



## WELCOME TO SIMS 4 MULTIPLAYER

Thank you very much for trying Sims 4 Multiplayer! I hope you are going to have a lot of fun with it! Please note that the mod currently is in alpha stage thus many features are unavailable, and they may contain bugs.

If you encounter any issues or have any feedback or idea, please feel free to contact me in any of the following ways:

- For general inquiries send an e-mail to [hello@sims-multiplayer.com](mailto:hello@sims-multiplayer.com)
- For game related issues send an e-mail to [feedback@sims-multiplayer.com](mailto:feedback@sims-multiplayer.com)
- Join to the S4MP Discord server (<https://discord.gg/MNzgkEY>)
- Send a message via the official website ([www.sims-multiplayer.com](http://www.sims-multiplayer.com))

## REQUIREMENTS

The following should be installed on both PCs running Windows:

- The Sims 4 v1.54.120.1020 or later
- Very same save file (save files are in My Documents\Electronic Arts\The Sims 4\saves folder)

Both computers should be on the same local network.

## SETUP

It is necessary to already have a save file with **all the Sims created, the house should be built**, and all the necessary items **should be bought** beforehand since currently **only Live mode is supported**, build & buy mode are in experimental phase. (features might work but there is no guarantee) It is also important to have a save with **time paused**.

The following steps should be completed on both PCs:

1. Remove all mods from your mod folder (My Documents\Electronic Arts\The Sims 4\mods)
2. Make sure you have the **same** save file on both PCs
3. Copy the **S4MP\_release.ts4script** file to your mods folder



One of the PCs will act as a **server** and should do the following additional steps:

1. Start **server.exe**
2. Take note of the server IP address in the console since it will be needed for the remote client to connect
3. Start Sims 4, load the save file and enter your household
4. Ensure the game is loaded with the time paused
5. Open the console (by pressing Ctrl + Shift + C) and type in 'mp.c true'
6. You should see a notification verifying your game has successfully connected to the server
7. Close the console
8. Wait for the remote client to complete the steps

The other PC will act as **remote client** and should do the following additional steps:

1. Start Sims 4, load the save file and enter your household
2. Ensure the game is loaded with the time paused
3. Open the console (by pressing Ctrl + Shift + C) and type in 'mp.c false <server machine local IP address collected earlier>'
4. You should see a notification verifying your game has successfully connected to the server.
5. Close the console.

At this point you're all set up, feel free to start the time and enjoy the multiplayer Sims 4 experience! (please note that only the server's player can control the time)

If you want to stop the game, make sure to enter the '**mp.dc**' command to the console before exiting the game, otherwise it might get stuck during exiting.

## SYNCING SAVE FILES

Since the mod requires to have the same save files on all the PCs participating in the game, there is a tool in the Tools folder of the S4MP archive which helps to keep the save files in sync. Nevertheless, copying the save files over the network by hand is just as good solution, the tool has been only created for convenience purposes.

The tool creates a backup of your current save files, downloads the save from the server PC and copies it to the local save directory. It also has a restore function which reverts to the local saves.

Follow these steps in order to sync the server machine's save files to your local saves:

1. Make sure the server application is already running on the server PC
2. Run **sync\_save\_from\_server.bat** from the Tools folder of the S4MP archive (this step will back up your current save, downloads and extracts the server's save)
3. That's it! You're ready to play!

To restore your save files later simply run **restore\_save.bat** from the Tools folder.

## NETWORK TROUBLESHOOTING

If the remote client fails to connect to the server for some reason, there is a network test tool packaged which can help in diagnosing the error. You can run it by starting the **network\_test.exe** from the Tools folder of the S4MP archive. **While running the tool from the remote client machine make sure the server application is running on the server PC.**

To run the diagnostics, enter the IP address of the server when prompted (available via the server applications console window) and see the test results. Failing the first test (availability) might mean that the 2 computers are not on the same local network while failing the second or third test usually indicates firewall issues:

- First test fails: make sure your computers are on the same local network, and you're trying to connect using the server's local IP address for the current network
- Second test fails: TCP port 7654 is not open on the server computer. This is most likely a firewall issue on the server PC, try to allow incoming connections to the server on TCP port 7654.
- Third test fails: TCP port 8654 is not open on the server computer. This is only required for the server sync tool and most likely indicates a firewall issue on the server PC, try to allow incoming connections to the server on TCP port 8654.

**In case you have issues with Windows Firewall, run the "windows\_firewall\_enabler.exe" which opens the required ports for the server application on the firewall.** Please note it has to be placed next to the server executable and you have to re-run it if you move the server.exe to a different location!

If you don't know how to allow incoming connections or open a port in your firewall, a Google search of **"allow incoming connections XY firewall"** or **"open TCP port in XY firewall"** might lead you to a helpful tutorial.

If you don't know what firewall you are using, check the icons on the system tray (bottom right corner of the screen, next to the clock). If you still have no idea afterwards, you are most likely using **Windows Firewall**.

## CURRENT LIMITATIONS

- Only 2 players are supported
- Build and buy mode might not work as expected (or at all)
- Travelling is not supported
- Adding new Sim/Pet to lot (via adoption, giving birth etc.) has not been tested yet
- Sim inventory is not working properly



## FREQUENTLY ASKED QUESTIONS

### **How can I play with my friends using this mod?**

Each player needs a computer with the same version of the game installed on the same local network. One PC will act as the server (using the server application), the other players will connect to that machine in the game.

### **What version of The Sims 4 do I need in order to play the game?**

The updated version of The Sims 4 StrangerVille is recommended, however, it can also be used with the Get Famous expansion. The most important thing is to have the same version of the game on all the players' computers.

### **Can I play the mod online using Hamachi? (as a workaround until the online version release)**

Absolutely! Make sure to use your Hamachi IP instead of the local IP in this case when connecting. (The server console will most probably won't display your Hamachi IP address!)

### **The mod does not load for me for some reason! What should I do?**

Make sure you have placed the mod to the right folder (My Documents\Electronic Arts\The Sims 4\mods) and that you have the **Script Mods Enabled** checked in the game settings.

### **Me and my friend has different expansion packs, is there any way to play together?**

Of course! You can use this amazing tool by James Turner to turn off expansion packs: <https://jamesturner.yt/disablepacks>

### **How is this even possible?**

The Sims 4 is very modder friendly, it has a nice Python API which lets the modders extend the already existing logic with hooks.

### **Is this a scam?**

No, not at all! I am a computer engineer doing this as a hobby, check out my [LinkedIn profile](#), if you don't believe me that I'm real.

### **Can I play this mod with my friends over the internet?**

Not yet but this feature is coming very-very soon!

### **Is there any way to support the project via donation?**

At this point testing and feedback is the most valuable donation one can give, however, Patreon and PayPal donation is also planned soon.