

Unlock All Decorations Everywhere

A 2-step tutorial

This tutorial supposedly works with both old and new MySims, but it's been tested only on the old EA App version

Requirements:

- Notepad++ or any other text editor
- [Lua Folder Patch](#) if using the 2008 MySims (not Taco Bell version)

Files Needed:

- Inventory.lua
 - Default path for original EA App version: Programs\EA Games\SimsRevData\GameData\Lua
 - Default path for Cozy Bundle (Steam): Program Files (x86)\Steam\steamapps\common\MySims\data\GameData\Lua
 - You can also right click MySims from the game list, go to manage>browse local files to reach the game path.

Instructions

Open Inventory.lua and search for the function "InventoryDecoSetup", the part we need is in the screenshot below:

```
225 function InventoryDecoSetup( obj, uiInventoryTable, uiInventoryTableName, title )
226     title = title or "STRING_INVENTORY_TITLE_DECO"
227
228     local allDefs = GetAllGameObjectDefs()
229     allDefs.indexes = nil -- hack fix gc
230     local decoTable = {}
231     local defTable = {}
232     for i,v in ipairs(allDefs) do
233         local objectDefFolder = string.find( v, "ObjectDefs/" )
234
235         if ( objectDefFolder ~= nil ) and ( objectDefFolder == 1 ) then
236             local thisDef = FindGameObjectDefByName(v)
237
238             if ( System:MemberExists(thisDef, "DecoLocation") ) and ( thisDef["DecoLocation"] ~= nil ) then
239                 if ( DebugMenu:GetValue("AllDecorativesUnlocked") == true ) or
240                     ( (not System:MemberExists(thisDef, "DecoUnlockByDefault")) or (thisDef["DecoUnlockByDefault"] == true) ) or
241                     ( Inventory:DecoExists(v) ) then
242                     local forThisLocation = false
243
244                     if ( thisDef["DecoLocation"] == "all" ) then
245                         forThisLocation = true
246                     else
247                         local currentWorld = GetWorldName()
248                         for loc in string.gmatch( thisDef["DecoLocation"], "[^,]+" ) do
249                             if ( loc == currentWorld ) then
250                                 forThisLocation = true
251                                 break
252                             elseif ( IsCurrentWorldShared() and ( loc == "LocationInteriorDefs/PlayersHouseInterior.world.xml" ) ) then
253                                 forThisLocation = true
254                                 break
255                             end -- check if current world name is listed
256                         end -- for loop
257                     end -- thisDef["DecoLocation"] match
258
259                     if ( forThisLocation ) then
260                         defTable[thisDef.ModelName] = v
261                         decoTable[ #decoTable + 1 ] = thisDef.ModelName
262                     end -- test forThisLocation
263                     end -- verify that this decorative has been unlocked
264                     end -- verify thisDef["DecoLocation"]
265                     end -- verify def is in ObjectDefs/ folder
266                 end -- for loop
```

See all those things that are being checked? We're going to remove them so the game will show us all the decorations regardless of where we are or if we unlocked them:

```
function InventoryDecoSetup( obj, uiInventoryTable, uiInventoryTableName, title )
    title = title or "STRING_INVENTORY_TITLE_DECO"

    local allDefs = GetAllGameObjectDefs()
    allDefs.indexes = nil -- hack fix gc
    local decoTable = {}
    local defTable = {}
    for i,v in ipairs(allDefs) do
        local objectDefFolder = string.find( v, "ObjectDefs/" )

        if ( objectDefFolder ~= nil ) and ( objectDefFolder == 1 ) then
            local thisDef = FindGameObjectDefByName(v)

            if ( System:MemberExists(thisDef, "DecoLocation") ) and ( thisDef["DecoLocation"] ~= nil ) then
                if ( DebugMenu:GetValue("AllDecorativesUnlocked") == true ) or
                    ( (not System:MemberExists(thisDef, "DecoUnlockByDefault")) or (thisDef["DecoUnlockByDefault"] == true) ) or
                    ( Inventory:DecoExists(v) ) then
                    -- local forThisLocation = false
                    local forThisLocation = true

                    -- if ( thisDef["DecoLocation"] == "all" ) then
                    --     forThisLocation = true
                    -- else
                    --     local currentWorld = GetWorldName()
                    --     for loc in string.gmatch( thisDef["DecoLocation"], "[^,]+" ) do
                    --         if ( loc == currentWorld ) then
                    --             forThisLocation = true
                    --             break
                    --         elseif ( IsCurrentWorldShared() and ( loc == "LocationInteriorDefs/PlayersHouseInterior.world.xml" ) ) then
                    --             forThisLocation = true
                    --             break
                    --         end -- check if current world name is listed
                    --     end -- for loop
                    -- end -- thisDef["DecoLocation"] match

                    if ( forThisLocation ) then
                        defTable[thisDef.ModelName] = v
                        decoTable[ #decoTable + 1 ] = thisDef.ModelName
                    end -- test forThisLocation
                end
            end
        end
    end
```

I recommend commenting things with `--` instead of deleting them in case you want to remove the edits. I also duplicated the `"forThisLocation = false"` at line 242 and changed *false* to *true*, this way I have a backup of the original version of that line of code.

Now save, open your game and have fun with all your new decorations!

Note: You will find some duplicate items, this is because all the unlockable decorations have a separate version (I don't know why). You may also find unused decorations, or some without a name.

The only drawback of this "mod" is that there are a lot of decorations, so good luck finding what you need first try!

Extra: create your own decorations

Credit to [taupemauve](#) who explained this on Discord

Folders needed:

- GameData\ObjectDefs
- GameData\Lua (optional)

Resources:

- [Example files folder](#)

How does a decoration file look like

Decorations are inside the ObjectDefs folder and the naming convention is locDeco_place/interest_object.xml.

Below you have locDeco_disco_discoBall_Def.xml, the disco ball from the Candy Club,

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <ObjectDef>
3   <Script>LocDeco_Base</Script>
4   <Model>locoDeco_disco_discoBall</Model>
5   <!--<CollisionInfo>0 0.0 0 0.5 0.4 0.5</CollisionInfo-->
6   <Shadow>0</Shadow>
7
8   <OPSPlacementType> WallSlotPlaceable </OPSPlacementType>
9   <OPSPlacementType> FloorPlaceable </OPSPlacementType>
10
11   <LuaData>
12     <DecoLocation>LocationInteriorDefs/DiscoDJInterior.world.xml,LocationInteriorDefs/FunSandraInterior.world.xml
13   </DecoLocation>
14   </LuaData>
15   <Influences><Interest type="Fun">1</Interest></Influences>
16   <Shadow>0</Shadow>
17 </ObjectDef>
```

And locDeco_Unlock_discoBall_Def.xml, the same disco ball but for your house (unlockables have their own separate file)

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <ObjectDef>
3   <Script>LocDeco_Base</Script>
4   <Model>locoDeco_disco_discoBall</Model>
5   <!--<CollisionInfo>0 0.0 0 0.5 0.4 0.5</CollisionInfo-->
6   <Shadow>0</Shadow>
7
8   <OPSPlacementType> WallSlotPlaceable </OPSPlacementType>
9   <OPSPlacementType> FloorPlaceable </OPSPlacementType>
10
11   <LuaData>
12     <DecoLocation>LocationInteriorDefs/PlayersHouseInterior.world.xml</DecoLocation>
13     <DecoUnlockByDefault type="boolean">false</DecoUnlockByDefault>
14   </LuaData>
15   <Influences><Interest type="Fun">1</Interest></Influences>
16   <Shadow>0</Shadow>
17 </ObjectDef>
```

The main things we can edit are:

- **<script>** is what script they follow, usually it's LocDeco_Base, which does nothing, other items like the dance floor have their own custom script that allows them to have animations and/or interactions (like furniture);
- **<Model>** is the in-game model. As far as I know, you can use every model name you can find in the game files;
- **<OPSPlacementType>** is where you can place the item:
 - WallSlotPlaceable
 - FloorPlaceable
 - ContainmentSlotPlaceable This is for items that go on tables, counters etc.
- **<DecoLocation>** is the list of interiorDefs the decoration will be available in, if you have more than one place you'll have to separate with a comma but no space;
- **<DecoUnlockByDefault>** Optional. if it's true, you have this decoration since the beginning of the game (can be added to pre-existing saves). If it's false you need a specific event to unlock it (it can be the reward for a sim friendship, a new star level, etc.);
- **<Interest>** Optional. This is the same as with the sims characterDef;

To make a new decoration you just have to duplicate one and edit the things above, that's it!

Create a string file

These new decorations won't automatically have a new name, so you need to create a new file (I recommend one shared by all your custom decorations unless you want a standalone mod to post) and save it with any name you want as long as the extension is .lua.

Below there's a screenshot of the template file in this folder, as you can see adding a name to the new decorations only takes one line of code: UI_AddTemporarilyToLocTable("1", "2", "3")

- 1 is the "name" of the string;
- 2 is how the string will appear in game
- 3 is a description that won't appear in game, but it's useful to remember which string does what.

Once you've done, take your new lua file and put it in the Lua folder with everything else.

```
1 -----TEMPLATE-----
2 -- UI_AddTemporarilyToLocTable("STRING_LOCDeco_NAME_modelname", "In-game Name", "Description of what is this string, does not appear in game")
3
4 UI_AddTemporarilyToLocTable("STRING_LOCDeco_NAME_forest_logStool", "Log stool", "Custom decoration Log Stool name")
5 UI_AddTemporarilyToLocTable("STRING_LOCDeco_NAME_forest_logTable", "Log table", "Custom decoration Log table name")
6 UI_AddTemporarilyToLocTable("STRING_LOCDeco_NAME_desert_oldCarDoor", "Old car door", "Custom decoration Old car door name")
7 UI_AddTemporarilyToLocTable("STRING_LOCDeco_NAME_desert_OldJunkCar", "Old junk car", "Custom decoration Old junk car name")
8
```

Some decoration/model examples

locDeco_CC_Template_Def.xml (CC stands for Custom Content):

```
<?xml version="1.0" encoding="utf-8" ?>
<ObjectDef>
  <Script>LocDeco_Base</Script>
  <Model><!--insert model--></Model>
  <!--Delete/Comment out the lines you don't need-->
  <OPSPlacementType>FloorPlaceable</OPSPlacementType>
  <OPSPlacementType>WallSlotPlaceable </OPSPlacementType>
  <OPSPlacementType>ContainmentSlotPlaceable </OPSPlacementType>
  <LuaData>
    <DecoLocation>LocationInteriorDefs/PlayersHouseInterior.world.xml</DecoLocation>
    <DecoUnlockByDefault type="boolean">true</DecoUnlockByDefault>
  </LuaData>
  <Influences> <!--Delete/Comment out the lines you don't need-->
    <Interest type="Fun" >1</Interest>
    <Interest type="Food" >1</Interest>
    <Interest type="Cute" >1</Interest>
    <Interest type="SciFi" >1</Interest>
    <Interest type="Spooky" >1</Interest>
    <Interest type="Studies">1</Interest>
  </Influences>
</ObjectDef>
```

_OldJunkCar (one of the cars in the desert area)



forest_logStool and forest_logTable

If you try to sit on the stool (by changing the script) your game will freeze.



propAxe (the one you use to cut trees) and propSkull (the one used by Trevor)
The axe has no collision and the skull partially clips through the floor/counter.

