Subject: Re: Packing objects in .mix files
Posted by halo2pac on Sun, 18 Sep 2011 07:33:33 GMT

Jerad Gray wrote on Sun, 18 September 2011 01:51Add them into a preset's dependencies that's placed on the level then it'll export when you export the level.

(Assuming you are exporting it as an actual .mix)
good advice, but Im just making a resource pack for a TT server.