

REQUIRES THE XML INJECTOR MOD

Help my stuck Cows/Llamas Workaround Fix

Fun Fact, I made this Fix a few Days before the big Patch 1.110.265 was released, and it seems that the Bug where Cows/Llama are stuck in the Sim Inventory got fixed with this Patch, but not the one where they are stuck in the Household Inventory. So I think this might still be worth releasing.

How this Mod works:

I recommened to do the following Steps in the Morning, where Cows/Llamas are usually routing out of the Shed. I tested it between 8 am and 11 am (ingame time).

1. If your Cow/Llama is stuck in your Sim Inventory click on the Cow/Llama and use the Transfer to Household Inventory Interaction. Go into Build Buy, Household Inventory and put the Cow/Llama next to the Shed. If your Shed is off Lot, it should work to put the Cow/Llama on the Lot too.
2. Click on the Assign Animal on the Shed and choose the Cow/Llama.
3. Wait a little ingame so the Game can connect the Cow/Llama with the Shed correctly (took around 30 Sim Minutes for me ingame). It will happen the next time the Cow/Llama wants to route on it's own. The Cow/Llama is successfully assigned, when it comes out of the Shed on it's own and you see the "Send [Animal] in" clickable on it.

Important to Know:

Make a Backup of your Save, before trying this Fix. You need to assign the Cow/Llama or else it might cause Routing Issues. Don't use this to place them in the World without Sheds. Like written above, give the Game a little to connect the Cow/Llama with the Shed correctly after assigning them. You can continue with your Gameplay, just don't interact with the Cow/Llama/Shed, until you see the Cow/Llama coming out of the Shed on their own and you see the "Send xyz in" clickable on it.

If you just want to get rid of the Animal, because you already bought a new one, you can put it on the Lot, enable testingcheats on via command console, and then Destroy it.

To be able to unstuck Cows/Llamas from the Household Inventory I had to override the Cow/Llama Object Definitions. This will mark them as CC! When you use Better Build Buy by Twisted Mexi you need to enable CC to see them in the Household Inventory probably. It will also mark uploaded Lots with these Animals as "includes CC". So I recommend to remove the Fix, after you have unstuck your Cows and Llamas.

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F.A.Q.

Is this compatible with Lot 51's "Free-Range" Mod?

In my opinion this Fix should not conflict with Lot's Mod. Lot's Mod adds custom Cows & Llamas, and this Mod edits the Ingame ones. But this Mod cannot be used to unstuck Cows/Llamas added by the Free Range Mod (I assume those will not get stuck at all anyway).

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Mod Support available via my Discord:
https://discord.gg/KpZsvRM