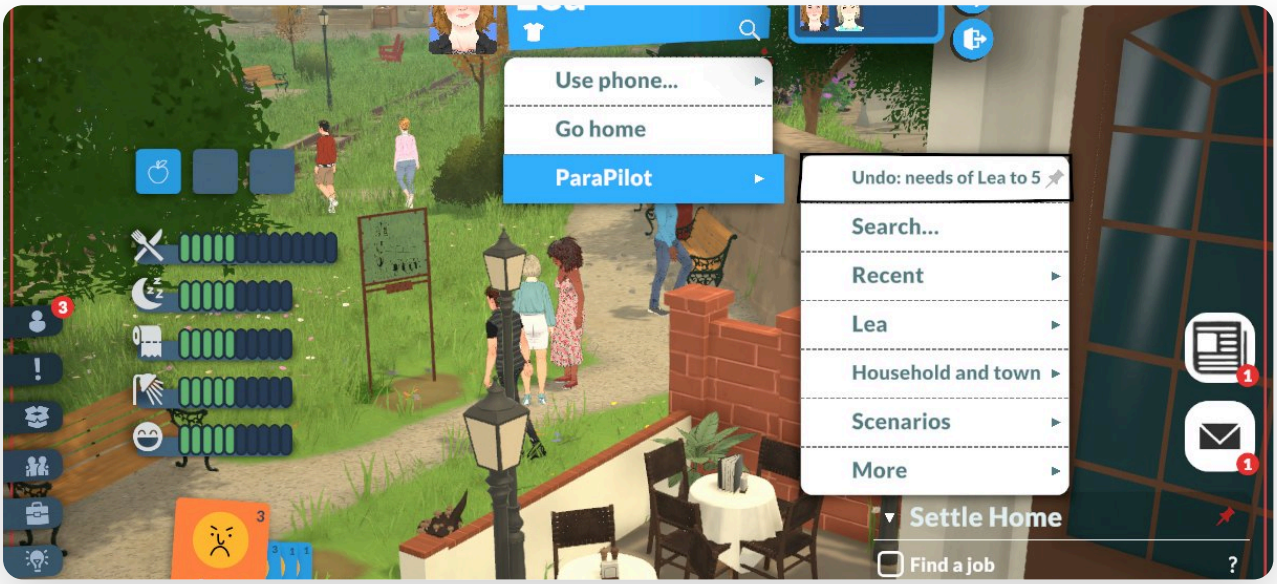
TANVEN

ParaPilot

The tutorial · version 1.0.7 · for Paralives 0.1.9



Town life

Every in-game day, residents outside your household find jobs, become couples, move in together, expect a child, marry or break up. A whole day is undone in one step.

Your saves, protected

A save and a Desktop archive before anything that cannot be undone, a copy of your save every 15 minutes, and one click to put an archive back.

Undo

F7 reverts your last action, up to twenty actions back.

It asks first

A line ending with "..." asks Yes / No, naming the Para.

About 885 actions

From your Para, another Para, an object or the ground.

Eight languages

It speaks the language of your game. No BepInEx needed.

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ParaPilot 1.0.7, for Paralives 0.1.9 (Steam, Windows).

ParaPilot adds a **ParaPilot** line to the menu that opens when you click a Para, an object or the ground, and a few keys. Everything is done by clicking.

The promise: nothing that breaks your save. Three things keep it.

- The **Undo: …** line, at the top of the menu (or the `F7` key), reverts your last action, up to twenty actions back.
- A line that ends with **…** asks Yes / No in the game's own window before it acts. The question names the Para concerned. After your Yes, ParaPilot first makes a restore point: a save, plus an archive of it in the `ParaPilot archives` folder on your Desktop.
- Every 15 real minutes, ParaPilot also puts an archive in that same folder: with the game's own autosave on (the default), a copy of your latest save, if it changed; with it off, a save of its own. More ▸ **Restore an archive…** puts one of them back.

ParaPilot changes no file of the game or of the Workshop. When it saves, it asks the game to do it, as if you had pressed the button yourself.

How to read this tutorial: **Install** then **Your first clicks**, in that order. After that, pick from **I want to…** as you like. The console is at the very end; you do not need it to play.

Install

You do not need BepInEx. ParaPilot comes with its own small loader.

Step 1: unzip at the game's root

1. In Steam, right-click Paralives ▸ Manage ▸ Browse local files. The folder that opens holds `Paralives.exe`: this is the game's root.
2. Unzip the **whole** ParaPilot zip there, next to `Paralives.exe`. With Windows' **Extract All**, everything lands in a `ParaPilot-1.0.7` folder: copy what is inside it, not the folder itself.
3. Check: next to `Paralives.exe`, you now have `winhttp.dll`, `doorstop_config.ini` and a `ParaPilot\` folder.

What the zip holds:

- `winhttp.dll` and `doorstop_config.ini`: Unity Doorstop 4.5.0, the small loader that starts ParaPilot when the game starts;
- the `ParaPilot\` folder: the mod (`ParaPilot.dll`, `ParaPilot.Amorce.dll`), the libraries it uses (HarmonyX, MonoMod, Mono.Cecil), the eight languages (`parapilot-lang\`), the licences (`licences\`, with `TIERS.txt` for the third-party components) and the documentation.

Step 2: launch from Steam

1. Launch Paralives from Steam.
2. At first launch, ParaPilot creates its settings folder, `ParaPilot\config\`, and writes its log, `ParaPilot\LogOutput.log`.

Step 3: check

1. Load a save. A game notification appears: ParaPilot's badge. It reads **ParaPilot 1.0.7 · compatible 666/666 · 15 modules active**: the version, the result of the probe (at startup, ParaPilot checks its 666 anchor points in the game) and the active modules. If an anchor point is missing (after a game patch), the detail is in More ▸ Tools ▸ **Game compatibility**.
2. Click the Para you are playing. In its menu, a new line: **ParaPilot**. It is installed.



The badge at load

WHAT MIGHT SURPRISE YOU

- Launching `Paralives.exe` directly does not work: the game closes with **not launched through Steam**. Always go through Steam.
- ParaPilot speaks the language chosen in the game's options. If you change it during a game, its labels follow.
- The badge comes back with every loaded save. You can turn it off (see **I want to set the mod up my way**).
- If **ParaPilot** does not appear, see **If something is off** near the end.

Already using BepInEx for other mods? Nothing to change. ParaPilot's loader starts BepInEx too, and its plugins load as before. The zip replaces `doorstop_config.ini`: its target becomes `ParaPilot\ParaPilot.Amorce.dll`. If an older `ParaPilot.dll` is still in `BepInEx\plugins\`, delete it: otherwise it is loaded twice (`ParaPilot\amorce.log` says so).

To go back (uninstall). Delete the `ParaPilot\` folder, `winhttp.dll` and `doorstop_config.ini` from the game's root. If you use BepInEx for other mods, keep `winhttp.dll` and put this line back in `doorstop_config.ini`: `target_assembly=BepInEx\core\BepInEx.Preloader.dll`. Saves played with ParaPilot load and run without it. What you changed in the world (money, relationships, added residents…) stays, like any in-game action. Your settings live in `ParaPilot\config\`: copy that folder aside first if you plan to come back.

The menu in one minute

ParaPilot's menu depends on whom you click.

Click the Para you are playing (the selected one), then **ParaPilot**. The first page has seven lines at most:

LINE	WHAT IT HOLDS
Undo: ...	reverts your last action; the line names it (Undo: none when there is nothing to undo)
Search...	opens the menu again with the game's search field, to find a line by a word
Recent	your last six actions, to replay them; hidden while empty
your Para's first name	everything about this Para: Needs, Skills, Traits, Age and life, Work, Relationships, Appearance, Profile
Household and town	Money and bills, Whole household, Several Paras, Town life, Time, Population, Storyteller
Scenarios	ready-made series of commands
More	Save + archive, Autosave: ..., Consequence-free: ..., Restore an archive..., Director, Items and lot, Settings, Tools

The line with your Para's first name reads exactly as the game writes it at the top of its own menu: **Lea**, for example.



Your Para's ParaPilot menu

Click another Para, with your Para still selected, then **ParaPilot**:

LINE	WHAT IT HOLDS
Undo: ...	the same line as above
their first name	what acts on the Para you clicked: age frozen, needs full, life journal, export, appearance and wardrobe, invite and move in, camera, library...
Relationship: *your Para*	what links the two of them: Baby with *them*..., In one go, Set or raise, Remove, Several Paras, Scenarios
More	Save + archive, Consequence-free: ...

So with Lea selected, clicking Faye shows **Faye**, which acts on Faye, and **Relationship: Lea**, which sets what links Lea and Faye.



Another Para's ParaPilot menu

Click the ground: a single ParaPilot line opens Bring Lea here, Gather the household, +1 resident here, +10 residents here, Target population, Town observatory, Save + archive and Undo: ….

Click an object that has its own menu (a bed, a lamp, an oven…), then ParaPilot: Break, Repair, Dirty up, Clean, Ignite…, Put out, For sale, Not for sale, Delete….

Many lines show the current state in their label: Needs decay: FROZEN, +1 year (age: 18), Homeless: 12. You know where you stand before you click.

WHAT MIGHT SURPRISE YOU

- The menu closes after each click. To keep going, click the Para again.
- A submenu taller than your screen is cut into alphabetical slices: A - E, F - M… A slice such as # - G also holds the lines that start with a digit or a sign. If you change the language, the slices are cut again in the new one.
- Categories can be hidden, and shown again, in More ▸ Settings ▸ Menu. The change is immediate.
- Every line of every menu is listed in the Reference part, near the end.

Your first clicks

Five steps, in order. You learn to undo before you learn to do.

1. The first click

Goal: fill all of a Para's needs.

1. Click the Para you are playing (its portrait is circled at the bottom of the screen), then **ParaPilot**.
2. Click your Para's first name, then **Needs**. You see **Needs: type a value**, **All to red…**, **All to half**, **Fill all**, **Fill everyone**, **Needs decay: …** and **One by one**.



The Needs submenu

3. Click **Fill all**. Every need bar of your Para is full. A notification at the side of the screen says what was done.

WHAT MIGHT SURPRISE YOU

- **Needs: type a value** opens a small game window. Type a number from 0 to 10, then press Enter.
- **One by one** lists each need of the game, with **To red**, **To half** and **Full**.
- **…** at the end of a line announces a Yes / No window. You try it in step 4.

To go back. That is the next step.

2. The first undo

Goal: revert what you just did.

1. Click your Para again, then **ParaPilot**.
2. The first line now names your last action: **Undo: …**. Click it. The needs go back to where they were.

Without opening the menu: press F7.



Undo

What Undo reverts: every action that changes the game and whose previous state ParaPilot can read back. Needs, skills (**All to max** included), money, age, relationships (friends, enemies…), statuses, objects (made dirty, broken…), ParaPilot settings such as **Needs decay**, a child sent to social services, a day of town life. Up to twenty actions back.

WHAT MIGHT SURPRISE YOU

- A gesture that plays several commands at once (consequence-free mode, a command on several Paras, a scenario, a story mode event, a day of town life) is reverted with a single undo.
- Outfit and appearance changes can be undone until the game is saved. After that, they are in the save.
- When there is nothing left, the console says how many older actions the stack has forgotten.

3. Recent and Search

Recent. As soon as you have done something, a **Recent** line appears on the first page. It lists your last six actions: click one to play it again. An action done on another Para keeps their name: **Become friends (Faye)**. An action that asked Yes / No asks again.



Recent actions

Search. Click **Search...**: the menu opens again, with the game's search field. Type a word, **money** or **friends** for example: the ParaPilot lines that match appear, fifteen at most in a list. A line that exists in several places says where it comes from: **Become friends (Several Paras)**.



Search

WHAT MIGHT SURPRISE YOU

- A short word matches many lines: if the one you want is not there, type a more precise word.
- From the console, `PILOT CHERCHER <word>` does the same and lists the results.
- The game's own search field, at the top of a Para's menu, finds ParaPilot lines too, even without **Search…**.
- Typed values and the ground and object lines do not go into **Recent**.

4. The safety net

Goal: know where the safety is before trying the actions that matter.

Save + archive. More ▸ **Save + archive**, or press `F5`. ParaPilot goes through the game's own save, never through a direct write. It waits for the game to finish writing, then puts an archive of your save in the `ParaPilot archives` folder on your Desktop. This takes a few seconds. `F5` is also the game's own Quick Save: both saves happen, and the archive is made once both are written.

From an autosave. If you loaded an autosave (**My game (autosave3)**), the game, on every save (yours, `F5`, the restore point), deletes your main save **My game** to copy the loaded save in its place. Your main save could be more recent: ParaPilot sets it aside just before and copies it to `ParaPilot archives` (`My game.saved.zip`), and a bubble tells you so. To get it back, unzip it by hand (**I want to go back**, by hand, further down). If it cannot set it aside, the game does not replace it, and a bubble tells you so: then reload your autosave from its arrow (Continue would load the old main save); ParaPilot tries again at the next save.

The restore point. Before a line that ends with **…**, once you have answered Yes, ParaPilot does the same thing on its own: a save, plus an archive in the `ParaPilot archives` folder on the Desktop. It starts the action only once the archive is written, so the archive keeps your save as it was just before. If the archive cannot be written, the action is refused and a notification tells you so.

The autosave. The game has its own (the **Enable Autosave** option, on by default, every 10 minutes). While it runs, ParaPilot does not double it: every 15 real minutes, it copies your latest save into the `ParaPilot archives` folder, if it changed. It is a plain copy, made in the background, with no extra save; if the game starts saving meanwhile, it stops and starts again a little later. If you turn the game's autosave off in its options, ParaPilot takes over: every 15 real minutes, a save with a dated archive. Either way, it keeps the last eight dated archives of each save (its autosaves count with it) and deletes the oldest of that save only: a save never wipes out another save's archives (raise **Archives kept** to keep more). More ▸ **Autosave: …** tells you which one runs. The restore point and `F5` work either way.

The Yes / No window.

1. Click your Para ▸ **ParaPilot** ▸ your Para's first name ▸ **Needs**.
2. Click **All to red…**.
3. A game window opens: **Confirm: Needs > All to red (Lea)?**, with Yes and No.
4. Click No. The Para has not changed, and nothing was saved.



Confirm

If you click Yes, ParaPilot sets the restore point, then the needs drop to red. This one can still be undone afterwards (**Undo: ...** or F7). For a line that cannot be undone, the restore point is your way back.

Confirmations, typing a value, picking a Para from portraits, settings: ParaPilot uses the game's own windows.



The game's windows

WHAT MIGHT SURPRISE YOU

- No is the default choice: a stray Enter key starts nothing.
- After Yes, the action waits for the archive: a few seconds may pass before you see it.
- If you turned the restore point off in the settings, the question says so: **No save will be made first**.
- The last Para of your household cannot be sent to social services, made to die or deleted: ParaPilot refuses with a message, because the game would show its game-over screen. Add a Para to the household first.
- If a game update breaks its Yes / No window, ParaPilot falls back to another method: the first click starts the restore point and the line becomes **CONFIRM: …**; click it again within thirty seconds to confirm.

To go back. No in the window. **Undo: …** or F7 afterwards, when the line allows it. And the archive on the Desktop keeps the save as it was before.

5. Consequence-free mode

Goal: play without watching the bars, then hand control back to the game.

1. Press F8. Or: More ▸ **Consequence-free: …**.
2. Play. Full needs, no bills, the household no longer ages. The line's label shows the current state.

To go back. Press F8 again, or click the same line again: the game takes over again. **Undo: …** or F7 also reverts the mode, in one go.

The keys

KEY	EFFECT
`F5`	Save + archive
`F6`	Fill the needs of your whole household
`F7`	Undo
`F8`	Consequence-free mode
`F9`	ParaPilot panel
`F11`	Hide / show the game's interface (Director)
Alt (or Ctrl) + click	Click surfaces: need bars, status cards, household portraits
`Ctrl + Shift + C`	The game's console (to go further)

`F5` to `F11` can be changed in More ▸ Settings ▸ Shortcuts. A new key works at once. `F10` is refused: Windows reserves it for window menu bars. A key name the game does not know is refused with a message.

I want to...

One wish per card. Each card ends with **To go back**.

I want to fill my whole household's needs

One key is enough: press `F6`.

For a single Para: your Para ▸ **Needs** ▸ **Fill all**. In the same submenu: **One by one** to pick a need, **Needs: type a value**, **All to half**, **Fill everyone** for the whole town.

Without opening the menu, holding `Alt` (or `Ctrl`):

- click a need bar: it fills up; right-click it: it drops to red;
- click and drag on a bar: the value follows the mouse;
- click the portrait of a Para of your household: all their needs fill up; right-click: they drop to red;
- click a status card: the status is removed.

If another mod already uses Alt, ParaPilot leaves it to that mod: only Ctrl works. The key is set in More ▸ Settings ▸ Shortcuts (**Click-surface modifier key**).

To go back. **Undo: ...** or `F7`. A drag is reverted in one undo.

I want nobody to age and the bills to stop

For your whole household, for one session: consequence-free mode (`F8`). See **Your first clicks**, step 5.

For a single Para, for good:

1. Click the Para ▸ **ParaPilot** ▸ their first name. On your own Para, open **Profile** first.
2. Click **Age frozen: ...** or **Needs full: ...**. The label shows the current state; one click changes it.

Both settings survive reloading the save.

For the whole town: Household and town ▸ Storyteller. **Household ages: ...**, **Town ages: ...**, **Speed: ...**, **Pregnancy: ... %**, **Twins: ... %**... each line shows its value. Bills alone: Household and town ▸ Money and bills ▸ **Bills: ...**.

To go back. Click the same line again; its label shows the state. Storyteller and bills are also undone with **Undo: ...** or `F7`.

I want to put two Paras in a couple

Relationships are set from the other Para's menu.

1. Select the first Para, the one you are playing.
2. Click the second Para ▸ **ParaPilot** ▸ "Relationship: *first Para* ▸ In one go".
3. Click **Become a couple**.

In the same submenu: **Become friends**, **Fall in love**, **Become family**, **Become enemies…**, **Become strangers…**. Next to it, **Set or raise** and **Remove** list the game's relationship labels, including the ones the game keeps hidden. "Baby with *them*… **sits on the first page of** Relationship: *first Para*".

For the whole town at once: your Para ▸ **Relationships** ▸ **Befriend the town…** or **Forget the town…**.

WHAT MIGHT SURPRISE YOU

- ParaPilot never creates a romance or a pregnancy between a minor (teenagers included, even with another teenager) and anyone, between two Paras of the same family, or between two Paras the game itself would not let date. Those lines (**Fall in love**, **Become a couple**, **Baby with …**, the romantic labels) do not even appear in the menu for such a pair. If ParaPilot cannot read the ages or the family (after a game patch), it refuses too.
- **Get pregnant**, the pregnancy stages and **Give birth** need an adult Para.

To go back. Undo: **…** or F7.

I want to change a Para's outfit, or copy someone else's

1. Click the Para whose outfit you like (yours or another) ▸ **ParaPilot** ▸ their first name ▸ **Appearance** ▸ **Copy outfit**.
2. Click the Para to dress ▸ **ParaPilot** ▸ their first name ▸ **Appearance** ▸ **Paste outfit (…)…**.

Also in Appearance: **Copy hairstyle**, **Copy beard**, **Copy makeup** (pasted with **Paste outfit**), **Copy look** and **Paste look (…)…** for face, body and colours, **Repair outfit**, **Random body shape…**. Appearance ▸ Wardrobe: **Copy wardrobe** and **Paste all (…)…** for every outfit at once; on your own Para, **Paste one outfit** and **Premade outfit** pick from a list. For the whole household: Household and town ▸ Whole household ▸ **Dress all (…)…**.

To go back. Undo: **…** or F7, as long as the game is not saved. Once saved, the outfit is in the save, as if you had made it in the Paramaker. Remember the autosave: undo right away if you do not like the result.

I want to enroll a Para in a job

1. Your Para ▸ **Work** ▸ **Enroll**.
2. Pick the domain, then the company, then the job.

ParaPilot refuses if the Para is already enrolled in that job, or if its schedule overlaps a job the Para already has, and says why. The game refuses the same way in its own window.

Also in Work: **Promotion…**, **Clear strikes**, **End the work day…**, **+1 vacation day**, **Quit all jobs…**. For your whole household: Household and town ▸ Whole household ▸ **Promotion for all…**. A Para with neither a job nor school has nothing to be promoted in: ParaPilot tells you so, without asking, and nothing changes.

> **To go back.** Undo: … or F7: the enrollment is removed.

I want to apply a command to several Paras at once

1. Your Para ▸ **Household and town** ▸ **Several Paras**. (From another Para's menu: "Relationship: *your Para* ▸ Several Paras", for the relationship lines.)
2. Click the action: **Full needs**, **Needs to red…**, **Become friends**, **Become family**, **Become strangers…**, **Skills to max**, **Promotion…**, **Wants fulfilled…**.
3. The **Several Paras** window opens: your household first (**Played household**), then the Paras **Around the lot**. **Search** filters by name; **All** and **None** check or uncheck everything.
4. Check the Paras you want, then click **Apply**. **Cancel** closes without doing anything.

The action is replayed for each checked Para.



The checkbox window

For the same action on your whole household without checking anything: Household and town ▸ Whole household.

> **To go back.** Undo: … or F7: a single undo reverts every Para in the window.

I want a Para to move in with me

1. Click the Para ▸ **ParaPilot** ▸ their first name ▸ **Invite and move in**.
2. Click **Move in with me…**, or **Move in + household…** to bring their whole household.
3. Answer Yes. ParaPilot sets the restore point, then the Para joins your household.

Your household keeps its money and its lots. The game's own way, through its invitation window, keeps them too when ParaPilot is installed.

For a simple visit: **Invite over**, in the same submenu.

> **To go back.** Undo: … or `F7` takes the newcomers out of your household, but does not rebuild their former household; the message says so. To get back exactly to before, use the archive on the Desktop.

I want the town to live without me

Town life is off by default. Once on, every in-game day, adult residents outside your household find jobs, become couples, move in together, expect a child, marry or break up.

1. Your Para ▸ **Household and town** ▸ **Town life**.
2. Click **Town life: …**. The label shows the current state; a message explains what will happen.
3. Let an in-game day pass, or click **Play a day now…** (it asks Yes / No).
4. A game notification tells you what happened, and everything is written to `Paralives-gazette.txt` on your Desktop.



The living town

A day of town life is undone in one go (jobs, couples, move-ins, money), and its lines leave the gazette.

In the same submenu:

- **Story mode: …**, off by default: a random event from time to time, played on your Para. **Random event…** plays one now. Each event is a text file you can read and edit, in `ParaPilot\config\tanven.parapilot.evenements\`.
- **Town observatory**: the town in one report, as a message and in `Paralives-observatoire.txt` on your Desktop. **Observatory (window)** shows it in a game window; **Observatory HUD: …** keeps two lines on screen.

Scenarios, on the first page: the same idea, on demand. Each scenario is a text file in `ParaPilot\config\tanven.parapilot.scenarios\`. Three come with the mod: **Dream life…** in your Para's menu, **Become friends…** and **Rivalry…** in another Para's menu, under "Relationship: *your Para* ▸ Scenarios".

Population, in Household and town: **+10 residents**, **+25 residents**, **Add residents** (you type a number). ParaPilot picks from the game's predefined characters and settles them in town, with no household. **Homeless: …** counts the residents with no household; **Delete the homeless…** deletes them.

WHAT MIGHT SURPRISE YOU

- What the town lived through stays in the save once it is saved, as if you had played.
- When a save loads, ParaPilot undoes once the couples the game forbids (a teenager with an adult, two Paras of the same family) and the duplicate couples left by an earlier version: a Para in a couple with several others keeps the one that carries a mark of the game or of you (the game's household-member label, engagement, kisses…, or a couple you formed in ParaPilot since 1.0.1). A restore point comes first (an archive of the save as it was loaded, without saving it), and a bubble tells you how many. **Undo** or `F7` brings them back, and they are left alone from then on. A couple formed by hand with 1.0.0 cannot be told from a town couple: if you had formed one yourself, the bubble reminds you that `F7` brings it back.
- The busier the town, the longer the save takes to load. ParaPilot says so when you add residents.
- **Delete the homeless…** is final and cannot be undone. ParaPilot asks you to confirm, then sets the restore point before deleting. A Para who lives somewhere is never touched.

To go back. **Town life: …** turns it off the way it turned it on. A day of town life, a scenario or a story mode event is reverted with a single undo. Adding residents can be undone. For the rest, the archive on the Desktop.

I want to film my town

The **Director** submenu (More ▸ Director) drives the game's camera without leaving your game. Before you start, remember one key: `F11` brings the interface back. It is the only way to bring it back.

In the Director:

- **Follow this Para**: the camera stays on your Para wherever they go.
- **Frame this Para**: a tight shot, once.
- **Filmed town tour**: the camera moves from one resident to the next every eight seconds. Start your recording and let it run. **Stop the town tour** stops it, and also stops a camera that follows a Para.
- **Hide/show interface**: not a single button left on screen. `F11` does the same.
- **Game photo mode**: opens Paralives' photo mode.

To follow or frame another Para: click them ▸ **ParaPilot** ▸ their first name ▸ **Camera**.



The Director



Photo mode

WHAT MIGHT SURPRISE YOU

- `F11` works both ways: it hides and shows the interface, even when it is hidden.

To go back. `F11` for the interface. **Stop the town tour** for the tour and for the follow camera.

I want to remove the modesty blur

The game blurs some moments: toilet, shower, bath, breastfeeding. By default, ParaPilot leaves it alone, exactly as in the game.

1. Your Para ▸ **More** ▸ **Director**.
2. Click **Adult blur: …**. The label shows the current state; one click changes it.

The same setting is in More ▸ Settings ▸ Comfort (**Modesty blur**), and in the console: `PILOT PUDEUR off`, `PILOT PUDEUR on`.

WHAT MIGHT SURPRISE YOU

- The blur is only removed on Paras aged 18 and over. Babies, children and teens always keep the game's blur, whatever the setting.
- The censoring you choose in the game's photo mode is never touched.

To go back. Click the same line again, or `PILOT PUDEUR on`: the game's blur comes back at once.

I want to set the mod up my way

1. Your Para ▸ **More** ▸ **Settings**.
2. Click a section: Comfort, Safety, Shortcuts, Menu, Town life, Story, Paramaker, Native surface, Reliability, Loading, Updates. A section too long for your screen is offered in pages: **Menu (1/2)**, **Menu (2/2)**.
3. The game's form opens. Labels are in your language. Switches read Yes / No.
4. Change what you want, then click OK. A notification confirms each changed setting.



The settings form

What you can set there, among other things:

- Comfort: the badge at load (**Banner at load** set to No), the morning summary (**Morning summary**), quiet mode (**Quiet**: nothing on objects or the ground, no message after a click, no morning summary, no observatory on screen, no new-version notification; the ParaPilot menu and the console remain), the modesty blur (**Modesty blur**), the language (**Language**: auto follows the game, a code such as de, en or es forces one);
- Safety: the restore point (**Restore point**), ParaPilot's autosave (**Autosave (minutes)**, 0 to turn it off; while the game's own autosave runs, it is the interval of the copies of your latest save, otherwise that of ParaPilot's saves), the number of archives kept (**Archives kept**);
- Shortcuts: the `F5` to `F11` keys, and the click-surface key (**Click-surface modifier key**: auto, the default, is Alt or Ctrl, and Ctrl alone if another mod already uses Alt; you can also type alt, ctrl, shift or altouctrl);

- Menu (two pages): the categories you do not want to see, each line saying what it hides (Profile; Needs; Age and life; Traits; Skills; Work; Relationships; Appearance; Whole household, Several Paras; Town life, Time, Population, Director...; Scenarios; Money and bills). More ▸ Settings and More ▸ Tools always stay;
- Town life: on or off, the hour of the daily round, jobs and couples per day, the chances of moving in, pregnancy, marriage and break-up;
- Updates: **Check for a new version at launch** (No by default: ParaPilot never goes online unless you turn this on. Set to Yes, once per launch, it reads a public file on tanven.dev and, if a newer version exists, one notification says so when the first save is loaded; nothing about you is sent).

The ParaPilot panel (`F9`, or More ▸ Tools ▸ **ParaPilot panel**) shows the game's advanced settings, with readable names in your language, Yes / No switches, and three presets: Sandbox, Defaults, Hard life.

WHAT MIGHT SURPRISE YOU

- In a switch, you can also type yes, no, 1, 0, on or off.
- Changes take effect right away, keys and menu categories included. The few that act only when the game starts again say **(next launch)** in the form, and the notification says so too.
- A language that no dictionary serves is set back to **auto**: ParaPilot then follows the game.
- Every day at 8 am, ParaPilot gives you a morning summary: money, bills, needs in the red, active ParaPilot settings. **Morning summary** set to No, or quiet mode, turns it off.

To go back. Reopen the same form and put the previous value back.

I want to go back

Two levels, from lightest to heaviest.

1. **Undo.** Undo: ... at the top of the ParaPilot menu, or `F7`. It reverts ParaPilot's last action. Up to twenty actions; a gesture with several commands is reverted in one go.
2. **The archive on the Desktop.** Before every line that asks Yes / No (once you have said Yes), ParaPilot saves and puts an archive in the `ParaPilot archives` folder on your Desktop. Every 15 real minutes, it also puts a copy of your latest save there (or, if the game's own autosave is off, it saves by itself and archives). The last eight of each save are kept. Archives left loose on the Desktop by version 1.0.0 stay where they are; ParaPilot no longer touches them. Each one holds your save as it was at that moment.

Putting an archive back. This is the last safety net. ParaPilot puts it back for you at the next launch of the game: while the game runs, it keeps your save in memory, and its next save would overwrite what was put back.

1. Load the save, then Lea ▸ ParaPilot ▸ More ▸ **Restore an archive…**. The archives of this save are listed, most recent first: the date of the save and the save's name. **(Desktop)**: an archive left loose on the Desktop by version 1.0.0. **(before restore)**: the state copied before a restore, to go back on your steps.
2. Click the one you want. The game's Yes / No window names it. Yes.
3. A notification says **Preparing…**, then **Restore planned for the next launch**. Nothing has changed yet: the first line of the submenu, **Cancel the planned restore**, takes it back.
4. Quit the game and start it again. At launch, before the game reads the saves, ParaPilot copies the current state to `ParaPilot archives\avant-restauration-<date>` on your Desktop, then puts the archive in its place. If that copy fails, nothing is replaced.
5. At the main menu, a game window tells you what was restored. Load the save: it is as it was.

In the console: `PILOT RESTAURER` lists the archives, `PILOT RESTAURER 2` picks the second one (same Yes / No window), `PILOT RESTAURER annuler` takes back the planned restore.

By hand, if you prefer, it works too:

1. **Close the game.**
2. Open your saves folder: `%USERPROFILE%\AppData\LocalLow\Paralives\Paralives\MySavedGames.mod`. (Paste this path into the Explorer address bar.)
3. Find your save's folder, for example `My game.saved`. **Rename it** to `My game.saved.before`: you keep it, just in case.
4. On your Desktop, in the `ParaPilot archives` folder, open the archive you want. The most recent one is `My game.saved.zip`; the older ones carry their date, for example `My game.saved.20261011-093000.zip`.
5. Create an empty folder named `My game.saved` next to `My game.saved.before`, and **copy the whole content of the archive into it** (the archive holds the save's files, not an extra folder).
6. Launch the game again from Steam. Your save is there, as it was.

WHAT MIGHT SURPRISE YOU

- ParaPilot's settings that belong to the save (frozen age, full needs, couples followed by town life) are not in the archive: they stay as they are.
- The game sorts saves by last save date: a restored save may not be first in the list. Pick it by its name.
- The game's own autosaves (`My game (autosave1).saved`…) are separate folders. If you really want to start again from the archive, move them elsewhere before relaunching.
- What you change enters the save when it is saved: by you, by `F5`, or by the autosave (the game's or ParaPilot's). Do not count on **quit without saving**: the game may have been saved in the meantime. Count on Undo and on the archive.

What's new

In 1.0.7

- **Revive** really brings the Para back: they are visible again, in their household.
- **Get pregnant** works from the menu.
- **Skills › Learn all**: every recipe, painting, painting style and piano, guitar and triangle song, in one click.
- **Input boxes** (age, money, residents) show the current value before you type.
- **Force an action** finds the game's actions by their name in your language.
- **Game help**: a ParaPilot page at the bottom of the game's help, with links to the site, the Nexus page and the tutorial.
- **Workshop library**: the protection against erasing covers two more cases (Steam stopping mid-way, a folder with an unexpected name).

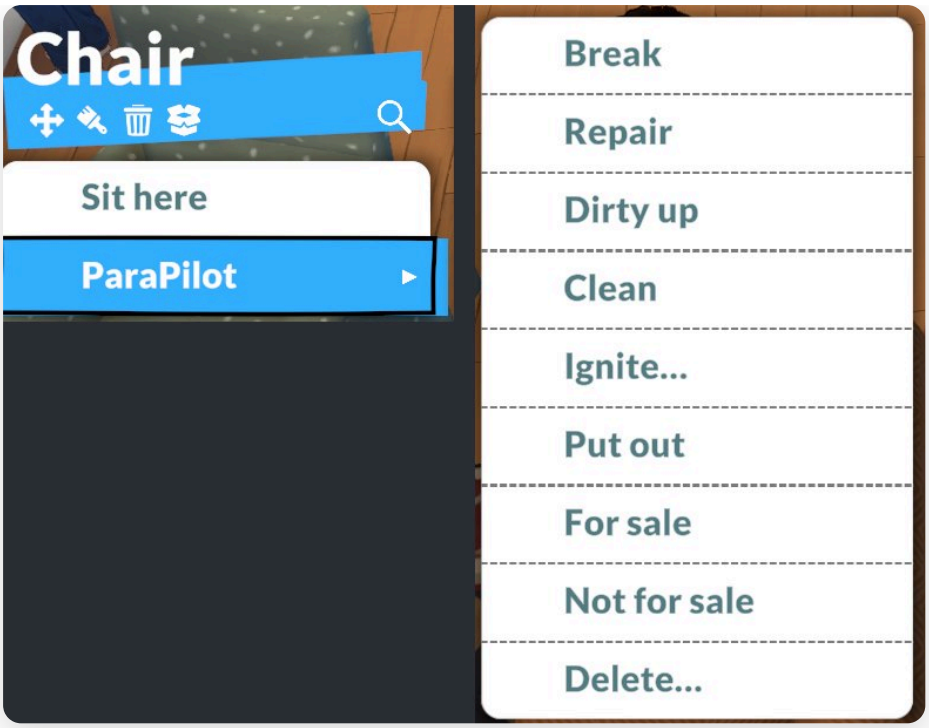
Also, in one click

Move a Para. Click the ground ▸ ParaPilot ▸ Bring Lea here (your Para's name), or Gather the household for everyone. From another Para's menu: their first name ▸ Bring Lea here brings your Para next to them. To go back: Undo: … or F7.



The ground menu

Break, repair, dirty, clean, set on fire, put out, sell an object. Click the object, then ParaPilot: nine lines. They come in pairs: break / repair, dirty up / clean, ignite / put out, for sale / not for sale. To go back: the opposite line, or Undo: …. Delete… asks Yes / No, then sets the restore point before deleting: your way back is that archive. The ParaPilot line does not appear on what you walk on (streets, paving, rugs), nor on scenery that has no menu of its own. ParaPilot's messages name the object as the game's menu does (Chair: made dirty.).



An object's menu

Fix the whole town at once. Your Para ▸ **More** ▸ **Items and lot**: **Repair all items**, **Clean all items** and **Put out all fires** go through every object in town, public lots included, not only your own lot. In the same submenu: **Ignite this Para...** and **Put out this Para** for your Para, **Cause an outage...** and **Fix the outage**. **Repair all items**, **Clean all items** and **Put out all fires** cannot be undone.

Remove a status. Alt (or Ctrl) + click on the status card. Or your Para ▸ **Traits** ▸ **Status effects** ▸ **Remove**. To go back: **Undo: ...** or F7.

Evolve a trait. Your Para ▸ **Traits** ▸ **Evolutions** ▸ the trait: ParaPilot applies one of the evolutions the game plans for that trait. The Para must have the trait. To go back: **Undo: ...** or F7.

Keep a Para's look for another save. The Para ▸ **Profile** (or, from another Para's menu, their first name) ▸ **Export to file**: their look (face, body, outfits) goes to a file on your Desktop, to reuse in any save or to share. **Library**, in the same place, lists those files: pick one, and that look is put on the Para you clicked; their age and personality stay. To go back: **Undo: ...** or F7. **Life journal** writes their life to a file on the Desktop.

Pick a Para who is no longer on screen. To bring someone back to life: your Para ▸ **Age and life** ▸ **Revive the dead**: the town's dead are listed by name. Same for a child taken into care (**Bring back a child**). To pick the partner for a pregnancy: **Age and life** ▸ **Pregnancy** ▸ **Partner (window)** opens a game window with portraits, each name under its bust. To go back: **Undo: ...** or F7 afterwards; for what cannot be undone, the archive on the Desktop.



The portrait window

Find an item in the Paramaker. Open the clothing grid: a search bar appears above it. Type a word, and the grid narrows to what matches. The search uses the item's English name, the one shown in the tooltip. The bar does not appear in the body and personality tabs, where there is nothing to filter. On hover, the tooltip gives the item's readable name and the mod it comes from. Missing thumbnails are built on their own, one per second, while you are in the Paramaker.



Search in the Paramaker



The name on hover

If something is off

ParaPilot does not appear in a Para's menu. Check that `winhttp.dll`, `doorstop_config.ini` and the `ParaPilot\` folder are next to `Paralives.exe`, and that you launched the game from Steam. `ParaPilot\amorce.log` must end with **Amorce : ParaPilot demarre.** and `ParaPilot\LogOutput.log` must contain **ParaPilot 1.0.7 charge.**.

ParaPilot speaks English while my game is in another language. The `ParaPilot\parapilot-lang\` folder is missing: unzip the archive again. Also check More ▸ Settings ▸ Comfort ▸ **Language**: auto follows the game.

ParaPilot runs twice, or `amorce.log` mentions BepInEx\plugins. An older `ParaPilot.dll` is still in `BepInEx\plugins\`. Delete it.

ParaPilot no longer starts since I installed BepInEx. BepInEx's zip put back its own `doorstop_config.ini`. Unzip ParaPilot's zip again on top: it will start BepInEx in turn.

I can no longer find a line. **Search…** on the first page, or the search field at the top of the Para's menu.

The interface has disappeared. Press `F11`.

The camera no longer moves. Your cursor is in the console. While it is there, the game freezes the camera. Click in the game.

Save + archive takes a few seconds. That is normal. ParaPilot waits for the game to finish writing the save before archiving it.

A confirmed action takes a few seconds to show. That is the restore point: the action waits for the archive. If the archive fails, the action is refused and a notification asks you to save by hand before trying again.

A Para is stuck, an outfit is broken, trait slots are locked. Profile ▸ **Unstick this Para** or **Unstick everyone**; Appearance ▸ **Repair outfit**; Traits ▸ **Unlock trait slots**.

An animation refuses to play. The Para must be shown on screen. Some animations are marked **[out of reach]**: the game cannot play them outside their context, and ParaPilot refuses them so as not to damage the save.

Paralives has just been updated. Relaunch. At load, the badge tells you what was switched off. What no longer works switches itself off; the rest keeps going. The details: More ▸ Tools ▸ **Game compatibility**, **Patch status** or **Patches (window)**.

A save does not load and the game waits forever. After 120 seconds, ParaPilot gives up the loading, brings you back to the main menu and explains why in a game window. Nothing was written to disk: the save files are intact. If the window advises restarting the game, restart it.



A save that cannot load

A Missing mods window opens when I load a save. The save depends on mods that are no longer there, or that are disabled in the game's Mods menu: the window names them. **Back**, the default, loads nothing: restore the mods (the game's Mods menu, or the Workshop), then load again. **Load anyway** loads the save without them; what they added may be missing. **Don't warn again for this save** loads it and no longer warns you about those mods (`PILOT MANIFESTE prevenir` to undo); if another mod goes missing, the window comes back and tells you which. You removed a mod on purpose: once the save has loaded, type `PILOT MANIFESTE ecrire`, and ParaPilot forgets it for this save.

A report ends with ... N more lines: the console gives the full report. The game's windows do not scroll: ParaPilot puts in what fits on screen and tells you how much is left. The full report is in the console (`PILOT FIABILITE`, `PILOT OBSERVATOIRE`, `PILOT CHARGEMENT`).

Too many lines in my menus. More ▸ Settings: hide categories in the Menu section, or switch to quiet mode in the Comfort section.

I want to remove everything. See **To go back (uninstall)** in **Install**.

Going further: the console

Everything so far goes through the menu and the keys. The console is for what has no button.

1. In the game, press `Ctrl + Shift + C`. The console opens.
2. Type `PILOT HELP` and confirm. The list of commands appears. `PILOT HELP <word>` keeps only the lines that contain that word.
3. A long answer is shown in pages. Type `PILOT MORE` (or `PILOT PLUS`) for the rest.

In the help, command keywords stay as they are in every language (`PILOT CAMERA`, `distance`, `tour`...); only the parameters you fill in (`<word>`, `[keyword]`...) follow the game's language.

Three uses that come in handy.

Play an animation. The game holds thousands of them; you search for them. Their names are in English, whatever your game's language: **dance**, **wave**...

1. `PILOT ANIMATIONS dance`: the list of what matches, with a number. Each line says whether the animation plays once or holds the pose.
2. `PILOT ANIMER 12` (the number you chose): the targeted Para plays it. It must be shown on screen.
3. `PILOT ANIMER stop`: they release the pose. `PILOT ANIMER etat` tells you what the game actually does with the pose, if it does not take.

From the menu: Profile ▸ Animations. **Play an animation** asks for the word in a game window; **Release the pose** ends a held pose.

Set the Director's camera.

- `PILOT CAMERA distance 25`: the distance, in metres (or between 0 and 1 for a ratio).
- `PILOT CAMERA angle 0.6`: the tilt, from 0 (horizontal) to 1 (vertical).
- `PILOT CAMERA vision 35`: the field of view, from 20 to 90. `PILOT CAMERA vision off` hands it back to the game.
- `PILOT CAMERA tour 4`: the town tour every four seconds instead of eight. `PILOT CAMERA tour off` stops it.
- `PILOT CAMERA suivre off`: the camera no longer follows anyone.

Find out which mod slows your loading. `PILOT CHARGEMENT` gives the time measured per mod, the number of files it brings, and flags those that fully reload at every start. Instead of uninstalling at random, you see what costs what. From the menu: More ▸ Tools ▸ **Loading (window)**.

A few other commands, to type as they are:

- `PILOT ANNULER`: the same as `F7`.
- `PILOT RECENT`: your recent actions, numbered; `PILOT RECENT 0` plays the first one again (an action that asks Yes / No is replayed from the menu only).
- `PILOT CASES <command>`: the checkbox window for any command.

- `PILOT REGLAGES <section>`: a settings section in the game's form.
- `PILOT CATEGORIE`: the menu categories, shown or hidden.
- `PILOT LANGUE de`: changes ParaPilot's language right away, without relaunching, and keeps it. `PILOT LANGUE auto` hands it back to the game.
- `PILOT VIGNETTES oui`: rebuilds every Paramaker thumbnail at once. It takes a while.
- `PILOT HUD`: shows the old-style status bar. You can move it with the mouse and fold it with a double-click on its title.
- `PILOT INTERACTIONS <word>`: searches all the game's actions. `PILOT INTERAGIR <number>` starts one, even outside its conditions.
- `PILOT MODS`: the mods plugged into ParaPilot. `PILOT COUT`: what ParaPilot costs the game, measured.

Scenarios and story mode events are text files, in the `tanven.parapilot.scenarios` and `tanven.parapilot.evenements` folders of `ParaPilot\config\`. Each file is a list of commands. The ones you write belong to you.

ParaPilot's labels can be adjusted too. The shipped dictionary, in `ParaPilot\parapilot-lang\`, is read again at every launch: leave it alone, an update would replace it. Instead, create a `tanven.parapilot.lang.en.txt` file in `ParaPilot\config\` (`.fr.txt`, `.de.txt`... for the other languages) and put only your own lines in it, in the form `key = your text`, with the key copied from the shipped dictionary (the part left of the `=` sign). They take precedence at the next launch.

WHAT MIGHT SURPRISE YOU

- While the cursor is in the console, the game's camera is frozen. So ParaPilot gives the cursor back to the game after each camera command, and tells you. Click in the console again to type the next one.
- An animation interrupts what the Para was doing. ParaPilot says so in its answer.
- An out-of-range value (age 0-130, needs 0-10, skills from 0 to the game's maximum, 20 in 0.1.9, success rate 0-100) or a name that does not exist is refused, with the reason. Nothing is written to the save.
- **Max level**, **All to max**, **Skills to max** and **Cooking to max** set each skill to the most the game allows: 20, 10 for Language, 2 for Potty (in 0.1.9).

To go back. `PILOT ANIMER stop` for an animation, `PILOT CAMERA tour off` for the town tour. For the rest, **Undo: ...** and `F7` work as usual.

Reference

Everything ParaPilot adds, menu by menu. How to read it:

- A line ending with **...** asks Yes / No first, then sets the restore point (a save plus an archive on your Desktop) before it acts.
- A line with **: ...** shows the current state or value, and one click changes it.
- *In italics*: a list that the game fills (each skill, each trait, each job...).
- When an action can be undone, the **Undo: ...** line names it right after. Lines marked **(log)** print their answer in the console (`Ctrl + Shift + C`).
- Some lines are hidden when they make no sense for the Paras involved (see **I want to put two Paras in a couple**), and whole categories can be hidden in More ▸ Settings ▸ Menu.

Your Para's menu

Click the Para you are playing, then **ParaPilot**. First page: **Undo: ...**, **Search...**, **Recent**, *your Para's first name*, **Household and town**, **Scenarios**, **More**. A mod made for ParaPilot can add its own line there, under its name.

Recent: *your last six actions*, to play again.

Your Para ▸ Needs

LINE	WHAT IT DOES
Needs: type a value	Every need to the number you type, from 0 to 10.
All to red...	Every need to 1.
All to half	Every need to 5.
Fill all	Every need full.
Fill everyone	Every need of every Para in town full.
Needs decay: ...	Stops or restarts needs going down, for every Para (the game's own setting).
One by one ▸ *each need*	To red, To half, Full.

Your Para ▸ Skills

LINE	WHAT IT DOES
Skills: type a level	Every skill to the level you type.
All to max	Every skill to the most the game allows (20; 10 for Language; 2 for Potty, in 0.1.9).

LINE	WHAT IT DOES
All to zero...	Every skill to 0.
+1 level ▸ ***each skill***	That skill, one level up.
Max level ▸ ***each skill***	That skill to its maximum.
Learn all ▸ **...**	Every recipe, painting, painting style, or every piano, guitar or triangle song. The game is saved first: what is learned cannot be undone.

Your Para ▸ Traits

LINE	WHAT IT DOES
Add ▸ ***each family*** ▸ ***each trait***	Gives the trait.
Remove ▸ ***each family*** ▸ ***each trait...***	Takes the trait away.
Stats ▸ ***each stat*** **+1 / -1**	The game's personality stats, one point up or down; the +1 line shows the current value.
Status effects ▸ **Add** ▸ ***each status***	Puts the status on your Para.
Status effects ▸ **Remove** ▸ ***each status***	Removes it. Alt (or Ctrl) + click on a status card does the same.
Wants ▸ **Fulfill wants...**	Completes the current wants.
Wants ▸ **Clear wants...**	Removes the current wants.
Wants ▸ **Clear cooldowns**	Wants can come back right away.
Wants ▸ **Personality +1**	One more personality level.
Wants ▸ **Clear statuses...**	Removes every status effect.
Wants ▸ **Clear memories...**	Erases the Para's memories.
Evolutions ▸ ***each trait*** ▸ ***each evolution***	Applies one of the evolutions the game plans for a trait the Para has.
Reset personality...	Personality back to zero.
Unlock trait slots	Opens the trait slots up to the cap of the life stage; you then pick the traits in the Para's profile.

Your Para ▸ Age and life

LINE	WHAT IT DOES
Age: type a value	A number sets the age (0 to 130); +n or -n adds or removes years.
+1 year (age: ...) / +5 years / -1 year	Moves the age; the first line shows it.
Set age to 25... / Set age to 65...	That age at once.
Next life stage... / Previous life stage...	One life stage forward or back.
Die now...	Your Para dies. Refused for the last Para of the household.
Die: *Hunger* to 0... / Die: *Sleep* to 0...	Death by hunger or by exhaustion. Refused for the last Para of the household.
Resurrect...	Brings your Para back to life.
To social services...	Social services take the Para away. Refused for the last Para of the household.
Bring back home	Brings the Para back from social services into their last household.
Bring back a child ▸ *each child in care*	Brings back a child from the town's list.
Revive the dead ▸ *each dead Para*...	Brings a dead resident back to life.
Get pregnant... / Give birth...	The game's pregnancy and birth (adult Paras only).
Pregnancy ▸ Stage: beginning / middle / full term...	Moves the pregnancy to that stage.
Pregnancy ▸ Stage 1/6 ... Stage 6/6...	The same, step by step.
Pregnancy ▸ Partner ▸ *each possible partner*...	Picks the other parent.
Pregnancy ▸ Partner (window)	The same choice, with portraits.

Your Para ▸ Work

LINE	WHAT IT DOES
Enroll ▸ *domain* ▸ *company* ▸ *job*	Enrolls your Para; refused if the schedule overlaps a job they have.
Promotion...	A promotion in their job or school.
Clear strikes	Removes the strikes at work.
End the work day...	Ends today's shift.
+1 vacation day	One more day off.

LINE	WHAT IT DOES
Quit all jobs...	Leaves every job.
Occupations (log)	Lists the game's occupations.

Your Para ▸ Relationships

LINE	WHAT IT DOES
Befriend the town...	Your Para becomes friends with every resident.
Forget the town...	Your Para becomes a stranger to every resident.
Relationships (log)	Lists your Para's relationships.

Your Para ▸ Appearance

LINE	WHAT IT DOES
Copy outfit / Paste outfit (...)...	Copies the current outfit, then puts it on (the line names what is copied).
Copy hairstyle / Copy beard / Copy makeup	Copies just that; Paste outfit puts it on.
Copy look / Paste look (...)...	Face, body and colours.
Repair outfit	Fixes an outfit that points to missing content (a removed mod, for example).
Random body shape...	A random body shape.
Wardrobe ▸ Copy wardrobe / Paste all (...)...	Every outfit at once.
Wardrobe ▸ Paste one outfit ▸ ***each copied outfit***	One outfit from the copied wardrobe.
Wardrobe ▸ Premade outfit ▸ ***each premade outfit***	One of the game's premade outfits for the life stage.

Your Para ▸ Profile

LINE	WHAT IT DOES
Age frozen: ...	This Para no longer ages. Kept in the save.
Needs full: ...	This Para's needs stay full. Kept in the save.
Life journal	Writes the Para's life to a file on your Desktop.

LINE	WHAT IT DOES
Export to file	Saves the Para's look (face, body, outfits) to a file on your Desktop.
Library ▸ *each exported file...*	Puts that look on this Para; their age and personality stay.
Animations ▸ Play an animation	Asks for a word, then lists the game's animations (see the console).
Animations ▸ Release the pose	Ends a held pose.
Force an action	Asks for a word and lists the game's actions that match; `PILOT INTERAGIR <number>` starts one, even outside its conditions.
Rename (first, last)	A game window asks for the first and last name.
Open in Paramaker	Opens the game's Paramaker on this Para.
Clone to household...	A copy of the Para joins your household.
Delete forever...	Deletes the Para for good. Cannot be undone; refused for the last Para of the household.
Unstick this Para / Unstick everyone	For a Para stuck in place.

Household and town

LINE	WHAT IT DOES
Money and bills ▸ Money: type a value	A number sets the household's money; +n or -n adds or removes.
Money and bills ▸ Money +1,000 / +10,000 / -1,000	Adds or removes money.
Money and bills ▸ Money to 10,000 / to 100,000	Sets the money.
Money and bills ▸ Payday now	Runs the game's payday now.
Money and bills ▸ Clear bills	Clears the household's bills.
Money and bills ▸ Bills: ...	Turns bills off or on (the game's own setting).
Whole household ▸ Promotion for all...	A promotion for everyone in the household.
Whole household ▸ Fulfill all wants...	Completes everyone's current wants.
Whole household ▸ Cooking to max	Everyone's Cooking skill to the maximum.
Whole household ▸ Everyone ages up...	Everyone moves to the next life stage.

LINE	WHAT IT DOES
Whole household ▸ Dress all (...)...	Puts the copied outfit on everyone.
Several Paras ▸ ...	Full needs, Needs to red..., Become friends, Become family, Become strangers..., Skills to max, Promotion..., Wants fulfilled...: the checkbox window picks the Paras.
Town life ▸ Town life: ...	Turns town life on or off.
Town life ▸ Play a day now...	Plays one day of town life now.
Town life ▸ Story mode: ... / Random event...	Story mode on or off; one event now.
Town life ▸ Town observatory / Observatory (window) / Observatory HUD: ...	The town in one report: as a message, in a game window, or two lines kept on screen.
Town life ▸ Population (log)	What each Para is doing (rule, state, target).
Time ▸ It is 8 am... / It is 8 pm...	Sets the clock.
Time ▸ Skip to tomorrow...	Moves to the next day.
Time ▸ Target +25 (...)	Raises the game's target town population by 25; the line shows the population and the target.
Time ▸ Auto-repopulate: ...	Turns the game's automatic refilling of the town on or off.
Population ▸ +10 residents / +25 residents / Add residents	New residents, with no household.
Population ▸ Homeless: ... / Delete the homeless...	Counts the residents with no household; deletes them (cannot be undone).
Storyteller ▸ ...	The game's Storyteller settings, each line with its value: Household ages, Town ages, Speed (+0.5 / -0.5), Pregnancy % (+10 / -10), Twins % (+10), Triplets % (+5), Trimester (-120 min), Eat at work, Toilet at work, Funds (+5000).

Scenarios ▸ *each scenario*...: plays a scenario on your Para (**Dream life...** comes with the mod).

More

LINE	WHAT IT DOES
Save + archive	Saves through the game, then archives the save on your Desktop (F5).
Autosave: ...	Says which autosave runs: the game's or ParaPilot's.
Consequence-free: ...	Consequence-free mode on or off (F8).

LINE	WHAT IT DOES
Restore an archive... ▸ ***each archive of this save***	Puts an archive back at the next launch (Cancel the planned restore appears once one is planned).
Director ▸ **Follow this Para / Frame this Para**	The camera follows your Para, or frames them once.
Director ▸ **Filmed town tour / Stop the town tour**	From one resident to the next every eight seconds; stops the tour and the follow camera.
Director ▸ **Hide/show interface**	F11 does the same.
Director ▸ **Game photo mode**	Opens Paralives' photo mode.
Director ▸ **Adult blur: ...**	The modesty blur, for Paras aged 18 and over.
Items and lot ▸ **Repair all items / Clean all items / Put out all fires**	Every object in town, public lots included.
Items and lot ▸ **Ignite this Para... / Put out this Para**	Sets your Para on fire, or puts them out.
Items and lot ▸ **Cause an outage... / Fix the outage**	The game's outage, on and off.
Settings ▸ ***each section***	Opens that section in the game's form (see Every setting below).
Tools ▸ **Game compatibility**	The probe's report: which anchor points the game still has.
Tools ▸ **Patch status / Patches (window)**	Which of ParaPilot's fixes for the game are active.
Tools ▸ **Loading (window)**	The loading time of each mod.
Tools ▸ **Success rate: ...**	Forces the outcome of the game's risky actions: 100 = always succeed, 0 = always fail, off = back to the game. It lasts until you quit the game.
Tools ▸ **ParaPilot panel**	The panel of the game's advanced settings (F9).

Another Para's menu

With your Para selected, click another Para, then **ParaPilot**.

LINE	WHAT IT DOES
Undo: ...	As in your own menu.
their first name ▸ **Age frozen: ... / Needs full: ...**	As in Profile, for them.

LINE	WHAT IT DOES
their first name ▸ **Life journal / Export to file / Library** ▸ **...**	As in Profile, for them.
their first name ▸ **Bring *your Para* here**	Your Para comes next to them.
their first name ▸ **Release the pose**	Ends their held pose.
their first name ▸ **Open in Paramaker / Clone to household... / Delete forever... / Unstick this Para**	As in Profile, for them.
their first name ▸ **To social services... / Bring back home**	As in Age and life, for them.
their first name ▸ **Appearance** ▸ **...**	Copy and paste outfit, hairstyle, beard, makeup, look; Wardrobe ▸ Copy wardrobe, Paste all (...)....
their first name ▸ **Camera** ▸ **Follow this Para / Frame this Para**	The camera on them.
their first name ▸ **Invite and move in** ▸ **Move in with me... / Move in + household... / Invite over**	They join your household (alone or with theirs), or just come over.
Relationship: *your Para* ▸ **Baby with *them*...**	A pregnancy between the two (two adults, not from the same family).
Relationship: *your Para* ▸ **In one go** ▸ **...**	Become friends, Fall in love, Become a couple, Become family, Become enemies..., Become strangers....
Relationship: *your Para* ▸ **Set or raise** ▸ ***each label***	Sets a relationship label, or raises it by one, including those the game keeps hidden.
Relationship: *your Para* ▸ **Remove** ▸ ***each label*...**	Removes that label.
Relationship: *your Para* ▸ **Several Paras** ▸ **...**	Become friends, Become family, Become strangers... with the Paras you check.
Relationship: *your Para* ▸ **Scenarios** ▸ **...**	Become friends... and Rivalry... come with the mod.
More ▸ **Save + archive / Autosave: ... / Consequence-free: ...**	As in your own menu.

The ground and the objects

Click the ground ▸ **ParaPilot**: "Bring *your Para* here, Gather the household, +1 resident here, +10 residents here, Target population **(you type it),** Town observatory, Save + archive, Undo: ...".

Click an object ▸ **ParaPilot**: Break, Repair, Dirty up, Clean, Ignite…, Put out, For sale, Not for sale, Delete….

Every setting

More ▸ Settings, one section at a time. The default value is in brackets.

SECTION	SETTING	WHAT IT DOES
Comfort	**Banner at load (Yes)**	Shows ParaPilot's badge each time a save loads.
Comfort	**Native badge (Yes)**	The badge is a game notification; No shows the old banner for thirty seconds instead.
Comfort	**Banner collapsed, Banner X, Banner Y**	The old banner: folded to its title, and its position (set on their own when you move it).
Comfort	**Quiet (No)**	Nothing on objects or the ground, no message after a click, no morning summary, no observatory on screen, no new-version notification. The ParaPilot menu and the console stay.
Comfort	**Morning summary (Yes)**	At 8 am each game day: money, critical needs, bills, active ParaPilot settings.
Comfort	**Modesty blur (Yes)**	Yes: as in the game. No: removed for Paras aged 18 and over.
Comfort	**Language (auto)**	auto follows the game; de, en, es, fr, it, pl, pt or zh forces one.
Safety	**Restore point (Yes)**	The save and archive before every line ending with ….
Safety	**Autosave (minutes) (15)**	0 turns it off. See 4. The safety net.
Safety	**Archives kept (8)**	Dated archives kept for each save.
Shortcuts	**Save, Household needs, Undo the last ParaPilot action, Consequence-free mode, Panel, Director (**F5**, **F6**, **F7**, **F8**, **F9**, **F11**)**	The keys; empty = no key.
Shortcuts	**Click-surface modifier key (auto)**	auto, alt, ctrl, shift or altouctrl.
Menu	**One line per category**	Shows or hides it.
Town life	**Active (No)**	Town life on or off.
Town life	**Tour hour (6)**	The game hour of the daily round.

SECTION	SETTING	WHAT IT DOES
Town life	**Jobs per day (2), Couples per day (1)**	How many each day.
Town life	**Move-in (%) (50)**	Chance that a new couple moves in together.
Town life	**Pregnancy (%) (15)**	Chance per day and per couple.
Town life	**Marriage (%) (10)**	Chance per day, for a couple of at least three days.
Town life	**Break-up (%) (3)**	Chance per day, for a couple of at least two days.
Town life	**Delay after break-up (days) (14)**	Two residents whose couple ended are not paired again during that time; exes never.
Story	**Random events (No)**	Story mode on or off.
Story	**Events every (hours) (12)**	Game hours between two events.
Paramaker	**Search (Yes), Name on hover (Yes), Repair thumbnails (Yes)**	The search bar, the name on hover, the missing thumbnails.
Native surface	**Active (Yes)**	The ParaPilot line in the game's menus.
Reliability	**Workshop anti-wipe (Yes)**	Stops the game from erasing your whole Workshop library when Steam does not answer at launch.
Reliability	**Baby in the right household (Yes)**	A baby born to a resident joins its mother's household, not yours.
Reliability	**Loader anti-freeze (Yes), Anti-freeze delay (seconds) (120)**	If the loading screen waits for the terrain longer than that, ParaPilot moves on instead of waiting forever.
Reliability	**Move in without loss (Yes)**	When a Para moves in, the money, lots, inventory and collection of their old household follow.
Reliability	**Loader, non-numeric folders (Yes)**	A badly named folder in the Workshop no longer blocks every mod.
Reliability	**Anti-storm guards (Yes)**	Stops three game errors that repeat every frame, and names the culprit once.
Reliability	**Mod manifest (Yes)**	The Missing mods window.
Reliability	**Interaction index (Yes)**	A faster lookup of the game's actions.
Loading	**Measure (Yes)**	Measures each mod's loading time.
Updates	**Check for a new version at launch (No)**	Yes: once per launch, reads a public file on tanven.dev. Nothing about you is sent.

Every console command

Type them after `Ctrl + Shift + C`. `PILOT HELP` gives the same list in the game; `PILOT HELP <word>` searches it.

COMMAND	WHAT IT DOES
`PILOT HELP [word]`	The list of commands, or the lines that contain the word.
`PILOT MORE` (or `PILOT PLUS`)	The rest of a long answer.
`PILOT FIND <word>`	Finds a game setting by a word.
`PILOT SHORTCUTS`	The named shortcuts to the game's settings (`faim.vitesse` for hunger, for example).
`PILOT GET <shortcut>` / `PILOT SET <shortcut> <value>`	Reads or writes a game setting, kept for next time.
`PILOT PRESETS` / `PILOT PRESET <name>`	Themed bundles of settings.
`PILOT OVERRIDES` / `APPLY` / `CLEAR`	The settings you saved.
`PILOT UI`	The ParaPilot panel (`F9`).
`PILOT PIN <path>` / `UNPIN` / `PILOT HUD`	Values kept on screen; the old status bar.
`PILOT CHEATS [word]` / `PILOT RUN <cheat>`	The game's own cheats, listed or run.
`PILOT CLASSES` / `PILOT LIST <class>`	Explore the game's data.
`PILOT BACKUP`	Save + archive (`F5`).
`PILOT SAUVEGARDEAUTO`	Which autosave runs.
`PILOT RESTAURER [n|annuler]`	Lists the archives, plans a restore, or cancels it.
`PILOT ANNULER`	Undo (`F7`).
`PILOT RECENT [n]`	Your recent actions; plays one again.
`PILOT CHERCHER <word>`	Searches the ParaPilot menu.
`PILOT SERENITE`	Consequence-free mode (`F8`).
`PILOT AGE +1`, `ARGENT -1000`, `BESOINS 5`	Age, money, needs.
`PILOT COMPETENCES 10|max`	Every skill to a level.
`PILOT PARA age|besoins on|off`	Age frozen, needs full, for one Para.
`PILOT ENCEINTE` / `PILOT GROSSESSE debut|milieu|terme`	Pregnancy and its stage.

COMMAND	WHAT IT DOES
`PILOT BEBE mere|pere`	Moves the latest newborns to the mother's household, or to the other parent's.
`PILOT STATUT <guid> ajouter|retirer`	Adds or removes a status effect.
`PILOT TRAIT <guid> ajouter|retirer` / `PILOT TRAITS` / `PILOT EVOLUER <trait> <evolution>`	Traits, their list, their evolutions.
`PILOT CARRIERE <guid>`	Enrolls in a job.
`PILOT LIEN <Para> amis|amour|couple|famille|ennemis|inconnus`	A relationship in one go.
`PILOT RELATION <Para> <label> +1|-1|retirer`	A relationship label.
`PILOT RENOMMER <first name> [last name]` / `PILOT TELEPORTER <guid>`	Rename, move a Para.
`PILOT TENUE copier|coller`	The outfit clipboard.
`PILOT POUR foyer|tous|<guids> <command>`	The same command for the household, the whole town, or a list.
`PILOT CASES <command>`	The checkbox window for any command.
`PILOT CHOISIR partenaire|premade|garderobe|ressusciter|services`	The game's portrait window for that list.
`PILOT PEUPLER <n>` / `PILOT PURGER [confirmer]`	Adds residents; deletes the homeless.
`PILOT CONTEUR`	The Storyteller settings.
`PILOT SCENARIO <name>` / `PILOT VIE`	Plays a scenario; writes the life journal.
`PILOT CAMERA suivre|cadrer|tour|ath|photo`	The Director (see Going further).
`PILOT PUDEUR on|off`	The modesty blur.
`PILOT ANIMATIONS <word>` / `PILOT ANIMER <n>|etat|stop`	Animations.
`PILOT INTERACTIONS <word>` / `PILOT INTERAGIR <number>`	Searches and starts any game action.
`PILOT REGLAGES <section>` / `PILOT CATEGORIE`	A settings section in the game's form; the menu categories.
`PILOT LANGUE <code>|auto`	ParaPilot's language, without relaunching.
`PILOT MONTRER <command>` / `PILOT NOTIFIER <text>`	A command's answer in a game window; a game notification.

COMMAND	WHAT IT DOES
`PILOT MANIFESTE [ecrire|prevenir]`	The mods this save is missing.
`PILOT COMPTER` / `PILOT AUTONOMIE` / `PILOT OBSERVATOIRE`	Population, households and lots; what each Para is doing; the town report.
`PILOT COMPATIBILITE` / `PILOT SONDE` / `PILOT FIABILITE`	Compatibility, anchor points, ParaPilot's fixes.
`PILOT MODS` / `PILOT CHARGEMENT` / `PILOT COUT` / `PILOT VITESSE`	Plugged-in mods, loading time per mod, ParaPilot's cost per frame, the interaction index.
`PILOT VIGNETTES oui`	Rebuilds every Paramaker thumbnail.
`PILOT MISEAJOUR`	The update check: its state, then a fresh read.

ParaPilot Lite

ParaPilot Lite is a small companion, on the Steam Workshop and on CurseForge. It is a data-only mod (no code; Windows, not yet tested on Mac): a small **ParaPilot Lite** submenu in English in your Para's menu, in another Para's menu and in the ground menu, plus 23 console aliases (`HELP pilotsave`, for example). Nothing in the Lite can be undone. Both install together: when this full version is installed, the Lite menu only keeps the lines this version does not have (Lottery ticket, Screen filter, Day off +1, Clear wants, Skip to work), so nothing is doubled.

At a glance

- Click your Para ▸ ParaPilot: Undo, Search..., Recent, your Para, Household and town, Scenarios, More.
- Click another Para ▸ ParaPilot: Undo, their name, Relationship: your Para, More.
- `F5`: Save + archive. `F6`: household needs. `F7`: Undo. `F8`: consequence-free mode. `F9`: ParaPilot panel. `F11`: hide and show the interface.
- Alt (or Ctrl) + click: the click surfaces. `Ctrl + Shift + C`: the console.
- A line ending with **...** asks Yes / No and sets a restore point first.
- Your last action is reverted with **Undo: ...**. The rest is in the dated archive on your Desktop.

Have fun.