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Subject: Re: [Skin Pack] Dreg's C&C3 Skins  
Posted by [Zion](#) on Tue, 16 Mar 2010 01:28:52 GMT  
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Skins don't work like that.

If my memory serves me correctly, there is an order in which skins are loaded.

From the data folder, it will load skins inside .mix maps and .pkg packages. If the skin isn't found in there it will look in the data folder for a raw .tga or .dds file, and if it can't find it there it will look in always.dat (Correct me on this if i'm wrong)

Just because you don't have a model in your data folder doesn't mean that model is inside a map which is loaded. If the model is there, you can just drop the skin inside it.

By default, Renegade has the attack cycle, you just cannot buy it from the normal purchase list. You will have to use the extras presets list, which i've forgotten the code for. Search the forums for the code.

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