

WorldSign – Unique & Encrypted ID Signature Metadata For 3DXChat World Files

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What WorldSign Is

WorldSign is a lightweight tool I built to help creators attach a unique, verifiable signature to their 3DXChat world files. It doesn't change your build, doesn't inflate your file size, and doesn't get in your way. Its purpose is simple:

To give builders a way to prove authorship in a community where files can be shared, copied, and reposted without permission.

WorldSign doesn't prevent theft, nothing can. But it does give you a way to say, "Yes, I made this," and back it up with a signature that's extremely hard to remove or fake.

It's an authenticity layer, not a lock.

Why This Exists

Anyone who's been around long enough knows this:

- Once a world file leaves your machine, it's out of your control.
- People can claim your work. They can modify it. They can redistribute it.

WorldSign doesn't try to "stop" them, that's impossible.

Instead, it gives you something practical:

- A cryptographically-linked signature tied to your personal seed
- An anti-tamper mechanism that resists being stripped out
- A way to verify whether a file still contains your signature
- A way to remove your own signature from your own file
- It's a simple, clean, builder-friendly solution to a very old problem.

A Quick Reality Check

Nothing in this world, digital or otherwise, is 100% secure.

A determined attacker with enough time, skill, and motivation can eventually:

- Reverse-engineer any file
- Patch out metadata
- Imitate patterns
- Fake things by hand

So let's be clear:

- WorldSign doesn't prevent theft.

What it does is give you evidence, consistency, authorship proof, and a reliable way to protect your identity as a creator.

That's the entire point.

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How the Seed Works

When you run WorldSign for the first time, it creates a file called seed.txt.

This is your identity key. It never changes unless you delete it, and you should never share it with anyone for any reason.

Why?

Because:

- Anyone with your seed can impersonate your signature.
- Anyone can create worlds that look like you signed them.
- Your seed is the only thing linking your identity to your signatures.

Think of it like a password mixed with a digital fingerprint:

- You keep it.
- You protect it.
- You never upload it or send it to anyone.

Lose it? You lose your ability to sign new worlds with the same identity.

Share it? Anyone can forge your signature.

Using the WorldSign GUI

Everything is built to be simple and clean.

1. Selecting Your World File

Click Browse

Choose any .world file

The path will fill in automatically

2. Signing a World

Enter your Builder Name (alphanumeric, up to 16 characters, no spaces).

Enter a version tag (default 1.0.0) (Just for version control of world versions, not security related).

Click Sign World

If the world is large enough and doesn't contain a foreign signature, you'll see:

OK Signature successfully written

The signature is cryptographically embedded directly into the selected world file.

3. Verifying a World

Click Verify

If the file contains any signatures, you'll see:

- **Builder name**
- **Timestamp**
- **Version**

If nothing is found:

No signature found.

4. Removing a Signature

Click Remove Signature

A signature can only be removed if:

- It was created with your seed
- The seed matches exactly

If not, removal is denied:

- [This world was not signed with your local seed.txt.](#)

This prevents someone else from removing your signature from a copied world.

What WorldSign Adds to Your Workflow

- You can prove authorship cleanly
- You can sign your finished worlds before release
- Server owners, admins, and customers can verify your work
- You maintain control of your creative identity

WorldSign won't stop the cloners, but it gives the legitimate side of the community the tools to recognize the real builders behind the work.

That's why I made it.

Much love,
Amber Marlow

Notes about technical limitations and assuring secure authenticity:

Due to technical, and mathematical constraints, if a world file does not contain enough data, a secure signature cannot be validated. There must be enough data in the target world file to salt the encryption. World files smaller than 1000 objects will fail to be signed. This tool is intended for finished works that will be shared publicly or sold and subject to future revision.