The Compressorizer!
Mass Package File Compressing Program

IT EATS SIMS FOR BREAKFAST!

Version 1.0
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User Manual

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System Requirements

The Compressorizer was built using Microsoft's .NET Framework, version 1.1.

As a result, you **will** need the .NET 1.1 installed. You can obtain it from Microsoft's website, located [here.](#) The framework is a 23.1 MB file, so it may take some time to download if you are on a dial up connection.

The Compressorizer will work on any Windows based operating system that supports the .NET framework version 1.1, though it was mostly tested on Windows XP based systems. No guarantee is made for any other Windows operating system, especially not Windows Vista since it's likely to explode into a giant fiery ball visible from space for no particular reason at all, and without warning. (That's the one thing it WON'T ask you to allow or deny!)

(This space intentionally left blank. Makes you wanna cry doesn't it?!)

The "Whaterizer?!" Why Do I want to use this? How does it work?

The Compressorizer! This program is an easy to use, lightweight utility that shells out to the nifty little dbpf-recompress program that **benrg** made and uploaded to Bowels of Trogdor [here](#) at More Awesome Than You! Full credit to him for the awesome compression utility, I just made a pretty friendly interface to connect with it and make it easier for you to compress all your package files to a much smaller size!

There's no reason to not compress your files. EA/Maxis does and SimPE can (sometimes) but there was no easy way to do it, until now that is. With my test, I compressed 73 MB of files to 37 MB. That's pretty much 50% smaller right there. Those of you with massive downloads folders will probably see even more benefit as this will help you make room for even more downloads!

One of the biggest questions is: Will it make my game load faster? And the answer? Results may vary. Of all the people who I had test this, some were able to dramatically decrease the size of their downloads folder. (One person went from **17.1 GB** to **7.45 GB!**) However, while decreasing size was relatively consistent, load times were not consistent. One person shaved two minutes of their load time, another added a few minutes. At this point, it's believe that the amount of load time you will gain or lose by using this utility is **entirely based on your computer's configuration and hardware.**

The Compressorizer makes use of the aforementioned dbpf-recompress utility that was made and posted at More Awesome Than You earlier this month. This utility uses an algorithm conceived by EA to compress package files to a much smaller size that is still compatible with the game. As of this point in time, the utility has NOT ONCE been reported as causing a file to become corrupt.

However, DJS Sims takes no responsibility for increased load times, theoretical corrupted files, explosion of the user's computer, explosion of the user's head, or misalignment of the planets. Use at your own risk, and **BACK UP YOUR FILES BEFORE USE**.

How to __BEST__ use The Compressorizer

The steps to using this program are actually very simple. First, start the program! It will look like this:
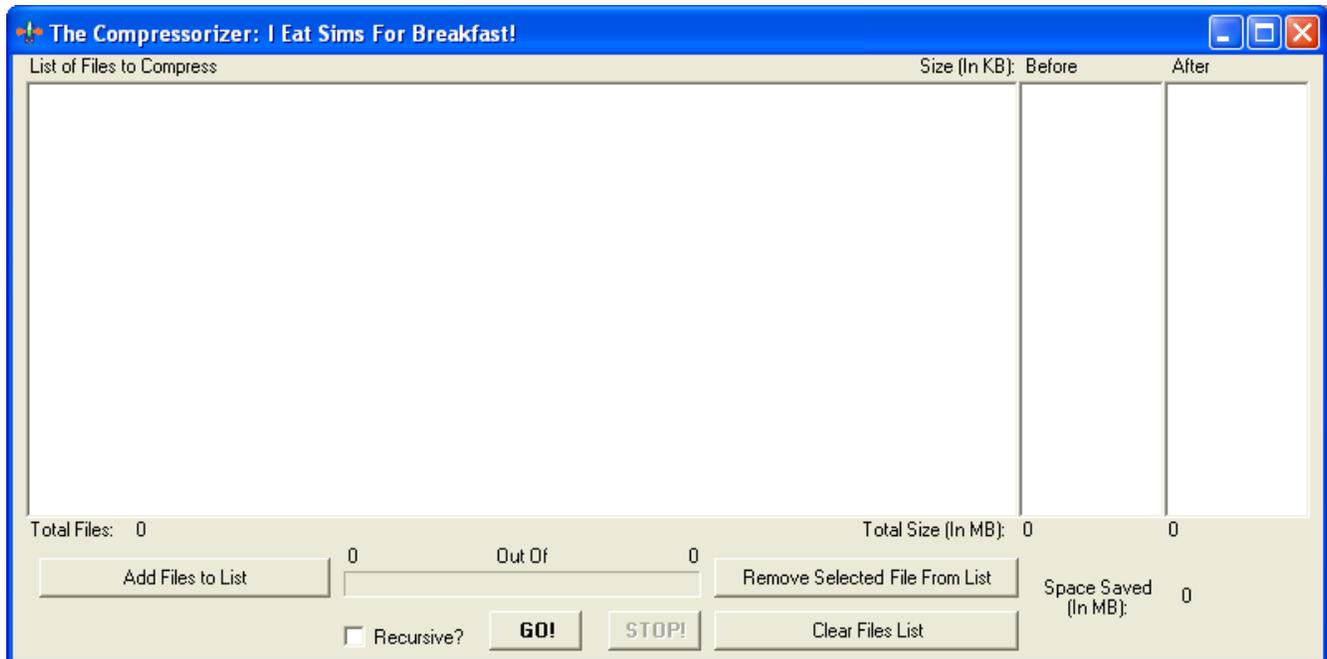

Next, click the "Add Files to List" button in the bottom right, and pick a folder to add your files from. **NOTE: If you wish for subfolders to be included when it adds files from the folder you pick, you MUST check the box next to the word "Recursive?"**
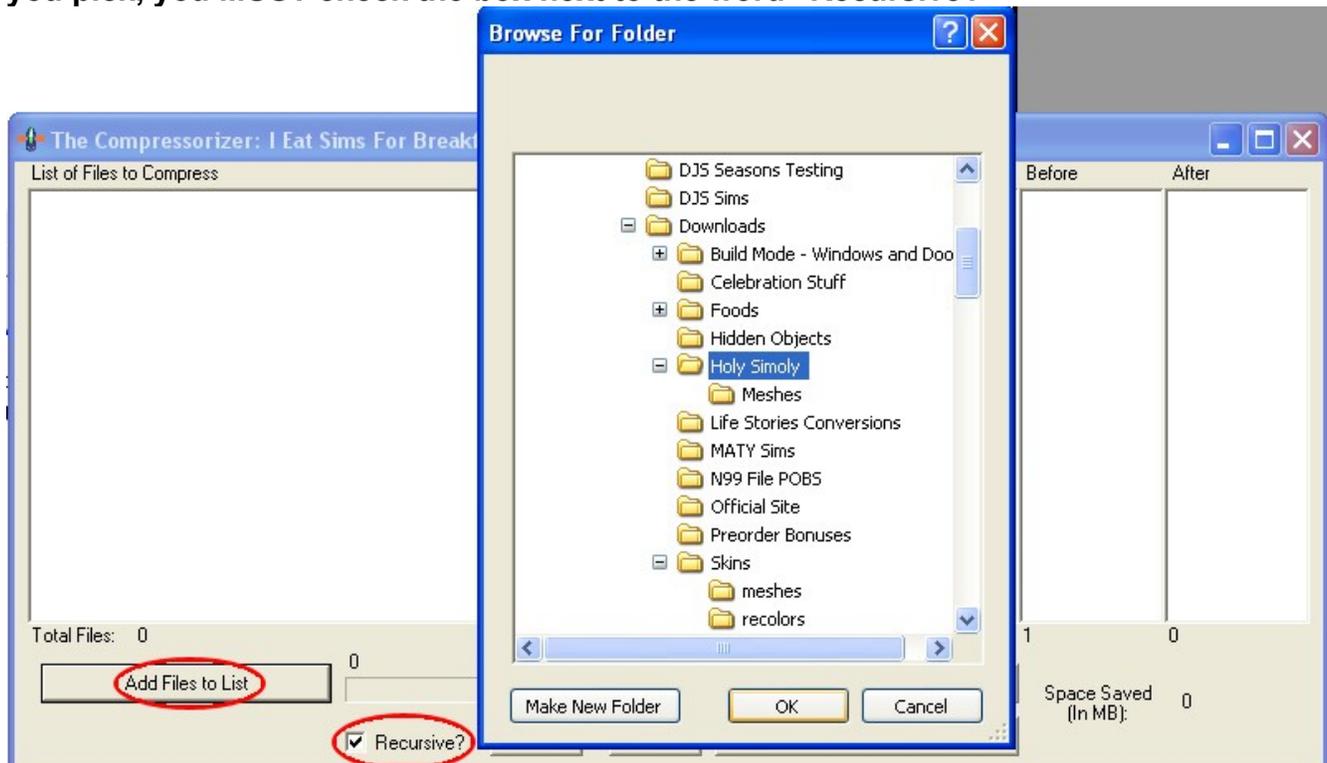
Once you've clicked OK, The Compressorizer will scan that folder (and all of it's subfolders if you have the Recursive? box checked) and will present you with data that looks like this: (**NOTE: Yes, I changed the folder to my own rather than Holy Simoly as shown in the picture above, I realized after I took that screenshot that I'd already compressed the Holy Simoly files.**)
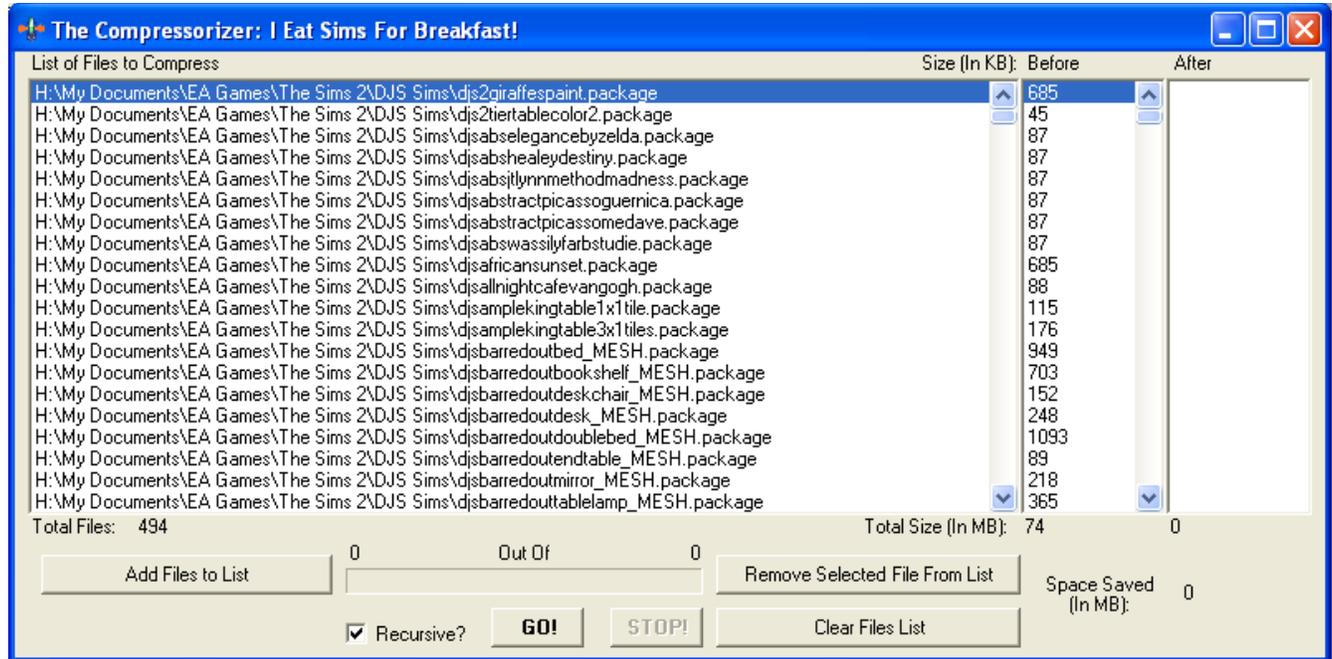
Now, all you do is simply press the "**GO!**" button! If at any point you wish to stop the process so that you can work on something else, you can click "**STOP!**" After which, you may safely resume the process again.
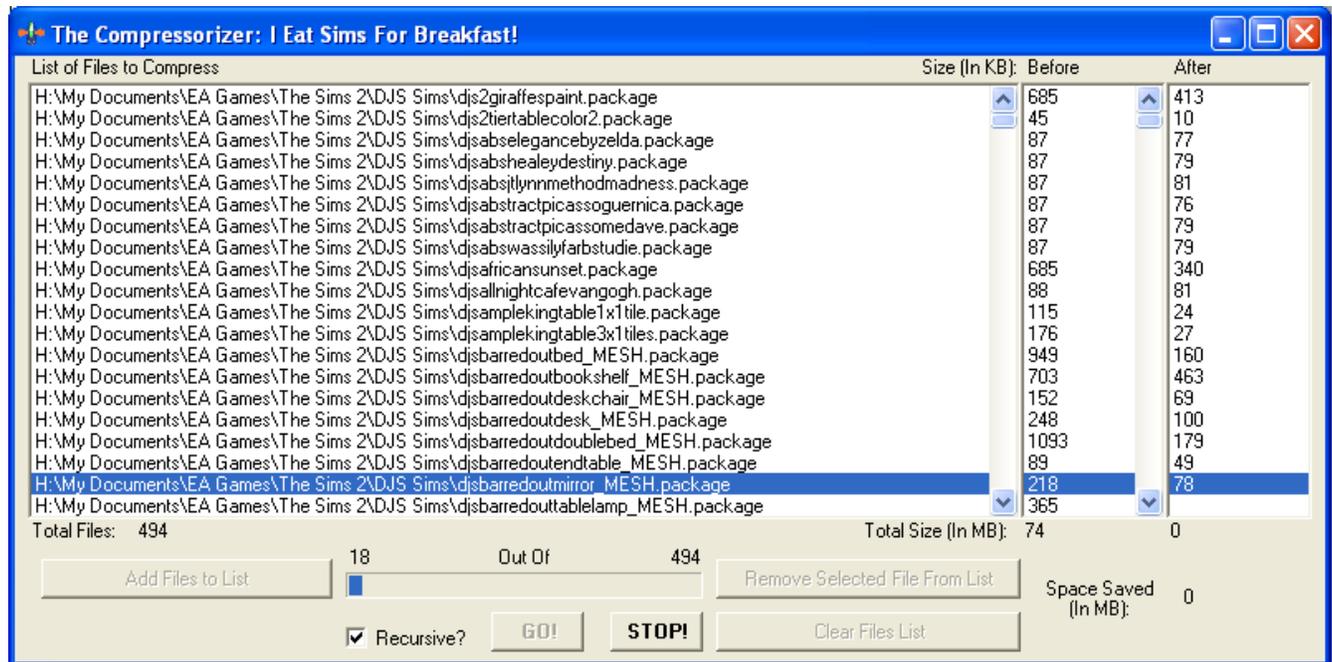
Once the process is all finished, the program will inform you how much space was saved, and will look like this: (**NOTE: Sometimes it say a file is 0 KB in size (either before or after compression) and this is nothing to worry about. I had several files that were that small, just because they didn't contain much data.**)
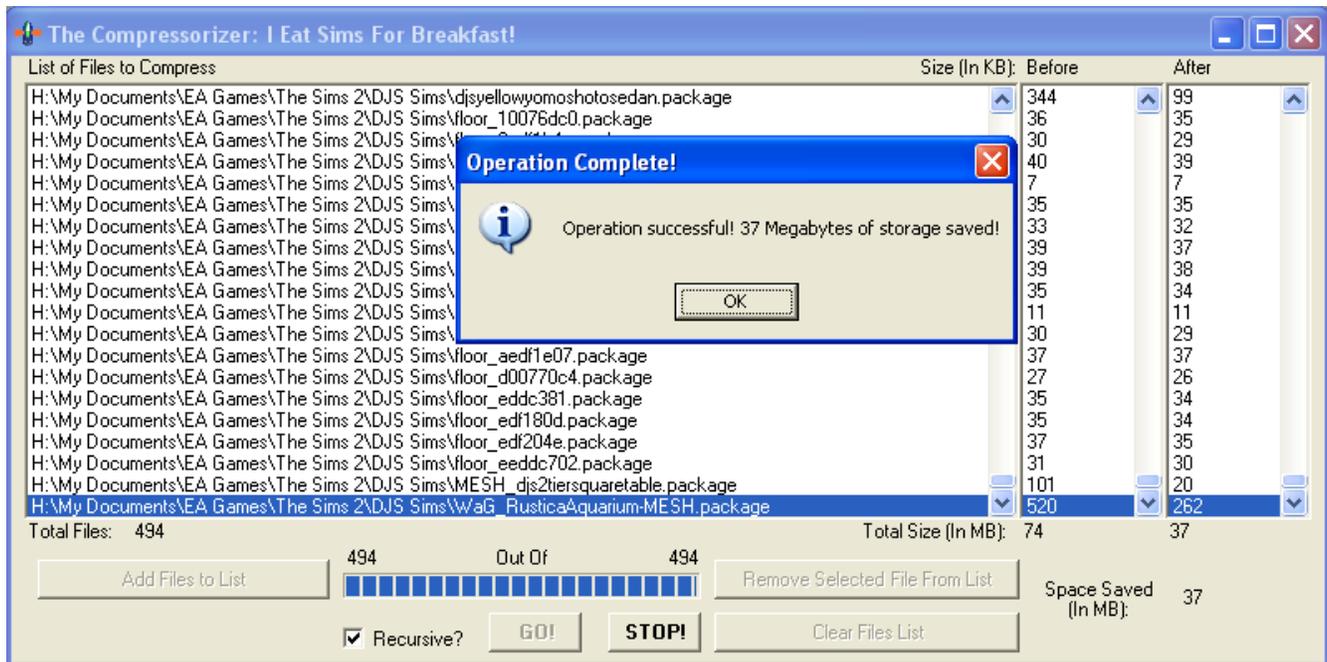
At this point, the program will gray out all options EXCEPT "Clear Files List." This is intentional. Simply click that, and you can add another folder of items to be compressed.

For Best Results: There are a few things you **SHOULD** and **SHOULD NOT** do when using this to achieve the best results.

First: BACK UP YOUR FILES! Just because it has not failed in any of our tests doesn't mean it may fail at some other point.

Second: DO NOT COMPRESS EVERYTHING AT ONCE! You should compress your downloads folder in more manageable chunks. If you compress everything at once, you increase your risk of something going wrong. Of course, compressing a little bit at a time pretty much requires that you already have an organized system for your downloads, so for some people it is impossible to do anything other than compress everything at once. If this is the case, then feel free to compress the whole batch at once! Again, be sure to follow step one, though, and back up your downloads.

Third: DELETE YOUR GROUPS.CACHE FILE! The groups.cache file contains information about the state of the files in your downloads folder. When you change them with The Compressorizer, the data contained in the groups.cache file becomes obsolete. Naturally, this confuses the game, and is known to cause crashes or very slow loading times if you fail to delete it. So delete the file, and the game will regenerate it for you with the new information in it. The file is located in My Documents\EA Games\The Sims 2\.

And that's it! Sounds complicated, but it's really not, and it's worth it. Enjoy!

Frequently Asked Questions

So, can I use this on package files outside of the downloads folder? Like those in the Program Files folder? - Yes, in fact, you can. But, tinkering with the base game files in the Program Files directory is never really recommended. I do know many of the beta testers tried and successfully compressed their game data folders without problems. However, if you choose to do so, you do so at your own risk.

OK, so what about other files in the My Documents folder? - Again, there should be no harm in doing so. However, once again, I must point out the important aspect of backing things up, and this is ESPECIALLY important when you compress files outside of the downloads folder since they are not as easily replaced.

You make a lot of statements about backing things up... Are you trying to say that this is going to make my game explode? - Yes and no. In all my tests and in all the tests by many at my forums and at More Awesome Than You, there were no true reported problems that boiled down to anything more than user error, such as forgetting to delete the groups.cache file. However, I still do have to cover my butt in case something DOES go wrong. :P

I have another question but you haven't answered it here? How can I contact you? - An excellent question! To find the answer, see the last page!

Credits and Acknowledgments

First off, I'd like to thank **benrg** at More Awesome Than You for creating this DBPF library that made the compression possible. It's truly a great resource. You can find a link further up in this document.

Secondly, I'd like to thank all the people who beta tested this at my forums (http://forum.djssims.com/) and at More Awesome Than You! (http://www.moreawesomethanyou.com). Your help was invaluable. :)

Special Thanks to DarkMatter, kichigai, Breon, Karydbis, and DataFarmer--the DatGen team who decoded and provided much valuable information about Sims 2 file formats at the MTS2 wiki.

A Very Special Thanks to my two friends Abram and Nate who got me interested into programming in the first place.

And finally, thanks to all of you who have said "Thanks" and given me encouragement all this time. I've been in this community for more than 4 years now and I would've left long ago had it not been for some of you. :-)

Further Help and Support Resources

If you should need help, please visit my forums at: http://forum.djssims.com/

Feel free to post or ask questions about the program, and I or one of the other members will be more than happy to answer them for you!

Alternatively, you can email me at jfade AT djssims.com, but in all honesty, I answer on the forums quicker. :P