

S3PE Plugin for TSR Workshop

This plugin is meant to be used by advanced users only. If you don't know what you're doing, you can damage your object, your game or even someone else's game.

Required Tools

Make sure you have [TSR Workshop 2.0](#) and [S3PE](#) installed.

Download and Install Plugin

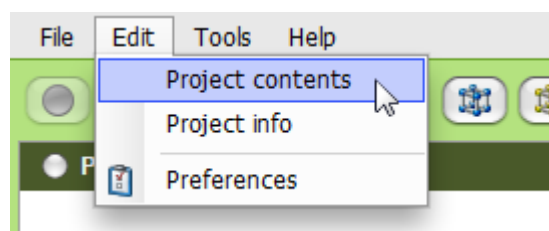
Download the [TSR Workshop S3PE Plugin](#) and put **s3pePlugin.dll** into:

C:\Program Files\The Sims Resource\TSR Workshop\plugins

It's important that you reload TSR Workshop after this or the plugin won't show.

Send Resource to S3PE

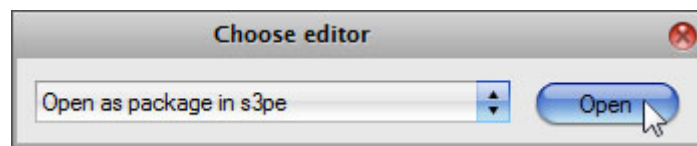
Go to **Edit** → **Project contents**.



Rightclick the resource you want to edit and select **Edit**.

F1P1	0x00000000	0xb378c89e	0x18L
FTPT	0x00000000	0x7E12C4CB	0x26E
LITE	0x00000000	0x6D31FB4D	0x72F
MLOD		6CBD74	0x141
MODI		6CBD74	0x141
OBJD		6CBD74	0x141
OBJK		6CBD74	0x141
PACK		000000	0x000
PNG		3D2FD1	0x3B5
RTG	0x00000000	0x4680D44B	0x3C0

Choose **Open as package in s3pe** from the dropdown list and click **Open**.



The resource will now open in S3PE and you can make your edits.

Send Resource back to TSR Workshop

After you're done with the changes, go to **File** → **Save** and close S3PE. The resource will automatically update in TSR Workshop.

