

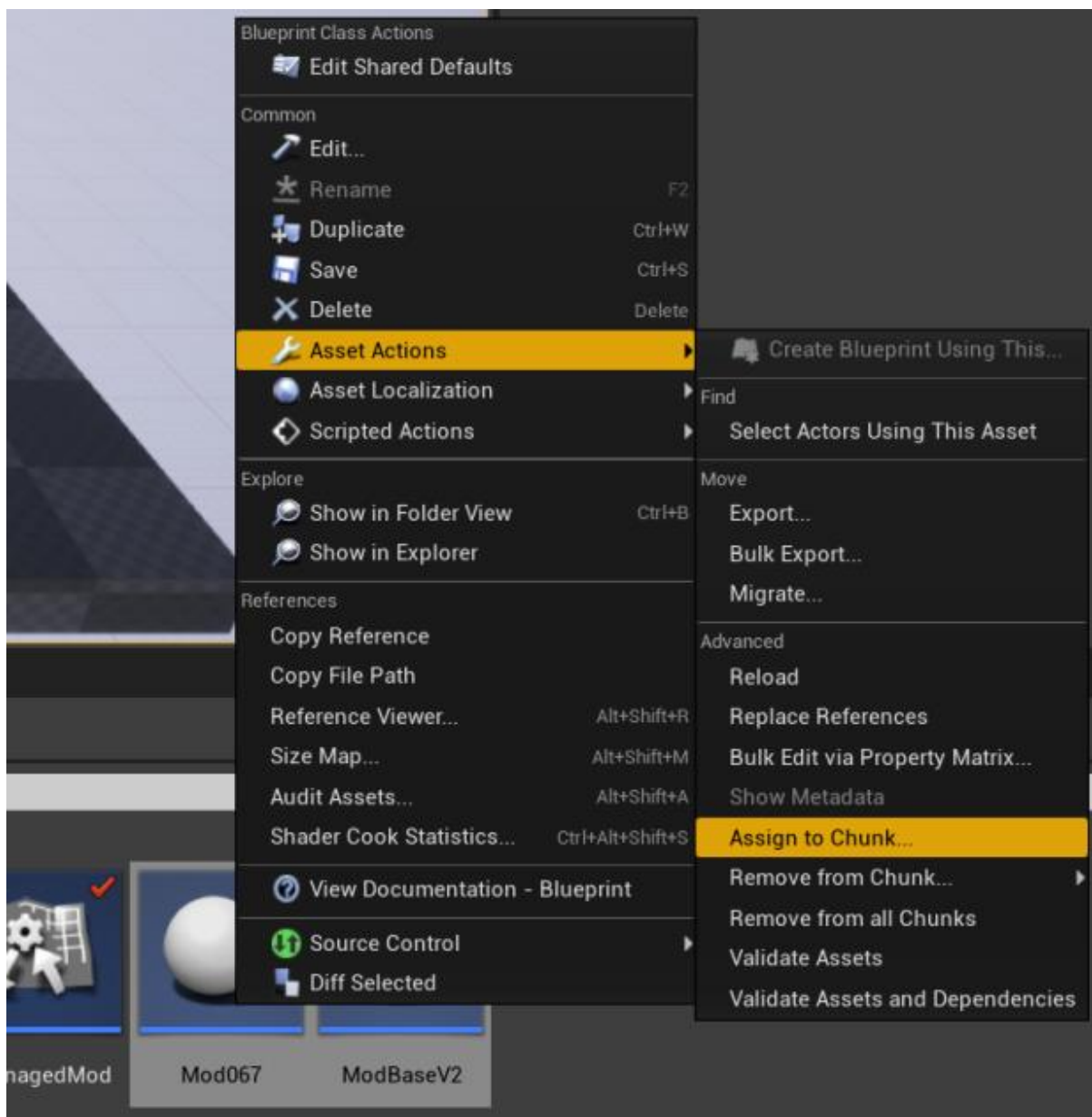
1. Toggle these two checkboxes to true inside package settings -> packaging



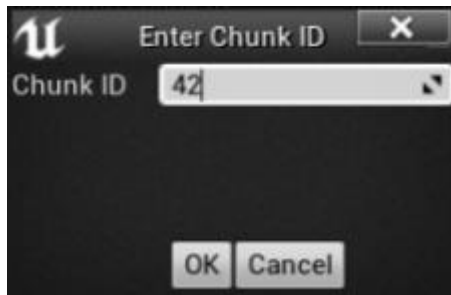
2. Toggle this checkbox to true inside editor preferences -> general – experimental



3. Select the files you want, and hit assign to chunk



4. Enter a memorable chunk ID – you can use anything but 0



5. You can select as many different files as you want anywhere in your project and assign them to the same chunk ID. Or a different chunk ID if you are packing multiple mods at the same time
6. Hit package project as normal
7. Go into WindowsNoEditor\FSD\Content\Paks and you will see all of your files packed into the pak chunk IDs of your selection – you can see that ID 0 is everything in your project

WindowsNoEditor > FSD > Content > Paks			
Search Paks			
Name	Date modified	Type	Size
<input type="checkbox"/> pakchunk0-WindowsNoEditor.pak	08/11/2021 16:49	PAK File	75,211 KB
<input type="checkbox"/> pakchunk42-WindowsNoEditor.pak	08/11/2021 16:49	PAK File	65 KB