



Posts: 768 Gender: [M]

ITUN Modding Discussion and Explanation « on: 14 December 2012, 09:44 »

This thread is dedicated to discussing ITUN modding. It is inspired by the post at my blog: Tutorial: Tuning mods and Commodity Kinds. I've answered a number of questions about ITUN resources in PMs or at my blog, so I've decided to finally just try to centralize all the information.

ITUN resources are specially formatted XMLs that create tuning for interactions. All interactions that can be performed autonomously must have an ITUN resource. Mods that allow/disallow autonomy, alter age restrictions on interactions, change advertisement, increase/decrease motive gain, and alter pregnancy restrictions (this list may not include all possibilities) are all ITUN mods (there are a few exceptions to some mods regarding motive gains).

Example ITUN

Here's an example of what an ITUN resource looks like. Notice that it is written mostly in plain English, so pretty much anybody with a package editor and text editor can make ITUN mods (the same is true for XML mods). This is the RepairHotTub_HotTubBase ITUN resource found in the GameplayData package.

```
<?xml version="1.0"?>
<base>
<Interaction
name="Sims3.Gameplay.Objects.Plumbing.HotTubBase.RepairHotTub.Definition" />
<Object name="Sims3.Gameplay.Objects.Plumbing.HotTubBase" />
<CodeVersion name="BaseGame" considerCodeVersion="False" />
<Current_Tuning>
<Disallow DisallowAutonomous="False" DisallowUserDirected="False"
DisallowPlayerSim="False" />
<BaseAvailability>
<AgeSpecies AgeSpeciesValue="T,Y,A,B,E" />
<MotiveThreshold MotiveThresholdType="None" MotiveThresholdValue="0"
MotiveBelowCheck="False" />
<MoodThreshold MoodThresholdType="None" MoodThresholdValue="0" />
<SkillThreshold SkillThresholdType="Handiness" SkillThresholdValue="0" />
<CareerThreshold CareerThresholdType="Undefined" CareerThresholdValue="0"
IncludePastCareers="False" />
<Can_AllowOnGreetedSimsIfObjectOutside="False"
AllowNonGreetedSimsIfObjectOutsideUserDirected="True" AllowGreetedSims="True"
AllowOnCommunityLots="True" AllowOnAllLots="False" />
<World RestrictionType="None" Types="" Names="" />
<Room AllowInTombRoomAutonomous="False" />
<Misc DisallowIfPregnant="False" DisallowedFromInventory="False" />
</BaseAvailability>
<Check type="All" value="0" />
<Tradeoff name="RepairHotTub" />
<Localization autoGenerate="True" />
<Time value="1" addRoute="True" />
<Exit FunExit="False" stressExit="True" interruptible="True" />
<TimeLeadIn allowed="False" />
<AskJoinInteraction joinable="False" />
<ScoringFunction name="ChooseBest="False" name="" ActionCommodity="None" />
<ActionTopic always="" ActionTopicUnavailableAfterActionFinishes="False" />
</Output>
<Change type="TraitHandy" advertised="200" locked="True" actual="200"
updateType="ImmediateDelta" timeDependsOn="False" updateEvenOnFailure="True"
updateAboveAndBelowZero="Either" />
<Change type="SkillHandiness" advertised="200" locked="False" actual="0"
updateType="ContinuousFlow" timeDependsOn="False" updateEvenOnFailure="False"
updateAboveAndBelowZero="Either" />
<Change type="BeRepairman" advertised="200" locked="True" actual="200"
updateType="ContinuousFlow" timeDependsOn="False" updateEvenOnFailure="False"
updateAboveAndBelowZero="Either" />
<Change type="BeButler" advertised="200" locked="True" actual="200"
updateType="ContinuousFlow" timeDependsOn="False" updateEvenOnFailure="False"
updateAboveAndBelowZero="Either" />
</Output>
</Tradeoff>
<Notes Notes="" />
</Current_Tuning>
</base>
```

You can find explanations of various fields below.

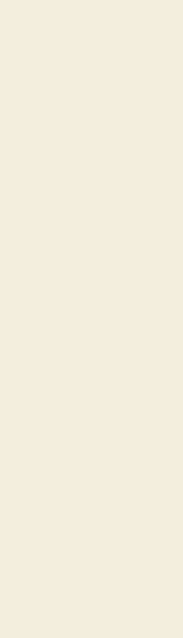
This is a work in progress. If you have questions, comments, suggestions, criticisms and/or corrections please feel free to share them.

Remember: Changing an ITUN is not a guarantee that your change will work. Many times, the restrictions for an interaction are hard-coded. If you want to know for sure that a restriction is hard-coded, you have to use ILSpy (or some other decompiler) to look at the core libraries and find out.

« Last Edit: 30 December 2012, 10:57 by Nona Mena »

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Posts: 768 Gender: [M]

Autonomy, AgeSpecies, MotiveThreshold, Lot « Reply #1 on: 14 December 2012, 10:11 »

Autonomy, User Directed & Player Sim If you look at the top of the interaction, you'll notice this is where you can turn off autonomy completely, or make the interaction not available to player sims, etc. Here's the line you're looking for.

```
<Disallow DisallowAutonomous="False" DisallowUserDirected="False"
DisallowPlayerSim="False" />
```

It might be a little confusing, because it's a double negative (Disallow DisallowAutonomous), but just look at the flags themselves: DisallowAutonomous="False". If you wanted to change the Repair Hot Tub interaction so it would not be autonomous, you would change DisallowAutonomous="False" to DisallowAutonomous="True".

Another example: To make the cow plant safe for active sims I changed DisallowPlayerSim="False" to DisallowPlayerSim="True" in the Eat Cake ITUN, making the interaction not available to active sims.

Age Species

Determines what age/species an interaction is available for. Keep in mind that many interactions do have a hardcoded age check, so changing the field in the ITUN might not be successful. Additionally, some interactions might not have appropriate animations for certain age groups. In that case, you may experience an error, or you might see stretching on the sim (especially child sims performing adult only interactions).

You can use many different AgeSpecies codes at once. Take for example, the Watch_HorseJump ITUN:

```
<AgeSpeciesAvail
AgeSpeciesValue="C,T,Y,A,B,E,CH,AH,EH,CC,AC,BC,CD,AD,ED,CL,AL,EL" />
```

Human Sims:

- B - Baby
P - Toddler (see Play_Xylophone ITUN)
C - Child
T - Teen
Y - Young Adult
A - Adult
E - Elder

Pets

- CC - Kitten
AC - Adult Cat
EC - Elder Cat

- CD - Puppy Dog
AD - Adult Dog
ED - Elder Dog

- CL - Puppy Little Dog
AL - Adult Little Dog
EL - Elder Little Dog

- CH - Foal
AH - Adult Horse
EH - Elder Horse

MotiveThreshold

An example of how to use the MotiveThreshold tags can be found in the CatPeeHere_Terrain and DogPeeHere_Terrain ITUNs;

```
<MotiveThreshold MotiveThresholdType="Bladder" MotiveThresholdValue="-40"
MotiveBelowCheck="True" />
```

This requires that cats and dogs have the bladder motives at -40 or below before they can use the PeeHere interaction. Keep in mind that some motive blocks may be hardcoded into an interaction, and may not be alterable with an ITUN mod.

MoodThreshold

I don't know of any ITUNs that actually use this threshold, but I do know that the valid types for the MoodThreshold are:

- None
TrueOnlyIfMoodBelowBad
TrueOnlyIfMoodAboveBad
TrueOnlyIfMoodBelowThreshold
TrueOnlyIfMoodAboveThreshold

SkillThreshold

Similar to Motive Threshold, this tests the skill of the acting sim to determine if the sim should be able to use the interaction. An example of how this is used can be found in the Train_TrainingDummy ITUN (See also the Tinker interactions):

```
<SkillThreshold SkillThresholdType="MartialArts" SkillThresholdValue="7" />
```

CareerThreshold

Again, similar to motive and skill threshold, this tests the career level of the sim. If IncludePastCareers is set to "True", the sim only needs to have attained the career threshold at some point in their life. And example of how this is use can be found in the DoScienceTo_GameObject (and UndoScienceTo_GameObject) ITUN:

```
<CareerThreshold CareerThresholdType="Science" CareerThresholdValue="10"
IncludePastCareers="True" />
```

Lot

The Lot tag specifies which lots will allow the interaction. Keep in mind that some interactions may have a hardcoded lot restriction, so changing the lot field will not help.

The following is from the FoalNurse_Sim ITUN, and explains why foals cannot nurse from their mothers on community lots:

```
<Can_AllowOnGreetedSimsIfObjectOutside="False"
AllowNonGreetedSimsIfObjectOutsideUserDirected="False"
AllowGreetedSims="False" AllowOnCommunityLots="False" AllowOnAllLots="False" />
```

« Last Edit: 23 December 2012, 09:37 by Nona Mena »

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Output « Reply #2 on: 14 December 2012, 11:36 »

World You can restrict interactions in certain worlds here. Valid values for RestrictionType are:

- None
Allow
Disallow

The Types flag indicates the types of world that the RestrictionType is used for. Valid value for Types are:

- None
Base
Vacation
Downtown
University

In the Names flag, you could include names for the valid World, if you so chose. Below are some examples of the World flags:

From MakeFranksim_InventionWorkbench ITUN: <World RestrictionType="Allow" Types="Base" Names="" /> This is why it is not possible to build a Simbot in Bridgeport (this is fixed with NRaas Traveler).

From TravelBackToHomeWorld_Computer ITUN: <World RestrictionType="Allow" Types="Vacation" Names="" /> This allows the Travel Home interaction to be available on computers in Vacation worlds.

From AdoptPetOnComputer_Computer ITUN: <World RestrictionType="Disallow" Types="Vacation" Names="" /> This prevents sims from using the Adopt Pet interaction on a computer in Vacation worlds.

About the Names flag: From what I can see, this flag is never used by EA. Note that the names must match the names in the core, and all CAW worlds would be lumped together in "UserCreated"

Misc

The Misc field has two uses: whether to allow pregnant sims to use the interaction, and whether the interaction should be available from the inventory.

```
<Misc DisallowIfPregnant="False" DisallowedFromInventory="False" />
```

To enable/disable an interaction for pregnant sims, use the DisallowedIfPregnant flag.

The DisallowedFromInventory flag does not apply to all interactions, and whether an object actually has an inventory interaction is hard-coded. However, you can use this to turn off the inventory interactions on objects that do have an inventory interaction. For example: If you change this flag in the EatMorsellInventory_GameObject ITUN, the "Eat" interaction will be completely hidden on dried food in your sim's inventories. Your sim will not be able to eat dried food (WA or any custom food) from her inventory and you will also not be able to direct the sim to use the interaction from the inventory.

Output

See the green text in the example ITUN above. The Output are the results of performing an interaction. Inside the <Output> area is what causes skills and motives to change when performing an interaction. This is also where you "advertise" an interaction for a sim.

In the Output you'll notice several different parameters: Change types: "" - This is where you put the name of the commodity you want to use. advertised - Advertisement level of the interaction. Advertisement is what encourages a sim to use an interaction. The higher the number, the more attractive the interaction. Advertising can also be negative, meaning the sim will be discouraged from using the interaction. Negative advertisement does not mean the interaction will not be used autonomously.

actual - This is the actual change in the commodity. For motives and skills, this is important. It will determine how much motive/skill is gained. Keep in mind that sometimes motives/skill gain is hardcoded into the interaction itself. In that case, you would need a script mod to change the gain.

locked - Whether is the "advertised" and the "actual" change is the same.

updateType - ImmediateDelta means the change will occur when the interaction begins. ContinuousFlow means the change will occur gradually, as the interaction is running.

timeDependsOn - Whether the time spent doing an interaction affects the change.

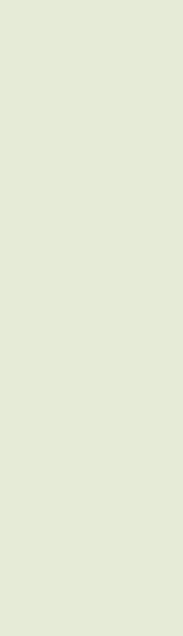
updateEvenOnFailure - Whether the change will occur if the interaction fails.

updateAboveAndBelowZero - "Either" means the change will occur regardless of how high or low the motive is. If you use: updateAboveAndBelowZero="DontIncreaseAboveZero" (see Meditate_Sim and all TakeBath ITUNs, also FreezeSolid_Sim) once the sim hits 0 motive, the motive will stop increasing. In the game files, DontIncreaseAboveZero is used mostly for the fun motive in certain interactions, but is also used once or twice for Energy and Temperature. Similarly, you can use updateAboveAndBelowZero="DontDecreaseBelowZero" to prevent the motive from dropping below 0 (see CleanBathtub_Bathtub and a few other cleaning related ITUNs).

« Last Edit: 24 February 2013, 16:58 by Nona Mena »

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Re: ITUN modding discussion « Reply #3 on: 14 December 2012, 11:55 »

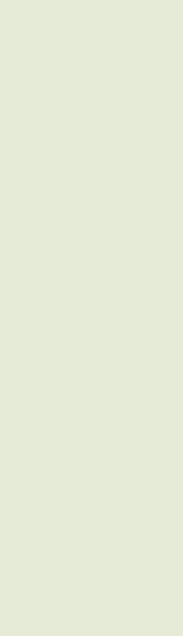
Other Fields While all ITUNs generally follow the same format, some do leave out optional fields.

RequiredTrait - See the KnockDown_ActivityTable ITUN ExcludingTrait - See the Practice_SoccerGoal ITUN

« Last Edit: 14 December 2012, 12:29 by Nona Mena »

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Posts: 768 Gender: [M]

Re: ITUN modding discussion « Reply #4 on: 14 December 2012, 12:33 »

Related

NRaas Retuner You can use NRaas Retuner to make support changes. Twallan has recently given the mod a big overhaul and added in many new tuning options, including changing XML tuning values in game.

MTS XML Tuning Modding Tutorial - This general tutorial for creating XML mods is a good place to start if you want to make your first mod.

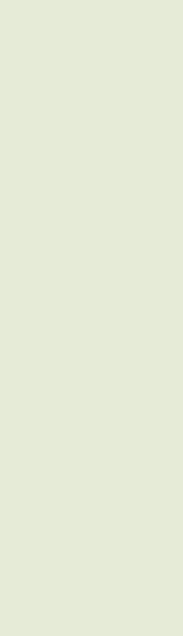
Additional Credits

MTS modding tutorials, Twallan, Buzzler, other tuning modders such as CyberBob, blue and TFM and even SimAd who always share the information about whatever they know when people ask. Simsmx, for his information about various nodes and Refs, thank you!

« Last Edit: 09 January 2013, 09:15 by Nona Mena »

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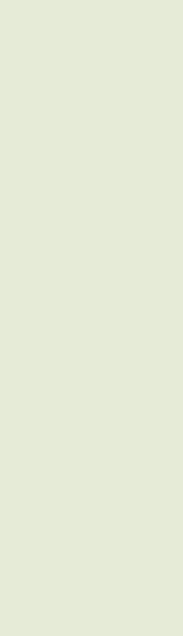
Posts: 768 Gender: [M]

Re: ITUN modding discussion « Reply #5 on: 14 December 2012, 13:23 »

Reserved just in case.

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Posts: 190

Re: ITUN Modding Discussion and Explanation « Reply #6 on: 30 December 2012, 05:47 »

Here's more elements: Occult Sets whether an occult type is required or disallowed.

OccultRestrictionType - Sets the type of restriction, which can be: ignore - Ignore the other two attributes of this node. Exclusive - Use to set disallowed occults. Inclusive - Use to set required occults.

OccultTypes - The occult types that are disallowed or excluded. If you want more than one occult type to be required or excluded, add their values. If you add hex values, don't forget the "0x" bit.

Table with 4 columns: Occult Type, Hex Value, Decimal Value, None, 0x000, 0, Mummy, 0x001, 1, SimBot, 0x002, 2, Vampire, 0x004, 4, Imaginary Friend, 0x008, 8, Unicorn, 0x010, 16, Genie, 0x020, 32, Werewolf, 0x040, 64, Ghost, 0x080, 128, Fairy, 0x100, 256, Witch, 0x200, 512, PlantSim, 0x400, 1024

OccultTypesHumanAllowed - Whether the interaction is available to non-occult Sims.

Below is an example that would prevent non-occult Sims, vampires and genies from having the interaction. (Note: "36" can be replaced by "0x36")

```
<Occult OccultRestrictionType="Exclusive" OccultTypes="36"
OccultTypesHumanAllowed="False" />
```

Here's another example. In this case the interaction is only available for mummies and SimBots:

```
<Occult OccultRestrictionType="Inclusive" OccultTypes="0x36"
OccultTypesHumanAllowed="False" />
```

ExcludingBuff

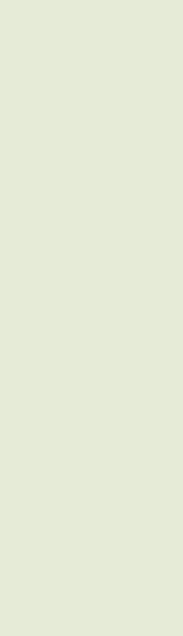
Sets excluding moodlets. In the example below, the interaction won't show up if a Sim has any of these moodlets: Chilly, MalePregnancy" />

RequiredBuff

Sets required moodlets for the interaction to show up. «RequiredBuffr type="Abducted" /> « Last Edit: 07 April 2013, 19:38 by simsmx »

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Posts: 768 Gender: [M]

Re: ITUN Modding Discussion and Explanation « Reply #7 on: 30 December 2012, 08:33 »

Thanks so much for typing up and sharing that info SimsMX. I greatly appreciate it 😊

Here's an Occult setting in the GetSprayTan_TanningBooth ITUN that I didn't understand the purpose of:

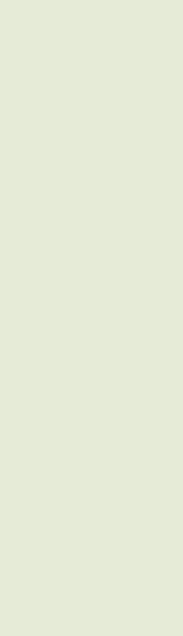
```
<Occult OccultRestrictionType="Inclusive" OccultTypes="0x36"
OccultTypesHumanAllowed="True" />
```

Every single occult (and humans) can use the Tanning Booth, even Ghosts (well, not Unicorns but that's expected). They could have just left it Ignore and been done with it!

It means that Mummy, SimBot, Unicorn, Genie, and Ghost cannot get spray tan. Surely Mummy, SimBot, and Unicorn can no way get their skin tone changed, and I'm certain that I once directed my Genie to get spray tan, but he can't. I don't know about Ghost though, but that restriction did actually work like what Sims MX explained

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Posts: 768 Gender: [M]

Re: ITUN Modding Discussion and Explanation « Reply #8 on: 14 July 2013, 16:46 »

Quote from: Nona Mena on 30 December 2012, 08:33

Thanks so much for typing up and sharing that info SimsMX. I greatly appreciate it 😊

Here's an Occult setting in the GetSprayTan_TanningBooth ITUN that I didn't understand the purpose of:

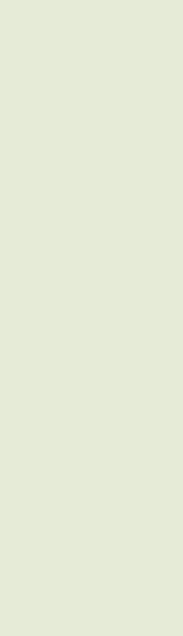
```
<Occult OccultRestrictionType="Inclusive" OccultTypes="0x36"
OccultTypesHumanAllowed="True" />
```

Every single occult (and humans) can use the Tanning Booth, even Ghosts (well, not Unicorns but that's expected). They could have just left it Ignore and been done with it!

It means that Mummy, SimBot, Unicorn, Genie, and Ghost cannot get spray tan. Surely Mummy, SimBot, and Unicorn can no way get their skin tone changed, and I'm certain that I once directed my Genie to get spray tan, but he can't. I don't know about Ghost though, but that restriction did actually work like what Sims MX explained

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Posts: 15

Re: ITUN Modding Discussion and Explanation « Reply #9 on: 14 July 2013, 18:07 »

Quote from: Nike123 on 14 July 2013, 16:46

Thanks so much for typing up and sharing that info SimsMX. I greatly appreciate it 😊

Here's an Occult setting in the GetSprayTan_TanningBooth ITUN that I didn't understand the purpose of:

```
<Occult OccultRestrictionType="Inclusive" OccultTypes="0x36"
OccultTypesHumanAllowed="True" />
```

Every single occult (and humans) can use the Tanning Booth, even Ghosts (well, not Unicorns but that's expected). They could have just left it Ignore and been done with it!

It means that Mummy, SimBot, Unicorn, Genie, and Ghost cannot get spray tan. Surely Mummy, SimBot, and Unicorn can no way get their skin tone changed, and I'm certain that I once directed my Genie to get spray tan, but he can't. I don't know about Ghost though, but that restriction did actually work like what Sims MX explained

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