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Electronic Arts Have you ever wondered how YouTube Simmers gets its custom content – commonly known as CC – in its Sims 4 game? Electronic Arts never released an official tutorial on downloading CC on The Sims 4, and there are plenty of YouTube tutorials, but they can be vague. Custom content, or Mods, are additional assets and behaviors created by other players for the purpose of enriching the game beyond the base game Maxis has published. This content often includes clothing for your Sims, features, aspirations, and more. Users create and test custom content: it's a big part of the Sims community. In fact, Maxis encourages and supports the modding community! You can read more about that on The Sims 4 Mods and Game Updates FAQ Page. So, here's a detailed tutorial of activating and downloading mods on The Sims 4 in Windows 10. Custom content settings Locate and open your resource.cfg file after releasing the Sims 4 and enable mods in your game. locate the mods folder for the Sims 4. The default path for the Sims 4 folder is in the Documents folder. The Mods folder will generate inside the Sims 4 folder once you have released the game with mods enabled. In the Mods folder, there is a .cfg. Right-click to open it using a simple text editing program, such as Notepad. You should see something like that, but in one line: Priority 500 PackedFile * package PackedFile *# package PackedFile *## package PackedFile *### package PackedFile *#* package PackedFile *#*# package PackedFile *#*#* package This shows how many deep folders the system will check for mods/CC. There should be six by default, as shown here. If you want to add more, follow the same pattern. Create New Folders in the Mods Folder It mainly goes for people who don't have folders inside the Mods folder yet or have done folders, but there's nothing in them. If you have a couple of folders with stuff in them already, but a lot of things that aren't, go ahead and move on. Create folders labeled Build/Buy and CAS. When you create folders to get started, you'll be more prepared to keep your files organized later. Enable Mods in Your Game After releasing the Sims Game 4, you will see a three-dot icon in the top right corner of the main menu. When you click on it, you get the settings menu. Click the Other tab, and then select enable custom content and mods. That was the easy part. Go ahead and enable Enabled Dash Mods, too. When the boxes are marked green, this means that the mods have been enabled. Check that the Mods Folder is now in Your EA Folder When you downloaded your game, I chose a folder to install Sims 4 a. Navigate to it and locate the Mods folder. Normally you can find this in Documents > Electronic Arts > Sims 4 > Mods, but you may have installed it in another location. We recommend using the built-in File Explorer search box to help you locate Folder. Choose a Mod and Download When clicking and downloading mods, it is very important to read the fine print. You will find a large selection of CC that supports the base game (no packages are required), however, plenty of mods available will require a package for one reason or another (such as a texture of a base game element). For the sake of this tutorial, I chose a few compatible base game mods that are linked below. You will see all these mod pages say compatible base game in the description: Note: The Female Fall Collection has separate files, so you can choose and choose what you want to download. Packages sometimes come separately, but not always. Sometimes a set will only be available as a combined content pack. Here is a quick list of my favorite and trusted CC sites: Move the Files to Your Mods Folder Locate the downloaded files on your computer and then move the files manually to the Sims 4 Mods folder. In the Mods folder, create a Kind of Mods (any name will be enough) subfolder and move all .package files from the downloads folder to the Mods Tutorial folder. CC that appears on the Create Home screen (clothing, hair, accessories, etc.) will be stored in the CAS folder, Build/Buy CC must go to the Build buy mods folder, and so on. Keeping folders organized can help you find damaged files that cause problems in the game. Also, by putting new downloaded mods into a separate folder, you can launch the game and decide whether or not you like the new mods you have downloaded. We suggest that you store recently downloaded cc in a folder labeled as new mods for organizational purposes. If you launch the game and decide you don't like what you've downloaded, it's easy to navigate to the new folder and figure out which file to delete. The above screenshot includes the file names of previously linked downloaded content in this post for this guide on how to do it. Launch your game! Once you're on the Create a Home screen, click the Cabell section. If you're having trouble finding the custom content you downloaded, click the small arrow next to Feminine, click the content, and then check the box next to Custom Content to only show custom content that you downloaded. You can enable this filter on all screens, including Build/Buy! What is a Mod versus a Dash Mod? Now that you've dabbled a bit on custom content for the Sims 4, you have to wonder why we were turning on script mods. Writing mods are encoding mods that can alter game behaviors, unlike pre-existing Maxis encoding. A popular script mod is The Sims 4 MC Command Center Mod created by user, Deaderpool. The MC Command Center Mod has a lot of options in the form of multiple modules that Different functionalities: adjust your household bills, make selected immortal sims, pregnancies, and even create progression-style mechanics of history. Pretty much everything you can think of, this mod can do and is updated continuously. We've already gone over how to activate the script mods, but where do you place the MC Command Center mod in the Mods folder? First, make sure that the modules and packages are placed in the same folder and that the folder is no more than a deep level in the Sims 4 folder structure mod. For example, The Sims 4\Mods\MCCC is fine, but The Sims 4\Mods\Script Mods\MCCC is not. The Sims 4 client will only go one deep level when searching for script mods. In the screenshot above, you will see that the McCmdCenter file is in the first level of the Mods folder. If you don't do this correctly, the script mods won't appear in your game. Save and back up the Sims 4 folder as a general rule, always back up the Sims 4 folder to a USB drive or external drive in case of a disaster. Right-click the file and select Copy (Ctrl + C on the keyboard), go to the secure location you made, and then right-click paste (Ctrl + V on the keyboard) in the new location. This ensures you have an updated copy of your game (Sims families and their mods) if you have to reinstall the game. It takes time to build a collection, and it's a hassle to lose progress just like losing any saved data for any other video game. And cover it! Remember, you should always contact the owner of the mod to report bugs or if you have any questions. I'm buying a sega game equipment to mod. I want to add an a/v entry without using the TV tuner accessory. Is that possible? I cant find it anywhere online, but I found a pinout and it seems possible. I know i could connect the audio to pins 44 and 45. Would it work if i connected the video to pin 43? Any help would be appreciated. Thanks in advance. 1 +34 (V) liquid unit 24 memory request MREQ 2 +5 (V) +5 (V) 25 A10/TPR2 address 3/WR write signal 26/RD signal reading 4 A12 address 27/EXM 2 0-7FFFH 5 A7/CL1B3 address 28 A1 5 Address 6 Address A6/CL1A2 29 Address A11 7 Address A5/CL1B2 30 A9/TPR1 address 8 A4/CL1A1 address 31 A8/CL1A3 address 9 Address A3/CL1B1 32 Address A13 10 Address A2/DW 33 Address A14 33 A14 address 33 address A1/D03 34 /EXM1 8000-BFFFH 12 A0/D01 address 35 +5v +5 volts 13 D0/DB date 36 /M1 M1 cycle 14 D1/P3 data 37 IOR request I/O 15 data D2/P2 15 Data D2/P2 14 D1/P3 38 / RFSH refresh 16 GND D ground 39 /RESET Reset 17 GND A ground 40 CCLK Clock 18 GND D ground 41 GND Ground 19 Data D3/P4 42/GG MS/GG 20 D4/P1 data 43 /TV Cart 21 D5/CL2 data 44 TVSNDR VR Audio right 22 Data D6/DO2 45 TVSNDL TVSNDL Left audio 23 Data D7/DO4

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