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Subject: Re: [Skin Pack] Dreg's C&C3 Skins  
Posted by [Omar007](#) on Tue, 16 Mar 2010 08:06:42 GMT  
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afaik it looks for raw files in your data folder first. If one is not found it looks in the mix/pkg of the map, then, if its still not found, it loads from always.dat???

What i know for sure is that it first looks for loose files in your data folder because it wouldnt be possible to have customs skins with only copying to your data folder. And its just that easy

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