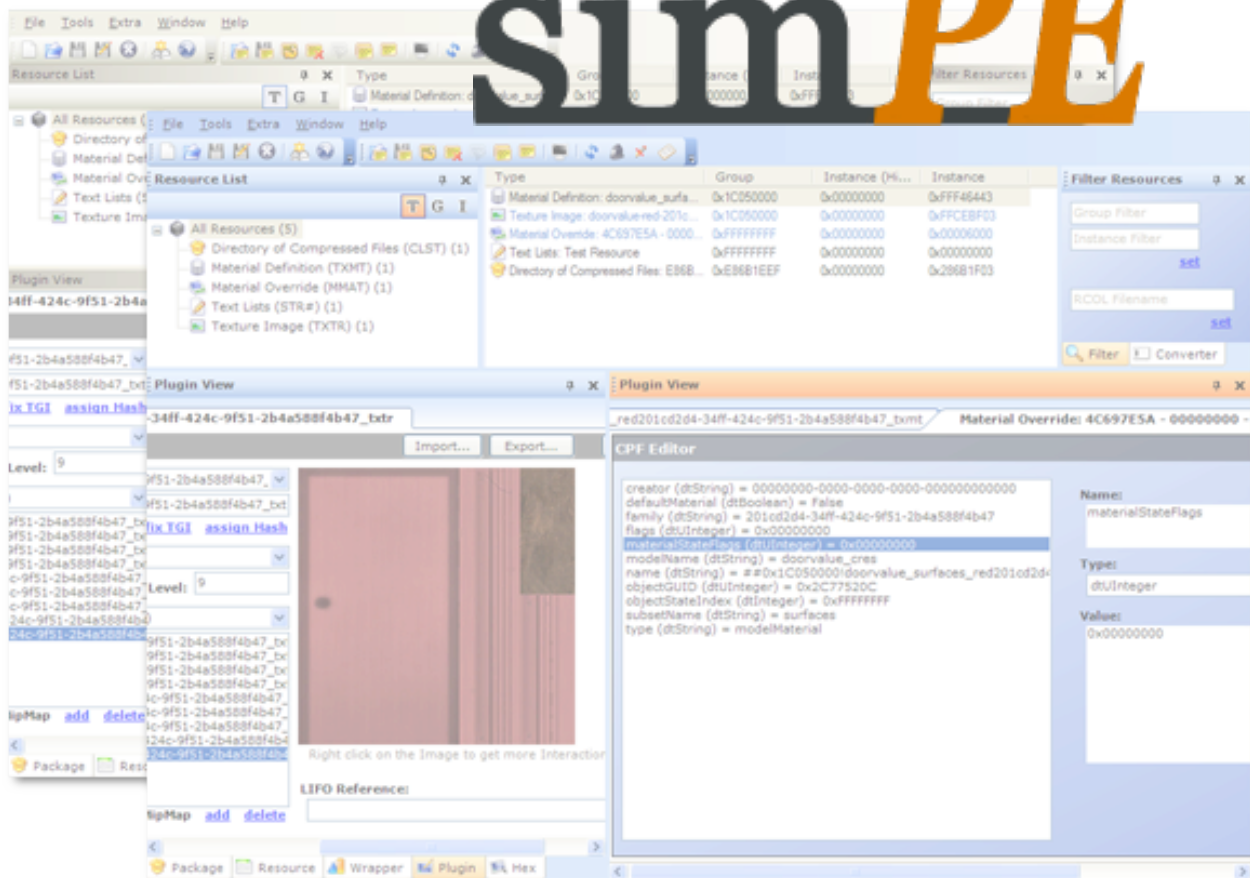# ...BUILD YOUR WORLD

This is a brief Introduction to the brand new SimPE GUI.

The original SimPE was never supposed to be used by such a broad Audience. I'd like to take the Opportunity and thank all the SimPE Users for their trust in it. Even if it is still (you all can guess what ;)) Alpha.

With the advanced possibilities SimPE is offering to the Modding Community, we decided, that we need to develop a new GUI. This wasn't done for the looks, but for functionality. The new GUI contains dockable Windows, so you can decide what your Desktop should look like.

The old Restriction, of only one opened Resource per package was removed, which means, that you can open multiple Resource at once with the new SimPE (if the Type-Wrapper supports this new Feature).

So let's start with this simple introduction to the new SimPE.

Quaxi

Package: The File you open with SimPE through File->Open... (for example "*EA games/The Sims 2/Downloads/myskin.package*")

Resource: The Items stored in a Package (previously called Packed File)

YOUR FIRST START
MAIN GUI ELEMENTS

The main SimPE GUI is divided into three main Parts:

1. The Resource Tree, which (by default) displays an overview of available Resource Types

2. The Resource List, which displays all Resources that match the selection in the Resource Tree

3. The Plugin View, which is the space the content of a File will be displayed in.
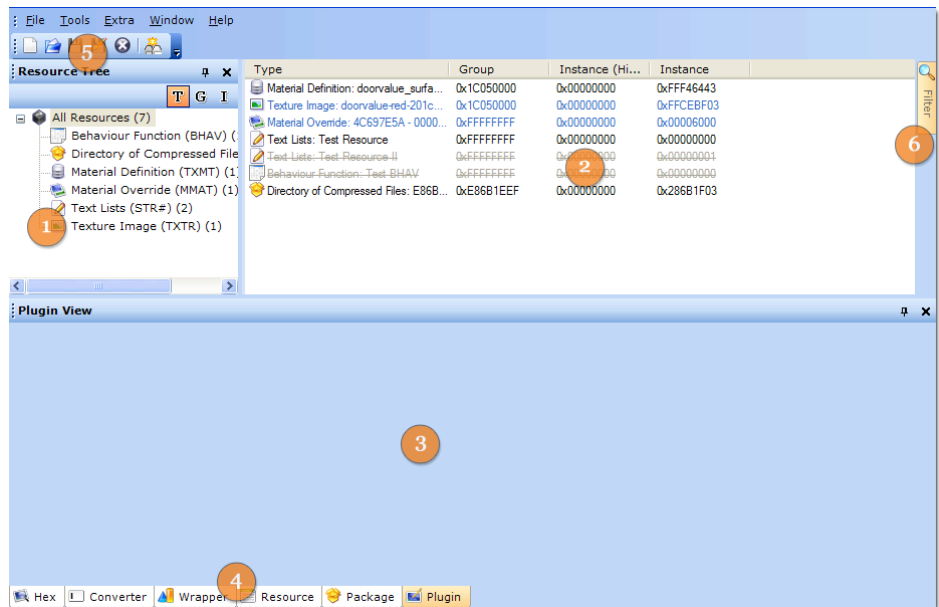
USING THE DOCKS

As already mentioned before, the SimPE GUI fit's your needs. You can Drag all the Dock-able GUI Elements (like the Resource Tree, the Plugin View...) to another Position on the Window, or even off the Window (floating Dock).

To Drag a Dock onto a new position, click (with the left Mouse button) on the Dock-Tab (4), and hold the Button Down. now move your Mouse, and you will see, that the Shadow of the dock is following your mouse. If you let the Button go, the Dock will be positioned at that Location.

If a Dock does not have a tab (like the Resource Tree Dock (1)), you can Drag it by clicking on the Caption (5) of the Dock.

The X in the Dock Caption will close that Dock, and the Symbol that looks like a Thumbtack, is used to make a Dock Collapsible (The Filter Dock (6) is collapsed by Default).

USING THE TOOLBARS

Toolbars can be hidden in SimPE. by default you will only see the **File Toolbar.** If you right click next to the Toolbars, you will get a List of additional ones, You can make the Visible, by clicking on their Name.

The Buttons on the Toolbars are also Configurable. If you left-click on the Arrow on the right border of a Toolbar, you will get a List of available Buttons. You can hide/show them by clicking on them in that List.

Toolbars can also be moved, much like it is described in the Docks Section.
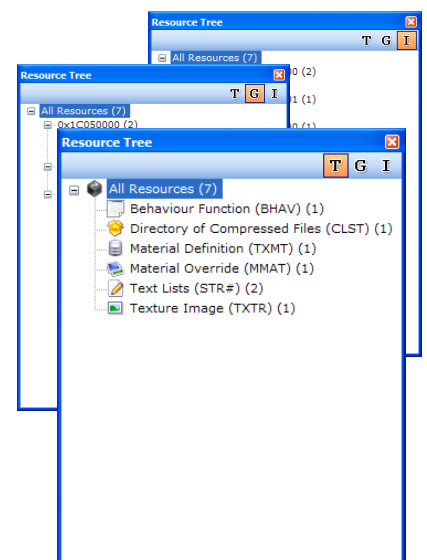
USING THE RESOURCE TREE

After you did load a Package File (**File->Open...**), the Resource Tree is populated with the types available in that package.

You can also switch the way the **Resource Tree** is presenting the package content, by clicking on the TGI Symbols on top of the Dock. Options are:

T = sorted by Type, G = sorted by Group, I = sorted by Instance

When you click on a Item of the Trees, the **Resource List** will update and only show the Resources that match your selection (i.e only Resources with the Type **Material Override**.

USING THE RESOURCE LIST

The Resource List is showing all the Resources stored in a Package File. If you selected **Extra->Display File-names**, wit will not only show you the TGI (=Type, Group, Instance) values, but also a Symbol identifying the Type and (if available) the name of the Resource.

Type	Group	Instance (Hi...	Instance	
Material Definition: doorvalue_surfa...	0x1C050000	0x00000000	0xFFF46443	
Texture Image: doorvalue-red-201c...	0x1C050000	0x00000000	0xFFCEBF03	
Material Override: 4C697E5A - 0000...	0xFFFFFFFF	0x00000000	0x00006000	
Text Lists: Test Resource	0xFFFFFFFF	0x00000000	0x00000000	
Directory of Compressed Files: E86B...	0xE86B1EEF	0x00000000	0x286B1F03	

However, when opening big package Files, this implies a speed issue, and should therefor be deactivated before browsing big package Files.

The Font of each Entry in the List indicates the state of the Resource (see box Resource States).

If the TabBrowsing behavior of SimPE (you can change that in **Extra->Preferences...**) is the default one (simple click, multiple Documents and FireFox Style), you can open the Plugin View for a Resource by simply clicking on it.

Clicking on the next Resource will close the previous one and open the new plugin View for the Resource in Question.

If you want to open a second Tab for a second Resource, you have to middle click (or [alt]+left) on the second Resource. That will leave the first one open, while opening another Tab (if the Type you selected supports this mechanism).

If you did deselect the **FireFox style** in **Extra->Preferences...**, each single click will open a new Tab.

If you disabled the simple selection in **Extra->Preferences...**, you need to double-click on a Resource in order to open it.

When you open a Resource, that is handled by a Wrapper which does not allow multiple Instances (see **THE INSTALLED PLUG-INS DIALOG** Chapter), SimPe will behave just like in the old days, meaning an active plugin View for that wrapper will be replaced with the content of the currently selected Resource.

UPDATING SIMPE
GET INFORMED ABOUT UPDATES

The new SimPE will (by default) search on every start for new Updates. If you do not like that, you can turn off this check in **Extra->Preferences...** . If you want to manually search for a new update, you can use the **Help->Check for Updates...** Menu. If you are connected to the Internet, SimPE will automatically connect with the SimPE home-page, and check for a new Version.

If a new Version was found, SimPE will present you a Text, that describes the Changes that were implemented for the new Version.

AFTER INSTALLING AN UPDATE

SimPE is no longer using the Windows Registry to store it's Settings, so if you install a new Version into a clean Folder, SimPE would start with default Settings. However, when you start an SimPE new SimPE Version from a clean Directory, it will ask you to import old Settings, so that you don't have to setup all Paths and stuff again.

Normally, when you use the Setup to install SimPE, this will not happen, as the de-installation of SimPE is leaving the Configuration Files untouched.

THE MAINMENU

THE **File** MENU
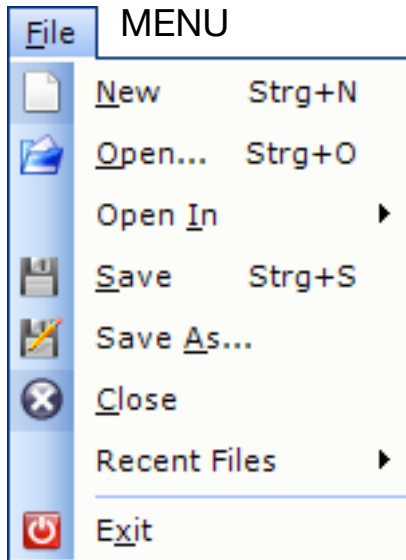
File->New: Create a new, empty Package File (hidden by default)

File->Open...: Open an existing Package File

File->Open In: Open a package File from a default Location, like the Resource directory of your game installation, or the Downloads Folder

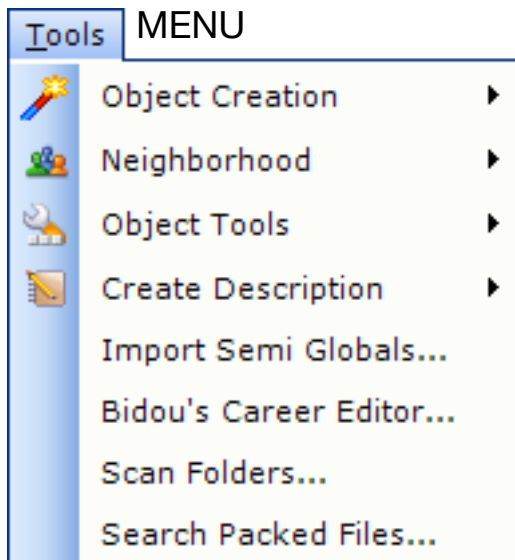**File->Save**: Save the current Package File

File>Save As: Save the current package File with a new Name

File->Close: Close the current Package File (hidden by default)

File->Recent Files: Holds a List of the Files you opened latley

File->Exit: Closes SimPE

THE **Tools** MENU

The Tools menu is created on the fly when SimPE starts. All available Tool Plugins are put there. It is the same as the Plugins Menu was for the classic SimPE, except that it now can contain Icons and SubMenus.

Tools->Object Creation: Contains Tools to create Packages, like the *Object/Skin Workshop*, or the *Photo Studio*

Tools->Neighborhood: Contains Tools that make editing Neighborhoods and Sims more easy. It contains the *Sim and Neighborhood browser*

Tools->Object Tools: Some Additional Tools to handle Packages, like the *Fix Integrity* Tool.

**Tools->Create Description**: Those Tools will create a CSV text from the content of the Resources.

Tools->Import Semi Globals: This Tool, will allow you to import Semi Global SimAntic-Files into your current Package.

Tools->Bidou's career Editor: This is an additional Tool, you can download it at http://sims.ambertation.de

Tools->Scan Folders: This is our Scanner Tool, it can be used to discover faulty or non EP-Ready Packages, as well as Browsing the contents of a certain File.

Tools->Search Packed Files: This Toll will allow you to search for specific Content within the currently opened Package

THE Extra MENU
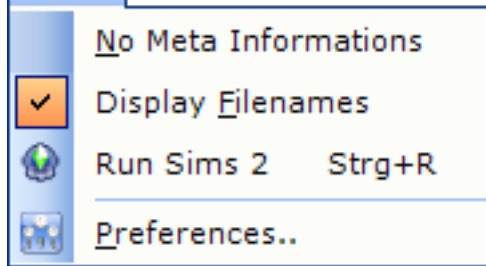
Extra->No Meta Informations: Will stop SimPE from reading additional Informations when opening a package File. If all your Sims are Listed as Unknown Unknown, and do not show a Thumbnail, you probably have checked this Menu Item, unchecking it and reopening the Neighborhood should solve the Problem. (hidden by default)

Extra->Display Filenames: When this Menu is checked, SimPE will display the Filenames (and a little Icon) for each Resource in the Resource list. This may slow down the Loading of big Packages, so it probably is a good idea to deactivate this Feature when opening large Packages like the objects.package.

Extra->Run Sims 2: This will execute the Sims 2 or (if installed) Sims 2 University

Extra->Preferences: Opens the Preferences Dialog

THE Window MENU
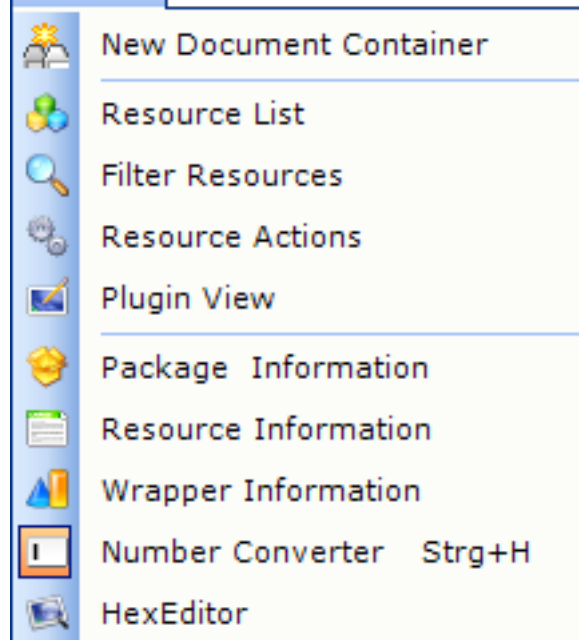
This Menu basically configures the available Docks. The Upper group (containing the Resource Tree, and Plugin View) is a List of default Docks, that a hardcoded part of SimPE.

The lower List, contains Docks, that are read from Plugins. We will discuss all the Docks later in this Document. For here it is just important to know, that, when a Menu Item is checked (like the Number Converter), the corresponding Dock is visible.

Window->New Document Container: Click this to create another Plugin Dock, you can use to display the content of Resources in.

THE Help MENU
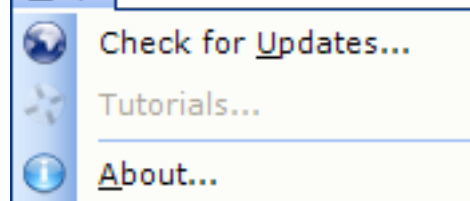
Help->Check for Updates: If you are connected to the Internet, SimPE will connect to the SimPE Homepage, and check for new Versions.

Help->Tutorials: Presents you a list of available SimPE Tutorials

Help->About: The SimPE Credits

THE DEFAULT DOCKS

SimPE Ships with different Docks, which allow you to perform all the basic Tasks. This Chapter should introduce the most common Docks, helping you to understand how SimPE is working.

We do not cover the Plugin View Docks, as they are pretty straight forward, and do only present you the Content of Resources you selected for display.
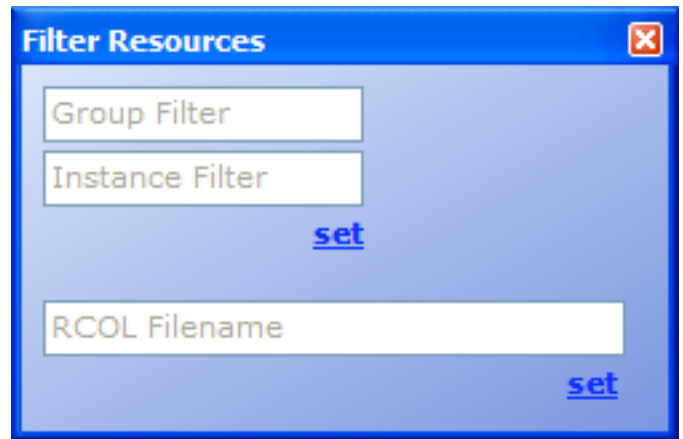
THE FILTER DOCK

This Dock is used to Filter the Content of the **Resource List**. Whenever you set a Filter, only Resources that match your Input will be listed.

To unset a Filter, just remove the complete Text from the TextBox, and hit **set**.
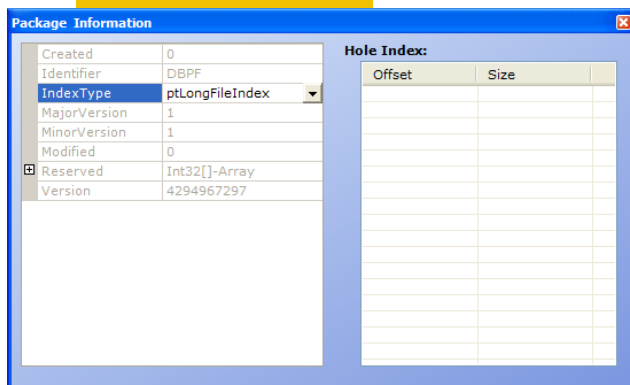
THE CONVERTER DOCK

The Converter Dock, can be used to Convert Numbers into different Representations (hex, decimal, binary). You can type any (valid) Number in the three Available TextBoxes, and SimPE will convert them for you into the two other Representations while you type.

THE PACKAGE DOCK

The Package Dock, presents you some additional Information about the currently opened package File.

The most important thing here is the **IndexType** field. Normally all the Sims 2 package have a Long Index, If you know what you are doing, you can change that Type. SimPE will use the Type specified here when it saves a Package.
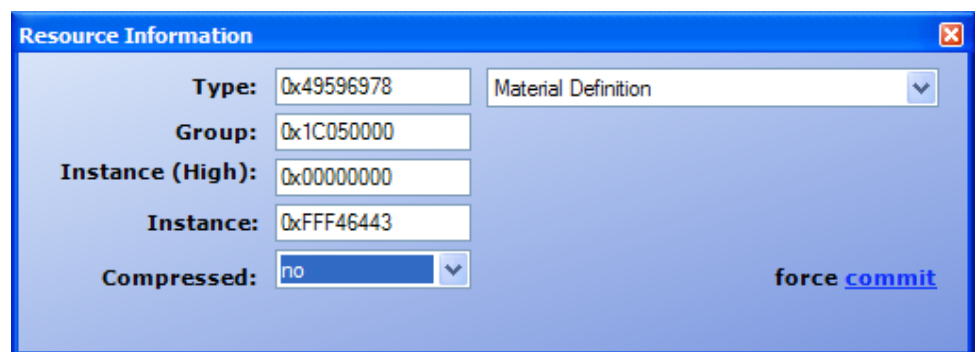
THE RESOURCE INFORMATION DOCK

Whenever you Highlight one ore more Resources in the **Resource List**, you can use this Dock to change the TGI Descriptors for the Selected Resources.
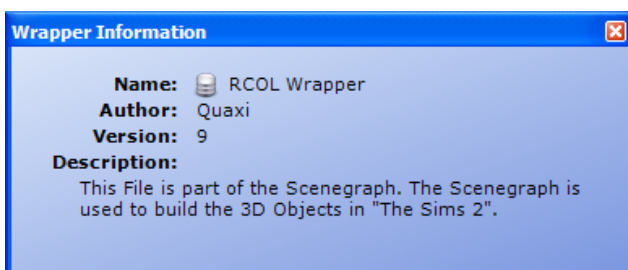
Normally, the values you write into a Checkbox, are auto committed. That means whenever a TextBox looses the Focus, or you hit Enter within a TextBox, the changed Value (and only the changed Value) is committed to all the selected Resources.

However, if the auto commit should not work for any Reason, you can hit the **force commit** Button, to apply the Values to all selected Resources.

You can change the Compressed state, to force (de)compression for a Resource when it will be saved

THE WRAPPER INFORMATION DOCK

When you Highlight one Resource in the **Resource List**, this Dock will present you Informations about the Wrapper that SimPE will use to display the Content of the given Resource.

THE HEXEDITOR DOCK

The new GUI features a completely new HexEditor Control, which is faster than the old one and offers more features. It is not only a HexEditor Control, but also the Replacement for the ByteView, the classic SimPE GUI had.

The Control always displays the content of the Resource that is Highlighted in the **Resource List**.

You can switch the Number Display to Hex (which is considered the Default), signed Decimal (no negative Numbers are allowed) or unsigned Decimal.

The last two are the same for the HexEditor itself, but it will change the Interpretation of the Values you did select in the **Values / Navigation** Area.

Whenever you select (blue background) a Value (or multiple values) in the HexEditor, the **Values / Navigation** Area will be Updated, to represent the first selected Value.
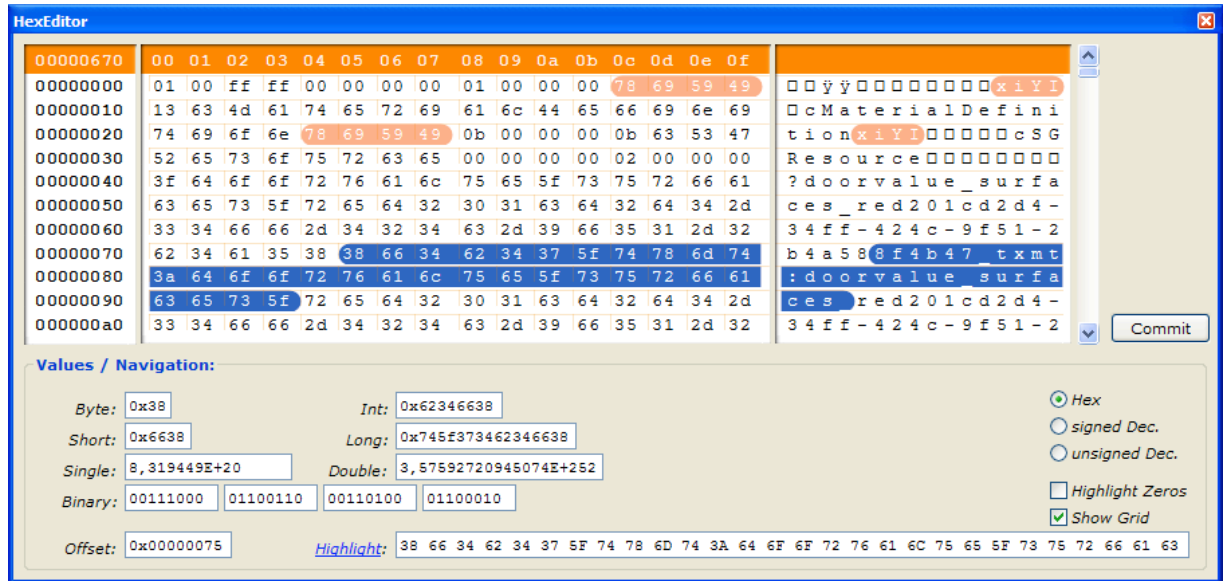
Byte Order

The **Byte**, **Short**, **Int**, **Long**, **Single** and **Double** TextBoxes represent the Values in the default number Representation (which means the highest valued Byte is noted first)

However, the **Binary** and Highlight **Boxes**, present the Bytes in the default intel byte order (*little Endian*), which means that the lowest valued byte is first! (that is also the was, the HexEditor itself presents the Bytes!)

The **Byte**, **Short**, **Int**, **Long**, **Single** and **Double** TextBoxes should be self explaining. **Binary** is displaying 4 Bytes from including the first selected byte on (in the picture above, that would be 38 66 34 62), in their Binary representation.

The **Highlight** TextBox, presents all the Selected Bytes separated by a whitespace. When you click the **Highlight** Label, the Editor Control, will Highlight (orange Background) each occurrence of the Bytes that are listed in the TextBox. You can also put your own Byte Sequence in that TextBox and let the Control highlight them.

The Highlight Zeros Checkbox was included to keep the feeling of the old ByteView from the classic GUI. When checked, All Zeros in the HexEditor will get a green circle as Background.
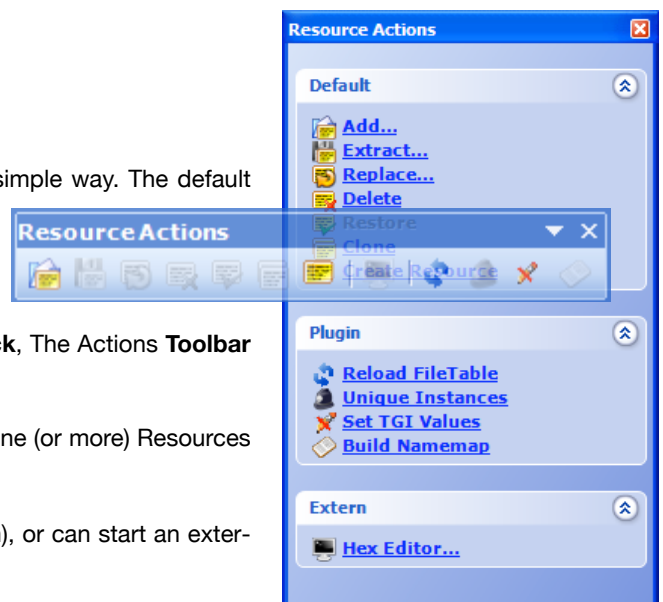
THE RESOURCE ACTION DOCK & TOOLBAR

Resource Actions are Plugins, that change Resources/Packages in a simple way. The default Actions Contain the operations that were available through the Resource Contextmenu in the classic GUI (right click on a Resource in the Resource List).

You can access the Actions in one of three ways. With the Actions **Dock**, The Actions **Toolbar** or (like in the classic SimPE) with the Actions **Contextmenu**.

Most of the available Actions will only be available when you selected one (or more) Resources in the **Resource List**. Clicking on the Action will execute it.

Actions can also be loaded from Plugins (as seen in the Plugins Region), or can start an exter-

nal Tool (like the Hex Editor in the Screenshot). To setup External Tools for the Actions Dock/Toolbar, go to the **External Tool** Tab in the **Extra->Preferences...** Dialog.

The **Delete Action**, will not immediately delete a Resource! It will just mark it for deletion. Until you save the package, you can restore Deleted Resources any time you want!

The **Extract Action**, knows two different behaviors. If you only select one Resource, it will create a .simpe and a .simpe.xml File with the name you choose. If you have multiple Files selected (*[ctrl]+A* selects all listed Resources), SimPe will create a Subfolder for each Type you extract, and collect the informations about the extracted Resources in a package.xml File. (Like **File->Extract All...** did in the classic GUI).

The **Add Action** allows you to include previously extracted .simpe, .simpe.xml, package.xml or .package Files into the currently opened package File.

THE INSTALLED PLUGINS DIALOG

This Dialog (**Extra->Preferences...**) displays a List of all available Wrapper Plugins. Those Plugins are used to present the content of a Resource in the Plugin View.
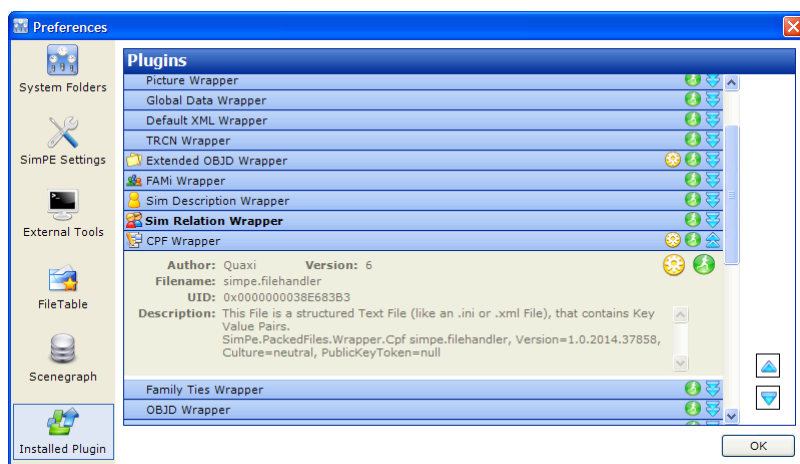
You can use this Dialog to change the Priority of the Plugins (Plugins on top are checked first. If more than one Wrapper is installed that handles the same type, SimPE will select the first one it finds), or enable disable them entirely (Click on the Green Circle, and the Plugin gets deactivated).

If you click on the Arrow Symbol next to the Plugins Name, you can expand, collapse the Detailed Information Tab (**CPF Wrapper** is expanded in the Screenshot).

The Plugin that is printed in bold Letters (**Sim Relation Wrapper** in the Screenshot) is the currently selected one, you can move it with the Arrow buttons on the right of the Plugin List.

If a Plugin shows a Yellow Disc (like for example the **Extended OBJD Wrapper**), it means that it can open multiple Resources of that type in the Plugin View.

MORE INFORMATIONS

If you need more Information about SimPE or specific Help, feel free to visit the english and german speaking SimPE Forum at http://ambertation.de/simpeforum/.

You will also find a Section containing Tutorials in that Forum, that might help you to clarify some of your Problems.