Model Effect Paths

.smd file (SkinModelPath:)
files located at .\Game\element\models.pck.files

.ski files (AddiSkinPath:)
files located at .\Game\element\models.pck.files\Models

.wav files (FxFilePath:)
files located at .\Game\element\sfx.pck.files\sfx

.gfx files (FxFilePath:)
files located at .\Game\element\gfx.pck.files\gfx

.att files (AtkPath:)
files located at .\Game\element\gfx.pck.files\gfx\skillattack

About animation:
.ecm files links to animation by CombineActName. In .smd file there's name, and link to animation file (in 8 version of smd file).

About effects:
.att files links to .gfx files, and that's how it works.

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