

# Understanding 3DXChat Avatar Files

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Welcome to my comprehensive research report to understanding 3DXChat avatar files. This document describes how avatar files are created, loaded, and verified. When you finish reading this, you'll know exactly how avatar files work in 3DXChat.

A few people have asked whether I could make a tool that edits your 3DXChat avatar or outfits the same way Wardrobe does in-game. Before I give a final answer, I wanted to actually investigate it properly.

I spent time digging into how 3DX stores avatar data, how the presets work, and whether it's possible to safely build a tool around it.

Here's what I found.

## 1. Avatar files aren't stored in a readable format

When you save an outfit or character, 3DX creates a file on your computer, but that file isn't readable. It's not plain text, not XML, not JSON, not anything you can open or understand. It's a compressed and encoded blob that contains no human-friendly information. In simple terms: **It's a locked box filled with scrambled data.** There's nothing inside that a tool can safely interpret or modify.

## 2. The format is intentionally opaque

World files are readable because they're meant to be shared and edited. Avatar files are not. The character appearance system uses a protected internal format that is designed to be used only by the game itself. So even if someone wanted to decode it, the game gives you no room to work with.

## 3. Even if we could decode it, re-encoding it correctly would be impossible

Even if the data were open, you would need to unscramble it, make changes, and re-scramble it exactly the way the game expects. One tiny mistake makes the file unusable or corrupt. That's not safe for anyone.

## 4. Editing avatars outside the game UI is not supported by the developers

3DXChat is designed so that all character customization happens in the Wardrobe menu through the official in-game interface. There is no API, no export format, no safe method, and no modding hooks for external avatar editing.

## 5. Because of this, I won't be building any avatar editing tools

I only build tools that are stable, safe, and fully supported by how the game works. Avatar editing does not meet those conditions. So to be completely clear:

**I will not be creating any avatar, outfit, or wardrobe-editing tools now or in the future.**

**It's not possible to do safely, and I'm not going to risk users' characters.**

## 6. The good news

While avatar editing isn't possible, world-building tools absolutely are, which is where my focus will remain. If you have any other tool ideas or requests, I'm always listening as long as they're possible within the game's limits. Much love, Amber Marlow.