

V1.0.2 Changelog -

SQUISHLOG: - Exterminated a bug that caused the menu to rebuild because of your constant sim's mood-swings.- Identified and destroyed a hive nest of bugs by their queen's name "massive regression" while integrating with other mods in the last update, leading to version 1.0.1.9 being superior in some ways.- Forced all learned interactions for sims to persist until you reload the world - Removed the cache expiry due to cache inactivity.- Removed all cache limits because we dont care for space at all- Flicker stability stabilized- Avoided duplicate preporations- Still Monkey-bash proof- Learned menus survive sim switching without casualtiesTldr; By downloading you understand the mod comes 'as-is' and is still in active development.

If this experiment works, this functionality is moving to MDM

yep

HOW IT WORKS:

Allow about 30 seconds after the first household loads for IPM to finish starting. This happens once each time you start the game, not on travel or every household switch. - if this happens let me know

The normal menu can still open during that wait.

The final notification that announces that it's ready only means its ready to start aka it does not mean every interaction has been preloaded.

Menus are learned when opened. Expires in 5 mins.

First-time menus and fresh checks of selected interactions can still take time.

Back-to-back accepted clicks are now handled in order

Incompatibility with other mods i found:Auto Pause On Pie Menu - Incompatible: for now.Medieval Pie Menu - Incompatible.Modsby's Dropdown Menu / MDM - Incompatible. MDM will have its own instant menu feature.Fresh Pie Menu - (Expected) to not to work.Any mod not listed that has this in its name "Pie-Menu" - is Expected not to work. Bonus: You can press ALT + CLICK to open old menu to compare loading time and contents.

Change-log:

Packacking error fixed that prevented the game from starting.

Preserved monkey bashing clicks when opening another menu.

Stopped delayed replies from reopening old menus or replacing.

Added notifications to remind that its not ready and when its ready

Kept learned menus cached when switching between Sims. So they don't forget quickly.

now supports TwistedMexi's search! It's actually cool but caused me a lot of headache so lets not make this a habitWhat I really need to confirm is this scenarios: 1) Can anybody confirm that new options indeed appear.2) Options do in-fact disappear.3) The menu is just woowww4) Any mods you like to be compatible next - is really not a requirment but if its a must, then fine.5) Any mods that are incompatible so i can add to this list:Known bugs: Clicking the same object or sim while monkey-bashing has made the cache very fat. Let's not do that.Please help me make IPM perfect by leaving some useful feedback! Thank you!

tldr; By downloading you accept this product is "as-is" and you understand that it takes 30 seconds after game loads before you can use it.