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Subject: Re: Bug with custom HUD icons  
Posted by [TruYuri](#) on Thu, 19 Mar 2009 21:15:32 GMT  
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YazooGang wrote on Thu, 19 March 2009 13:22

Man, Always.dat is made like a pkg file, they make Always.dat by exploring file as a pkg and naming it always.dat.

Uh, no. I don't think so. And even if this does work, it is an incredibly inefficient way, using XCC Mixer to just delete/add files is incredibly easier. I have to do this a lot, actually, with the work I do over at Bluehell Productions.

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