

Assets

Currently, it is not possible to import **Assets** as an ES6 module. Any of the **Assets** methods below can simply be called directly in any Meteor server code.

Assets allows server code in a Meteor application to access static server assets, which are located in the **private** subdirectory of an application's tree. Assets are not processed as source files and are copied directly into your application's bundle.

```
{% apibox "Assets.getText" %} {% apibox "Assets.getBinary" %} {% apibox  
"Assets.absoluteFilePath" %}
```

Static server assets are included by placing them in the application's **private** subdirectory. For example, if an application's **private** subdirectory includes a directory called **nested** with a file called **data.txt** inside it, then server code can read **data.txt** by running:

```
const data = Assets.getText('nested/data.txt');
```

Note: Packages can only access their own assets. If you need to read the assets of a different package, or of the enclosing app, you need to get a reference to that package's **Assets** object.