- **Cranial suits**

  `C###(M|F|U)(C|A)(`*`extension`*`)?`

  C followed by three version characters (presumably numbers), followed by one gender character, either M,F, or U, followed by one child/adult character, either C or A, followed by optional descriptive naming.

  Examples:

  ```
  C000FA_narrow.max
  C058MA_jughead.max
  C101UC_child.max
  ```

- **Cranial textures**

  `C###(M|F|U)(C|A)((lgt)|(med)|(drk))(`*`extension`*`)?`

  C followed by three version characters, followed by one gender character, followed by one child/adult character, followed by three characters of skin tone, either "lgt", "med", "drk" for now, followed by optional descriptive naming, including version.

  Examples:

  ```
  C000FAlgt_blonde05.bmp
  C058MAdrk_freckled19.bmp
  C101UClgt_pigtails22.bmp
  ```

- **Hand Suits**

  `H(M|F|U)(L|R)(O|C|P)(`*`extension`*`)?`

  H followed by one gender character, followed by one adult/child character, followed by one character denoting which hand, either L or R, followed by one gesture character, either O, C, or P, followed by three characters of skin tone, followed by optional descriptive naming.

  Examples:

  ```
  HFALC.max
  HUCRO.max
  ```

- **Hand Textures**

  `H(M|F|U)(L|R)(O|C|P)((lgt)|(med)|(drk))(`*`user extension`*`)?`

  H followed by one gender character, followed by one adult/child character, followed by one left/right character, followed by one gesture character, followed by three characters of skin tone, followed by an optional user extension.

  Examples:

  ```
  HMLClgt.bmp
  HUROmed.bmp
  HUAOmed_spiderman.bmp
  ```

- **Body Clothed Suits**

  `B###(M|F|U)(C|A)((fit)|(fat)|(skn)|(chd))(`*`extension`*`)?`

  B followed by three characters of clothing state, presumably numbers. Followed by one adult/child character, followed by one gender character, followed by one character of clothing on/off state, either C or N, followed by the body type, either "fit", "fat", "skn", or "chd" for now, followed by optional descriptive naming, including version.

  Examples:

  ```
  B001Mfit_03.max
  B001Mfat_09.max
  B003Uchd_12.max
  ```

- **Body Clothed Textures**
  ```
  B###(M|F|U)(C|A)((fit)|(fat)|(skn)|(chd))((lgt}|(med)|(drk))(user
  extension)?
  ```
  B followed by three characters of clothing state, followed by one gender character, followed by one child/adult character, followed by three characters of body type, followed by three characters of skin tone, followed by an optional user extension.

  Examples:
  ```
  B001Mfitlgt_biker11.bmp
  B001Mfatmed_bowler19.bmp
  B003Uchdmed_jumpsuit854.bmp
  ```

- **Body unclothed Suits**
  ```
  N(M|F|U)((fit)|(fat)|(skn)|(chd))(extension)?
  ```
  N followed by one gender character, followed by three characters of body type, followed by any descriptive naming, including version.

  Examples:
  ```
  Mskn_00.max
  Ffit_04.max
  Uchd_12.max
  ```

- **Body unclothed Textures**
  ```
  (N|U)(M|F|U)((fit)|(fat)|(skn)|(chd))((lgt}|(med)|(drk))(user
  extension)?
  ```
  One naked/underwear character, followed by one gender character, followed by three characters of body type, followed by three characters of skin tone, followed by an optional user extension.

  Examples:
  ```
  UMsknlgt_00.bmp
  NFfitmed_04.bmp
  UMsknlgt_myskin.bmp
  UUchddrk_12.bmp
  ```

- **Job Suits**
  Job suits are done differently since we need to be able to use the same suit for different genders, colors, etc. on a case-by-case basis. In careers.txt, a "source" string is stored which specifies the suit and texture names to look for. The source string is optionally keyed off of various person attributes. The keys used are as follows:

  $b   Body Type
  $g   Gender

  Each time a person goes to work, the job suit is selected. The name in Careers.txt for that person's job is parsed to come up with a search string. Each key found is the source string is substituted for the corresponding attribute of the person who is going to work.

  Example:
  The scientist job may have the source string, 'LabCoat$g' in careers.txt. For a female, this would evaluate to the search string 'LabCoatF'. For a male, it would evaluate to 'LabCoatM'

- **Job Textures**
  Job textures are done the same way as job suits with one addition key type and an optional user extension. The search string is generated from the source with the body type and gender keys, as well as:

  $c   Color

  So job skins that require different textures for different colors may be used.

Also, after the key substitution is done, the texture search also looks for an optional user extension. So if a user wants to customize the outfit for a particular job of a special character, they just have to put in a texture with the normal name, appended by their extension.

Example:
A short sleeve lab coat would need to have the color as well, so the texture string would be something like 'LabCoat$g$c'. For a light skinned female, the texture used for the job would be 'LabCoatFlgt'.

Notes on user extensions

It is instructive to follow through a full example of all the textures that may be added for a user's custom character.

Suppose a user wants to add a mummy character.

- First, he/she must choose which body the texture is going to apply to, and a custom extension for all the textures that go with the mummy. Let's sat they choose body 'B003MAFitlgt' and extension '_mummy'.
- Then the user must create a texture for each of the standard textures that he/she wants to replace. The full suite of possibilities are:

B003MAFitLgt_mummy.bmp	Body – this is required to get the mummy to show up in design-a-char screen.
HUAOlgt_mummy.bmp	Open hands – these allow the user to replace the open hands.
HUAClgt_mummy.bmp	Closed hands.
HUAPlgt_mummy.bmp	Pointed hands.
Nmfitlgt_mummy.bmp	Naked skin. Replaces texture used when the mummy goes naked,
Umfitlgt_mummy.bmp	Swim suit. Replaces the texture used when the mummy goes into swim suit.

  Except for the body texture, all of these are optional. So the user can replace any desired subset of the available ones.
- If the user want to add any special job skins for the mummy, a texture for each suit must be added that has the same name as the standard one with the user extension added. Using the lab coat example from above, the user would add the texture
LoabCoatMlgt_mummy