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 <TODO: make and link server datapack load page and client generate assets event page>

The data folder is loaded identically to the data folder in a datapack. If you already have a datapack just copy the folder(s) from inside the datapacks data folder to KubeJS' data folder.

The assets folder is loaded identically to the assets folder in a resourcepack. If you already have a resourcepack just copy the folder(s) from inside the resourcepacks assets folder to KubeJS' assets folder.

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