

The Moose Head

The tuning variables are in Edith Constants. Use the Constant Editing dialog box in Edith to set the tuning variables.

Main Simulation:

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Every hour the Moose Head updates its graphic state dependent upon the average mood of all Sims in the house. It has four states. Antlers Up if the average mood is greater than “**Antlers Up**”. Antlers Mid Up if the average mood is greater than “**Antlers Mid Up**”. Antlers Mid Down if the average mood is greater than “Antlers Mid Down”. Otherwise Antlers are down. The Moose Head adds “**Room Impact**” times two to the room score.

Interactions:

View:

This is available autonomously if they haven’t viewed it that day and their fun motive is less than “Max Fun”. It is always available by user direction.

Sims either like it, hate it, or don’t care. This is determined the same way as paintings and sculptures so a Sim will always have the same outcome no matter which one they are looking at. This is true even if they are visiting other Sims houses.

If they like it they will run approve and “**Fun**” will be added to their fun motive if their fun motive is below “**Max Fun**”.

If they hate it they will run disapprove and “**Fun**” will be subtracted from their fun motive.

Otherwise they will run shrug and their motives will be unchanged.