

Sun&Moon - Laundry FAQ

Laundry Mod

General instructions

- This mod requires University, OFB and BV
- This mod works on Aspyr's Super Collection (aka: MAC-edition)
- Ensure you have downloaded the required Custom Globals
- Modifying the code in any way, voids the warranty
- Read the rest of the FAQ before reporting any bugs

Changing clothes won't spawn laundry

Please check you have no mods conflicting with the laundry mod (use [HCDU+](#) to find conflicts) and ensure you have a laundry object like a hamper or a washing or drying station on your lot. Also ensure you have Hamper_Wicker_Round in your downloads folder. It is required.

Sims will not spawn any laundry when above 75% hygiene. Also, Ghosts, naked sims, sims changing in or out of outerwear, Bigfoots, SkeleBros and Servos do not spawn any laundry. This is by design.

Changing clothes does not spawn laundry unless sim changes at a dresser

Do you have the mod "neverNude_nakedIsNowSwimsuit"? It conflicts with the laundry mod. Please remove this mod and use a neverNude version of the laundry mod. It has exactly the same functionality integrated.

If you don't have this mod, but the issue persists, please run HCDU ([Disks](#) & [Ultimate Collection](#)) or [HCDU+](#) and let us know which mod conflicts with the laundry mod.

Sims keep resetting themselves when changing clothes

First, check whether you have the following files:

- [Easy Inventory Check](#)
- [Easy Lot Check](#)
- [Smarter EP Check](#)
- [Money Globals](#)

If you don't, go download them. **They are not optional.** Then, see if the issue persists.

Changing clothes on Secret Lots won't spawn laundry

This is not a bug.

Changing clothes on Community and Hotel Lots won't spawn laundry

You have to place a functional laundry object on any and all lots where you want laundry to spawn. For Secret Lots, see above.

I don't want laundry to spawn every time my sims change outfits at a dresser

You can easily disable this feature by opening the mod in SimPE, right-clicking "Change Outfit - External Guid" and selecting "Delete". Then, save the file and run it through the compressor.

Washing and Drying

Any interactions with the Washing Tub immediately disappear

Sims will approach the tub from the back of the footprint, so please make sure there's plenty of space for your sim to route to that spot.

The Washing Tub/Laundry machine says I don't have the required items

These stations require soap or a washing detergent. Please see the "Visual Guide to Sun&Moon - Loads o Laundry" for all the requirements.

I get jump bugs when trying to use any of the modern machines

Please ensure you have all of the required globals in your downloads folder

- [Easy Inventory Check](#)
- [Easy Lot Check](#)
- [Smarter EP Check](#)
- [Money Globals](#)

Once again, **these are not optional**.

My clothes won't dry

If using the line, please note that the drying time is weather-dependent. Like in real life, rain will make your laundry wet again, so keep that in mind.

Miscellaneous

My objects are flashing blue!

Multiple object have been repositioried and you're missing their texture masters. See the manual for which files you need.

Where is the soap crafting station

As of yet, unreleased. If you need soap, please buy it from the catalogue or use the Laundry Vendor

Can I recolor or default any objects in the set

Yes! You absolutely can and should. Be sure to upload them in the [relevant section](#) on the Keep though to make it easier for people to find them.

Can I clone any of the objects?

No. These objects are complex pieces of coding and cloning any Sun&Moon stuff without knowing how it works, may result in accidentally breaking the whole thing. **Please don't clone without permission**

My question isn't listed in the FAQ

Please go to the "[Report a Bug/Problem](#)" topic and answer all the questions. Pay attention, follow the directions in the first post and be sure to be descriptive. If you don't have an account on PBK, you can register or send a bug report to one of the following people on tumblr:

- [fireflowersims](#)
- [sunmoon-starfactory](#)