The Mood Pack Mod

General documentation

1. MOOD LIST WITH TUNING IDS & EMOTION CATEGORY

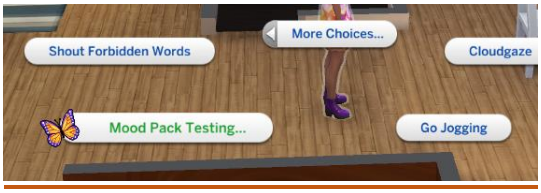
Note: Moods with 2 names displayed have 2 levels of intensity.

MOOD NAME	INSTANCE ID	EMOTION CATEGORY
Admirative	16356067037867207197	Inspired
Affectionate	6729159305617358422	Flirty
Concerned / Worried	9307149080924141964	Tense
Confused	13462015975732492314	Tense
Disappointed	13725632077675213249	Sad
~~Disgusted (temporarily removed for updating)~~	~~14353055334632457243~~	~~Embarrassed~~
Distracted	3027807324045670738	Dazed
Excited	15496795964845827431	Happy
Forgiving	10433177877666090300	Fine
Hurt / Betrayed	15682747461380740515	Sad
Indecisive	12804992432920066260	Tense
In Pain	11986540994083714246	Uncomfortable
Insecure	16305477996379997103	Sad
Lazy	16016989147475615211	Dazed
Lonely	In Development	Sad
Mean	16829711844433399828	Angry
Misunderstood	12692040873054534527	Sad
Nostalgic	12984624083398897387	Dazed
Optimistic	10587751871828891600	Happy
Pessimistic	12319090570052883166	Sad
Productive	13289050976871245414	Inspired
Proud	9570380053010745747	Confident
Reclusive	In Development	Fine
Relaxed	In Development	Fine
Relieved	18202614865727695777	Happy
Satisfied	17147427473373917373	Fine
Scared	12277182702334031605	Tense
Shocked	15247843764430021480	Tense
Sorry / Remorseful	9450699177049231223	Sad
Suspicious	18005805515317705470	Angry
Tipsy / Drunk	13382922364782083887	Dazed
Tired	17998589746303365631	Dazed
Weirded Out	10633577503920851353	Embarrassed

2. NOTES AND FAQ

Testing the moods to see what they're like in game

Doing that is very simple. Just put in game the script file 'for Creators_testingTheMoods'. Click on the selected Sim in game and you'll find a menu called 'Mood Pack Testing'. Inside it is an interaction leading to a menu where you can choose what mood to trigger. I STRONGLY advise having UI Cheats installed to do this, this way you can just right click on any moodlet to get rid of it and test the next mood that you want to look at.



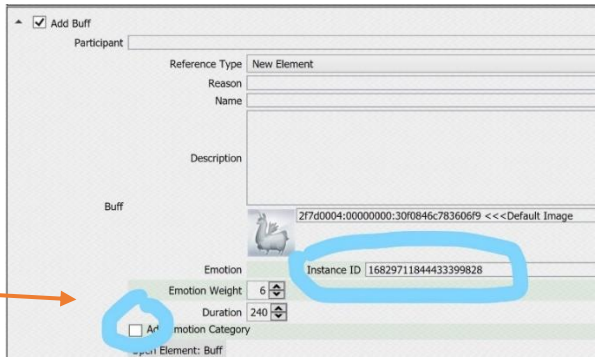
Want an environment commodity for an object?

If you want an object to have an aura carrying one of the moods in my Mood Pack**, contact me and I'll create the necessary commodity for you.** I'm not making them by default because I have no idea if there will be demand and don't want to waste the work. Do ask me if you want one! I reply to everyone. Where to contact me? Discord – Twitter – Website support form - Patreon

Use S4S and don't know how to use a custom mood?

It works just like with normal moods. Grab the mood tuning's ID, put it in mood_type in both the Buff tuning and its matching SimData tuning. In 'Temporary Commodity Info', you can specify categories as usual. See previous page for suggested categories matching each mood.

```
<I c="Buff" i="buff" m="buffs.buff" n="Buff_Object_CardGameWin1" s=
  <V n="_temporary_commodity_info" t="enabled">
    <U n="enabled">
      <L n="categories">
        <E>Confident_Buffs</E>
      </L>
      <T n="max_duration">240</T>
    </U>
  </V>
  <T n="audio_sting_on_add" p="InGame\Audio\Stings\sting_buff_gain.
  <T n="audio_sting_on_remove" p="InGame\Audio\Stings\sting_buff_lo
  <T n="buff_description">0xFFE80794<!--You're a regular card shark
  <T n="buff_name">0xFEBA077B<!--Winner, Winner, Chicken Dinner--><
  <T n="icon" p="InGame\UI\Icons\Buffs\buffs_cardgame.png">2f7d0004
  <T n="mood_type">957038005301074574 7</T>
  <T n="mood_weight">1</T>
</I>
```

Use MC4 and don't know how to use a custom mood there?

Just copy the instance ID from the table above from the mood you want. When you create a buff, paste that in the appropriate "Emotion" window. Be sure to **UNCHECK** "add emotion category" as MC4 **cannot** do that with custom moods.