

# The Guinea Pig Cage

The tuning variables are split between to Edith Constants. Use the Constant Editing dialog box in Edith to set the tuning variables. The two sets are for the cage itself and for the sickness.

## The Cage:

These can be found in Tuning Cage.

### **Main Simulation:**

#### **Dirt Increment:**

Dirt is incremented every "**Dirt Inc Every X minutes**" game minutes. It is incremented by "**Dirt Inc Per Update**". At a Dirty Level of 600 the graphic state will change to dirty. Note that the maid will *not* clean objects with a Dirty Level less than 600.

#### **Hunger Increment:**

Each game minute the hunger has a 1 in "**Chance hunger inc**" of being incremented. When hunger reaches 100 the Guinea Pig will die.

#### **Room Impacts:**

If the Guinea Pig is alive and the cage is clean it will be set to "**Alive Room Impact**".

If the Guinea Pig is alive and the cage is dirty it will be set to "**Dirty Room Impact**".

If the Guinea Pig is dead it will be set to "**Dead Room Impact**".

#### **Animations:**

The Guinea Pig will randomly run between Rustle, Eat, Drink, and Run on Wheel. The chance of changing animations when one is complete is 1 out of "**Chance of changing GP Animation**".

### **Interactions:**

#### **Play With:**

The Sim will route to the cage and run X number loops depending on the Playful personality of the Sim. The amount of loops is determined by taking the Playful Personality ( range is 0 – 1000 ) and dividing it by "**Loop variation on Playful**". The Sim will receive "**Play With Fun per Loop**" fun every loop.

If the Dirty Level is above "**Bite Dirty Level**" the Sim will get bit and get sick. If they are not currently ill they will get sick at the level of "**Initial Sickness**". If they are already sick they will get "**Additional Sickness from Bite**" added to their current sickness.

#### **Join:**

The Sim will route near the cage and watch the Sim that is playing with the Guinea Pig. This uses the standard join mechanism with group talk. The watching Sims uses motive deltas for fun. "**Fun per Hour for Join**" is used to a maximum of "**Max Fun for Join**". Their animations are selected randomly dependant upon the Sim's playful personality.

Note that Sims that watch do *not* get sick from watching.

#### **Clean:**

They are *no* tuning variables for clean.

#### **Feed:**

Sims get "**Fun for Feeding**" added to their fun motive for feeding the Guinea Pig. Note that overfeeding dirties the cage faster.

#### **Cheat – Force Dirty:**

Changes the cage to the dirty state.

**Cheat – Force Dead:**

Changes the cage to the dead state.

**Sickness:**

These can be found in Tuning Sickness.

**Main Simulation:**

**Updating:**

Sickness is updated every “**Sickness Update Every X minutes**” in game minutes.

If a Sim is sleeping they heal. They have a one in “**Sickness Chance of Healing per Loop**” to heal “**Sickness Heal Amount per Loop**” every Sickness Update.

Otherwise they will get sicker depending upon their mood. Bad mood is determined by moods less than “**Bad Mood is less than**”. If the mood is bad it will increment by “**Sickness Inc Bad Mood**” otherwise “**Sickness Inc Good Mood**” will be used.

There is a one in “**Chance of spreading to other Sims at all**” chance the sickness will spread to other Sims in the house. If spread is selected each Sim in the house has a 1 in “**Chance of spreading per Sim**” chance of catching it. Sims with a relationship < 50 with the sick Sim will get sick with an initial value of “**Spread Sickness for low Relationship**” otherwise it will be “**Spread Sickness for high Relationship**”.

Depending on how sick the Sim is determines if an action will result. An action is either a mild interaction is pushed, a severe interaction is pushed, or death is pushed. If sickness less than “**Mild Action is less than**” then there is a one in “**Mild Chance of action**” chance of a sickness interaction being pushed. If sickness is < “**Severe Action is greater than**” then there is a one in “**Mid Chance of action**” chance of an interaction pushed. Otherwise an interaction will always be pushed.

If an interaction is pushed it will be selected as: If sickness < “**Mild is less than**” then a mild interaction is pushed. If sickness > “**Death is greater than**” then death is pushed. Otherwise a severe interaction is pushed.

**Interactions:**

**Mild:**

Sim will either Cough or Sneeze. Sim has a one in “**Mild cough chance 1 in X**” chance of cough otherwise will sneeze.

**Severe:**

Sim will either Cough or Sneeze. Sim has a one in “**Severe Sneeze Chance 1 in X**” chance of sneeze otherwise will Cough.

**Death:**

Nothing tunable here. Sim will stand and cough followed by the death by starvation.

**Cough:**

Sim will cough either standing or seated. Swimming Sims will leave the pool first. They choose from two random animations. Their comfort motive will decrement by “**Comfort dec for Cough**” and their energy motive will decrement by “**Energy dec per Cough**”.

**Sneeze:**

Sim will sneeze either standing or seated. Swimming Sims will leave the pool first. They choose from two random animations. Their comfort motive will decrement by "**Comfort dec for Sneeze**" and their energy motive will decrement by "**Energy dec per Sneeze**".