

# Apartment Building Tutorial

1. Place an empty residential lot.



2. Enter in Simless Build/Buy Mode.



### 3. Build your exterior.



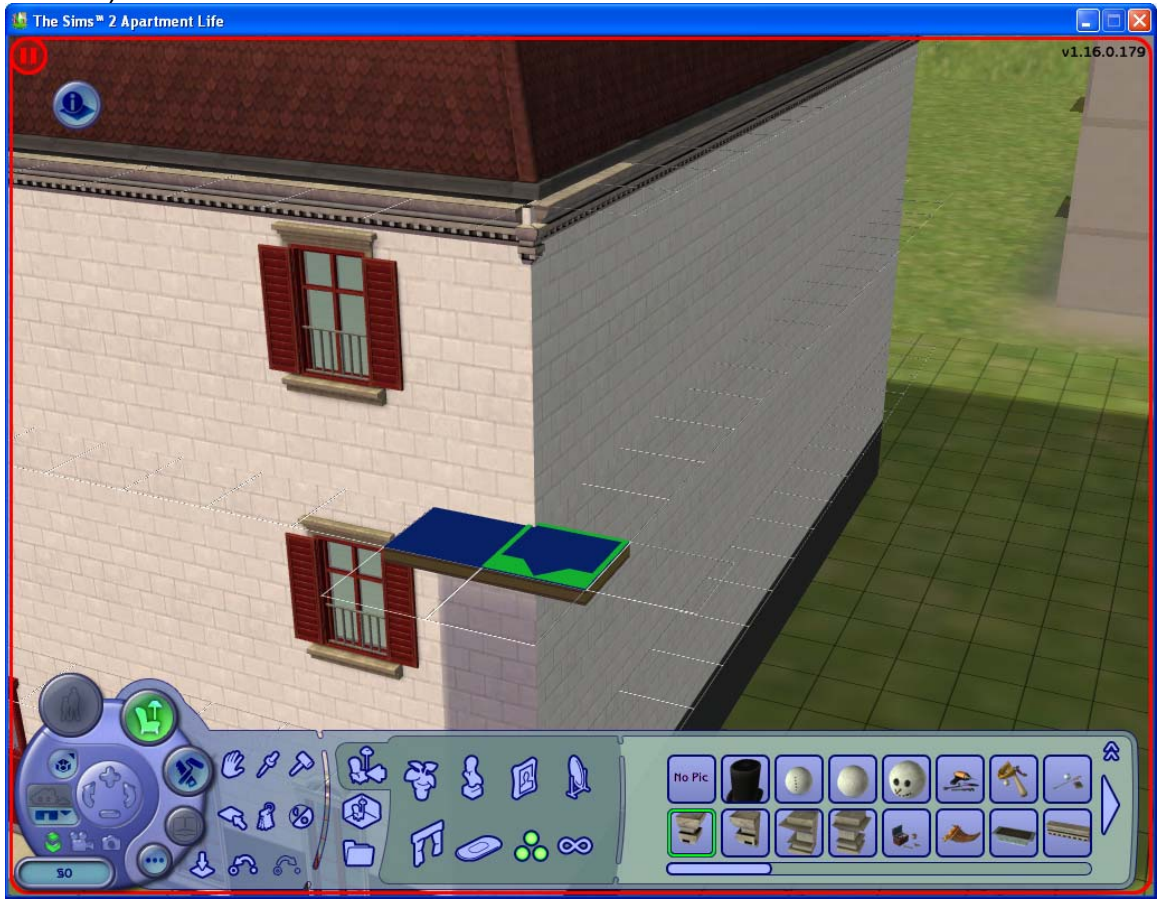
- a. As a side note, the cornices can be a little tricky to use. If you're using them, you might want to nudge them up to the top of the wall

using the [ key.



- b. To put corners on the cornice (or belt) you'll have to place floor tiles (if you're not on the ground floor) and turn MoveObjects On (don't forget to turn it back off again, and nudge it to match the rest of the

cornice).



4. Lay out your apartments.



5. Add apartment doors. There should be one on every apartment and it must be the only entrance to the apartment (you can have a balcony or

patio as long as it doesn't lead anywhere).



6. Decorate your walls and floors.



7. Furnish the Apartments with the basics.



The “basics” will be given to your playable Sims when they rent the apartment. They include: plumbing, stoves, refrigerators, large appliances, counters, bars, most lamps (not table and floor lamps), sliding-door closets, medicine cabinets, burglar alarms, smoke alarms, build mode objects and other things that seem built into the building.

- Decorate and Furnish the Apartments as if someone lives there.



If an NPC moves into this apartment, they will get all the furniture you've added, whether it's considered "basic" furniture or not.

- When you're all done decorating your entire Apartment Building, open the cheat window by pressing ctrl-shift-c, type in "changeLotZoning apartmentbase", and hit enter.



If any of your apartments are invalid (there is more than one entrance, the apartment door is on backwards, etc.), the game will warn you when you hit enter. In order to fix them, you'll have to change the lot back into a residential lot by typing in "changeLotZoning residential".

10. Your building is now officially an Apartment Building. You can start moving Sims in!

