

Shared Parenting Paid Time Off (PTO)

The original concept of this mod was to enable new parents to divide the three days of paid time off (PTO) (aka vacation days) received on the birth of a child between them.

Newlyweds, Arun and Abby, who both work Monday to Friday, have a new (post-honeymoon) "bundle of joy", Alan. Regardless of whether you have a mod that permits either parent to receive the maternity leave, one parent gets all the PTO - let's assume it's Abby.

Both parents are eager to help raise Alan, so on Monday, Abby stays home while Arun goes to work. Abby gets paid, using a day of her PTO. On Tuesday, Abby goes to work, while Arun stays home. Under normal circumstances, Arun would receive a message one hour before his coming home time that he'd missed a day of work and his job performance would decrease. With this mod, that message will not appear. Instead one day of PTO will be transferred from Abby to Arun, and Arun will be paid using that day of PTO.

Abby comes home from work and is promoted, her next promotion requires skills and friends, so on Wednesday she stays home to look after Alan and invites neighbours round (ostensible to coo over the new baby, but really to make new friends), while Arun goes to work. Abby will get paid, using her last day of maternity PTO.

The transfer of PTO will happen without regard to where the PTO came from, so ...

On Wednesday night when Arun comes home, he has now worked enough days to gain a day of PTO. On Thursday, when Abby stays home to look after Alan (who is now a toddler) and hone her skills for the next promotion, she will not receive the message about missing work, but will use Arun's day of PTO and be paid.

The original concept has been extended, and adults that can receive PTO from either parent of any children in the household are

- a) the other parent of the child
- b) an adult in a relationship (engaged/married) to a parent of the child
- c) a parent of a parent of the child (grandparent)
- d) a child of a parent of the child (sibling)
- e) either adult if there are only two adults in the household
- f) a card-carrying carer

For c and d, the common parent must have PTO. For example, Tanya, the teen half-sister of toddler Tommy, can only use PTO from Tyron (their common father) and not from Trisha (her step-mother)

PTO will only ever be taken from a parent of a child, but who can receive that PTO and what Sim life-states are considered as a child is configurable

By default, Sim babies, Sim toddlers and Sim children are all "children". There are options to exclude Sim children and Sim toddlers

By default, Sim adults, Sim young adults and Sim elders are "adults". There is an option to include Sim teens as "adults".

If both parents have available PTO, the one with the highest number of days will give up a day to the carer.

Examples

Example 1

Newlyweds Connor and Claire have a new baby (thanks InTeen risky honeymoon!), the PTO has been assigned to Claire, but as she's about to get a promotion, she goes to work leaving Connor at home to change nappies. Instead of receiving the "Connor missed work today ..." message, one day of PTO is transferred from Claire to Connor and Connor takes a day of paid vacation.

Example 2

Janet and Sharon are sisters and live in their (dead) parent's house with their partners John and Simon (respectively) and their bundles of joy James and Sophie (respectively). As a result of a drunken one-night stand, John is the biological father of both James and Sophie. John and Simon have recently changed jobs and have no current PTO, Janet has 3 days of PTO and Sharon has 5 days of PTO. On Monday, Janet, Sharon and Simon go to work, leaving John to babysit. Instead of getting the "John missed work today ..." message, a day of PTO will be transferred from Sharon (as she has more PTO than Janet) to John and he will take a day of vacation. On Tuesday, Janet, Sharon and John go to work, leaving Simon to babysit. As he is not the biological father of either child, nor is he engaged/married to Sharon, he will get the "Simon missed work today ..." message and suffer the resulting loss of job performance.

Example 3

Richard and Rachel have adopted a toddler, Ryan. Rachel has no accrued PTO while Richard has 5 days PTO. Richard goes to work, leaving Rachel and Ryan to go shopping and then on to the park. Rachel will not receive the "Rachel missed work today ..." message as, despite not being the biological parent of Ryan, the game recognises her as his legal parent and so a day of Richard's PTO will be transferred to Rachel.

Shared Parenting Planner

The planner looks like a calendar (see image 2) and can be found under Misc -> Misc and costs \$0

Having a sim click on the planner brings up various options (see image 4) all with sub-options. If there are multiple planners on the lot (eg one in the nursery and one in the kitchen) they will sync among themselves as options are changed



Options - General

The "General ..." menu item has two entries that control the basic functionality of the mod



- if nanny checks are enabled and there is a nanny on the lot, PTO will not be transferred
- if shared parenting checks are disabled, the game behaves as if the mod was not installed for this family

Options - Sims

The "Sims ..." menu determines which additional life stages are considered as children and adults



- including toddlers as child enables adults to share parenting of sim toddlers
- including children as child enables adults to share parenting of sim children. Enabling children automatically enables toddlers, while disabling toddlers automatically disables children (unless debug mode is enabled)
- including teens as adult enables teens to share parenting of children

Options - Status

The "Status ..." menu item has further entries that control additional restrictions on the carer checks



- if the adult has a "carer credentials card", they are a designated carer of any child in the family, regardless of blood relationships
- if the parent donor of PTO is a member of the family (absent parents can be made to donate their PTO by disabling this check)
- if the parent donor of PTO is alive (ghosts retain any PTO they died with) Disabling the alive check automatically disables the family member check, enabling the family member check automatically enables the alive check - as ghosts are in a family of their own (unless debug mode is enabled)

Options - Family

The "Family ..." menu item has further entries that control what types of adult-child relationships are used to determine if the adult is sharing parenting



- if the adult is engaged or married to a parent of the child
- if the adult is a grandparent of the child (technically the adult is a parent of the child's parent with available PTO)
- if the adult is a (half-)brother/sister (ie a sibling) of the child (technically if the adult and child share a parent with available PTO)
- if there are only two adults in the family, regardless of blood relationships

Changing Time/Day/Season

In addition to the shared parenting options, the planner can be used to

- change the time, both hours and minutes
- change the day of the week
- change the current season
- change the day of the season



Carer Credentials Card

The card looks like a credit-card and can be found under Misc -> Misc and costs \$0

It has one menu option - "Put Away" that places the card directly into the sim's inventory



Configuration – BCONs

Configuring the default behaviour of Shared Parenting is done via BCONs in the WH_SharedParentingPlanner.package file.

BCON 0x1003 - Shared Parenting Config

There are two values "0x00 - Global Options" and "0x01 - Family Options" that control the behaviour of the mod for any family (ignore the fact that one is called "Global" it's actually local to the family). Each value consists of a set of bit flags, the meaning of which is document in the other two BCONs

BCON 0x1004 - Global Options Meanings

All these can be set on a per family basis via the Planner's menu items

- Bit 1 - Include Toddlers (default on)
- Bit 2 - Include Children (default on)
- Bit 3 - Nanny Check (default off)

BCON 0x1005 - Family Options Meanings

All these can be set on a per family basis via the Planner's menu items

- Bit 1 - Include Teens as Adults (default on)
- Bit 2 - Carer Check (default on) (are carer credential cards being checked)
- Bit 3 - Sharing Check (default on) (is the mod on for this family)
- Bit 4 - 2 Adults Check (default on) (are there only two adults in the family)
- Bit 5 - Relationship Check (default on) (is the adult engaged/married to the parent of the child)
- Bit 6 - Grandparent Check (default on) (is the adult a parent of a parent of the child)
- Bit 7 - Sibling Check (default off) (does the adult and child have a common parent)
- Bit 8 - Family Member Check (default on) (is the donor parent a member of this family)
- Bit 9 - Alive Check (default on) (is the donor parent alive)

More Examples

1a) Abby and Arun are newlyweds and, soon after returning from honeymoon, have a new addition to their family, Alan. Arun is keen to share the parenting, and can use Abby's PTO, under the "biological parent" rule

1b) Abby, realising she's made a huge mistake, runs off with the postie, Amanda. Arun can no longer use Abby's PTO as she is no longer a member of the family. To resolve this, the player places the "Shared Parenting Planner" somewhere on the lot and disables the "Family Check"

1c) Abby dies in a freak mail-machine accident. Arun can no longer use Abby's PTO as she is dead. To resolve this the player uses the "Shared Parenting Planner" to disable the "Parent Living" check (ghosts get to keep any PTO!)

2a) Bev, a teenage single mum of Beth, lives with her parents, Brenda and Brian, and her younger brother Bill (a sim child). Both Brenda and Brian can stay home from work to look after Beth, under the "parent of a parent" rule

2b) Bev applies for, and gets into, university, leaving Beth with her parents. Brenda and Brian can no longer use Bev's PTO as she is no longer a member of the family. To resolve this, the player places the "Shared Parenting Planner" somewhere on the lot and disables the "Family Check"

2c) Bill becomes a teen and takes a job at the local petrol station, which he hates. However, if he skives off night-shifts he CANNOT use Bev's PTO (as he's not a sibling of Beth, but a sibling of the parent of Beth) If the player wants Bill to use Bev's PTO they will have to give him a "Carer Card".

3a) Clive, a widower with a young son, Chas, and an older daughter, Clare, has fallen in love with his home-help, Chloe, and she has moved in. Chloe and Clive can use each other's PTO under the "two adults" rule.

3b) Clare becomes a teen and can use Clive's PTO under the "sibling rule", but Chloe no longer can (three adults in the family). Disabling "Teens are Adults" would re-enable Chloe, but the player wants Clare to help with Chas, so gives Chloe a "Carer Credentials Card" enabling her to use Clive's PTO again.

3c) Clive proposes to Chloe, and she accepts. Chloe no longer needs the "Carer Credentials Card", as she can use Clive's PTO under the "engaged/married to a biological parent" rule.

3d) Chas has become a sim child while Chloe has given birth to Christine. Clive can use Chloe's PTO to look after Christine as the biological father. If the player wants Clare to help with Christine, they will need to give her a "Carer Credentials Card" (as she is not

a "sibling with a common parent" of Christine and there are now three adults in the family)

4a) *Debbie and her toddler Dawn, Emily and her baby Ethan, Frances and her baby Florence all live with their "great-aunt" Gertrude. Gertrude is given a "Carer Credentials Card" so she can use any PTO the three women obtain*

4b) *Gertrude needs to go shopping, so employs a Nanny for the afternoon. However, the Nanny is still on the lot when the "missed work" check is performed by the game (one hour before coming home time). If the player has used the "Shared Parenting Planner" and enabled the "Nanny Check", Gertrude will not get paid for the day and her work performance will suffer*

5a) *Helen and Heidi are living together, but not engaged/married. Helen is the mother of teen Haylee; Heidi has baby Harold with a different father. For Helen or Haylee to be able to use Heidi's PTO to watch Harold they would need a "Carer Credentials Card", as neither are a blood relative and there are three adults in the family, also Helen is not in a relationship with Heidi*

5b) *Helen proposes to Heidi and she accepts. Helen no longer needs a Carer Card (as she is in a relationship with Harold's parent), but Haylee still needs the Carer Card if she is going to continue looking after Harold (while she is now is half-step-sister, there is still no blood tie)*

6a) *Iris (a plant sim) is married to Ivan; Iris has a plantbaby Izzy. Ivan can look after Izzy, under both the "2 adults" and "in a relationship with parent" rules.*

6b) *Izzy ages to adult and Ivan turns into a plantsim and produces a plantbaby, Imogen. As Izzy is not a "sibling with a common parent", she is unable to watch Imogen. To resolve this the player gives Izzy a "Carer Credentials Card" (The "ideal plantsim" being a parent of both Izzy and Imogen plays no part in forming blood relationships.)*

7a) *Janet and John have two teenage children (James and Jemima) and a toddler (Janice). Both Janet and John work afternoon to early evening, leaving before the teens return from school, so employ a Nanny. The teens should work afternoons, but have a tendency to "forget" to go to work. To stop the teens from using the parent(s) PTO, the player uses the "Shared Parenting Planner" and enables the "Nanny Check", such that if the teen also forgets to dismiss the Nanny, they won't get paid for "baby-sitting". (Unfortunately, if they do dismiss the Nanny, there is no way to stop them both getting paid and using two days of their parent(s) PTO. The player could disable*

"Include Teens As Adults", but then neither would get paid. Some scenarios just cannot be handled automatically)

Installation

Copy the three WH_SharedParentingXyz package files into your downloads directory.

Uninstallation

Delete the three package files from your downloads directory.

Package Dependencies

WH_SharedParentingController.package depends on WH_SharedParentingPlanner.package, do NOT delete the latter without also deleting the former. WH_SharedParentingCard.package is standalone and can be deleted if the "Carer Credentials Card" feature is not required.

Conflicts

General

Will conflict with any mod that alters the "Sub - Warn/Fire" BHAV (0x1003) in the "Phone Call - Incoming Call - Job Warning" (0x7F82CA75) object, or adds a BHAV to this object with an instance number of 0x1010

No known conflicts

New Objects

Both the planner and the card objects have their own GUIDs so will [B]NOT[/B] conflict with any other objects.

Notes

- Requires Night Life or any later EP
- Works for any career – base, expansion or custom
- All default values are configurable via BCONS

Techy Stuff

Terms

"child" any baby/toddler/child sim, (child and/or toddler sim inclusion optional)

"adult" any teen/YA/adult/elder sim, (teen sim inclusion optional)

"family" all resident sims on the lot (excludes visitors, NPCs, etc), ie, those visible in the UI left hand "family tree"

"member" any sim in the "family"

"parent(s)" the (up to) two sims the game assigns the "parent relationship" to for a sim, typically the biological parents, can also be the adopting sim(s)

"sibling" a sim the game assigns the "sibling relationship" to for a sim, typically a biological (half-)brother/sister

"carer" a designated (via a token object) sim charged with staying at home to look after the child(ren)

"shared parenting", in game terms, being the last adult on the lot to take care of the child(ren)

"relationship", in game terms, engaged or married

Package Organisation

There are three packages – Controller, Planner and Card.

Card Package

This package contains the Carer Credentials Card object. It has one menu item to place it in the activating sim's inventory. There are no other major BHAVs on this object as it is the presence of this object in a sims inventory which is used to determine if the sim is a designated carer

Controller Package

This package contains the override BHAV for the "Phone Call - Incoming Call - Job Warning" object, and a proxy BHAV to delegate the processing to the Planner package

Planner Package

This package contains the Planner object and all the logic for determining if an adult is sharing parenting of any child in the family, and if so, if a parent of that child has unused PTO

While developing the code it was essential to be able to test it, and as the "Phone Call - Incoming Call - Job Warning" object has no visual presence in game, it was not possible to add a debug menu to it. Rather than have all the logic code in that object and multiple proxies to delegate from the debug menu items to the associated code in the controller, it was decided to place all the logic in the planner and have just one proxy delegate in the controller.

Code Organisation

BHAVs are named consistently. “Function – Xyz” are called from the OBJf table; “Menu – Xyz” are called from the normal TTAB entries; “Test – Xyz” are called from the debug TTAB entries; “CT – Xyz” are called from other objects; “Sub – Xyz” are the logic handlers (see below)

Logic BHAVs

All logic BHAVs receive the global options value in P0 and the family options value in P1 (except “Sub – Get Options”!)

Sub - Get Options

Parameters: None

Returns: True/False

Sets: T0 = Global Options, T1 = Family Options

Sub - Is P2 (OID) a stay-at-home adult

Parameters: P2 = Adult OID

Returns: True/False

Sets: T0 = Donor NID, T1 = Reason code (1=parent, 2=2-adults, 3=relationship, 4=grandparent, 5=sibling, 6=carer)

Sub - Is P2 (OID) sharing parenting of P3 (OID)

Parameters: P2 = Adult OID, P3 = Child OID

Returns: True/False

Sets: T0 = Donor NID, T1 = Reason code (see above)

Sub - Is P2 (OID) a child

Parameters: P2 = Sim OID

Returns: True/False

Sets: Nothing

Sub - Is P2 (OID) an adult

Parameters: P2 = Sim OID

Returns: True/False

Sets: Nothing

Sub - Is P2 (OID) a designated carer

Parameters: P2 = Adult OID

Returns: True/False

Sets: Nothing

Sub - Is P2 (NID) a member of current family and alive

Parameters: P2 = Adult OID

Returns: True/False

Sets: T0 = P2

Sub - Is P2 (NID) alive

Parameters: P2 = Sim NID

Returns: True/False

Sets: Nothing

Sub - Is P2 (OID) a parent of P3 (OID)

Parameters: P2 = Adult OID, P3 = Child OID

Returns: True/False

Sets: T0 = other parent NID

Sub - Is P2 (OID) a parent of a parent of P3 (OID)

Parameters: P2 = Adult OID, P3 = Child OID

Returns: True/False

Sets: T0 = parent NID

Sub - Is P2 (OID) a sibling of P3 (OID)

Parameters: P2 = Adult OID, P3 = Child OID

Returns: True/False

Sets: T0 = parent A NID, T1 = parent B NID

Sub - Is P2 (OID) in a relationship with a parent of P3 (OID)

Parameters: P2 = Adult OID, P3 = Child OID

Returns: True/False

Sets: T0 = parent NID

Sub - Does either parent of P2 (OID) have unused PTO

Parameters: P2 = Child OID

Returns: True/False

Sets: T0 = donor NID, T1 = PTO

Sub - Get family makeup

Parameters: None

Returns: True

Sets: T0 = number of adults, T1 = number of children

Sub - Get best PTO donor of P2 (NID) and P3 (NID)

Parameters: P2 = Adult NID, P3 = Adult NID

Returns: True

Sets: T0 = donor NID, T1 = PTO

Sub - Is NPC Nanny on lot

Parameters: None

Returns: True/False

Sets: Nothing

Sub - Does P2 (NID) have unused PTO

Parameters: P2 = Sim NID

Returns: True/False

Sets: T0 = P2, T1 = PTO

Debug Mode

To enter debug mode, ensure testing cheats are enabled and shift-click the planner, then select "Debug ..." and "Enable".



With debug mode enabled, three additional menu options are displayed when a Sim clicks on the planner - "*Debug ...", "*Test ..." and "*PTO ...".



*Debug ... menu items

There are two items under the “*Debug ...” menu, “Disable” and “Version”.



“Disable” exits debug mode, while “Version” displays the version number of the mod.

*Test ... menu items

There are five items under the “*Test ...” menu, “Sharing Parenting?”, “Of X ...”, “Am I ...”, “Values ...” and “PTO ...”. As indicated, all but “Sharing Parenting?” have further sub-options.



The **“Sharing Parenting?”** option displays a notification if the activating sim would receive transferred PTO if they miss work. This is useful when testing the setup of a planner, as you don’t need to wait until just before the sim would normally return from work to ascertain the outcome. In addition to the name of the sim any PTO will be transferred from, a reason code is also displayed. The reasons are 1=parent, 2=2-adults, 3=relationship, 4=grandparent, 5=sibling and 6=carer.

The **“Am I ...”** option has five sub-options, **“A Child?”**, **“An Adult?”**, **“A Carer?”**, **“A Family Member?”** and **“Alive?”**



All display a notification is the activating sim IS the selected item as far as the mod is concerned (no notification if not)

The **“Of X ...”** option has five sub-options, **“Am I A Sharing Parent Of X?”**, **“Am I A Parent Of X?”**, **“Am I A Parent Of A Parent Of X?”**, **“Am I A Sibling Of X?”** and **“Am I Engaged-Married To A Parent Of X?”**.



For each child in the family a notification is displayed if the mod considers the activating sim to meet the criteria selected (no notification if not)

The **“Values ...”** option has three sub-options, **“Family Makeup”**, **“Nanny On Lot?”** and **“Options”**.



The **“Family Makeup”** sub-option displays the number of adults and children the mod thinks are in the family. The **“Nanny On Lot?”** sub-option displays a notification if the mod thinks there is a non-just-visiting nanny on the lot. The **“Values”** sub-option displays the values (in decimal) of the **“Global Options”** and the **“Family Options”** that the mod is using for this family.

The “PTO ...” option has two sub-options, “Do I Have PTO?” and “Compare PTO To X”.



The “Do I Have PTO?” sub-option displays a notification of the activating sim has at least one day of PTO. The “Compare PTO To X” compares the PTO of the activating sim to every other adult in the family and reports if they have more or less. Useful for checking if the PTO is being transferred from the correct adult.

*PTO ... menu items

There are three items under the “*PTO ...” menu, “Remove All PTO”, “Add 1 Day” and “Ad 3 Days”.



They do exactly what you’d expect from their names!

Code Reuse Policy

You are free to use my code in any way you want, a credit would be nice, but not required.

Specifically, you may

- reverse engineer the code to figure out how I did it
- modify the code to do something different but similar and redistribute it
- merge my code into your own mod and redistribute it
- merge my code into another mod for your own use. You may redistribute this mod-mod ONLY if the author(s) of the other mod permit it

Special Note: The Planner is an exception to this. Because it is based on a MTS related upload, and not all my own work, please do not reuse the physical object without prior permission from MTS staff. Do what you want with the BHAVs; credit Inge if you use the page flipping code (in 0x1000 - "Function - Main")

Credits

- Rosawyn @MTS for the initial idea and input during development
- Michelle @MTS for the credit-card base object
- Gdayars @MTS for the 2017 calendar base object
- Phaenoh @MTS for the original calendars
- Inge @MTS for creating the page flipping code on the original calendar
- Paladin's Palace for the season changing code
- geci on Deviant Art for the 4 Seasons images
- Chris Hatch @MTS for many valuable insights into the weird and whacky world of BHAV coding.
- The developers of SimPE.
- Everyone at MTS who responded to my coding queries. Any mistakes in the implementation of their suggestions are entirely my own.
- All the modders who took time to write tutorials, wiki pages or explanatory forum posts – some of the answers I used dated back to 2007!
- Way too many others to mention.

"It is only by standing on the shoulders of giants that the rest of us can even see the top of the learning curve and contemplate attaining it."