

MCCC 2025.4.0 Change Log

- Fixed an issue where flagging a Sim with a particular sexual preference (Same Sex Only/Opposite Sex Only) prevented the flag “No Offspring” from showing-up on the Sim even though that’s from Gender options and not sexual preference. Thanks, Tuckwit, for bringing this to my attention!
- Adjusted the way the “difficulty adjustment” calculation was applied for all settings that have that. This includes Career Difficulty, Skill Difficulty, University Difficulty, Friendship and Romantic Relationship Difficulty, Life Skill Difficulty and Fame Difficulty. It’s really just a common function used by all of that. Before, the math was a bit off and resulted in about a 10% difference in what the calculation was INTENDED to be versus what it actually was. Should be mostly unnoticable by players for the most part.
- Per BlackCherry’s request, I added Fingernails/Toenails to MC Dresser’s Custom Definition feature.
- Per ShePlaysWithLifee’s request, I’ve added Eyelashes to the MC Dresser Include/Exclude Items dialogs so they can be filtered like other makeup options.
- I had a request to allow setting it so random marriages prefer marrying Sims in the same neighborhood first. As I was adding the functionality for this, I noticed another setting kept showing-up in the same places. When I looked at that setting, I realized it is the exact same setting. So...yeah. This already exists, “MCCC > MC Pregnancy > Other Marriage > Same Neighborhood”.
- While looking at the request mentioned previously, I noticed that the code handling “prefer same neighborhood” basically does the same thing as “always same neighborhood”. If a match isn’t found in the same neighborhood, marriages could be skipped with both without checking other neighborhoods. I made a change to “Prefer Same Neighborhood” to check all available spouse candidates if one wasn’t found in the same neighborhood.
- Did a work-around fix for a LE that would happen when a player sends their Sim home early from work (skip work) from a rabbit-hole career. There’s a couple of core-game script errors that happen when a player does that so I just did some code fixes in a work-around version of the function.
- I’ve changed the way the “Flag Gender Preference” flags work for Marriage and Pregnancy so they are now percent-based rather than true/false (“MCCC > MC Pregnancy > Pregnant Sim Selection > Flag Gender Preference Percent” and “MCCC > MC Marriage > Marriage Sim Selection > Flag Gender Preference Percent”). If a player had the previous settings enabled, then the new settings will default to a value of 100%. Otherwise, the default is 0%. The settings work like they did before except players can now choose to set the gender preference flags based on a percentage check rather than always or never doing it.
- Fixed an issue where MC Woohoo would block Try for Baby interactions with target Ghost Sims in the case a player had a mod that allowed Try for Baby interactions to occur with ghosts.
- While doing that, I decided to just add a setting for Try for Baby with Ghosts to MC Woohoo (MCCC > MC Woohoo > Woohoo Actions > Allow Ghost Try for Baby). This setting will allow ghost Sims to initiate try for baby with other Sims as well as be the target of Try for Baby.
- Fixed a bug with Autonomous Gardening that was caused by the July 1 update from EA.
- Fixed a bug that allowed MC Pregnancy dialogs to show-up for Sims that it wasn’t valid to show on (Teens). There should never be any type of Teen pregnancy/woohoo in a base MCCC install, so this change was to fix that bug. Now, a player just has to have MC Woohoo

installed and the MC Pregnancy options will still be available on Teens. Without MC Woohoo, there is no teen pregnancy or woohoo available, so it must be deployed for that to be an option and, if it is deployed, the MC Pregnancy dialog will still show-up the way it did before. This change just fixed it so it won't show-up on a player's game that doesn't want that functionality so they don't use MC Woohoo.