CEP EXTRA

Documentation

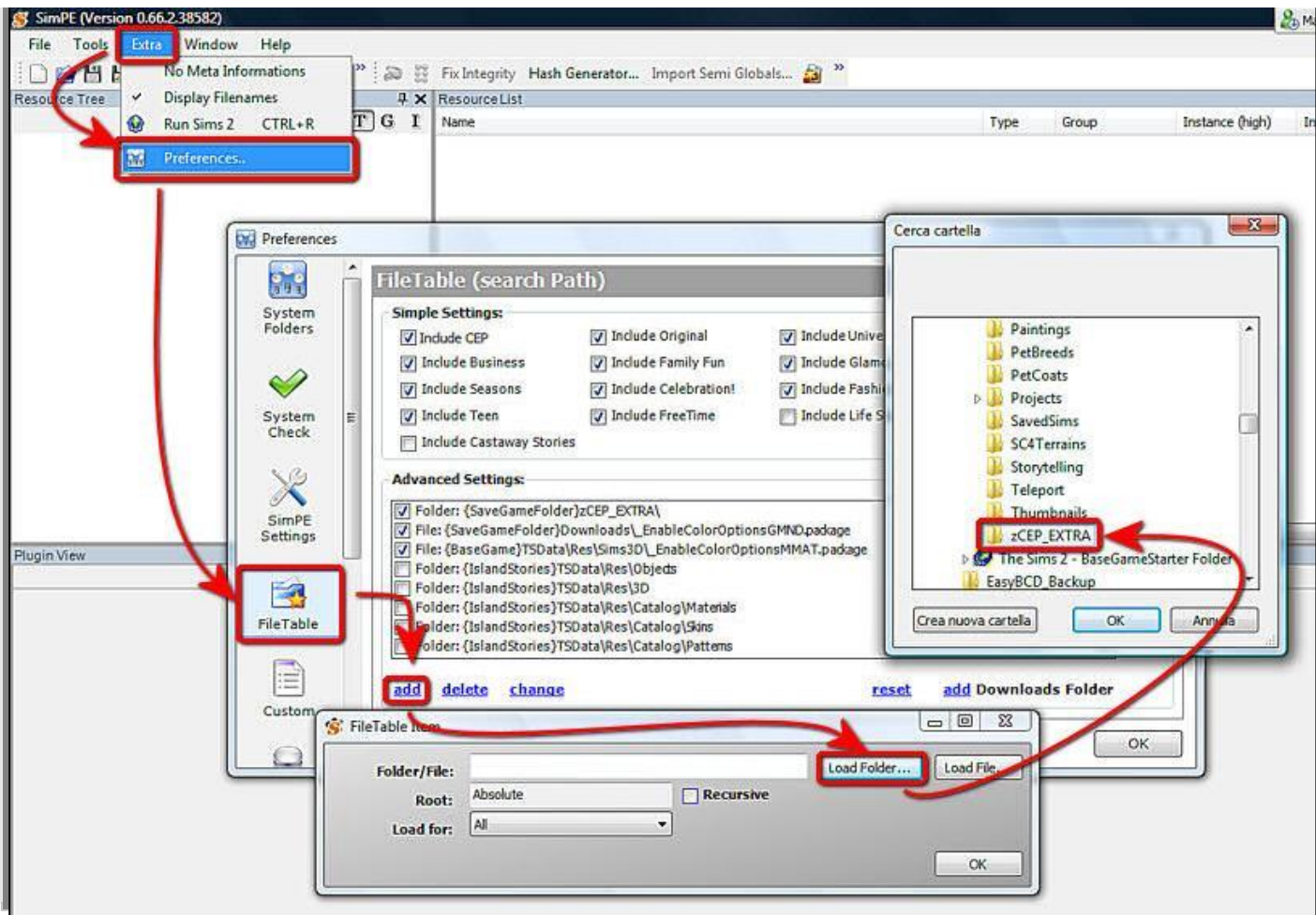# SimPE users (creators of recolours and objects) PLEASE READ

In order to create recolours and clones for CEP objects (i.e. Maxis objects modified or improved by the CEP), SimPE must know where to find the CEP files.
The latest SimPE versions, by default, will find by themselves the location of all the CEP files (including the Extras), *but not the older SimPe versions*.
The CEP installer is capable of modifying the internal SimPE configuration file, so to automatically declare the location of the CEP Extra files; but a <u>manual check</u> is definitely due.

Just perform the following simple steps, looking at the image below as a reference.

1) Start SimPE and go to "Extra -> Preferences -> File Table"
2) First off, look for the line "**Folder: {SaveGameFolder}zCEP_EXTRA**"; if you can see it, then you don't need to do anything. If there is no such line, proceed with Step 3.
3) Click "Add", then "Load Folder" and then browse to (Documents)\EA Games\The Sims 2
4) Select the folder "**zCEP_EXTRA**"; please note that it is **NOT into the Downloads**! It's in the **main "The Sims 2" folder**!
5) Click OK on all the open windows to confirm.
6) Perform again steps 3 to 5, adding the folder:
   (***PROGRAM FILES***)\EA Games\The Sims 2\TSData\Res\Catalog\zCEP-EXTRA
7) Restart SimPE.

SimPE (Version 0.66.2.38582)

File   Tools   Extra   Window   Help

No Meta Informations
✓   Display Filenames
Run Sims 2   CTRL+R

Preferences..

Resource Tree
Resource List
Name   Type   Group   Instance (high)   In

Fix Integrity   Hash Generator...   Import Semi Globals...

Preferences

System Folders

FileTable (search Path)

Simple Settings:

☑ Include CEP   ☑ Include Original   ☑ Include Unive
☑ Include Business   ☑ Include Family Fun   ☑ Include Glam
☑ Include Seasons   ☑ Include Celebration!   ☑ Include Fashi
☑ Include Teen   ☑ Include FreeTime   ☐ Include Life S
☐ Include Castaway Stories

System Check

Advanced Settings:

☑ Folder: {SaveGameFolder}zCEP_EXTRA\
☑ File: {SaveGameFolder}Downloads_EnableColorOptionsGMND.package
☑ File: {BaseGame}TSData\Res\Sims3D_EnableColorOptionsMMAT.package
☐ Folder: {IslandStories}TSData\Res\Objects
☐ Folder: {IslandStories}TSData\Res\3D
☐ Folder: {IslandStories}TSData\Res\Catalog\Materials
☐ Folder: {IslandStories}TSData\Res\Catalog\Skins
☐ Folder: {IslandStories}TSData\Res\Catalog\Patterns

SimPE Settings

FileTable

add   delete   change   reset   add Downloads Folder

Custom

Cerca cartella

📁 Paintings
📁 PetBreeds
📁 PetCoats
▷ 📁 Projects
📁 SavedSims
📁 SC4Terrains
📁 Storytelling
📁 Teleport
📁 Thumbnails
📁 zCEP_EXTRA
▷ 💻 The Sims 2 - BaseGameStarter Folder
📁 EasyBCD_Backup

Crea nuova cartella   OK   Annulla

OK

FileTable Item

Folder/File: Load Folder...   Load File...
Root: Absolute   ☐ Recursive
Load for: All

OK

Plugin View

Q: What are the CEP EXTRA? Why are they installed separately?

A: Since the beginning, the CEP has been extremely non-intrusive; nothing problematic has ever been included in the CEP. However, the decision to keep the CEP the "safest" possible had a drawback: I had to exclude some features (all related to recolours, of course) because they would be a little more intrusive. In all the older CEP versions (up to 7.0d) I decided to exclude everything that could be seen by the game as a "global mod", i.e. all those fixes and changes that could modify the game behavior. Now I've decided to include them all in the CEP, as separate optional components: the "CEP Extra".

These components are:

- modifications to the mesh, required to make an object recolourable;
- modification to game BHAVs, required to fix visual glitches of some objects;
- recolours-related improvements to objects that are not strictly needed.

Some of them were previously released as part of the main CEP (and now they have been stripped off and released as "Extra"); some others were never released before.

Users can freely choose what to install, according to their tastes and needs. My suggestion is to install them all, because the main philosophy of the CEP is still the same: **every component can be installed in any game, regardless the EP installed; and the overall "safety" of the CEP is very high as usual**.

However, **if you don't install one or more "Extra" you will just lose that specific feature or fix, but the main CEP will work fine nevertheless.**

While no one can guarantee the perfection, I have made any possible effort to keep the CEP, even with these additional Extra components, the safest possible. Always remember that the best place where to report possible bugs, request changes, and get support is the **Official CEP Page:**

http://cep.modthesims2.com

Details about the CEP Extra components
(in order of appearance in the installer page)

Chessboard (Base Game)
FEATURE: board and pedestal recolourable at once.

The original chessboard had only the pedestal recolourable; the matching textures for the board did exist, but were "lost". Installing this CEP Extra, the chessboard becomes fully recolourable (thus recovering the "lost" board colours).

The existing recolours in most cases, will still work and will automatically get the new feature. Only the recolours created for the pedestal only will stop working.

(Fix originally included in CEP 7.0c, then fixed in CEP 7.0d and then released as separate CEP Extra in CEP 8.0)

Colonial Shower-Tub (Base Game)
FIX: Tub and metal plumbing now get dirty.

In the original shower-tub, only the curtain and the rim became dirty. Installing this CEP Extra, the tub and the plumbing get correctly dirty.

Note: neither the tub nor the plumbing are recolourable: they only turn to dirty when needed.

(Fix released as separate CEP Extra in CEP 8.0; never included in previous CEP versions)

Club Table Lamp (Base Game)
FIX: 'Lit' state + lost base colours.

In the original lamp, the shade didn't lit up correctly: it always looked turned off; installing this CEP Extra, the problem is fixed, for all the four shades. In addition, the Extra makes the lamp base recolourable, and retrieves 3 more "lost" Maxis recolours for the base.

(Fix originally included in CEP 7.0c and then released as separate CEP Extra in CEP 8.0)
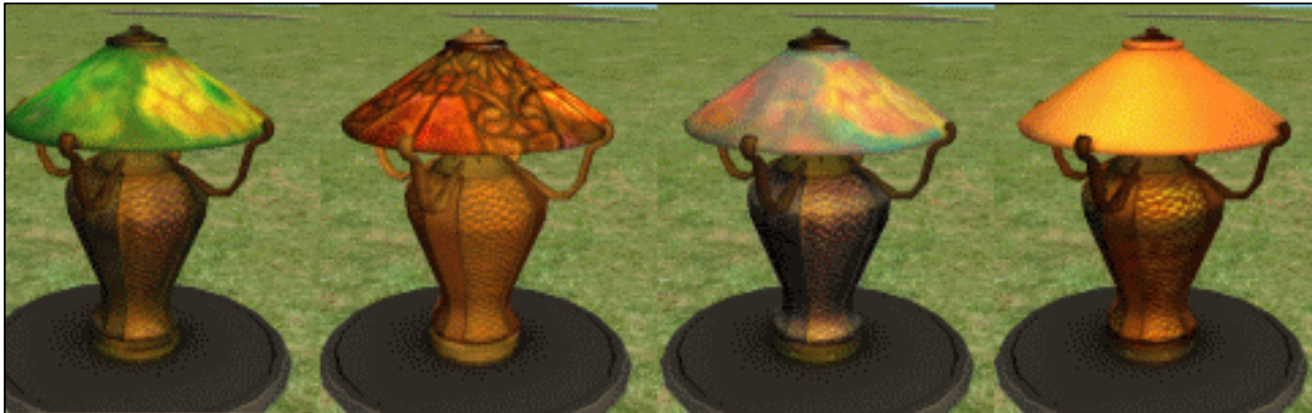
"Milano Royale" dining table (Base Game)
FIX: Support now *fully* recolourable.

As you can see from the picture, the round part of the support never changed colour.
With the CEP Extra, it becomes fully recolourable.

The existing recolours will still work, and will automatically get the new feature.

(Fix originally included in CEP 7.0c and then released as separate CEP Extra in CEP 8.0)
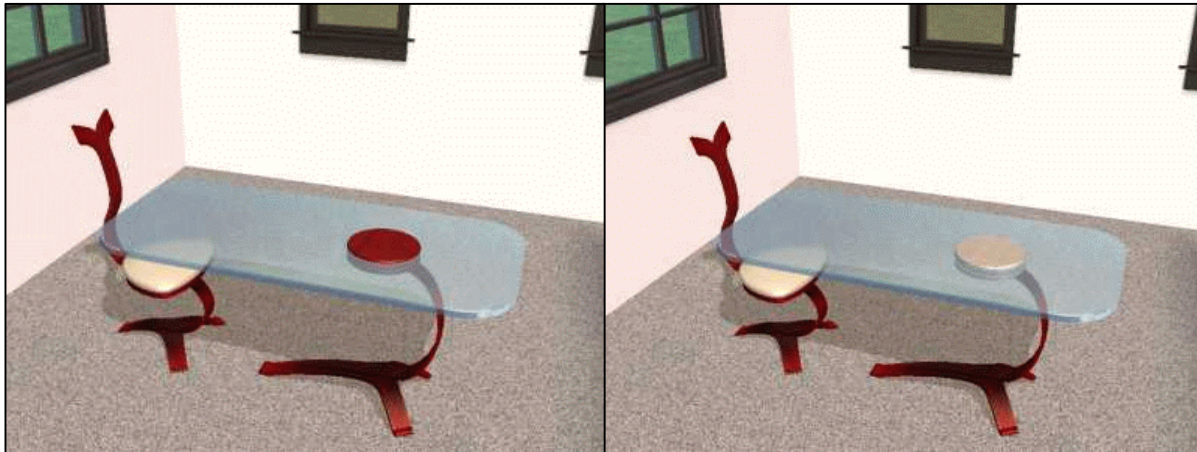
"Durably Plush" Teddy Bear (Base Game)
"Bunny-Bear" (Christmas Pack)
"Paw-crafted" Teddy Bears (FreeTime)
FEATURE: recolourable + "wornable"

By installing this CEP Extra, all these four Teddy Bears become recolourable; moreover, they can be correctly cloned using SimPE (due to the many useless Maxis files included in the game installation, SimPE could not create a perfectly working clone: the CEP Extra removes the useless files, thus allowing SimPE to work better).

In addition, the CEP Extra reactivates a "lost" feature in the bears: they become visually worn after 11 sim-days. The original Maxis code did set the bears to become worn after 1 month, but the code was buggy and didn't work (and after all, one entire sim-month is definitely too long to wait…).
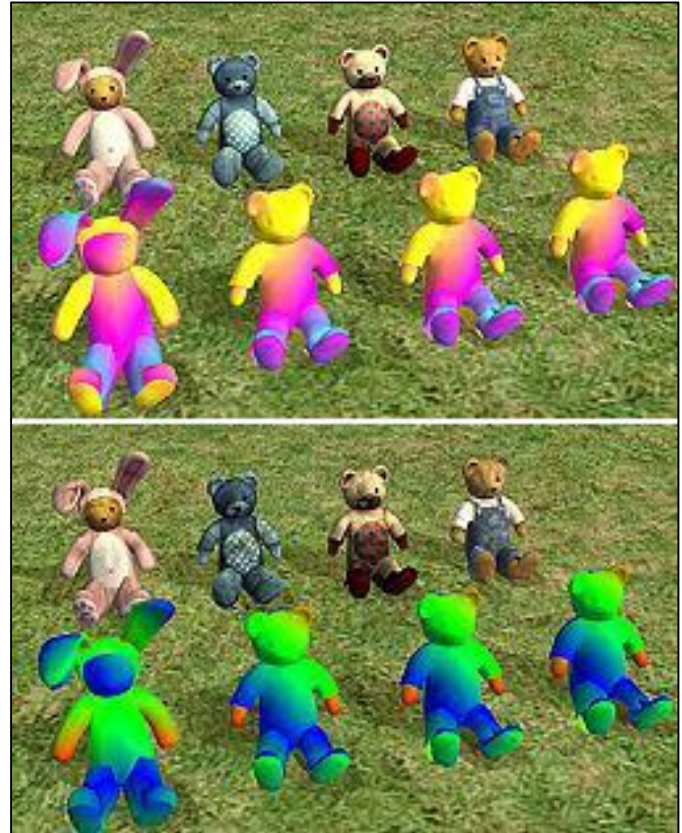
(Fix originally released as a separate download, affecting only the Teddy and the Bunny bears; rewritten and re-released as separate CEP Extra in CEP 8.0)

"Simline" wall/table phones (Base Game)
"Talkatron" wall/table phones (Pets)
FEATURE: fully recolourable + Automatic handset.

All the 4 phones will become fully recolourable, using this CEP Extra; moreover, the handset takes automatically the recolour from the base (for the Simline one, it happens when you go to live mode).

Please note that the recolourable handset was already included in the older CEP version as a standard feature. The difference is that now the handset takes the proper recolour *automatically*.

(Fix originally included in CEP 1.0, affecting only the base-game phone, then re- released as separate CEP Extra in CEP 8.0 and lastly FIXED in CEP Extra 8.1)
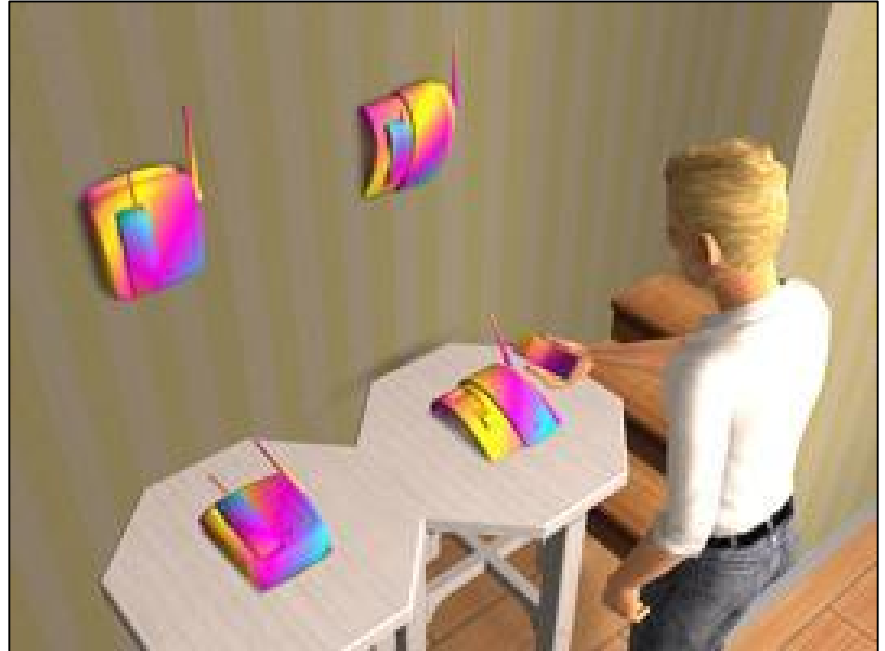
Toilet Stall (Base Game and Bon Voyage)
FEATURE: recolourable stall + improved mesh + new colours

This object was first released with the base game; the stall was made recolourable with the CEP 1.0., but there was an ugly glitch: the handle was not recolourable, and always remained green; and the mesh was misaligned, as you can see looking at the stripes in the first screenshot.

Then, Bon Voyage was released: the stall was still recolourable but the old CEP 1 recolours ceased to work.

This CEP Extra re-enable the functionality of the old recolours, fixes the mesh alignment (making the old recolours look better), removes the ugly handle and makes available in any game the 4 Maxis colours that came with Bon Voyage.

Thanks to MaryLou for fixing the mesh and the UV-map.

(Fix originally included in CEP 1.0, then rewritten and included in CEP 7.0 and lastly re- released as separate CEP Extra in CEP 8.0)
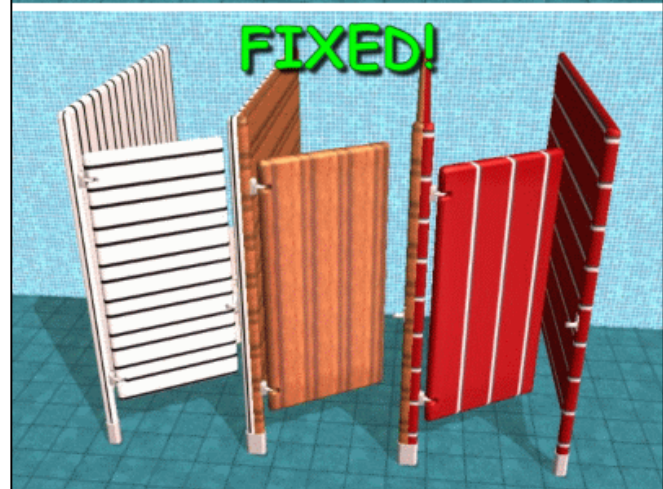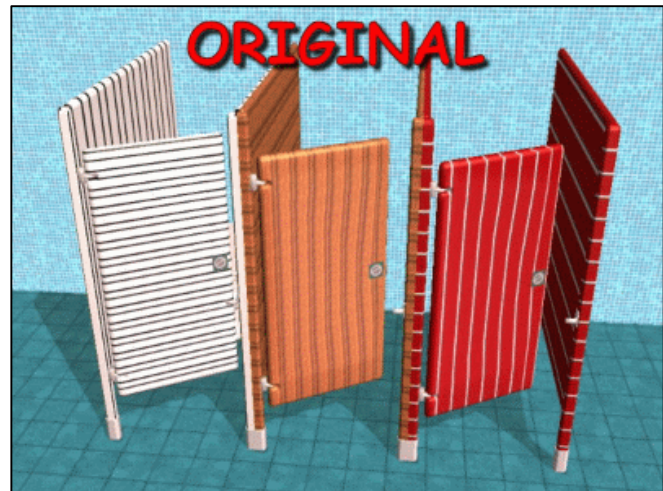
Videogame Console (BaseGame)
FEATURE: fully recolourable, incl. controllers.

There isn't much to say about this… Many people asked me to make the Videogame Console recolourable, but it required changes in the mesh and in the game code, and therefore I never included it in the CEP. Now you can finally recolour the Videogame Console ☺

NOTE: in order to apply the recolour to the controllers, use the "*Design Tool*" directly over the two controllers.

(Fix released as separate CEP Extra in CEP 8.0; never included in previous CEP versions)

"Groovy" corner island (University)
FIX: recolourable counterfinish.

The original Groovy corner always had the counterfinish in the colour matching the top, and it couldn't be changed. Look at the first picture: the user could use the white recolour on the linear islands, but as soon as the islands formed an angle, the corner piece turned purple (i.e. the colour corresponding to the purple top).

This CEP Extra fixes the problem, making the finish autonomously recolourable, and separated from the top, so to perfect match the adjacent counter islands.

(Fix originally released as a separate download, then included in CEP 5.0 and lastly released as separate CEP Extra in CEP 8.0)

"Fat City" counter (Nightlife)
FIX: sink hole

This CEP Extra fixes a glitch affecting the "Fat City" counter (from NL): when placing a "Moon Hop" sink (from Pets) over it, the sink hole was *flipped*, as you can see from the left image. The CEP contains a modified counter mesh that solves the problem.

(Fix originally released as a separate download, then included in CEP 6.0 and lastly released as separate CEP Extra in CEP 8.0)
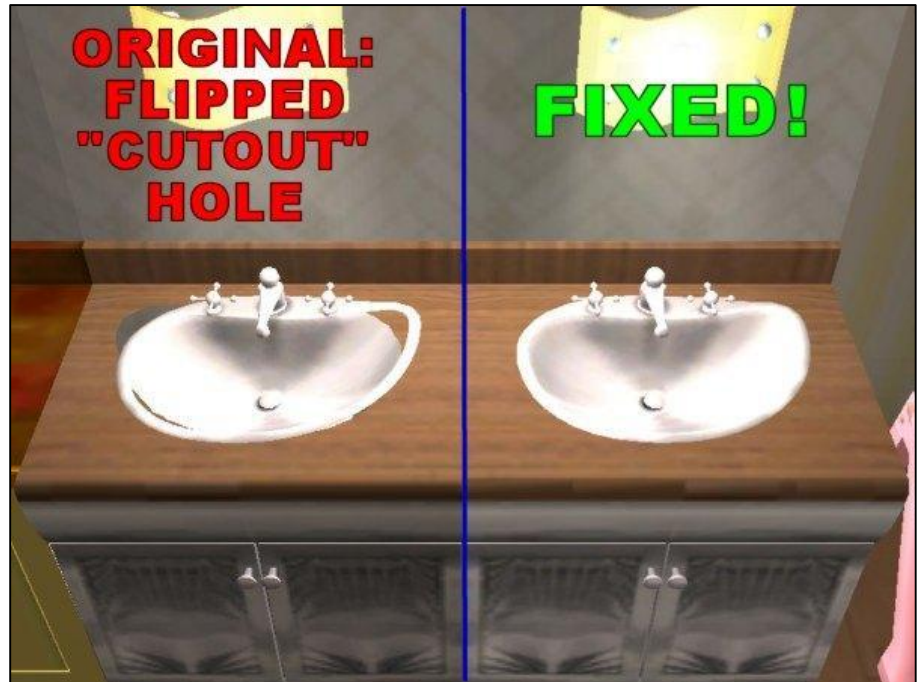
"Night Club" Islands & Bar (Nightlife)
FEATURE: matching top

While the "Night Club" counters have a recolourable top, the island and the bar always had a black top, thus preventing the user to match the furniture.

This CEP Extra contains a modified mesh for the Island and the Bar, that changes the top colour according to the colour chosen by the user for the finish.

Important: this fix has a drawback; it allows *only one top* for each finish colour. The top/finish matches are shown in the second picture.

(Fix originally released as a separate download, then included in CEP 7.0 and lastly released as separate CEP Extra in CEP 8.0)

"OpenMe Wide" double window (Nightlife)
FIX: light

A Maxis bug prevented the "OpenMe Wide" double window from casting a proper light. This fix created by MaryLou solves the problem.

(Fix originally released by MaryLou as a separate download, then included in CEP 7.0 and lastly released as separate CEP Extra in CEP 8.0)

Luxury Stereo (Glamour Life)
FIX: no flashing purple parts

The GLS Luxury stereo, when turned on, showed some parts flashing purple; this problem was experienced *only by some users* (some of which thought it was an intended feature of the stereo…). This CEP Extra fixes the bug, so that the stereo will correctly light up when used.

(Fix originally released as a separate download, then included in CEP 5.0b and lastly released as separate CEP Extra in CEP 8.0)

"Atomic" table and ceiling lamp (Pets)
FIX: bulb turns off

When turning these lamps off, the inner bulb always stayed visually lit. This CEP Extra lets the lamps go completely off.

(Fix originally included in CEP 7.0 and then released as separate CEP Extra in CEP 8.0)
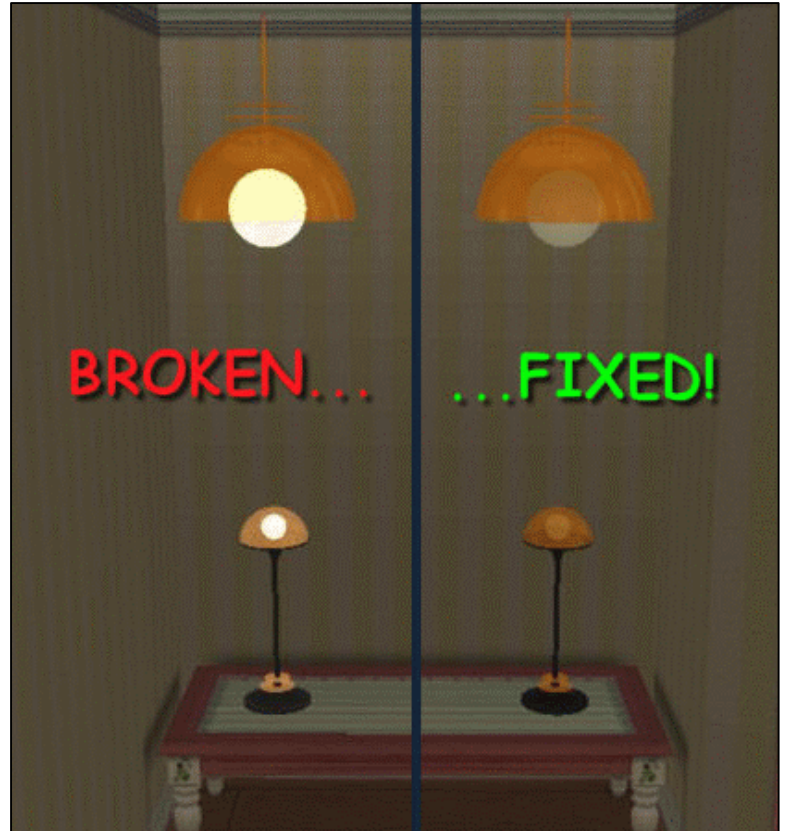
"Country" toilet (Seasons)
FEATURE: recolourable vase

The original Country toilet has two recolourable parts: the upper box (very useful), and the metal plumbing (almost useless), but always has a plain white vase (boring).

This CEP Extra enables the recolours for the vase, but **removes** the recolours for the plumbing (a neutral clear colour is always used, instead of the shiny steel/copper ones). This is the reason why this component is released separately: users can choose whether to install it or not.

(Fix released as separate CEP Extra in CEP 8.0; never included in previous CEP versions)
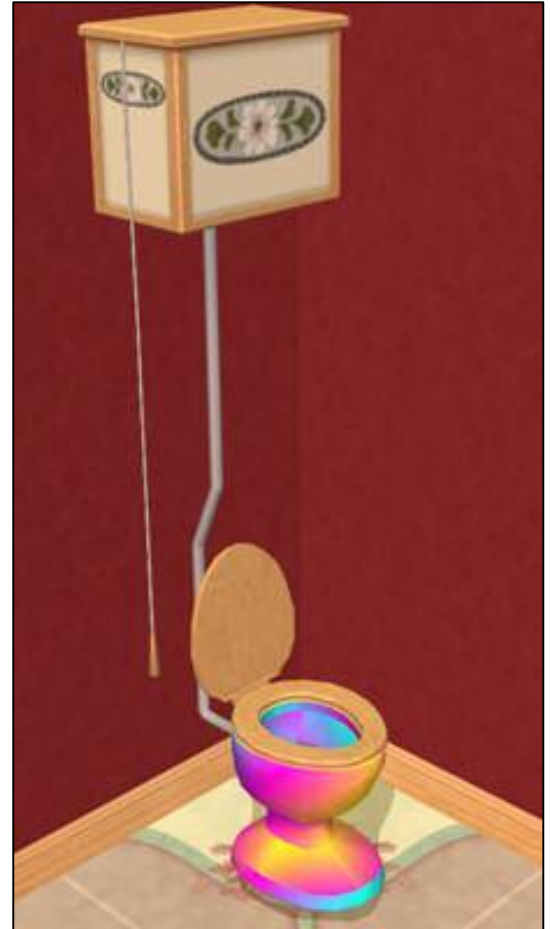
Garden Rocks (Seasons & Bon Voyage)
# FIX: all 4 stones now available at the same time.

Bon Voyage contains two Garden Rocks that conflict with the two coming with Seasons: as a consequence, only 2 rocks out of 4 are available in game (the other 2 disappear from the catalog due to the conflict).

This CEP Extra solves the conflicts, making all the four rocks available in catalog at the same time (and makes them all recolourable).

(Fix released as separate CEP Extra in CEP 8.1; never included in previous CEP versions. Updated with CEP 9.0)
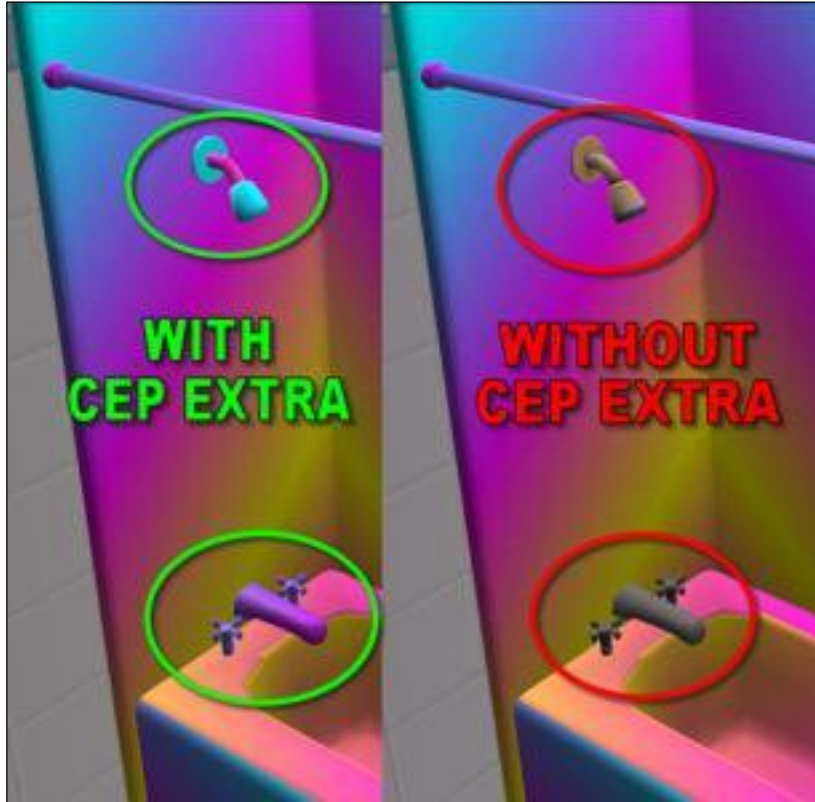
Cheap Shower Tub (Basegame)
FIX: Plumbing now recolourable.

The standard CEP, even without any Extra, makes the cheap shower-tub recolourable, but the plumbing always stays the same colour.
Using this CEP Extra, not only the plumbing parts become recolourable, but they automatically take the colour from the tub.
As a consequence, all the existing recolours will be automatically applied to the plumbing, too.
This fix is released as a separate Extra because it modifies the mesh of the shower-tub.

(Fix released as separate CEP Extra in CEP 8.1; never included in previous CEP versions)

2-story Concrete Column (OFB)
FIX: Restored after FT removed it.

Starting with FreeTime, this 2-story column that came with Open For Business, was no longer available in catalog. Oddly enough, only the 2-story column vanished, while the single story one was not removed by FreeTime. Installing this CEP Extra, the missing column will be available again for those users that have FreeTime or newer EPs.

(Fix released as separate CEP Extra in CEP 8.1;
never included in previous CEP versions)

Toy Oven (Base Game)
FEAT: Recolourable – FIX: added K&B colours + solved conflict with K&B.

The base-game Toy Oven was made recolourable since the first CEP; but the Kitchen & Bathroom Stuff Pack changed the mesh name, thus creating as conflict with the older Toy Oven, and breaking all the existing recolours. Using this CEP Extra, the Toy Oven recolourability is kept with any game, and all the older recolours work fine; moreover, the 4 additional colours shipped with K&B are now available to all games.   (Fix released as separate CEP Extra in CEP 8.1; never included in previous CEP versions)

'International' door & windows (OFB and AL)
## FEAT: Door available in AL – FIX: restored recolours with AL.

Let's clear it up: *the CEP did NOT break the recolours for these windows, it's Maxis to blame.*
These windows were first released with OFB and worked fine; then Maxis re-released them with AL, but changing their internal structure, thus breaking them and forcing them all to revert to the default red colour. By installing this CEP Extra, not only you will have the International Door available in AL, but you will able again to apply recolours to the door and the windows.

Unfortunately, all the windows that reverted to red (after installing AL) must be recoloured by hand, one by one, using the Design Tool: again, you know who to thank for this additional work… ☺
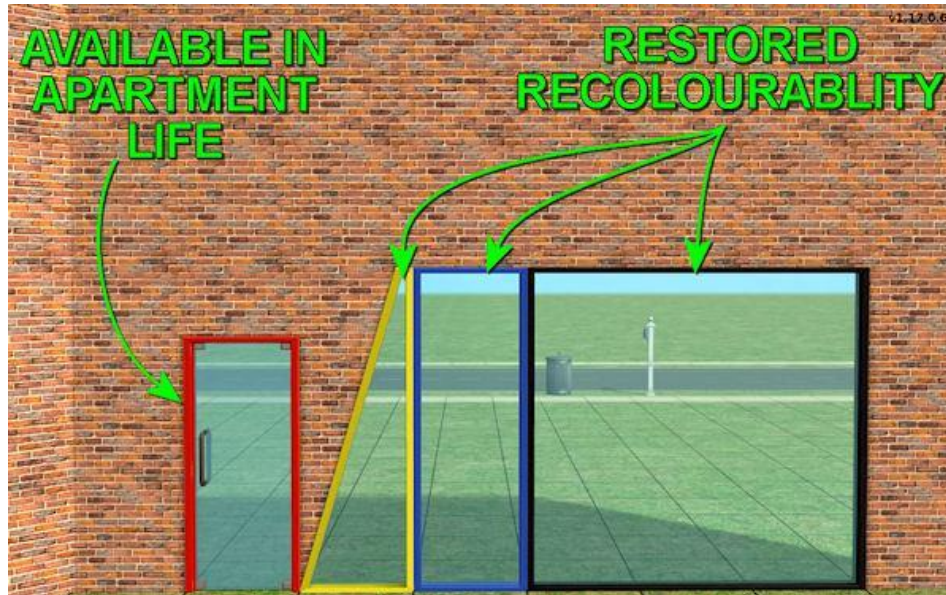
(Fix released as separate CEP Extra in CEP 9.0; door updated, fixed and re-released with CEP 9.2)
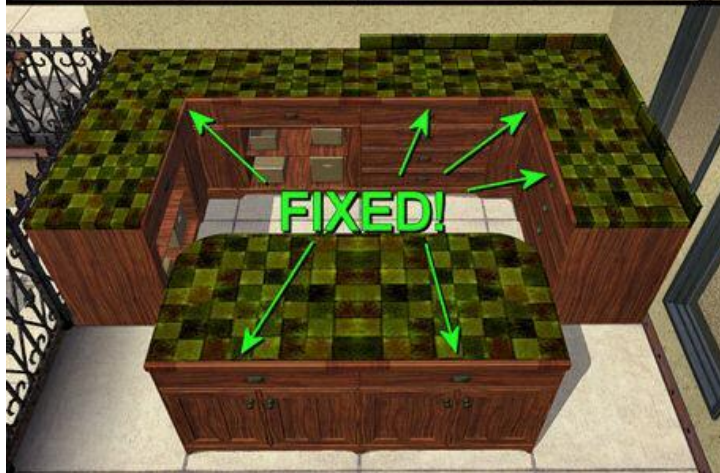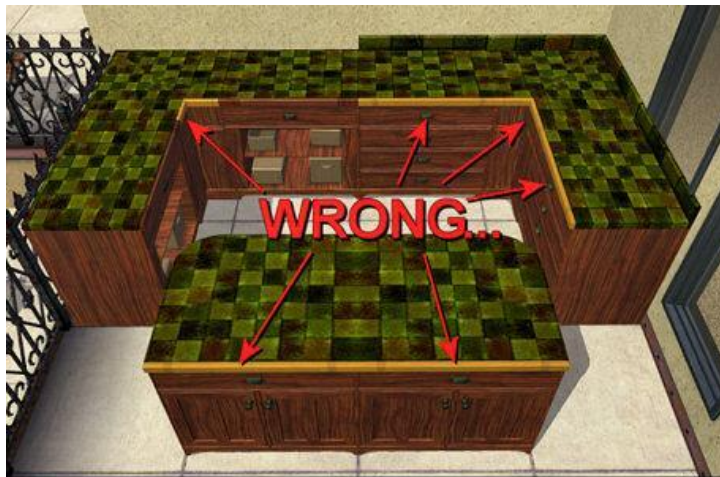
'Club' Counters (Base Game)
FIX: matching inner border.

The fix affects all the 'Club' counters, including the commercial version and the island.
When applying a different recolour to the top, the inner border – in most cases – didn't match the finish.

(Fix released as separate CEP Extra in CEP 9.1; never included in previous CEP versions)

'Bohemian' Double Bed (Apartment Life)
FEAT: recolourable and matching drapes + restored 'lost' drape recolours.

By default, this bed had the drapes always in the same colour, and was not possible to recolour them. This Extra makes the drapes "slave" of the frame, so that changing colour to the wooden frame causes the drapes to change colour as well. Since the frame comes in three colours, this Extra associates each frame with a specific drape colour (one is the former only colour; another one was created by Maxis and 'lost' in the game files; the third drape colour has been purposely created for the CEP by me).

Known issue: when installing the CEP 9.1 (or newer) for the first time, it is possible that the drapes of the existing Bohemian beds start flashing blue; you can easily fix this by applying any recolour to the bed frame using the Design Tool.

(Fix released as separate CEP Extra in CEP 9.1; never included in previous CEP versions)


RESTORED 'LOST' DRAPES

'Bohemian' Upper and Lower Moldings (Apartment Life)   [by Havelock]
FIX: repository - FEAT: unlocked diagonals + retrieved lost colours + shiftable

The 'Bohemian' architecture set was messed up, because the pieces couldn't pick the colours from the right repository object, and therefore appeared only in one colour. This Extra (made by Havelock) fixes the Repository, thus restoring the original 3 Maxis colours. Moreover, Havelock has un–locked and widely fixed the diagonal pieces, and made the entire set shiftable up and down the wall, just like the paintings.
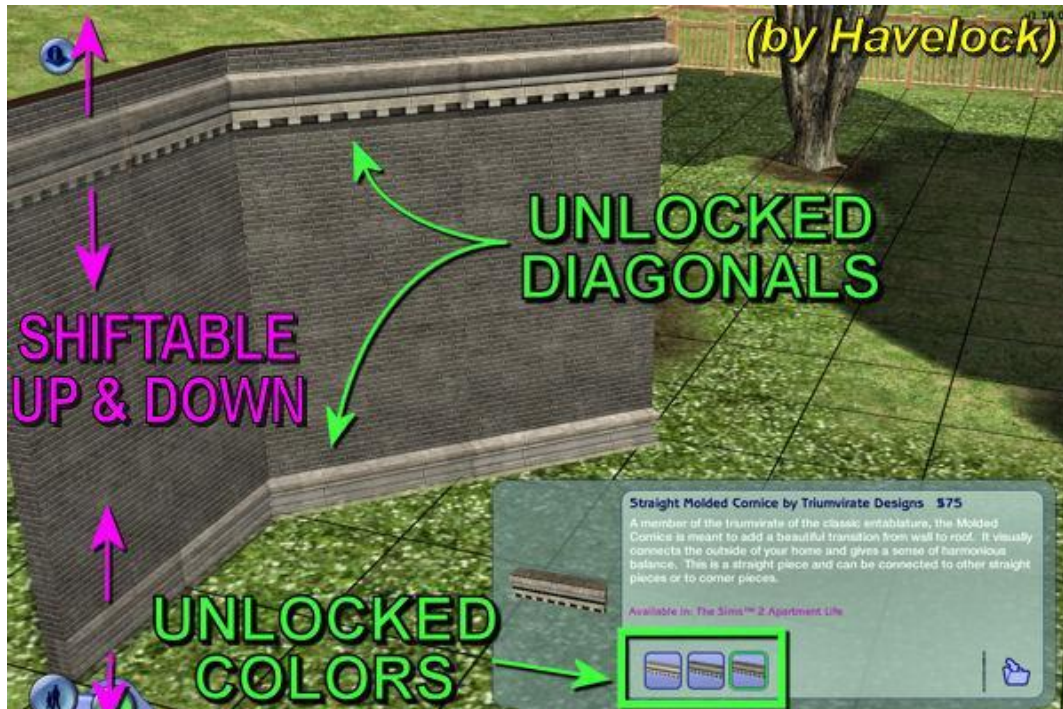
(Fix created by Havelock and first released as separate CEP Extra in CEP 9.1; updated and re-released with CEP 9.2)

'Pear ShinyStation' Computer (from Teen Style Stuff)
FEAT: now available in Apartment Life (even without TSS)

This computer has been first released with the Teen Style Stuff pack, but then Maxis included all its files into Apartment Life, too, but "forgot" to make it visible in catalog. This Extra unlocks the TSS Computer, making it available to those users that have Apartment Life but not Teen Style.

Pear ShinyStation XTR   §2,000

The Pear ShinyStation XTR comes with enough technical firepower to run the latest games, do some serious online chatting, or find a wide variety of jobs. It can hold more songs than you can sing and runs at 1.21 GigaWatts. Plus, it'll give you a whole bunch of geek cred.

Available in: The Sims™ 2 Apartment Life

Fun: 7
Environment: 2
+ Creativity

Witches' Lamps (Apartment Life)
FEAT: recolourable + retrieved 'lost' recolours + FIX: corrected "lit" texture

Recovered 'lost' colours:
Gray and Green

For the **floor lamps** only, two 'lost' Maxis recolours have been retrieved. Please remember that – just like all the witches' objects, that don't appear in catalog – the recolours can only be applied using the "Design Tool" over the lamps.

Moreover, this Extra fixes a glitch – barely visible anyway – that affected *all* the six witches' lamps (floor, wall and ceiling) and prevented the lamps from using the correct "lit" texture when turned on. The fix is particularly visible in the grey floor lamp (see picture): the pinkish reflections on the base, also visible over the entire body, are part of the fixed "lit" texture, retrieved by this Extra.

(Fix released as separate CEP Extra in CEP 9.1)

Good Witches' Thrones (Apartment Life)
FEAT: recolourable + retrieved 'lost' recolours

These nice Pink and Gray recolours, originally created by Maxis for this throne and then 'lost', have been retrieved. Please note also the semi-transparent glass globe encased in the upper part: it can be recoloured too, along with the main fabric colour. The match between the pink fabric and the blue glass (and the opposite) is how Maxis originally set them to be.

(Fix released as separate CEP Extra in CEP 9.1)

RETRIEVED 'LOST' COLOURS: PINK AND GRAY