

# The InTeenimater 1.9

## *Mod Conflict Strategy Guide*

### Basic Strategy

New users are often faced with compatibility conflicts between the InTeenimater and other mods/hacks they have installed in their game. This document is intended to present and persuade users to adopt an intelligent strategy for installing the InTeenimater and identifying/resolving conflicts that may result.

Previous revisions of this document contained a massive list of mods and hacks with their compatibility status noted. While this was feasible during the InTeenimater's formative years, it is no longer a viable means of managing the problem of mod conflict. With an exponentially increasing pool of mods and hacks available for The Sims 2 (and the authors that write them), it is impossible to cover all possible bases and keep such a list updated and current. For that reason, I have composed a strategy guide for identifying and resolving conflicts on your own.

### Object Mods versus Global Mods

Mods are classified as either Object or Global. Object mods are entirely self-contained. They are often clones or copies of existing Maxis objects and imbued with unique behaviors. These behaviors however do not generally affect the basic operation of the game although some can create unintended side-effects.

Global mods (or hacks) are designed to alter game play. These mods override Maxis-defined behaviors and replace them with new or revised ones. Patch mods such as my *No Lottery Move In Fix* or *Pregnant Pet Move In Fix* are global mods since they supplant broken game behaviors and replace them with patched versions in their stead.

Object mods have a distinct compatibility advantage over global mods. Object mods – being entirely self contained and operating outside of normal play – rarely conflict with much of anything. Global mods have a distinct usability and integration advantage over object mods, but quite often conflict with one another. Global mods override the game's default behavior scripts (called BHAV's) that shipped with your copy of The Sims 2. There is – at most - one definition of a given behavior loaded in the game at any time. If two mods provide two separate definitions of a game behavior, only one can win out. Such mods are said to be in conflict. Sometimes this conflict is benign (in some instances, desired). More often than not, however, this conflict is destructive and causes undue havoc in the game. Moreover, global mods must assume a particular version or expansion of the game is present in order to function correctly. Installing a global mod that is not designed for your version of The Sims 2 can yield catastrophic results! **It is imperative that you know what global mods are installed in your game and that you have every confidence that they are certified for use by their authors for the expansion(s) you have installed in your game.**

## Why You Should Care

The InTeenimater is a large global mod comprised of over 230 customized behaviors, menus, and dialogs. By all rights, it is a mini-expansion pack and you should consider it such. It is not just naïve but certain folly to assume that blindly dropping a mod of this magnitude into an already heavily modded game will not yield considerable problems. Don't do this! The InTeenimater is compatible with many of the most popular mods for The Sims 2; however, it only takes one bad apple in the bunch to spoil the bushel. This should not deter you from trying. Many users are successfully running the InTeenimater with well in excess of 100 global hacks installed in their game! These people have taken the time to install the InTeenimater intelligently and by following this guide, you can too!

## Enabling Custom Content

The first (and perhaps most important) step is to ensure that your game is configured to run global mods in the first place. If you receive a warning about **InTeenimater\_B.package** when you start The Sims 2, custom content has not been enabled; the core InTeenimater packages will not be loaded and the InTeenimater will not work. This warning is alerting you to the fact that, when enabled, the InTeenimater package files will alter the behavior of your game. **This warning is always activated every time you install a new expansion pack. If you just installed Pets (or any prior expansion), you will need to re-enable custom content to use the InTeenimater!**

To enable custom content, open your Game Options menu. In the upper-right, change the option **Display Custom Content Dialog at Startup** to **Off**. Next, click the asterisk icon to open the **Custom Content Dialog**. At the bottom of this window, tick the box that reads **Enable Custom Content**. Select **OK** to dismiss the window. **You MUST exit and restart the game for your changes to take effect.**

## InTeenimater, Know Thyself

Many people mistakenly assume the InTeenimater does nothing more than infuse the game with Teen WooHoo and Teen Pregnancy. Nothing could be further removed from the truth. The InTeenimater does this and much much more. For this reason, many people improperly assert the mod is either bugged or that they have an unexplained mod conflict because they are unfamiliar with the full InTeenimater feature set and the expected changes to gameplay.

For this reason, I highly recommend you begin by relocating your existing Downloads folder to a safe location (such as your Desktop), create a new Downloads folder in its stead, and install the InTeenimater's core package files into it. **Do NOT install the optional flavor paks at this time!** Create a new family and move them into an unoccupied lot. Use this family to experiment with the many features outlined in the *User Guide*. Get to know how the InTeenimater was intended to behave.

When you are comfortable with the basic operations, you may – at your option – experiment with one or more of the Flavor Paks. Flavor Pak's are strictly optional package files that alter the manner in which the InTeenimater behaves. You are not required to install any of them, however! Many will discover that the base package (package files A-G) to be more than sufficient for their needs.

This is an extremely important step for new users. To diagnose conflicts, you must first be able to identify them. You cannot do this if you don't know how the InTeenimater was designed to behave! You won't know this unless you take the time to learn.

## **Dress Your Game in Layers**

This was sound advice from your mother as a child. It is equally good advice for all InTeenimater users. The InTeenimater is not a cheap hack – it is a mini-expansion. Most users discover that by adding mods **to** an already InTeenimated game is far easier than dropping the InTeenimater into a game chock full of mods. This layered approach not only gives you insight into what's lurking in your Downloads folder, but allows you to assess the effects of each mod on the InTeenimater in a highly controlled fashion. Adding the InTeenimater to a heavily modded game is akin to depositing an elephant onto an anthill and can make identifying a problem child problematic. Nonetheless, the strategies outlined below should prove applicable to either scenario.

## **Identifying Global Mods**

At this point, you are ready move your global mods back into the game and evaluate them for compatibility with the InTeenimater. Move the contents of your original Downloads folder back if you relocated it during the previous step.

To identify which package files contain global hacks, the tool of choice is Sims 2 Clean Installer (S2CI) which is available at the following address:

[Download Sims 2 Clean Installer](#)

This tool not only provides a convenient means of installing new content into your game, it allows you to survey content already in your game, remove content, and optionally disable/enable selected package files.

S2CI will highlight any package file containing global modifications in red. Be advised, the use of red – the universal color of danger – is an unfortunate choice of color. Red does NOT indicate an error. It is simply intended to call your attention to game modifying package files. If you have an over abundance of package files in your game, it may be helpful to scribble down a list of those files containing global hacks and/or organize/segregate non-global hacks by placing them in subfolders off the Downloads directory.

## **The Hunt for Red 0fdeb434ad6bbce15fe903277b88ac.package**

Occasionally, you may chance across an obscurely named package file that Sims 2 Clean Installer identifies as containing global content. In this instance, red IS the color of choice here and signifies imminent danger. These package files are a pox and as close to a “trojan” as The Sims 2 will ever know. Such packages represent global mods that have arrived as stowaways on a custom lot or home you downloaded from the Exchange. These mods have no business in your Downloads folder and are almost always the source of conflict. Use S2CI to disable or delete these vile creatures.

## The White Paladin Triumphs

One of the best innovations for The Sims 2 is Paladin's Hack Conflict Detection Utility (HCDU):

[Download Paladin's Hack Conflict Detection Utility](#)

The HCDU scans the global packages (that Sims 2 Clean Installer highlighted in red in the previous step) in your Downloads folder and compares them for possible contention. It generates a report citing the package files in conflict and the exact content within them that overlaps. It is important to understand that the conflicts reported by this tool represent **potential conflict** and should not be construed as absolute. As mentioned previously, some package conflicts are benign or even desired. For example, the InTeenimater Flavor Paks are *designed* to overlap the core InTeenimater packages. In addition, some mods – specifically engineered for use with the InTeenimater – will be reported as conflicting. In all these cases, this conflict is intentional. What good is this tool then if it cannot distinguish good conflict from bad? The HCDU can help narrow your search space to a small list of candidates so you don't have to spend days trying to hunt down the source of the problem from among hundreds of files.

With the HCDU report in tow, you can now return to Sims 2 Clean Installer and selectively disable those package files which were reported as conflicting. Restart your game. If the problem disappears, you can return to S2CI and reactivate those package files you disabled previously - one at a time - until the problem resurfaces.

## I Found a Conflicting Package – What Now?

If you discover a conflicting package file, you must remove it from your Downloads, remove the InTeenimater, or use S2CI to ensure that it is not enabled at the same time the InTeenimater is in use. You cannot use these mods together. Period. Due to the InTeenimater's popularity, many authors have taken to implementing InTeenimater compatible versions of their mod(s). Check with the author to see if an InTeenimated version of their mod is available.

Occasionally, a mod conflicts because it was written for an earlier version of The Sims 2. This kind of conflict often manifests as missing expansion pack menu options (like *Go To Class* and *Do Assignment*). Such mods should never be in your Downloads folder under any circumstance and should be removed post haste (regardless of whether you use the InTeenimater). Check with the author for a version certified for use with your expansion set.

## Package Load Order

Some mods conflict with the InTeenimater but do so safely (and intentionally). However, they are dependent on correct load ordering by the game to function properly. The order in which packages are loaded by the game is determined by the type of file system on your Sims 2 installation drive (see the *Installation Guide* for more information). Improper load order can sometimes masquerade as mod conflict because the wrong definition of a behavior ends up loaded in the game (remember, only ONE behavior definition can exist at any given time).

Flavor Paks, in particular are highly sensitive to package ordering. On some systems, packages may be coerced into loading later by prefacing their name with a 'z' or placing them in a subfolder whose name begins with 'z'.

## When Nothing Else Works

Problems which manifest as mod conflict can occasionally surface even where no global mod conflict exists. The causes are generally rare, but I have outlined some of the more common ones here:

1. Your groups.cache file is stale. This file is located in your My Documents/EA Games/The Sims 2 folder and occasionally becomes stale or corrupt. It may be safely deleted; the game will recreate this file for you.
2. Bad download. The Internet is something less than perfect. Sometimes an errant download can result in a corrupted package file. When in doubt, it doesn't hurt to download a fresh copy of the InTeenimater.
3. Corrupted lot or character file(s). Lots occasionally become corrupted through no fault of your own causing erratic game behavior. Try moving your family (or a new family) to an unoccupied lot or neighborhood to see if the problem persists.
4. An object mod has externally modified character data or other global state. Some object mods can indirectly alter game state and may create unexpected non-normal conditions that the InTeenimater does not anticipate.
5. The junk townie bug is at large. See the *User Guide* for more information on identifying and correcting junk townies.
6. Corrupted game files. Sometimes nothing cures an ailing game than a fresh installation of The Sims 2.

Remember, you can always revert to a clean configuration and proceed with a bottom-up layered strategy as discussed earlier in this document. It is easier (even preferable) to install the InTeenimater as your baseline first, and then layer your other content on top of it one at a time.

## Common Incompatibilities

**Never ever use the InTeenimater with any other Teen WooHoo mod!** Doing so will have disastrous consequences.

As mentioned at the beginning of this document, object mods do not typically intersect with global ones. Consequently, (in most circumstances) neither can affect changes upon the other unless specifically designed to do so. For this reason, the InTeenimater will not recognize most non-Maxis created content such as custom beds and hot tubs. Likewise, these objects will not recognize the presence of or "see" the InTeenimater unless expressly engineered to do so (such as LizzLove's Waterbed of Love). If you're experiencing a problem or missing InTeenimater functionality, make sure you're using Maxis created content.

Be cautious of any clothing hacks (object or global) – especially maternity hacks - as they may introduce unexpected interference with the InTeenimater’s maternity dressing code.

Most global pregnancy and aging hacks are almost always incompatible with the InTeenimater unless explicitly noted otherwise by their authors.

In general, any global mod that modifies the sim object pie menu (the menu you see when you click on a sim) will interfere with the InTeenimater. Mods affecting clothing, marriage, pregnancy, WooHoo, custom beds and hot tubs, move-in/move out, or other teen behaviors and interactions should be considered suspect when diagnosing problems.

## **InSIMenator Compatibility**

The InTeenimater has historically been compatible with all editions of the InSIMenator. However, support for this mod was abandoned after Bon Voyage. Only the OBJ edition is known to be compatible at this time with the following limitations:

1. Anomalies may result by artificially aging pregnant teens with the temporal sectional (don’t)
2. Use of the reproductive sectional’s Abort Pregnancy may cause 2<sup>nd</sup> or 3<sup>rd</sup> trimester teens to “backfloat” in the ground when idling. The condition resolves itself in a few game minutes.

## **TwoJeff’s Mod Compatibility**

TwoJeff’s excellent Sim Blender and College Adjuster are now the recommended and preferred “game management / god-mode” mods for The Sims 2 and are both compatible with the InTeenimater.

TwoJeff’s masterful Triplets and Quads, Visitor Controller, as well as Autonomous Casual Romance (ACR) v5.0 (and later) are also compatible with the InTeenimater and add a new and exciting dynamic to the InTeenimater.