

Edith Documentation Overview

Introduction

What Edith Is

What Edith Is Not

Objects

People

SimAntics

=====
Exhaustive list of ideas:

Objects

- Object Properties
- Relationship Matrix
- Strings

People

- Person Properties
- Personality
- Astrological Sign
- Motives and Mood
- Skills
- Relationships
- Happy Weights
- Biographies
- Action Queue

SimAntics

- Virtual Machine
- Tree Code
- Tree Tables

Autonomy

- Motive Satisfaction
- Advertisements
- False Advertising
- Happyscape
- Happyness Contribution Curves
- Ad Attenuation
- Exit Conditions
- Food Chain
- Interaction Queue
- Priority Interactions
- User Control

Object Animation

Character Animation

Suits

- Heads
- Hands
- Bodies
- Accessories

SymAntics Programming

- Primitives
- Subroutines
- Return Values
- Parameters
- Comments
- Tree Properties
- Tree Tracing
- Tree Debugging
- Tree Breakpoints

Routing

- Routing Slots
- Doors

Simple Object Interactions

Social Interactions

Misc

- Tuning Variables

- Conversation Topics
- Thought Balloons
- Dreaming
- Group Activities
- Jealousy
- Privacy
- Careers
- Work
- School
- Money
- Depreciation
- Services
- Bills
- Disasters
 - Fire
 - Theft
 - Floods
 - Sickness
- Portable Objects
 - Carrying Accessories
 - Carrying Objects
 - Carrying Animations
- Censorship
- Invisibility
- Standard Heights
- Surfaces
- Chairs
- Room Scoring
- Terrain
- Water
- Pools
- Setting Up Lots
- Levels (upstairs/downstairs)
 - Stairs
 - Multi Tile Objects spanning levels
- Catalog Entries
- Cleaning
- Maintenance
- Gardening
- Lighting
- Shadows
- Time and Simulation Speed
- Neighborhood
- House
- Family
- Friendship and Romance
- Babies
- Moving In
- Death
- Ghosts
- Kids
- Visitors
- Neighbors
- Non Player Characters
- Stalker Cam
- Music
- Sound Effects
- HIT Files
- Vocals
- Action Icons
- Object Icons
- Conversation Icons
- Event Log
- Lighting Tweaker
- Object Dialogs
- Animation Tables
- CST Files
- Body Strings
- UI Text
- Walking
- Skill Lookup
- Resource Files
 - Global Resource Files
 - Semi Global Resource Files
 - Object Resource Files
 - Other Resource Files
- Coordinate Systems
- Draw Groups
- Family History
- Rooms
- GUIDs
- Interactions
- Loading and Saving
- Missing Objects
- Motive Curves
- Motive Effects
- Single Tile Objects
- Multi Tile Objects

- Object Categories
- Object Placement Constraints
- Object Function Tables
- Routing
- Logging
- Suit and Skin and Outfit Organization
- Zodiac
- Slots
 - Object Slots
 - Standard Heights
 - kHeightUndefined=0,
 - kHeightGround,
 - kHeightLowTable,
 - kHeightTable,
 - kHeightCounter,
 - kHeightNonStandard,
 - kHeightHand,
 - kHeightSitting,
 - kHeightEndTable
 - Sprite Slots
 - Routing Slots
- Performance Logs
- Picture In Picture
- Scrapbook
- Tree Constants
- Portals
 - Doors
 - Windows
 - Stairs
 - Ladder
 - Diving Board

Edith User Interface Roadmap

Modes

- Live Mode
- Buy Mode
- Build Mode

Keyboard

- Type "e" to bring up the main "Edith" dialog.
- Type "m" to get more money, and "M" to lose money.

Cheats

Dialogs

"Edith" Dialog

- From Sims Window, type "e".
- To "Animation Browser" Dialog.
- To "Find Objects" Dialog.
- To "Neighborhood" Dialog.
- To "Object Browser" Dialog.
- To "Object Inspector" Dialog.
- To "Object Profile" Dialog.
- To "Resource Editor" Dialog.
- To "Room Map" Dialog.
- To "Save Behaviors As Text" Dialog.
- To "Sim Loop Profile" Dialog.
- To "Simulation Constants" Dialog.
- To "Simulation Globals" Dialog.
- To "Strings" Dialog.
- To "Suspend Files" Dialog.
- To "Terrain Tweak" Dialog.
- To "Tree Search" Dialog.

Menus

File

- New
 - Non functional. Don't use.
- Open...
 - Non functional. Don't use.
- Save
 - Non functional. Don't use.
- Save As...
 - Non functional. Don't use.
- Save All Behaviors => "Save Behaviors As Text" Dialog
 - Very interesting. Dumps out all tree programs as text you can
- Suspend Files... => "Suspend Files" Dialog
 - Useful when installing a new version of a file while running the
- Print
 - Non functional. Don't use.
- Print Preview
 - Non functional. Don't use.
- Print Setup
 - Non functional. Don't use.

read through.

game.

Exit
Just closes Edith main window. Type 'e' to get it back.

Edit Menu

- Undo
Non functional. Don't use.
- Cut
Non functional. Don't use.
- Copy
Non functional. Don't use.
- Paste
Non functional. Don't use.

View Menu

- Toolbar
Toggles tool bar at top of window.
- Status Bar
Toggles status bar at bottom of window.
- Switch Node Style
Changes node style displayed in code view. Doesn't draw check

mark.

Window Menu

- New Object Browser => "Object Browser" Dialog
Very useful. Actually browses object classes.
- New Reference Window => "Reference Window" Dialog
Not very useful. Browses raw string resources.
Not needed now that interface has improved.
- Tree Search... => "Tree Search" Dialog
Very useful. Search all trees for a string.
Double click on found strings to bring up code editors.
- Function Search... => "Find Objects" Dialog
Very useful. Search for objects with special functions.
Brings up function table editor.

Help

- Help Topics
Non functional. Don't use.
- About Edith
Shows the About Edith box.

Sims

- Show Module Inspector => "Object Inspector" Dialog
Very useful. Lets you look at any live object.
- Sims Global Dialog => "Simulation Globals" Dialog
Very useful. Lets you view and change simulator globals.
- Edit Constants
- Motive Sim => "Simulation Constants" Dialog
Very useful. Lets you view and change simulator motive
- constants.
- Autonomy => "Simulation Constants" Dialog
Very useful. Lets you view and change simulator autonomy
- constants.
- Room Score => "Simulation Constants" Dialog
Very useful. Lets you view and change simulator room
- score constants.
- Neighborhood => "Simulation Constants" Dialog
Very useful. Lets you view and change simulator
- neighborhood constants.

Other Dialogs

- Neighborhood => "Neighborhood" Dialog
Very useful. But hard to use. Lets you examine and edit
- the families and relationships in the neighborhood.
- Animation Inspector => "Animation Browser" Dialog
Very complicated.
Can journal and play back composite animations.
Suit and animation browser.
Allows low level control over animation mixing, for
- diagnosing glitches.
- animation.
- Terrain Tweaker => "Terrain Tweak" Dialog
Not very useful.
Lets you tweak parameters of the terrain color table and
- grass blade drawing code.
- Room Map => "Room Map" Dialog
Interesting but not very useful.
Shows a flat map of the rooms. Use for debugging room
- code.
- Object Profile => "Object Profile" Dialog
Not very useful.
Complicated and hard to explain.
Used to profile the execution time of objects in the
- game, for optimization.
- Sim Profile => "Sim Loop Profile" Dialog
Not very useful.
Hard to explain.
Used to profile the execution time of the main simulator
- loop.
- Show Special Objects
Shows the special objects like the pedestrian portal, that are
- usually invisible.
- Hide Special Objects

Hides the special objects, that should usually be invisible.
 Reload Careers File...
 Reloads the careers file. Not very useful.
 Need to document careers separately. Not easy to change.
 Edit Global Strings File
 Not very interesting.
 These menu items bring up various string editors, which are

pretty hard to use.

Careers => "Strings" Dialog
 Build => "Strings" Dialog
 Live => "Strings" Dialog
 UIText => "Strings" Dialog
 Credits => "Strings" Dialog

Tool Bar

New
 Non functional. Don't use.
 Open
 Non functional. Don't use.
 Save
 Non functional. Don't use.
 Cut
 Non functional. Don't use.
 Copy
 Non functional. Don't use.
 Paste
 Non functional. Don't use.
 Print
 Non functional. Don't use.
 About
 Shows the About Edith box.
 Help
 Non functional. Don't use.
 Object Browser => "Object Browser" Dialog
 Very interesting. Actually a class browser.
 Reference Window => "Strings" Dialog
 Not very useful. Browses raw string resources.
 Not needed now that interface has improved.
 ResEdit Dialog => "Resource Editor" Dialog
 Interesting but not very useful.
 Browse all resources at a low level.
 Doesn't really let you edit.

"Animation Browser" Dialog
 From "Edith" Dialog.
 This is extremely complicated.
 It's used for debugging and finding glitches in character animations.

"Edit * Primitive" Dialogs
 From "Tree Editor" Dialog

"Edit Behavior File" Dialog
 From "Object Browser" Dialog.
 From "Tree Editor" Dialog.
 To "Tree Editor" Dialog.
 To "Tree Search" Dialog.

"Edit Function Table" Dialog
 From "Object Browser" Dialog.

"Edit Object Definition" Dialog
 From "Object Browser" Dialog.

"Edit Parameters" Dialog
 From "Tree Editor" Dialog.

"Edit Tree Table" Dialog
 From "Object Browser" Dialog.

"Find Object Dialogs" Dialog
 From "Object Browser" Dialog

"Find Objects" Dialog
 From "Edith" Dialog.

"Get String" Dialog
 From "Object Browser" Dialog.

"Hex Resource Editor" Dialog
 From "Resource Editor" Dialog.

"Neighborhood" Dialog
 From "Edith" Dialog.

"New Object" Dialog
 ???
 IDD_NEW_OBJECT_DIALOG

"Object Browser" Dialog

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From "Edith" Dialog.
From "Tree Editor" Dialog.
To "Edit Behavior File" Dialog.
To "Edit Tree Table" Dialog.
To "Edit Object Definition" Dialog.
To "Get String" Dialog.
To "Edit Function Table" Dialog.
To "Find Object Dialogs" Dialog.

"Object Inspector" Dialog
  From "Edith" Dialog.

"Object Profile" Dialog
  From "Edith" Dialog.

"Relationships" Dialog
  ???
  IDD_RELMATRIX

"Resource Editor" Dialog
  From "Edith" Dialog.
  To "Hex Resource Editor" Dialog.
  To "String Resource Editor" Dialog.

"Room Map" Dialog
  From "Edith" Dialog.

"Save Behaviors As Text" Dialog
  From "Edith" Dialog.

"Set Typical Context" Dialog
  ???
  IDD_SETCONTEXT

"Select Stack Object" Dialog.
  From "Tree Editor" Dialog.

"Sim Loop Profile" Dialog
  From "Edith" Dialog.

"Simulation Constants" Dialog
  From "Edith" Dialog.

"Simulation Globals" Dialog
  From "Edith" Dialog.

"String List Editor" Dialog
  ???
  IDD_REFERENCE_DIALOG and IDD_REFERENCE_DIALOG1

"String Resource Editor" Dialog
  From "Resource Editor" Dialog.

"Strings" Dialog
  From "Edith" Dialog.

"Suspend Files" Dialog
  From "Edith" Dialog.

"Terrain Tweak" Dialog
  From "Edith" Dialog.

"Tree Editor" Dialog
  From "Edit Behavior File" Dialog.
  To "Edit Behavior File" Dialog.
  To "Object Browser" Dialog.
  To "Edit * Primitive" Dialogs.
  To "Edit Parameters" Dialog.
  To "Tree Properties" Dialog.
  To "Select Stack Object" Dialog.
  Menus
    Object
      Browse Object... => "Object Browser" Dialog.
      Browse Tree... => "Edit Behavior File" Dialog.
    Edit
      Cut
      Copy
      Paste
      Delete
      Undo
      Redo
      Node Parameters... => "Edit Parameters" Dialog.
      Called Tree...
      Comment...
      Auto Size
      Print Tree
      Properties... => "Tree Properties" Dialog.
      Stack Object => "Select Stack Object" Dialog.

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Save
Select
  All
  None
  First
  Next
  Previous
  True
  False
  First Caller
  Next Caller
  Above
  Below
  Children
  By Number...
Stack
  Push
  Pop
Move
  Left
  Right
  Up
  Down
  Page Left
  Page Right
  Page Up
  Page Down

"Tree Properties" Dialog
  From "Tree Editor" Dialog.

"Tree Queue" Dialog
  ???
  IDD_TREEQUEUEDIALOG

"Tree Search" Dialog
  From "Edith" Dialog.
  From "Edit Behavior File" Dialog.

"Tree Tracer" Dialog
  ???
  IDD_TRACER
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