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Subject: Re: Is there any way to convert a pkg to a mix file?

Posted by [Reaver11](#) on Sun, 25 Sep 2011 12:29:41 GMT

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Depends if you only want to use it as an asset pack yes.

If the pkg contains multiple maps then you would need to split them up.

Say your pkg has 5 maps in it with alot of assets I suppose you can make 6 mix files 5 for the maps and one for the assets(modeles textures otherwise you would get 5 uberbig mix files)

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