

How to Merge Packages to ease lag in your game.

by Nea Sterling

[saved from Equus community](#)

Before we get started you need:

Sims 3 Dashboard tool by Delphy

go through all your packages before merging them to look for conflicting and duplicates files.

S3Pe

Organized packages folders. *Sort your packages by category.*

Mark the folders with the days date to keep it extra organized ;)

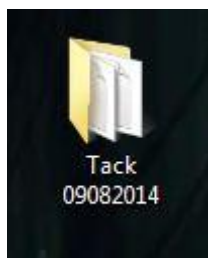
ex.

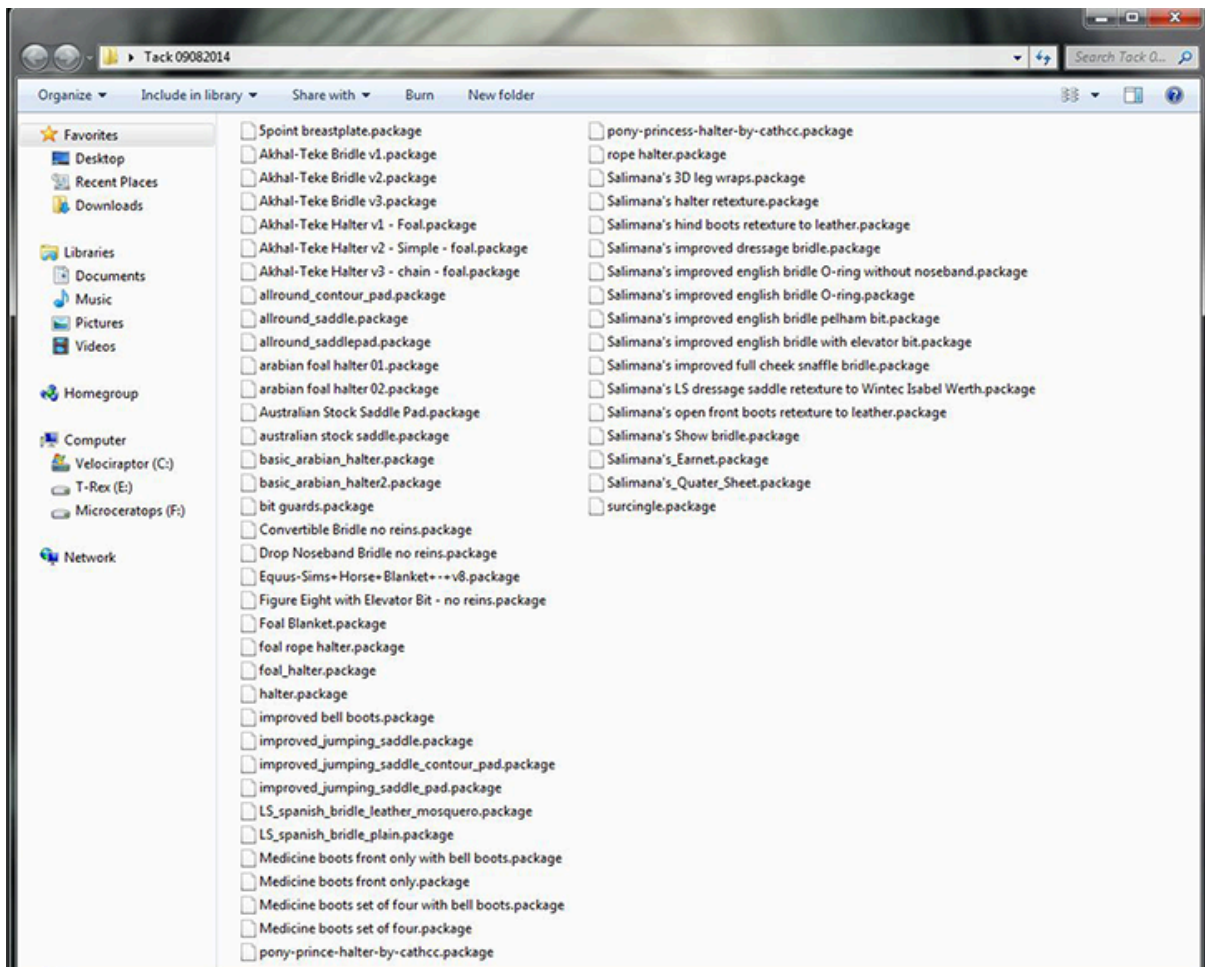
- Tack
- Mane & Tails
- Buy mode
- Build mode
- Clothing
 - Hair
 - Decor

Mods You do not want to merge these! **Do NOT merge skintones, default replacements or mods. Poses are iffy, so if you do want to merge them do it as a test first. These files can conflict with your game if merged.**

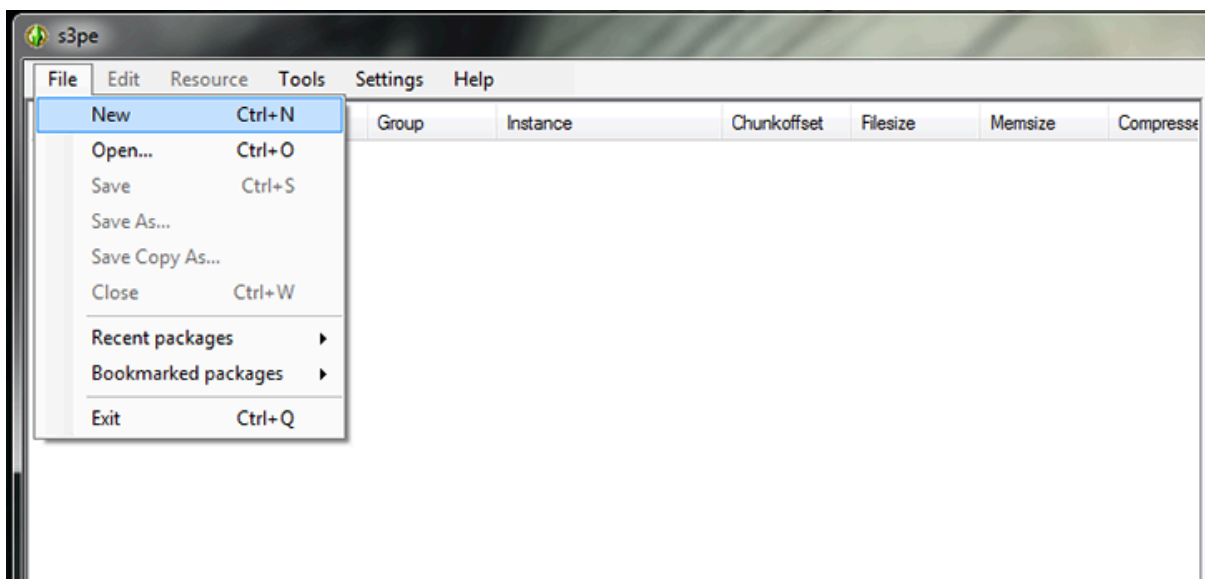
Lets get started

Step 1. Have your folder organized and easy to locate

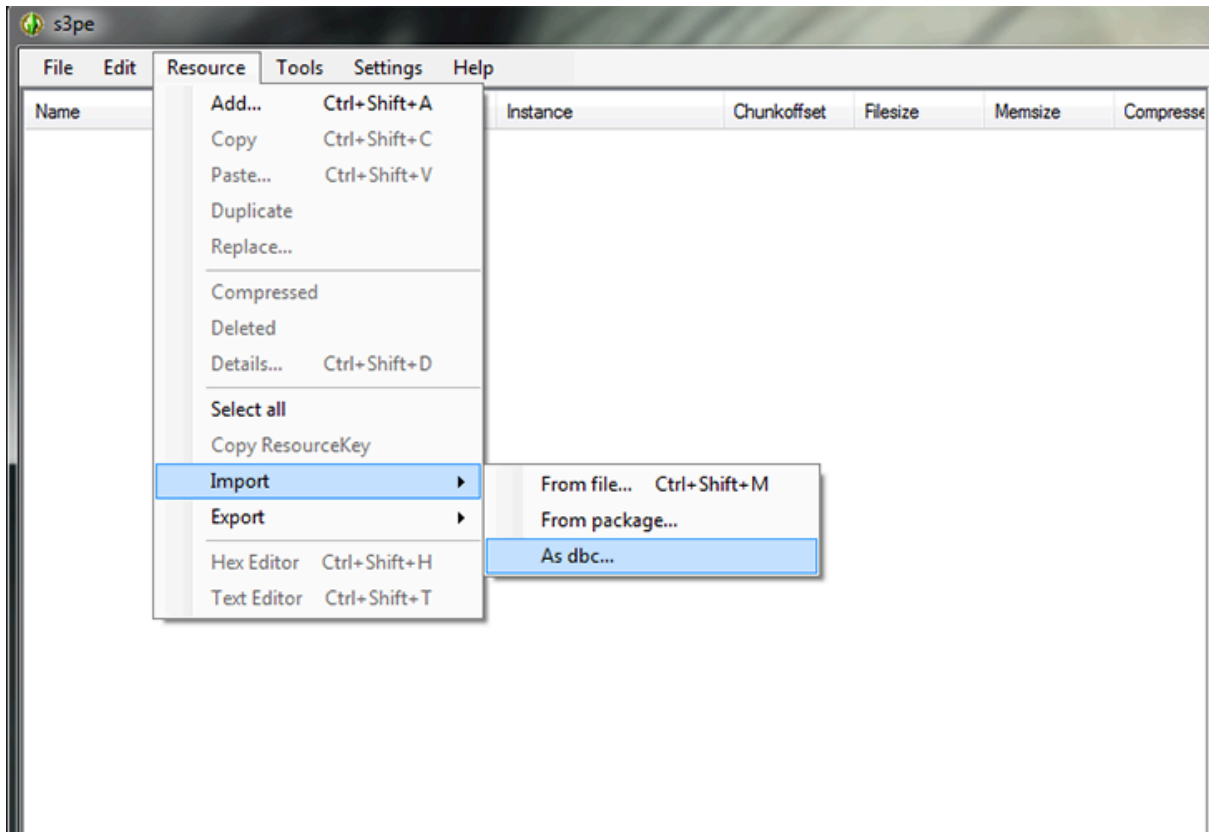




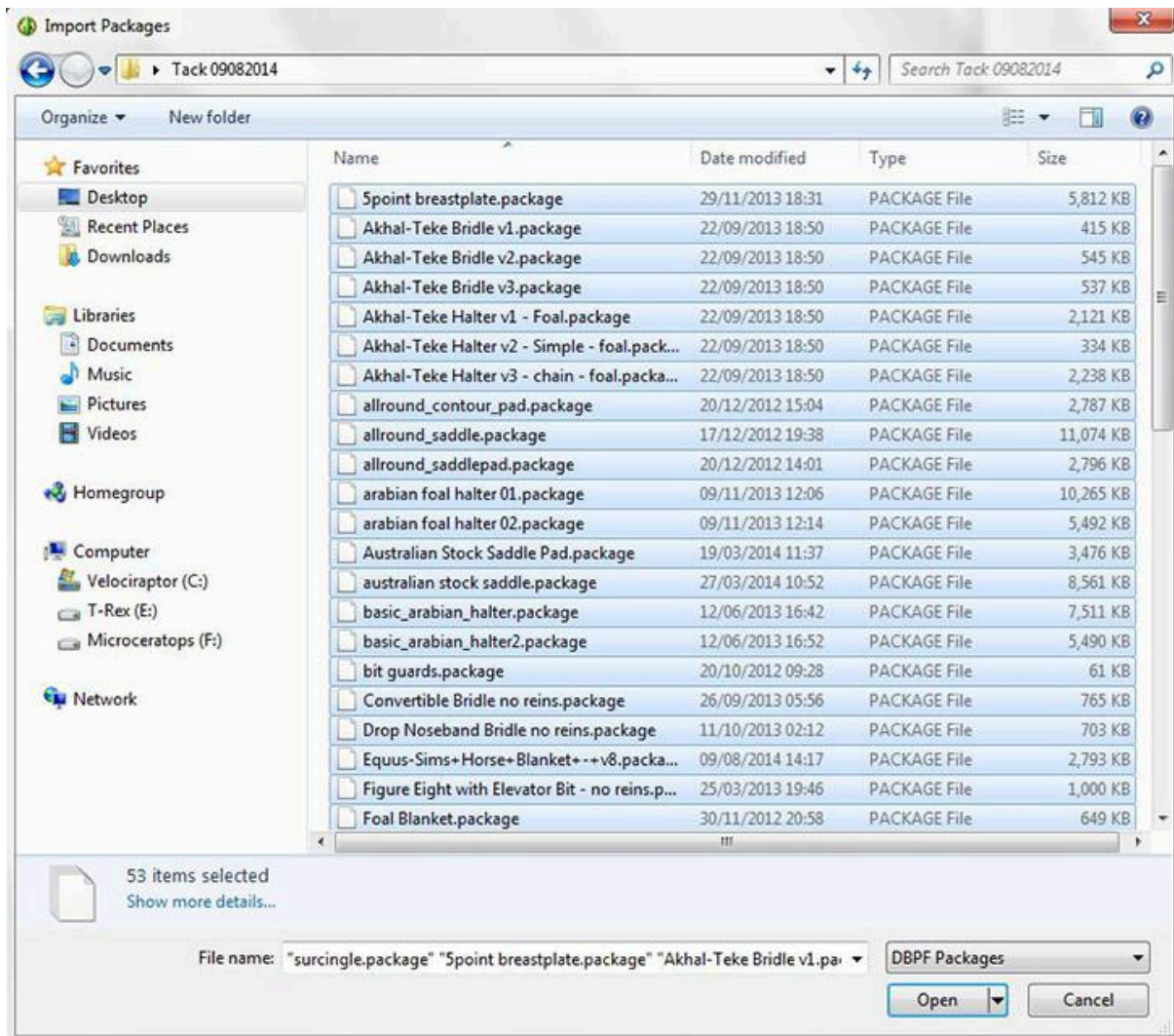
Step 2. Open S3Pe, If the resources tab is greyed out click New



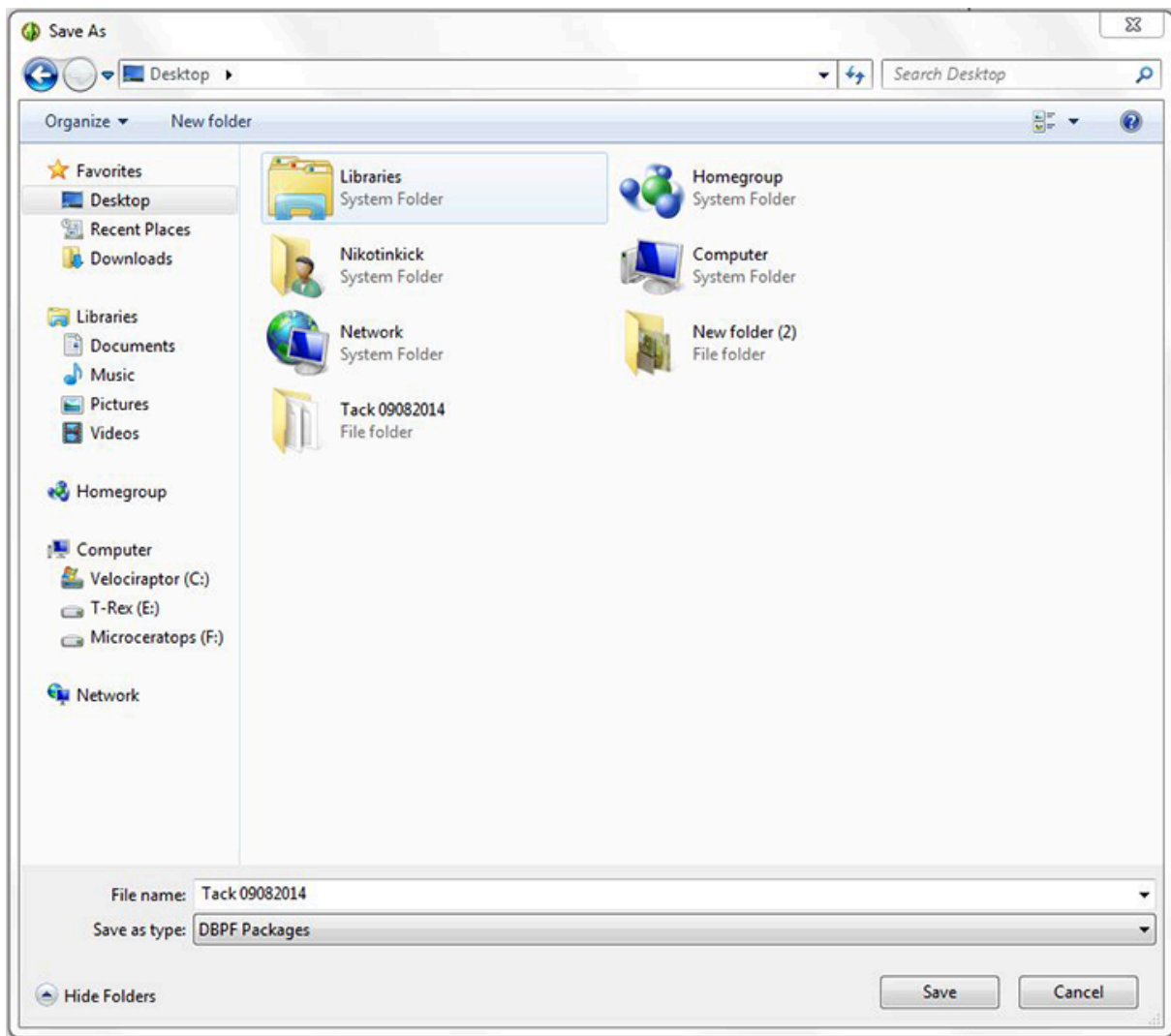
Step 3. Resources - Import - As dbc



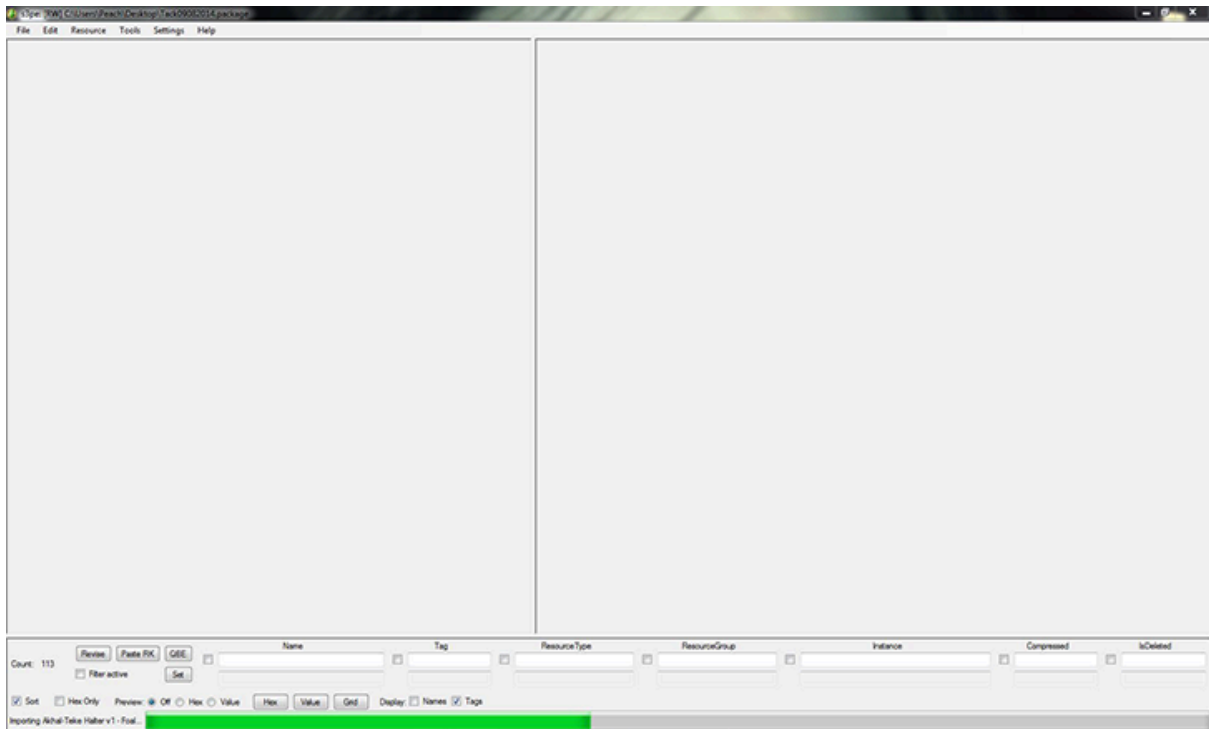
step 4. Locate the Folder with the packages you want to merge, select them all and click Open



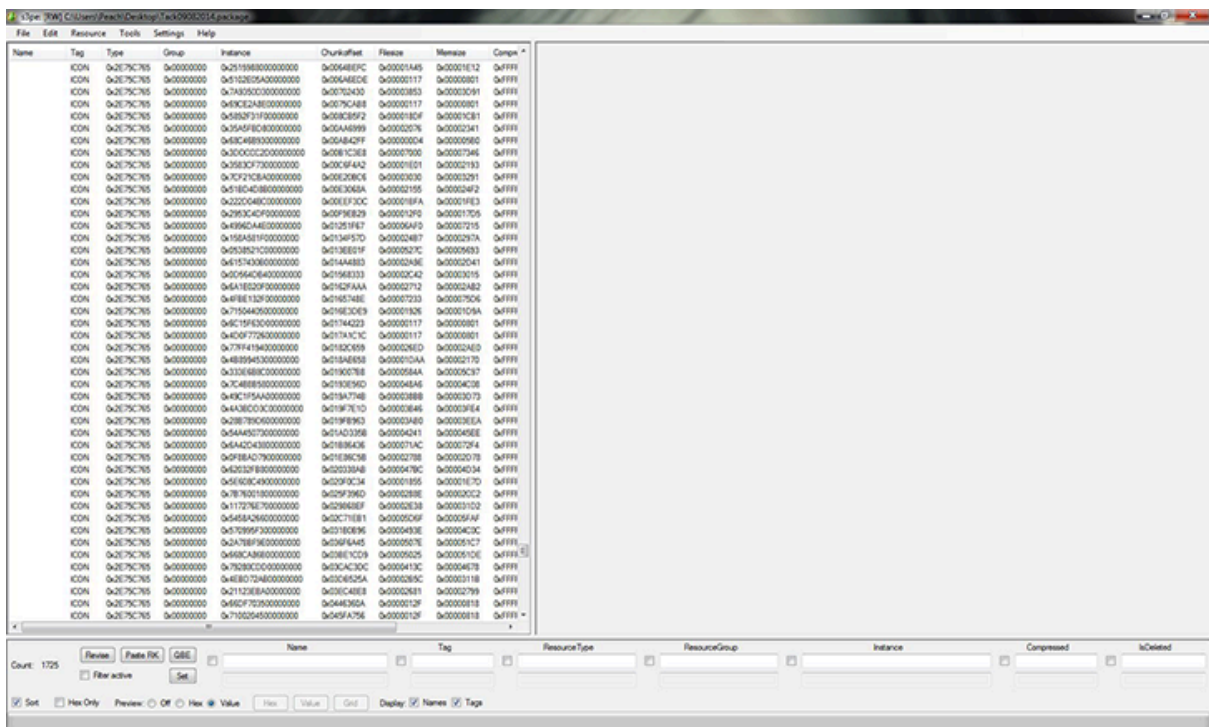
Step 5. It will now ask you where you want to save the file, I save it under the same name as the folder to keep it all organized.



**Step 6. While S3pe works the program might flicker a little, this is normal so don't panic!
but this is what it looks like when its open and working**



Step 7. When it's done it will look like this. Just a long list with random names and numbers. You can now either close the program if you are finished, or do it all over again with another folder



Step 8. Here is my finished package and folder, the folder is good to keep for later and the Package file is the one we will put in the Sims 3 folder like any other package file



Tack
09082014



Tack0908201
4.package