Subject: Re: Packing objects in .mix files
Posted by Jerad2142 on Mon, 19 Sep 2011 04:51:30 GMT
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halo2pac wrote on Sun, 18 September 2011 01:33Jerad 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.
Oh sorry, well I have no clue how one goes about doing that.