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Peacemaker sims 4 doors

Man, this set has been in limbo for months now waiting to get around to finishing it for release. I can't even remember when I started it, but the goal was to make a simpler window set up for traditional constructions to compliment my Georgian set. I definitely like the way it came out and I hope you all enjoy it as much as I do. What you need to know: All windows and doors are connected to 2 texture package files, they must be in play for windows and doors to work properly. You can choose which windows and doors you want in the game because there is no connected package, but do not delete texture packages. No, I will not make décor blinds for any window larger than 2 tiles so do not ask. There are 2 door sizes mainly because the short ones look strange at medium wall heights illuminated by attic windows! Updates: 28/10/2020: Now compatible with patch 1.66 new cutout system. City/Buy items feature: basegame compatibility (non-default) 32 network in a total of 25 colors with white interior trim option for windows and doors (50 styles total). p reel items easily using phrase phrases: Austere in the search bar (try this tutorial to easily find my set) style (located under the basics label) and color filter compensate thumbnail Pricing and polycount as follows:- 1 tile attic blinds (\$45, 500 polys)- 2 tile attic blinds (\$50, 500 polys)- 1 tile loft shutters (\$55, 668 polys)- 2 tile loft blinds (\$60, 668 polys)- 1 tile blind counter (\$65, 764 polys)- 2 tile counter blinds (\$70, 764 polys)- 1 tile standard blinds (\$75, 844 polys)- 2 tiles standard blinds (\$80, 844 polys)- 1 pcs attic window (\$175, 220 polys)- 2 coma attic window (\$195, 308 polys)- 1 chassis loft window (\$180, 252 polys)- 2 seam loft window (\$200, 372 polys)- 3 chassis loft window (\$220, 492 polys)- 4 chassis loft window (\$240, 612 polys)- 1 chassis counter window (\$185, 252 polys)- 2 chassis counter windows (\$205, 372 polys)- 3 windows for a counting iron (\$225, 492 polys)- 4 sash counter windows (\$245, 612 polys)- 1 sash standard window (\$190, 252 polys)- 2 sassy standard window (\$210, 372 polys)- 3 sash standard window (\$230, 492 polys)- 4 sash standard window (\$ 250, 612 polys)- Low lonely door (\$175, 518 polys)- Full lonely door (\$200, 518 polys)- Low double doors (\$340, 934 polys)- Full double doors (\$365, 934 polys)- Low French doors (\$380, 958 polys)- Full French doors (\$400, 958 polys) CC credits: All custom content is mine, so feel free to review my downloads to find it. Now, there is 1 download link from 2 sources. To install, extract the archive using WINZip / WinRAR / 7Zip / Unarchiver and put the folder or package of the file in the modes folder, and then search for them in your game. If you're having problems, check out my content installation help page. Download: SimFileShare | Google Drive My content will always be free, but if you are so and capable, you can show your support and buy me coffee **NOTE: This is a guide written by my wonderful husband who got tired of hearing me complain about broken CC windows and how to fix them. Feel free to share this around. I hope the series fix, but in the meantime, if you can calculate, you can fix the windows yourself. If you have questions, feel free to send me a question and we'll get back to you. **Problem: EA has added a ModelResourceCutout item for each object that needs to cut a piece of wall to make it appear correctly. The actual object is actually there, you can see the knobs in the example image above. (beautiful door @peacemaker-ic) Developer Sims4Studio is working hard to fix the series so creators don't have to manually add the correct values for each item, but it's uncertain when this will be ready and whether it will fix all windows and doors. Some are quite eccentric from a shape perspective, meaning ROUND, CURVED or otherwise not a rectangle. All it takes is a little math and a bunch of trial and error. Oh, and patience is useful. I warn you, doing this 40 times is tedious, but once you get out, it's easy. You just need to do a little basic math and be able to think in 2 dimensional spaces. Mathematics: There are three variants of height when it comes to walls. Short = 3 units high Medium = 4 units high Tall = 5 units high Regular walls are 1 unit wide, diagonal walls are wide Sqrt(2) (Jatigorean theorem), which is 1.414. When creating these cutouts, 1 decimal accuracy of the place is generally quite a lot. Door and window frames give you some wiggle room. When you're doing more interesting shapes, use 2 or 3 decimal places to give yourself a little more accuracy. Let's apply this magic, for example, from the real world. EA wants you to add an item called ModelCutoutResource to your property, which consists of any number of lines in a 2D plane. Remember, this is a two-dimensional cutout, the depth doesn't exist, it just cuts out the whole wall, wherever we tell it by connecting the dots. Each line consists of two points, start and end. I could tell you how to do it all day, but doing it and getting it is more important. Like what. This door with the entire frame is 2 units wide and about 2.4 units high. However, you want your cutout to be in the frame. If you put a cutout on the outer edge, you will have an ugly gap on the sides of the frame that no one wants. So guessimate (or extract from Blender, but I don't have 3D modeling knowledge so won't go into it) the correct values, put your in-game objects on a blank wall, look at them from the side and put a ruler on the screen if it makes your life easier. With our door here we need to make a rectangular cutout. It is easy to define only 4 points. Points actually have a third value (x,y,z), but the z-value is always 0. Maybe EA has wild plans with that in the future, but for now every z-value is 0. Using our collected knowledge, we can now define 4 clear edges for our doors. I always start from the bottom left, it's a habit, it doesn't matter, as long as you do with their lines. Your lines will now be as follows: from point B to C, from C to D and D to point A. Let's put this in Sims 4 Studio. Editing the package: Open your package in Sims 4 Studio. Select the Warehouse tab. Select the Model item (do nothing with it, just click it, this way the SAS knows the Instance value and you don't have to copy it) projects that have a separate model for diagonal walls will have two model items, you will need to create a resource for the cutout for both, which their cases appreciate. Click the ADD button in the lower-left corner. Select the ModelCutoutResource type, make sure instances are the same as your model, and break the OK button. Now you will have a new resource called ModelCutoutResource, all the way to the bottom. So scroll down and click it. You'll soon see Edges, which we'll add soon. But first, very importantly, your cutout will not work unless it is set correctly. Set Version 00000000 to 00000001. Click Edit Items Now. ... button so we can add edges with previously done mathematics. For objects that are a rectangle, just click the add button 4 times, and then we can fill them out. Each Edge has PointA and PointB, which I showed in the photo below for A, B, C and D. Now we can meet the values. Make sure distinguish commas and periods. Very important. Periods are used for decimal values, commas are used to separate values. Click Save. Then click Save Again. If you have multiple doors/windows that are exactly the same shape, LUCKY YOU, click the export button to export your ModelCutoutResource resource and save it as binary. This way, you don't have to constantly enter tedious coordinates into PointA and PointB. On the adjacent door/window, you can select Model, add a ModelCutoutResource, select it, and then click the import button to import the previously exported binary. In this way, you can skip all the other steps and make your life easier. CHECK AGAIN:- Instance value is the same for Model and ModelCutoutResource- Version of your ModelCutoutResource is set to 000000001 and NO 0000000Test it in the game: Did you do it correctly? Check the game. When I fix a set for my wife's simblr, I usually put all the items in my game first, then scribble some calculations on a piece of paper, then edit the packages and then finally check the game. Then you can make some minor adjustments if necessary and fix them before making a final inspection. Once you get to hang from it, it's easy. Very soon you get a sense of which figures make sense and which ones don't. In addition, if you do it wrong, it will only show you a strange cutout in the game and learn from it. Now on more interesting objects, curves and circles: Windows, doors and arcs that have curves do not differ, they just have more points, and therefore more lines / edges that you need to connect to make a loop. You can even make two loops if your window or door needs two cutouts. For 'more advanced' cutouts help if you have at least some knowledge of it certainly makes your life easier if you're going to try this. I studied at Una to become a math teacher, so that's obviously an advantage. At least you need to understand how to find out points on a circle to make bows. Alternatively, you can export coordinates from Blender, but it's not my cup of tea. I will make a separate tutorial on round or arched cutouts. **So all again, all thanks to my husband for this tutorial ... Please forward it. You don't need meshing knowledge, math will get you through it... oh and also, @peacemaker-ic if the repair of the series fails, let us know. **@maxismatchcworld. **@maxismatchcworld

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