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One of the (many) things thats always bugged me about The Sims 4 is how Sims seem to be completely oblivious to their weight changing. I have a Sim in my current save that has put on nearly 80 points of weight due to the stresses of university - and yet they seem to have no opinion whatsoever on this, good or bad! Whether youre coming at it from a realism perspective or a kink perspective, thats pretty underwhelming.And so, heres my take on improving that What does this mod do? Weight Reactions adds features to try to increase the realism of weight gain/loss:Weight change reactionsSims will get moodlets when they notice their weight has changed.These change depending on context - e.g. a fresh gain is treated differently to backsliding on a diet.When a Sim is above their baseline weight:They will get fatigued more easily, and feel uncomfortable exercising.They can complain about their weight to other Sims (not recommended if the listener is heavier!)When a Sim is below their baseline weight:They will get hungry quicker, and occasionally get irritable as a result.They will gain weight more easily than normal.They can brag about their weight loss to other Sims.If a Sim stays at a certain size for 3 days, that will become their new baseline weight.Situational reactionsWhen a Sim is overweight or significantly above their baseline size:They will occasionally get in a bad mood.They will be embarrassed in certain outfits.Debug commandsweightreactions.show_stats - Shows the Sims weight stats.weightreactions.set_current - Sets the Sims current weight.weightreactions.set_baseline - Sets the Sims baseline weight.weightreactions.set_remembered - Sets the Sims remembered weight.A Sims ID can be fetched using sims.get_sim_id_by_name.If you leave the Sim ID out, the command will affect the currently active Sim.Currently all Sims react positively to weight loss and negatively to weight gain, but this is only intended as a starting point - in the future, Id like to add traits/skills allowing Sims to become more body positive, or even feedists!Any feedback on additional things that should be added would be appreciated too Is this compatible with other mods?Yes - this mod does not override anything from the base game, so there should be no conflicts.Changelog0.1 0.2Fixed icons not working without Seasons installed.0.3Weight reactions now happen more reliably (within 10 Sim minutes of hitting a threshold).Fitness/appetite effects are now tied to whether the Sim is above/below their baseline, rather than whether they recently gained/lost weight.Being below baseline now makes it easier for a Sim to gain weight.Debug menu replaced with cheat commands, to avoid clutter.0.4Brought back the debug menu as an optional package.DependenciesXML Injector must be installed - this mod will have no effect without it.Roburkys Fitness Controls mod is recommended, with the 1.75x body size limits.I would also recommend installing my Gradual Physique Changes mod, so that your Sims dont start reacting to changes you cant actually see yet!DownloadUnzip this file into your Mods folder: is required for the mod to work.WeightReactions.ts4script is required for console commands to work.WeightReactions_DebugMenu.package is optional - it adds an extra pie menu to Sims with some debug commands. 37 Likes Excellent idea! I havent done anything in the sims in a while but this may bring me back for a bit.Other potential reactions sims could have off the top of my head:Embarrassed from being largest among the sims around them/larger than who they are talking to (difficult to implement, I imagine)Anger at being hungry because they are overweightuncomfortable when clothes are too small? could do the same weight-band tracking thing you did under the tech details, but have the uncomfortable mood only leave when new clothes are bought.If in a relationship, tense about partners thoughts about the SIM gaining weightRelated, happy or maybe confidant if partner does not react negatively (maybe getting a little too big scope here with other sim reactions)Happy when eating and having recently gained weight and/or angry/embarrassed after eating and recently gained weightsad if not in a relationship and gained weight, body image issuesNot thinking about ease of implementation, just putting out ideas. 15 Likes Ideas are welcome regardless of feasibility, its all good inspiration 1 Like This mod looks great, I think the feedist traits should be added asap though and I think many here would agree haha.Easy ones such as getting horny by increased weight, or getting horny by seeing others gain weight could be faily straightworward to implement given how it works? Scaling effects based on the speed? 6 Likes an alternative/addition for the embarrassed buff suggested by @burntmagic: when the Sim is dressed in more revealing clothes (such as sleepwear/swimwear/hot weather) 4 Likes I had a thought of buffs tailored to specific body parts that have grown from gaining weight, like how a pair of pants feels tighter around a sims butt, or this shirt doesnt cover the sims belly very well type of buffs. Randomize them so different clothes/outfits or even the whole outfit pulls up several buffs. Idk if thats doable or not haha. 3 Likes I think (assume) it would be easy to make more neutral or positive reactions appear based on what traits the sims have, like if they were Self Assured, a Foodie, Glutton, Shameless, Carefree, &c. 1 Like I agree with others that you could link sentiments on weight gain to personality, whether or not the sim has the feedist trait, or you could create a separate system that implements this. IMO the last option provides the most room for creativity gameplay wise but is also the most difficult the implement.Some ideas I had for buffs:Happy/Flirty My butt/boobs got bigger! buff after gaining weight (could be tied to romantic)Sad This used to fit buff when putting on a different outfit after gaining weightTense/Embarrassed/Uncomfortable Theyre looking at me! buff when in a highly-populated space and overweight (could be tied to Paranaoid and Socially Awkward trait)Uncomfortable *Huff* buff when exercising while overweightAngry This used to be so easy! buff when exercising after gaining weight (could be tied to Active, Hot-Headed, and Adventurous sims)Happy So soft moodlet when extremely overweight (could tie to Glutton, Lazy, Slob, and Foodie)Sad Im such a pig moodlet when extremely overweight (could tie to Gloomy, Active, Adventurous)Ask for reassurance interaction after recently gaining weightAnd I do think that other sims should have reactions to the weight gain of other sims based on their relationship with that sim (sims with higher relationships are more likely to be supportive/indifferent) and the sims traits. Mean, evil, and snob sims will make fun of the sim, whereas foodie, glutton, lazy, slob, and feedist will praise the sim. Good, cheerful, generous, loyal, outgoing, and bro sims wont praise the sim but will respond positively to the ask for reassurance interaction, but ambitious, active, adventurous, neat, overachiever, non-committal, and proper sims will respond negatively. 8 Likes Thanks everyone for the ideas!I definitely agree with all of the suggestions to tie things to specific interactions/traits. My original plan was to just randomly pick from a list of reaction buffs every time the Sims weight changed, but this felt really unsatisfying in practice, as the flavour text didnt really feel connected to what was going on in the game (e.g. I had an angry at scale one, but that felt weird when it popped up while they were outside!)It also occurred to me that theres a lot of other fun ways the weight tracking buffs could be used, e.g:Making it easier to gain weight if a Sim has been fat before (or increasing their appetite)Reducing a Sims stamina based on their weight (maybe only if theyre below a certain fitness level?)IDK - at this point I think I just need to make my mind up and start implementing something 7 Likes I think making the moods apply on a system level to all sims and then have them reversed if a sim has a feedist trait or cancel out completely with certain traits like self-assured would be the simplest.A menu for toggling all the features you are brainstorming would also be cool for customization. You could probably toggle on a per-sim basis and enable different reactions that way too with some tinkering. Ive seen several mods make use of menus when clicking on sims themselves, like MCC. 4 Likes I think that there should be different emotions depending on gaining and losing: For example, Sims who want to get fat become happy or aroused when gaining weight and they become sad or frustrated when losing weight (as if theyre begrudgingly dieting against their will). The opposite can be said for any Sim that refuses to get fat. 3 Likes You could even extend it to interactions as well - compliment weight gain/loss, Tell them theyre too skinny or Make a fat joke as a mischief interaction. Every time they make a fat joke, however, an RNG decides whether or not they get an eat your words buff which either makes them gain a certain amount of weight or maxes out their weight entirely, with an embarrassed buff to go along with it. 1 Like Definitely feel like Move first is the right move. Coming from someone whos done loads of writing, getting started is half the battle. My thoughts on the matter are like youve said - focus on reactions the way the statistical average of people would react, and later on you can do the bodyposi stuff.Some interactions that would fit this come to mind! For instance, after a sim changes a size band, another sim can Mention Weight Changes. At its simplest, have this be a semi-risky interaction that is likely to decrease friendship/relationship if the two arent friends or if the other ones in a tense/angry/sad mood, which gives the one whose weight has been commented on an angry/tense/sad moodlet, and a sad moodlet to the one who mentioned it, and if it succeeds, it increases relationship but has a chance to give a sad moodlet to the sim whose weight has changed. If you wanna get really into it, maybe have it give a happy moodlet to someone whos lost weight and is trying to do so.Sims could also probably volunteer information about their weight to other sims - worry about weight gain if they moved up a band, boast about weight loss if they moved down a band. Also, I think a self-interaction would be right - Plan to lose weight or something along those lines, where your sim gets some kind of tracker noting that theyre trying to lose weight, which could interact with other weight-based interactions. This could allow for them to Announce weight-loss journey to other sims, and for those sims to Check in on weight loss or Make diet suggestion. These generally might be helpful interactions, but also give them the chance to give the sim in question a tense moodlet, or for this tense moodlet to just occur if their weight-loss plan isnt making any progress. I also see the potential for a Complain about diet interaction to try to relieve stress for other people!An interaction for if someone has the health food nut trait might be to give them the ability to Worry About Gains to someone who has gone up a weight band recently, with this being similar to Mention Weight Changes, but with the change that if successful, it has the chance to add an Energized buff to the person in question that increases their chance of autonomously working out, but the relationship decrease from being not close enough or not in the right mood being more severe.And it goes without saying - mean and evil sims would RELISH the opportunity to fat shame people with this mod. A Shame for weight interaction would fit right in, with the moodlet changing slightly on if the sim is thin or not - basically with the flavor that thin sims are being ridiculed for being too skinny/eat a sandwich/etc and anyone over that is being called fat. You COULD open this interaction up for all sims, but I feel like it would be more flavorful for this to be a mean/evil sim thing, with most other fat shaming falling under unsuccessful Weight Mention/Worry About Weight interactions.Sorry if this is so long. Cant wait to see the progress on this mod! 3 Likes Still looking forward to this amazing mod! Eagerly awaiting found this mod on google by searching to see if anyone had made a sims 4 reactions to weight gain mod - please do publish this, even if its just the underlying engine!the suggestion above for being embarrassed in swimwear seems good 2 Likes Still hoping for a good outcome! We NEED this mod! 1 Like Agreed! This mod idea seems too good to just drop. If OP is no longer working on it, Id love to see someone else pick it up. 1 Like Extremely late reply, sorry about that!I dropped working on this for a while, as Mod Constructor was getting increasingly buggy with every patch (and the dev recently stopped updating it beyond critical bug fixes, which is a shame).However, the new expansion inspired me to start tinkering again, working directly with the XML this time. Its a bit of a pain, but it does seem more flexible in the long run, and it actually led to me finding a much less clunky approach to tracking weight changes over time!So I possibly might have some progress to report soon. If not, Ill at least try to post a proof of concept so that someone else can pick up where I left off 1 Like No worries! Modmaking is a messy creature and no shame for dropping off for a while! Cant wait to see what you put out, whatever it may be! Ive returned from the XML mines Heres some more details - both so I can get peoples feedback, and so people can steal the idea if Im not able to finish itThe new weight system adds two extra stats behind the scenes:Baseline weight: What size does the Sim consider normal for them?This starts out as their current weight, but you can change it via a menu.Remembered weight: What size does the Sim currently think they are?This updates after they gain/lose enough for it to be noticable (currently 10 points, may tweak this).This doesnt seem like much, but you can build a ton of fun stuff on top of it!As a starting point, Ive added:Moodlets that appear when a Sim notices their weight has changed.Thanks to the baseline stat, this includes different variants for rebound gains/successful diets/etc!A few random chance moodlets, based on the Sims current situation.e.g. embarrassment at size, getting hangry after losing weightSome (fairly bare bones) interactions for complaining about weight gain and bragging about weight loss.For the first couple of days after gaining weight, the Sim will get fatigued more easily, and get an uncomfortable buff when exercising.For the first couple of days after losing weight, the Sim will get hungry faster.If the Sims weight stays in the same range for a few days, their baseline will reset (to simulate maintaining a loss/accepting a gain).It needs some tweaking, but this already feels like it adds some nice realism to the game! The system feels like it could pretty easily be extended, too. 11 Likes Page 2 this seems like an interesting one to see work in concert with a few of the others ive seen.Hoooopefully this wont be a oh you can nab it from discord affair as not all of us like to log into a server for just the one thing to dip out, oooor on the off chance said discord suddenly evaporates, etc. 2 Likes Mandrit:Hoooopefully this wont be a oh you can nab it from discord affair as not all of us like to log into a server for just the one thing to dip out, oooor on the off chance said discord suddenly evaporates, etc.This also bugs the hell out of me, definitely wont be doing that. If this ever gets released, itll just be a Mega link or something similar, like my other mod. 3 Likes Ooh, I love it so much. This honestly seems like a good enough base to just release once everythings bugtested, and build off of there! Ive updated the OP with a download It does not seem to cause any bugs/slowdown in my current save, but as always, use at your own risk. 2 Likes Okay, THIS kicks ass. I love this mod even as its just getting started here. Even if it were to stay like this forever itd be a pretty good mod. Cant wait for related socials and whatever else your hard work in the XML mines may bring! First. This mod is awesome! Thanks for your hard work and so excited to see any updates that may come.Second - how do I access the weights (as shown in screenshot) ? In the debug menu I am not seeing an option to update. Any help is appreciated!Thank you! If you click on a Sim, there should be a Weight Reactions menu:The options to view their current stats and adjust their baseline weight are under there. If you cant see that menu, then you probably havent installed XML Injector (in which case, the mod wont actually do anything, as thats also used to inject the tracking buff onto the Sim!).Theres not currently an option to adjust their current weight in the menu, as MCCC already does a better job of providing that. 1 Like Thank you!!! Appreciate it. i love this mod.I hope it gets big!I like that it includes a lot of weight loss stuff too.do you plan to expand upon the weight loss stuff alongside the weight gain stuff? Thanks! Im not entirely sure what Im going to add next, to be honest - if you have any suggestions, Id love to hear them The only thing Im definitely not planning on adding is any super negative/fatphobic interactions from other Sims - while I get that some people are into that (and you could make the argument that its realistic), Id find it too much of a bummer to work on, personally.Instead, Id rather focus on how Sims feel about their own size, and the different options they have for dealing with that. 5 Likes Id say a mirror action where you can have the sim themself either appreciate or depreciate their baseline weight.like i could do with some more/less weight to get the baseline further from the actual weight and i look good at this weight to get the baseline closer to the actual weight.And if theyre too far off their baseline weight a desire moodlet to signify a desire to reach the baseline weight again. (like Tramp, if youve played it)just a little more longer term stuff is what id desire.But all in all id say its pretty complete, well done!I just need to figure out how to keep my sims body from exceeding the slider limits and turning concave xD. from roburkys expanded fitness limits. 2 Likes I get that, though Id love to see more interaction-based content. I do think theres potential for what knerf said - setting an attitude towards weight gain/loss - maybe a self-interaction to start diet which basically sets a commodity on your sim that tracks how well your diet is going on a 10 point scale, where if you hit 1 your sim gives up on the diet and gets a 1-2 day sad moodlet which acts as a cooldown on dieting, and if you hit 10 you succeed, giving you a 1-2 day confident moodlet that acts as a cooldown on the other end.Along the way, dieting could add various moodlets - energized moodlets motivating your sim to work out, sad/embarassed for cheating on the diet (eating pizza, quick meals, or desserts), angry moodlets where theyre craving a particular cheat meal.And adding interactions with other sims related to it would be cool, have it so they announce their new diet, and if a sims been informed of the diet, have them ask how its coming with the chance for an embarassed buff if your sim has gained weight, or give diet tips with a chance to grant an energized buff. I actually appreciate how lightweight this mod is. I think theres room for a bit more here, but Im into how this doesnt come across as explicitly a kink mod. 1 Like @Pootricia: I think adding some way of setting a desired weight would make sense! I might look into doing that. To be honest, the main reason theres not a ton of multi-Sim interactions yet is because theyre a pain to create @Borabora: Yeah, that was definitely by design! While theres definitely ways that you could extend this mod to be more explicitly kink-focused, I wanted the base functionality to be something that would fit in a normal game. 3 Likes Very fun and genuinely immersive mod! Just wondering if there is a way to change the noticeable amount of weight change, since using fitness controls etc makes it vary a lot depending on how an individual configures it? Thanks teehee 1 Like I havent figured out a way of making this configurable in-game yet, Im afraid. If you have Sims 4 Studio (or some other package editor), its pretty easy to modify, though!Youd just need to edit the following tuning files, changing 10/-10 to the number of your choice:jentera:Test_LostWeightjentera:Test_GainedWeightjentera:Test_BelowBaselinejentera:Test_AtBaselinejentera:Test_AboveBaseline 3 Likes now all we need is a mod that allows one to binge eat things of multiple servings like pizza and large family or party servings, etc. 2 Likes i cant find 0.1 so i cant even instal it to my game Very late reply, but you dont need to install 0.1. The download link in the OP (plus XML Injector, which you can get by googling it) is all you need. 2 Likes Hello! I cant seem to get the mod working. The newest update did break one of my other mods (roburky fitness controls) so is it possible its happened here too? Page 3 It broke my xml injector, there is an update out for that though. Try installing the new version of that and giving it another go? 1 Like This mod is still working for me after the patch. I just had to update xml injector.Gradual Physique Changes however is broken. 1 Like Yes, Weight Reactions seems to be fine. Pity about Gradual Physique Changes is broken - hope they will update it soon. 1 Like Might have spoke too soon. Gradual Physique seems to still be working for me after all Both mods seemed fine when I tested them with the new update (once I had the new XML Injector and Fitness Controls installed) Gradual Physique Changes has always been a bit of a hack, and it can bug out and stop updating sometimes - usually a lot change or a game restart sorts it though. 2 Likes Ah okay, will update xml after work tomorrow! Thank you

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