

## Quick and Dirty Guide to the CAS Unitool (June 19th Edition)



**Hanlon Razor's Guide to Go From Humdrum to Hot Damn!**

## Step One: Get the Tools

[Delphy's CAS Texture Unitool](#) - This does the heavy lifting

[TS3 Install Helper Monkey](#) - This gets the final product where it needs to go

[DDS Thumbnail Viewer](#) - This shows thumbnails of the extracted textures

DDS-Import/Export Plugins—[Photoshop](#) or [The Gimp](#)

## Step Two: Let's Get This Out Of The Way Before We Go Further

This tutorial will be demonstrated with Photoshop. I've never used anything else, so I can't help with those. I've heard [The Gimp](#) is good, and it is cheap as free, so have at it. If you've never edited an image in your life, I can't help there either. If you get lost when using Explorer and files aren't where you expect them to be, again, can't help you. Now on to the fun stuff!

## Step Three: Extracting Textures

The screenshot shows the 'Delphy's CAS Texture Unitool' application window. The 'Mesh Details' panel on the left has the following settings: Age: Adult, Gender: Female, Type: Bottom, Mesh: Briefs\_BikiniTie, Mesh Name: afBottomBriefs\_BikiniTie, and Instance ID: 0xE1A3C57CED3E7295. The 'Designs' panel is empty. The 'Quick Texture Find' panel has an empty key field. The right panel shows 'Design Details' with 'Stencil A', 'Stencil B', and 'Stencil C' sections, each with 'Enabled' checked, and 'Tiling' and 'Rotation' fields. The 'Key' field in each stencil section is empty, with 'find' and 'replace' buttons next to it. A 'Commit' button is located below each stencil section.

To get to here, launch the tool from where you unrar'd it. Then...

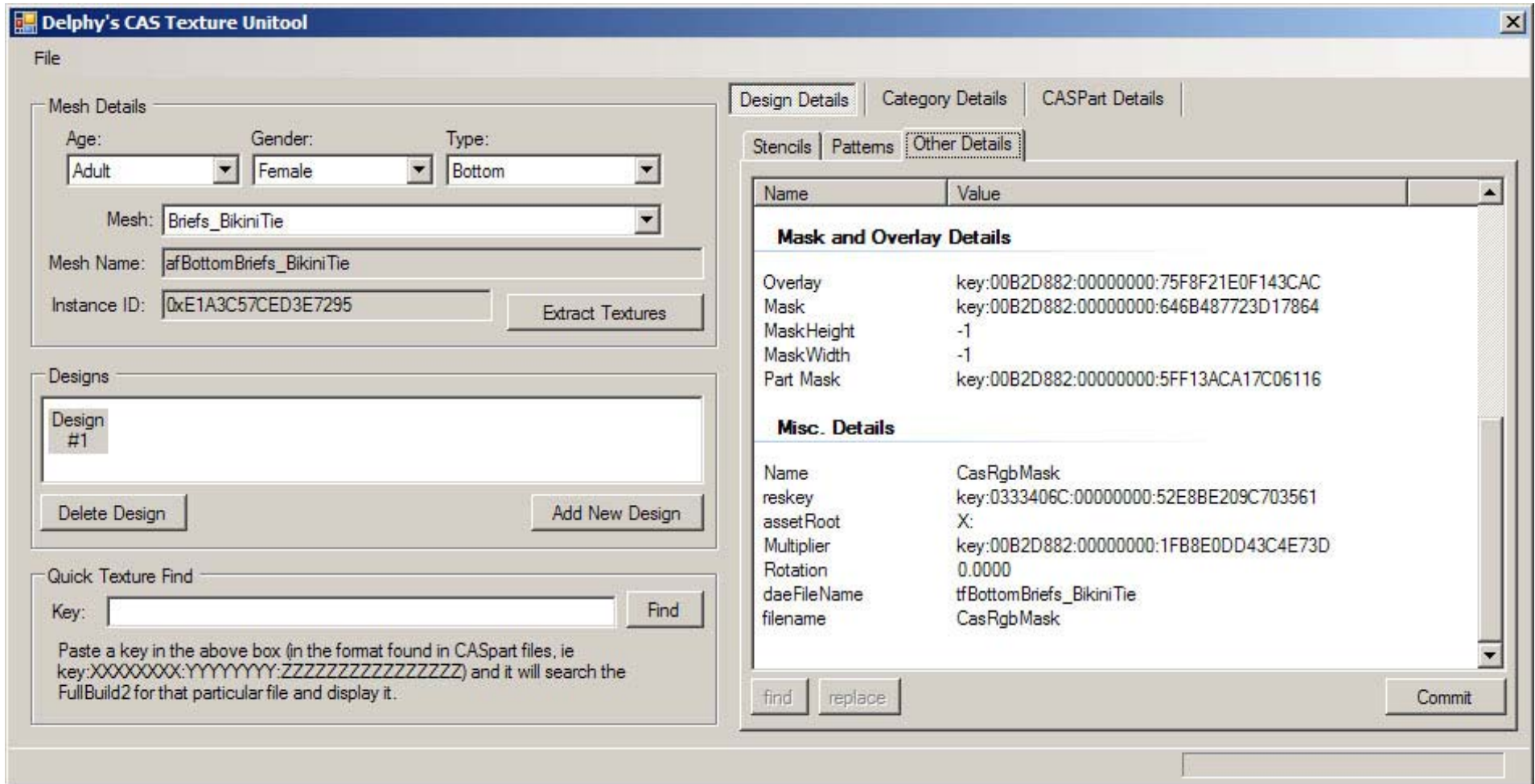
**File → New**

**Set the dropdowns in Mesh Details in order to what is seen above.**

**Adult → Female → Bottom → Briefs\_BikiniTie**

**Then click Extract Textures and choose a well named folder. I recommend afBottomBriefs\_BikiniTie.**

## Step Four: Learning to Love Long Alphanumeric Filenames












Click Add New Design then click the Other Details tab and scroll to the bottom.

Memorize the last few digits of Mask and Multiplier, in this case 7864 and E73D will do.

Then open up Windows Explorer and navigate to where you extracted the textures.

## Step Five: Finding Those Long Alphanumeric Filenames

| Name   | Size     | Type     | Date Modified      |
|--|----------|----------|--------------------|
|  00B2D882_00000000_90DE6DB90E35FEB7.dds | 1 KB     | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_646B487723D17864.dds | 1 KB     | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_75F8F21E0F143CAC.dds | 2 KB     | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_43B2360D43681277.dds | 86 KB    | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_1FB8E0DD43C4E723.dds | 683 KB   | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_5FF13ACA17C06116.dds | 683 KB   | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_659D7229A87C7A0F.dds | 683 KB   | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_659D7229A87C7A1D.dds | 683 KB   | DDS File | 6/20/2009 11:50 AM |
|  00B2D882_00000000_1FB8E0DD43C4E73D.dds | 1,366 KB | DDS File | 6/20/2009 11:50 AM |



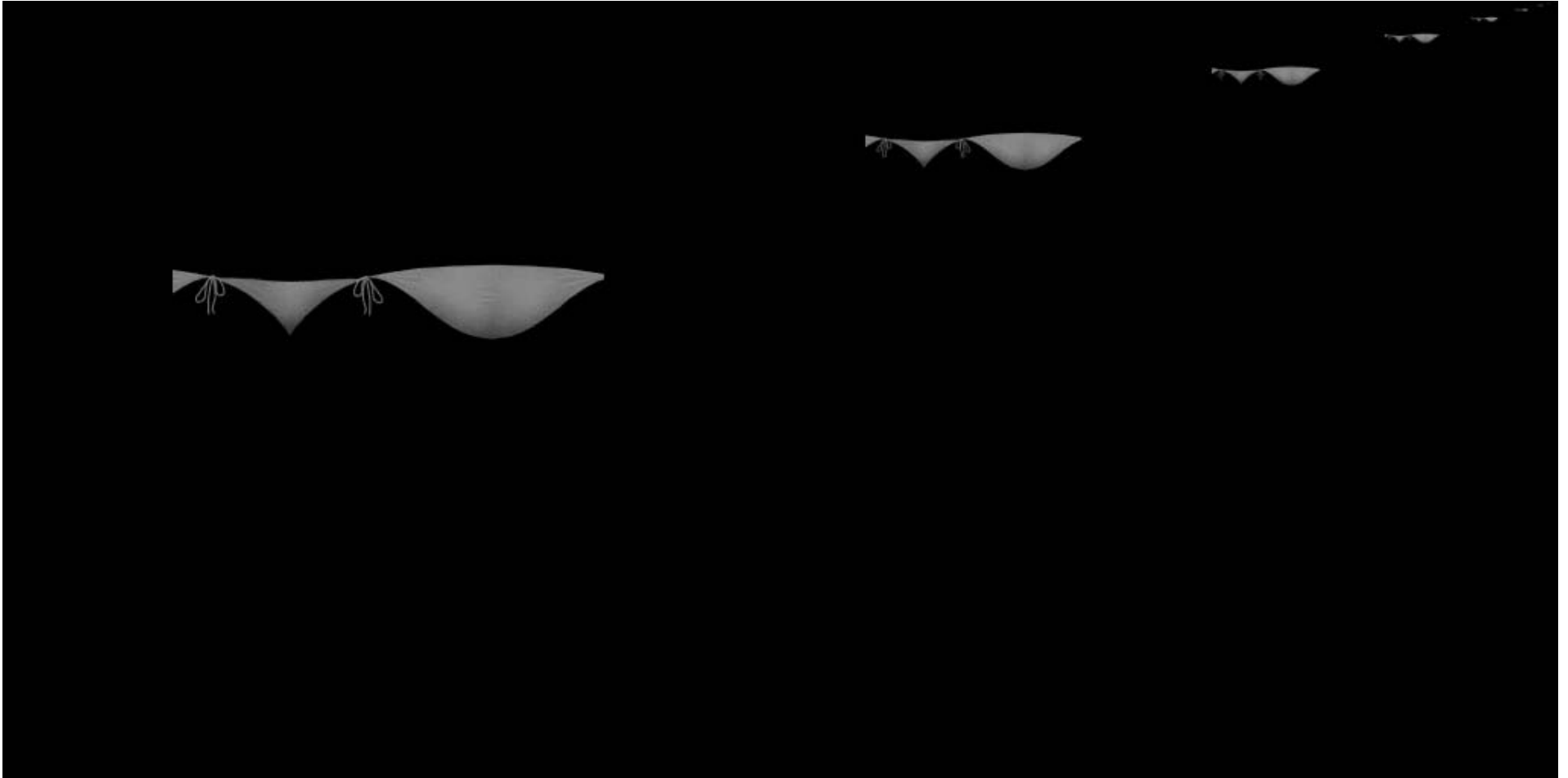
And here they are. Notice the file ending E73D. The files you almost always want are 1,366 KB.

In the thumbnail view you can also see it resembles a bikini bottom. The numbers match, it's what we want.

7864 is a bit more confusing, it's that red square. We'll deal with it later.

So import E73D into the image editor of your choice. Defaults should be good, make sure mipmaps are OFF.

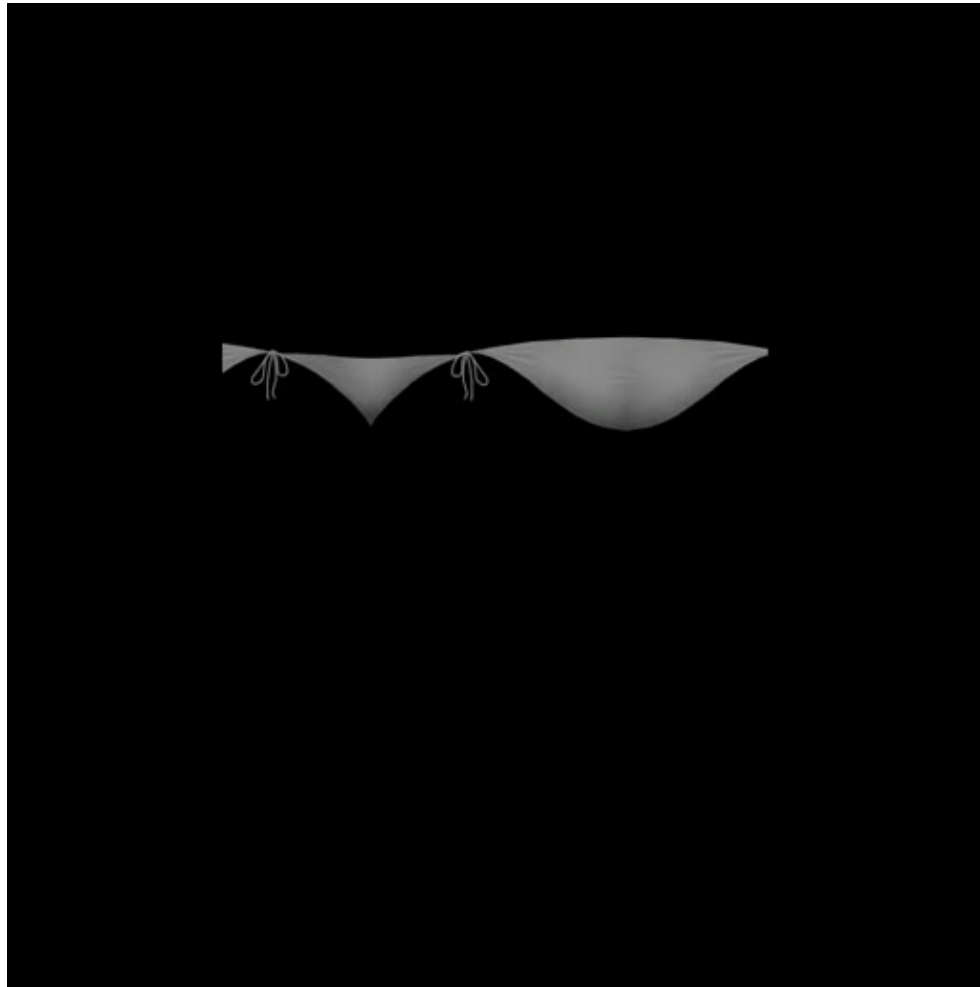
## Step Six: What Things Should Look Like



**NOT LIKE THIS.**

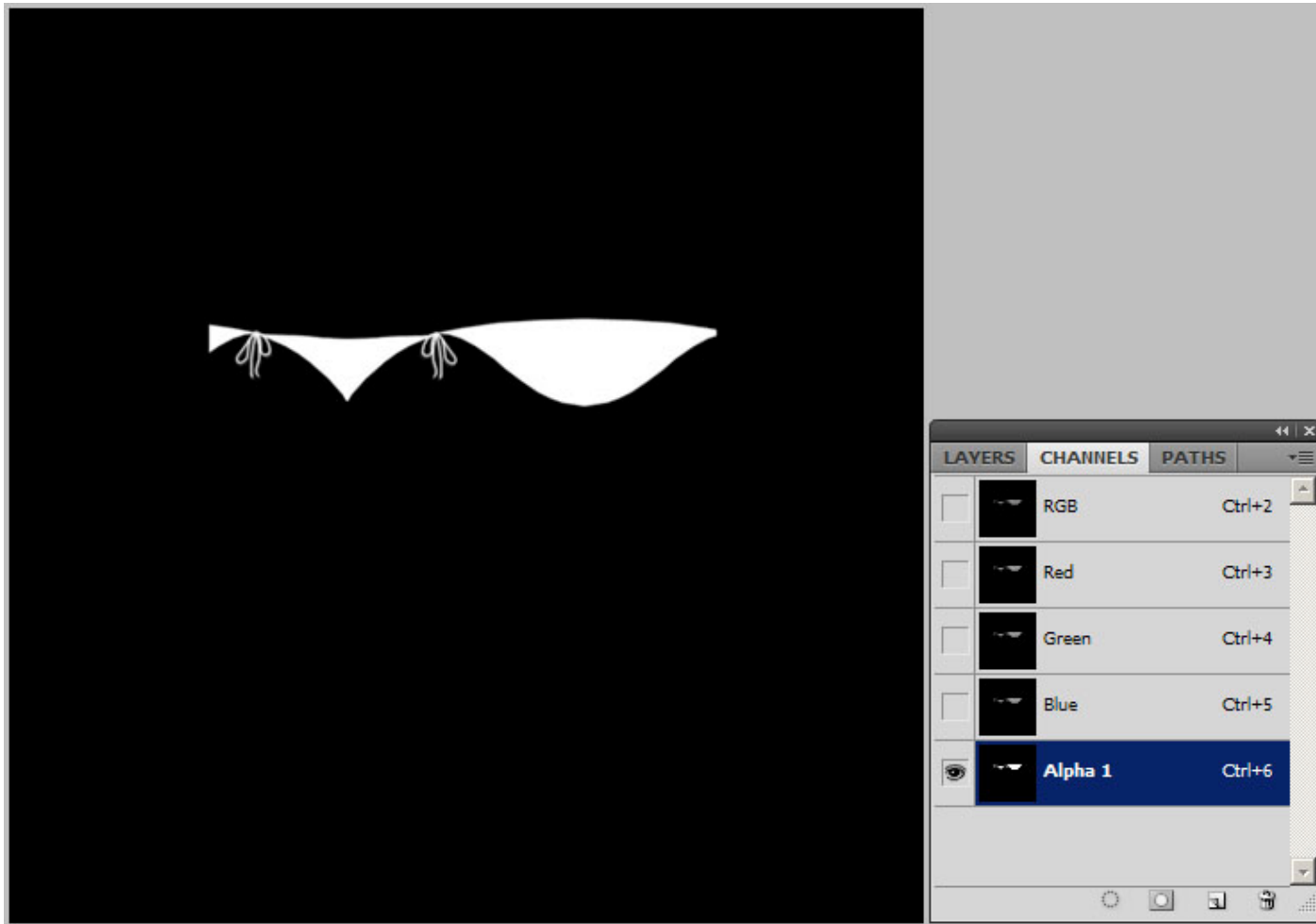
If this is what you see, you are made of fail. Try again. Tell the importer no mipmaps.

## Step Seven: What Things Should Actually Look Like



One image, no mipmaps. Next stop, the Alpha channel.

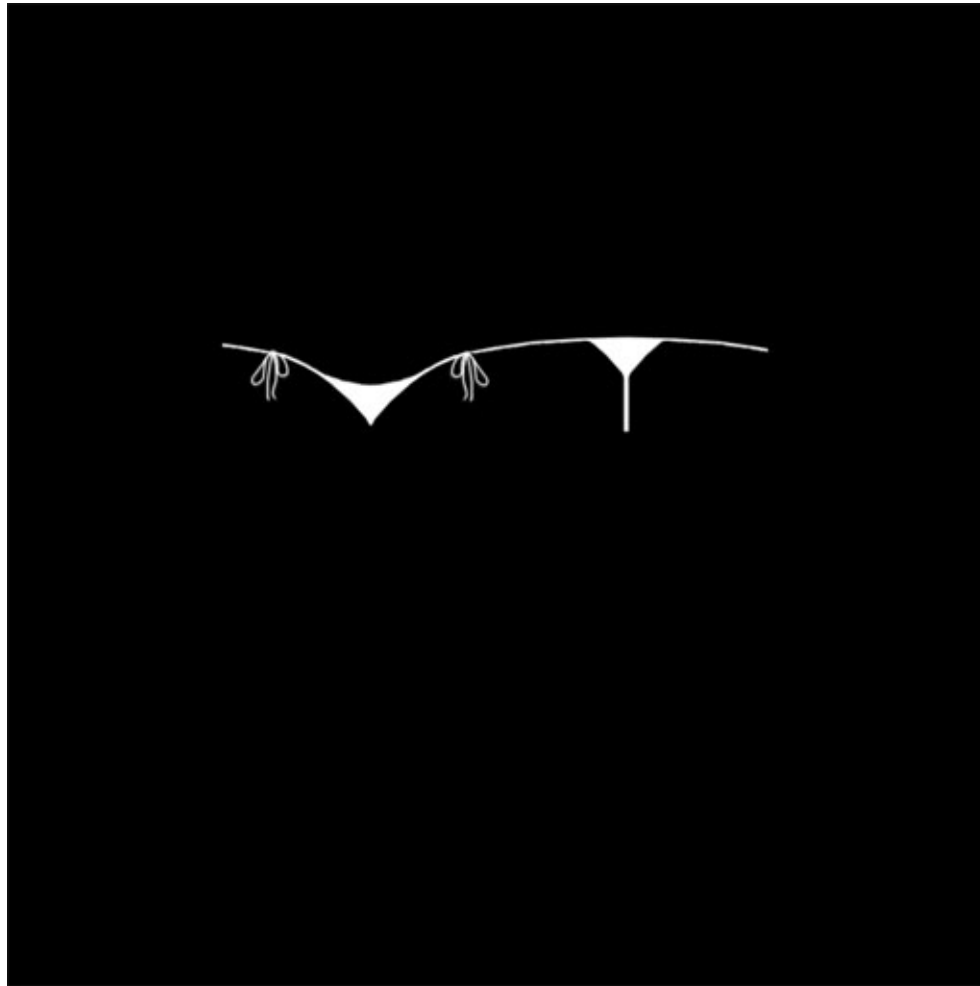
## Step Eight: Channel Surfing



Locate the panel containing the Channels tab, switch to it, turn on the Alpha 1 channel and turn the rest off.

And you should see what is above.

## Step Nine: Basic Alpha Editing



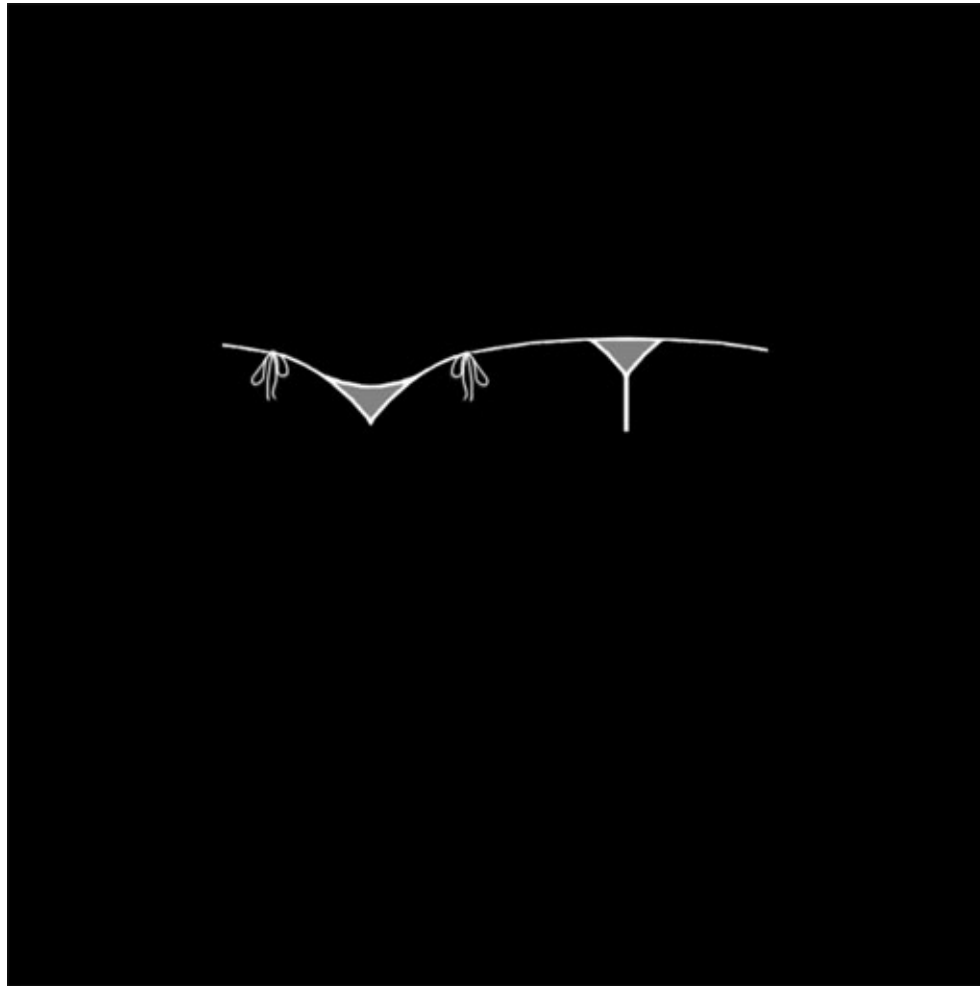
Now go crazy editing, remember, white is visible, black is invisible. You will get some shades of gray near the edges, that's inevitable and helps smooth things out.

So if we just stop here, that gives us a thong instead of a brief. But we're going further.

One last thing, only edit the alpha channel. Don't do anything to the RGB channels or the background layer.

At least for the purposes of this example.

## Step Ten: Sheer Insanity



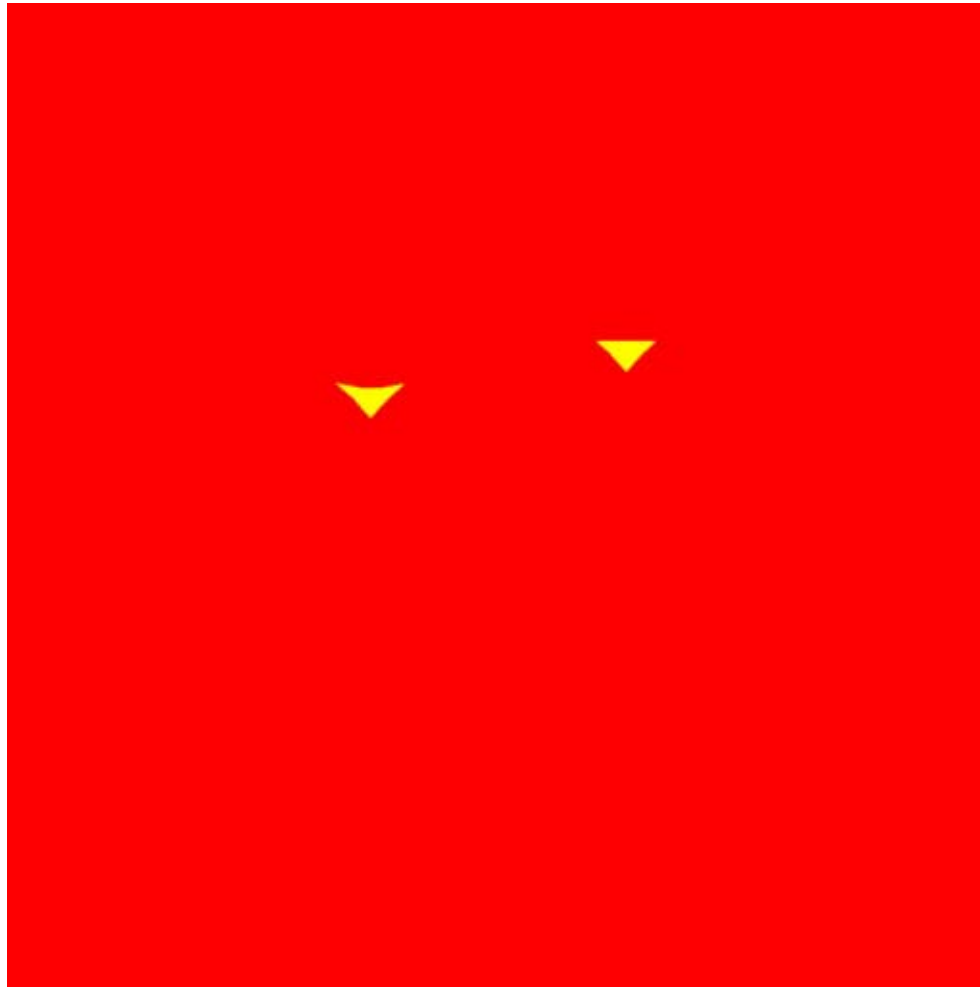
Those dark gray areas are now translucent and appear sheer in CAS. I used a RGB value of 151/151/151.

149/149/149 is the darkest you can go and still be able to click the part or drag colors/patterns/presets onto it.

To achieve this effect, select the black color range, make it somewhat fuzzy, invert the selection, contract it about 4 pixels, clean up the selection, then feather 0.7 pixels, and fill twice with the gray.

While you still have the selection mask, proceed to the very important next step.

## Step Eleven: Making a Multicolor Mask

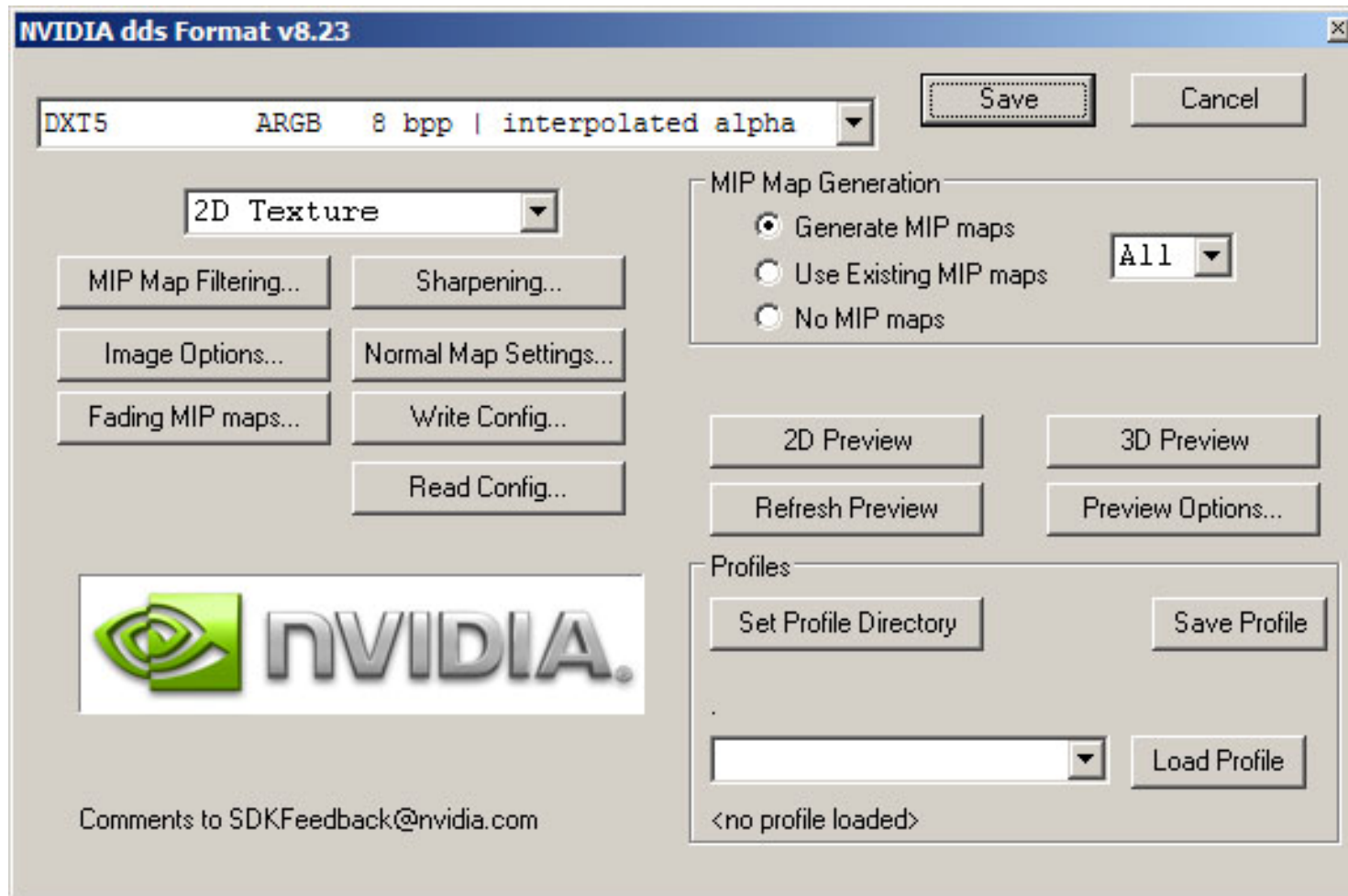


Remember that small red square? It needs to look more like this.

So while you still have the selection mask from the last step, exit out of alpha, turn RGB back on, go to the layers tab, add a layer, fill twice with yellow (255/255/0), add a second layer underneath that, deselect, and fill with red (255/0/0). Merge these two layers and split them off into their own image. And you should have the bikini bottom back to where it was before all this mask business.

Next step, saving.

## Step Twelve: Saving



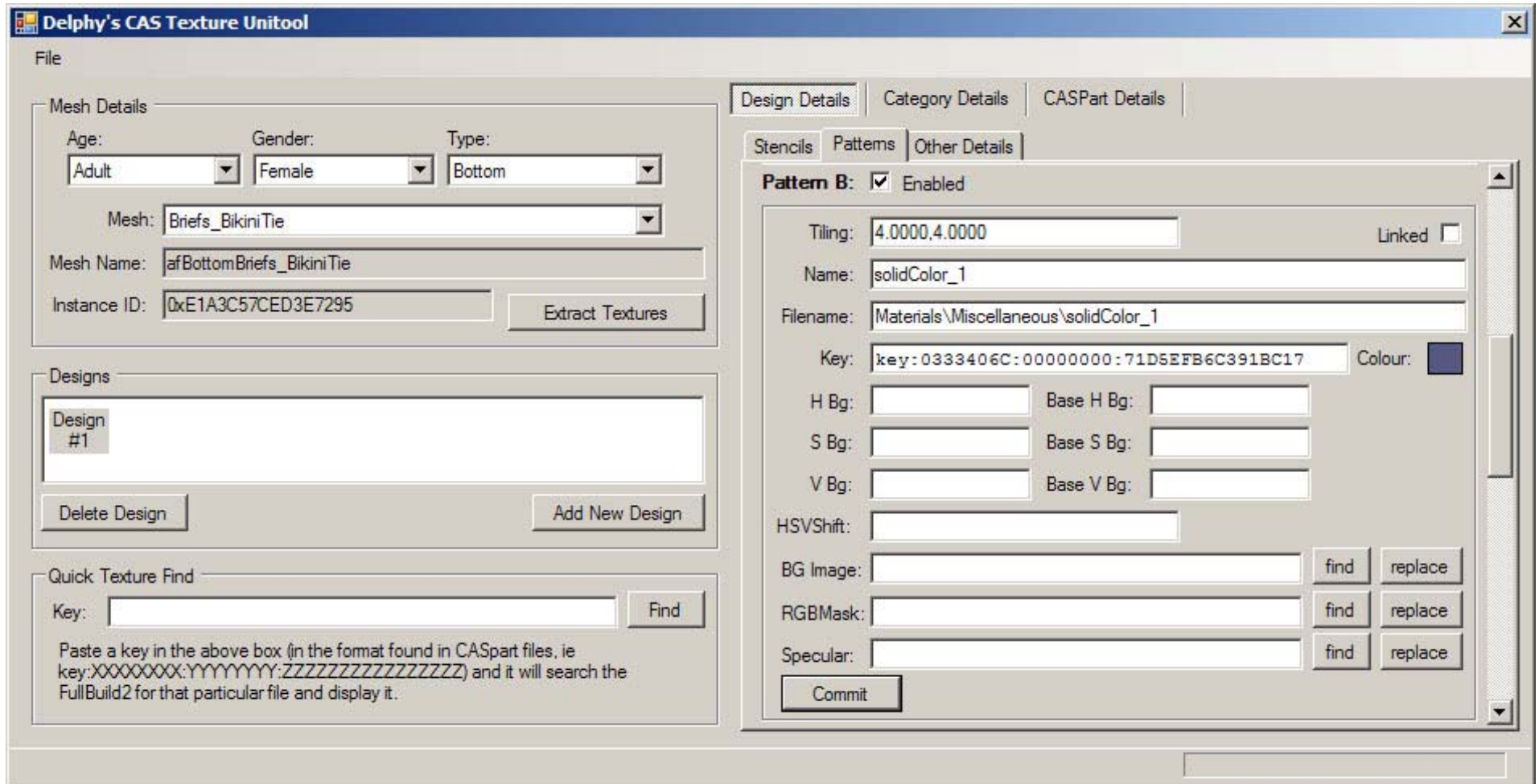
Save the bikini bottom with the alpha as a .dds, this box will pop up, make sure it's set to DXT5.

Save the mask as a .dds, box again, select DXT1 | no alpha.

If you are ever unsure what DXT number to use, click on the Mask, Multiplier, Specular, whatever in the Uni-tool, and then click Find, and the bottom right corner will tell you what DXT number it is.

Give the files obvious names, mask.dds and multiplier.dds work.

## Step Thirteen: Back to Unitool, Finally



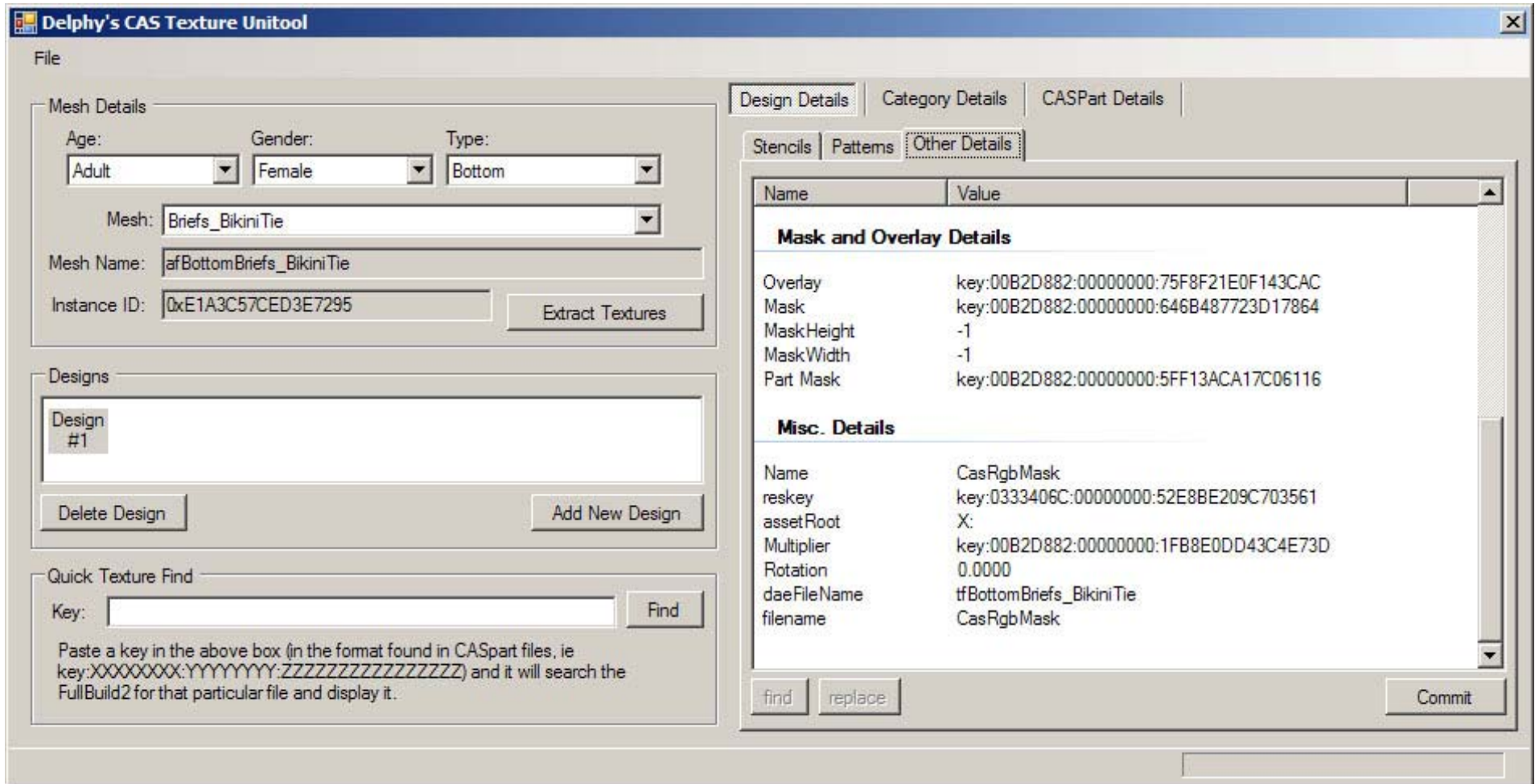
If Unitool is still open from earlier, close it, and open it again. Less chance for bugs this way.

Now, File → New → Adult → Female → Bottom → Briefs\_BikiniTie

Click Add New Design then click the Patterns tab and scroll to Pattern B, tick Enabled, and then click Commit.

Always click the relevant Commit when making any changes.

## Step Fourteen: Woohoo



Now go to the Other Details tab, and scroll down to the bottom.

Click the key entry for Mask, and then Replace. Find your new mask.dds and select and open. Or double click.

Same process for Multiplier. Then click Commit.

If you wish, click Category Details and set anything you feel like setting there, don't forget to Commit.

Now File → Save As... , give it a name. Copy the .package to your Mods/Packages folder and load Sims 3.

## Step Fifteen: What To Do When Things Go Wrong



**Try, try again. Clear your caches.**

**Make sure your saved .package file seems the right size. It should be at least as large as the .dds files combined. If it's 0 KB, or 10 KB, something went wrong. Try, try again.**

**Always start with a fresh instance of the Unitool. The longer it stays open, and the more successive edits you make, the more things go wrong.**

**Never open a .package and make minor edits. You'll likely end up with a 10 KB package. And the above.**

# Final Words

The Unitool is still in very active development and will probably have way more goodies that you see now.

This guide is quick and dirty and does not explain everything. In fact it omits a hell of a lot.

I didn't even talk about stencils. Stencils are fun. Play, learn, have fun. Peace out.

## Props

HystericalParoxysm for [better skins](#)

Delphy for the Unitool and Monkey Installer

and Snaitf for being the first