

---

Subject: Packing objects in .mix files

Posted by [halo2pac](#) on Sat, 17 Sep 2011 02:10:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So I am having trouble finding ways to pack up items into a .mix file just like the 'quake' pack that is being used for TT right now.

Does anyone know how to add models and objects such as images or sound to a mix file?

thanks!

---