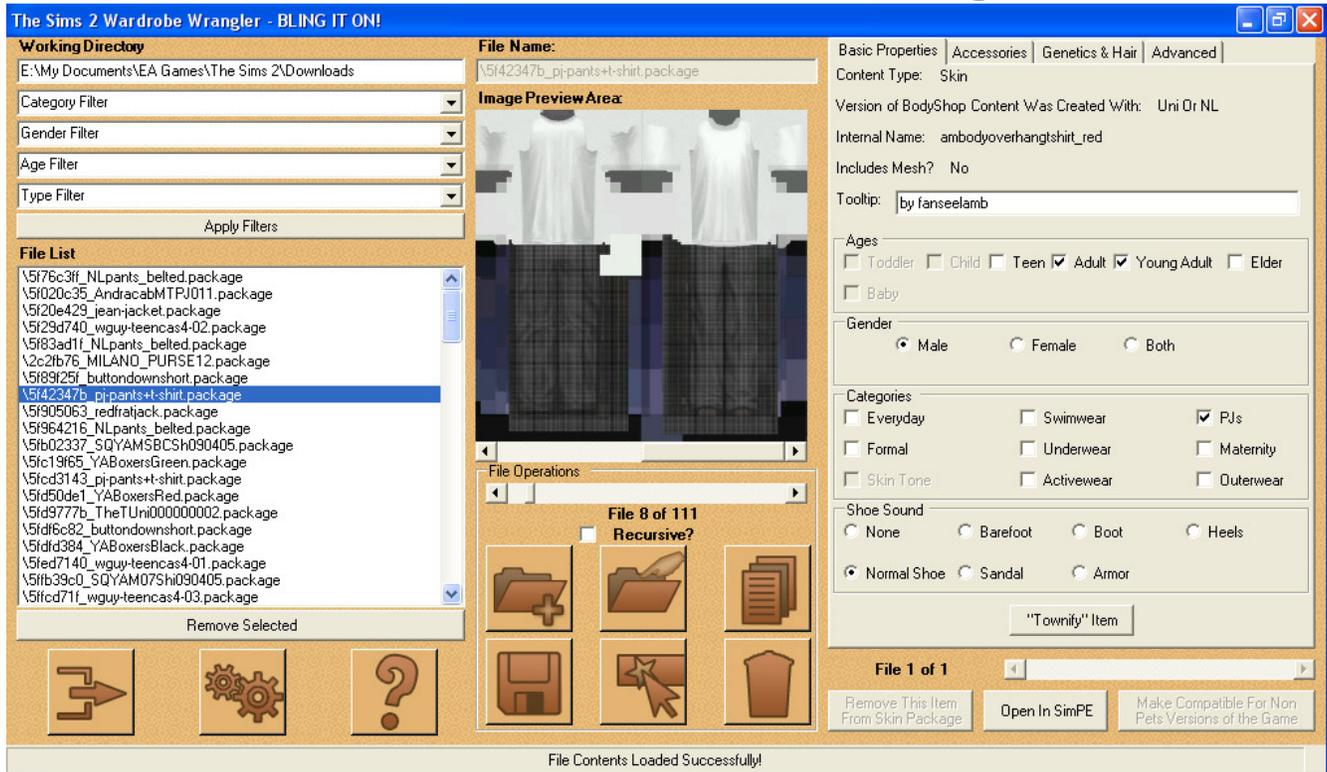


The Wardrobe Wrangler!

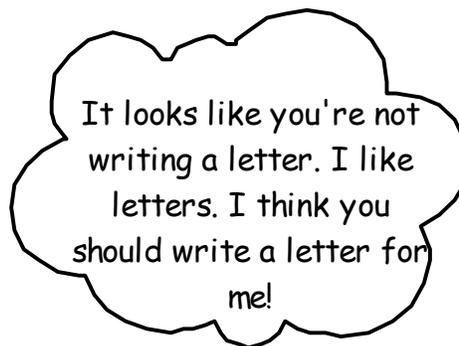


Bling It On! Version 1.0



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- **THANKS, THIS IS GREAT!**



Getting Started

Congratulations! You've downloaded the Wardrobe Wrangler! If this were any other manual, this page would be filled with stuff about how awesome the program is and how it will make your life so much easier and aren't you glad that you're joining all the cool people who have this program too and so on and so forth. However, I hate reading those pages and I imagine at least half the sane population of the planet does as well, so we'll skip over that for now.



Instead, let's get down to some basic information about what the program does. This program is designed to allow you to edit any type of custom content from Create-A-Sim (CAS) as an alternative to Bodyshop (BS), SimPE, or any other number of tools that are commonly used in the community. It is NOT, however, intended for use in making NEW custom content, only for editing existing content that you may have downloaded from any number of fansites out there.

The program allows you to edit any properties you could edit in BS, as well as those you previously had to use SimPE to edit. Examples of these include Hair Binning and "Familying", Shoe Sound Correction, Genetic Changes, and more.

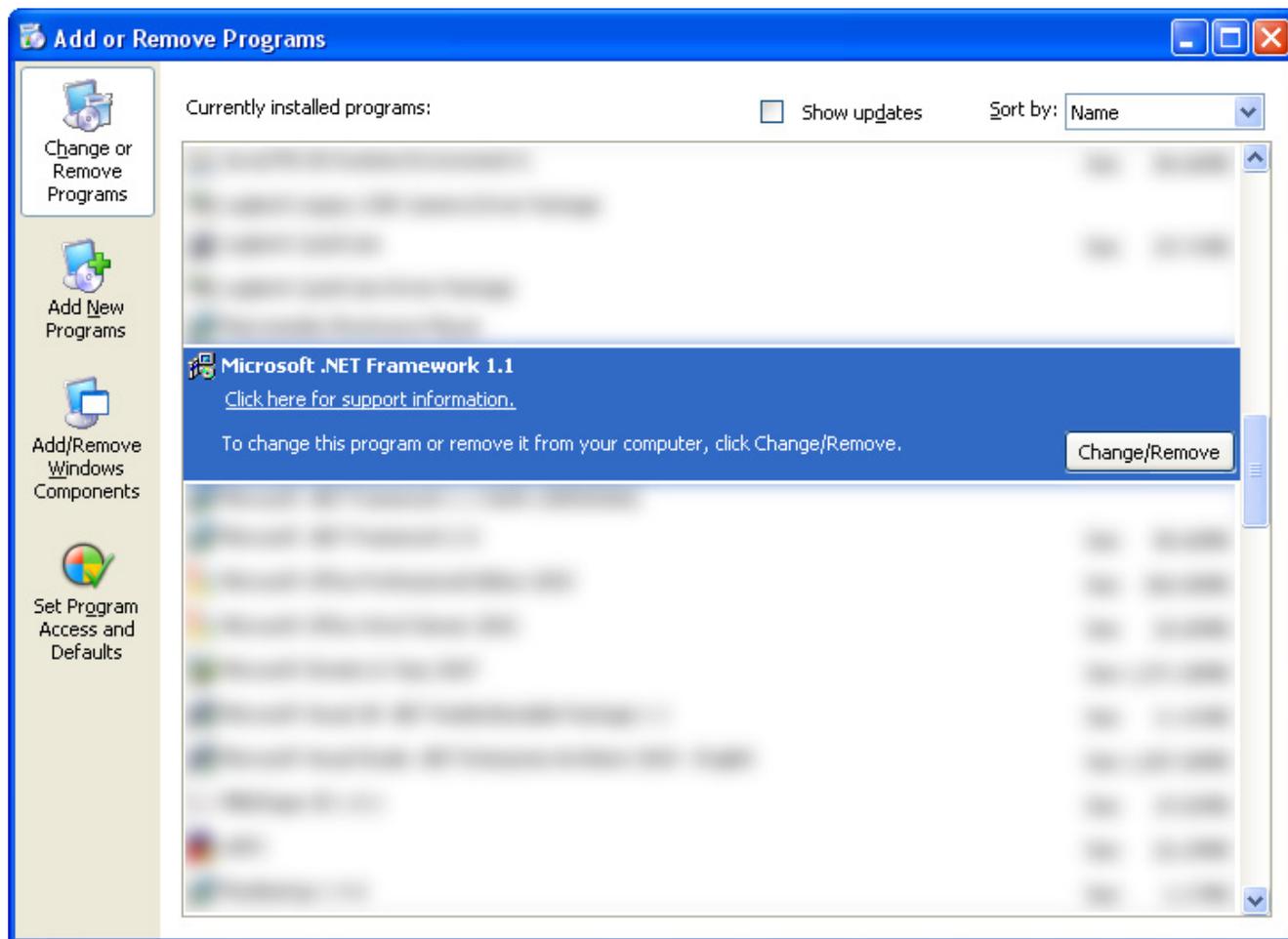
But before we are given the same fate as the Windows 95 manuals, let's move on to the next issue: Installation and Requirements.

IMPORTANT NOTE: Before editing ANY files with this program, it is recommended that you make a backup copy of the files.

Installation and Requirements

To run the Wardrobe Wrangler, you simply need to have a computer with a game supported OS running with Microsoft's [.NET Framework Version 1.1](#) installed. If you are unsure if you have .NET 1.1 installed, check the [Add/Remove Programs](#) utility in your Control Panel. It should be listed there if it is installed. If it isn't, grab it from the link above and the it installed! Alternatively, you can get the download from [Windows Update](#) under Optional Software.

NOTE: ATTENTION VISTA USERS! Windows Vista does not include .NET 1.1 by default, but it does come with .NET 2.0. The program may run without .NET 1.1 under 2.0, but no guarantee is made to how well it will perform, and no support will be given to any errors that appear on a computer that does not have .NET 1.1 installed.



.NET Framework 1.1 Shown in the Add or Remove Programs Utility.

If you downloaded the “No Installer” version, simply extract the contents of the zip into a folder together. If you get any error messages about files such as “CCB.IOTools.DLL” or other similar files missing, you did not extract the files into the same folder like you should have.

If you downloaded the “Installer” version, simply run the EXE and click the shortcut it creates.

The Main User Interface

When you first start the program, it will look like this:



- 1) Category Filters – Once a list of items has been loaded by pressing button number the “Pick Source Folder” button (9), a list of files will appear in the File List (2). You can then set filters to narrow things down by choosing items from the four lists here: Category, Gender, Age, and Type. Once you have set your filters, click the **Apply Filters** button below the lists to have the program sort the list for you.
- 2) File List – The file list is where all the custom Create a Sim (CAS) items that were detected after pushing the “Pick Source Folder” button (9) will be stored. For ease of sorting, if you have an item you wish to remove from the editing list, you can select it and click the **Remove Selected** button to remove that item from the editing list. (**NOTE:** This is not the same as deleting an item using the Delete Item button (14).)
- 3) Options – Clicking this will launch the Options Panel of Doom! where you can set your preferences for how the program behaves. See the section entitled “**Options Panel of Doom!**” in this document for more details.
- 4) About – Click this to read some information about this program.
- 5) Exit – Click to exit the program. **NOTE:** You should ALWAYS exit the program using this

button. Do NOT use the red X in the upper right hand corner, as the program will not properly perform it's clean up functions or delete items that you've said you wish to delete otherwise.

- 6) Image Preview Area – This is where image previews will appear. Note that all image previews are flat images, and that some previews may appear funny. The program will attempt to load the best looking image, but is not always accurate. As a result, funny looking images may appear in the program. This is normal. Simply move the scrollbar directly below that area left or right to see other images contained in the package.
- 7) File Scroller – You can use this to navigate between items in the File List (2). Note that you can still directly click items in the File List if you wish.
- 8) Recursive? Check Box – This is highly important. If this box is not checked, the program will not load any items that are found in subfolders. So, for example, if you have 3 subfolders in your downloads folder, you must check this box if you want the program to scan there for CAS items as well.
- 9) Pick Source Folder – This button will pop up the Folder Browser Dialog box so that you can pick where the program should look for CAS items. If you wish for the program to also look in subfolders, you must also make sure the Recursive? Check Box (8) is checked.
- 10) Move Items – This will move all items currently displayed in the file list to a new directory of your choosing. NOTE: Subfolder hierarchy is NOT maintained by this process, it will dump everything in the same folder with no regard as to what subfolders the items may have previously been in.
- 11) Orphan Mesh Scanner – Click this to open the Orphan Scanner toolbox. See the section entitled “**Orphan Mesh Scanner (NO PICTURES EDITION!)**” for more details.
- 12) Save File – Once you have finished making your changes to the file, you must click this for the changes to be written to disk. **IMPORTANT:** Once the saving is initiated, a progress bar will appear, covering the Recursive? Check Box (8). The progress bar shows how far it has gotten in saving. It will fill up TWICE before it is finished. **DO NOT ATTEMPT TO PERFORM OTHER ACTIONS WHILE THE FILE IS SAVING.**
- 13) Rename File – Clicking this will allow you to rename the file. See the section entitled “**Renaming, Deleting, and Other File Management Options**” for more details.
- 14) Delete File – This will mark a file for deletion and remove it from the File List. Note that deletion does not occur until you click the Exit (5) button, so if you accidentally choose to delete something, you can unmark it via the Advanced Tab. See the section “**Renaming, Deleting, and Other File Management Options**” for more details.
- 15) The Property Tabsheets – See the section immediately following this one for more details.
- 16) CPF Scroller – The CPF scroller becomes active when a package has more than one property entry. This usually includes, but is not limited to, texture overlays, mesh overlays, hairs, and skin tones. **NOTE:** If you do not use this scroller and change the properties for each CPF resource, the changes will NOT go into effect for most age groups. You will learn more about this in future sections.
- 17) Remove Item From Skin Package – Removes the currently loaded CPF resource from the package. Useful, for example, for when you wish to remove the entries for a toddler in a custom hair recolor/mesh.
- 18) Open in SimPE – Opens the file for editing in SimPE if you have set the path to SimPE in the

Options Panel of Doom!

19) Make Compatible For Non-Pets Versions - “Downgrades” items that were made with the Pets version of Body Shop that was available before the patch.



But wait! There's MORE! Now let's explore the various Property Tabsheets.

The Property Tabsheets

Let's start with the basic properties:

Basic Properties | Accessories | Genetics & Hair | Advanced |

Content Type: Skin

Version of BodyShop Content Was Created With:

Internal Name: ambottomdesignerjeans_newblue

Includes Mesh? No

Tooltip: by fanseelamb

Ages

Toddler Child Teen Adult Young Adult Elder

Baby

Gender

Male Female Both

Categories

Everyday Swimwear PJs

Formal Underwear Maternity

Skin Tone Activewear Outerwear

Shoe Sound

None Barefoot Boot Heels

Normal Shoe Sandal Armor

"Townify" Item

Content Type: Tells you what the item is. Possibilities are Hair, Skin, Texture Overlay, or Mesh Overlay.

Version of Bodyshop: Shows you the version of Bodyshop that this item was created in (if applicable).

Internal Name: Shows the original name of the item that this was cloned from.

Includes Mesh?: Some items that use custom meshes include the mesh in the same package file as the texture. This tells you if that's the case.

Tool Tip: This is the in-game Tool Tip for the item. It is freely editable.

Ages: This is where you can set age groups for certain items.

Gender: Allows you to set the gender of Sim that can use the item.

Categories: Allows you to set which categories this item will show up and be usable in.

Shoe Sound: Bottoms and Whole Meshes have a set shoe sound that gets applied to them when a Sim walks. You can change the sound here.

Accessories Tabsheet:

The Accessories Tabsheet is used in editing Texture and Mesh Overlays:

Basic Properties | Accessories | Genetics & Hair | Advanced

Texture/Mesh Overlay Subtype

Facial Hair Face Paint Eye Shadow/Eye Liner
 Eyebrows Accessory Unknown Pet Subtype 1
 Lipstick Blush Unknown Pet Subtype 2
 Eye Color Jewellery Unknown Pet Subtype 3
 Unknown Subtype:

Standard Maxis Accessory Bins:

Stubble/Pets Collars Eye Liner Eye Colors
 Beards/Mustaches Eye Shadow Unk Pet Bin 1
 Eyebrows Blush Unk Pet Bin 2
 Face Paint Lipstick Eye Glasses
 Custom Bin:
Suggested Alternate Bin List

Upgrade Accessory to Show in BV Jewellery Bins

Bon Voyage Jewellery Bins:

Normal Tropical Far East Mountain Collectable

Choose a Jewellery category from the dropdown above (or set a custom bin), set the type to the left, and then click the button below. The file will then be saved to make the changes effective. Reload to make further changes.

Upgrade!

Texture/Mesh Overlay Subtype: This is part of the main, determining factor that tells the game where the item should appear in the CAS User Interface (UI). Should NOT be changed in most circumstances.

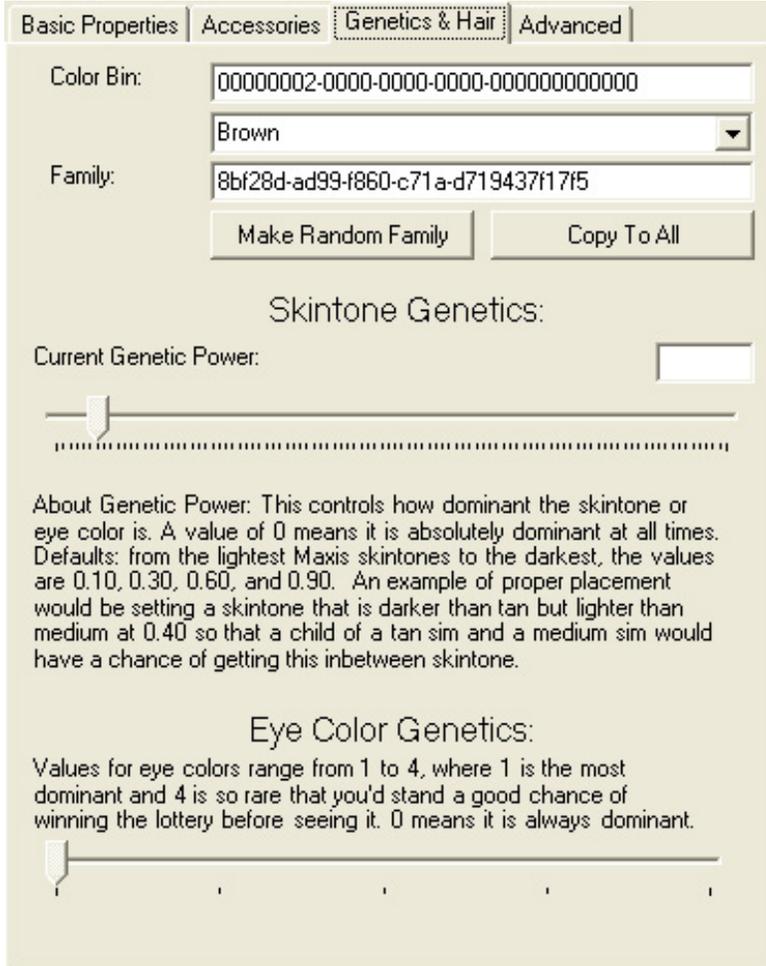
Standard Maxis Accessory Bins: This also helps determine where the item shows up in the CASUI, but more importantly, it determines how things are layered on the Sim. For example, in the past, all custom accessories were stuck under the Eye Glasses subtype, but were generally given different bins so they could be used in addition to glasses and any other custom accessory that may have a different function. However, inventing bin numbers is not necessarily a good idea, so to assist, the program contains a preset list of bin numbers for different parts of the body. You can also use a custom bin number by simply selecting the Custom Bin radio button and typing a number in there.

Upgrade Accessory to Bon Voyage (BV) Jewellery: Added in BV, the game now has

a special set of bins just for jewelry. By simply choosing a type from the drop down, a location from the left list, and clicking **Upgrade!**, your old custom accessories can now function in a proper, sane way within the game.

Genetics & Hair Tabsheet:

The Genetics and Hair Tabsheet is used for editing hairs, eye colors, and skin tones:



Basic Properties | Accessories | **Genetics & Hair** | Advanced

Color Bin: 00000002-0000-0000-0000-000000000000

Family: Brown

Family: 8bf28d-ad99-f860-c71a-d719437f17f5

Make Random Family Copy To All

Skintone Genetics:

Current Genetic Power:

About Genetic Power: This controls how dominant the skintone or eye color is. A value of 0 means it is absolutely dominant at all times. Defaults: from the lightest Maxis skintones to the darkest, the values are 0.10, 0.30, 0.60, and 0.90. An example of proper placement would be setting a skintone that is darker than tan but lighter than medium at 0.40 so that a child of a tan sim and a medium sim would have a chance of getting this inbetween skintone.

Eye Color Genetics:

Values for eye colors range from 1 to 4, where 1 is the most dominant and 4 is so rare that you'd stand a good chance of winning the lottery before seeing it. 0 means it is always dominant.

Color Bin: Used to make hair and facial hair show up in the proper area in CAS.

Family: Allows Sims to grow up into the same hair/facial hair if the item for the age group they're aging into exists.

Make Random Family: Makes a random family GUID.

Copy To All: Copies the Color Bin and Family information to every CPF resource contained in the file.

Genetic Power: Controls how dominant a Skin Tone is.

Eye Color Genetics: Controls how dominant an eye color is.

Advanced Tabsheet:

This is used for more advanced tasks:

The screenshot shows the 'Advanced' tab of a software interface. It contains several sections:

- Raw File Data:** A list of key-value pairs: `int,age,4`, `int,category,128`, `string,creator,00000000-0000-0000-0000-000000000000`, `string,family,21afb87c-e872-4f4c-af3c-c3685ed4e220`, and `int,fitness,1`. Below the list are three buttons: 'Edit Selected Item', 'Add Item To List', and 'Remove From List'.
- Items Marked For Deletion:** An empty list area with a 'Remove Selected Item From List' button below it.
- Resource List:** A list of hexadecimal strings: `0C560F39,7FD97E7E,00000001,00000000,00000060,000000D7`, `AC506764,7FD97E7E,00000001,00000000,00000137,0000005C`, `53545223,7FD97E7E,00000001,00000000,00000193,00000064`, `856DDBAC,7FD97E7E,00000001,00000000,000001F7,00000A03`, and `4C158081,7FD97E7E,00000001,00000000,00000BFA,000000F4`.
- CPF List:** A list of file names: `61EBCF3E2761.dat`, `63EBCF3E2763.dat`, `65EBCF3E2765.dat`, `67EBCF3E2767.dat`, and `71EBCF3E2771.dat`. The last item is highlighted in blue.

Raw File Data: This shows the data from the active CPF entry. You can edit the data directly here, but it is not recommended.

Items Marked For Deletion: Items that will be deleted upon the program's exit. You can remove items from the list at this point to prevent them from being deleted.

Resource List: Debug information.

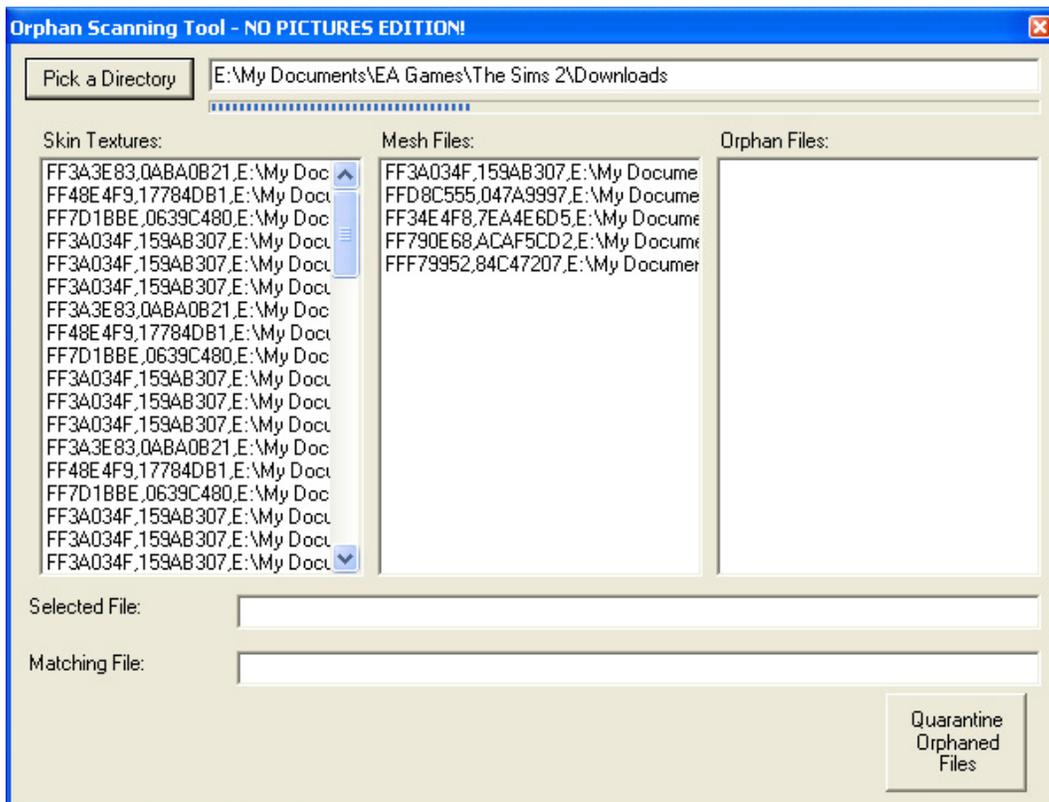
CPF List: Shows the list of CPF entries in the file and their temporary filename where they're being stored.

Orphan Mesh Scanner: NO PICTURES EDITION!

Have you ever downloaded a custom mesh and texture, only to later delete the mesh and then have the texture now sitting in your CAS clothing list, appearing like a default Maxis clothing item instead? Many people have this problem, and sometimes it goes the other way around: the textures are gone, and the meshes are sitting in the downloads folder, taking up space. The orphan mesh scanner will attempt to find all such items and allow you to quarantine them to clear up space.

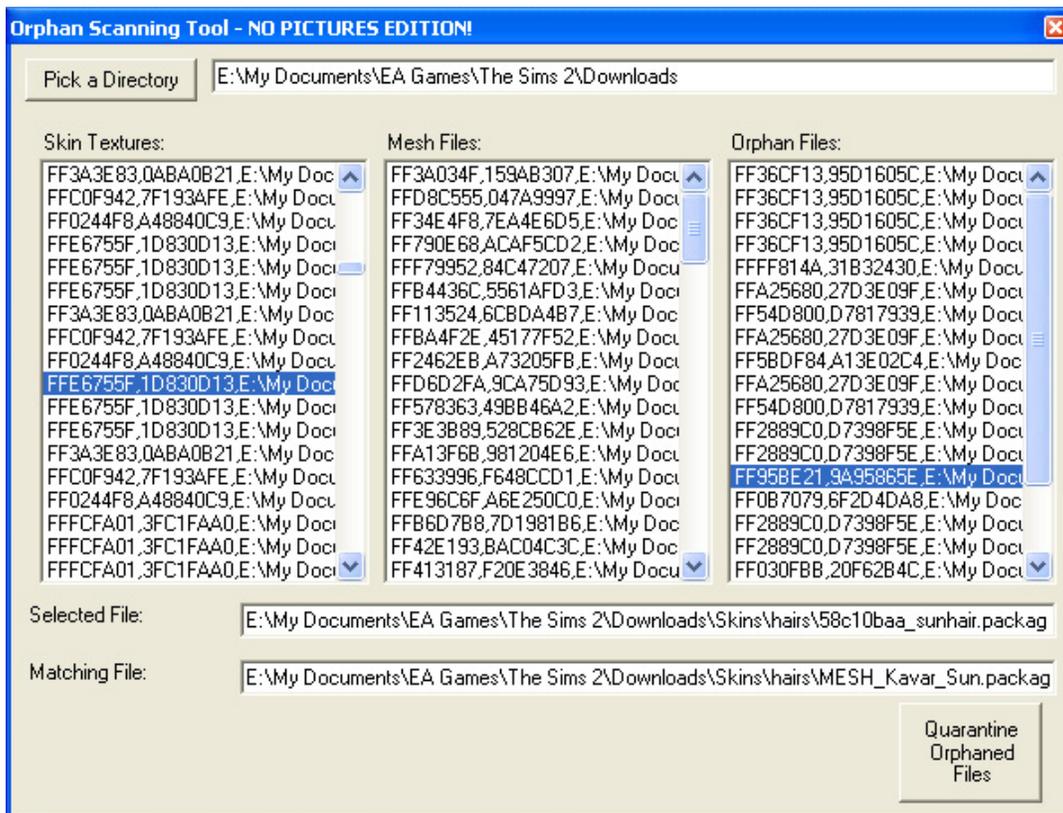
NOTE: No guarantee is made as to the accuracy of this part of the program. While the detection method seems watertight, some users have reported that it sometimes gives false positives. It is recommended that you quarantine the items first, check your content in game, and then delete after verifying that all content is still working as it should.

Once the Orphan Mesh Scanner utility window pops up, simply click the “Pick a Directory” button and the File Browser Dialog will appear. Browse to your downloads folder and click OK. The Orphan scanner will start working and begin listing the skin textures and meshes that it finds as it goes:



This may take an extended period of time, so be patient.

When it is finished, you will see a screen that looks like this:



As you can see, clicking a texture in the list on the left will show you the path to the mesh package that the selected texture uses. You can also click on an item in the Orphan Files list to find out what the full name and path of the file is.



IMPORTANT: The program WILL match recolors of Maxis items to their respective meshes. However, it relies on a list of instance ID numbers of all the meshes from all the expansion and stuff packs. This list, of course, becomes outdated the minute a new pack is released. As of now, however, it contains the IDs for ALL Maxis meshes from the base game through Bon Voyage AND all the stuff packs.

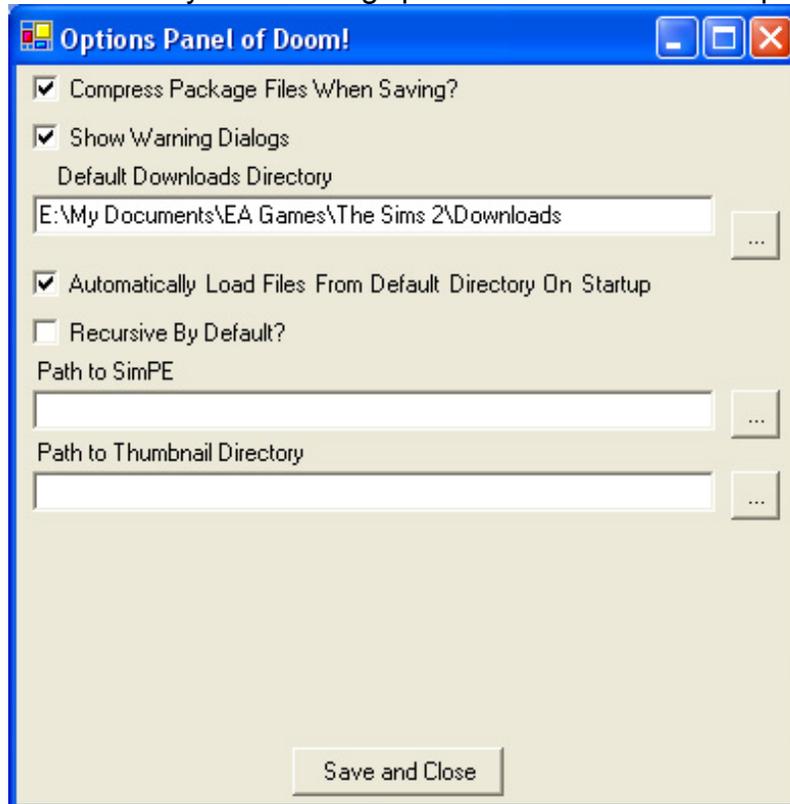
The reference list will need updating as more expansions are released, so the program will be updated and re-released with each expansion or stuff pack.

At this point, you can choose to “**Quarantine Orphaned Files**”. This will move all of the files identified as orphans into a subfolder in the root directory of the path you are running the program from. This is typically the following path: C:\Program Files\DJS Sims\Wardrobe Wrangler\orphans\

The files will be moved there and can be safely deleted later once you've verified that they are actual orphan files.

The Options Panel of Doom!

This is where you can change parameters about how the program works.



Compress Package Files When Saving?

- When this is checked, the program will automatically compress the files after it saves changes. Unless you know that your computer and/or game do not like compressed files, it is **HIGHLY RECOMMENDED** that you leave this option enabled.

Show Warning Dialogs – With this option disabled, some warning dialogs will not be displayed. It is not recommended that you disable this.

Default Downloads Directory – This is where the program will take you first any time it needs you to locate a folder to load files from.

Automatically Load Files From Default Directory on Startup – This forces the program to load files from the folder that you picked as your default downloads directory before it

starts, much in the way that Bodyshop does.

Recursive by Default? - This forces the program to automatically check the Recursive? Check Box on the program's main window.

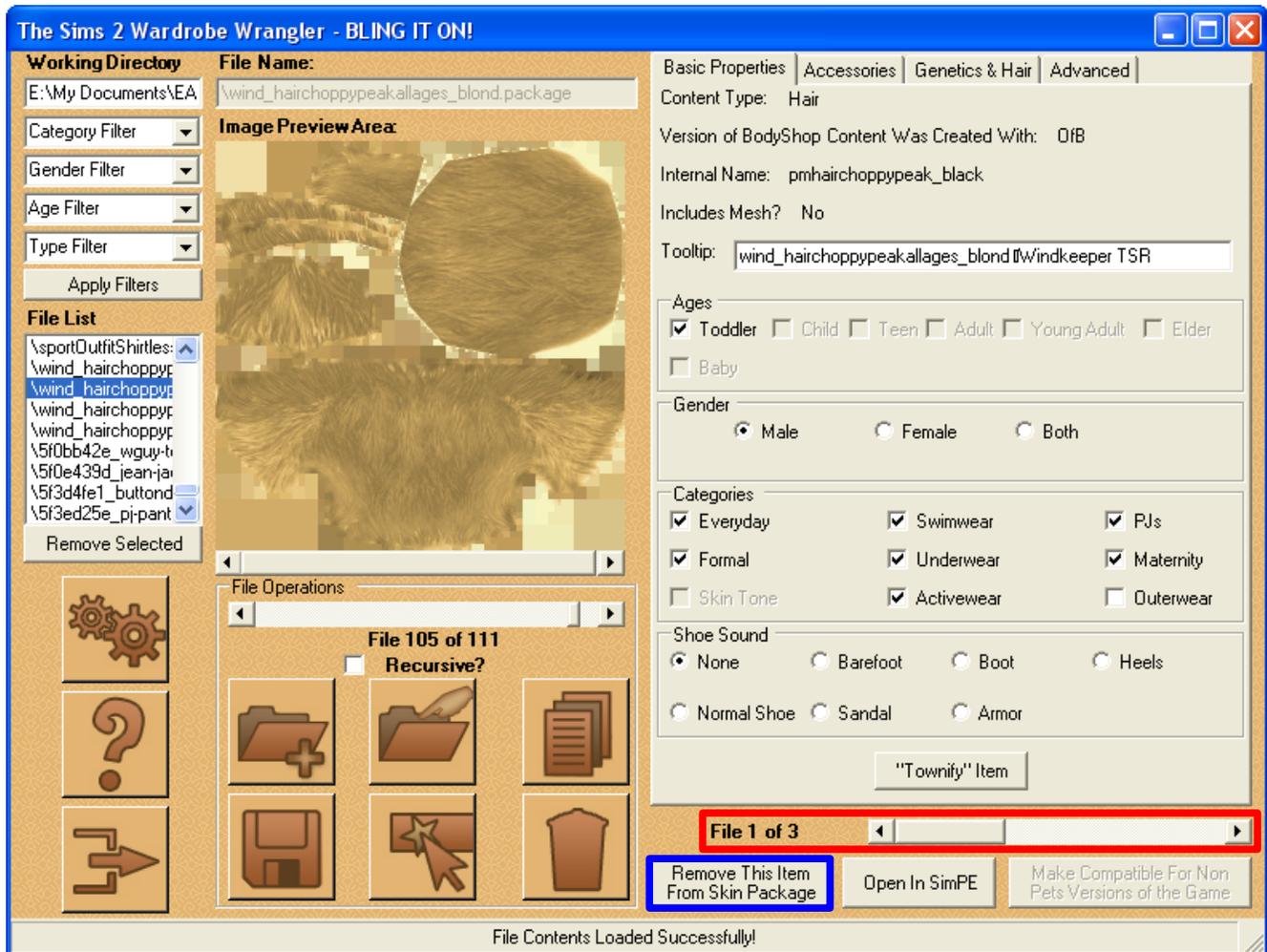
Path To SimPE – Locate the folder that you have SimPE installed to and the program will allow you to automatically open the file in SimPE and do further editing there.

Path To Thumbnail Directory – Path to the My Documents\EA Games\The Sims 2\Thumbnails folder. Was to be used for a now obsolete function, and is safe to leave blank.

- How to Perform Basic Tasks

Important Note About Items with Multiple Property Sets

Some items, such as Hair, Skin Tones, and other items contain more than one Property Set for each age group, gender, or something similar. When editing properties on these items, in most cases, you MUST edit EACH PROPERTY SET for the changes to be fully applied. An example is shown below. In order to access each Property Set, use the Property Set Scroller to access each resource. The Property Set Scroller is boxed in red below.

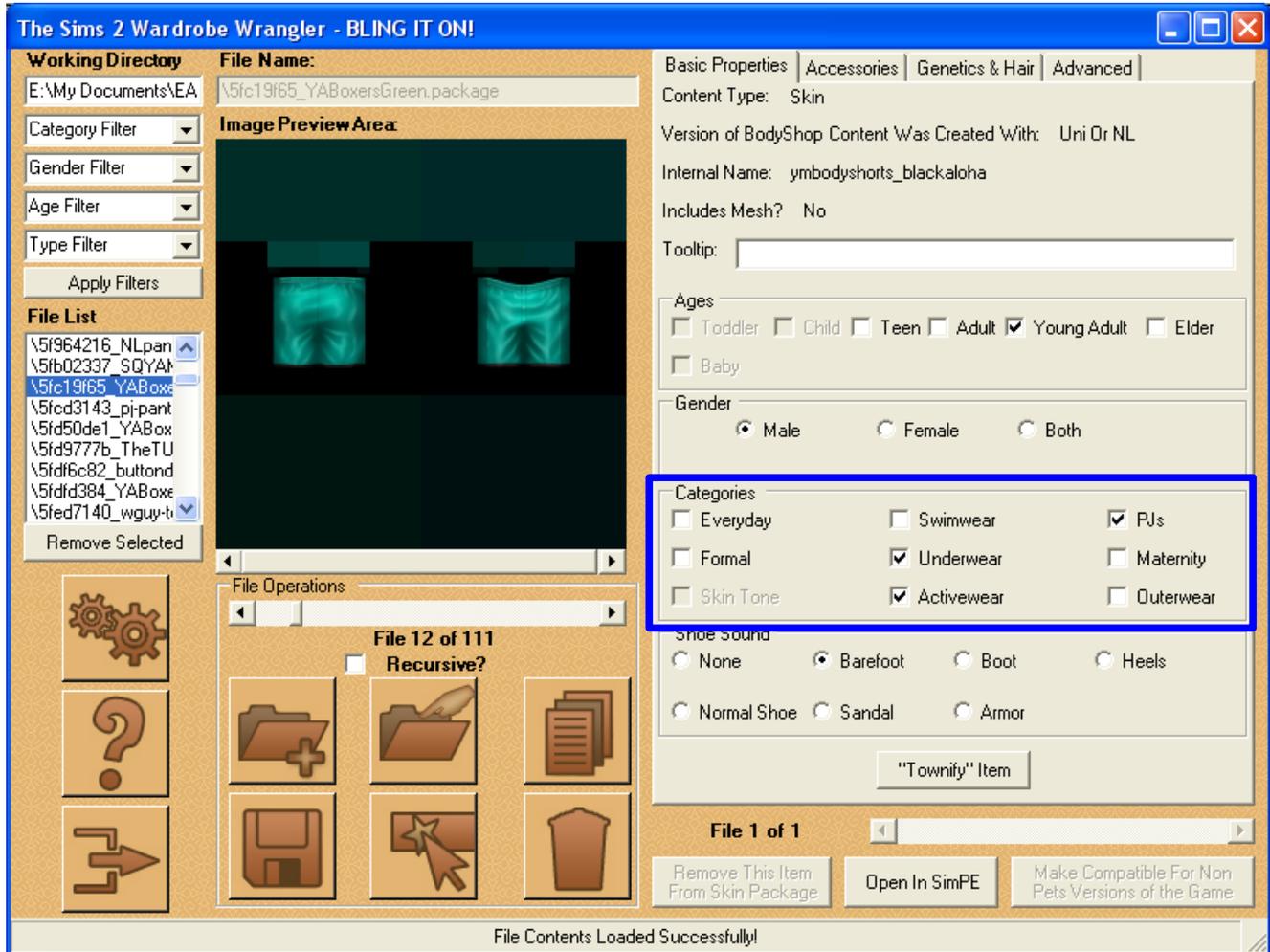


In some cases, you may want to remove access to a certain item for a given age group. For example, if you have a hair that has only been changed for adults but contains default Maxis hairs for every other age group, you can remove all of those age groups to keep your Create a Sim area cleaner. To do this, use the Property Set Scroller until you find the Property Set you want to remove, then click "Remove This Item From Skin Package", which is boxed in blue above.

That's the basic, most important thing. Now let's explore more detailed explanations of how to do particular editing functions.

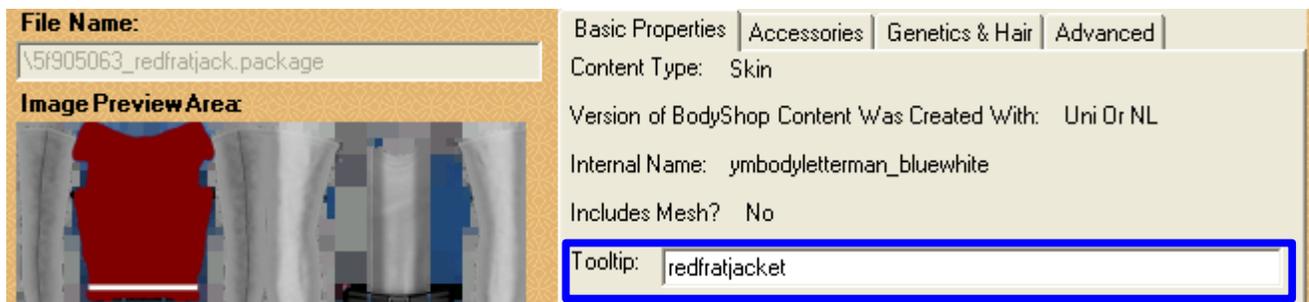
Removing Multiple Categories

Many times, creators will set an item so it can be used in several categories. Sometimes, however, creators stick things in categories that you don't want, or they leave it out of a category that you think it should be in. To fix this, simply load the file and check or uncheck the categories as you see fit.



Changing Tooltips

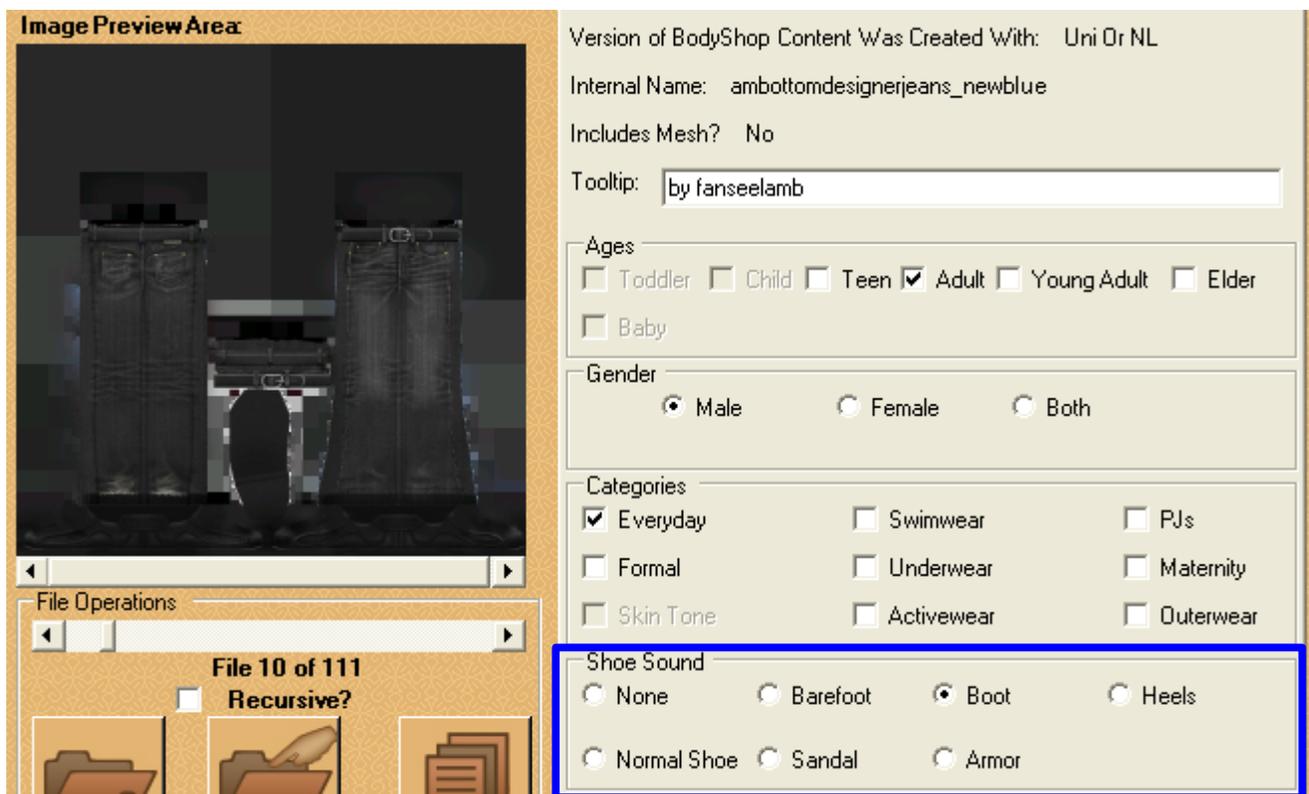
To keep track of things more easily in game, many people find it helpful to change the Tooltip so that it says something different. You only need to do this once, regardless of how many Property Sets are included in the file, so just change the text in the box shown below, and save after all the other editing you may do and you're all set!



Fixing Shoe Sounds

Some clothing textures that are applied to custom meshes have the wrong sound set to them, so that when Sims walk, it doesn't sound right. (IE a mesh could be designed to be barefoot but be cloned from a mesh with shoes, so the new clothing applied to this mesh will have a shoe sound when the Sim walks.) To fix this, simply load the item and change the shoe sound in the area shown.

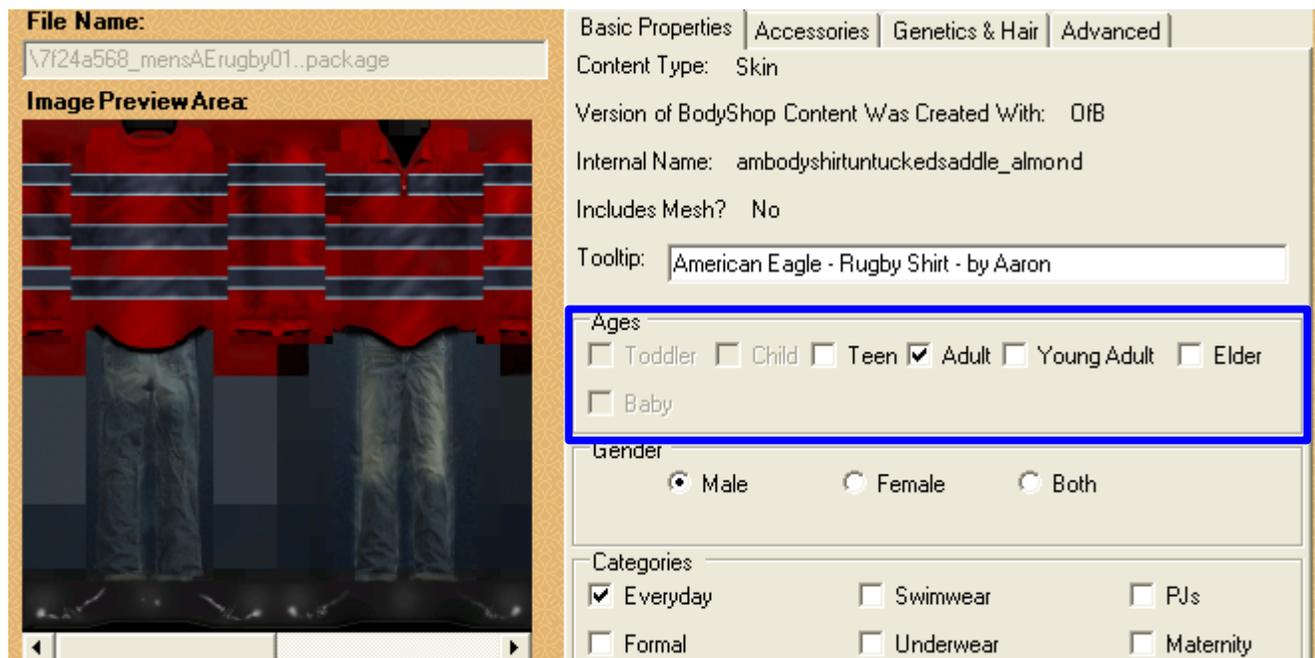
WARNING: If an item loads and is already set to “None” for it's shoe sound, do **NOT** change it. Items that are Tops only should also NOT be given a shoe sound.



Changing Age Groups

You can also change the age groups for certain items so that they can be usable by more Sims. For example, an item made for adults can also be set to be used by Young Adults, and vice versa.

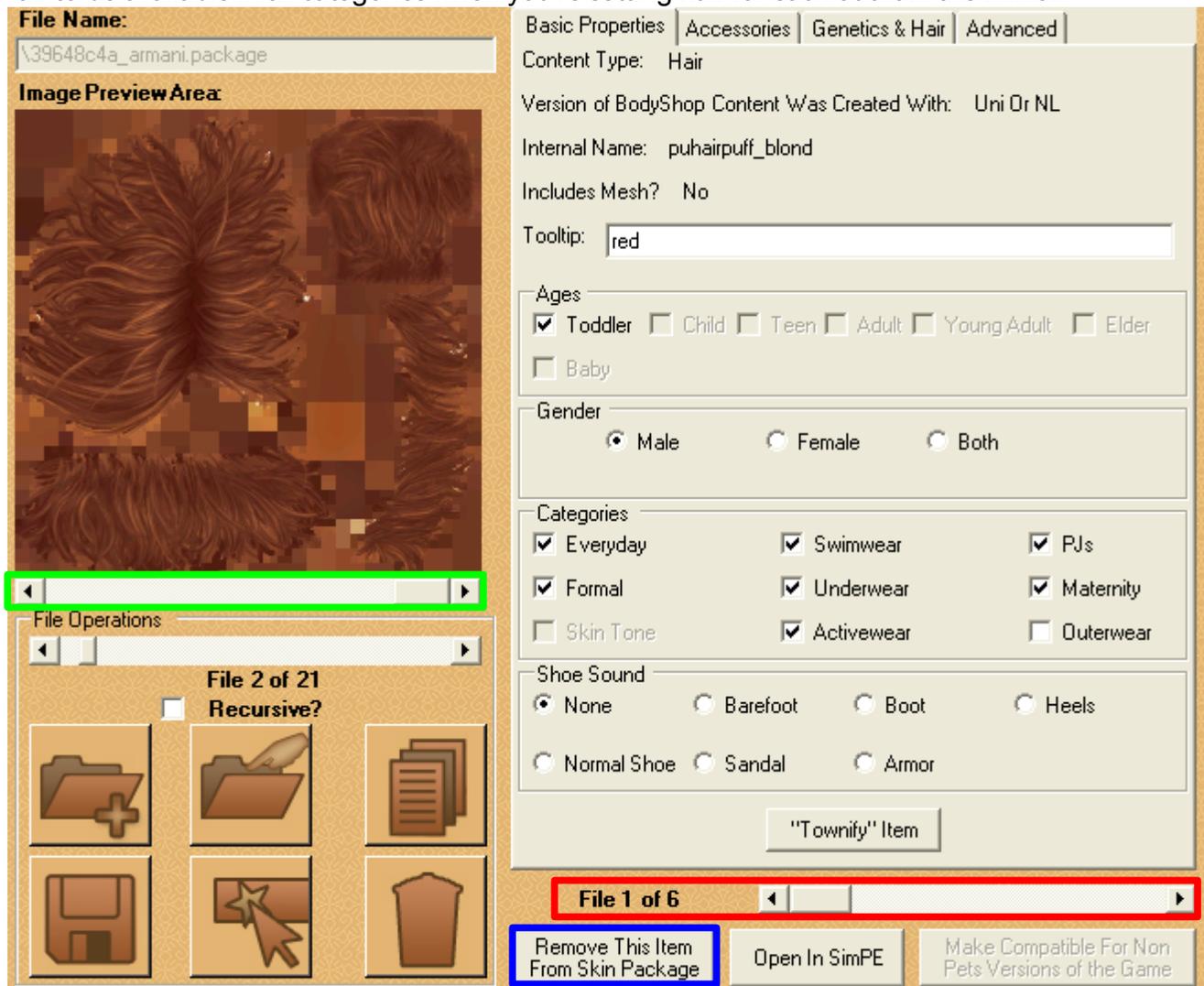
Note: Certain age groups are grayed out at certain times for safety reasons. For example, if something is set to adult, you cannot set it to child, toddler or baby. Aside from the obvious reasons of it not fitting the smaller child frame properly, it will also make the game crash in most cases.



Color Binning and “Familing” Hair

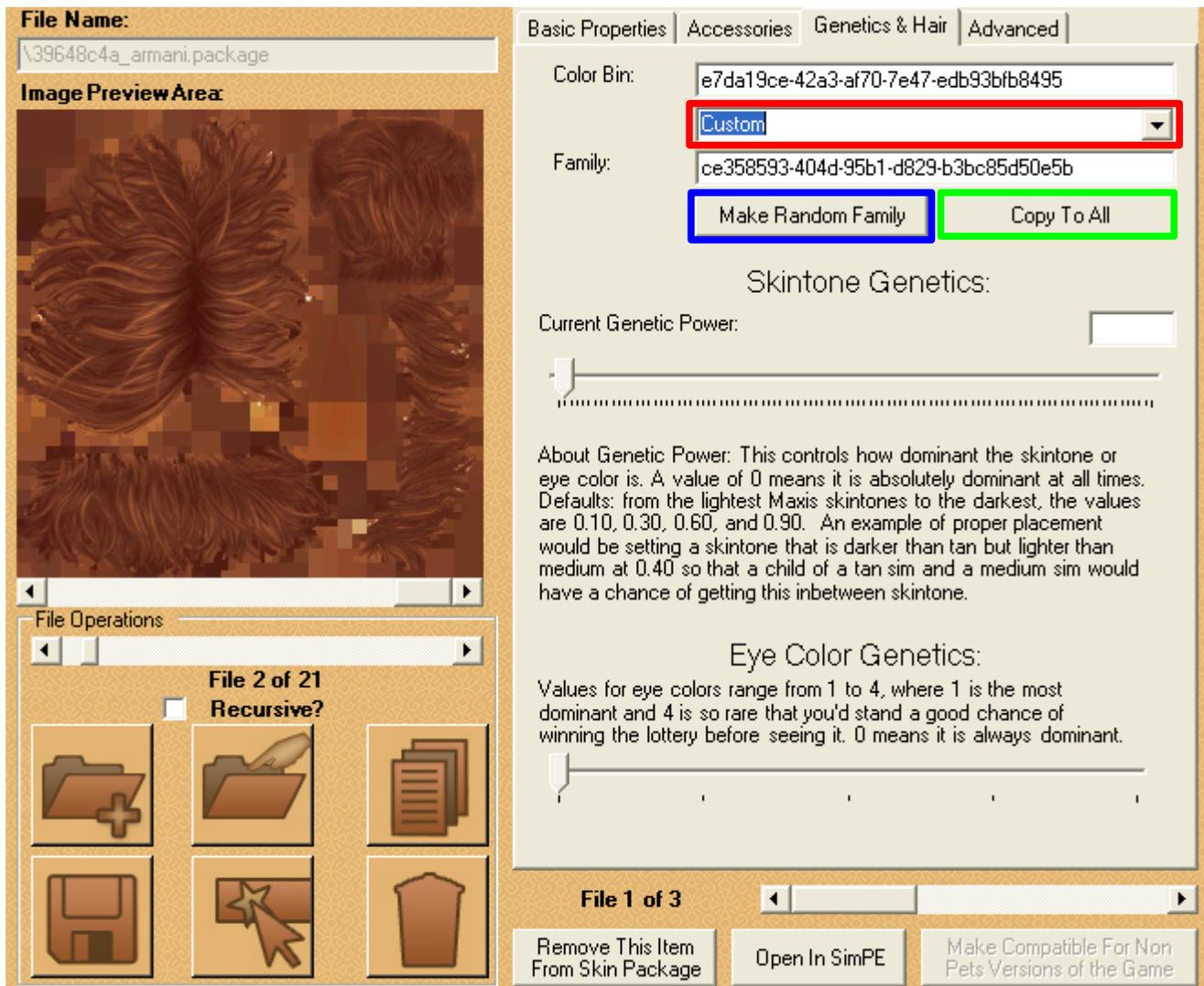
Probably one of the most requested things in the community is an easy way to color bin hair, and now it's finally available! There are a few simple steps to doing this, and it's important you do them properly for best results. So without further ado, here are the numbered steps!

1) Open and review the file. This is the most helpful thing to do. Look it over, check the tooltip, and remove any ages you don't want to be in the file. For example, with the hair below, I only want it to be usable by young adults, adults, and elders, so I will go through each Property Set and remove the Property Sets for the unwanted ages. I will also set the **Outerwear** category for each property set since this hair was made pre-Seasons. This is something you should always do if you wish for the hair to be available in all categories when you're setting hair for each outfit in the mirror.



In Red and Blue: The property set scroller and the button to remove a given property set if needed.
In Green: Preview picture scroller: look through the pictures and determine the color if it's not immediately obvious. (**TIP:** If there is more than one color, chances are some of them are leftover from the old package. To tell which is the old color, look at the “Internal Name”. Here, it says blonde, so the blonde colors we see in this package are simply leftover.)

2) Now I have my file prepped and ready. Go to the **Genetics and Hair** tab to begin binning.



In Red: This is the dropdown where you choose the color bin that you want this hair to appear in.

In Blue: This button is used to make a new Family ID. The Family ID is used by the game to allow sims to grow up into the same hairstyle. You don't always have to generate a new Family ID if each Property Set already has the same ID. However, one nifty feature is that you can copy the family ID to the clipboard and paste it into any other colors of this same hair style. Doing this will allow the sim to transition right into that same hair style if you change the hair color in the mirror.

In Green: Copy to All. This button is **CRITICAL**. After setting the color bin and family (if needed) you **MUST** click this button. Note that this button will automagically set the elder bin to gray for you.

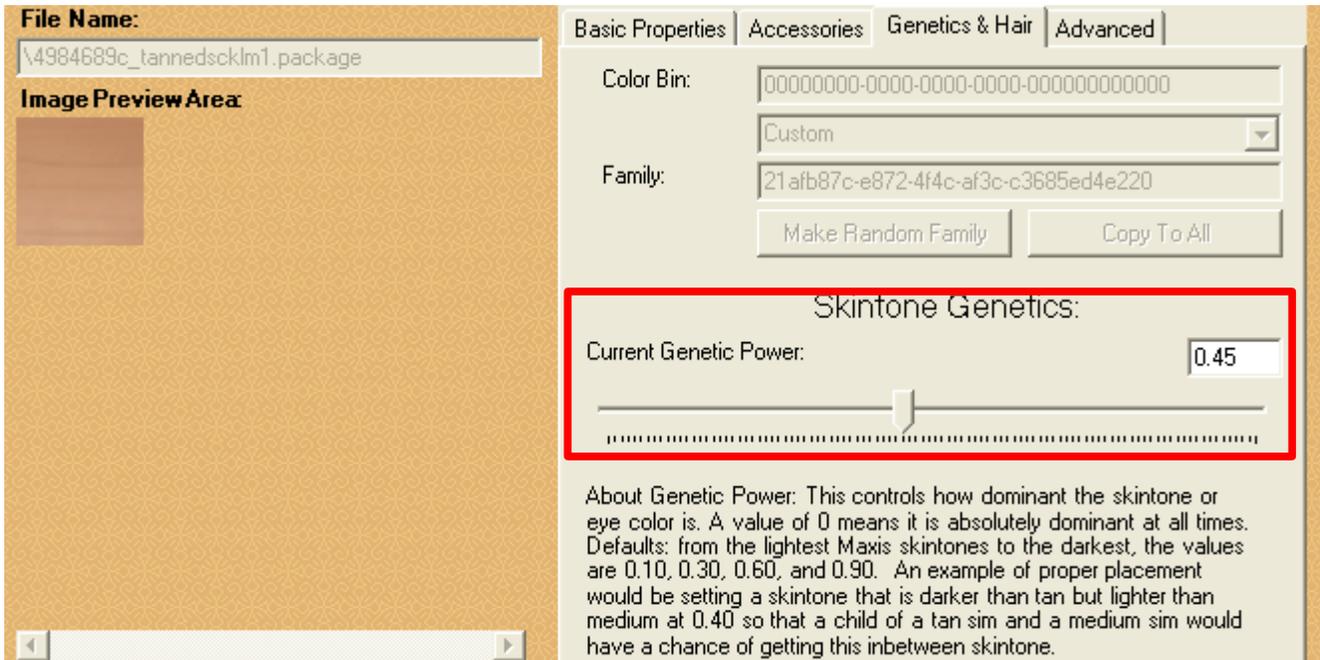
After this, you're done! That's it! Click save and you're all set.

On a side note: Eyebrows and facial hair can also be color binned.

Editing “Genetic Power” of Skin Tones

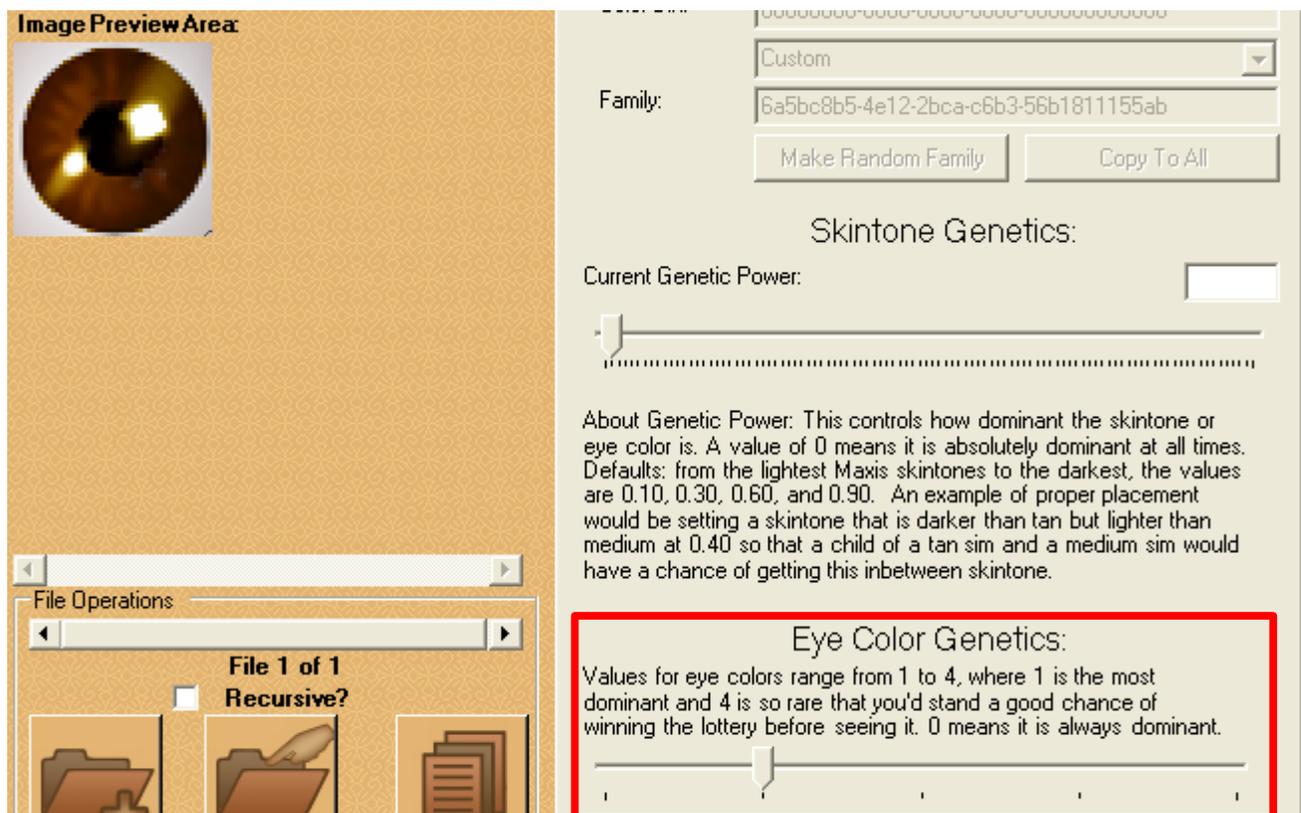
By default, skin tones are always completely dominant. However, if you change the strength of the skin tone, it will allow the game to pick the skin tone of the next born child at random. For example, the strength of the lightest skin tone is 0.10, and the next skin tone above that is 0.30. If you set the power of a custom skin tone that was between those two to 0.20, it would have a chance of being randomly selected if a 0.10 and 0.30 couple had a baby.

To set the genetic power, simply load a skin tone, drag the slider to the desired position, and save.



Editing “Genetic Power” of Eye Colors

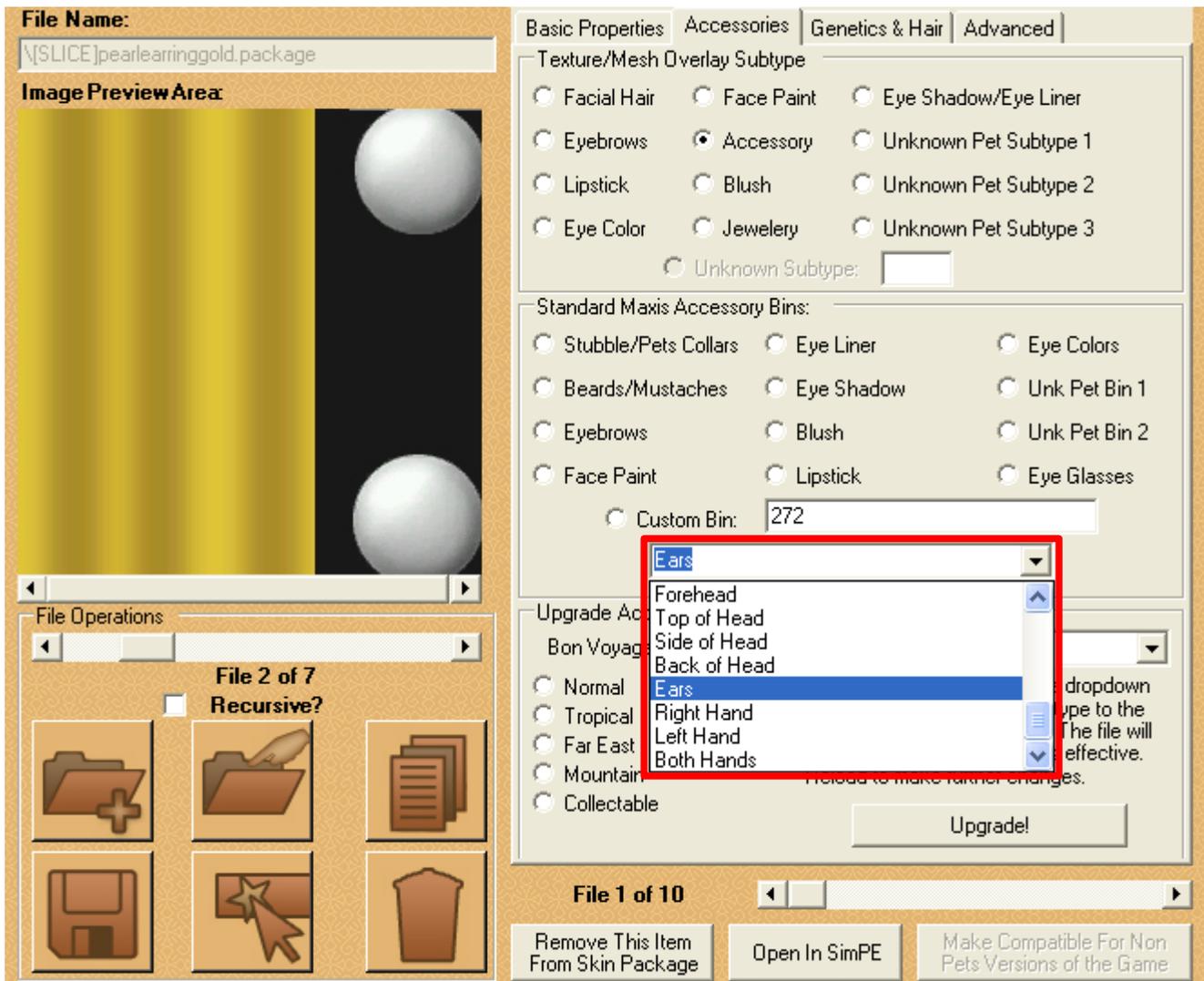
Similarly, you can set the strength of eye colors so they they aren't always the default strength as well. Simply drag the eye color slider to the desired position to set it's strength, and save.



Editing Accessory Bins

When custom accessories are made, they are often given bin numbers by their creators. These bin numbers allow things to be layered on the Sim, but it is very annoying to have to deal with if you need to remove an item that you've already layered. For example, if you put a bracelet on a Sim, then scroll through the catalog more and find another bracelet you like better, you have to go alllllll the way back to uncheck that OTHER bracelet. How annoying.

However, with the Wardrobe Wrangler, a set of standard bins has been introduced. These bins will allow you to put all the accessories of a certain type in the same bin so that you don't have this problem anymore. Simply load the accessory you want to edit and then choose a new bin from the dropdown to assign it to that area. Repeat for each Property Set as needed, then save.

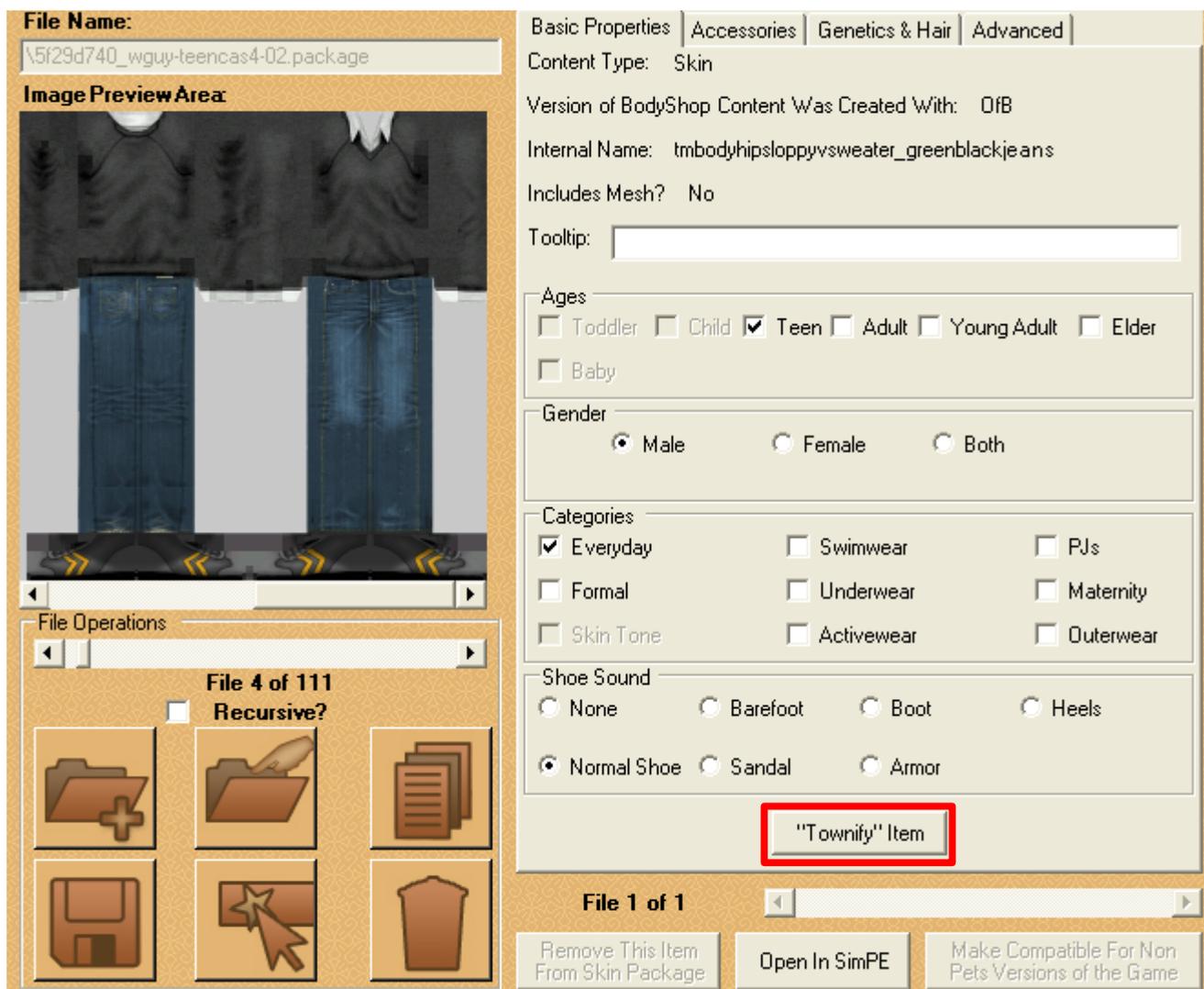


NOTE: If, however, the items you want to bin would fit well into one of the new Jewellery bins that Maxis introduced with Bon Voyage, it is recommended that you use those instead. See the section named **Upgrading Jewellery to be Bon Voyage Compatible** for more information.

"Townifying" CAS Items

Since items made in Bodyshop are marked as custom, the game will not pick any of them when making townies. To allow the game to use an item when making townies, you have to "Townify" it. Simply load the item you wish to Townify, click the button, and it does all the work for you.

NOTE: You do not have to repeat the action for each Property Set, simply click it once per package and it will automatically copy the information needed to every property set.

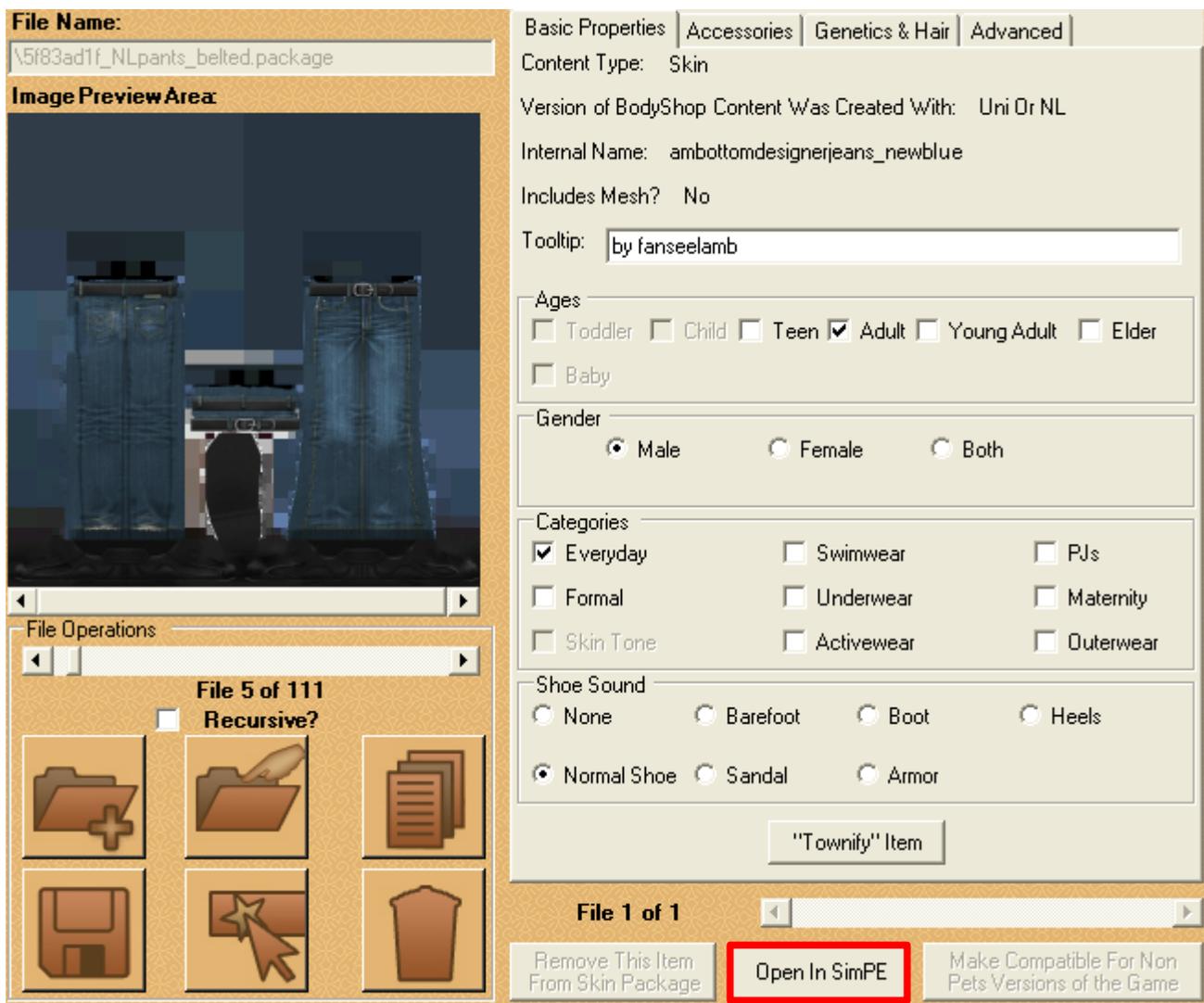


WARNING: Townifying skin tones is NOT recommended unless you first make a duplicate copy of the skin tone you plan on Townifying first. This is because the in-game CAS is hard-coded to only show the Maxis skin tones, so Townified skins will NOT show up there. Thus, if you make a second copy without changing anything, you can have both a Townified copy and a selectable copy for CAS.

Opening Files in SimPE

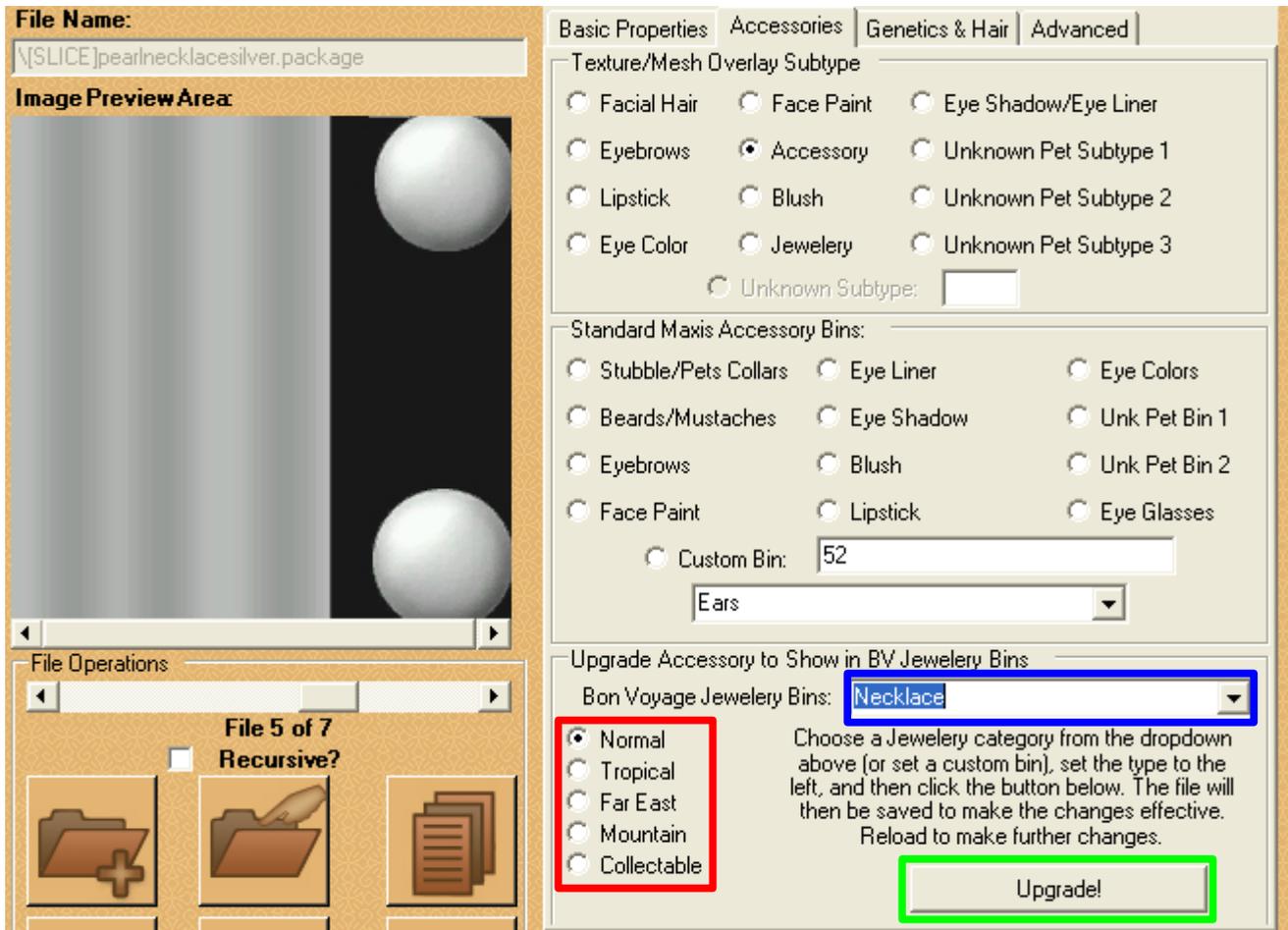
If you want to do more advanced file editing beyond what is available in the Wrangler, you can click the “Open This File in SimPE” button. This will force the program to load SimPE and open the file you're currently editing in it. During this time, the program will be locked and unusable. This is normal. Simply do your editing, close SimPE, and you're done. The program will unlock again once SimPE has completely closed. You will need to reload the file in the Wrangler to see the changes that you made.

NOTE: You must set the location of SimPE in your options first in order for this to work properly.



Updating Jewellery to be Bon Voyage Compatible

Jewellery made prior to Bon Voyage was made to fit in the same area as glasses, and this area quickly got crowded. However, now with the new jewellery area in Bon Voyage, things can be made more organized! Upgrading jewellery is a simple, three step process:



In Red: This determines where the jewellery should be able to be purchased from. In most cases, you'll want to choose normal.

In Blue: The jewellery type. Choose the area that this jewellery should be located in. If there is no option that matches the jewellery type you have, you can select the closest matching area OR, the better option, bin it the using the old accessory binning methods.

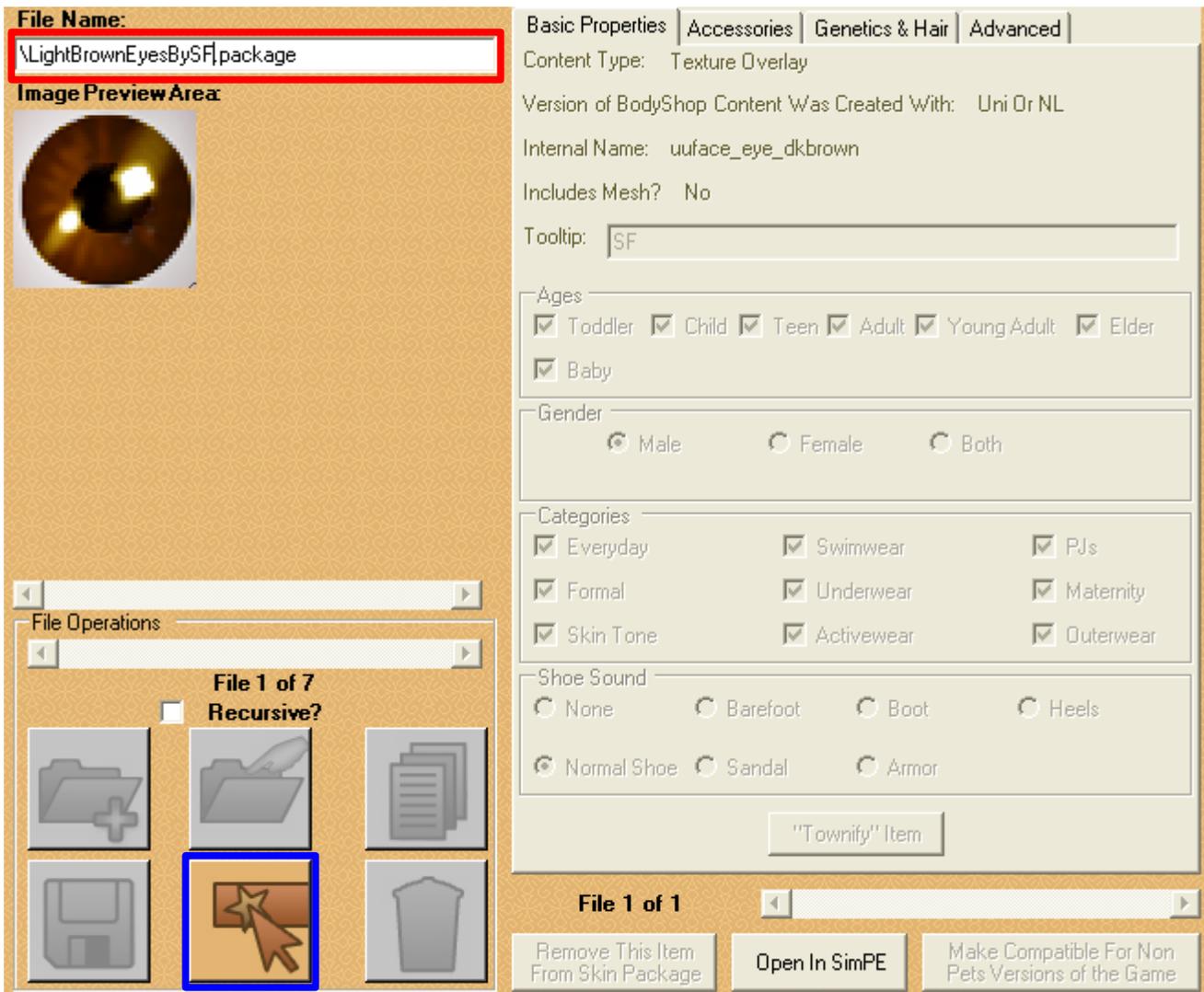
In Green: The Upgrade button. Click this last. Once you click it, it will automatically copy everything to the right area for each property set in the file and save for you. You will need to reload the file if you wish to do further editing.

"Downgrading" Content Made with the Pets Pre-Patch Bodyshop

Content made with the Pets version of Bodyshop was not reverse compatible with older versions of the game. While the amount of the content affected by this that is still available is relatively small, this button will allow you to fix it. If it is enabled, the option to fix it is available. Otherwise, you need not worry. You will need to repeat this for each Property Set in the file.

Renaming, Deleting, and Other File Management Options

- **Renaming:** First, click the rename button once you have the file loaded. The area that shows the file name becomes active. Type in your new name, being sure to leave the .package extension and any folder names included before it (including any \s, see picture for example), and then click the rename button again to apply the change.



- **Deleting:** Once any file is loaded, you can choose to delete it. It will be added to the queue for deletion, and will be deleted when you exit the program using the proper exit button.

NOTE: Should you decide that you don't want to delete the file after all, you can remove it from the deletion queue by going to the Advanced Tab.

- **Moving:** You can move all the files that are currently in the File List to a new location by choosing the “**Mass Move Files**” button.

THANKS, THIS IS GREAT!

I'd like to say THANKS! to all the alpha and beta testers who helped out from the very beginning through now. They are, in no particular order:

Alpha Testers:

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aurelia
Benny Boy
evilredduckie
Gwendolyne
Hecubus
imyourboy
jinx
JuneFlowers
KinwatsaZ
KittKitt
LadyLiberty
LiIB
macgirlffx
Marhis
rai4shu2
smartass_brat
tauranoxx
Tree_Hugger:)
witch
yetyak

Beta Testers:

adelegarland
Airelda
akatonbo
angelyne
Anninchen
Blaise
clickchick
damned
Diskette66
gamergirl
Gwillewyn
gwynnex
hellostranger
ingeli
Insanity Prelude
JenW
jsalemi
KagomeKagome
KinwatsaZ
Kitana2
kiwianagirl
knightguy82
Lerf1950
macgirlffx
maokri
Mar120
maxon
melyndavs
MissPiggi
MJSpice
moza
neovente
NikonSnow
nowens
pamysue
pioupiou
Quigqwag
Raene
raynuss
Scratch
selzi
Sim Veggie
Sinthe
simh
smartass_brat
SpaceDoll
spambi
spookymuffin
sr383
wildstar24

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Also, thanks to everyone at MATY who gave feedback early on with regards to what they wanted in the program.

See the about page within the program for more details about a few other things.

If you've enjoyed using this program and would like to make a donation to say "thanks!", please [click here](#).