How To Build A "Sims Crafters Roller Coaster"™

This pictorial will show you how to build the coaster above in four (simple) stages.

For testing, it is **STRONGLY** advised to start with a coaster on a **RESIDENTIAL** lot to gain experience.

The main part of this pictorial assumes you are using a RESIDENTIAL lot. For building a coaster on a community lot, see the last part of this document.

Ground Works

Create a new **RESIDENTIAL** lot at least 3 blocks wide by 2 blocks deep (excluding the road).

For technical reasons, the track sits below "ground" level, so you will need to start by building a loading platform. The easiest way to do this is to use foundations and steps.

Autonomous Sims like to gather around objects – this is annoying as they will obstruct other Sims trying to use that object. To alleviate this, make the platform big enough to allow Sims to easily get out of each other's way.
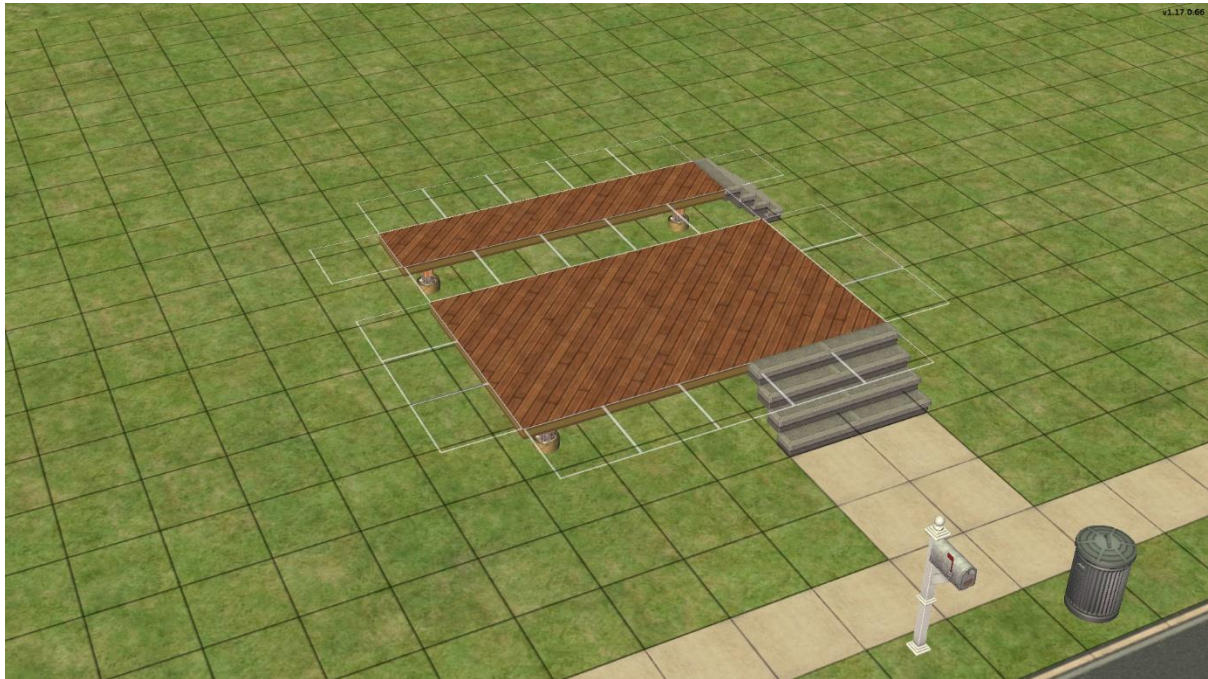

As the final coaster will take up all the width of a 3 wide lot, you'll need to position the foundations relative to the mailbox as shown for a 3 wide lot.

Set "moveobjects on" and place the loading track, it can be found in Hobbies/Recreation, or you can use the custom roller coaster collection.

Sims will enter by using the steps front right and exit using the steps back right. There is going to be a piece of track coming in from the right, so we need to divert Sims under it.
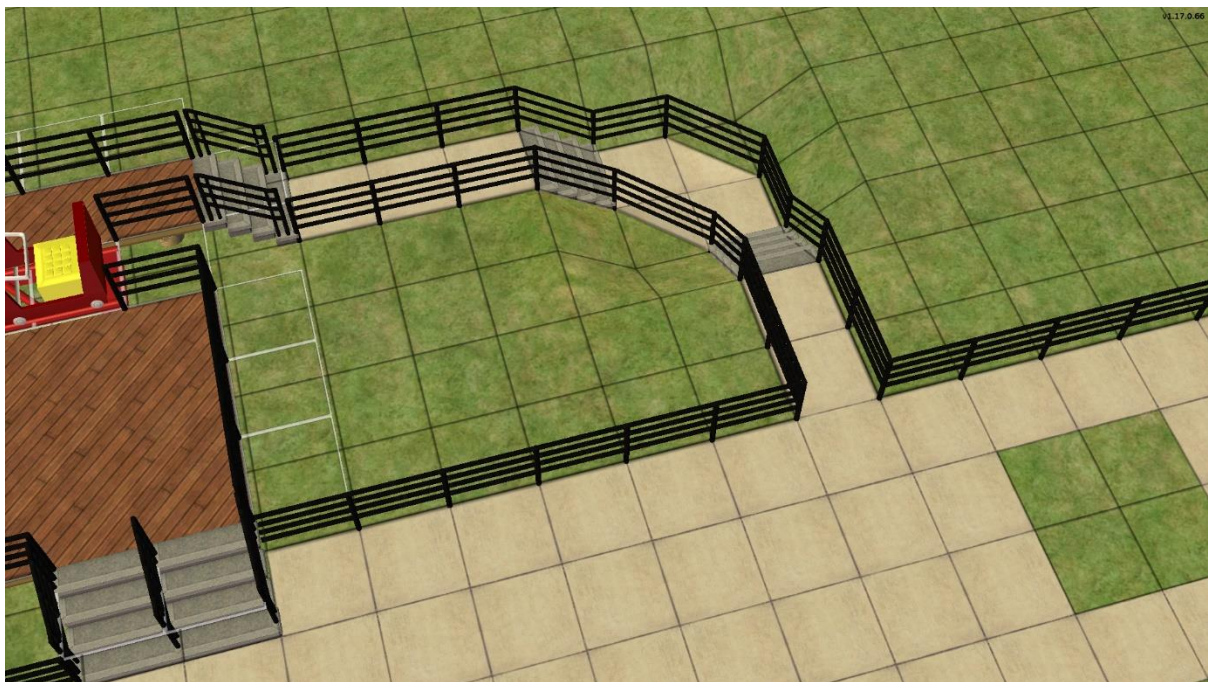
We also need to stop Sims from wandering into the exit area, so place the "Exit Only" sign.

You can now set "moveobjects off".

After a Sim disembarks the ride, we need to get them out of the exit area, so place a "Rally Point" sign near the front of the ride. Autonomous Sims will cluster around this sign - give it plenty of space.

The final layout should look something like this. Note the steps used to create a "duck-under". The front area can be decorated as desired.

Placing Track – A Simple Loop

Placing track on a residential lot can be done from menus, so move a Sim in. I suggest you turn free will off.

Track is added in "Build Mode". This is the default mode after the loading track is placed, so we don't need to do anything. You can tell the track is in build mode as there is an "Under Construction" sign hanging on the payment console.

Click on the loading track (not the carts or the payment console) and select "Add Track ...",
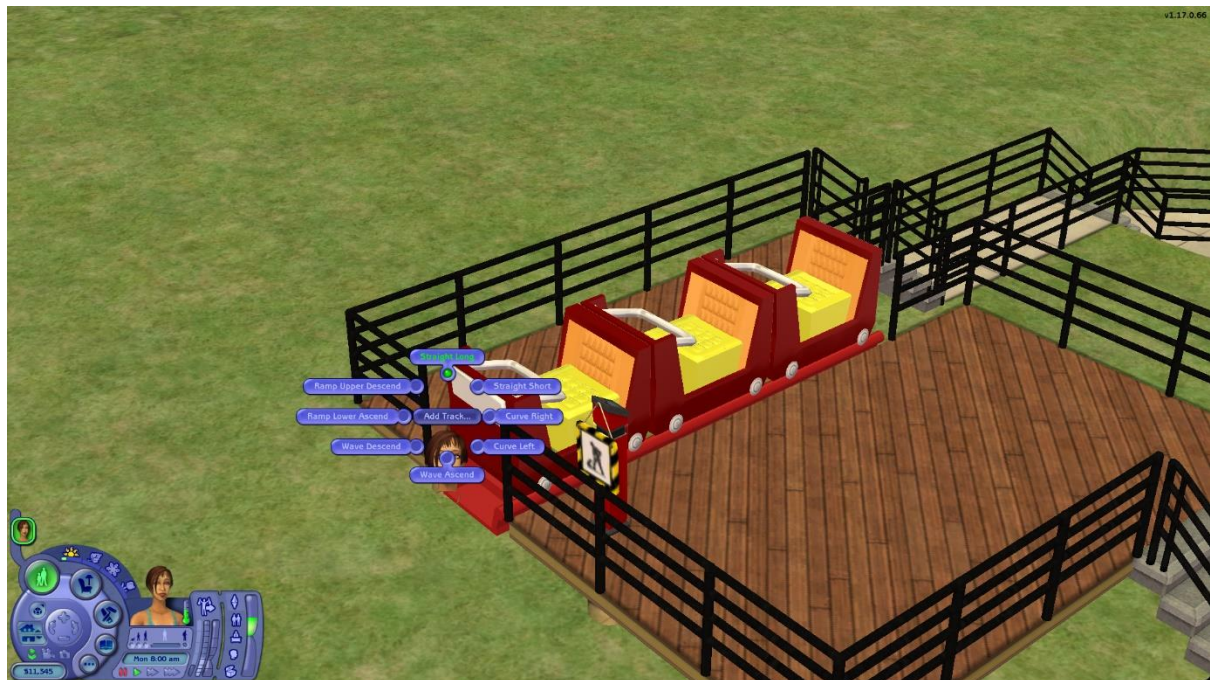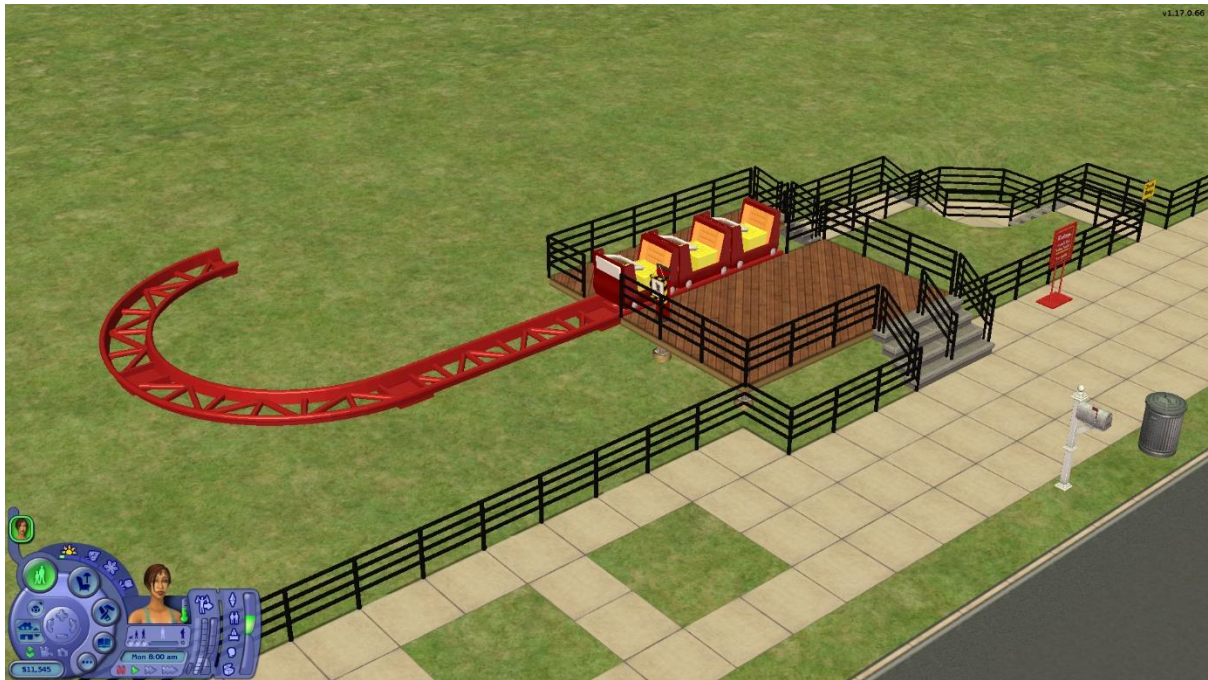

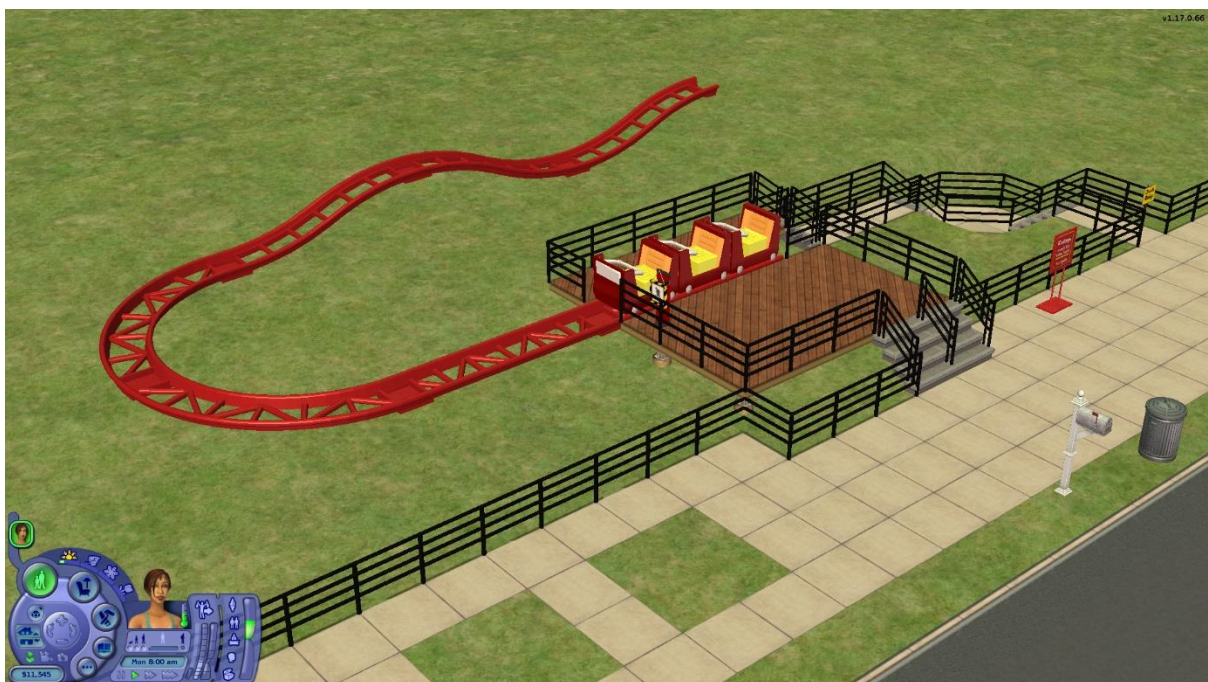as we're going to start with a basic loop, choose "Straight Long"

Click the new piece of Straight Long track, select "Add Track …" and add a "Curve Right", click the new Curve Right and add another Curve Right.

Click the last Curve Right, select "Add Track …" and add "Wave Ascend". Follow this with a Wave Descend and another Wave Ascend. Ooooo! Bumps!

Finally, add two Curve Right track pieces and a Wave Descend. If all went well, you should have joined back to the loading track. There is nothing special to do to join the track – the code assumes that the last piece of track seamlessly connects to the first piece. Nothing bad will happen if it doesn't just the final animation will look really odd!!!

Testing The Simple Loop

Click the ride payment console and select "Set Ride Mode" - the "Under Construction" sign will be removed, and the console will turn on.

Click any of the carts or the payment console and select "Take Ride".

The Sim should ascend the stairs to the back of the carts, step forward three times to the payment console, make payment and take a ticket, board the first cart and depart. The other two carts will shuffle forwards.

The Sim will traverse the track in the cart, making random idle animations and arrive at the end of the ride. They will disembark the cart and make their way to the rally point sign, at which point the interaction with the coaster is finished.

Track Building Operations

In addition to adding pieces to the end of the track it is possible to insert them into the track, remove them from the track and delete every piece from the selected segment to the end. We'll use these options to extend the simple loop.

Click on the payment console and select "Set Build Mode" - the console turns off and the "Under Construction" sign appears.

Click on the first Curve Right and select "Insert Track ..." and then "Wave Descend", the track will sink into the ground.
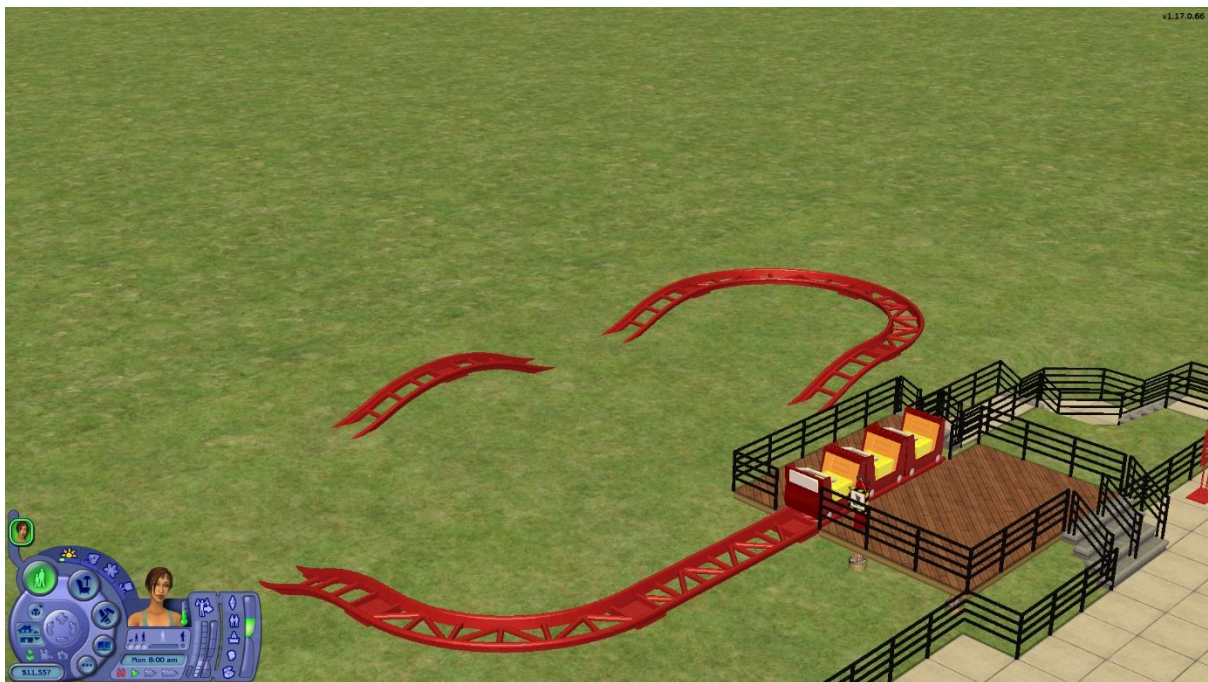
Dig a hole to correct this!
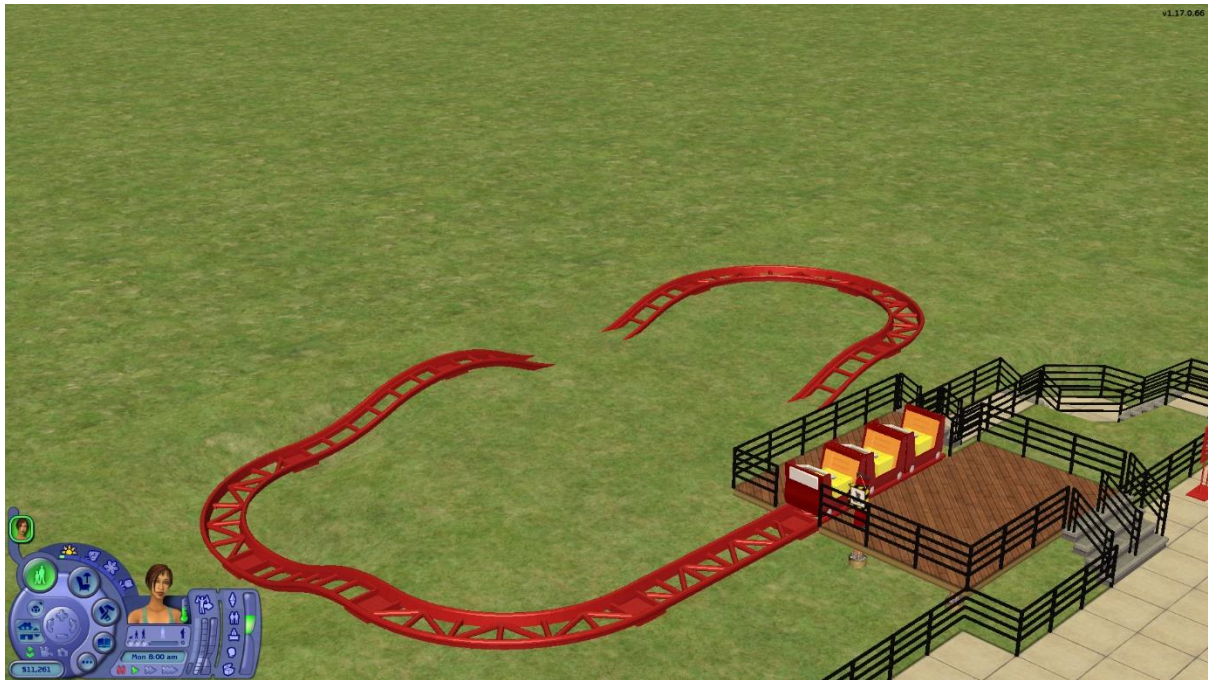
Click on the first Wave Ascend and select "Delete Track" – that piece of track and every piece after it will be deleted. Please note that there is no 'undo' feature! Add a Ramp Lower Ascend, two Ramp Middle Ascend and a Ramp Upper Ascend then a Wave Descend. Notice how the available track pieces change depending on the piece clicked – you cannot build an invalid configuration.

Now add SIX lots of Curve Right and Wave Descend and finish with a Straight Long. You should be back at the loading track.
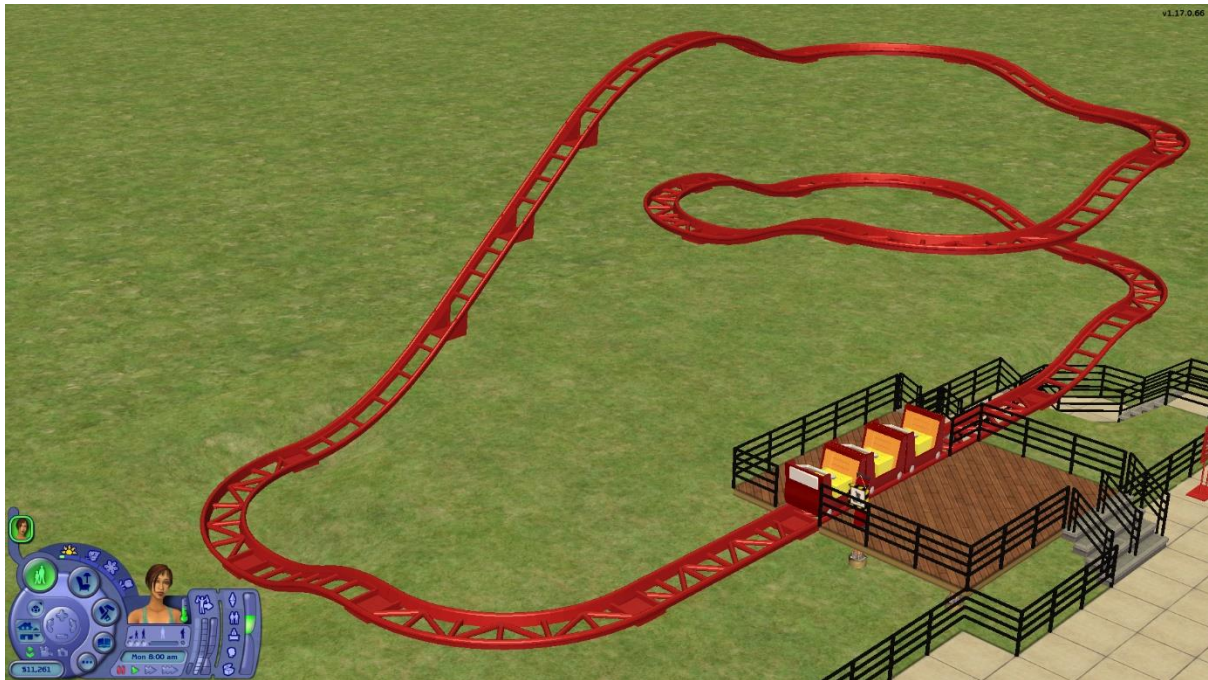

Change to Ride Mode and test.

Building The Final Coaster

And now for the final part, changing the coaster as it stands to the one at the start of the pictorial!

I'm going to just give the general actions required and not every menu selection. Go slow, remember there is no 'undo'! This is an exercise in removing and inserting track, you could probably build it quicker by deleting everything and adding sections in order, but you'd learn far less.
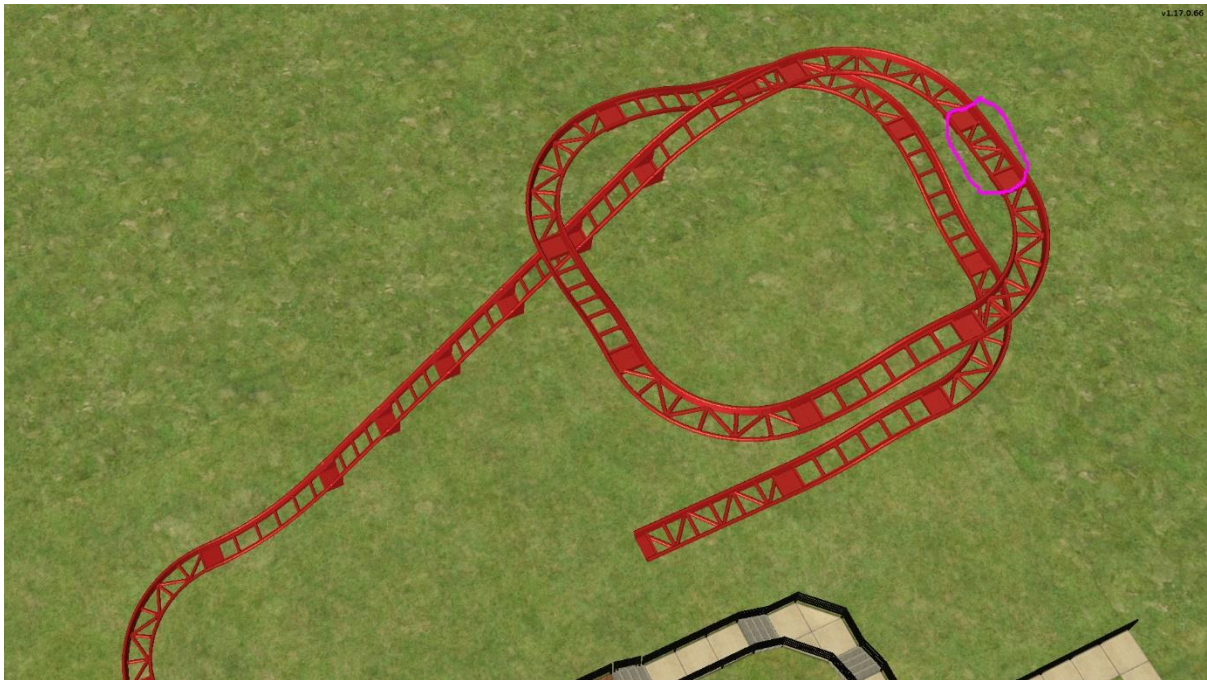
Change to Build Mode.

Remove the Wave Descend at the top of the lift and add three more Ramp Middle Ascend pieces into the lift.
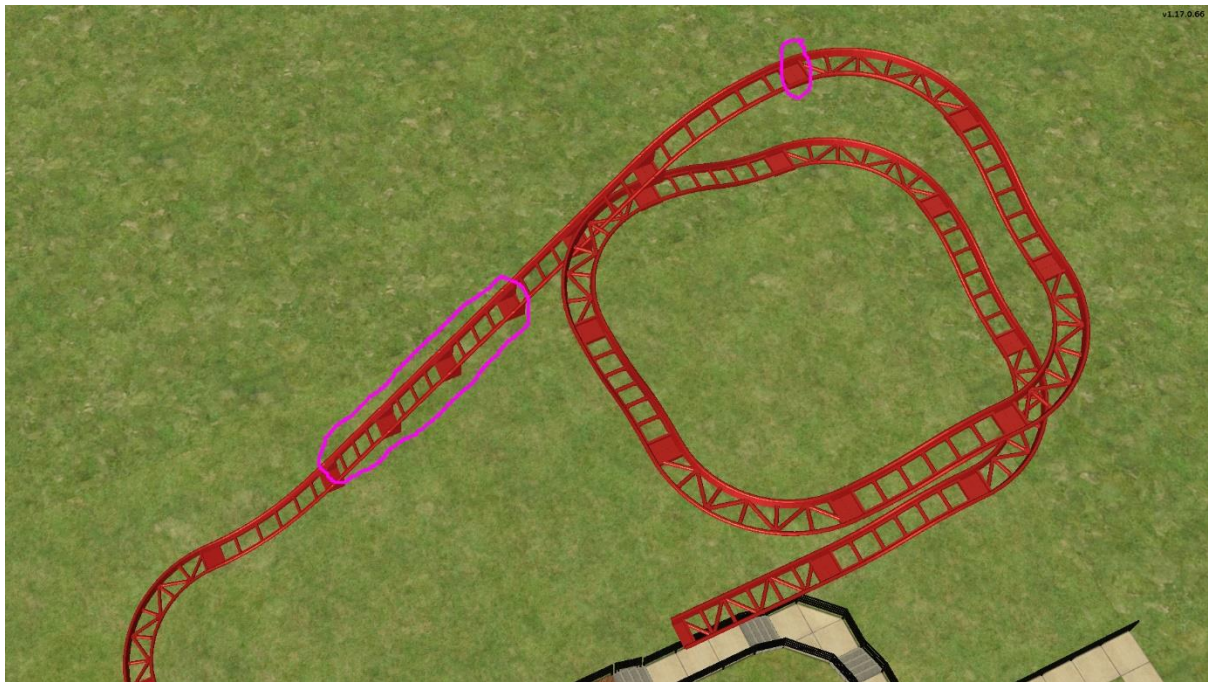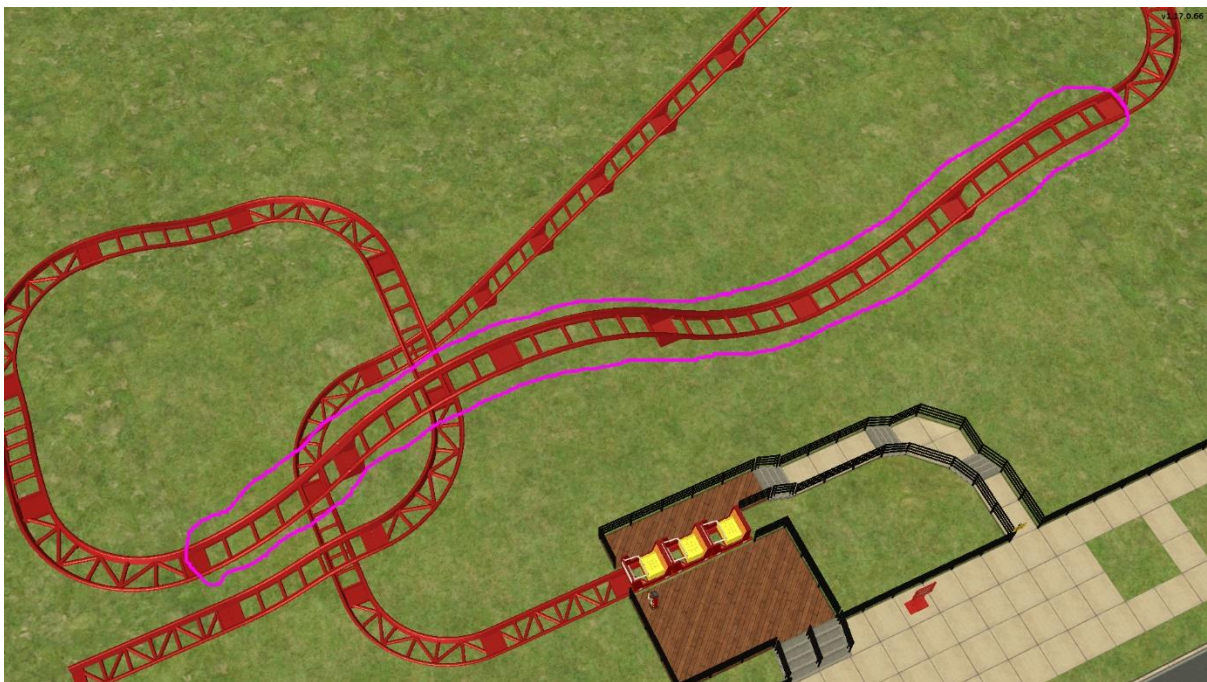
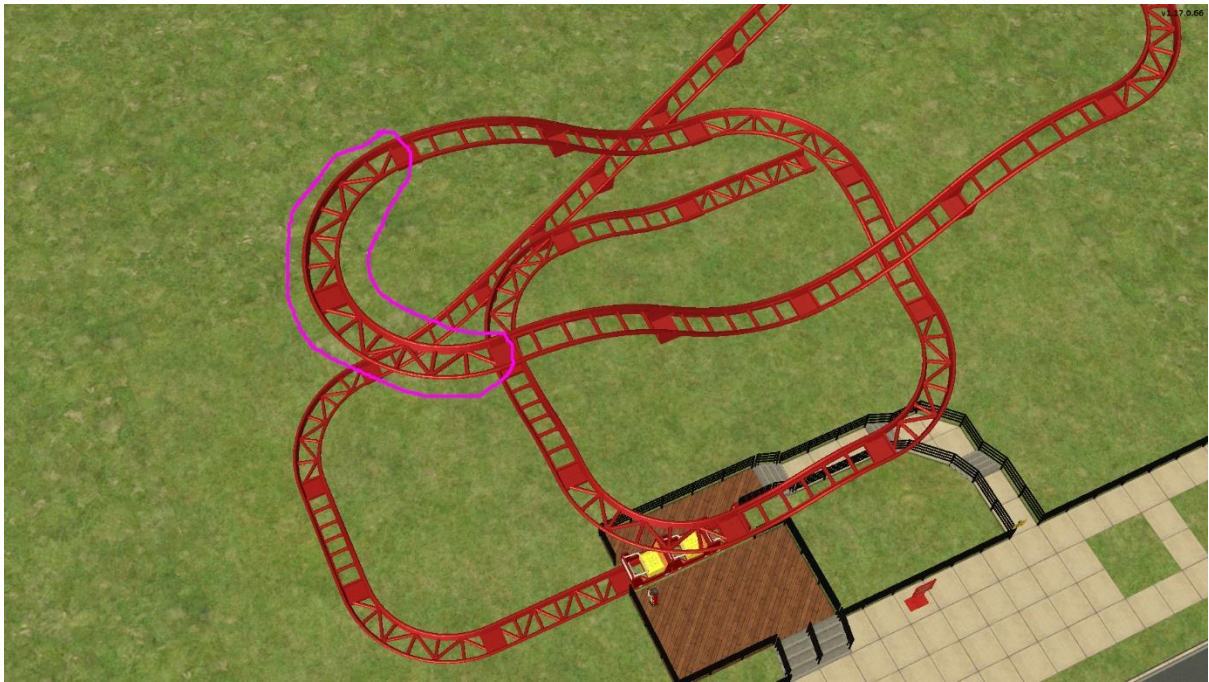Change the Wave Descend after the first Curve Right at the top of the lift into a Straight Short.

After the following Curve Right remove the Wave Descend and add a Ramp Descend followed by a Ramp Ascend followed by a Ramp Descend
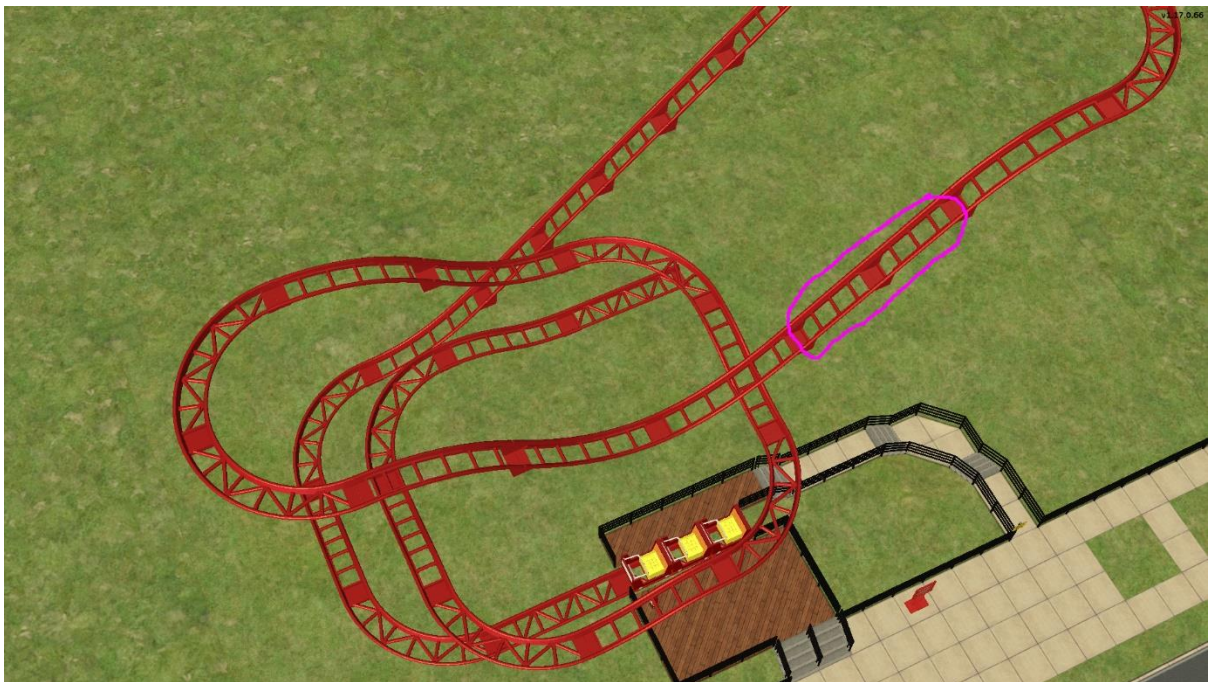
Between the Ramp Ascend and second Ramp Descend just added, insert two Curve Right.
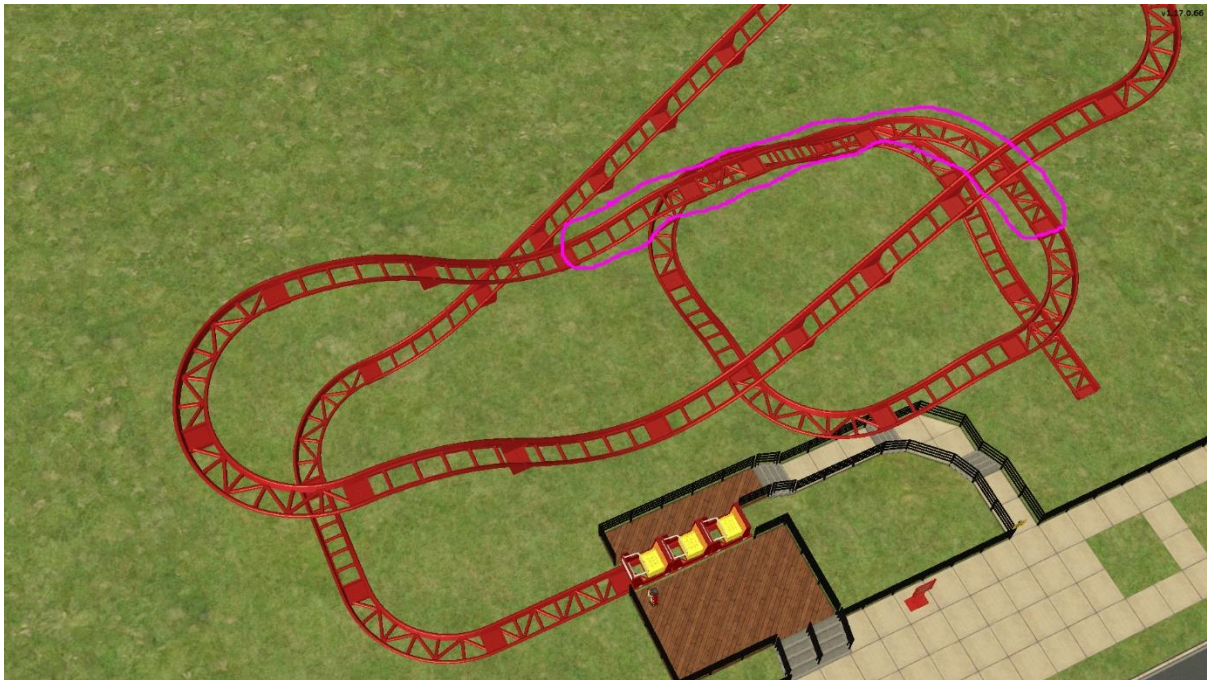

Into the first Ramp Descend added above insert two Ramp Middle Descend.

After the second Ramp Descend added above insert a Wave Ascend followed by a Straight Short then a Wave Descend followed by a Curve Right and another Straight Short.

Before the final Straight Long add a Curve Right and a Wave Descend.

Phew! Change to Ride Mode and test.

Sims may throw-up after taking a ride!

Community Lot Coasters

Build and fully test your coaster on a RESIDENTIAL lot first. Do NOT skip this step!

In an ideal Sims world, we would be able to place an object A (say a coffee table), place another object B (say a drinks mat) onto that object then place a different object C (say a cup of coffee) onto object B.

However, the Sims do not inhabit an ideal world, so you can't. What you can do is place the coffee cup onto the dinks mat and then place the drinks mat onto the coffee table. That is, you can do it backwards.

Yep, you heard right, you're going to build your coaster on a community lot backwards. Oh yes, and if you make a mistake in the middle you will have to detach everything back to that point to correct it. And one more thing, you'll need to build it in the air (as track sections are below ground)!

So, you thought you'd skip the "build it on a residential lot and fully test first" step ... still of that opinion?

Groundworks

Build the loading area, exit route, fencing, etc as per your residential lot coaster.

Set "moveobjects on" and place the loading track and signs.

To aid with track connections, build two piers from wall sections and cap with a floor tile

Track Placement

On top of one of the piers place the LAST section of track, on the other place the PENULTIMATE section of track

Pick up the last section of track and move it to snap into the penultimate section - this may take some effort to find the sweetspot but it will connect!
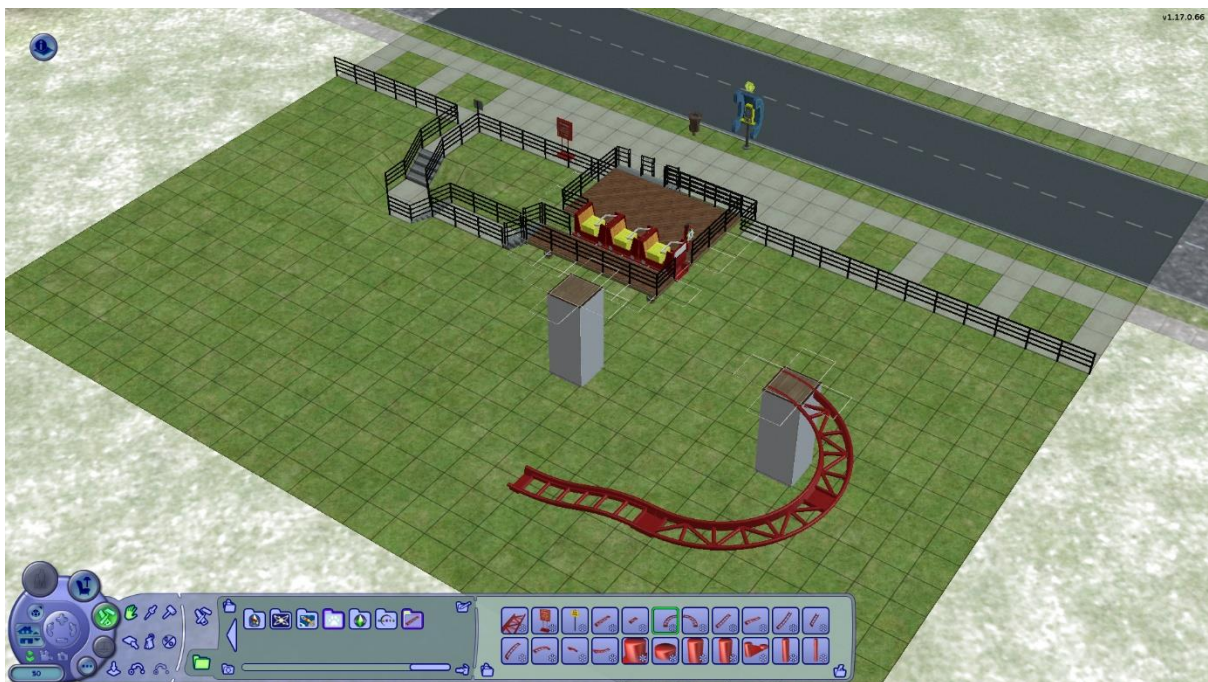
Now place the next piece of track (working backwards) onto the empty pier
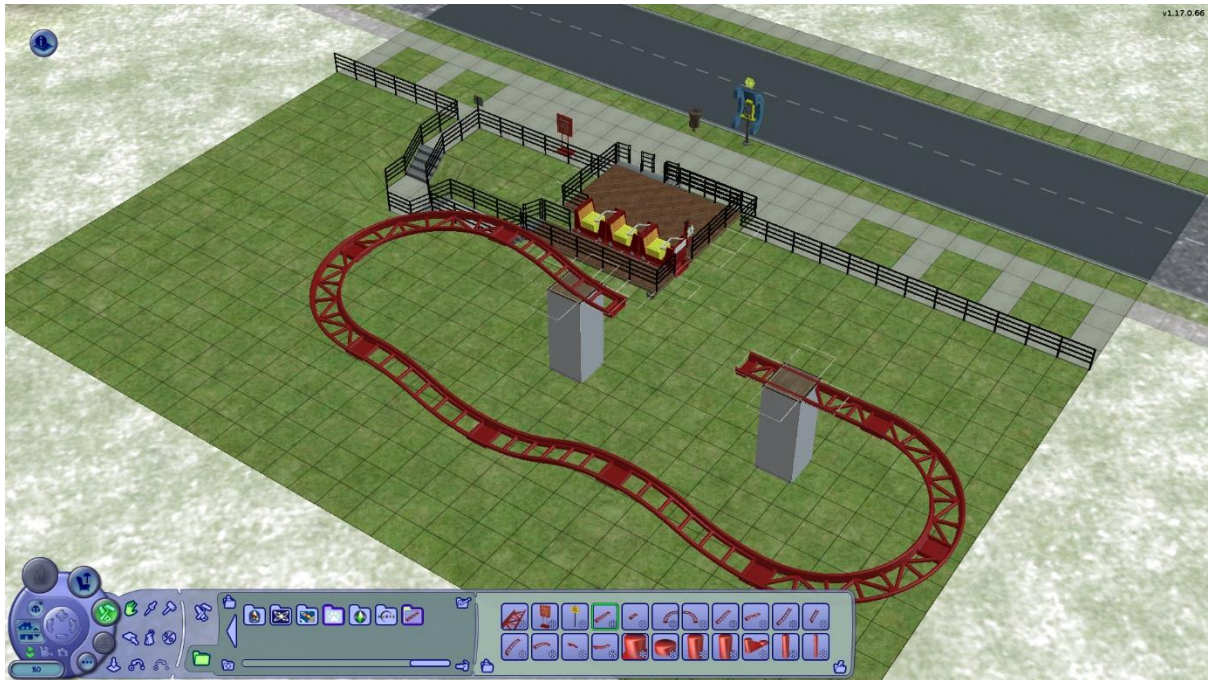

Pick up the two connected pieces and snap them into the single piece

Rinse and repeat until you have everything connected to the piece that will connect to the loading track

Pick up the connected track sections and connect them to the loading track. Delete the two piers.


Set "moveobjects off" and save the lot.

Return to the 'hood, enter your test Sim's lot and send them to the community coaster to try it out!

Coaster Supports

There are various pieces available for constructing support columns for your coaster. You will need the quarter tile cheat to place them accurately under the track connections. They can be stacked to make other heights. Remember, you cannot place object B on object A and then put object C on top of object B, but you can place object C on top of object B and then place object B on top of object A … build backwards!
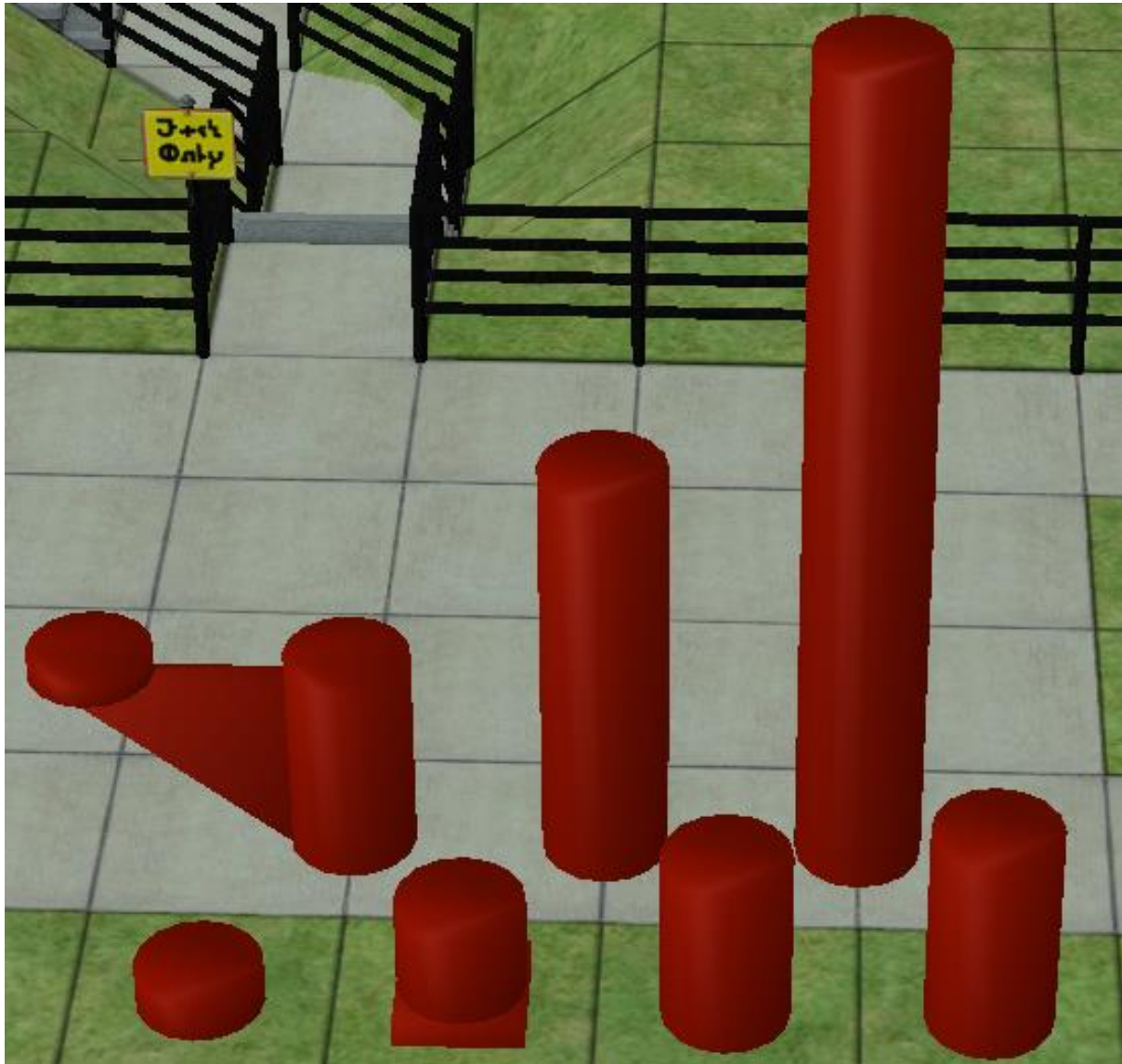
From front-left to back-right these are

Shim 1750: "Just tall enough". Track rises in multiples of 0.9 "thingies", 4-click foundations are 0.75 "thingies" high so the difference is 0.15 "thingies". A single click is 0.1875 "thingies". This piece is a compromise between the two values. It can be used to fill in the small gap between the top of the standard columns and the underside of the track if a column is placed on a foundation (it will be too tall, but the extra is hidden inside the track connector plate). Or it can be placed under track when the ground has been lowered 3-clicks (it will be too short, but you can't get the camera close enough to see).

Footing: The same height as the difference between the ground and the bottom of the track connector plate when the track is placed at the same level as a standard height ("4-click") foundation. Note the bottom of the square base projects below ground level so can be placed at the edge of a (gentle) slope without appearing to float.

4-click: The same height as a standard height ("4-click") foundation, ie, 0.75 "thingies" tall.

Quarter Height: The same height as the difference between the bottom of a wave track and the top, ie, 0.9 "thingies" tall.

Quarter Height With Side Support: Same height as the Quarter Height column with a side support at the same height and one tile offset.

Half Height: The same height as two quarter height columns on top of each other, or the difference in height between the bottom and top of the individual ramp pieces.

Full Height: The same height as two half height columns on top of each other, or the difference in height between the bottom and top of a lower ramp piece connected directly to an upper ramp piece.

Community coaster with added supports