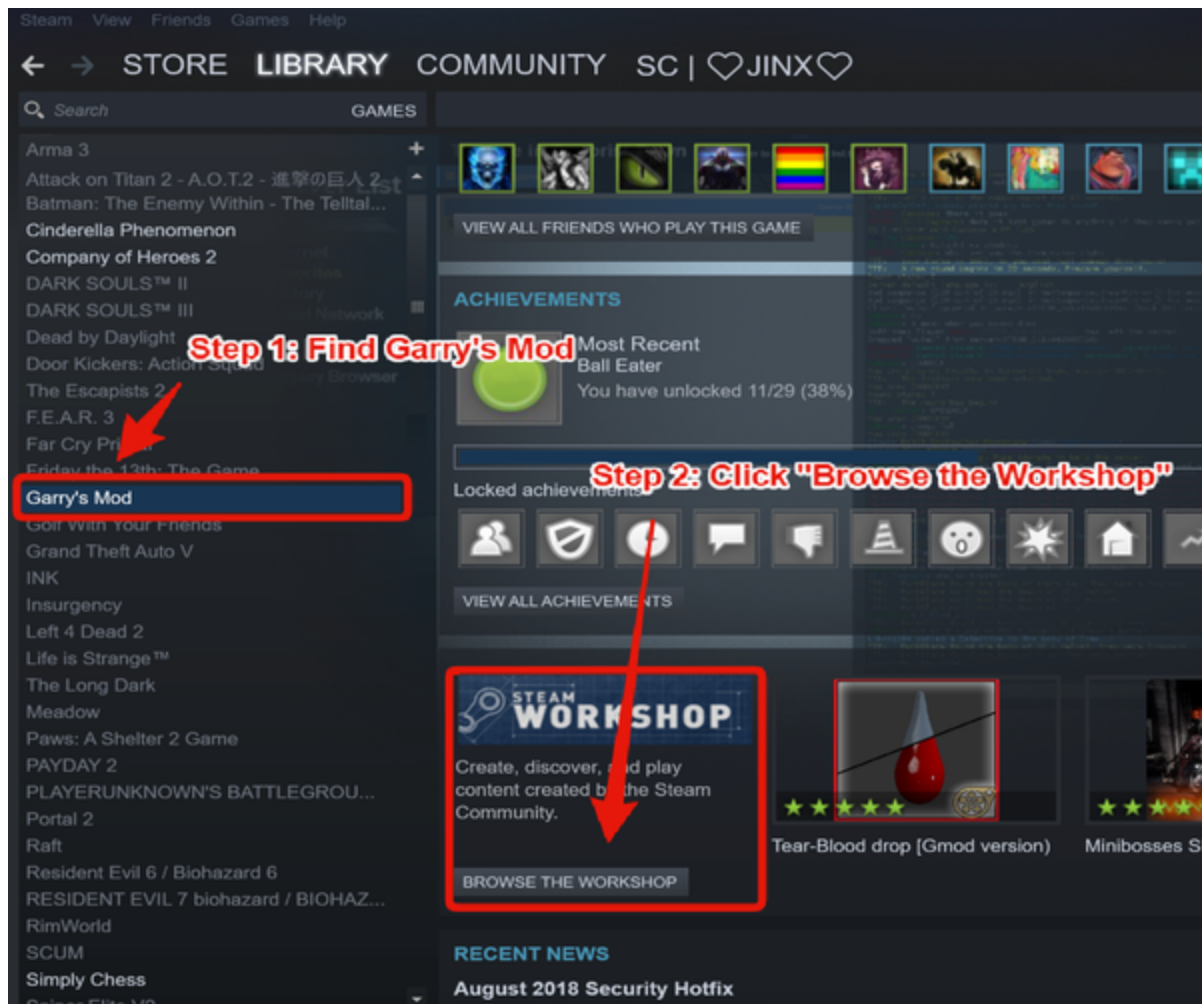


All credit to Jinx from SpaceCats TTT. Reposting to keep it alive for the future and to benefit the Dinkleberg's TTT Community.

I've gotten a lot of questions from community members and staff on how to check player model hitboxes, so I thought I'd make a tutorial showing you how it's done! This is going to start at the very first step and guide you through the entire process to make this as easy as possible.

Step 1: Find the model you want to check on the Steam Workshop.

Access the Steam Workshop from Steam.



Search for the model you want using the search box. You can use the sidebar to sort by models only.



garry's mod

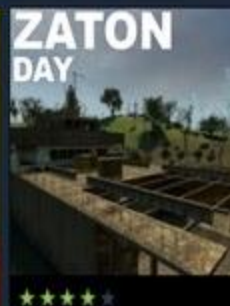
Modding at its finest

Discover addons, save games, demos, and more, and add them to Garry's Mod with a click of a button. Want to create and share your own creations? Click [here](#) to learn how.

Use this search bar to find the model you're looking for

Home Browse ▾ Discussions About

Most Popular Addons in the past week



Your Workshop Files

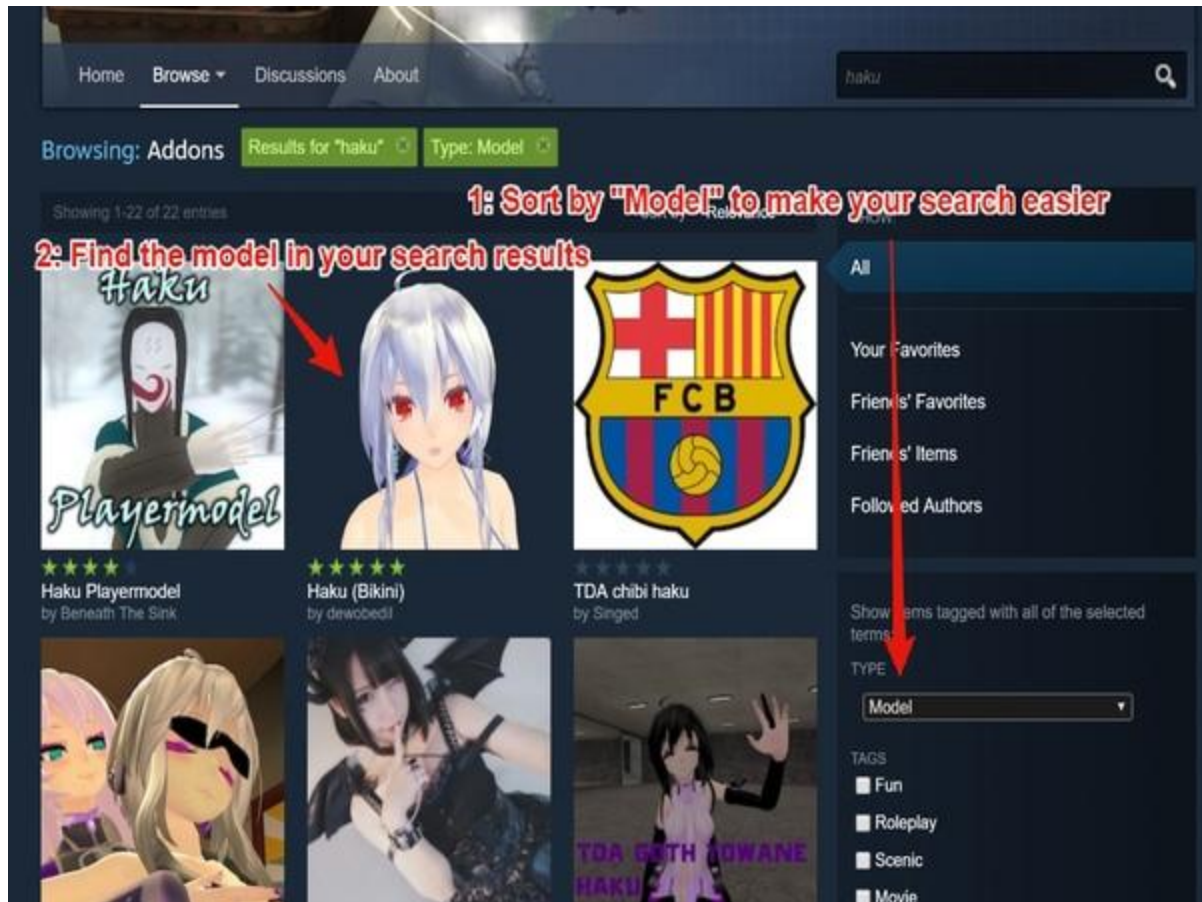
Your Files ▾

[Browse Addons](#)

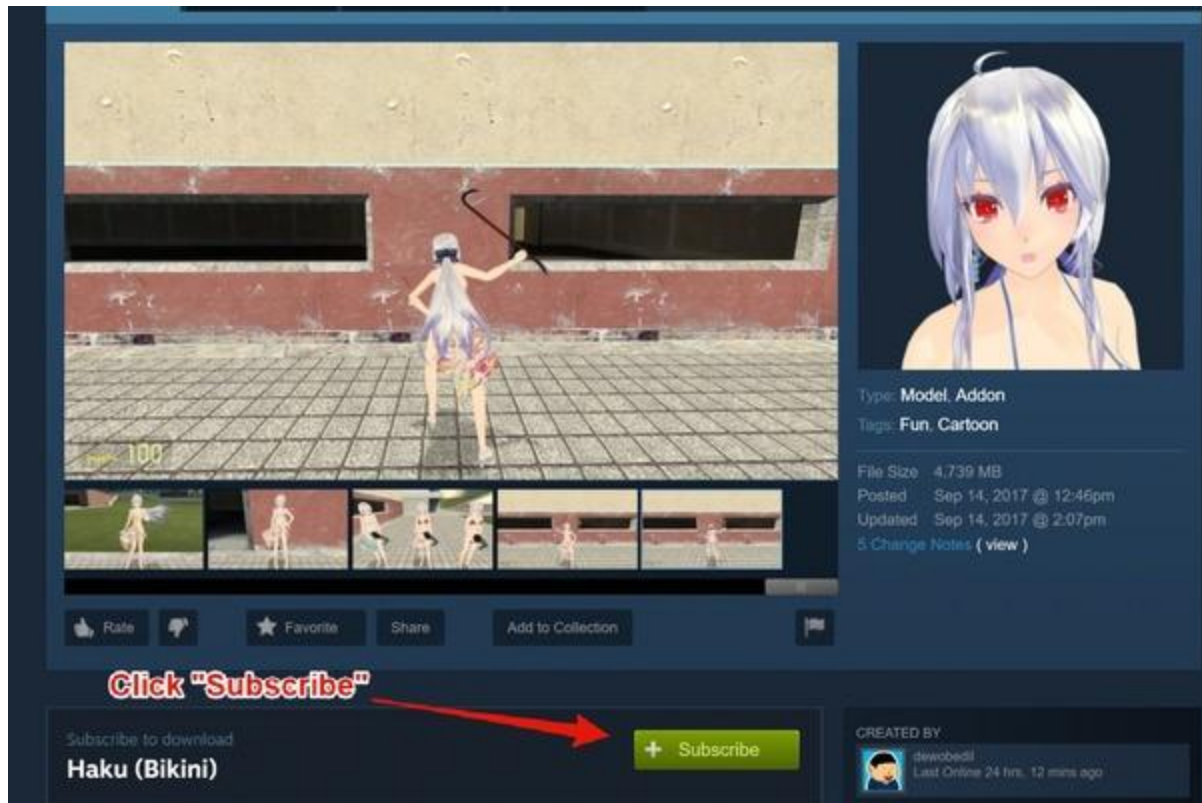
[Most Popular](#)

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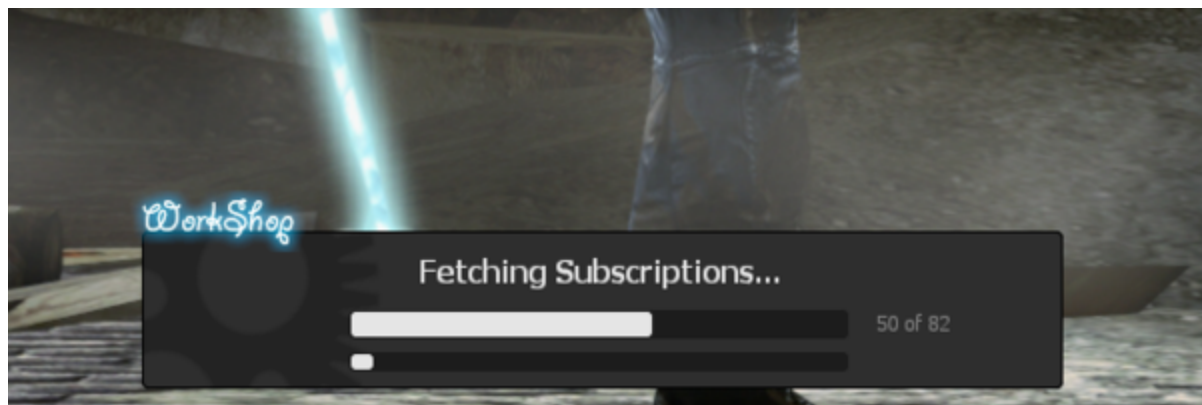
[Most Recent](#)



Subscribe to the model



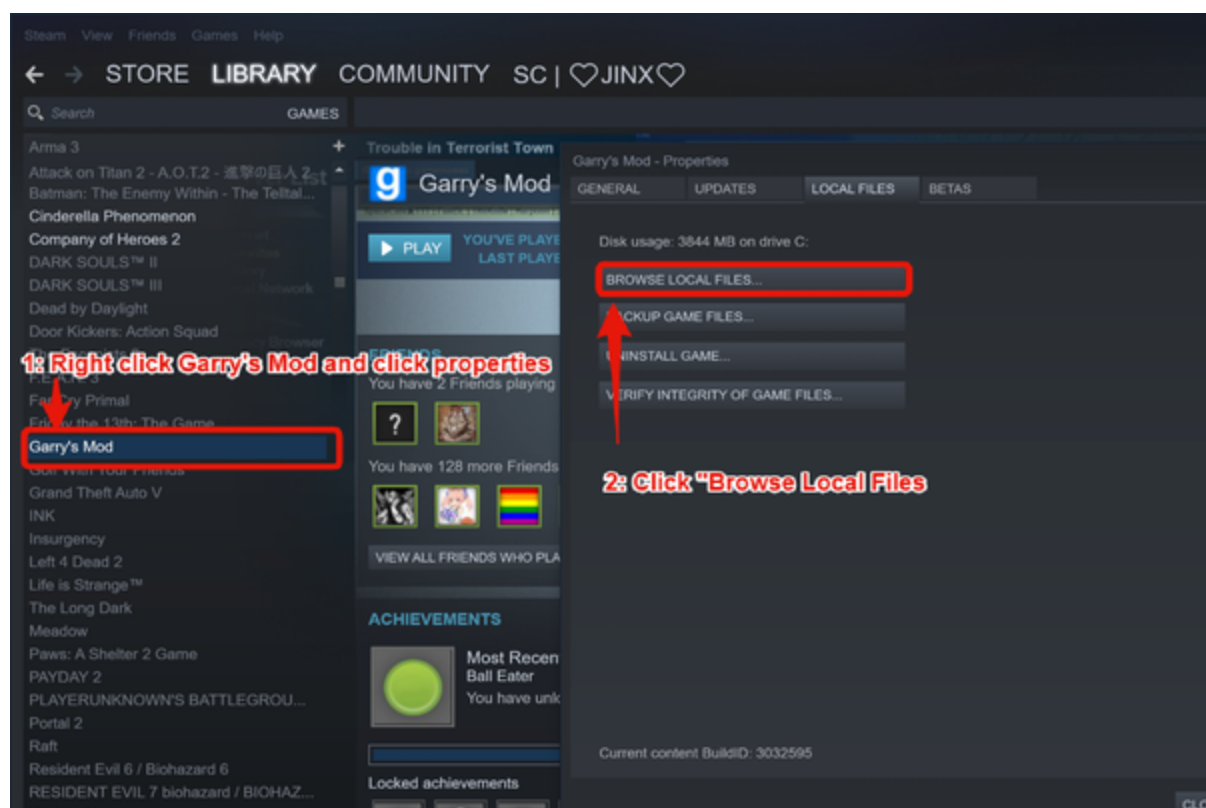
Download the addon: Open Garry's Mod and you should see the below loading screen pop up. Once this goes away, you can close the game.



Now you should have the addon in your Gary's Mod addon's folder. Now let's find it!

Step 2: Finding the addon in the folder and converting it.

Find where Garry's Mod is located on your computer



This is the page that opens. It should open you up to the "GarryMod" folder in your Steam programs folder.

Now there are two steps here:

Step a: Right click on the folder labeled "bin" and click "open in a new window". Set that window aside for now, you'll need it later.

Step b: Go back to the "GarryMod" folder and open the "garrysmo" folder.

a.

View

PC > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod

Name	Date modified	Type	Size
_CommonRedist	8/6/2018 7:19 PM	File folder	
bin	10/3/2018 1:29 PM	File folder	
databases-incognito	9/18/2018 4:19 PM	File folder	
garrysmo	10/3/2018 1:30 PM	File folder	
platform	8/6/2018 7:20 PM	File folder	
sourceengine	8/6/2018 7:20 PM	File folder	
FactoryReset-GMod	8/6/2018 7:19 PM	Windows Batch File	3 KB
hl2	8/16/2018 11:34 PM	Application	188 KB
hl2_180814_crash_2018_9_24T6_47_50C0....	9/24/2018 2:48 AM	MDMP File	254 KB
steam_appid	10/3/2018 1:29 PM	Text Document	1 KB
ThirdPartyLegalNotices	8/6/2018 7:15 PM	Text Document	53 KB

Right click "bin" and click "Open in new window"

b.

View

C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod

Name	Date modified	Type	Size
_CommonRedist	8/6/2018 7:19 PM	File folder	
bin	10/3/2018 1:29 PM	File folder	
databases-incognito	9/18/2018 4:19 PM	File folder	
garrysmo	10/3/2018 1:30 PM	File folder	
platform	8/6/2018 7:20 PM	File folder	
sourceengine	8/6/2018 7:20 PM	File folder	
FactoryReset-GMod	8/6/2018 7:19 PM	Windows Batch File	3 KB
hl2	8/16/2018 11:34 PM	Application	188 KB
hl2_180814_crash_2018_9_24T6_47_50C0....	9/24/2018 2:48 AM	MDMP File	254 KB
steam_appid	10/3/2018 1:29 PM	Text Document	1 KB
ThirdPartyLegalNotices	8/6/2018 7:15 PM	Text Document	53 KB

Open "garrysmo"

Open the "addons" folder and then find your model. The name is usually the name displayed in the steam workshop.

View

PC > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > garrysmo

Name	Date modified	Type	Size
addons	10/2/2018 7:17 PM	File folder	
backgrounds	8/6/2018 7:19 PM	File folder	
bin	8/16/2018 11:35 PM	File folder	
cache	8/10/2018 12:48 A	File folder	

Open the "addons" folder

Nicol's Note: Since the January 2020 GMod update, new or updated add-ons to the workshop now save within Steam\steamapps\workshop\content\4000

View

PC > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > garrysmo > addons

Name	Date modified	Type	Size
gm_genesis_266666023.gma	8/10/2018 12:40 A	GMA File	170,969 KB
gm_northwest_airfield_157884508.gma	8/10/2018 12:40 A	GMA File	60,324 KB
gmod_tower_accessories_pack_14821527...	8/10/2018 12:42 A	GMA File	87,670 KB
gmsc_tornado_map_series_138069183.g	8/10/2018 12:41 A	GMA File	381,706 KB
gun_stats_for_ttt_and_darkrp_300375321.	8/10/2018 12:42 A	GMA File	15 KB
guro_lolita_without_bag_and_umbra_mo...	8/10/2018 12:43 A	GMA File	28,132 KB
haku_(bikini)_1135026995.gma	8/10/2018 12:39 A	GMA File	29,394 KB
halo_2_spartan_player_models_43296544...	9/27/2018 6:36 PM	GMA File	11,894 KB
halo_2_zanzibar_340241469.gma	9/27/2018 6:33 PM	GMA File	16,988 KB
halo_3_the_guardians_777818458.gma	9/27/2018 6:33 PM	GMA File	3,678 KB

1: Find the addon you subbed to 2: Right click it, and copy it (ctrl + c)

Right-click the addon and copy it (ctrl + c) then go to the window that has your "bin" folder in it. Once in your "bin" folder, look for an application called "gmad". (Everyone has this application, it comes with your copy of Garry's Mod).

View

Manage

C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > bin

Name	Date modified	Type	Size
 ghostface_player_model_(scream)_16696...	10/2/2018 6:46 PM	GMA File	1,522 KB
 glview	8/6/2018 7:17 PM	Application	196 KB
 gmad	8/16/2018 11:21 PM	Application	328 KB
 gmod_audio.dll	8/16/2018 11:34 PM	Application extens	112 KB
 gmpublish	8/16/2018 11:21 PM	Application	348 KB

Once you find it, paste (ctrl + v) the addon you copied into the "bin" folder and drag it onto the "gmad" application. You will see a window pop up and then disappear.

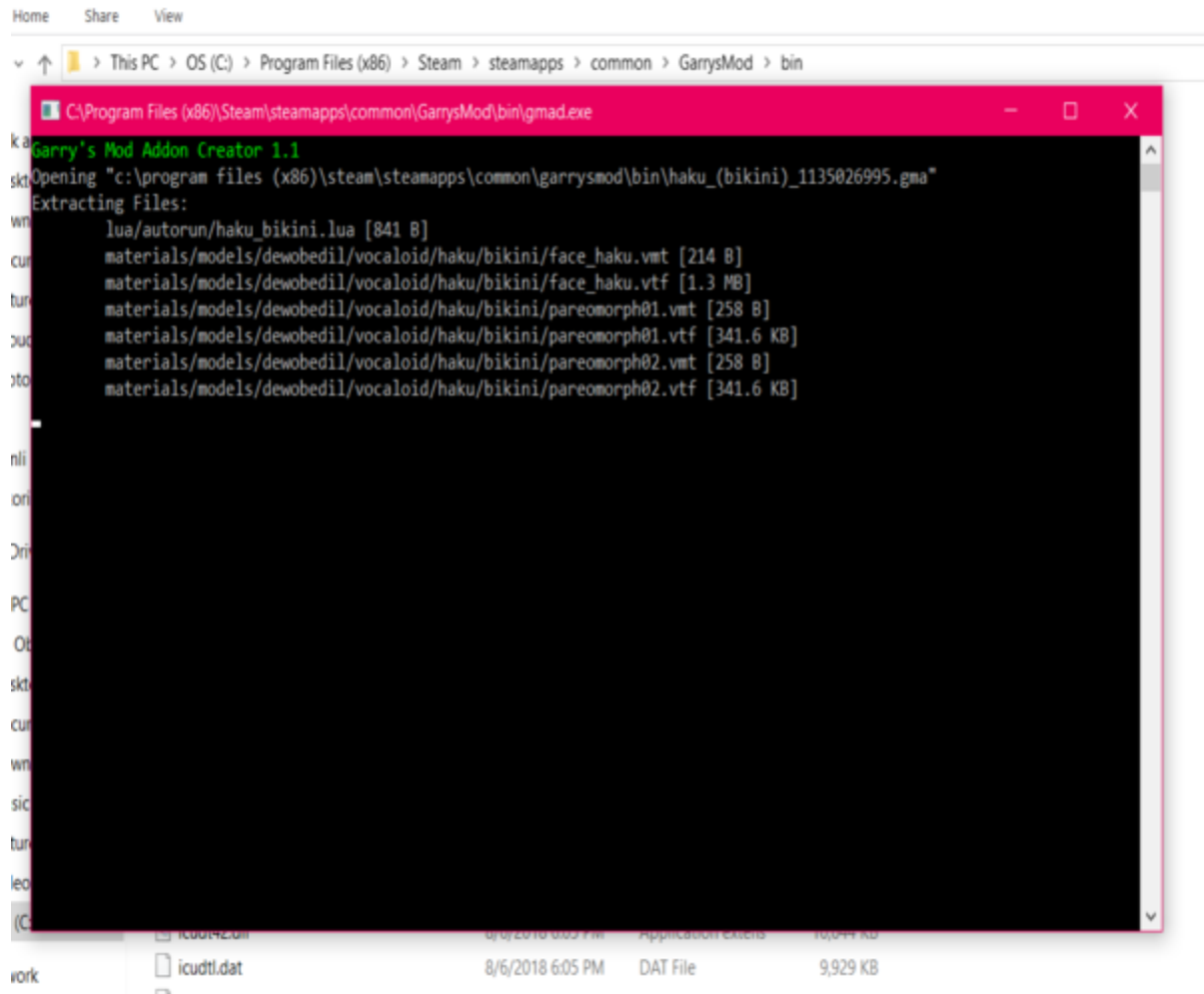
View

C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > bin

Name	Date modified	Type	Size
 ghostface_player_model_(scream)_16696...	10/2/2018 6:46 PM	GMA File	1,522 KB
 glview	8/6/2018 7:17 PM	Application	196 KB
 gmad	8/16/2018 11:21 PM	Application	328 KB
 gmod_audio.dll	8/16/2018 11:34 PM	Application extens	112 KB
 gmpublish	8/16/2018 11:21 PM	Application	348 KB
 haku_(bikini)_1135026995.gma	8/10/2018 12:39 A	GMA File	29,394 KB
 halflife2.fgd	8/6/2018 6:38 PM	FGD File	203 KB
 hammer	8/16/2018 11:34 PM	Application	186 KB
 hammer_dll.dll	8/16/2018 11:21 PM	Application extens	5,828 KB

Drag your addon onto the "gmad" application

Drag your addon onto the "gmad" application



Then you should notice a new folder at the top of your "bin" folder that has the name of your addon. Copy (ctrl + c) that folder, and paste (ctrl +v) it back into your "addons" folder.

View

C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > bin

Name	Date modified	Type	Size
Awesomium.framework	8/6/2018 7:20 PM	File folder	
diviis_werewolf_playermodel_235587037	10/2/2018 7:08 PM	File folder	
filters	8/6/2018 7:19 PM	File folder	
ghostface_player_model_(scream)_16696...	10/2/2018 7:13 PM	File folder	
haku_(bikini)_1135026995	10/3/2018 2:58 PM	File folder	
jason_voorhees_player_model_240138614	10/2/2018 7:05 PM	File folder	
tda_rotten_miku_(v2)_330331498	10/2/2018 7:01 PM	File folder	

Copy (ctrl + c) the folder

View

C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > garrysmo... > addons

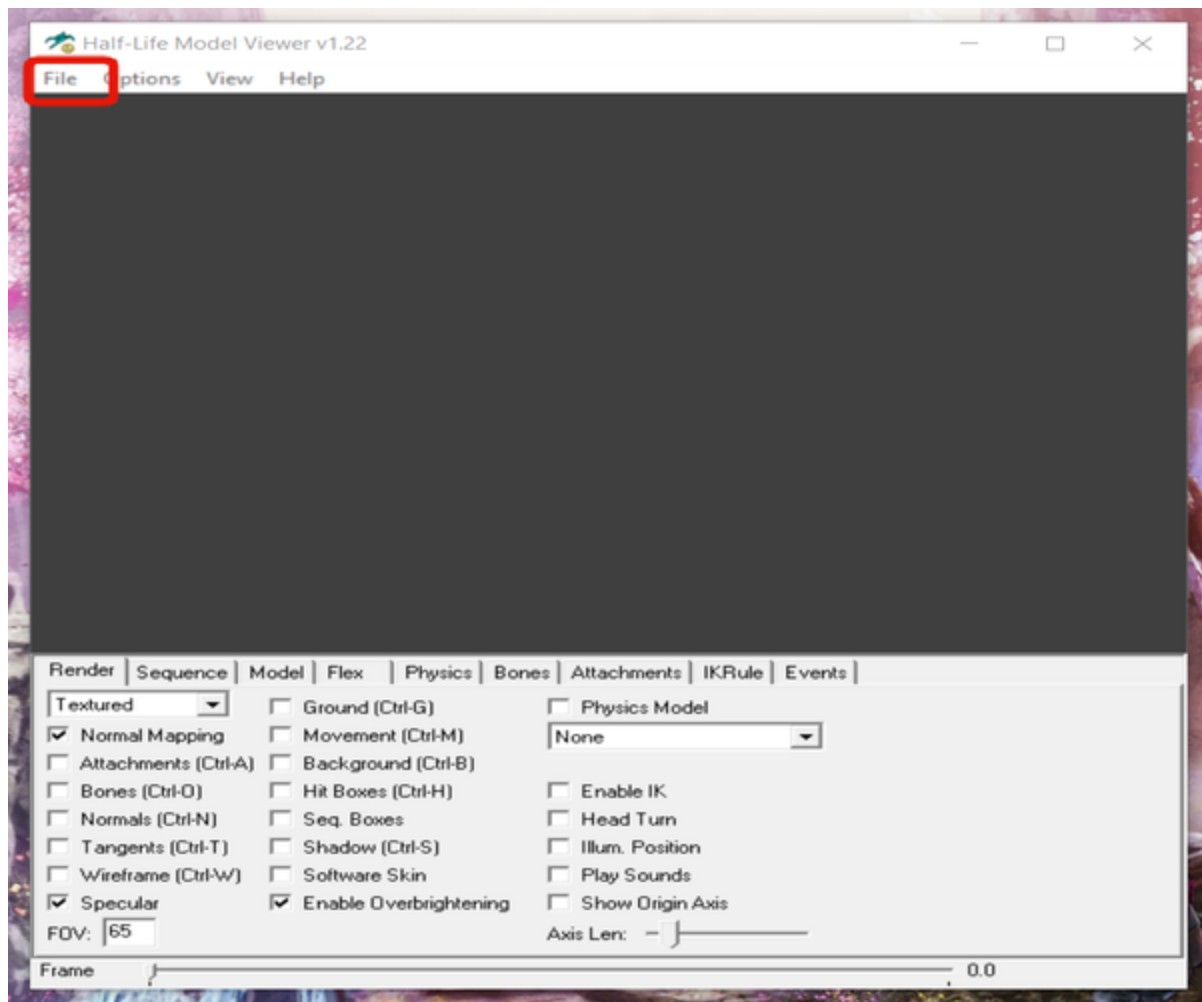
Name	Date modified	Type	Size
haku_(bikini)_1135026995	10/3/2018 3:14 PM	File folder	
jason_voorhees_player_model_240138614	10/2/2018 7:05 PM	File folder	
tda_rotten_miku_(v2)_330331498	10/2/2018 7:02 PM	File folder	
zack_halloween_playermodel_242707219	10/2/2018 7:17 PM	File folder	
[fateapocrypha]_astolfo_player_model_fi...	8/10/2018 12:39 A	GMA File	42,411 KB

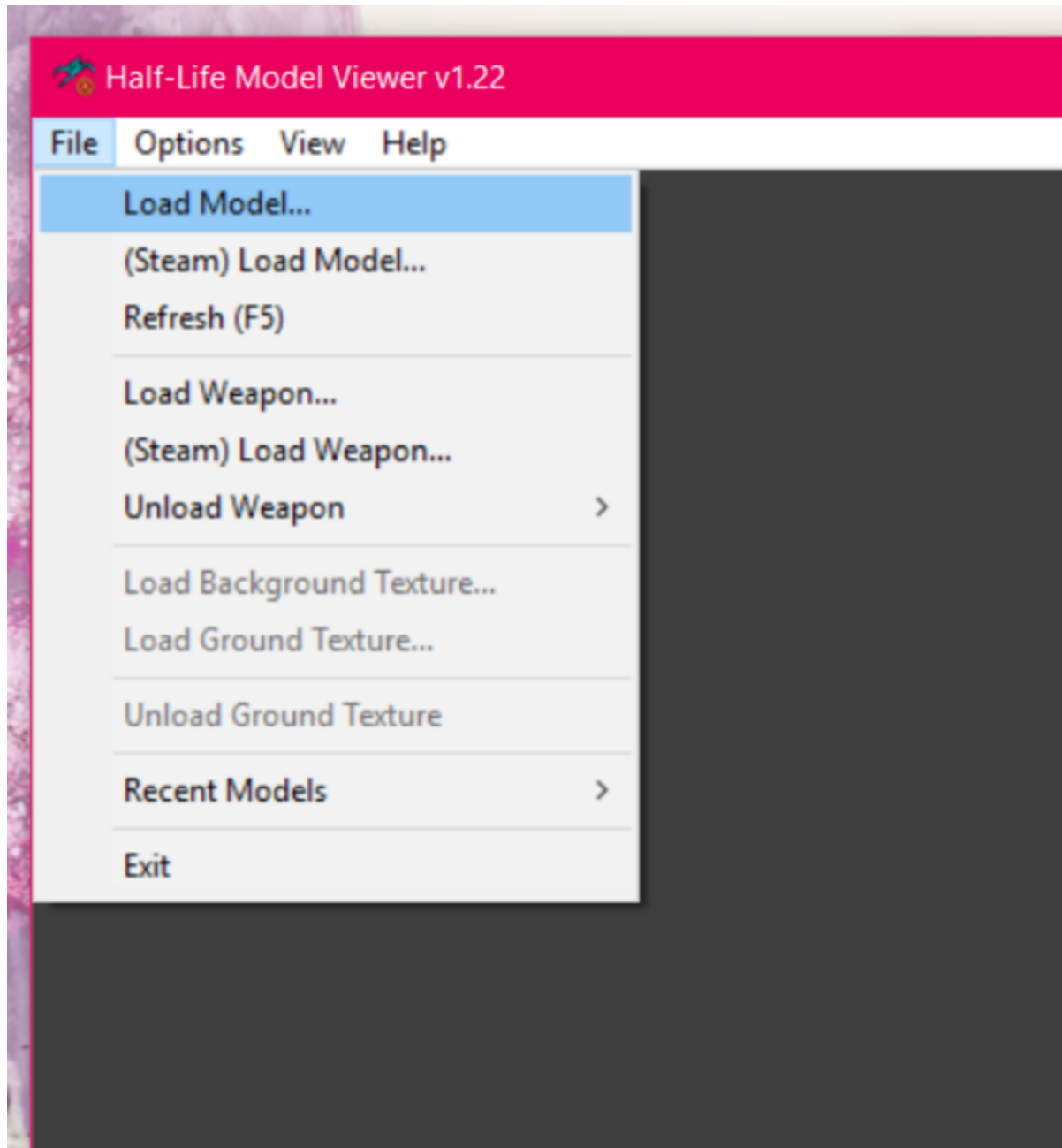
Step 3: Using hlmv to check hitboxes.

Like gmad, everyone has hlmv in their "bin" folder because it comes with your copy of Garry's Mod. So let's find it. Go to your "bin" folder and find the application labeled "hlmv".

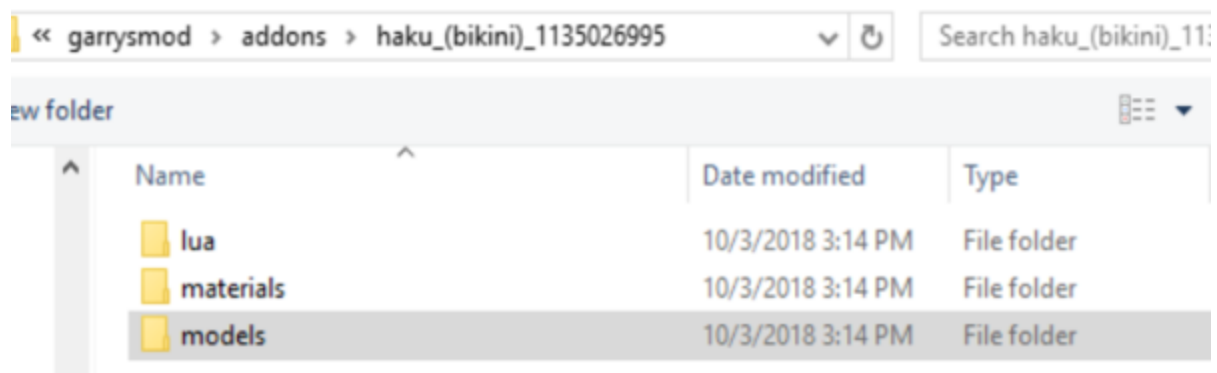
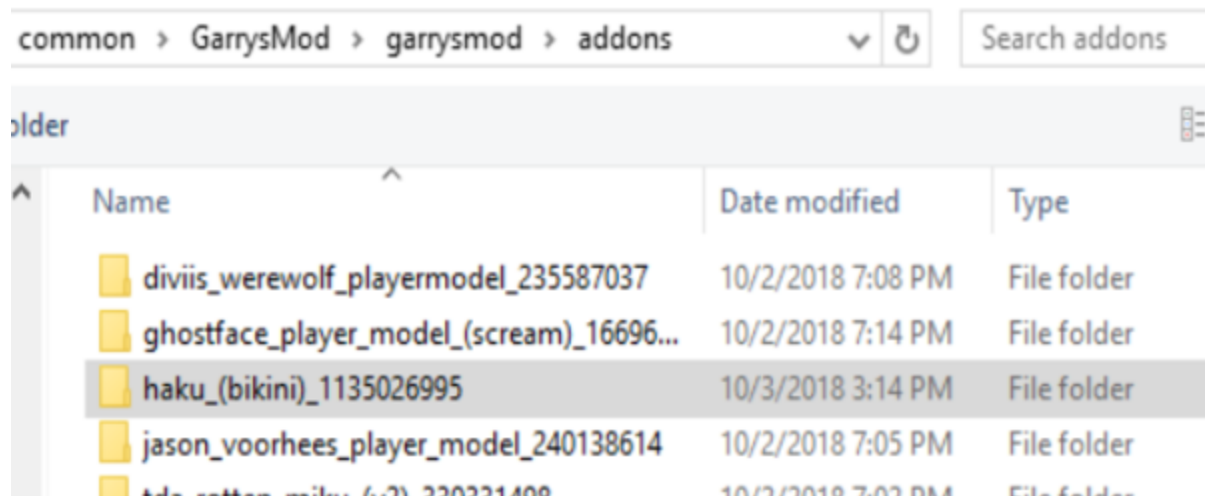
View Manage			
C > OS (C:) > Program Files (x86) > Steam > steamapps > common > GarrysMod > bin			
Name	Date modified	Type	Size
headtrack_oculus.dll	8/6/2018 6:05 PM	Application extens	363 KB
height2normal	8/6/2018 6:05 PM	Application	680 KB
height2ssbump	8/6/2018 6:05 PM	Application	690 KB
hlfaceposer	8/16/2018 11:21 PM	Application	1,748 KB
hlmv	8/16/2018 11:21 PM	Application	525 KB
hlmv.rf	10/2/2018 7:20 PM	RF File	2 KB
icudt.dll	8/6/2018 6:05 PM	Application extens	5,109 KB
icudt42.dll	8/6/2018 6:05 PM	Application extens	10,644 KB

Now open hlmv. Click File and find your model's addon folder in addons. The easiest way to do this is by copying the file path, and pasting it into the hlmv open window.

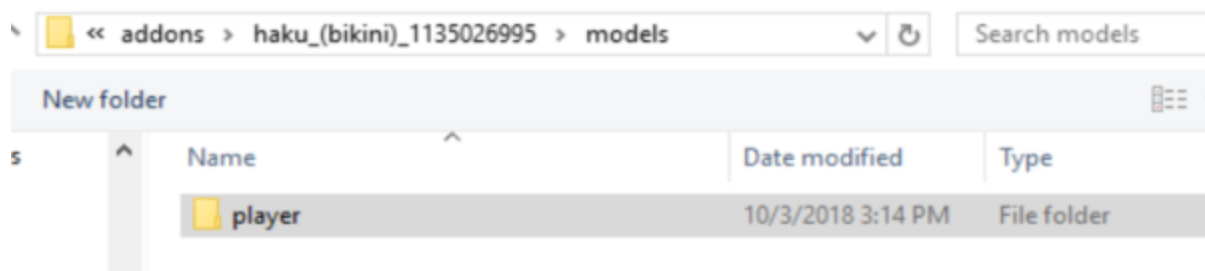


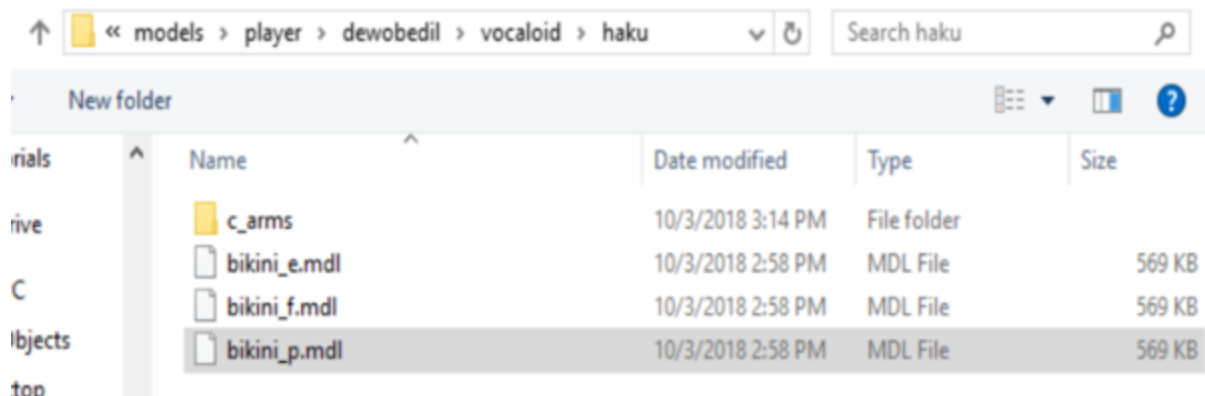
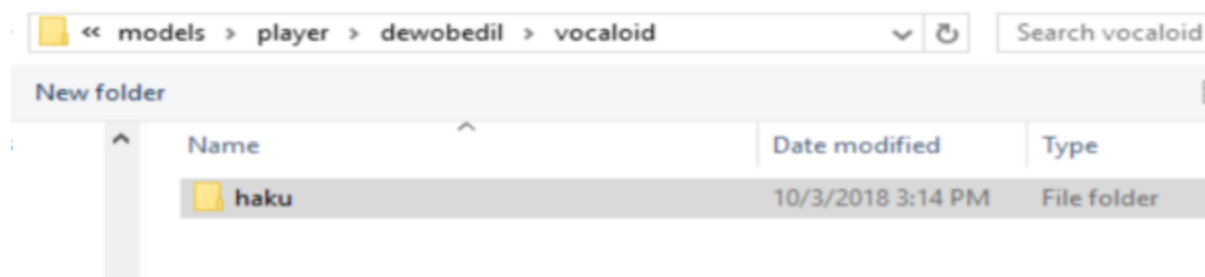
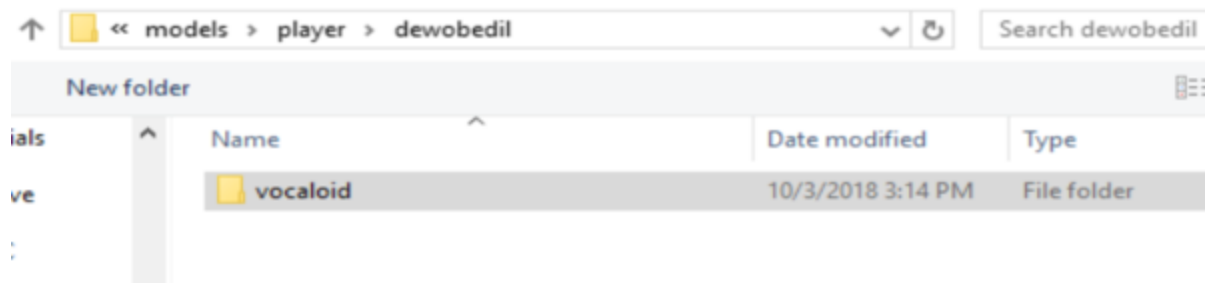
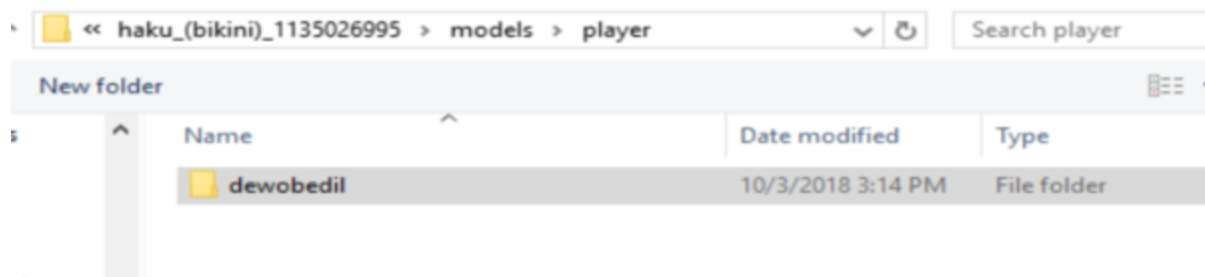


The next thing is going to be finding what to open. This is slightly different for every model, depending on how the model creator packaged the model, but the end file always looks similar. If you have any questions during this step, you can always ask me. I'm going to show you the folder progression so you can see that it's easy, regardless of how many folders you have to go through, to get to the model you open.



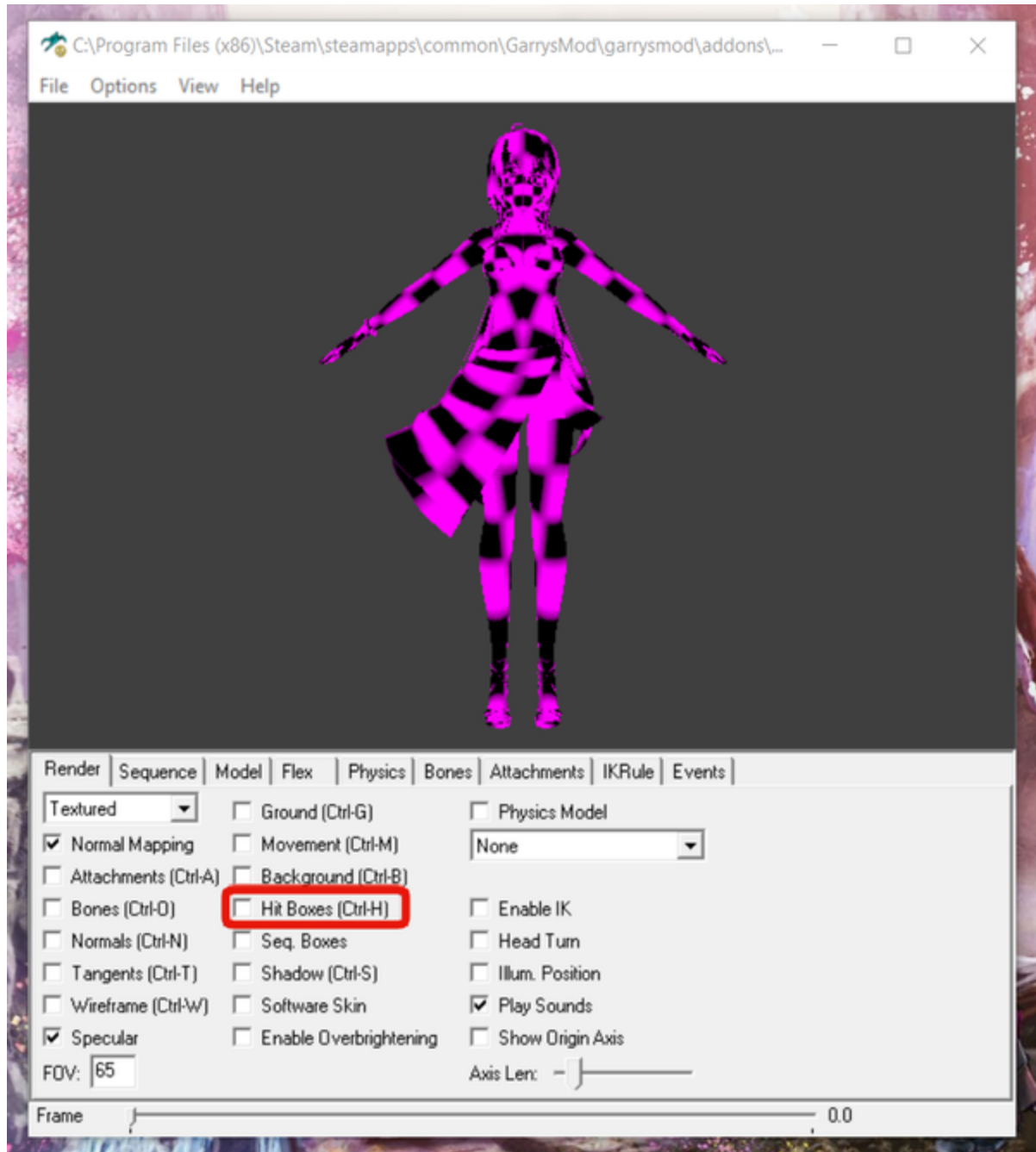
Nicol's Note: If you would like to see the textures of the model when viewing it in the model viewer, copy and past the materials folder into Steam\steamapps\common\GarrysMod\garrysmode



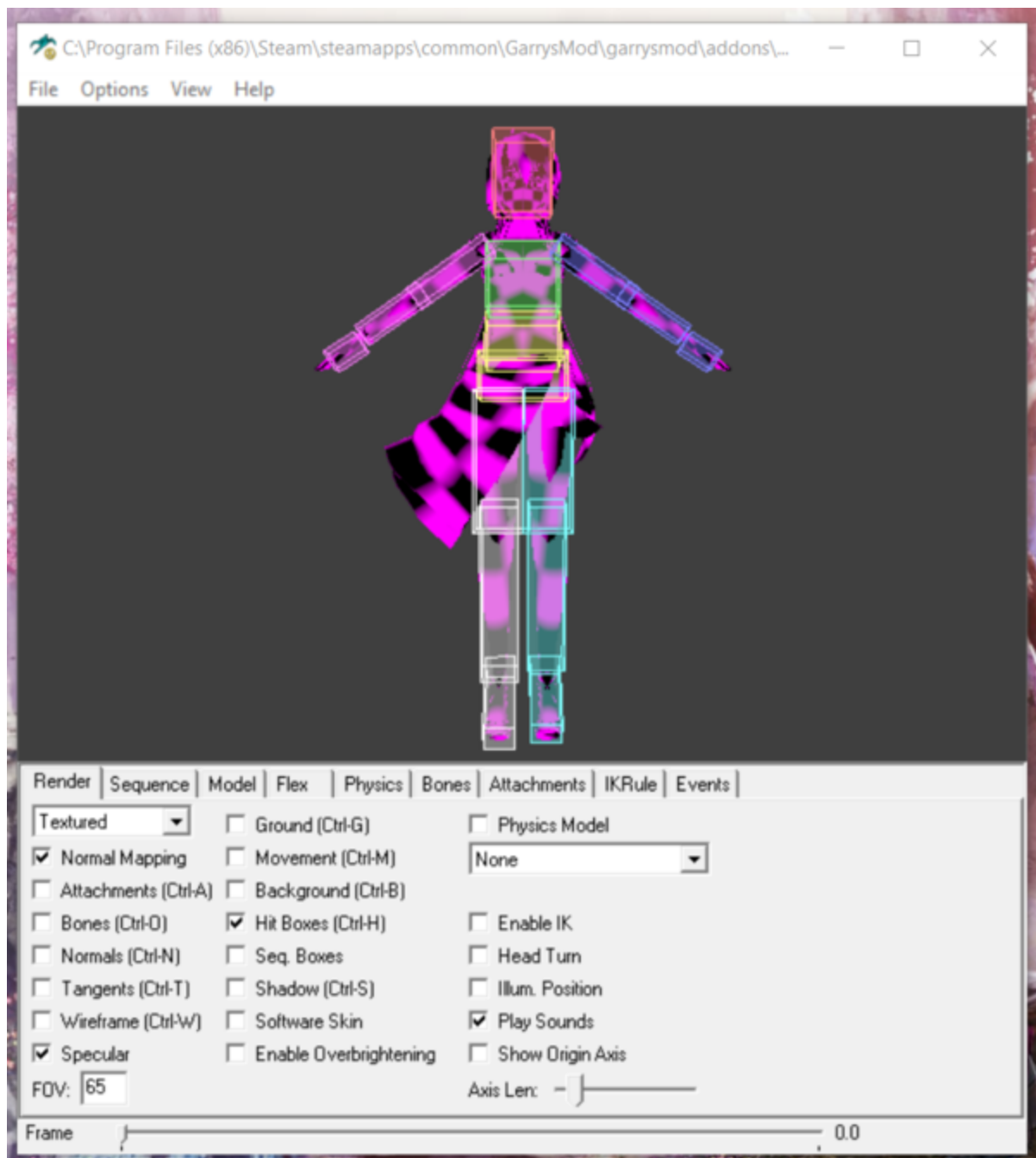


As you can see, there are **a lot** of random folders you have to get through to actually find a .mdl file. But there is a pretty clear path to get to them, so it's not too difficult. The .mdl files are the ones you're looking for. There are multiple different body groups for my model because there are different factors such as color and accessories that come into

play, but most modes will only have 1 or 2 .mdl files. You can choose any of these .mdl files to check because they will all have the same hitboxes. Now open the .mdl file of your choosing. It will look like this:

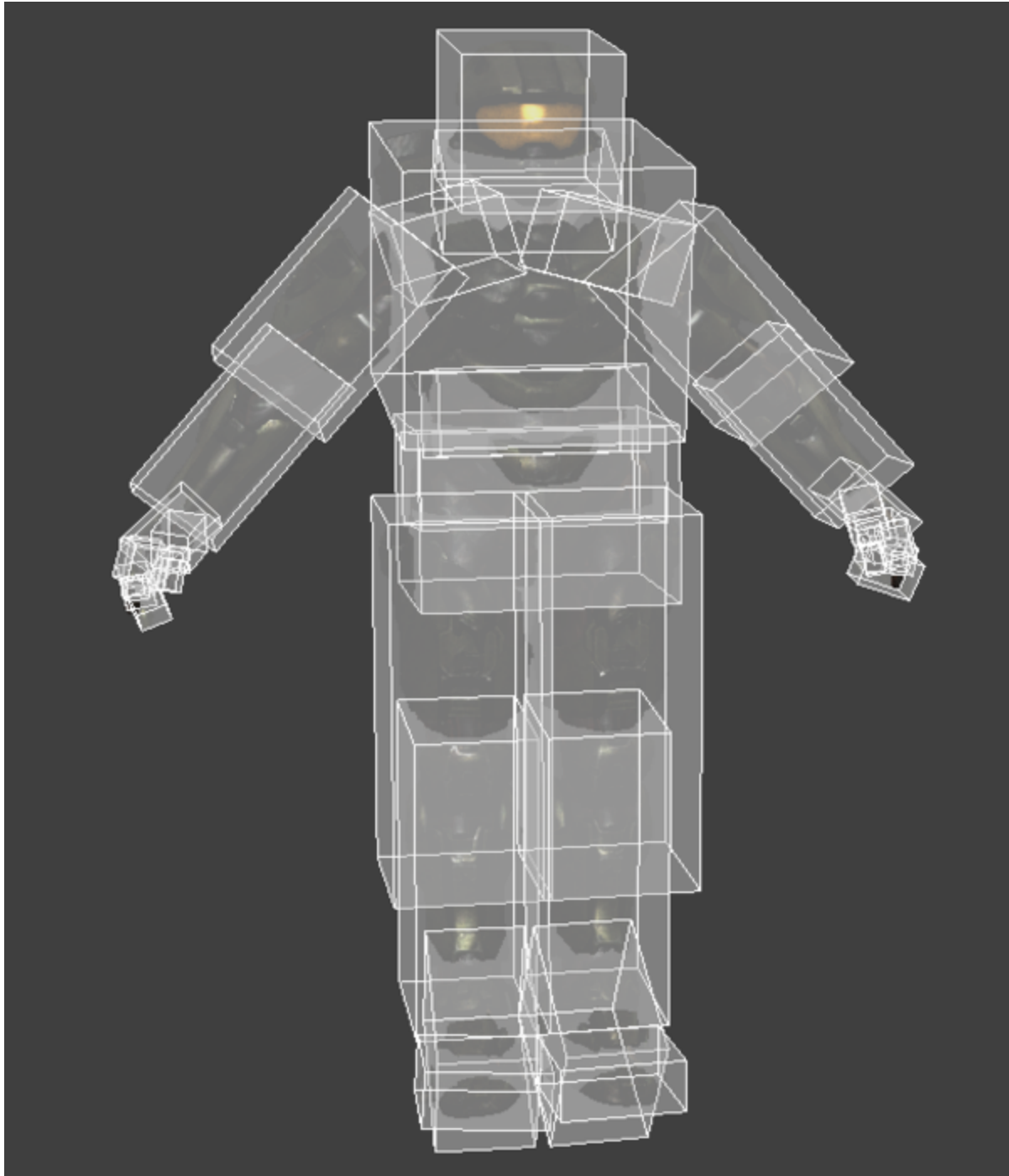


Notice that the checkbox for hitboxes is unchecked. Check it, and you will be able to see this:

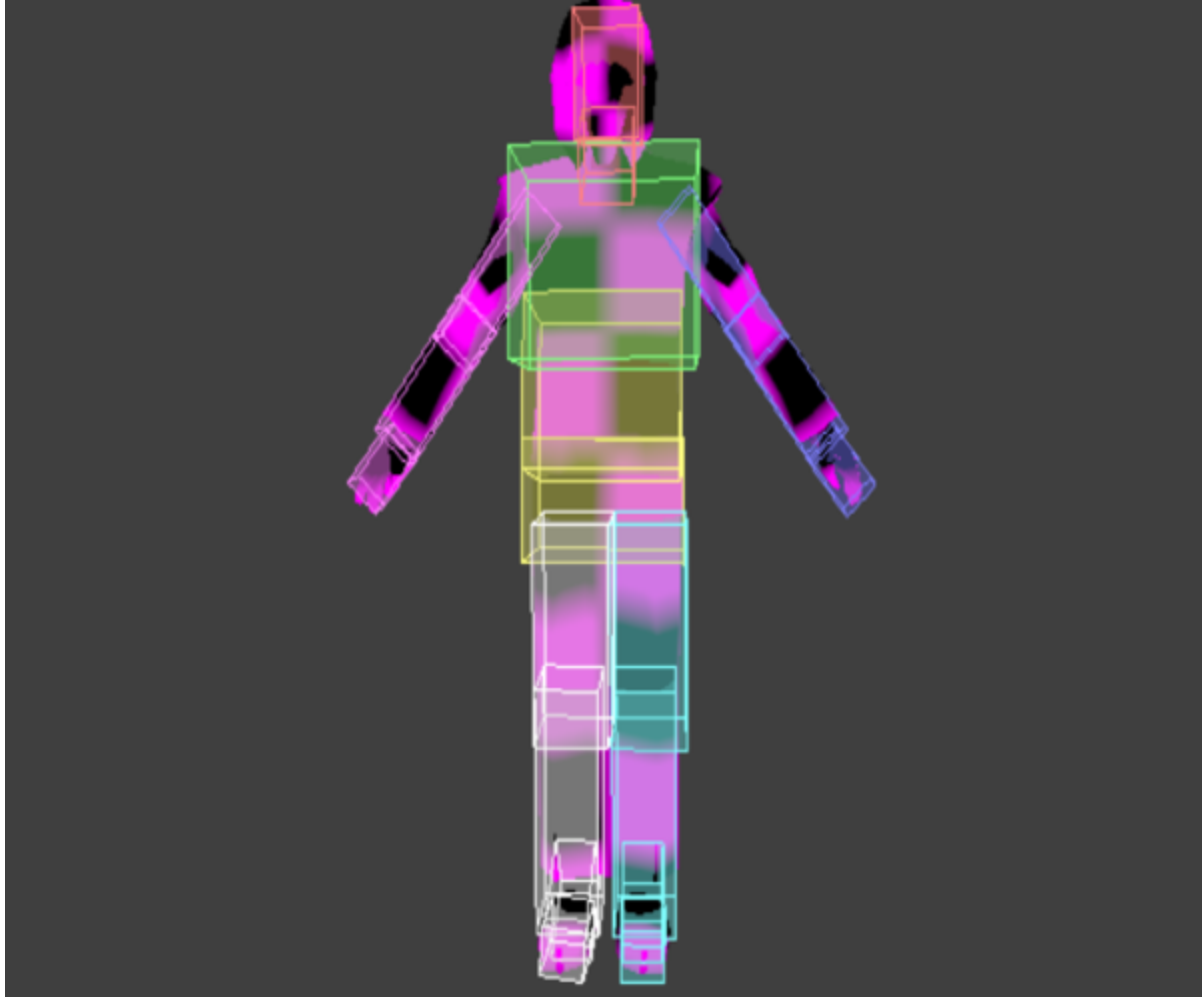


This is the most important part of the process. The part that shows you if the model has usable TTT hitboxes. Notice each hitbox area has a different color. The head is separate from the body, and the body is separate from the limbs. This means that this model is good to go!

The hitboxes **must** be this way in order to function properly. Hitboxes like this are not acceptable:



The hitboxes also must fit the body part it's covering. For example, it cannot leave areas unguarded like this:



Notice how the sides of the head are not covered by the box. This wouldn't work and could prevent players from getting proper headshots on the model.

Nicol's Note: Just because a model's hitbox is okay, doesn't mean it is good to use on the server. Size of the model compared to other models are equally important and will always be checked by testers.