

---

Subject: Re: Packing objects in .mix files  
Posted by [Jerad2142](#) on Sun, 18 Sep 2011 05:51:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Add 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)

---