

Flowing Fabrics		Version: 1.0
SFS Direct Link: https://simfileshare.net/download/4142190/		
Required:	Set is required by:	Compatibility:
Custom Globals: Easy Inventory Check Smarter EP Check Sun&Moon Sets: All Fired Up! Barnyard Bash Basketweaving 4.0 Fetch Water Forging On Gone Fishin' 2.0 Spice of Life Suds N' Bubbles Tannin' Hides To Boldly Grow Vinegar Ventures Other Creator Sets: BB Niches *See Chart For Specific Files		No known conflicts
Recommended But Not Required: Mining 3.0 *See Chart For Specific Files		
Trait Support: TS3 to TS2 Traits ; Medieval Caste Traits (by CedanyBlee , by Mortia, 1 , 2,3), Farmhand Traits by Fire_flower; Medieval Fantasy/Occupational Traits by Sun&Moon		
Extra Credits & Thanks: Fire_flower, sufficeittosay, midgethetree, JellyMeduza, CedanyBlee, Mortia, LavenderLight, hexagonal-bipyramid, Sunni, Equinox, gayars, Whoward/PickNMix, Gara, Cindysim, Lady Lama, CelestialSpider, Bioware, Andavri, Morganna, VampireKiss666, TSM, Sandy		

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Summary Of Set

Sims may process wool into thread and fabric, and even finish the fabric with various dyes. They may then take that fabric and make garments. If they have additional materials such as furs and leathers, they may make a wider variety.

Inventory Tools:

- **Shears** - Allows sims to bypass trait restrictions on the following Crafting Stations. Must be present in a sim's inventory.
 - Wool Cleaning Vat
 - Wool Winder Drop Spindle
 - Standing Loom
- **Botanicals Book** - Allows sims to bypass trait restrictions on the following Crafting Stations. Must be present in a sim's inventory.
 - Dye Extracting Pot
 - Fabric Dyeing Vat
- **Sewing Kit** - Allows sims to bypass trait restrictions on the following Crafting Stations. Must be present in a sim's inventory.
 - Sewing Workspace

Crafting Stations: This set contains 6 crafting stations.

Wool Cleaning Vat: This crafting station has one job; to clean freshly sheared wool so that it may be further processed.

- **Interaction: Clean Wool/** :Sims will manually wash freshly sheared wool. There is no failure chances with this station.
 - Teens - Elders
 - 3 Cleaning Skill
 - Requires CP: 1 Wool, 10 Water, 1 Fuel, 2 Soap, 2 Vinegar
 - Gain Cleaning Skill and Arts & Crafts Enthusiasm
 - Produces: Clean Wool, Bag of Ashes
- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Wool, Water (10), Soap (2), Vinegar (2), Coal, Wood
- **Interaction: Decorative Mode.../:** Selecting the "On" variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to "Off" will return the station to it's empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Wool Winder & Drop Spindle: This crafting station has one job; to allow sims to hand spin clean wool fibers into thread.

- **Interaction: Spin Wool/** :Sims will spin clean wool by hand into thread. There is no failure chances with this station.
 - Kids - Elders
 - No Skill Needed
 - Requires CP: 1 Clean Wool
 - Gain Mechanical Skill and Arts & Crafts Enthusiasm
 - Produces: Thread Spools x 12
- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Clean Wool
- **Interaction: Decorative Mode.../:** Selecting the “On” variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to “Off” will return the station to it’s empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Standing Loom: This crafting station has one job; to allow sims to hand weave thread into a solid fabric bolt.

- **Interaction: Make Fabric Bolt/** :Sims will spin clean wool by hand into thread.
 - Kids - Elders
 - 3 Mechanical Skill Needed
 - Requires CP: 6 Thread Spools
 - Gain Mechanical Skill and Arts & Crafts Enthusiasm
 - Produces: Fabric Bolt x1
- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Thread Spools (6)

- **Interaction: Decorative Mode.../:** Selecting the “On” variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to “Off” will return the station to it’s empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Dye Extractor Pot: This station extracts various dyes from natural sources.

- **Interaction: Extract Dye.../ :** Sims will combine water, natural materials, and heat to extract color and make into dyes. Color produced are; red, orange, yellow, green, blue, purple, brown, or black. There is no failure chances with this station.
 - Teens - Elders
 - 3 Logic Skill Needed
 - Requires CP: 1 Dye Material (varies by color), 1 Fuel, 10 Water
 - Gain Logic Skill and Arts & Crafts Enthusiasm
 - Produces: Bag of Ashes and 4 Bottles of Dye of chosen color.

Color Sources	
Crafting Material	Color Produced
Bloodroot	Red
Carrots	Orange
Marigolds	Yellow
Spinach	Green
Beans	Blue
Snails	Purple
Onions	Brown
Charcoal	Black

- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Water x10, Fuel, Bloodroot, Carrots, Marigolds, Spinach, Beans, Snails, Onions, Charcoal, Wood, Coal

- **Interaction: Decorative Mode.../:** Selecting the “On” variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to “Off” will return the station to it’s empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Fabric Dyeing Vat: This station combines fabrics, dyes, and mordants so that plain natural woven fabric may be changed to a desired color.

- **Interaction: Dye Fabric Bolt.../ :**Sims will dye a finished fabric bolt into one of 8 colors; red, orange, yellow, green, blue, purple, brown, or black. There is no failure chances with this station. Other colors aside those listed will be represented as recolors of the finished Dyed Fabric Bolt color closest to what they would reasonably come from. For example: Red Fabric Bolt also includes ranges of pinks in recolor form.
 - Teens - Elders
 - 3 Logic Skill Needed
 - Requires CP: 1 Fabric Bolt, 1 Mordant, 1 Dye, 10 Water
 - Gain Logic Skill and Arts & Crafts Enthusiasm
 - Produces: Bag of Ashes and Dyed Fabric Bolt x1 of chosen color.
- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Wood, Coal, Fabric Bolt, Dye Bottles (Red, Orange, Yellow, Green, Blue, Brown, Black), Mordants (Alum Powder, Copper Shavings, Iron Shavings), Water x10
- **Interaction: Decorative Mode.../:** Selecting the “On” variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to “Off” will return the station to it’s empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Sewing Workspace: This station combines various fabrics and threads into garments for sims to obtain for their personal wardrobes.

- **Interaction: Sew Blankets** : Sims will combine a finished fabric and thread into a blanket pile that functions like a radiator.
 - Teens - Elders
 - 3 Creativity Skill Needed
 - Requires CP: 3 Fabric Bolt, 3 Thread Spool
 - Gain Logic Skill and Arts & Crafts Enthusiasm
 - Produces: Blanket Pile

- **Interaction: Sew Garment.../Underwear, Swimwear, or Sleepwear** : Sims will combine a finished fabric and thread into a garment for the Underwear or Swimwear clothing category.
 - Teens - Elders
 - 3 Creativity Skill Needed
 - Requires CP: 1 Fabric Bolt, 1 Thread Spool
 - Gain Creativity Skill and Arts & Crafts Enthusiasm
 - Produces: Underwear, Swimwear, or Sleepwear Wardrobe Grant

- **Interaction: Sew Garment.../Casual** : Sims will combine a finished fabric and thread into a garment for the Casual clothing category.
 - Teens - Elders
 - 4 Creativity Skill Needed
 - Requires CP: 1 Fabric Bolt, 1 Thread Spool, 1 Leather Strips
 - Gain Creativity Skill and Arts & Crafts Enthusiasm
 - Produces: Casual or Sleepwear Wardrobe Grant

- **Interaction: Sew Garment.../Athletic** : Sims will combine a finished fabric, leather, and thread into a garment for the Casual clothing category.
 - Teens - Elders
 - 5 Creativity Skill Needed
 - Requires CP: 1 Fabric Bolt, 1 Thread Spool, 1 Tanned Leather, 1 Leather Strips
 - Gain Creativity Skill and Arts & Crafts Enthusiasm
 - Produces: Athletic Wardrobe Grant

- **Interaction: Sew Garment.../Outerwear** : Sims will combine a finished fabric, leather, fur, and thread into a garment for the Casual clothing category.
 - Teens - Elders
 - 6 Creativity Skill Needed
 - Requires CP: 1 Fabric Bolt, 1 Thread Spool, 1 Tanned Leather, 1 Cured Fur, 1 Leather Strips
 - Gain Creativity Skill and Arts & Crafts Enthusiasm
 - Produces: Outerwear Wardrobe Grant

- **Interaction: Sew Garment.../Formal** : Sims will combine a finished fabric and thread into a garment for the Casual clothing category.
 - Teens - Elders
 - 7 Creativity Skill Needed

- Requires CP: 3 Fabric Bolt, 3 Thread Spool
 - Gain Creativity Skill and Arts & Crafts Enthusiasm
 - Produces: Formal Wardrobe Grant
- **Interaction: Stock...:** If a sim has an appropriate crafting material in the appropriate amount to stock into the station a pie menu for it will be displayed and they will do so. The crafting materials are converted to Crafting Points at this time and cannot be removed from the station except through interaction use. Unless stated below, only 1 of any item is needed.
 - All Ages
 - Gain Stocking Badge Points
 - Stocked Items: Fabric Bolt, Cured Fur, Tanned Leather, Leather Strips, Thread Spools
- **Interaction: Decorative Mode.../:** Selecting the “On” variation of this action will set the station to look like it does when in use, even when it is not, including various effects. Setting it to “Off” will return the station to it’s empty appearance state.
 - All Ages
- **Interaction: Report On Stocked Ingredients/** Selecting this option will give a list of all current stocked Crafting Points in the station.
 - All Ages

Crafting Point Allocation Per Stocking Action		
Crafting Material Stocked	Crafting Point Category	CP Stocked
Alum Powder	Mordant	1
Bag Of Wool	Raw Wool	1
Bloodroot	Bloodroot	1
Beans	Beans	1
Carrots	Carrots	1
Charcoal	Charcoal	1
Clean Wool	Clean Wool	12
Coal Bucket	Fuel	3
Copper Shavings	Mordant	1
Dye Bottle - Black	Dye - Black	1
Dye Bottle - Blue	Dye - Blue	1
Dye Bottle - Brown	Dye - Brown	1
Dye Bottle - Green	Dye - Green	1

Dye Bottle - Orange	Dye - Orange	1
Dye Bottle - Purple	Dye - Purple	1
Dye Bottle - Red	Dye - Red	1
Dye Bottle - Yellow	Dye - Yellow	1
Fabric Bolt	Fabric	1
Iron Shaving	Mordant	1
Onions	Onions	1
Soap Jar x 2	Soap	2
Spinach	Spinach	1
Thread Spools x 6	Spools	6
Vinegar Bottle x 2	Vinegar	2
Water Buckets x 10	Water	10
Wood Bundles	Fuel	1

Station “Storage” Caveat: While a crafting station may be used as “storage” for ingredients, once one is added it cannot be pulled back out. For this reason it is advised to not “store” ALL crafting materials in a station itself, as once converted to Crafting Points, a more valuable item will be counted and used in the same manner a less valuable item would be if they count toward the same category. Always stock more valuable items as close in time to when you want to use them so they are not used for less valuable processes.

Products Summary

Products made at this set’s crafting station include:

Products Made/Effects/Use	
Product	Effect or Use
Clean Wool Basket	Crafting Material
Dye Bottle - Black, Blue, Brown, Green, Orange, Purple, Red, Yellow	Crafting Material
Fabric Bolt - Black, Blue, Brown, Green, Orange, Purple, Red, Yellow	Crafting Material, 1 Slot
Sack of Ashes	Crafting Material
Thread Spool	Crafting Material
Wardrobe Grant	Functional Clothing Granter, 1 Slot

Bonus Functional Items

Dress Forms: Comes in both Male and Female versions of body torsos, sims can use these items to build skill in Charisma or Creativity.

Required Set Specifics		
Legend: CM = Crafting Material, BP = Byproduct, TS = Texture Source		
Set Name	Specific Required Files	Use
All Fired Up!	Bundle of Wood, Sack of Ashes	CM, BP
Barnyard Bash	Wool Bag, Shears Inventory Tool	CM, Tool
Basketweaving 4.0	Dining Chair	TS
BB Niches	BB_Niche_1_Master	TS
Flowing Fabrics	Blanket Pile	TS
Fetch Water	Water Bucket	CM
Forging On	Stock Pot Cookware	TS
Grapes Of Rad	Cask Shelf	TS
Ocean's Bounty	Bucket of Snails	CM
Refine & Shine	Charcoal Bucket	CM
Suds 'N Bubbles	Soap Solution Jar	CM
Spice of Life	Harvest File: Bloodroot, Marigolds	CM
Tannin' Hides	Tanned Leather, Leather Strips, Cured Fur	CM
To Boldly Grow	Harvest File: Beans, Carrots, Onions, Spinach	CM
Vinegar Ventures	Single Bottle Vinegar	CM
Recommended Set Specifics		
Set Name	Specific Required Files	Use
Mining 3.0	Coal Bucket	CM

Trait Support	
<u>Trait Name</u>	<u>Effect</u>
Absent Minded	Sims are more likely to fail crafting.
Artisan	Sims are less likely to fail crafting. Sims receive a bonus product for efficient use of materials.
Clumsy	Sims are more likely to fail crafting.

Couch Potato	Sims have less fun doing crafting.
Eco-Friendly	Sims receive a bonus product for efficient use of materials.
Frugal	Sims receive a bonus product for efficient use of materials.
Gatherer	Sims receive bonus amounts of harvested items.
Gentry	Sims can not do an interaction unless they have the proper inventory tool.
Lucky	Sims are less likely to fail crafting.
Nobility	Sims can not do an interaction unless they have the proper inventory tool.
Perfectionist	Sims are more likely to fail crafting.
Royalty	Sims can not do an interaction unless they have the proper inventory tool.
Servant	Sims are more likely to autonomously do interactions. Sims gain more fun from interactions.
Slob	Sims are more likely to fail crafting.
Unlucky	Sims are more likely to fail crafting.
Weak Constitution	Sims can not do an interaction unless they have the proper inventory tool. Sims lose more energy from interactions
Workaholic	Sims gain more fun from interactions. Sims lose less energy from interactions.