**How to use prepacked files**

If your package contains more than 1,000 files, then packing can be very slow, it’s caused by slow selecting files from ZIP archive.

As a solution was created special prepacked files. It’s basically a lot of files packed to a DAT file. The DAT file is then added to the A3 archive.

Prepacked file has two files (dat and xml) with these name rules:

* <your name>.prepacked.dat
* <your name>.prepacked.xml

**Prepacked can’t contain info\_replace! It’s just for completed files.**

Files are packed directly without processing.

# How to create prepacked file

**In new versions of Mod Installer you will not be able to create prepacked, you’ll need to use the CMD version of Mod Installer.**

Mod Installer has this functionality, you just need to keep these steps:

1. Create a directory with name: for example **myfiles\_prepacked**
2. Then keep in this folder same folder structure as in unpacked game files or like in alternative package structure, so for example: **myfiles\_prepacked\soundbinary\2066755731.wem**
3. Now we need Mod Installer, it’s required to start it with a launch param:

ModInstallerCMD.exe "d:\modding\myfiles\_prepacked"

1. Now it will create prepacked file from source directory with name: myfile.prepacked.dat and myfile.prepacked.xml
2. Now copy these two files to your package
3. If your package has Pairs, you need to add this:

    <Pair>

      <Source>myfiles.prepacked.dat</Source>

      <Prepacked>true</Prepacked>

    </Pair>

1. If your package uses alternative structure, then you don’t need to do anything
2. That’s all, now you have prepacked file

## Unpacking prepacked file

If you lost your source files of prepacked file, you can unpack existing prepacked file. Again you need to run Mod Installer with special launch param:

ModInstallerCMD.exe "d:\modding\myfiles.prepacked.xml"

Files will be unpacked to new directory located in the same folder as the DAT file: **d:\modding\myfiles\_prepacked**