

Why did I write “Please don’t unmerge these files and randomly delete them”?

Hello 🙌 In my download post, I left a short note saying:

Please don’t unmerge these files and randomly delete them.

I kept it short to save space, but I’ve noticed quite a few people weren’t sure what I meant. So here’s a more detailed explanation.

This explanation applies to both my **Just One More Strand!** packs and my **Bangs Pack**.

1. What you’re actually downloading?

Although you only download **three package files**, there are actually **108 package files** inside them. I’ve simply merged them together multiple times.

If you unmerge the three original files, you’ll get:

- ★ **Ahoge:** 4 merged packages
- ★ **Temple:** 2 merged packages
- ★ **Extensions:** 2 merged packages

You’ll also notice that each file has a different suffix. Those suffixes represent different CAS categories.

📄 [wotunciba] Acc Ahoge V22-V39_Brow Ring Left.package

📄 [wotunciba] Acc Ahoge V22-V39_Brow Ring Right.package

📄 [wotunciba] Acc Ahoge V22-V39_Lip Ring Left.package

📄 [wotunciba] Acc Ahoge V22-V39_Lip Ring Right.package

📄 [wotunciba] Acc Extension V9-V20_Skin Specularity.package

📄 [wotunciba] Acc Temple V17-V22_Nose Ring Left.package

📄 [wotunciba] Acc Extension V9-V20_Toenail.package

📄 [wotunciba] Acc Temple V17-V22_Nose Ring Right.package

If you unmerge those files one more time, you'll eventually get:

- ★ 71 Ahoge packages
- ★ 12 Temple packages
- ★ 24 Extension packages

2. Why are there so many cloned files?

Let's use Ahoge as an example. I wanted every ahoge version to appear under **4 different CAS categories**, so players could stack and combine them however they like.

Instead of creating 4 completely separate versions from scratch, I first created all of the meshes under **Lip Ring Right**. After that, I cloned those files three times to create:

- ★ Lip Ring Left , Brow Ring Left / Right

<input type="checkbox"/> [wotunciba] ahoge acc v22_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v22_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v23_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v23_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v24_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v24_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v25_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v25_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v26_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v26_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v27_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v27_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v28_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v28_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v29_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v29_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v30_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v30_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v31_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v31_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v32_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v32_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v33_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v33_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v34_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v34_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v35_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v35_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v36_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v36_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v37_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v37_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v38_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v38_lip ring left.package
<input type="checkbox"/> [wotunciba] ahoge acc v39_lip ring right.package	<input type="checkbox"/> [wotunciba] ahoge acc v39_lip ring left.package

This means **only the Lip Ring Right files actually contain the meshes**. The other three categories simply reference those original files.

The Extensions work in a similar way. Plus, each version has two swatches for different uv layouts. The second swatch doesn't contain its own mesh either - it references the first one.

I chose this workflow because it has several advantages:

- ★ Smaller package sizes + Less storage space used overall
- ★ Shared textures and resources instead of unnecessary duplicates
- ★ A much faster workflow while creating cc

3. What does “randomly delete” mean?

This is the important part.

In *The Sims 4*, if a recolor loses its mesh, it may simply disappear. If it loses required textures or references, it can produce visual issues, such as the infamous black question marks that many players have probably seen before.

When you completely unmerge these packs and start deleting files one by one, **there's a chance you'll accidentally delete one of the base packages that the other packages depend on.**

Once that base file is gone, every package referencing it can stop working correctly.

4. Which files are safe to delete?

If you've downloaded the original three merged packages, you're completely safe deleting any entire pack you don't want. For example, if you don't use Extensions, you can simply delete the original Extensions package. No problem at all.

If you've only unmerged these three packages **once** each, you can delete all the files **except** the following three:

- ★ [wotunciba] Acc Ahoge V22-V39_Lip Ring Right.package
 - ★ [wotunciba] Acc Temple V17-V22_Nose Ring Right.package
 - ★ [wotunciba] Acc Extension V9-V20_Skin Specularity.package
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5. What if I've already unmerged everything?

This is where things become more complicated. After unmerging, the files reference one another in different ways. For example, if you wanted to remove **Ahoge V26**, you couldn't just delete:

Ahoge V26_Lip Ring Right.package

You would also need to delete every cloned V26 file from the other categories, **while making absolutely sure the file you're deleting isn't acting as a base package.**

Unfortunately... I've honestly forgotten which individual version ended up becoming the base file. Because of all the cloning relationships, it's no longer something that can be identified at a quick glance.

So... should I unmerge them?

You absolutely can.

I simply **don't recommend unmerging them if your goal is to remove a few individual versions**, because it's very easy to accidentally break the dependency chain.

Personally, I think it's much easier (and much safer) to keep everything together.

I already optimized these packs as much as possible by sharing meshes, textures, and other resources, so keeping the extra versions won't noticeably impact your game. One exception is the Extensions in **Just One More Strand! Pack 1**. Those files ended up larger than I'd like, and that was my mistake, and it's something I'll continue improving in future releases.

Final thoughts

The short note in my download post wasn't meant to sound bossy T-T

It's just that explaining all of this inside a release post would have taken far too much space, and understanding the full reason also requires a little familiarity with Sims 4 studio.

I hope this explanation makes everything a little clearer!