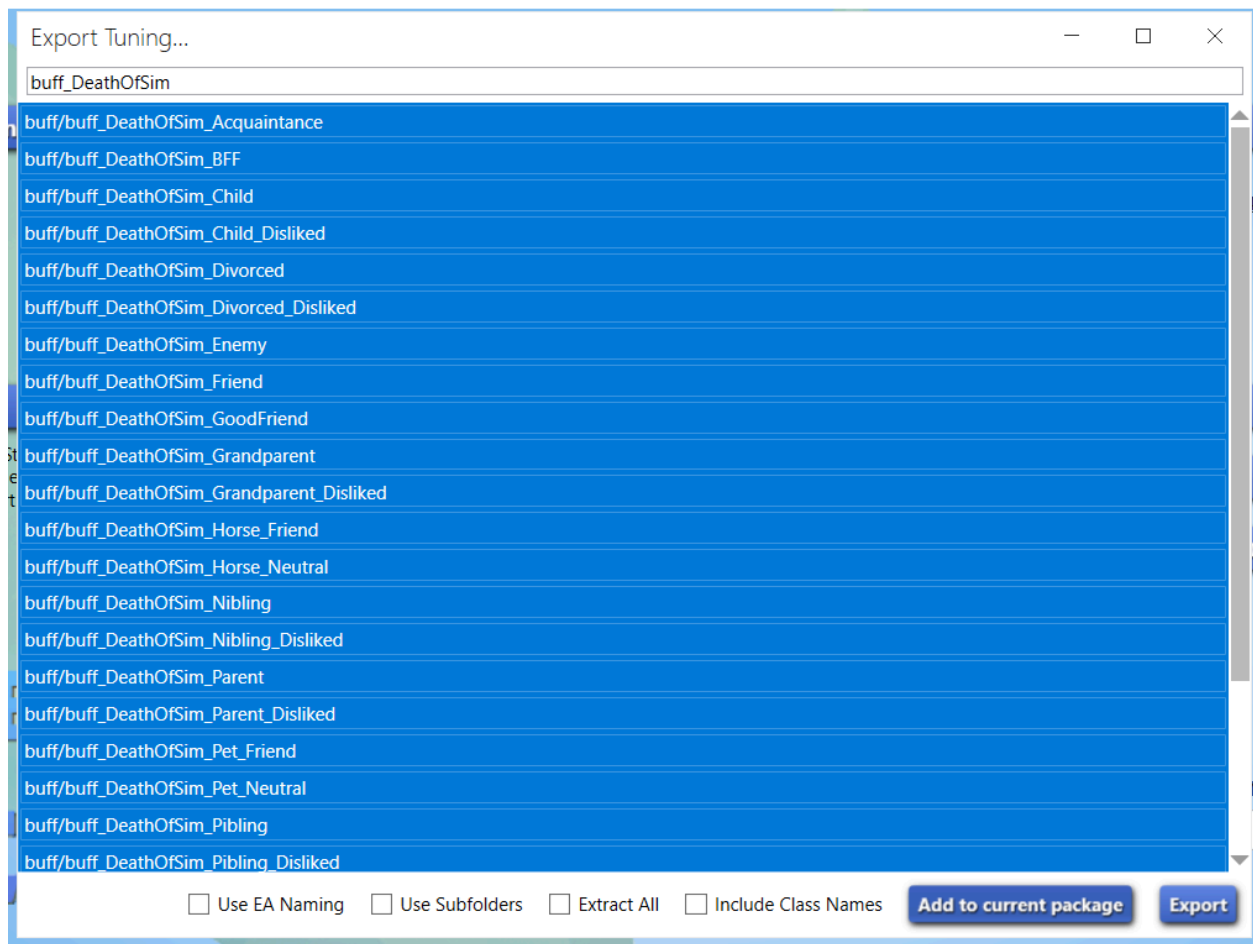3. In the menu bar, click Settings and verify you have correctly linked to your game folders.
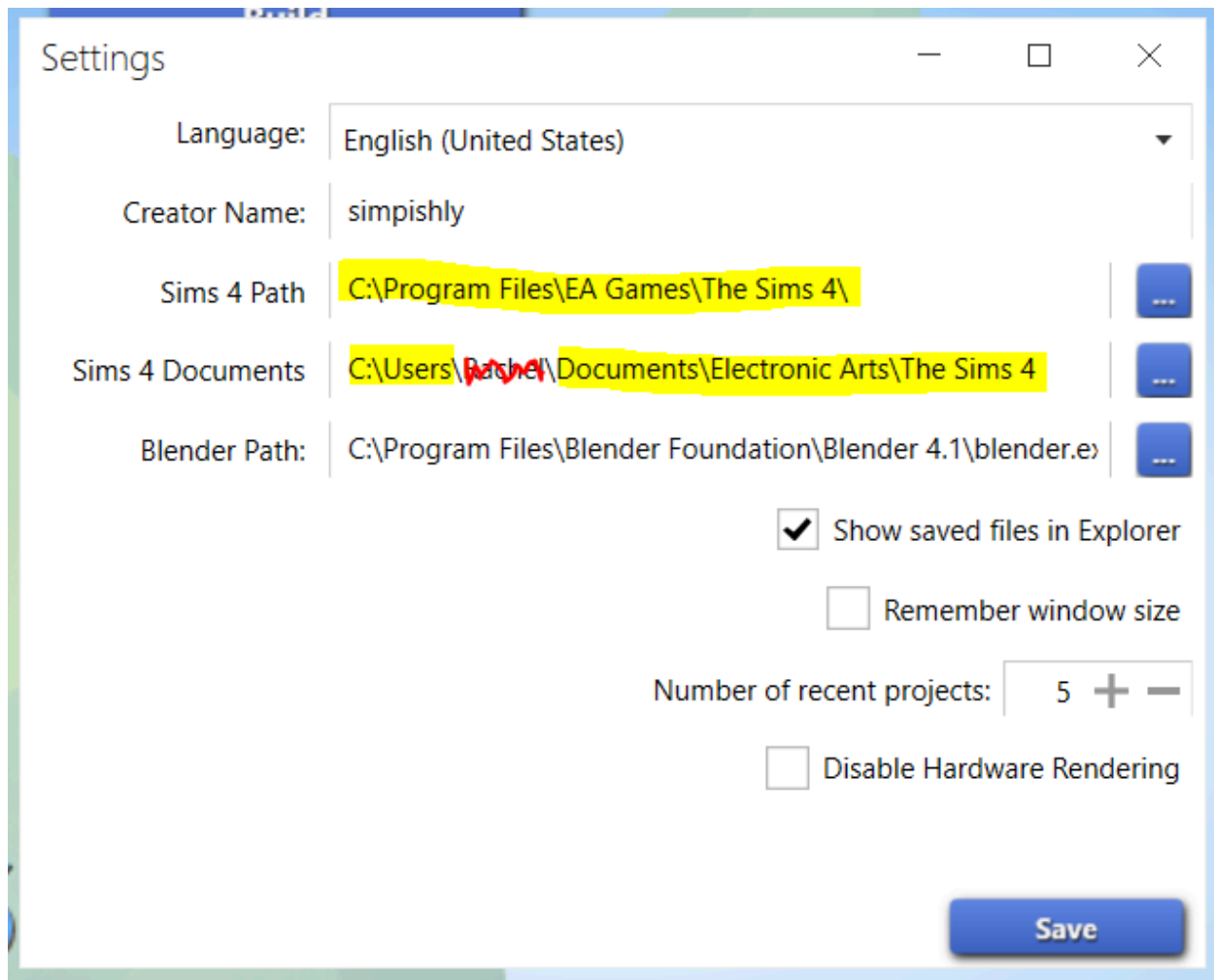
4. Exit Settings and then click on Tools > Extract Tuning… this may take a while to load.
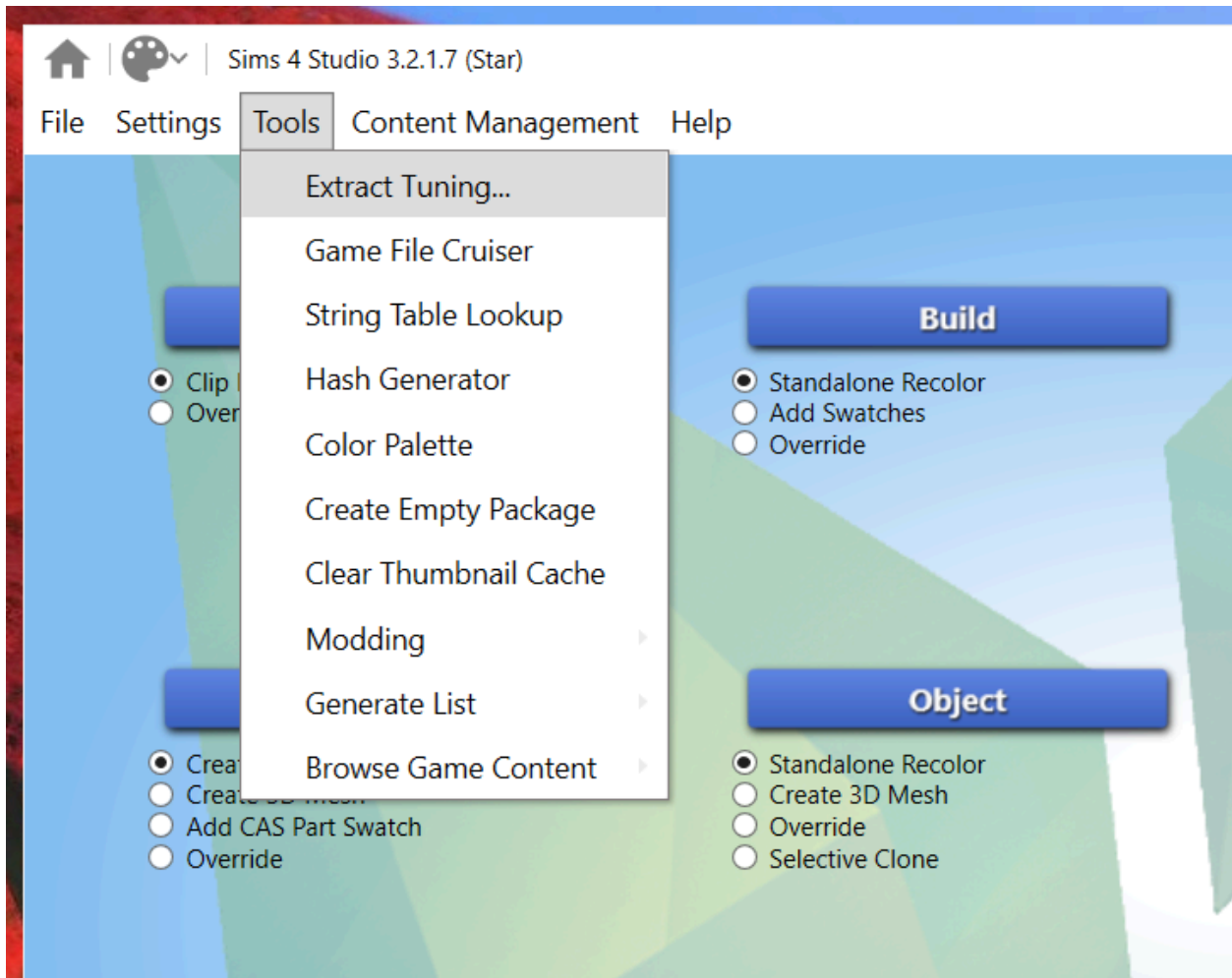
5. A pop-up box will eventually appear:
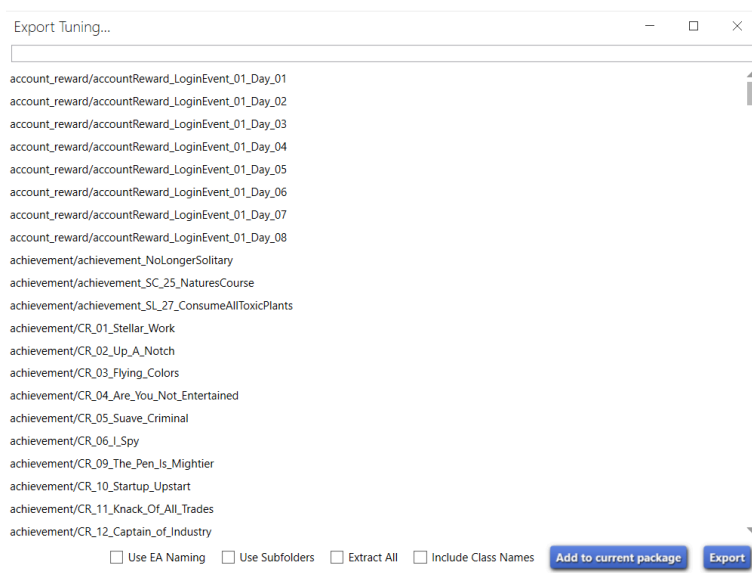
6. In the search bar, type: buff_DeathOfSim ; then select all the results and click "Add to current package".

7. Name and save your new .package file to an easy-to-find place. *I typically just save to my desktop, other people create WIP mod folders and save there, whatever makes sense to you.

8. Give it some time to save and load. Once the extracting is done, you can X out of the "Export Tuning…" window.

9. You'll now see the files you exported show up in the Sims 4 Studio window. (You may need to adjust the height and width of the sections for a fuller view). I recommend finding the column pictured below and clicking the highlighted area. This will sort all the files by name, which will help keep you organized.

10. Each relationship type has two files: Buff Tuning and Sim Data. When you click on each of them, they'll look different despite showing the same name.

11. You're going to be going through every row/file and editing specific sections of each.

- **In Buff Tuning files:**
    i. On the right side window, scroll all the way to the bottom and look for "max_duration" and "mood_weight."

Max duration = how long the buff lasts in minutes
Mood weight = weight of buff on a Sim's mood, e.g. +1 sadness, +2 sadness

Make whatever edits/changes you would like.

Duration can be customized down to the minute, but here are some common numbers:
360 = 6 hours
720 = 12 hours
1440 = 24 hours/1 day
2160 = 36 hours/1.5 days
2880 = 48 hours/2 days
4320 = 72 hours/3 days

- ○ **In Sim Data files:**
  - i. On the right side window, look for "mood_weight". It's near the top. Change that number to match the "mood_weight" number you entered in the Buff Tuning file *for that same relationship*. (The reason to sort the files by name! Puts the matching files next to each other!)
  - ii. You absolutely have to change the mood_weight number in both places if you want your changes to display properly in the UI/buff when you hover over it while playing. Here's a great explanation about this.

Type		↑
Buff Tuning	buff_DeathOfSim_Acquaintance	
Sim Data	buff_DeathOfSim_Acquaintance	
Buff Tuning	buff_DeathOfSim_BFF	
Sim Data	buff_DeathOfSim_BFF	
Buff Tuning	buff_DeathOfSim_Child	
Sim Data	buff_DeathOfSim_Child	
Buff Tuning	buff_DeathOfSim_Child_Disliked	
Sim Data	buff_DeathOfSim_Child_Disliked	
Buff Tuning	buff_DeathOfSim_Divorced	
Sim Data	buff_DeathOfSim_Divorced	
Sim Data	buff_DeathOfSim_Divorced_Disliked	
Buff Tuning	buff_DeathOfSim_Divorced_Disliked	
Buff Tuning	buff_DeathOfSim_Enemy	
Sim Data	buff_DeathOfSim_Enemy	

```
1   <?xml version="1.0" encoding="utf-8"?>
2   <SimData version="0x00000101" u="0x00000000">
3     <Instances>
4       <I name="buff_DeathOfSim_Acquaintance" schema="Buff" type="Object">
5         <T name="audio_sting_on_add">FD04E3BE-001407EC-8AF8B916CF64C646</T>
6         <T name="audio_sting_on_remove">FD04E3BE-001407EC-3BF33216A25546EA</T>
7         <T name="buff_description">0x5A97E1E4</T>
8         <T name="buff_name">0x4A6FB12B</T>
9         <T name="icon">00B2D882-00000000-6DF14D86FB7B1234</T>
10        <T name="mood_type">14643</T>
11        <T name="mood_weight">2</T>
12        <T name="timeout_string">0x00000000</T>
13        <T name="timeout_string_no_next_buff">0x00000000</T>
14        <T name="ui_sort_order">1</T>
15      </I>
16    </Instances>
17    <Schemas>
18      <Schema name="Buff" schema_hash="0x0D045687">
19        <Columns>
20          <Column name="audio_sting_on_add" type="ResourceKey" flags="0x00000000
21          <Column name="audio_sting_on_remove" type="ResourceKey" flags="0x00000
```

Tip! I would recommend keeping track of all the relationships and your changes in a separate document, just like I have listed in my mod post:
https://simpishly.tumblr.com/post/662883568115204096/grief-tuning-mod

And that's it! Go through file by file, making your custom adjustments for whatever relationships you desire to change. Don't forget to save. :)

```
umn name="icon" type="ResourceKey" flags="0x00000000" />
umn name="mood_type" type="TableSetReference" flags="0x00000000" />
umn name="mood_weight" type="Int32" flags="0x00000000" />
umn name="timeout_string" type="LocalizationKey" flags="0x00000000" />
umn name="timeout_string_no_next_buff" type="LocalizationKey" flags="0x00000000" />
umn name="ui_sort_order" type="Int32" flags="0x00000000" />
```

Export   Import

Save

Once you're done and have saved the final time, then you can move the .package file from wherever you originally saved it into your Mods folder and test it out in your game.