

Simverses' BLOWTORCH MOD

Maxis worlds emptied of era specific stuff – made for simmers who wants themed hoods of their choice



So, you found T.O.O.L, the super useful mod by Twisted Mexi, and learned how to decorate your sim world.

But, there is this problem with Maxis houses and items, which do NOT fit in your sim world. So far the most used method has been to hide them, as in either move them away (if even possible) from sight or use a hider/override to make them invisible. That method has its limits, is very tedious (need to find, make an override, ect, and there are SO MANY items)

Blowtorch has another approach. It takes out the items (houses, vehicles, modern deco, well all silly deco really) from the world. You can then place nicer deco or game items instead.

The items are not hidden from catalogue, so you can place the same items back but in a different place if you so wish. Or use cc deco. Make the world medieval, or Victorian, or sci-fi, or whatever.

HOW DOES THIS WORK?

This mod edits the preloaded deco in the world. It changes game files – and the changes will affect all your saves, old and new. If you decide that you want the deco back, you can do it either with the GAME REPAIR function or using the backup of the original folders that I included in the mods folders.

You can either use all my edited files – or the ones you want. If you for example want Willow Creek to be as it always has, but want a blowtorched Oasis Springs, just delete the Willow Creek files before installation, and keep Oasis Springs.

I have blowtorched almost all the hoods in the worlds, both EP and GP:s (See list below for exceptions.) If you don't have all EP/GP I **recommend to delete the ones you don't have** before installing.

(Save the zip with the mod somewhere safe so you can add new worlds when you add a new EP/GP with a world.)

Here are some general rules I went by:

- All landmarks, architecture deco, street deco, vehicles, with special effects - blowtorched
- Functional objects: outside tables, playground items, and such – blowtorched. Place them again where you want them!
- All lights, both street lights and built in hood lights, blowtorched.
- All palmtrees, everpink trees, wispy modern beeches, and other modern plants, blowtorched. (I of course kept the palmtrees in Sulani and Selvaorada)
- ALMOST ALL THESE THINGS (not the built in lights) are still available in the catalog (debug, live edit) items though. So if you still want a modern, but DIFFERENT hood, you can place them again, as you want them. This is a big advantage compared to hidere – those usually hide the items also from the catalogue.
- Visual effects belonging to vehicles and other stuff mentioned above, blowtorched. No modern yachts, no airplanes.
- The lights are gone. The world will be dark at night if you don't place streetlights or such.

WHAT I KEPT

I kept the seasons stalls, where they are available (if you have the Seasons EP.) They can also be placed, but as they are in conditional layers (changes with the seasons) this cant be done by placing them manually.

I kept all spawners. All the fishing spots and all the bugs, frogs, dig sites, wild growing plants.

Lighting mod included

This mod also includes the Sunblind lighting mod by **Softerhaze**. Lighting mods also change these files, so I added Sunblind with the creators permission. Read more about their mod here.

<https://softerhaze.itch.io/sunblind?download>

(You do not need to download or install the mod, it is included in the Blowtorch mod.)

If you want another lighting mod or no lighting mod, you need to edit the files manually.

This is done by replacing the resources "Sky Box Texture Data" and "World Timeline Color".

Other recommended mods:

Check out T.O.O.L and Twisted Mexis other mods here:

<https://twistedmexi.com/Mods/>

To add deco stuff outside lots:

T.O.O.L – at Tmexis page you also find information about his CAW-project, still in alpha testing.

I also recommend his Better Build/Buy mod, and his toggle mods, especially the Strangerville Story Toggle on if you want to use Strangerville as a normal world. And also his that enabled build/buy on the Secret Lab lot – in new saves.

Zerbu has a couple of super useful mods:

All Worlds are Residential

<https://zerbu.tumblr.com/post/173398784785/the-sims-4-mod-all-worlds-are-residential>

Venue changes

<https://zerbu.tumblr.com/post/160347810775/the-sims-4-mod-venue-changes>

Twelfth Doctor has a great mod for travelling to all the hidden/special lots, so you can edit them:

<https://td1sims.tumblr.com/post/635457539495084032/travel-to-venue>

Q&A about Blowtorch mod

1. Can I use this on my old saves?

Answer: Yes. The mod does not affect the saves, or your CC, or anything other than the game files in the Windows directory. You can easily uninstall the mod by using the backupfiles (included) or do a Game Repair.

2. Why are there stuff not deleted? Annoying modern fences in Windenburg Ugly Modern Business district, for example?

Answer: some items are a part of the world mesh and is not yet possible to edit. If there will be a solution later, I will update the mod.

3. Will I have to update the mod after patches and new expansions?

Answer: Yes. If the patch/ep/GP does not include a new world, you just reinstall the mod (see instructions below) as you installed it the first time.

I will make updated versions asap when new worlds are released.

4. I don't have EP X or Y – can I use the Blowtorch mod?

Answer: Yes, but I recommend deleting the folders for EP/GP you don't have. See list below.

Where to find nice themes hood deco to use with Blowtorch?

You can basically use any item, from game or CC, to decorate hoods. Try out the options with T.O.O.L to change the size of objects!

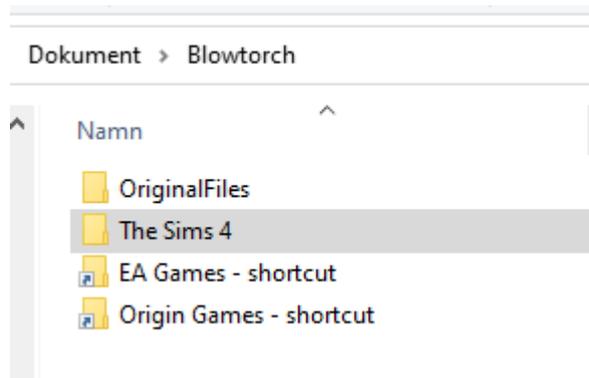
I already posted some Hood Deco CC – and I have much more to come. I have been converting/editing/creating and preparing hood deco from Sims Medieval, Sims 2 and Sims 3 and other games – my CC is mainly medieval/historical themed but I hope for other creators to add to the hood deco options in the future.

I will add a list with links to my Tumblr when I find good stuff.



INSTALLATION INSTRUCTIONS

1. Download all the files. Save a copy of them somewhere safe.
2. Unzip the zipfiles like THIS - to get the correct file structur:
3. Unzip Blowtorch Folder in your /Documents folder, or in another location (outside game files). This sets up the correct file structure.
4. Unzip "The Sims 4-Base Game Files", "The Sims 4 EP Files" and "The Sims 4 GP-files in the new Blowtorch folder.
5. Then unzip the 3 backup files in the new Blowtorch/Original Files folder.



The folders:

"Sims 4" – this is the folder with the modded files.

Before installing – go inside the folder and delete the EP/GP you don't have or you don't want to be overwritten. (See the list of EP/GP worlds with filenames further down.)

If you add EP/GPs with new worlds you can easily unzip the zip again and choose also the new worlds you acquired.

"OriginalFiles" – this is the folder with the original files. Use if you need to go back to the original game setup. You can also do a game repair.

The Blowtorch zip also include shortcuts I made for easy installation.

NOTE: if you have your game directory in another location than C:/Program you need to find the right location and make your own shortcut.

I recommend having a shortcut, it makes the installation/updating/uninstallation so much easier.

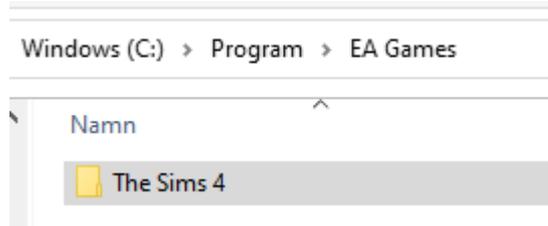
6. Select the "Sims 4" folder in /Blowtorch, right click and copy.
7. Click on short cut 1 if you have the game installed in EA Games (EA app, the newer one)

Or Click on short cut 2 if you still have the game installed in Origin Games

(These shortcuts may need editing if you have the games installed on a different hard drive or some such. If so, go find the place where the game files are installed and make a shortcut for your needs. This will simplify updates and reinstalling the original files if needed. Place the shortcut in the Blowtorch folder.)

Note: I have no clue if these shortcuts work on a Mac. Find the directory of the game files!

When you click on the right short cut, you should see a Sims 4 folder. If not, you are in the wrong place.



8. Now, paste the Sims 4 folder, Blowtorch version. When asked, let the mod overwrite the needed files.

Done! Open game and see the new blowtorched hoods.

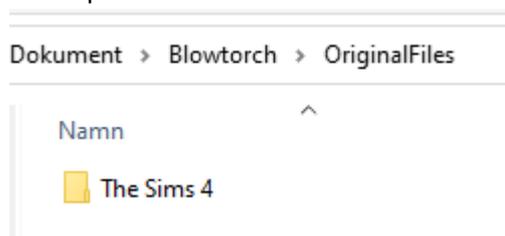
Note: this will not in any way affect your saves or saved sims/lots. Just the preplaced deco in the hoods.

If you already used T.O.O.L. to place stuff in one of your saves – its should also still be there.

To be safe, always make a copy of your save and place in a backup folder.

UNINSTALL:

Same procedure as above, but instead of the modded folder, copy the backup version. Or use the Repair Game function.



List of hoods/worlds with comments

EP	World	Hood	File	Edited
BG	Willow Creek	Foundry Cove	GD_GardenWard_01_LL.world	
BG	Willow Creek	Courtyard Lane	GD_GardenSuburbs_01_LL	
BG	Willow Creek	Pendula View	GD_GardenCommunity_01_LL	
BG	Willow Creek	Sage Estates	GD_GardenEstate_02.world	
BG	Willow Creek	Park	GD_GardenPark_01.world	
BG	Willow Creek	Crawdada Quarter	GD_wardVenue_01.world	
BG	Willow Creek	Glades	GD_RBH_glade_01.world	No changes
BG	Oasis Springs	Parched Prospect	SO_retroSuburbs_01.world	
BG	Oasis Springs	Bedrock Strait	SO_CactusBeach_01	
BG	Oasis Springs	Acquisition Butte	SO_celebrityEstates_01	
BG	Oasis Springs	Skyward Palms	SO_SkywardPalms_01.world	
BG	Oasis Springs	Mirage Canyon	SO_CactusVenus_01	
BG	Oasis Springs	Park	SO_DesertPark_01	
BG	Oasis Springs	Cave	SO_RBH_Cave_01	
BG	Newcrest	Llama Lagoon	BG_Engagement_02.world	
BG	Newcrest	Ridgeline Drive	BG_Engagement_01.world	
BG	Newcrest	Bridgeview	BG_Engagement_03.world	
	Get To Work - EP1			
	Magnolia	Magnolia		
EP1	Promenade	Promenade	EP01_Retails_01.world	
EP1	None	Hospital	EP01_CivicCenter_01.world	
EP1	None	Police	EP01_CivicCenter_02.world	
EP1	None	Science Centre	EP01_ScienceLab_01.world	
EP1	None		EP01_AlienWorld_01.world	No changes
	EP 2 Get Together			
EP2	Windenburg	Olde Platz	EP02_OldTown_01.world	
EP2	Windenburg	Old Town Ruins	EP02_OldTownRuins_01.world	
EP2	Windenburg	Lykke Centre	EP02_Business_01.world	
EP2	Windenburg	Windslar	EP02_Rural_01.world	
		The Crumbling		
EP2	Windenburg	Isle	EP02_Island_01.world	
EP2	Windenburg	Bluffs	EP02_IslandBluff_01.world	
EP2	Windenburg	The Manor	EP02_ChaletGarden_01.world	
	EP 3 - City Living			
EP3	San Myshuno	Spice Market	EP03_Docklands_01.world	Festival Layers remain, apartment buildings also

EP3	San Myshuno	Fashion District	EP03_fashionDistrict_01.world	Festival Layers remain, apartment buildings also
EP3	San Myshuno	Arts Quarter	EP03_ArtsQuarter_01.world	Festival Layers remain, apartment buildings also
EP3	San Myshuno	Uptown Myshuno	EP03_Uptown_01.world	also
EP3	San Myshuno EP 4 - Cats & Dogs	Meadows	EP03_CentralPark_01.world	
EP4	Brindleton Bay	Fisherman's Wharf	EP04_Harbor_01.world	
EP4	Brindleton Bay	Deadgrass Isle	EP04_Island_01.world	
EP4	Brindleton Bay	Cavalier Cove	EP04_Coastal_01.world	
EP4	Brindleton Bay EP 6 - Get Famous	Sable Square	EP04_TownSquare_01.world	
EP6	Del Sol Valley	Starlight Boulevard	EP06_StarsBlvd_01.world	
EP6	Del Sol Valley	Mirage Park	EP06_EastHollywood_01.world	
EP6	Del Sol Valley	The Pinnacles	EP06_HollywoodHills_01.world	
EP6	Del Sol Valley EP7 Island Living	Studio	EP06_Studio_01.world	
EP7	Sulani	Lani St Taz	EP07_LocalIsland_01.world	
EP7	Sulani	Mua Pel'am	EP07_Natural_Island_01.world	
EP7	Sulani EP8 Discover University	Ohanali Town	EP07_ResortIsland.world	
EP8	Britechester	University of Britechester	EP08_ArtsCampus_01.world	Need to hide holes after houses with other houses
EP8	Britechester	Gibbs Hill	EP08_CollegeTown_01.world	
EP8	Britechester EP9 Eco Living	Foxbury Institute	EP08_STEMCampus_01.world	

EP9	Evergreen Harbor	Grims Quarry	EP09_Suburbs_01.world	The Eco Living hoods need hidere
EP9	Evergreen Harbor	Port Promise	EP09_Industrial_01.world	The Eco Living hoods need hidere
EP9	Evergreen Harbor	Conifer Station	EP09_InnerCity_01.world	The Eco Living hoods need hidere
EP10	EP10 Snowy Escape			
EP10	Mt Komorebi	Wakaba	EP10_TouristTown_01	
EP10	Mt Komorebi	Senbamachi	EP10_MountainTown_01	
EP10	Mt Komorebi	Yukimatsu	EP10_SummitTown_01	
	EP 11 Cottage Living			
EP11	Henford-on-Bagley	Finchwick	EP11_Village_01.world	
EP11	Henford-on-Bagley	Old New Henford	EP11_Rural_01.world	
EP11	Henford-on-Bagley	The Bramblewood	EP11_Forest_01.world	
	EP 12 High School Years			
EP 12	Copperdale	Plumbite Cove	EP12_Pier_01.world	
EP 12	Copperdale	Prescott Square	EP12_TownSquare_01.world	
EP 12	Copperdale	Rockridge Heights	EP12_HighSchool_01.world	
	EP 13 Growing Together			
EP 13	San Sequoia	Hopewell Hills	EP13_AcrossTheBay_01	
EP 13	San Sequoia	Anchorpoint Wharf	EP13_WaterFront_01	
EP 13	San Sequoia	Gilbert Gardens	EP13_ThePark_01	
	GP 1 Outdoor Retreat			
EP 14	Chestnut Ridge	Galloping Gulch	EP14_Park_01	
EP 14	Chestnut Ridge	Rider's Glen	EP14_Ranches_01	
EP 14	Chestnut Ridge	New Appaloosa	EP14_Town_01	
GP1	Granite Falls	Campground	GP01_Campground_01	
GP1	Granite Falls	Forest	GP01_Forest_01	
GP1	Granite Falls	Hermit	GP01_HermitDwelling_01	
	GP 4 Vampires			

GP 4	Forgotten Hollow	Forgotten Hollow	GP01_HermitDwelling_01	
GP 6	GP 6 Jungle Adventures Selvadorada	Puerto Llamante Marketplace Jungle	GP06_MarketPlace_01 GP06_Jungle_01	Not changed
GP 7	GP 7 Strangerville	Strangerville Plaza Shady Acres	GP07_Downtown_01 GP07_Outskirts_01	
GP 8	GP 8 Realm of Magic Glimmerbrook Realm	Secret Lab	GP07_CraterBase_01 GP08_Village_01 GP08_MagicRealm_01	Needs a mod to make the lot editable and liveable Not changed
GP 9	GP 9 Journey to Batuu Batuu			
GP 11	GP 11 Porto Luminoso		GP11_Coastal_01	
GP 11	GP 11 Terra Amorosa		GP11_Inland_01	
GP 12	GP 12 Werewolves Moonwood Mill		GP12_Town_01	

