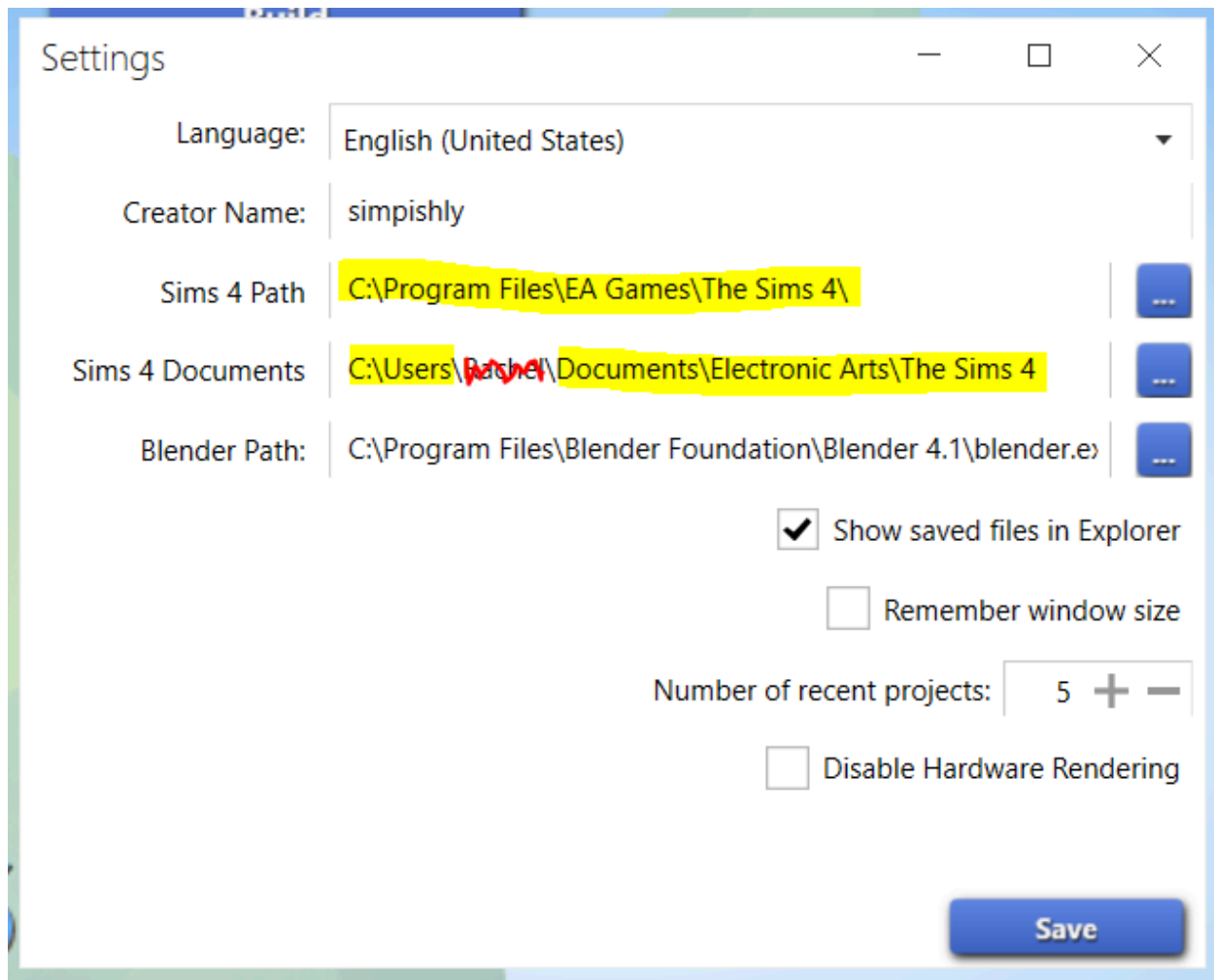
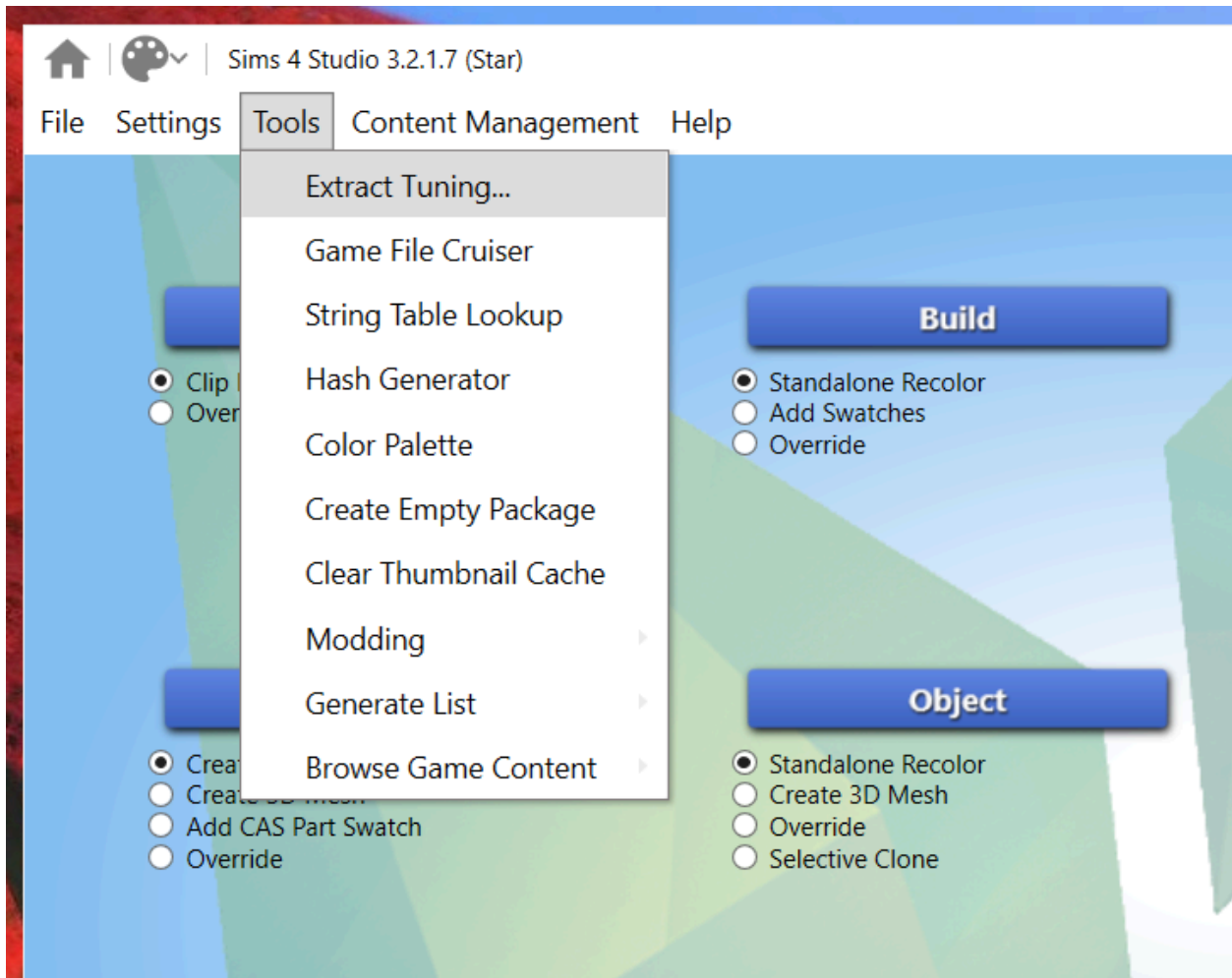


## Sims 4 Grief Tuning Mod - How-To

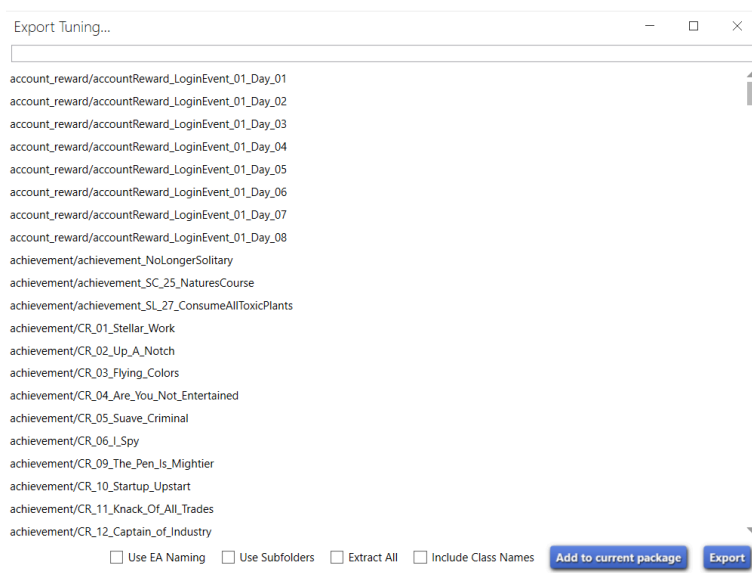
1. Download and install the latest version of Sims 4 Studio.  
<https://sims4studio.com/board/31/downloading-installing-sims-4-studio> \*Images pictured in this document may depict an older version of the application.
2. Open the Sims 4 Studio app.
3. In the menu bar, click Settings and verify you have correctly linked to your game folders.



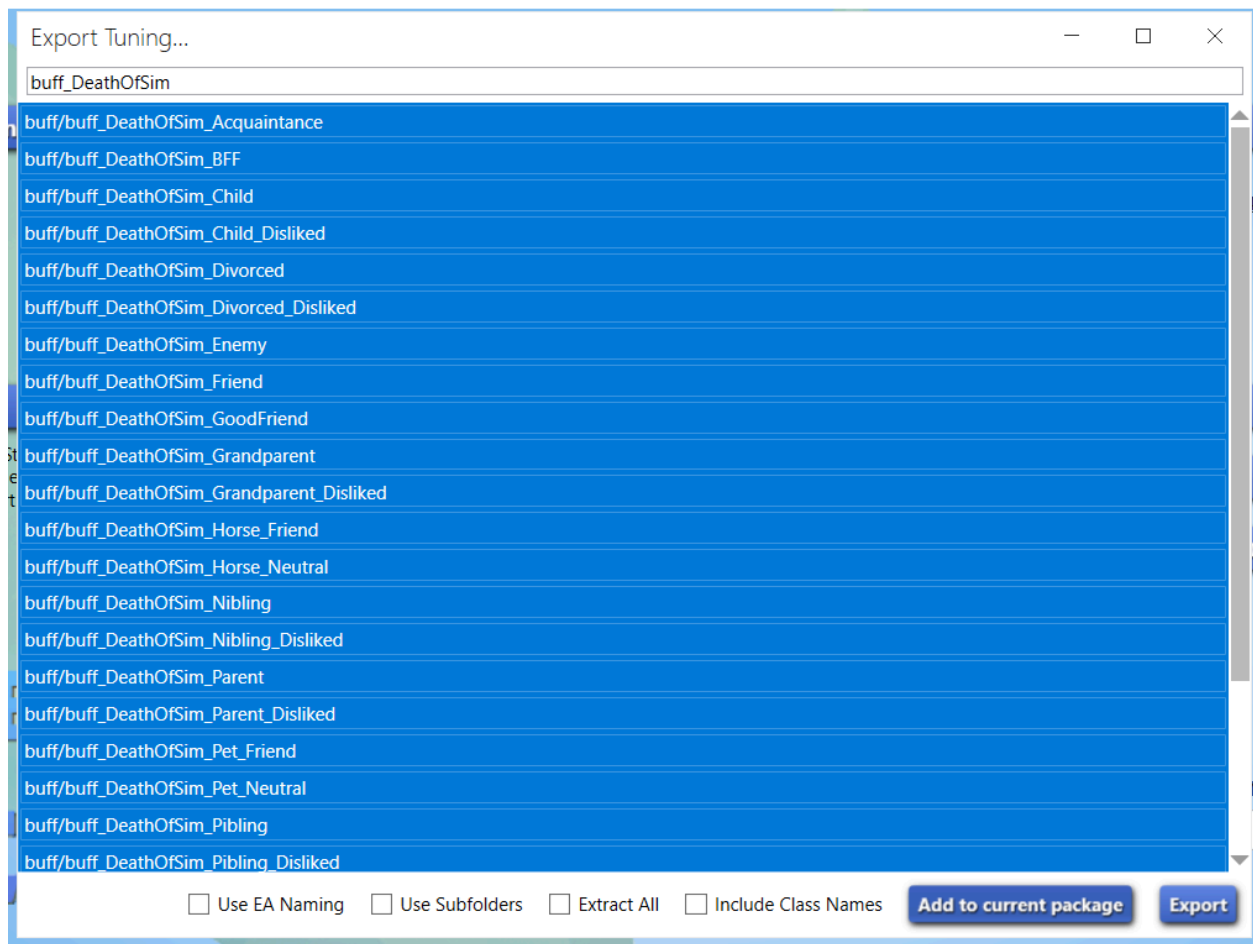
4. Exit Settings and then click on Tools > Extract Tuning... this may take a while to load.



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.

The screenshot shows the Sims 4 Studio interface with the Warehouse window open. The Warehouse window has a search bar and a list of files. The files are sorted by name, and the 'buff\_DeathOfSim\_Acquaintance' file is highlighted. The list includes various file types such as Buff Tuning, Sim Data, and Buff Tuning, with columns for Type, Group, Instance, Filesize, and Name.

Type	Group	Instance	Filesize	Name
Buff Tuning	00000000	000000000002EA0F	0B	buff_DeathOfSim_Acquaintance
Sim Data	0017E8F6	000000000002EA0F	0B	buff_DeathOfSim_Acquaintance
Buff Tuning	00000000	000000000002D3F5	0B	buff_DeathOfSim_BFF
Sim Data	0017E8F6	000000000002D3F5	0B	buff_DeathOfSim_BFF
Buff Tuning	00000000	000000000002D3F7	0B	buff_DeathOfSim_Child
Sim Data	0017E8F6	000000000002D3F7	0B	buff_DeathOfSim_Child
Buff Tuning	00000000	000000000002D3F8	0B	buff_DeathOfSim_Child_Disliked
Sim Data	0017E8F6	000000000002D3F8	0B	buff_DeathOfSim_Child_Disliked
Buff Tuning	00000000	000000000002D3FA	0B	buff_DeathOfSim_Divorced
Sim Data	0017E8F6	000000000002D3FA	0B	buff_DeathOfSim_Divorced
Sim Data	0017E8F6	000000000002D3FB	0B	buff_DeathOfSim_Divorced_Disliked
Buff Tuning	00000000	000000000002D3FB	0B	buff_DeathOfSim_Divorced_Disliked
Buff Tuning	00000000	000000000002E929	0B	buff_DeathOfSim_Enemy
Sim Data	0017E8F6	000000000002E929	0B	buff_DeathOfSim_Enemy
Buff Tuning	00000000	000000000002D3FC	0B	buff_DeathOfSim_Friend
Sim Data	0017E8F6	000000000002D3FC	0B	buff_DeathOfSim_Friend
Buff Tuning	00000000	000000000002D3FD	0B	buff_DeathOfSim_GoodFriend
Sim Data	0017E8F6	000000000002D3FD	0B	buff_DeathOfSim_GoodFriend
Buff Tuning	00000000	000000000002D3FF	0B	buff_DeathOfSim_Grandparent
Sim Data	0017E8F6	000000000002D3FF	0B	buff_DeathOfSim_Grandparent
Buff Tuning	00000000	000000000002D400	0B	buff_DeathOfSim_Grandparent_Disliked

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.

The screenshot shows the Sims 4 Studio interface with the Warehouse window open. The 'buff\_DeathOfSim\_Acquaintance' file is selected, and the XML and Data views are displayed. The XML view shows the file's structure, including the 'buff\_DeathOfSim\_Acquaintance' element. The Data view shows the file's content, including the 'buff\_DeathOfSim\_Acquaintance' element. The XML view is on the left, and the Data view is on the right.

```
<?xml version="1.0" encoding="utf-8"?>
<I c="buff" i="buff" m="buffs.buff" n="buff"
  <V n="add_test_set" t="tests_set">
    <L n="tests_set">
      <L>
        <V t="participant_running_interacti
          <U n="participant_running_interac
            <L n="affordances">
              <X13864<!--reaction_DeathFri
                <X13865<!--reaction_DeathLov
                <X13866<!--reaction_DeathLee
                <X13867<!--reaction_DeathNeu
                <X163654<!--reactions_Death
                <X13857<!--reactionFallback
                <X13858<!--reactionFallback
                <X13859<!--reactionFallback
                <X13860<!--reactionFallback
              </L>
            </U>
          </V>
        <V t="sim_info">
          <U n="sim_info">
            <V n="ages" t="specified">
              <L n="specified">
                <E>TEEN</E>
                <E>YOUNGADULT</E>
                <E>ADULT</E>
              </L>
            </V>
          </U>
        </V>
      </L>
    </V>
  </V>
</I>
</Schemas>
<Schema name="Buff" schema_hash="0x00000000">
  <Columns>
    <Column name="audio_sting_on_add" type="Lc">
    <Column name="audio_sting_on_remove" type="Lc">
    <Column name="buff_description" type="Lc">
    <Column name="buff_name" type="Lc">
    <Column name="icon" type="Resource">
    <Column name="mod_type" type="Lc">
    <Column name="mod_weight" type="Lc">
    <Column name="timeout_string" type="Lc">
    <Column name="timeout_string_no_next_bui
    <Column name="ui_sort_order">1</L>
  </Columns>
</Schema>
</Schemas>
</I>
</Instances>
</Schemas>
```

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."

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
Buff Tuning	buff_DeathOfSim_Friend
Sim Data	buff_DeathOfSim_Friend
Buff Tuning	buff_DeathOfSim_GoodFriend
Sim Data	buff_DeathOfSim_GoodFriend
Buff Tuning	buff_DeathOfSim_Grandparent
Sim Data	buff_DeathOfSim_Grandparent
Buff Tuning	buff_DeathOfSim_Grandparent_Disliked

```

28      <E>ADULT</E>
29      <E>ELDER</E>
30      <E>CHILD</E>
31      <E>TODDLER</E>
32      </L>
33      </V>
34      </U>
35      </V>
36      </L>
37      </L>
38      </V>
39      <L n="_loot_on_addition" />
40      <V n="_temporary_commodity_info" t="enabled">
41      <U n="enabled">
42      <L n="categories">
43      <E>Sad_Buffs</E>
44      </L>
45      <T n="max_duration">2880</T>
46      </U>
47      </V>
48      <T n="audio_sting_on_add" p="InGame\Audio\Stings\sting_bu
49      <T n="audio_sting_on_remove" p="InGame\Audio\Stings\sting
50      <T n="buff_description">0x5A97E1E4<!--It's hard to see so
51      <T n="buff_name">0x4A6FB12B<!--Mourning--></T>
52      <T n="icon" p="InGame\UI\Icons\Buffs\buffs_mourning_neg.p
53      <T n="mood_type">14643<!--Mood_Sad--></T>
54      <T n="mood_weight">2</T>
55      </I>
  
```

Local Tunings

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:**

- 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!)
- 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
<b>Sim Data</b>	<b>buff_DeathOfSim_Acquaintance</b>
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
Buff Tuning	buff_DeathOfSim_Divorced_Disliked
Sim Data	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">00B2D882-00000000-6DF14D86F87B1234</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="0x00045687">
19      <Columns>
20        <Column name="audio_sting_on_add" type="ResourceKey" flags="0x00000000" />
21        <Column name="audio_sting_on_remove" type="ResourceKey" flags="0x00000000" />

```

**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

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.