

The Sims(TM) 2 Open for Business Expansion Pack

Readme document

<http://www.TheSims2.com>

MAXIS - Electronic Arts

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GENERAL

For the latest up to date information on The Sims 2 Open for Business, The Sims 2, The Sims 2 HomeCrafter Plus, and The Sims 2 Body Shop visit:

<http://www.thesims2.com>. You can visit fan sites and find message boards, FAQs (Frequently Asked Questions), walk-throughs, and hints on the site.

INSTALLATION WARNINGS FOR EXPANSION PACKS

Please do NOT install The Sims 2 Open for Business into the same location where you have already installed The Sims 2.

If you do this, The Sims 2 Open for Business's files will overwrite The Sims 2's files, and neither game will work properly!

By default, the installer will automatically install The Sims 2 Open for Business into a separate location: if you choose to install The Sims 2 Open for Business elsewhere, please make sure that it is not the same place where The Sims 2 is installed.

To get both games working again, please reinstall The Sims 2 and then reinstall The Sims 2 Open for Business.

Also, we recommend that you back up your saved game files before installing The Sims 2 Open for Business. Please see BACKING UP YOUR USER DATA section below.

When uninstalling your most recent expansion pack, the uninstaller will delete all saved games as they will be unreadable by previous versions, including The Sims 2 base game. Backing up your saved games before installing will allow you to restore these files if you uninstall this expansion pack.

INSTALLATION

The Sims 2 is required to install and run The Sims 2 Open for Business.

If you have a version of The Sims 2 Body Shop or The Sims 2 HomeCrafter Plus already installed, please make sure it is closed before installing The Sims 2 Open for Business.

SYSTEM REQUIREMENTS

* 1000 MHz processor

* 256 MB RAM

* Windows(R) XP, Windows ME, Windows 98 or Windows 2000 Operating System.

* At least 1.5 GB of additional hard drive space (5.0 GB total is required if installing both The Sims 2 and The Sims 2 Open for Business at the same time.)

* A T&L-capable video card with at least 32 MB of video RAM.

Supported video cards:

ATI Radeon(TM) series (8500 or better)

8500, All-In-Wonder 8500

9000, 9200, 9500, 9600, 9700, 9800

X300, X600, x700, X800, x850

NVIDIA(R) Quadro(TM) series

Quadro, Quadro2, Quadro4

NVIDIA GeForce series (GeForce2 GTS and better)

GeForce 2, 2 GTS

GeForce 3, 3 Ti

GeForce 4, 4 Ti, 4200, 4600, 4800, MX 420, 440, 460

GeForce FX 5200, 5500, 5600, 5700, 5800, 5900, 5950

GeForce PCX 5300, 5900

GeForce 6200, 6600, 6800

Intel(R) Extreme Graphics (see note below)

82865, 82915 and above

NOTE: If you have a non-T&L capable video card, such as Intel Extreme Graphics, then you need at least a 2.4 GHz processor.

BACKING UP YOUR USER DATA

This product will create saved games in a different format from your currently installed games. As a result, when uninstalling your most recent Expansion Pack, the uninstaller will delete all saved games as they will be unreadable by previous versions, including The Sims 2 base game.

We recommend that you back up your current saved games before installing The Sims 2 a new Expansion Pack, if you think you will want to go back to previous versions of The Sims 2.

Then you can restore these saved versions in order to play The Sims 2 base game.

Here's how:

1) Find your saved games on your computer. By default, Sims 2 saved games are kept in C:\Documents and Settings\username\My Documents\EA GAMES and C:\Documents and Settings\All Users\Documents\EA GAMES\The Sims 2. Saved games for other users on your computer are stored under their respective username folder. Don't worry if the "All Users" folder for The Sims 2 is empty on your computer; it may not have been used for this version of the Expansion Pack or The Sims 2.

2) Copy these files and folders to a safe location on your computer. Because you may have many files to store, we recommend compressing them using a file compression utility, or burning them to a CD.

3) If you uninstall the newest Expansion Pack and wish to play a previous Sims 2 product, such as The Sims 2 base game, just copy these backed up user data files back into the same locations listed above.

NEW TO THE SIMS 2 Open for Business

NEW OPEN FOR BUSINESS NEIGHBORHOOD

Your copy of The Sims 2 Open for Business comes with a ready-made shopping district called Bluewater Village. If you associate it to a neighborhood, Sims in that neighborhood then have access to all of the shops and their services. You can associate more than one shopping district to a neighborhood if you create custom shopping districts.

NEW BUSINESS MODE CONTROLS

Saving and Loading: Your game data is saved by lot. When you exit a lot, you are asked if you wish to save the game. If your active Sim goes to another lot in the same neighborhood or shopping district, the game saves automatically (with a warning) when you exit the lot.

Check out your Sim's bottom line. The Profits tab on the Business Tracker displays your Sim's profits to date and their profit history. Expenses minus your income equals your profit. If your Sim is spending too much and not raking it in, they'd better make adjustments to their business plan or risk going broke.

NEW STARTING A BUSINESS

There are two ways that your Sim can get into business. They can either start a home business or purchase a community lot and build a business there.

-To start a business from your Sim's home, click the phone or computer, then choose the BUSINESS option, and then START HOME BUSINESS.

-To purchase a community lot, click the phone or computer, then choose REAL ESTATE from the interaction menu, then PURCHASE COMMUNITY LOT.

There are some core objects your Sims must purchase in order to start a business. Most businesses must have either a cash register or a Electrono Ticket Machine. The Electrono Ticket Machine charges customers for the time they spend on your lot using your amenities and socializing. To build a Salon, your Sim only needs to purchase the Ug-No-More Makeover Station. To build a restaurant, your Sim must purchase a podium, industrial stove, and enough table seating for customers. You should also purchase an Open/Closed sign, because without it the business will never close and your Sim and their employees will quickly become overworked and overwhelmed.

-To open your doors for business, click the Open/Closed sign and choose OPEN BUSINESS. At closing time, click the sign again and choose CLOSE BUSINESS.

When your Sim closes up shop for the day, their employees stay on to help tidy up and restock. Make sure that your Sim dismisses them once things are ship-shape by clicking on the Open/Closed sign and selecting DISMISS EMPLOYEES.

If your Sim's business is bustling, they may need to hire employees to help meet their customers' needs. Some Sims may be better at some jobs than others. Review your candidates' skills and Talent Badges and hire accordingly. The more Talent Badges a Sim possesses, the more you should expect to pay them.

-To hire Sims, choose BUSINESS and then HIRE STAFF from a phone or computer. Alternatively, you can hire a Sim in-person by clicking the Sim and choosing HIRE.

Keeping the customer happy is a cornerstone to running a profitable business. Some customers prefer a friendly, no-pressure, Basic Sell approach while others might be more susceptible to a Hard Sell. Whichever approach your Sims employ, keep an eye on the customer's Buy Bar to see how likely they are to splash some cash. When their Buy Bar fills, make sure you have a cashier handy to relieve them of their Simoleons.

NEW MANAGING YOUR EMPLOYEES

A good manager knows how to keep their staff happy and motivated. It's not always fun and games in the world of business! If your Sim's employees are all disgruntled and under-appreciated, they'll be prone to leaving work early or not showing up at all. Give them the occasional break, motivate them with great speeches, give promotions and raises when they are due, and be the great boss they deserve. Otherwise, all of your employees may quit and you'll have your hands full running the shop alone!

Assign Duties: New employees need to have a duty assigned to them. Try to delegate tasks according to an employee's skills and Talent Badges. There is a fine line between keeping your Sims busy and working them to death. Reward hardworking employees with a well-earned break now and then.

-To end a Sim's shift early, click the Sim, choose MANAGEMENT from the pie menu, and then choose SEND HOME FOR THE DAY.

NEW TALENT BADGES

Sims with high skill levels can earn badges that denote their expertise. There are three levels of Talent Badges: bronze, silver, and gold. Certain skills enable Sims to earn Talent Badges in specific areas more quickly. Sims with Talent Badges are more adept at related interactions and are less apt to fail when attempting related tasks.

-To see which Talent Badges a Sim has earned, click the Talents icon inside of the Skills panel or review an employee from the Employee Info section of the Business Tracker.

Once an employee has enough Talent Badges, your Sim can promote them to a management position. This allows your Sim to leave the store in their hands and run the business remotely from home.

-To promote an employee to management, click the appropriate Sim, and choose PROMOTE TO MANAGER from the Management pie menu.

NEW BUSINESS RANKINGS

Keep 'em happy and they'll keep shopping. Your Business Rank is affected by Customer Loyalty. Improve Customer Loyalty by building a pleasant and well-stocked shop, selling items at a reasonable price, and maintaining good relationships with customers.

When your Sim earns enough Customer Loyalty, their Business Rank increases. With each increase, your Sim earns a point to spend on a new Business Perk. There are different categories of Business Perks, including Connections, Perception, Cash, Wholesale, and Motivation. When your Sim's Business Rank increases, spend your point on a Business Perk to increase their business savvy.

NEW WHOLESALE GOODS

There is a new mode for purchasing things in The Sims 2 Open for Business—Wholesale Mode. Wholesale Mode allows business owners to purchase items from the Buy and Build Mode catalogs at a reduced cost. Only Sims who own a home or community lot business can use Wholesale Mode. To pay wholesale prices, mark items "For Sale" using the "For Sale" tool. This can be found in the Build Business Tools section of the Business Tracker. Items that are marked "For Sale" can no longer be used, unless you alter their "For Sale" status.

NEW PERSONAL INVENTORY

Sims now have their own personal inventories, which can hold almost any of their items. Access your Sim's Inventory from the Rewards Panel.

Backpack: This is the spot for your Sim's belongings that they own but want to take with them if they move or commute from home to work.

-To place an item in your Sim's inventory, use the hand tool to drag it into the Inventory Panel. You cannot place an item that is currently being used in your Inventory.

Shopping Cart: The shopping cart holds all of your Sim's purchases. If one of your Sims goes on an autonomous shopping spree while you were playing elsewhere, you can review the items they bought here.

-To keep their goodies, place them in or around their home or business lot. To get a refund, delete the item. Your Sim is reimbursed the full cost of the item for anything you return.

NEW ITEMS

Shop 'til your Sim drops. Not only can you purchase these new items in the Buy catalog, if your Sim's business district has the right kind of shop, they might just go off on a shopping spree on their own and come home with everything their heart desires!

Yes, it's true—your Sims can shop autonomously. If your Sim heads out and fritters away their life savings while you're not looking (or while you're playing another lot), their acquisitions remain in their inventory until you place or delete them (which refunds you the full cost). This allows you supreme veto power over their impulse purchases.

Ug-No-More Makeover Station: Ready, set, makeover. Give a Sim a brand-new hairdo or makeup style, but beware of unskilled beautician Sims who may dispense makeover catastrophes.

Elevators: Going up? These people movers can take your Sims to new heights ... especially when two romantically-inclined Sims are aboard.

Lemonade Stand: Refresh the neighborhood and earn a few Simoleons! But be careful not to sour any relationships with bad drinks or your profits might go down the drain.

Toy Workbench: Learn to create the toys that top every Sim tot's wish list and sell them for a tidy profit at your store.

Antique Cash Register: Ring up customers and take their money the old fashioned way!

Ninja Statue: Give your store an air of mystery and intrigue. There's nothing stealthy about this eye-catching statue.

NEW STYLES

Same old furnishings getting your Sim down? With three new décor styles and loads of new items in the Buy and Build Mode catalogs, you can give their home or business the facelift it has been screaming for.

International: Modern, sleek, and functional, this style lets your Sim decorate their homes and business with maximum flair and minimum fuss.

Storybook: Add a bit of ornate whimsy to your Sim's world with this style reminiscent of gingerbread houses and the stories that go with them.

Euro: A neo-classical look fit for any of your Sim's decorating needs, this style's clean lines add grace and elegance to any room or structure.

NEW NON-PLAYER CHARACTERS

Reporter: Your Sim's shop might be visited by an undercover reporter. This non-playable character (NPC) takes notes on the ambience, the quality of service, and the products, services, and prices at your Sim's business. Once they have a feel for the place, they write either a good or a bad review. Bad reviews are, well, not good for business. However, a good review can increase the number of customers that your Sim's business draws in.

When your Sim's shop really impresses the reporter, they receive the Best of the Best Award. This prestigious prize lets Sims know that they're in a quality store. If your Sim wins this award, make sure that they take it out of their inventory and display it proudly!

PERFORMANCE TIPS

When you run The Sims 2 Open for Business for the first time, the game will automatically configure its graphics options based on your machine's specs. If game performance seems sluggish or choppy, there are a few things you can try to improve things:

- * Make sure your computer meets the game's system requirements (see above). If you do not meet these requirements, the game is unlikely to run acceptably.
- * The number of Sims you have on your lot is one of the biggest factors in determining performance. Lots with low numbers of Sims (4 or less) will run more smoothly than lots with many Sims (8+).
- * In the game, go to the Graphics/Performance Options panel. Reducing or turning off options will improve the game's performance. Reflections, Screen Size, and Smooth Edges are the options that will affect your frame rate the most, followed by Shadows and Lighting.
- * In the Audio Options panel, moving the Audio Quality slider all the way to the left will improve game performance.
- * Turn off all other applications while running the game.
- * Some large showcase lots in the game (like 1 Wright Way in Pleasantview) may be slow when scrolling around. Frame rate should pick up considerably when the camera stops moving and you are interacting with the Sims.
- * Adding RAM to your system is an efficient way to improve performance.
- * Defragment your hard drive regularly for optimal disk performance (Start>All Programs>Accessories>System Tools>Disk Defragmenter).

KNOWN ISSUES

Uninstalling Expansion Pack 2: Sims lose the value of any Community Lots that they own when an Expansion Pack is uninstalled. (For example: Expansion Pack 2: Nightlife) Any family funds invested in a Downtown business is lost if Expansion Pack 2: Nightlife is uninstalled.

Low Hard Drive Space: If you run out of hard drive space while playing The Sims 2 Open for Business, the game will be unable to store new data, such as saved games, video captures, and new neighborhoods. In certain cases, when attempting to save the game with no hard drive space, the game will appear to save, even though data has not been stored. Please make sure you have at least 500 MB of free hard drive space when running the game.

Wheel Mouse Camera Rotation: If you're unable to rotate the camera by using your mouse wheel, please make sure that you set the scroll wheel button function to autoscroll in your mouse settings.

Installation/Uninstallation: If you experience any problems installing or uninstalling the game, please temporarily close any virus scanning software you have, and try again.

Locale Settings: Depending on your version of Windows, you will have two or three places where your locale settings are stored. If these settings are not consistent with each other, you may experience problems saving movies, and may have extra saved game folders generated under My Documents. In order to fix the problem, you will need to make sure all of your locale settings match. For example, if you are playing The Sims 2 in Thai, all your settings should reflect Thai location and language:

Windows 2000: Open the Regional Options Control Panel, and set the Your Locale option. Then click Set Default..., and select the appropriate location. These two settings must match.

Windows XP: Open the Regional and Language Options Control Panel. Under Standards and formats, select your language option, and then select your location in the location field. Click Apply, then go to the Advanced tab. Select the correct language in the Language for non-Unicode programs field, and check the box under Default account user settings. Then click OK. Make sure you reboot to complete this process.

Incompatibility with SB Audigy2 or SB Audigy2 ZS sound card on Windows 98SE:

The Sims 2 Open for Business is not compatible with the SB Audigy2 or SB Audigy2 ZS sound card, when running on Windows 98SE.

If you have one of these sound cards on the Windows 98SE operating system, and are experiencing problems starting up The Sims 2 Open for Business, updating to the VXD driver for that sound card may fix the problem.

Windows 98:

4.0 and 5.1 speaker configuration not available on some Windows 98 sound drivers, and only stereo is available. (Sound Blaster Live!, Sound Blaster Audigy, Forte Media FM801) Updating to the latest drivers may allow these options to be selectable.

NVidia NForce 2: sound problems when selecting 4.0 or 5.1 speakers. Sound is played correctly only in stereo.

M-Audio Sonica Theater 7.1: Sound frequently pauses and skips. Upgrading to the latest drivers may help.

VIDEO CARD ISSUES

ATI RADEON SERIES

PROBLEM: Setting Smooth Edges to the highest setting causes distorted graphics to appear in the Neighborhood.

CARDS: Radeon 9500

This is a known issue and is caused by specific hardware/driver on this video card. This can be resolved by moving the settings for Smooth Edges back down. All systems should default to Less Smooth.

PROBLEM: Sims and objects sometimes appear too bright or all white. Sometimes Sims have patchy lighting.

CARDS: Radeon 9500, 9600, 9700, 9800

This is a known bug in some older drivers. Upgrading to the latest manufacturer's drivers will resolve this.

PROBLEM: Special cinematic events (such as first kiss) are too blurry.

CARDS: Radeon 9000+

This is a known bug in some older drivers (Catalyst 4.5). Upgrading to the latest manufacturer's drivers will resolve this.

PROBLEM: Texture dropout, distorted Sims and objects, strange horizontal lines on Sims and shadows.

CARDS: Radeon 9000

This is a known bug in some older drivers. Upgrading to the latest manufacturer's drivers will resolve this.

PROBLEM: When running in high resolution (1600x1200), lighting effects are corrupted.

CARDS: Radeon, Radeon 7200, Radeon 7500, cards with below 64MB video memory

This is a known issue and is caused by choosing a higher resolution than The Sims 2 can support. Running in a lower resolution should resolve this.

PROBLEM: Neighborhood and water have bright flicker.

CARDS: Radeon, Radeon VE, Radeon 7200, Radeon 7500

This is a known driver bug. However, updating your driver to the latest version may help.

PROBLEM: In Create A Family, creating a baby Sim will result in a bad floor texture.

CARDS: Radeon, Radeon 7500

This is a known bug in some older drivers. Upgrading to the latest manufacturer's drivers will resolve this.

PROBLEM: Bad textures and random color bars appear when using video capture.

CARDS: Radeon 7000 series, 8000 series, 9000

This is a known bug in some older drivers (Catalyst 4.3). Upgrading to the latest manufacturer's drivers will resolve this.

PROBLEM: Shoreline flickers in neighborhood view.

CARDS: Radeon 7000 series

This is a known bug in some older drivers (Catalyst 4.3). Upgrading to the latest manufacturer's drivers will resolve this.

FORCED ANTI-ALIASING: The Sims 2 will have graphical problems if anti-aliasing is forced on in display properties. To fix this:

- * Right click on your windows desktop and select Properties.
- * Choose the Settings tab and press the Advanced button.
- * Select the 3D tab and make sure SmoothVision is set to Application Preference.
- * If not, press the Custom... button and change the anti-aliasing setting to Application Preference.

NVIDIA GEFORCE SERIES

PROBLEM: In certain lighting conditions, Sims will have small flashing triangles.

CARDS: GeForce FX 5600

This is a known driver bug. Turning lighting options from high to medium will resolve this. Updating your driver to the latest version may also help.

PROBLEM: From certain camera angles, Sims may be missing some triangles.

CARDS: GeForce FX 5200

This is a known driver bug. However, updating your driver to the latest version may help.

PROBLEM: The neighborhood and many screens display all grey.

CARDS: GeForce 6800

This is a new video card, and this is a known driver bug with an early version of the driver. Disabling hyperthreading on your machine may help (see below). Updating to the latest driver may help.

PROBLEM: Interface panels and buttons may disappear or turn a solid blue color.

CARDS: GeForce 4 series

This is a known bug in some older drivers (before version 6177). Upgrading to the latest manufacturer's drivers will resolve this.

FORCED ANTI-ALIASING: Sims 2 will have graphical problems if anti-aliasing is

forced on in display properties. To fix this:

- * Right click on your windows desktop and select Properties.
- * Choose the Settings tab and press the Advanced button.
- * Select the GeForce tab.
- * Select Performance and Quality settings from the left menu.
- * Switch Anti-aliasing settings to Application Controlled.

PROBLEM: Game crashes soon after starting.

Some recent NVIDIA drivers have problems when running when Hyperthreading is enabled on your processor. Try updating your driver first. If this doesn't help, turning off Hyperthreading in your BIOS will work around this issue. If you have no idea what Hyperthreading or BIOS is, it's probably not worth messing around with this stuff. Contact your video card manufacturer for assistance.

PROBLEM: Game graphics are corrupted or game freezes.

CARDS AND DRIVERS: Nvidia GeForce4 MX 420. Only drivers with version ForceWare 66.93 and 66.94, running on Windows Me and Windows 98 operating systems have this problem.

This driver was released after The Sims 2 base game had shipped. If you experience this problem, updating your driver to the latest version may help.

UNSUPPORTED VIDEO CARDS

If you have an unsupported video card, The Sims 2 will run in software rendering mode. When software rendering mode is active, rendering performance is slower and graphical quality is reduced.

Examples of unsupported video cards are:

ATI Rage Fury

Matrox Millennium G400

Matrox Millennium G550

NVIDIA Riva TNT2

Matrox Parhelia

ST Micro KYRO

S3 DeltaChrome S8

S3 GammaChrome S18 Pro

SiS 315

Trident Blade XP

SiS Xabre 400

XGI Volari

* Video Problem tip: If you are seeing graphical problems not described here it is always best to go to your video card or computer manufacturer's website and make sure you have installed the latest drivers for your hardware.

WINDOWED MODE

To run The Sims 2 Open for Business in windowed mode, first create a shortcut to the game by right-clicking on Sims2EP2.exe and selecting "Create Shortcut." Then right-click the shortcut, and select properties. At the end of the "target" line, add a space and the text "-w" (without quotes). Click OK, and then launch the game by double-clicking on the shortcut. Running the game in a window will allow you to more easily switch between different programs, but please note that running other programs at the same time as The Sims 2 will be detrimental to the game's performance. Also note that edge scrolling does not function in windowed mode. If you experience any graphical anomalies, please make sure your desktop is set to 32-bit color.

Other command line options:

-w	windowed mode
-f	fullscreen mode
-nosound	run with no sound
-r800x600	run at 800 x 600 resolution
-r(w)x(h)	run at (w) x (h) resolution

HINTS and TIPS

-If your Sim gets an urge to go fly a kite, take care to purchase the kites from a qualified toymaker or your Sim might be in for a shocking experience.

-Not all Clown-in-the-Boxes are created equally ... and it doesn't take a Sim child to tell you that.

-If your Sim scores a Best of the Best Award, display it prominently near a high-priced item. Sims who see this prize are more motivated to buy as their confidence in your Sim's business soars.

CHEATS

To enter cheats in The Sims 2 Open for Business, first open the command console by simultaneously pressing Ctrl-Shift-C. Note that cheats are case-sensitive.

New Cheats for The Sims 2 Open for Business:

AddneighbortoFamilycheat [on/off]

It enables an interaction on non-controllable Sims to add them to your family

Forcetwins

When a Sim is pregnant, this Sim has to be selected and the cheat entered. The Sim will automatically deliver twins.

Plumbbobbtoggle [on/off]

This disables the plumbbob. Great for Moviemakers.

Wall Placement Restrictions Removed Cheat

-Pressing the CTRL + ALT keys while trying to place the object will activate the cheat.

-Placement rules on walls will be removed. You will be able to place any wall object on a wall already occupied by another object.

The Sims 2 Nightlife Cheats:

familyfunds NAME XXXX

Assigns money value to a family from the neighborhood level.

roofslopeangle [15-75]

Adjust angle of all roofs on the lot

showHeadlines [on/off] (for all sims on lot)

Needed for moviemakers. Makes all thought balloons, speech balloons, and ++/-- type headlines hidden/visible.

unlockCareerRewards (for selected sim)

For the currently selected Sim, they immediately gain access to all career reward objects in the catalog.

maxMotives (for all sims on lot)

Maxes the motive bars of all Sims currently on the lot. (Controllable and uncontrollable).

motiveDecay [on/off] (for all sims on lot)

Stops/Starts motive decay.

aspirationPoints num (for selected sim)

Applies the chosen aspiration level to the currently selected Sim.

lockAspiration [on/off] (for all sims on lot)

Stops aspiration decay/gain.

aspirationLevel [0-5] (for selected sim)

Gives a big chunk of aspiration reward points to the currently selected Sim.

`agesimscheat on`

Enables aging cheat when shift clicking on other Sims

`setLotLightingFile [filename]`

Allows the player to create a new lighting file with specific lot lighting values. Used to make special light settings per lot.

We also added 2 new Terrain Types to use in the Neighborhood creation cheats:

(You can choose these in the neighborhood dialog)

`terrraintype desert`

`terrraintype concrete`

`nhdregiontype desert`

`nhdregiontype concrete`

The Sims 2 University Cheats:

(The Sims 2 University Expansion Pack is required for these cheats)

`changeLotZoning [residential | community | greek | dorm | secretsociety]`: changes the zoning type of the lot. Before rezoning a lot using this cheat, make sure there are no Sims currently living in the lot. To use this cheat, enter the lot that you would like to rezone, and then enter the cheat, choosing one of these zoning options.

`boolProp dormSpecificToolsDisabled true/false`: enables build/buy mode tools that would normally be disabled when in a dorm lot.

`boolProp allow45DegreeAngleOfRotation true/false`: allows users to rotate any object in 45 degree increments instead of the 90 degree increments used for most objects.

The Sims 2 Cheats:

help: lists all the cheats in the game.

help [cheatname]: displays specific information about the cheat.

exit: closes the cheat window.

expand: expands or contracts the cheat window.

moveObjects on/off: removes footprint limitation for all object placement in Buy Mode and Build Mode. Removes limitations placed on hand tool for when objects are in use, or are normally non-movable objects. Is known to cause issues with game elements, routing, hidden object generation and manipulation, etc. Note that using this cheat allows you to delete objects that normally cannot be deleted, such as Sims, the mailbox, and the garbage can. If you delete these objects, there is no way to get them back, so be careful!

aging -on/off: prevents Sims from aging. This can disrupt the carefully tuned gameplay balance, and will prevent little Johnny from ever growing up, so treat this cheat with care as well.

autoPatch -on/off: This cheat lets you re-enable notifications when there is a game update available for The Sims 2. Just turn Autopatch on and go to the Custom Content Browser (the little snowflake button on the UCP in the neighborhood). If there's an update available you'll be asked whether you want to download it.

slowMotion [value]: The slowMotion cheat takes one parameter: the "slowness" setting (such as slowMotion 4). This value ranges from 0 to 8 where 0 is normal speed and 8 is the slowest speed.

boolProp enablePostProcessing true/false: enables the use of postprocessing cheats (see below); very useful for movie making (also see below). Please note that you must have a video card that can handle pixel shaders in order to successfully use this cheat. If you use the cheats and you don't have pixel shaders, the screen will most likely go partially dark, and will not come back until you turn off enablePostProcessing. If you turn on postprocessing, and you turn on cinematics, and a cinematic plays, you may also experience unwanted graphical glitches.

bloom [r g b x] (rgb is color) (x is the bloom amount) [0.0 - 1.0]: This cheat adds a blur effect, like a sitcom flashback moment. Must have entered boolProp enablePostProcessing true for this cheat to work.

vignette [centerX centerY X] (X is the vignetteing factor) [0.0 - 1.0]: Adds a blur effect from the specified center. Using "vignette 0.5 0.5 0.5" should put some blurry bits at the edge of the screen. Vignette 0.5 0.5 1.0 is maximum edge blurriness. Must have entered boolProp enablePostProcessing true for this cheat to work.

filmGrain [val] [0.0-1.0]: This cheat makes the screen grainy. Must have entered boolProp enablePostProcessing true for this cheat to work.

letterBox [val] [0.0-0.4]: Adds a letterbox effect to the view. Must have entered boolProp enablePostProcessing true for this cheat to work.

VIDEO CAPTURING

The ability to create movies with The Sims 2 is built right into the game. You can simply start creating a movie in game by pressing the 'v' key on your keyboard and 'v' again to end the movie. You can also pause and unpaue the capture (without pausing the game) by pressing the 'b' key while recording. There are also various options for the quality of the movies that you can create. Please note that adjusting the Video Capture options in the game will affect the performance of the game.

Changing your Video Capturing options:

What screen size will my video capture be (in pixels)?

Small = 128 x 128

Medium = 320 x 240

Large = 640 x 480

What difference does adjusting Video Capture Size in Camera Options make?

Low: This option will provide the highest amount of compression for resolution. Videos made with this option turned on will be of lower visual quality, but save on hard drive space and will affect performance the least.

Medium: With medium selected the video resolution will increase, but the videos will take up more hard drive space and will affect performance a bit more than low.

High: Selecting high will provide videos with the lowest amount of compression for resolution. Videos made with this option turned on will be of the highest compressed quality, but this option will increase the file size of the videos significantly. It is recommended to only use this option if you have a 1.4GHz machine or faster.

Uncompressed: This option will not compress the video capture. Uncompressed will tend to create very large file sizes, about on the order of ten times larger than the high quality setting. It is not recommended to use this option unless you have at least a 2.4Ghz machine or faster, and a faster hard drive helps as well (ATA100 or greater). This option is ideal for advanced users who wish to change the videos to other formats.

Video Sound Capture: This option will either enable or disable sound from being captured in the Video Captures you create. Having this option enabled will affect the overall performance of the game during the video capture, and will also increase the file size of the video capture.

***Tip:** If recording frame rate is low and your video seems choppy, try recording with the sound off. This will allow the game to slow down the simulator to match the recording frame rate so that playback will be smooth.

***Tip:** Video recording should work with all configurations. It may take some experimentation to determine the balance of size, frame rate and quality that works for your system.

***Tip:** Recording at the maximum quality with sound will only perform acceptably on very high-end systems. On most machines, you will have to sacrifice either sound or quality to record with a smooth frame rate.

***Advanced Tips:** All the video capture settings default values are in an .ini file that you can edit. You can modify things like capture frame rate, default folder to capture to, file naming, capture size, max bit

rate, and preferred codecs. Want to capture in a different codec? Just install the codec and then make it the preferred codec. The file is located here: My Documents\EA GAMES\The Sims 2\ConfigVideoCapture.ini.

*Tips for making great videos: Plan your shots! Be sure to use both standard camera mode (F10 will hide the interface menus) and also the Cameraman mode (aka free camera) activated via the 'TAB' key. Cameraman mode is available in both Neighborhood and lots and allows for very controllable and super close movements as well as sweeping pan and zooming type shots. This will take practice but once you get the hang of it, you can make some really incredible video captures with Cameraman mode!

*Advanced Tip for making great videos: Sometimes, the in-game camera restrictions can hinder that perfect shot. The Cameras in the game are tuned for gameplay, but sometimes they are not the best for making that really great video you are looking for. You can try editing the camera settings, but make sure you backup the old ones first before experimenting with things like min height, max height, speed per step, amount per key press, field of view etc. Do this at your own risk as these changes will also effect how the camera moves in the game. Making changes to these settings may make the game unplayable. Advanced users only! The camera txt files are here: My Documents\EA GAMES\The Sims 2\Cameras

Sharing video captures with friends but they cannot view the video? We included the codec On2 VP6.1 with The Sims 2 base product. On2 Technologies, Inc. offers free downloads of VP6.2 for personal use. In our tests, it appears to be seamlessly backwards compatible with VP6.1. Please visit the On2 Technologies website for more information.

WEB CONTENT

Players who wish to take advantage of The Sims 2 web features must simply have an Internet connection and a current web browser.

The Sims 2 encourages players to create and modify their own wonderful Sim worlds. However, objects, patches, programs or other modified content not created by Maxis are not always compatible with The Sims 2. If you are experiencing issues with your game and downloads, try uninstalling or removing your downloaded content and introducing it slowly back into your install. This will help narrow down the problematic file. For more information refer to our help pages at <http://www.thesims2.com>.

CUSTOM CONTENT

You can add your own content to the game for music, TV channels, video games, collections, neighborhood terrain, and neighborhood pictures. Create your own skins with The Sims 2 Body Shop and create wall coverings, flooring, and ground cover with The Sims 2 HomeCrafter Plus (available for download from www.thesims2.com).

Skins, Wall Coverings, Flooring, and Ground Cover: To use a .sims2skin or .sims2pack file that someone has created using The Sims 2 Body Shop or The Sims 2 HomeCrafter Plus, just double-click the file. The file will install itself automatically no matter where it is located on your computer.

Music: In order to play your own music in the game, just go to My Documents\EA GAMES\The Sims 2\Music, and drop your .wav or .mp3 files in the appropriate folder.

MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON multimedia.

TV channels: To have your own movies played on the in-game TV channels, just go to My Documents\EA GAMES\The Sims 2\Movies\ and place .avi files in the appropriate folder. Ideally, the files should have stereo sound, and be in a 128x128 pixel format, otherwise they will be stretched to fit.

Video games: In order to have your own files played as video games, take any existing .avi file that you have. Then browse to one of the game subfolders under My Documents\EA GAMES\The Sims 2\Movies\Games\ and place your files in the appropriate folder. Rename your movie as the exact name of one of the existing movie files (gamename_ATTRACT.avi, gamename_INTRO.avi, gamename_P1LOSE.avi, P1WIN.avi, gamename_P2LOSE.avi, or gamename_P2WIN.avi, where gamename=bus, ssx, or sc4). Then when your Sims play the corresponding game segment on a computer or video game system, your movie(s) will play on the screen instead.

Arcade games (played on the Arcade Game objects): For these, place your .avi files into the folder under My Documents\EA GAMES\The Sims 2\Movies\Arcade\ and use the exact names of the existing movie files (gamename_intro.avi, gamename_loop2.avi, gamename_loop3.avi, gamename_loop4_win.avi, gamename_loop4_lose.avi, gamename_loop5.avi, and so on, where gamename=game1 for Maze Pirates or game2 for Viking). When your Sims play the corresponding Arcade Game(s), your movie(s) will play on the screen instead.

Collection icons: To use your own icon for a custom collection, simply drop any .tga, .jpg, .png, or .bmp file into My Documents\EA GAMES\The Sims 2\Collections\Icons, and your picture will show up as an

option when you create a new collection. Since pictures will be stretched to fit the format, they should be small and roughly square for best results.

Custom Neighborhoods Using SimCity 4 Terrain:

New custom neighborhoods for the Sims 2 can be created using SimCity 4 terraforming tools. First, only small cities can be imported into The Sims 2, so be sure not to start with a medium or large city. Make sure the city you use contains roads; otherwise you will not be able to place lots in your new neighborhood. Take the .sc4 file you wish to use, and place it in your My Documents\EA GAMES\The Sims 2\SC4Terrains folder. When you go to the neighborhood creation screen in the game, your terrain will be available to use to create a new neighborhood.

When creating custom neighborhoods, please also note the following:

Most of the terrain features created with the God mode tools can be imported, including foliage (except for palm trees); however, fauna (animals) are not imported. Also note that terrains are imported mirrored from the original SimCity layout.

Switching to Mayor Mode, only original SimCity 4 road bridges or SC4 Deluxe small steel arch bridges, manually laid roads/street that are straight, right angle bend, cul-de-sacs, and T & 4 way intersections are imported as streets into Sims 2 neighborhoods. Diagonal roads and railroads are ignored and not imported. Practically all other placeable features are ignored upon import: zones, elevated roads/highways/freeways, buildings or other facilities, airports, landmarks, etc.

Once loaded into the game a neighborhood's default terrain type can still be modified via the following cheat:

1. With the neighborhood you wish to change loaded, open the cheat dialog by pressing Ctrl-Shift-C.

2. Type:

terrainType Desert (Changes current neighborhood terrain type to Desert. Note that the cheat is case sensitive.)

terrainType Temperate (Changes current neighborhood terrain type to grassy terrain. Note that the cheat is case sensitive.)

CUSTOM NEIGHBORHOOD PICTURE

In order to create a custom picture to represent your neighborhood on the main menu, first save the picture you wish to use as a .png file (a 4x3 size ratio works best, but pictures with other proportions will be stretched to fit).

For "home" (non-Open for Business) neighborhoods: The file must be named N0XX_Neighborhood.png (where XX is the neighborhood number). Then place the file in the neighborhood's directory (e.g., My Documents\EA GAMES\The Sims 2\Neighborhoods\N004).

For Open for Business neighborhoods: The file must be named N0XX_Open for Business0XY.png (where OXX is the neighborhood number of the home neighborhood and OXY is the neighborhood number of the Open for Business neighborhood). Then place the file in the neighborhood's directory (e.g., My Documents\EA GAMES\The Sims 2\Neighborhoods\N004). Open for Business neighborhood files are kept in the same directory as their corresponding home neighborhood.

THE SIMS 2 BODY SHOP

Overview:

The Sims 2 Body Shop is a powerful tool that lets you design unique and diverse Sims that will be playable in The Sims 2 and sharable with your friends. You can create custom content such as clothing, skin tones, eye colors, hair, or glasses that can be used in any combination to make infinitely unique Sims.

The Sims 2 Body Shop also gives you incredible control over your Sims' faces through the ability to select from a diverse range of facial "types" and sliders to fine tune even the smallest details, such as nose length, eyebrow thickness, lip curl, and chin shape.

User's Manual:

A complete user's manual is available on <http://www.thesims2.com>.

Installation:

The Sims 2 Body Shop is included in The Sims 2 and is automatically installed with the game. There is no separate installation necessary.

Installing New Content:

When installing new content, make sure that neither The Sims 2 nor The Sims 2 Body Shop are currently running. Important note: DO NOT install the Body Shop Maxis Starter Content Pack along with The Sims 2. This content is already installed with The Sims 2; installing the starter pack on top of The Sims 2 may corrupt your game data.

Hot Keys:

There are several hot keys in The Sims 2 Body Shop that help you preview your Sims. Many of these can be used in combination to get a precise view of your Sim.

F3 -- Toggles between "free camera" and "set camera" modes. In free camera, you can use the following mouse controls to rotate the camera in all dimensions:

- * Click and drag the Left Mouse Button -- Orbits the camera around the Sim's head.

- * Click and drag the Right Mouse Button -- Controls the camera zoom. Move the mouse away from you to zoom out. Move the mouse toward you to zoom in.

- * Click and drag Left and Right mouse buttons together -- Changes the center point the camera is looking at.

F5 -- Toggles the 3D room off and on. If there is a bitmap graphic named "userBkg.bmp" in the "\\EA Games\\The Sims 2\\" folder in My Documents, the image will be displayed as a backdrop.

F6 -- Displays the Sim in the "bind pose," with arms held straight out. This is helpful for viewing parts of the Sim that may be hidden by the normal pose. To return the Sim to the normal pose, click on any Sim thumbnail or content thumbnail.

F7 -- While in "set camera" mode, displays the Sim at the far zoom position.

F8 -- While in "set camera" mode, displays the Sim at the near zoom position.

F9 -- Toggles the UI off and on.

< and > -- Rotates the Sim. (Also shown on the keyboard as the comma "," and period "." keys.)

Display Options:

Pressing ALT+ENTER will toggle The Sims 2 Body Shop between windowed mode (default) and full-screen.

You can manually set the screen size to 800x600 by creating a copy of The Sims 2 Body Shop shortcut.

To create a shortcut, right click on TS2BodyShop.exe and choose "Create Shortcut". To edit the shortcut, right click on the shortcut and select "Properties." At the end of the line called "Target", add a space after the existing text and type "-r800x600" at the end of the path name.

To set the screen resolution to 1024x768 follow the same steps, but instead type "-r1024x768".

Known Issues:

Issue: Textures may appear blurry on video cards with minimum spec video memory (32 MB)

Solutions:

- * Run The Sims 2 Body Shop in 800x600 screen size (see instructions in Display Options section above)
- * Reduce your monitor's desktop resolution to 800x600

Issue: Skin Tone projects that were saved using the pre-release download version of The Sims 2 Body Shop will not load correctly in the "Load Saved Projects" screen in this version. The projects also will not "Import to Game" successfully. This does not affect custom Skin Tones that already were imported successfully with the pre-release version of The Sims 2 Body Shop.

Solutions: Please check TheSims2.com for more information on this issue.

More information on known technical issues is available on <http://www.thesims2.com>.

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