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Subject: Could It Work?

Posted by [Blazer](#) on Wed, 15 Oct 2003 01:46:11 GMT

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htmlgodSeems like quite a task, I mean how does one define a "bad" model or skin? And then, how does one write a program that determines whether models/skins meet the requirements? Is Big Brother watching?

Because of the nature of w3d files. They are not simply image files, they also contain information such as the vertice points and dimensional data, and my checking this its possible to tell that you have a different head on a model, but not a "big head" or that the hitbox is within normal parameters. It is also possible to tell if a file is fan made or WS made (the game developers tools put something in the files that the fan tools do not). Big brother isn't watching, just reading the data that is allready there

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