

Written by CriCri

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Yeah, we can! If you would like to import in The Sims Medieval your old The Sims 3 pattern (or your favourite ones) you can do it! By the way you need to be careful because not all pattern's categories are the same in these two games... so you need to follow just few steps and you can go on... read more to know all!

First, what is different from The Sims 3 to The Sims Medieval:

1. **For now The Sims Medieval read only .package files.** So if you have some patterns in **.sims3pack**

file-type you need first to extract package files from them, for example as [explained here on Simpedia &&](#)

2. **Categories are not the same, in The Sims Medieval you can find:**

1. Fabric
2. Leather and Fur
3. Carpet and Rug
4. Wood
5. Metal
6. Weave and Wicker
7. Paint
8. Rock and Stone
9. Masonry
10. Miscellaneous

11. **So if your pattern is in one of the categories above, you have done. No operations are needed. On the contrary if your pattern category is different you need to edit it with [S3PE](#)**

. Here below we suggest you what to do.

How to install custom patterns in The Sims Medieval

You need to:

1. **Download the Resource.cfg file for The Sims Medieval.** You can find it



[HERE](#)

2. Extract the **Resource.cfg** from the RAR archive.
3. Put the Resource.cfg in:
Programs Files/Electronic Arts/The Sims Medieval

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this mean where you have installed your game. We repeat, where you've INSTALLED the game.

4. Create here a new folder and rename it into **Mods**. Open it and create here another one, called **Packages**
5. Insert now in your **Packages** folder the mods you've downloaded.

Warning!!! The Sims 3 mods and custom contents are not compatible with The Sims Medieval, you can't use them. Only some patterns are compatible and you can use them. Read careful this page >>.

If you prefer a dummy method and you won't follow previous steps, you can download this file



[The Sims Medieval Resource.cfg + Folder structure](#)

After download just extract the file into *Programs Files/Electronic Arts/The Sims Medieval* (same folder where you have installed the game). Now you just need to follow the step nr. 5 of the above instructions.

Note: all patterns installed in this way aren't recognized as custom pattern from the game. You can't see special icon to identify them in the list, you have to search them.

How to edit a pattern and make it compatible with The Sims Medieval

We told that in The Sims Medieval we have less categories then in The Sims 3. There are available categories in The Sims Medieval:

1. Fabric
2. Leather and Fur
3. Carpet and Rug
4. Wood
5. Metal
6. Weave and Wicker
7. Paint
8. Rock and Stone
9. Masonry
10. Miscellaneous

If the category of your pattern is different you should edit it with [S3PE](#) to make it compatible. So open the file with S3Pe.

Now find the resource with

TAG = PTRN

Type = 0xD4D9FBE5

Select it and on bottom you will see a button **Notepad** near to *External*.

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s3pe: [RW] C:\Users\Admin\Desktop\sims3cri_pattern_cri_theme_blueberries.package

Name	Tag	Type	Group	Instance	Chunkoff:
_IMG	0x00B2D882	0x00000000	0x5F97A95B4763D316	0x00000000	0x00000000
_XML	0x0333406C	0x00000000	0x5F97A95B4763D316	0x00005555	0x00005555
PTRN	0xD4D9FBE5	0x00000000	0x5F97A95B4763D316	0x00005555	0x00005555
ICON	0x2E75C765	0x00000000	0x5F97A95B00000000	0x00005555	0x00005555
_XML	0x73E93EEB	0x00000000	0x0000000000000000	0x00006666	0x00006666

```

<patternlist>
  <category name="Theme">
    <pattern reskey="key:0333406c:00000000:5f97a95b4763d316" name="0xdcfa8f3454169cb149266ff8b7ad3a8b" complexity="1" />
  </category>
</patternlist>
    
```

seleziona la risorsa

clicca per editare la categoria

s3pe: [RW] C:\Users\Admin\Desktop\sims3cri_pattern_cri_theme_blueberries.package

Name	Tag	Type	Group	Instance	Chunkoff:
_IMG	0x00B2D882	0x00000000	0x5F97A95B4763D316	0x00000000	0x00000000
_XML	0x0333406C	0x00000000	0x5F97A95B4763D316	0x00005555	0x00005555
PTRN	0xD4D9FBE5	0x00000000	0x5F97A95B4763D316	0x00005555	0x00005555
ICON	0x2E75C765	0x00000000	0x5F97A95B00000000	0x00005555	0x00005555
_XML	0x73E93EEB	0x00000000	0x0000000000000000	0x00006666	0x00006666

```

<patternlist>
  <category name="Fabric">
    <pattern reskey="key:0333406c:00000000:5f97a95b4763d316" name="0xdcfa8f3454169cb149266ff8b7ad3a8b" complexity="1" />
  </category>
</patternlist>
    
```

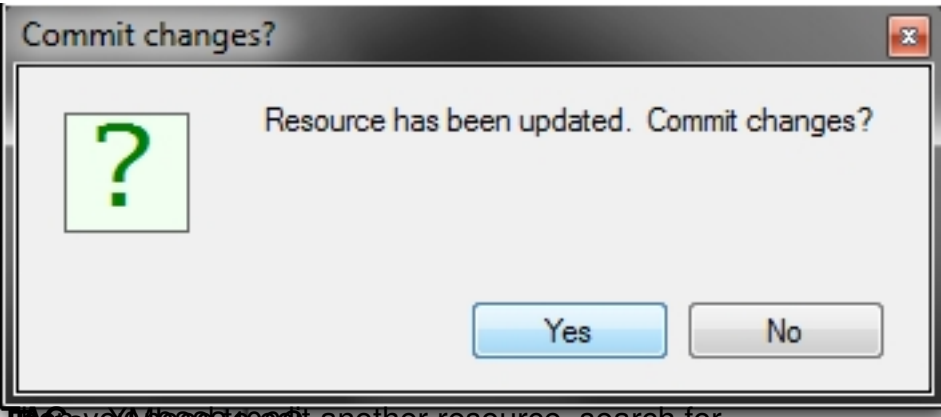
S3_D4D9FBE5_00000000_5F97A95B4763D316%%+PTRN.patnmlist - Blocco note

cambia il nome della categoria

Edit a file in the highlighted category in the instance. Here you should change the listed name of the category in the notepad. Choose File -> Save. While coming back

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How you need to edit another resource search for

Resource Tools Settings Help

Tag	Type	Group	Instance	Chunkoffset	Filesize	Mem
_XML	0x0333406C	0x00000000	0xF560FE985C74F9B8	0x000003AC	0x0000035C	0x00
_IMG	0x00B2D882	0x00000000	0xF560FE985C74F9B8	0x00000708	0x0001A995	0x00
ICON	0x2E75C765	0x00000000	0xF560FE985C74F9B8	0x0001B09D	0x0000C563	0x00
PTRN	0xD4D9FBE5	0x00000000	0xF560FE985C74F9B8	0x00027500	0x000000BC	0x00
UNKN	0xDEADBEEF	0xDEADBEEF	0xCAFE848E000B135	0x00000060	0x000000E0	0x00
_XML	0x73E90EEB	0x00000000	0x0000000000000000	0x00000140	0x0000026C	0x00

53_0333406C_00000000_F560FE985C74F9B8%*.XML.xml - Blocco note

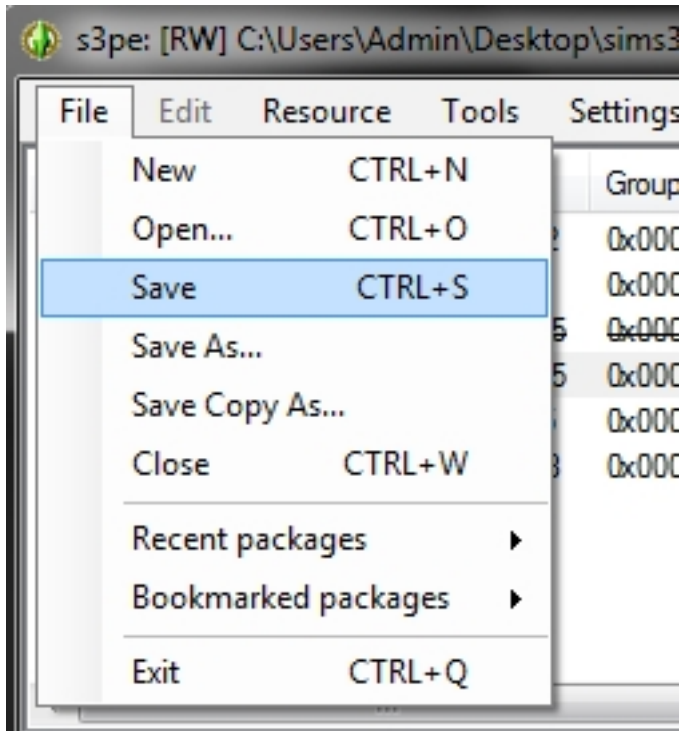
```
File Modifica Formato Visualizza ?
<complete category="Abstract" type="fabric" name="DPP_BlackOrchid_B0delicateflowers_1809200940711"
typeConverter="Medator.CompleteConverter,Medator" surfaceMaterial="cloth" reskey="key:0333406c:00000000:f560fe985c74f9b8"
<GUID=4d472ba0-a5b3-404b-a7f4-62355363339c</GUID>
<variables>
<param type="color" name="Color 0" default="1.0000000,1.0000000,1.0000000,1.0000000" uiEditor="Medator.Color4Type
Medator" uiCategory="Colors" />
<param type="color" name="Color 1" default="0.2392157,0.2392157,0.2392157,1.0000000" uiEditor="Medator.Color4Type
Medator" uiCategory="Colors" />
<param type="color" name="Color 2" default="0.6000000,0.6000000,0.6000000,1.0000000" uiEditor="Medator.Color4Type
Medator" uiCategory="Colors" />
<param type="texture" name="rgbmask" uivisible="false" default="key:00b2d882:00000000:f560fe985c74f9b8" />
<param type="texture" name="specmap" uivisible="false" default="($assetRoot)\InGame\GlobalTextures\Objects
\defaultBlackSpecular.tga" />
</variables>
<texturePart>
<destination>
<step type="ColorFill" color="0.0000000,0.0000000,0.0000000,1.0000000" />
<step type="Channelselect" texture="($rgbmask)" select="1.0000,0.0000,0.0000,0.0000" colorwrite="Alpha" />
<step type="ColorFill" color="($color 0)" enableBlending="true" srcBlend="DestAlpha" dstBlend="InvDestAlpha"
sourceRect="0,0,1,1" />
<step type="Channelselect" texture="($rgbmask)" select="0.0000,1.0000,0.0000,0.0000" colorwrite="Alpha" />
<step type="ColorFill" color="($color 1)" enableBlending="true" srcBlend="DestAlpha" dstBlend="InvDestAlpha"
sourceRect="0,0,1,1" />
<step type="Channelselect" texture="($rgbmask)" select="0.0000,0.0000,1.0000,0.0000" colorwrite="Alpha" />
<step type="ColorFill" color="($color 2)" enableBlending="true" srcBlend="DestAlpha" dstBlend="InvDestAlpha"
sourceRect="0,0,1,1" />
<step type="Channelselect" texture="($specmap)" select="1.0,0.0,0.0,0.0" colorwrite="Alpha" />
</destination>
</texturePart>
<localizedName key="Name:DPP_BlackOrchid_B0delicateflowers_1809200940711" />
<contentType type="kCustomContent" />
<localizedDescription key="Name:DPP_BlackOrchid_B0delicateflowers_1809200940711" />
</complete>
```

modificate anche qui la categoria

Edwigdearsaw your potted plants.

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Credit originally posted by [Garry Dege](#) to the following instruction on the previous paragraph.