

This short guide explains how to customize videos for Kinky TV.

I've done nothing special. All credits goes to Oniki who sets his mod properly and to the animators.

I'm not into video editing, so probably many people would have other ways to execute the first part of the guide and could explain better than me why some operations have to be done. Any suggestion is appreciated.

Probably some steps are unnecessary or redundant, but after all the tests made I don't remember properly what i've dove. However, it works, and that's the most important thing.

More important, I'm sorry for my English. It's not my mother language.

1. Making the video

I record my video using the Video Capture on sims panel.



The videos are saved automatically into the folder:

YOUR_GAME_DIRECTORY\Electronic Arts\The Sims 3\Recorded Videos

If you want (and probably you'll do it), you can edit the video to set fps, quality and lenght and size. I'm using a free video editor pre-installed on my laptop, but you can use every software.

NOTE: for every kinky channel you can load 4 videos. These videos MUST be shorter than 30 seconds, otherwise you will have lag problems on tv.

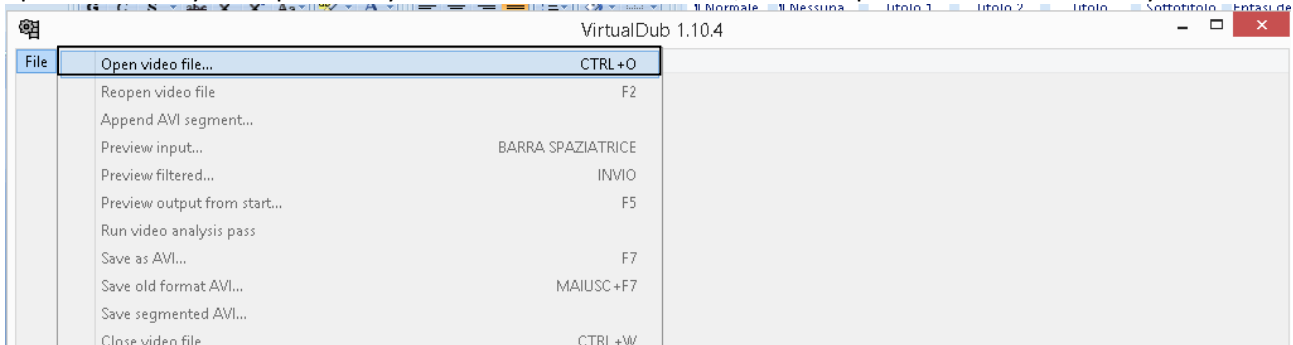
I'm saving my videos as windows AVI with high quality at 30 fps and 320x240 frame size. I've read that probably the best frame size is 256x256, but my video editor doesn't allow this size. I've not tested higher frame rate, because higher frame rate or higher quality will produce larger files, and I have no more space on my laptop.

2. Compressing the video and separating audio

At this point, you need **VIRTUALDUB**, a freeware software of video editing. Virtualdub should already have available the VP6 codec that you need for the compression. If you don't have this codec, you can google it.

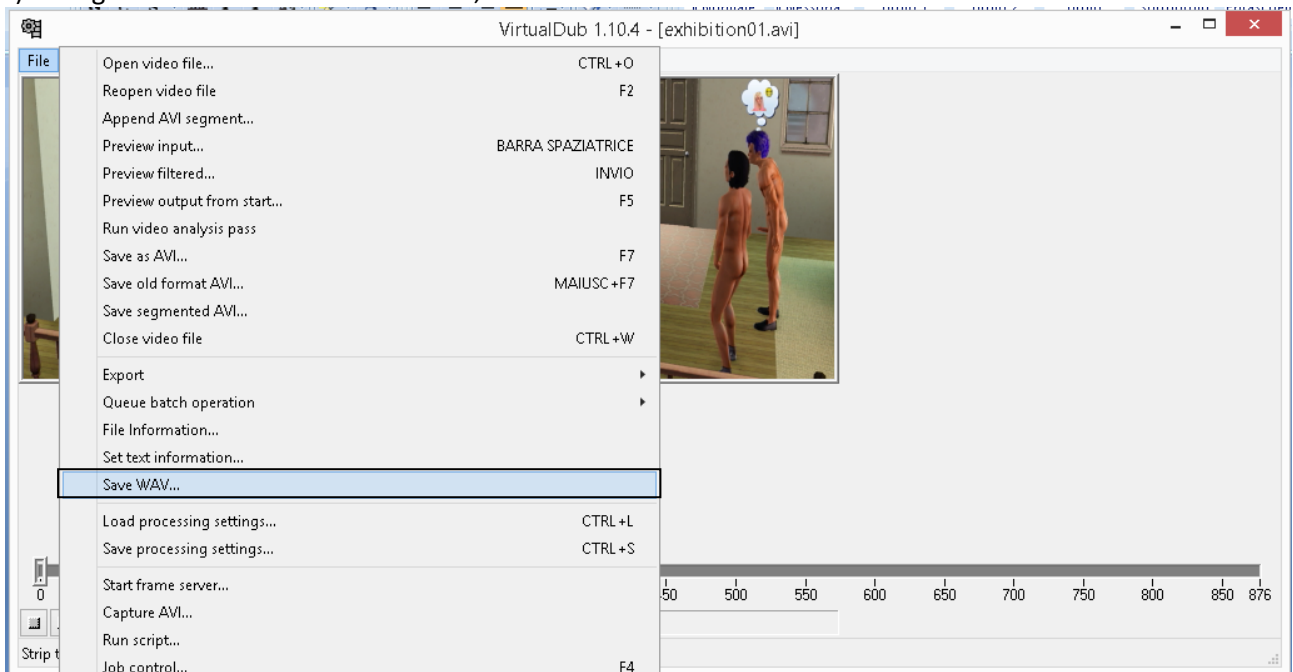
NOTE: you need the codec VP60. Other versions (VP61 and VP62) don't work with the builder that you will use later.

Open the video you've previously edited. From the FILE menu, select "Open video file" and load your video



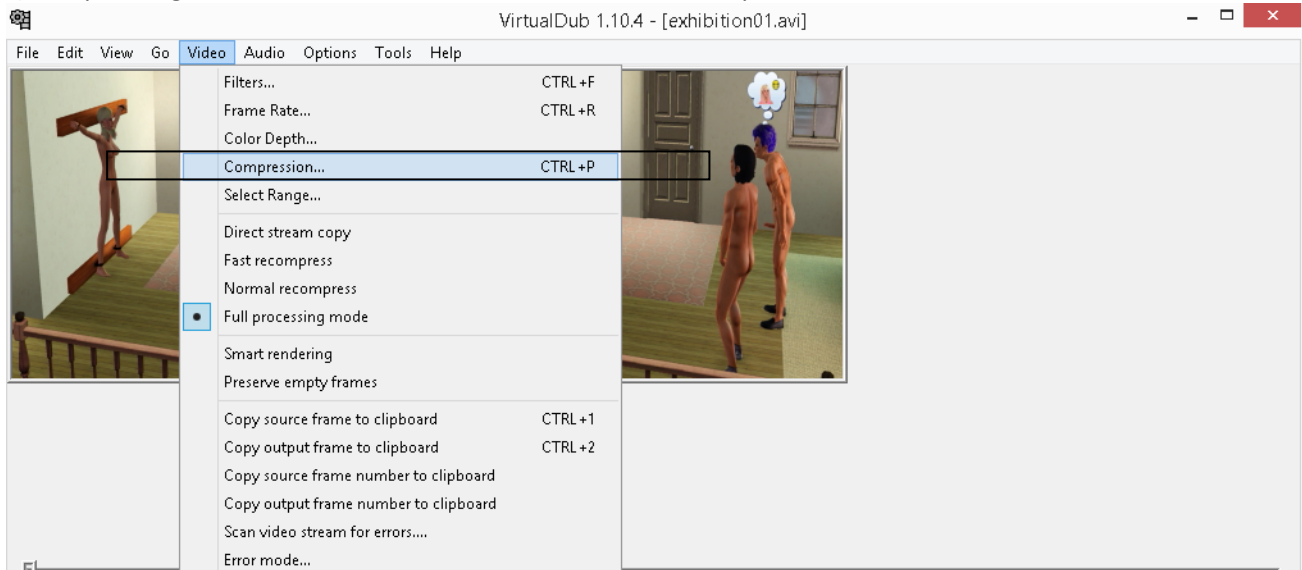
We are going to save separately video and audio, later you will understand why.

a) saving the audio: from the FILE menu, select "Save wav"

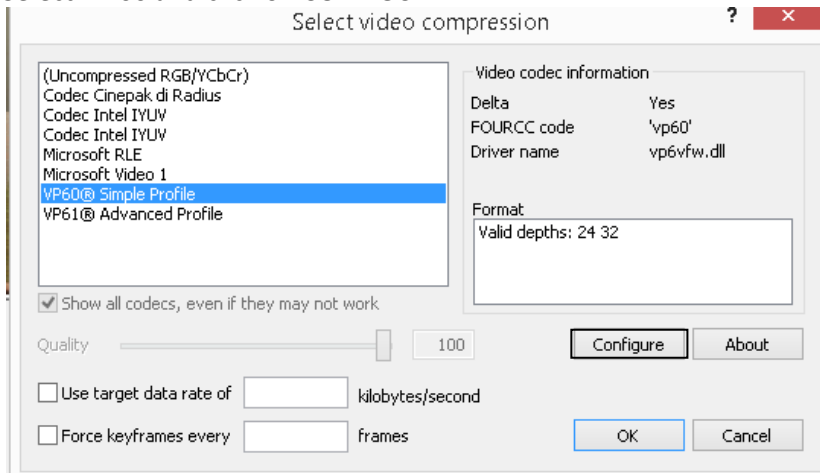


Note: even if you want a "mute" tv, you need an empty audio track, because without audio your TV will "broadcast" your channel in a comic "fast-forwarding" mode (at least, this is what happened to me).

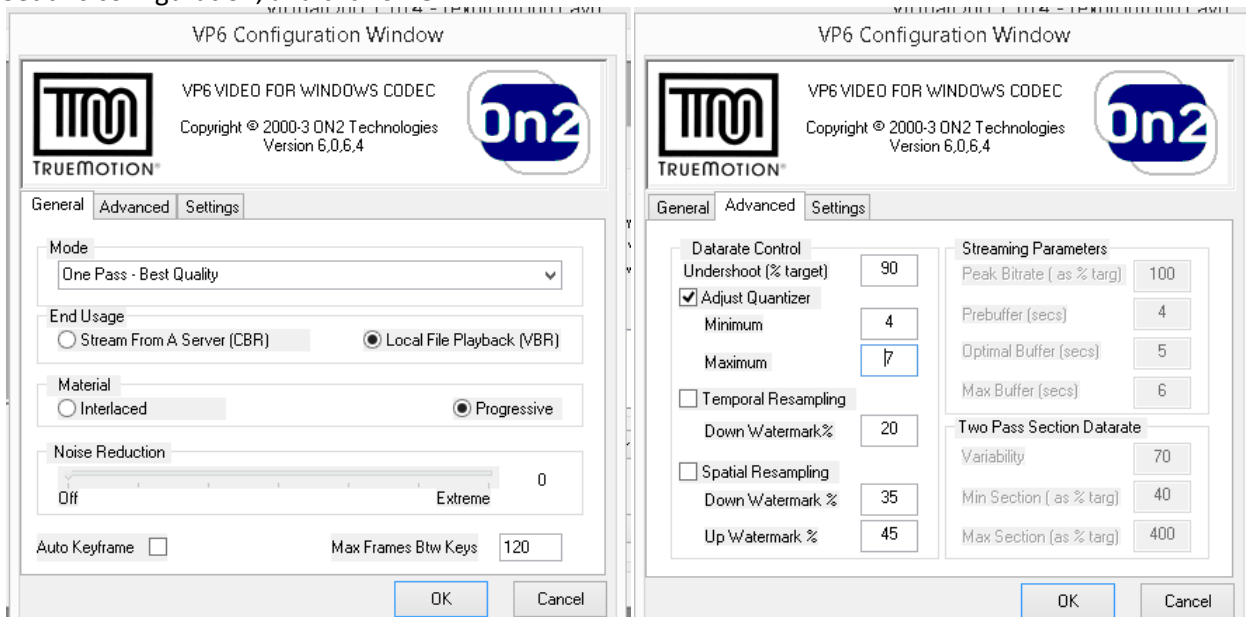
b) compressing the video: from the VIDEO menu, select "Compression"



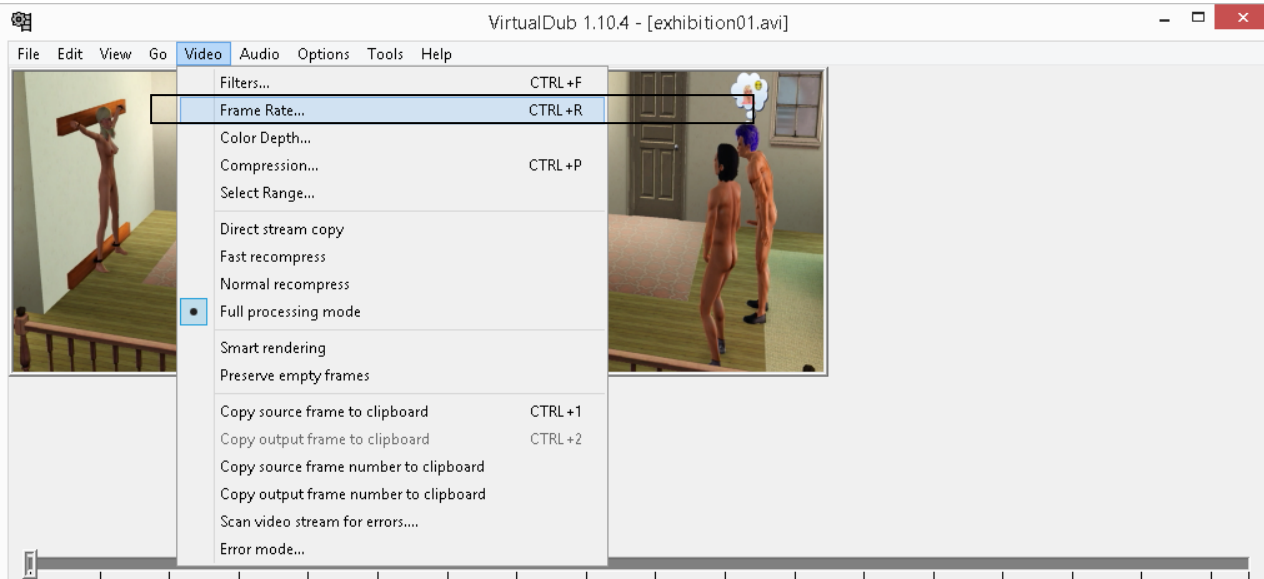
Select VP60 and click on CONFIGURE



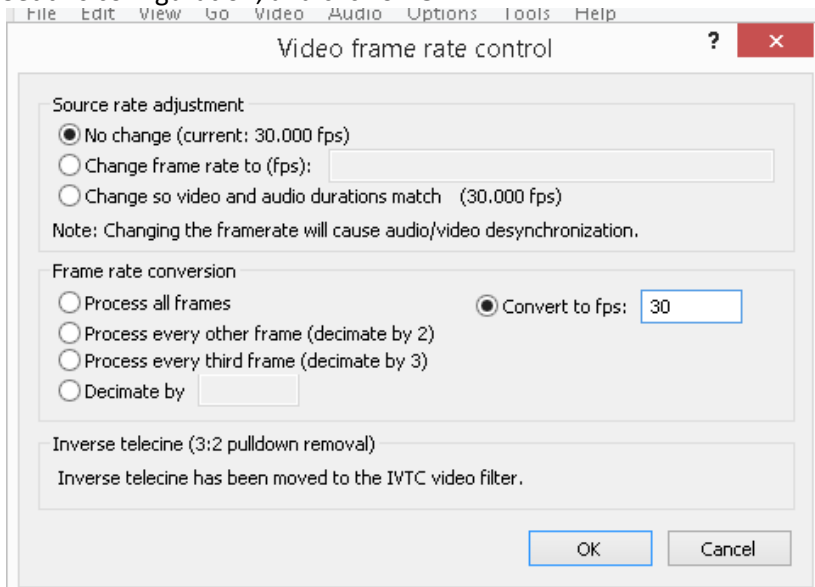
Set this configuration, and click on OK:



Then, from VIDEO menu, select "Frame rate"

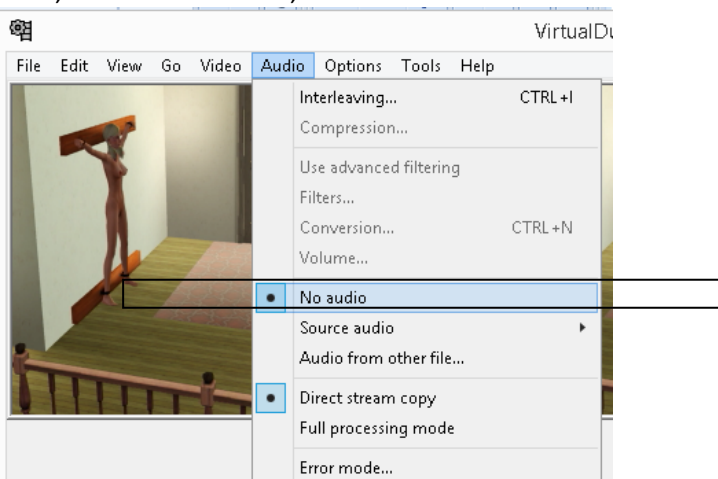


Set this configuration, and click on OK:

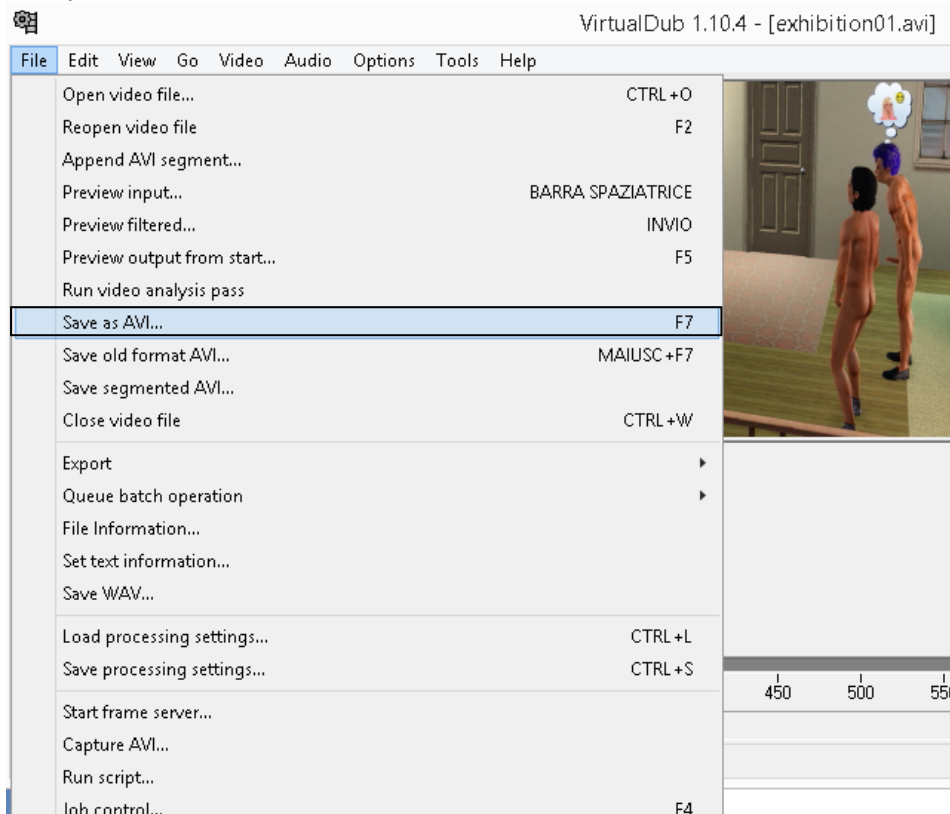


(Probably this is an unnecessary passage, because my video is already set on 30 fps, but after all it won't cost me anything doing this.)

Then, from AUDIO menu, select "No Audio"

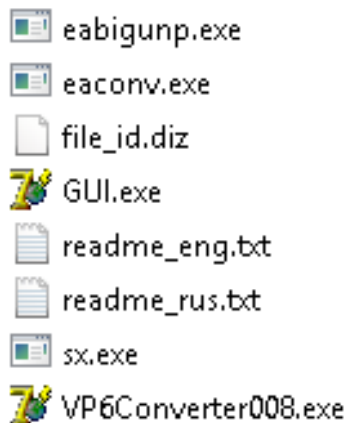


Finally, from the FILE menu, select "Save as AVI"



Now we have the audio track and the video track. We must combine them in the unique file that we'll upload in the ONIKI_Videos.Package.

At this point you need to unrar the file attached to this guide. It contains a folder with all the tools you need.



I suggest to copy the .avi and .wav files you've just created into this folder. So, the next part of this step will be easier and faster to do.

Before starting, it's better to set the compatibility of GUI.exe and VP6Converter008.exe:

- Select the file, and with the right click select "Properties" and select the tab "Compatibility"
- flag the option "Run this program in compatibility mode" and select Windows Vista SP2
- flag the option "Run this program as administrator"

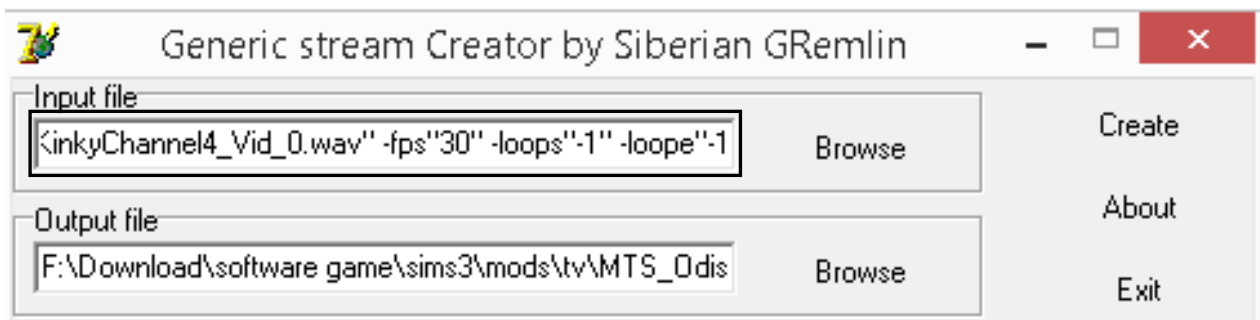
Now, Launch GUI.exe:



Click on "Browse" in the Input section. It will find immediately the .wav file you copied in the conversion folder.

DO NOT click on create yet. It seems that there are some problems of synchronization between video and audio, with this program. So, someone on another forum found a solution: you have to copy the following string into the "Input file" field after the name of the wav file, as shown in the next picture:

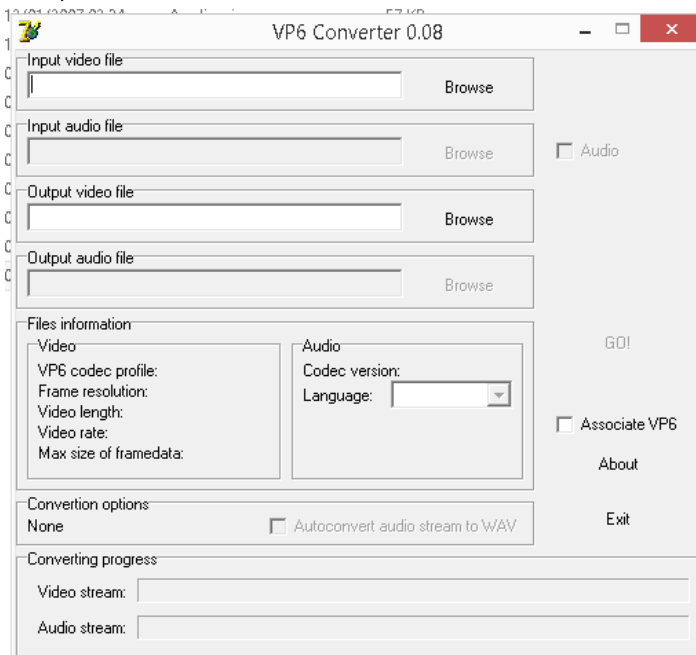
STRING TO COPY: "-fps"30" -loops"-1" -loope"-1



The value 30 into the string is referring to the fps of the video. So, if you are creating videos with a different frame rate, you have to set this value properly. This string is also useful to prevent a problem of freezing or non- looping videos.

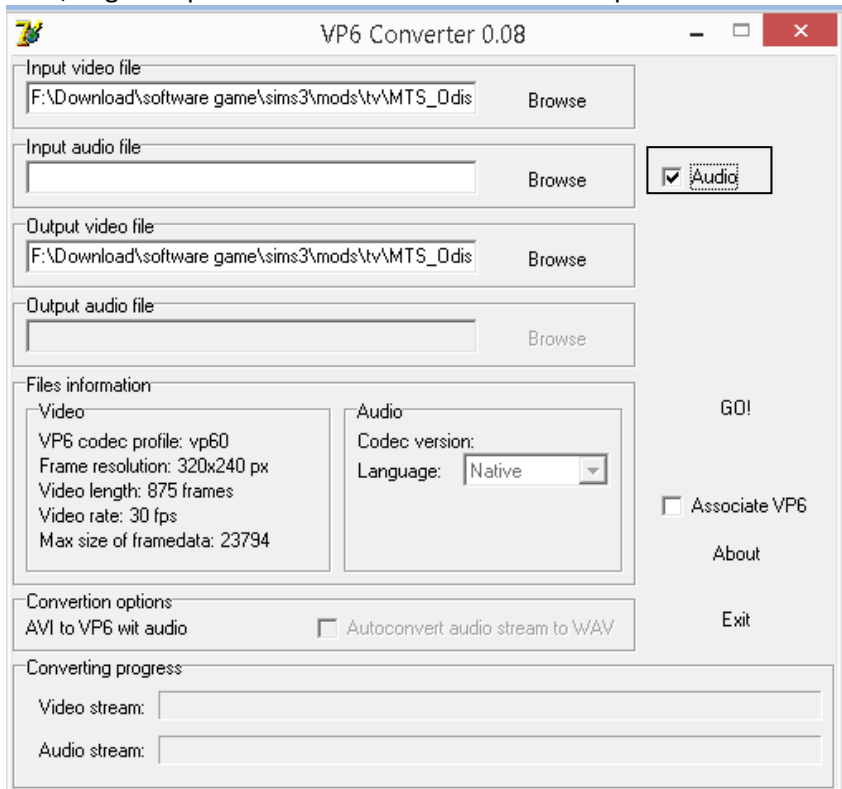
Now, you can create your audio video. GUI.exe will generate a .dat file into the conversion folder.

Then, launch VP6Converter008.exe

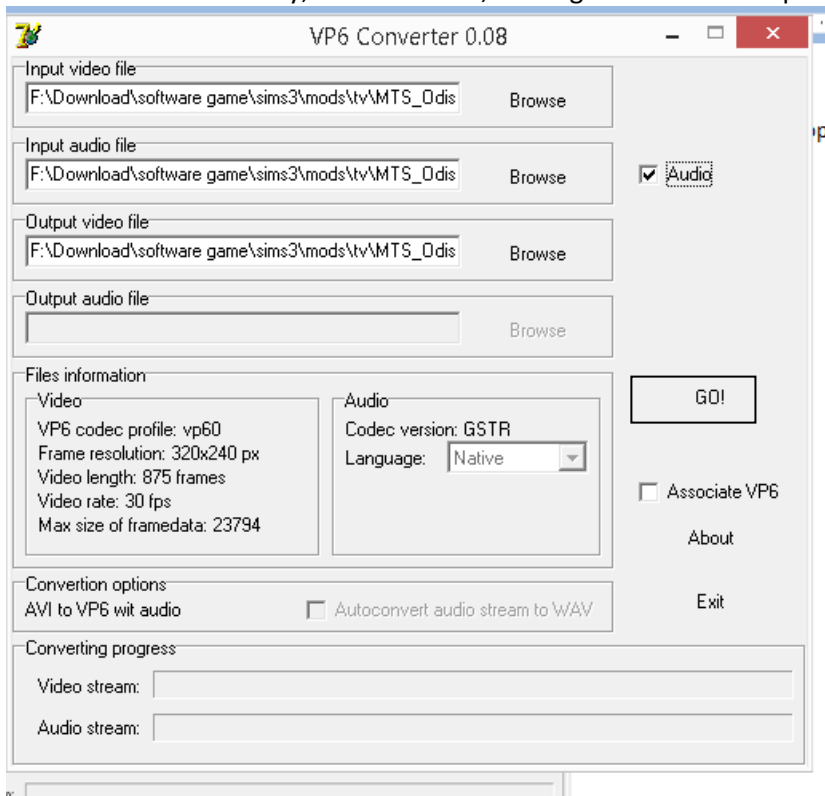


Click on "Browse" in the Input video section. It will find immediately the .avi file you copied in the conversion folder.

Then, flag the option Audio. This will activate the input Audio section.



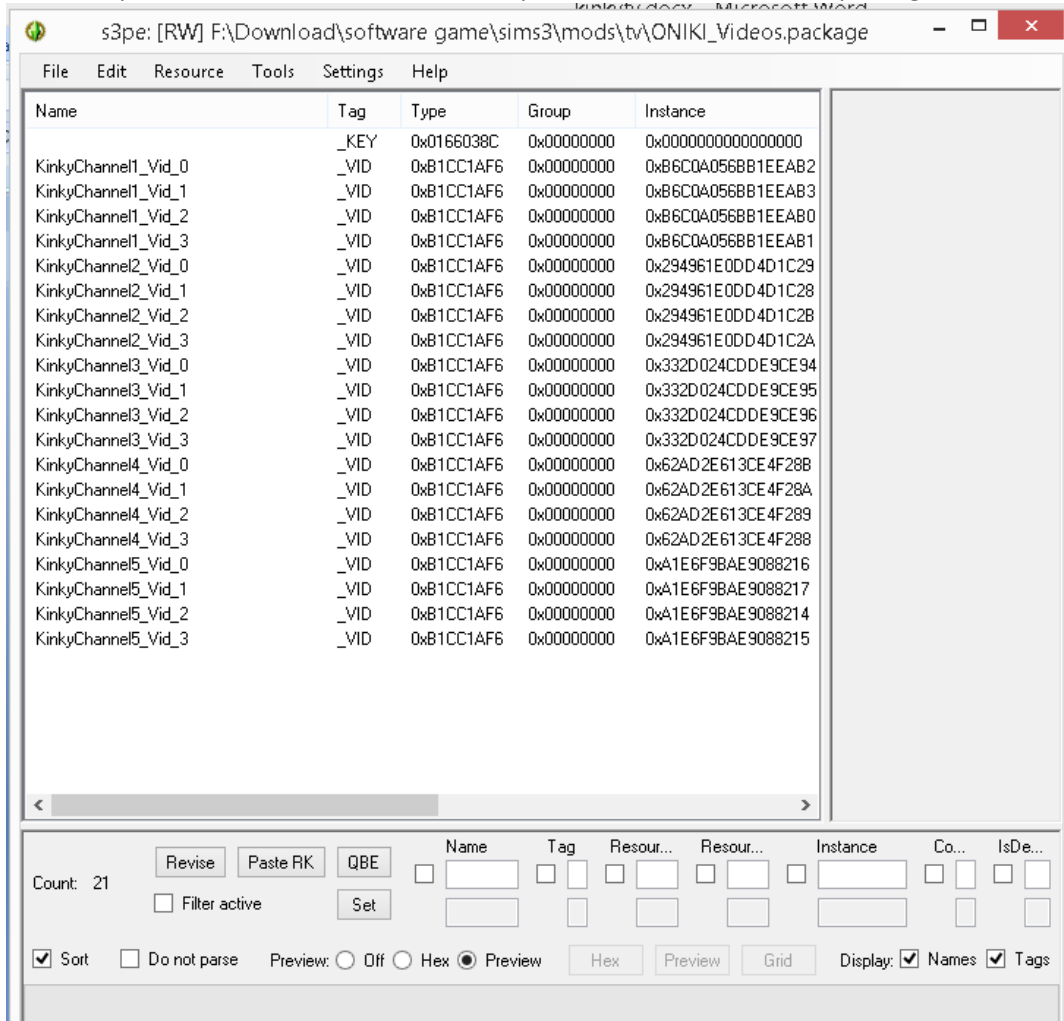
Click on "Browse" in the Input video section. It will find immediately the .dat file you copied in the conversion folder. Finally, click on "GO!", and it generates the output .vp6 file.



3. Loading the videos into the Oniki_Videos.package

At this point, you need the latest version of **s3pe**. You can find it at <http://simlogical.com/s3pe.htm>. I suggest to have a backup copy of Oniki_Videos.package before starting this last step.

Launch s3pe and in the FILE menu select "Open" to load ONIKI.Videos.package



Every file with the TAG "_VID" is a video that we must replace with the .vp6 file that we have created in the second step of this guide. The previous image shows also all the parameters we need to associate our videos to the oniki mod. I've made a list of these parameters to make the replacement process more easy and fast for you.

KinkyChannel1 = straight	type	group	istance
KinkyChannel1_Vid_0	_VID 0xB1CC1AF6	0x00000000	0xB6C0A056BB1EEAB2
KinkyChannel1_Vid_1	_VID 0xB1CC1AF6	0x00000000	0xB6C0A056BB1EEAB3
KinkyChannel1_Vid_2	_VID 0xB1CC1AF6	0x00000000	0xB6C0A056BB1EEAB0
KinkyChannel1_Vid_3	_VID 0xB1CC1AF6	0x00000000	0xB6C0A056BB1EEAB1
KinkyChannel2 = homo			
KinkyChannel2_Vid_0	_VID 0xB1CC1AF6	0x00000000	0x294961E0DD4D1C29
KinkyChannel2_Vid_1	_VID 0xB1CC1AF6	0x00000000	0x294961E0DD4D1C28
KinkyChannel2_Vid_2	_VID 0xB1CC1AF6	0x00000000	0x294961E0DD4D1C2B
KinkyChannel2_Vid_3	_VID 0xB1CC1AF6	0x00000000	0x294961E0DD4D1C2A
KinkyChannel3 = lesbian			
KinkyChannel3_Vid_0	_VID 0xB1CC1AF6	0x00000000	0x332D024CDDE9CE94
KinkyChannel3_Vid_1	_VID 0xB1CC1AF6	0x00000000	0x332D024CDDE9CE95
KinkyChannel3_Vid_2	_VID 0xB1CC1AF6	0x00000000	0x332D024CDDE9CE96
KinkyChannel3_Vid_3	_VID 0xB1CC1AF6	0x00000000	0x332D024CDDE9CE97
KinkyChannel4 = exhibitionism			
KinkyChannel4_Vid_0	_VID 0xB1CC1AF6	0x00000000	0x62AD2E613CE4F28B
KinkyChannel4_Vid_1	_VID 0xB1CC1AF6	0x00000000	0x62AD2E613CE4F28A
KinkyChannel4_Vid_2	_VID 0xB1CC1AF6	0x00000000	0x62AD2E613CE4F289
KinkyChannel4_Vid_3	_VID 0xB1CC1AF6	0x00000000	0x62AD2E613CE4F288
KinkyChannel5 = zoophile			
KinkyChannel5_Vid_0	_VID 0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088216
KinkyChannel5_Vid_1	_VID 0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088217
KinkyChannel5_Vid_2	_VID 0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088214
KinkyChannel5_Vid_3	_VID 0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088215

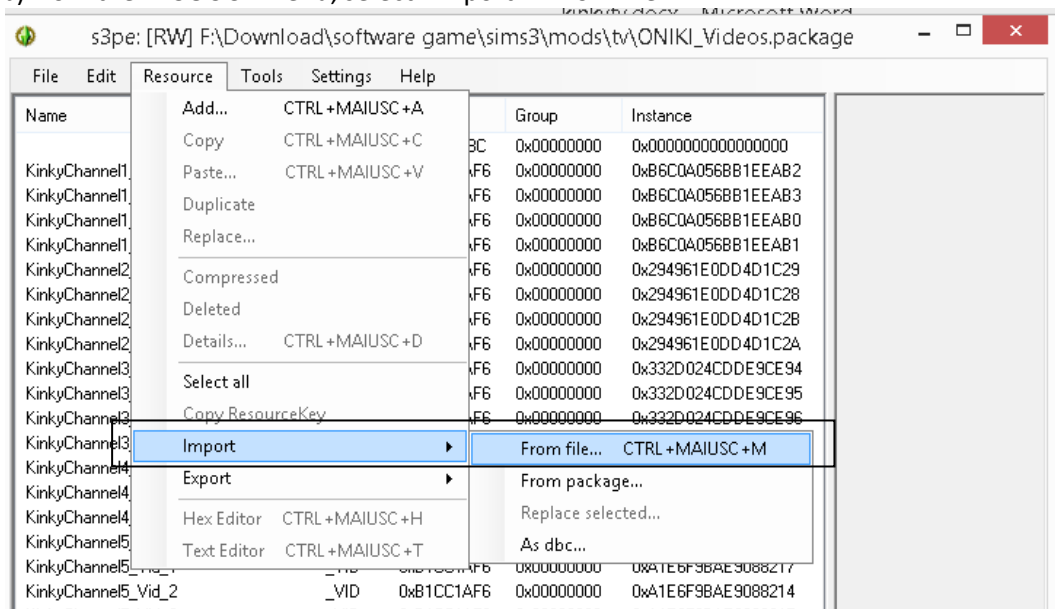
Let's proceed with the replacement:

a) Select the video you want to replace and press DEL on your keyboard to delete it from the package.

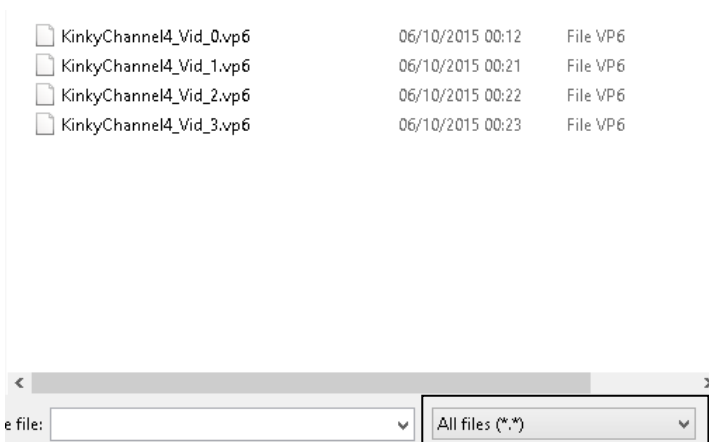
KinkyChannel3_Vid_0	_VID	0xB1CC1AF6	0x00000000	0x332D024CDD9CE95
KinkyChannel3_Vid_1	_VID	0xB1CC1AF6	0x00000000	0x332D024CDD9CE96
KinkyChannel3_Vid_2	_VID	0xB1CC1AF6	0x00000000	0x332D024CDD9CE97
KinkyChannel4_Vid_0	_VID	0xB1CC1AF6	0x00000000	0x62AD2E613CE4F28B
KinkyChannel4_Vid_1	_VID	0xB1CC1AF6	0x00000000	0x62AD2E613CE4F28A
KinkyChannel4_Vid_2	_VID	0xB1CC1AF6	0x00000000	0x62AD2E613CE4F289
KinkyChannel4_Vid_3	_VID	0xB1CC1AF6	0x00000000	0x62AD2E613CE4F288
KinkyChannel5_Vid_0	_VID	0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088216
KinkyChannel5_Vid_1	_VID	0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088217
KinkyChannel5_Vid_2	_VID	0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088214
KinkyChannel5_Vid_3	_VID	0xB1CC1AF6	0x00000000	0xA1E6F9BAE9088215

Save the package, and the file will disappear from the list.

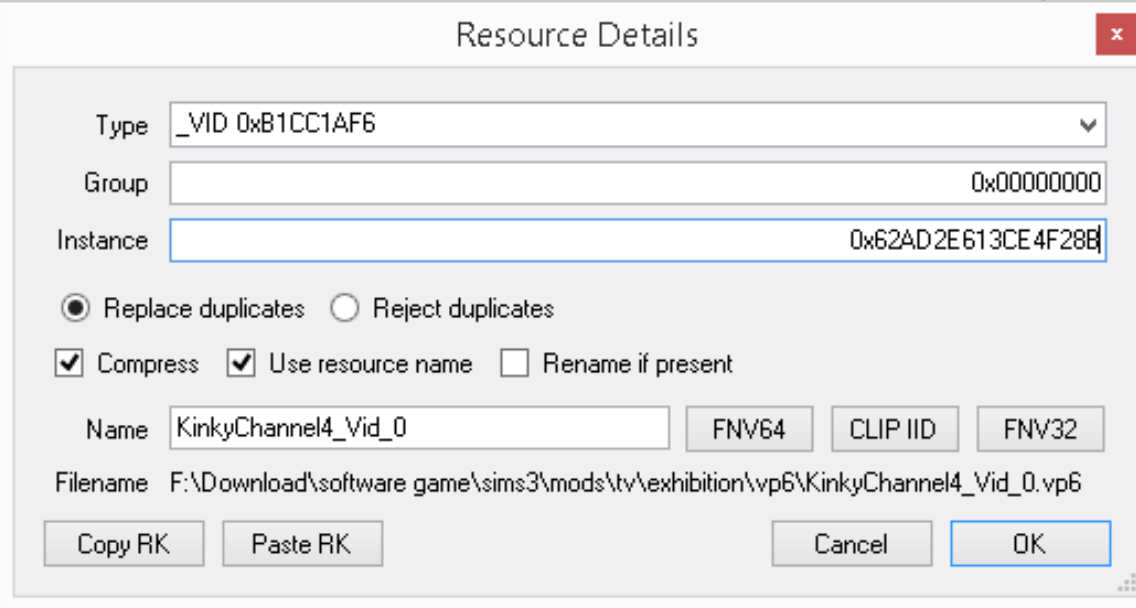
b) from the RESOURCE menu, select "Import -> From file"



In the "Import Resource" screen, select "All Files", otherwise you will not find your .vp6 videos



At this point, fill the resource details copying the parameters from the previous list:



The image shows a 'Resource Details' dialog box with the following fields and options:

- Type:** A dropdown menu showing '_VID 0xB1CC1AF6'.
- Group:** A text field containing '0x00000000'.
- Instance:** A text field containing '0x62AD2E613CE4F28B'.
- Duplicates:** Two radio buttons: 'Replace duplicates' (selected) and 'Reject duplicates'.
- Options:** Three checkboxes: 'Compress' (checked), 'Use resource name' (checked), and 'Rename if present' (unchecked).
- Name:** A text field containing 'KinkyChannel4_Vid_0'.
- Buttons:** Three buttons labeled 'FNV64', 'CLIP IID', and 'FNV32'.
- Filename:** A text field containing 'F:\Download\software game\sims3\mods\tv\exhibition\vp6\KinkyChannel4_Vid_0.vp6'.
- Action Buttons:** 'Copy RK', 'Paste RK', 'Cancel', and 'OK'.

Press OK, save the package and you are done! In the package now there's your video.

Remember to delete your scriptcache.package in the sims3 folder before starting the sims3 with the new package.