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### **TERMS OF USE - POLICY**

**All files on this site may not be redistribute without our written consent. Hotlinking is denied**

, this means you can't put on your site files, images or other resource that linking directly on the resource on my site. If you would like to link something you must refer on the page of the site and not to the file.

You are not allowed to copy our tutorial and articles and pass them for yours. In case you want use a part of our work ask before.

**You are not allowed to sell our works, we create for free and you want earn from our job??**

#### ***Clothes, hair and SIM stuff***

You can include our files in a downloadable sim without asking, but you should give credits to Sims2Cri by putting our link and you can't publish the sims2pack on the official Exchange.

You are not allowed to recolor our texture. The hard work is to create the texture, so if you only recolor the part made by you is really tiny. You can recolor our texture only for personal use, this means you can't publish the file.

#### ***Objects and LOTS stuff***

You can include our files in a downloadable lots without asking, but you should give credits to Sims2Cri by putting our link and you can't publish the sims2pack on the official Exchange.

You are not allowed to recolor our texture. The hard work is to create the texture, so if you only recolor the part made by you is really tiny. You can recolor our texture only for personal use, this means you can't publish the file.

#### ***Models and characters***

You can use our models and sim in your screenshot and stories but you can't pass for yours our creation, so please give credits to Sims2Cri as the sim creator.

If you use our sims as models in your site you should give credits to Sims2Cri in the credit page.

You are not allowed to redistribute our sim. In add you can't modify our sims and publish them.

### **Mesh**

You are welcome to use and recolor our mesh.

You can include our mesh files with your creation but you should attach our readme too and give credit to Sims2Cri for the mesh file with a link to our site.

You are not allowed to redistribute our mesh files without your creation.

If you prefer link the mesh file and not include it, you can refer to [the mesh page of our site](#) , not directly to the file.

### **Downloads & Installation**

#### ***How can I install your creations?***

**Clothes, Make-up, Genetics and Objects:** extract the "package" file in My DocumentsEA GamesThe Sims 2Downloads folder. Extract is a fuction of

[Winrar](#)

, the program you need to open our files.

**Characters and Lots:** double click on the "Sims2Pack" file extracted from the rar downloaded.

**Walls and Floors:** double click on the "Sims2Pack" files extracted from the rar downloaded. Sometimes, for multiple tiles floor extract the "package" file in My DocumentsEA GamesThe Sims 2Downloads folder.

#### ***I can't find my downloads folder, how do i get it?***

Method 1: You have to create a new folder called "Downloads" into The Sims 2 folder in "My Documents".

Method 2: Open one time Bodyshop (Start-Programs-EAGames-TheSims2-The Sims 2 Bodyshop) and the folder will be created by the game

Method 3: Download and install by double click a .sims2pack file.

The exact path to your Downloads folder is

If you have Win XP: C:Documents and SettingNomeUtentePCMy DocumentsEA GAMESThe Sims 2Downloads

if you have Windows 2000 or 98: C:DocumentiEA GAMESThe Sims 2Downloads

if you have Windows Vista or Windows 7: C:Users<nome utente>Documents

#### ***I downloaded some of your creations but when I tried to open them it said that it couldn't support the file or I see a generic icon. Can you help me?***

You don't have to double click on "package" files, just extract the "package" files into "DocumentsEA GamesThe Sims 2Downloads" folder. It's absolutly normal, don't hurry up, the game can read this file format.

If you see generic icon for the downloaded files perhaps you don't have Winrar. For extract the

Written by CriCri

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"package" you must have Winrar or similar that open .rar files. You can download it [here](#) . We use the 3.71 version.

**Winrar is a shareware software, that means you get a free trial for 30 days, after that every time you open Winrar you've to click on "continue" button.**

You don't need to buy Winrar, all function continue to work.

### ***I downloaded your new hairstyle. Why it shows up a default hairstyle in the game?***

If you want to view hairstyles, you have to download and install the new mesh, sometimes the link for download is in description under "Download" cell. If you don't have it, the game shows a default hair or none at all.

### ***The downloaded objects don't appear in my game. Why?***

You need to install CEP for see in your game some objects of these section. You can download it here 

Be sure to download the mesh files when specified and to download only objects that are compatible with your game version and EP installed.

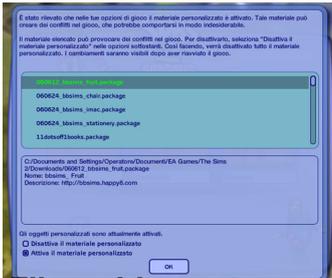
Remember to activate the Custom Stuff from the game options.



### ***A strange message/alert appear on startup. Why?***

If you have at least one EP after Nightlife at startup will appear an alert window. It remember to you that you've some stuff not made by EA (all your downloads), and that they could create some problems to your game.

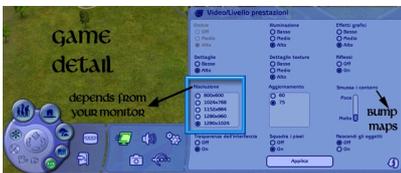
All it is normal, that is a standard tip that EA made to you to defend itself from problems you could have. Check the "Activate" box, load game, exit and re-launch game to load all custom content.



Graphic Detail and Icon meaning

**How can I get the best graphic detail?**

My computer has a high graphics resolutions and my graphic card support bump mapping. Here below you can find my graphics setting for the game (Sorry only italian menu').

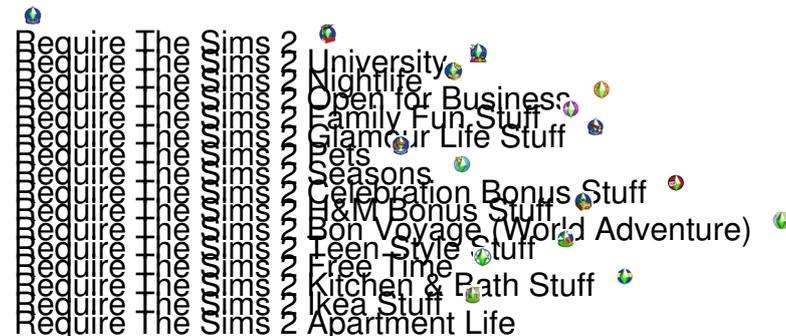


If you don't see bump maps you can read this tutorial [\\*BUMP MAPS SETTING IN THE GAME\\*](#) however is a set of operations very hard, don't follow if you don't know what you are making.

**Why don't I see the clothes on my pc as your images?**

It depends by your graphics setting, by your RAM and by your pc graphics card. You can compare your setting with mine looking at the image that you find [here](#) .

**What's icon mean?**



Require The Sims 2 Mansion & Garden



or  
Mean that a .Sims2Pack file is contained in the .rar file. So you must double click on this to install it and not extract the file in the Downloads Directory **About Sims2Cri**

### ***Can I become your affiliate?***

Perhaps. Try to contact me, if your site is open since almost a year, contains some downloads and like me is possible to become affiliates.

### ***Can you link to my site?***

Yes, contact me. If your site like me I link you. No contact me if your site is under construction, I link only active and finished sites.

### ***Can I link your site? Where can I find your banner?***

Yes, sure. There are my banner, choose one of them.  
to save our banner please [open this page](#)



### ***Can I collaborate with your site?***

I'm not sure, I would seen you creation before. Please read [Sims2Cri Want you](#) page and discover how you can make!

You can also put your creations on the forum in the Show and Share your creations Section.

## Credits

### *How do you make the poses of previews?*

**All sims-poses are made with**

[HulaDance](#) made by Squinge

**All sims-walkings are made with**

[WalkStyle + Facial Anim Changer](#) made by Shaklin

You can find a list of useful hack for poses [HERE](#) [\(in italian only\)](#)

### *Where can I find the models used in the previews?*

In this site, download-characters section. [Here the first page](#) .

Where can I find the hair used in the previews?

[Peggy Sims](#) , [RoseSims](#) , [NoukieSims](#) , [TSR](#) , [Raonjena](#) , [Seomi](#) , [ModTheSims](#) .

### *Where can I find the shiny floor used in the previews?*

[ReflexSims](#) made by Teko and available [here for forum member](#)

or in alternative at [Murano Mobilia](#) the [Millenium Set](#)

### *What meshes do you usually use?*

**Credits for clothes meshes we usually use**

**Serasims** (non più online), [Chriko](#) , [SimChic](#) , [Biene](#)

**Credits for objects meshes we usually use**

[Meshkiste](#) , [Xuan Sims](#) , [Echo](#) , [SimplyStyling](#) , [Numenor](#)

### *How do you make the previews?*

I usually use [Photoshop 8CS](#)