Loading Assets and Data

You can also use KubeJS to load assets from resource packs and data from datapacks! While this isn't the only method, its one of the easiest. Other options are loading datapack jsons programmatically <TODO: one for assets>.

The `kubejs/data` folder is loaded identically to the `pack/data` folder in a datapack and the `kubejs/assets` folder is loaded identically to the `pack/assets` folder in a resourcepack.

Step by step for importing Datapacks and Resourcepacks

1. Make sure that you have permission from creator of the resourcepack or datapack to have their word *embedded* in your pack
2. If your resourcepack or datapack is a `.zip` file, unzip it
3. Inside there should be a file and a folder named either `data` or `assets`, go into that folder
4. In you `kubejs` folder in your instance their should be a folder with the same name as you just found
5. Transfer the contents (1 or more folders) from the resourcepack or datapack to the one inside of kubejs

Different places to put things that you should know

- `kubejs/assets/kubejs/textures/item` where you put item textures (png) and mcmeta files
- `kubejs/assets/kubejs/textures/block` where you put block textures (png) and mcmeta files
- `kubejs/assets/kubejs/textures/fluid` where you put fluid textures (png) and mcmeta files
- `kubejs/assets/kubejs/models/block` where you put block models files (json)
- `kubejs/assets/kubejs/models/item` where you put item models files (json)
- `kubejs/assets/kubejs/sounds` where you put sounds (ogg)
- `kubejs/assets/kubejs/sounds.json` where you do *client* sound registry

How to change the textures models or what ever else of other mods

1. Find the mod jar and extract it (you might need to rename to a zip temporarily if you don't have the right tools)
2. Inside you should find `assets` and `data` folder inside should a folder with the mod then further sub folders and various assets and data-s
3. For example `example-v3.42.5.jar/assets/example/textures/item/foo/thingggy.png`
4. Now make this exact folder path in the kubejs folder `kubejs/assets/example/textures/item/foo/thingggy.png`, but use a different image (or whatever)

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