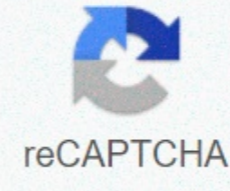




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Sims 4 lifespan mod 2020

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Is there a mod that gives us the sliders that TS3 was? Or some way to tune existing MOD lifetimes to my specific preferences? 0 55 Thanks thanks to 16 favorites there are many lifetime mods like this, but I thought that either the lifespan was too long, or some steps were too short. So, this length of life: Babies -> 2 daysToddlers -> 7 Children's Day -> 16 DaysTeenagers -> 20 daysAdults -> 64 daysElders -> 20-30 days (but I guess it could be up to 50 days according to the coveted level) This mod will only apply to sims created after installation, and pre-created wires will have originally the same stage time to grow up. So, I recommend Also use this Mod, which corrects the duration of the pre-created Sims stage. Additional credits: I used Nepheris' 4 days = 1 year mod age as the base, so thank you Nepheris! I also used SimPE to provide tools. Key: - File updated after uploading Tip: Can you click on the magnifying glass to see the contents of the archive need help in downloading or installing content? Click here! Quick response: 19 (who?), viewed: 4114 times. The original poster #1 June 9, 2018 at 2:05 pm Mod Lifetime which works for the newest version of Hello so yes, I'm looking for a lifetime mod that changes the day it takes before aging something, I can see any work with today's version of The Sims 4 I found one that might work (it says updated for animals Homemade, so I guess it should work but something I'd edit it to hit my own lifespan but with this one, I can't open it with S4PE so yes, that my problem in other people's fashions doesn't seem short to work with today's version of TS4 will be a little help with thanks #2 9th June 2018 at 5:55 pm : 857 Thanks: 93 in 4 3 achievements just use MCCC, it is built in the option to change the lifespan for each age separately. The original poster #3 9 June 2018 at 6:03 pm Quote: Originally posted by Anhaeyn Just Use MCCC, it is built in the option to change the lifespan for each age separately. MCCC? Never heard of it, can I have a link or full name to help search? Thanks poster #4 9th June 2018 at 6:15 nvm, I found it but I still don't know where I can help lifetime editing a little more will be appreciated #5 9th June 2018 at 6:00 am 31 quote: Originally posted by Noctosphere nvm, I found it, but I still don't know where I can help edit a little more lifetime will help appreciate the MCCC has three ways to use: click on your SIM card and the MCCC option should come. IF IT DOESN'T, MAKE SURE IT'S IN YOUR MOD FOLDER ONLY (ALL MODULES AND MCCC.CFG FILES, NOT SUBFOLDERED). These options affect your SIM card. Click on a computer in your SIM card house. Go through the tabs and click Away. These options will affect all your wires. Click Mailbox. If you click a SIM card that you're not playing, you can create options to influence that SIM card. Here's the documentation: Since this mod is so rich with gameplay, peeps can share bits and pieces with you, but reading more documentation will help you understand how amazing this mod is. In addition, this mod will allow you to delete your Mod folder because it's so much. Make sure your game is updated and you are using the MCCC version that is with work on their own. The original #6 9 June 2018 at 6:39 p.m. bizarre, playing my Sims fully updated and last time in front of the MCCC maybe I did something wrong? The original #7 June 2018 at 6:41pm just found out that I was me Cfg file for this is .cfg resources and how do I get it? #8 9, 2018 at 8:58 PM: 228 Thanks: 5146 in 56 11 Achievement Viewing My Magazine Quotes: Originally posted by Noctosphere just realized I have no cfg file for this only ressources.cfg How do I get it? I believe that the configuration files were created after the first time you used it (or started your game). You can never have too much yarn, fabric or books. Original poster #9 9 June 2018 at 9:40 PM Quote: Originally posted by startling I believe the configuration files were created after the first time you used it (or start your game). Well nope, I still don't have it :S #10 10th June 2018 at 1:46 PM Quote: Originally posted by Noctosphere Good nope, I still don't have it :S can put up a screen shot of your Mod folder? MCCC should be in your Mod folder/Documents/Electronic Arts/Sims 4/Mod No Deeper!! Make sure your game has been updated by Origin - I actually had this weird thing where the MCCC had been updated before Origin - so if you don't have automatic updates, updates you play. Updates are preparing for the seasons (regardless of whether you buy the package or not). The original #11 10th June 2018 at 3:03 am #12 10th June 2018 at 4:04 seems good, maybe the script fashion set to be disabled in your game options? This may have turned into those settings after your game was updated. Where are you trying to find mods in the game? You should have a menu when clicking on a computer in live mode. Original Poster #13 10th Jun 2018 at 4:13 AM How noob i am Indeed, mods weren't activated xD But now, I'm a bit lost in all those new thing How do I edit lifespan for sims? (Pets too if possible it is) thanks #14 10th June 2018 at 9:10 am click on your SIM card computer while you are in the game. MCCC settings will be the first tab you can choose - click on lifetime/duration (do this from memory) and then when you click on it for humans it will have sub-categories for each age span. pick them . Alternatively you can stop certain sims for aging. Again - I highly (very!!) recommend reading the documentation - is really honest and will help you enjoy this mod. I list very basic steps that can help you discover mod: clicking on your SIM card in the game, using your SIM computer in the game, clicking on your SIM card mailbox in the game and clicking on the individual sims you are playing to see different menus. Play around with this - it will tell you what the default MCCC are [in parentheses] and what you choose with >(arrow), I believe. I play so much that I don't really pay attention. original poster documents #15 10th June 2018 at 11:35 pm Quote: in Written by chicvibe on your SIM card computer while you are in the game. MCCC settings will be the first tab you can choose - click on Lifetime/Duration (do so from memory) and then when you click on it Humans will have it sub-category for every age span. pick them . Alternatively you can stop certain sims for aging. Again - I highly (very!!) recommend reading the documentation - is really honest and will help you enjoy this mod. I list very basic steps that can help you discover mod: clicking on your SIM card in the game, using your SIM computer in the game, clicking on your SIM card mailbox in the game and clicking on the individual sims you are playing to see different menus. Play around with this - it will tell you what the default MCCC are [in parentheses] and what you choose with >(arrow), I believe. I play so much that I don't really pay attention. documents found it, thanks but one of the last problems of Feaver's cat and dog longevity, I geet the prescription number instead of the amount of days can I replace them the day? Or should I leave them as it is? Since fopr samples, kitten default lifespan asa 1.0.1.5 is that normal? #16 10th Jun 2018 at 12:32 PM Quote: Originally Posted by Noctosphere found it, thanks but one of the last problems of Feaver's cat and dogs lifes, I geet a version number instead of amount of day Can I replace them by days? Or should I leave them as it is? Since fopr samples, kitten default lifespan asa 1.0.1.5 is that normal? As I only review in the documents, it seems that pets have a range of days, rather than specified days.. What it means, in your case the cat of a kitten after a day or a half of age. If you're changing it with the same style, for example: if you want the kitten to have a lifespan of 5 days, it's changed to 5.0.5.5 (not sure if you can change it to 5.0.5.0) the original poster #17 10th June 2018 at 12:35 pm I see... Thanks main #18 10th June 2018 at 12:37 pm Well, another problem when I change the age of a dog or cat, doesn't seem to save it when I return at it, it's set by default :S #19 10th June 2018 at 12:39 PM Quote: Originally posted by Noctosphere Well, another problem when I change the age of a dog or cat, doesn't seem to save it when I return at it, it's set by default :S #19 10th June 2018 at 12:39 PM Quote: Originally posted by Keren maybe you typed in . Instead of being here like you? it needs to be: x.x.x.x.yup, that was the problem But hey, . and , looks very alike in ts4^^ thanks again^^ Back to top top

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