Could it be possible to make a new folder inside your DATA called (for example) Skins.

And when you put all your skins in there Renegade will detect them?
That would be so much better because then your original data folder will stay clean.

Then you could make seperate maps, like

-W3d
-Dds
-Tga
-Wav

You will be able to sort everything more carefully and it won't look messed up