

THE HIDDEN CIRCLE GAZETTE

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RESOURCES

3DXOne

BY CURT ROSEWOOD — 2026-06-06



A Companion App With Big Ambitions

There is a familiar problem in 3DXChat. The game itself gives us the world, the avatars, the rooms, the music, the dancing and the people. But much of the actual community life happens around the edges.

Events are announced elsewhere. DJs juggle stream links. Room owners try to keep regulars informed. Creators share builds through scattered channels. Friends arrange watch parties, clubs build identities, and communities slowly become bigger than the room list can comfortably contain.

3DXOne¹ is an attempt to gather some of that surrounding life into one place.

Created by *XxPLAYBOYxX*, also known to many players as *YOSHII*, 3DXOne is a companion application for 3DXChat. It is not part of the official game, and importantly, it does not claim to modify the game. The current version is designed as a separate Windows desktop app that runs alongside 3DXChat, using an external overlay and floating dock system rather than injecting itself into the client.

¹<https://3dxone.app>

That distinction matters. 3DX players have learned to be cautious around third-party tools, and rightly so. According to the official 3DXOne site, the app does not inject DLLs, read or modify game memory, or hook into DirectX. It runs beside the game and places its own windows over the screen. At the moment, the beta is also unsigned, so Windows may display warnings during installation. The developer addresses this directly rather than pretending the warning does not exist.

THE EMERGENCE OF COMMUNITY TOOLS

3DXOne is also part of a broader trend quietly emerging around 3DXChat: the rise of third-party companion tools built by the community itself.

Players have increasingly begun creating software that extends or improves aspects of the 3DX experience without replacing the game itself. One recent example is [Sellara's 3DX Launcher](https://thehiddencircle.com/3dx-launcher/)², an alternative launcher focused on practical improvements such as cache management, settings backup, server status monitoring and aggregated news feeds. Where the launcher tackles technical convenience and day-to-day maintenance, 3DXOne approaches the ecosystem from a different direction, focusing on communities, rooms, creators and shared social experiences.

Seen together, these projects suggest something interesting about 3DXChat's evolution. The game is no longer only a standalone social platform. Around it, a small but increasingly ambitious ecosystem of community-built tools is beginning to emerge, shaped by players trying to solve problems the base client was never originally designed to address.

FROM EVENTS TO ECOSYSTEM

The story of 3DXOne starts less as a software project and more as a community problem.

YOSHII's own 3DX history goes back to 2019, before the COVID period brought so many people deeper into online social spaces. He became involved in events, dance groups, themed parties, LGBTQ+ community spaces, and club organization. Over time, he saw the amount of invisible work that goes into keeping 3DX communities alive: DJs, hosts, dancers, builders, photographers, organizers and room owners all doing their own little piece of the machine.

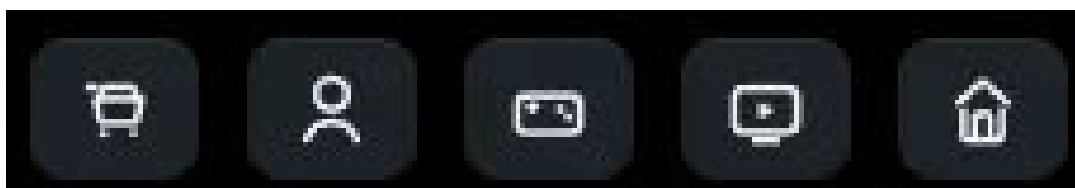
The early version of 3DXOne reflected that world. It was originally focused on event discovery and community visibility, including integration with [BunnyBot](https://bunnybot.web.app)³. It was essentially trying to answer a basic but persistent question: what is happening in 3DX, and how do people find it?

After a break in development, the project returned with a broader goal. Instead of being mainly an event tool, 3DXOne is now being rebuilt as a more complete companion platform for the day-to-day life around 3DXChat.

THE FLOATING DOCK

The center of the current app is the floating dock. Think of it as a small launcher that sits over or beside the game and gives access to 3DXOne's different tools.

The dock is intended to be customizable, with options for layout, scale, visible buttons and tool switching. The official site recommends using 3DXChat in Fullscreen Window mode if players want 3DXOne windows to appear properly on top of the game.



²<https://thehiddencircle.com/3dx-launcher/>

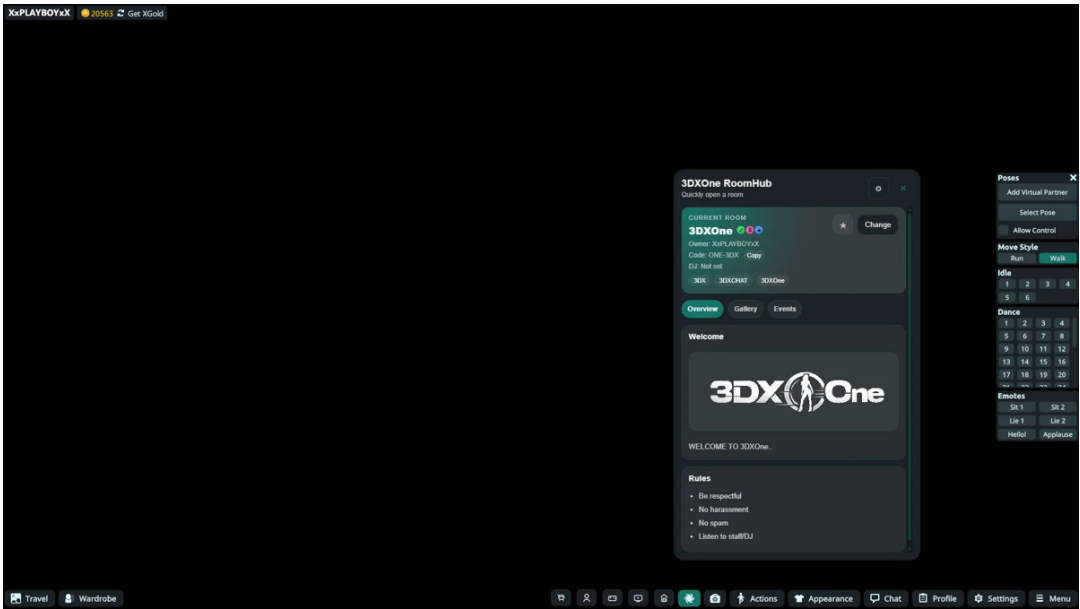
³<https://bunnybot.web.app>

This is not the most glamorous feature, but it is probably the most important one. A companion app lives or dies by friction. If opening tools feels awkward, people will not use them during a live event. The dock is 3DXOne’s answer to that problem.

ROOMHUB: GIVING ROOMS A MEMORY

RoomHub may be the most interesting part of the project.

In 3DXChat, a room often only feels “real” while it is open. Once it closes, the community around it has to continue somewhere else: Discord, posters, chats, forums, word of mouth. RoomHub tries to give rooms a persistent identity outside the live room list.



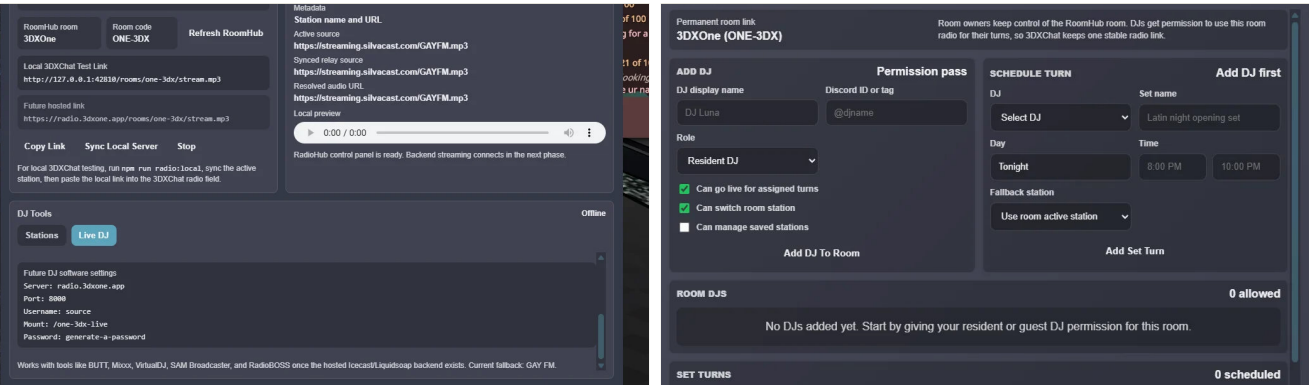
The idea is that room owners can register and manage their rooms, add information, tags, announcements, events, media and gallery content. In the developer’s own explanation, the goal is for rooms and communities to have connected spaces where they can share schedules, DJs, photos, media and other room-specific information.

That could be genuinely useful. Many 3DX rooms are not just rooms. They are small social brands, clubs, friend groups or recurring communities. RoomHub treats them that way.

RADIO WITHOUT THE LINK SHUFFLE

Anyone who has hosted a music room knows the ritual. A DJ changes, a stream changes, someone has to paste a new radio link, and suddenly half the room is asking whether the music is working.

3DXOne Radio is designed to reduce that hassle. Instead of constantly changing stream URLs inside 3DXChat, room owners can use one permanent hosted radio link for the room and manage the active station through 3DXOne. DJs can be given permissions, which should make multi-DJ events easier to control.



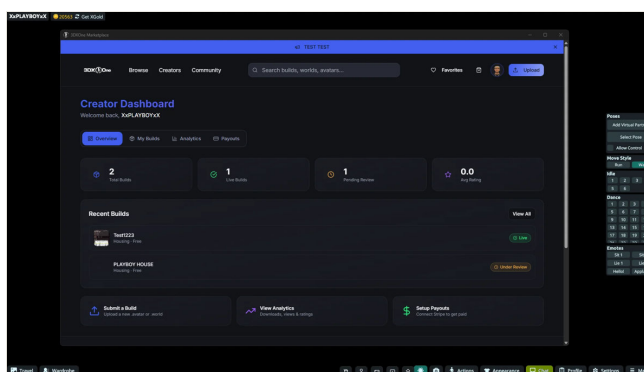
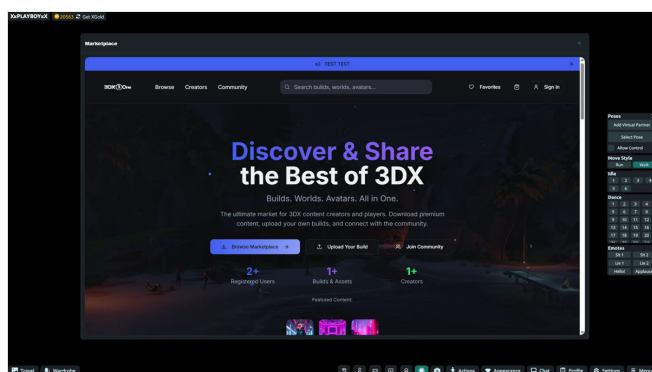
The main app is intended to remain free. The part likely to involve subscriptions is the hosted radio infrastructure, because 24/7 streaming creates real server and bandwidth costs. The planned free tier lets users create and use a hosted room radio link while the app is open. Plus and Pro tiers are planned for room owners or larger communities that want always-on hosted radio, fallback playlists, DJ roles, multi-room planning and priority support.

That pricing logic feels reasonable. It does not sound like the core app is being paywalled, but rather that always-on infrastructure may become a paid service.

MARKETPLACE AND CREATOR TOOLS

3DXOne also includes a marketplace and creator dashboard. The goal is to provide a central place for 3DX-related content such as worlds, props, furniture, avatars, presets, room assets and creator pages.

This part could become controversial or valuable depending on execution. 3DX already has a lively creator culture, but it is spread across Discord servers, personal shops, community websites and informal sharing. A central marketplace could make discovery easier. It could also raise questions about quality control, ownership, copying and monetization.



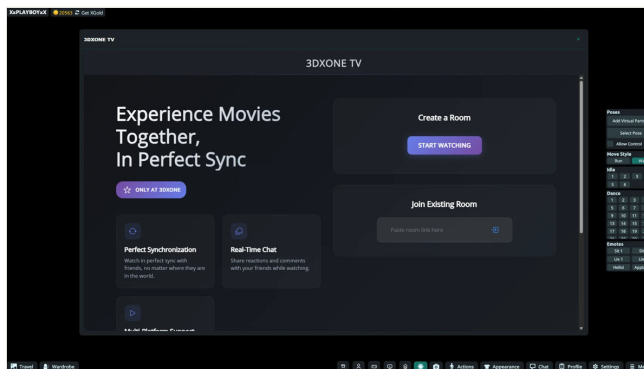
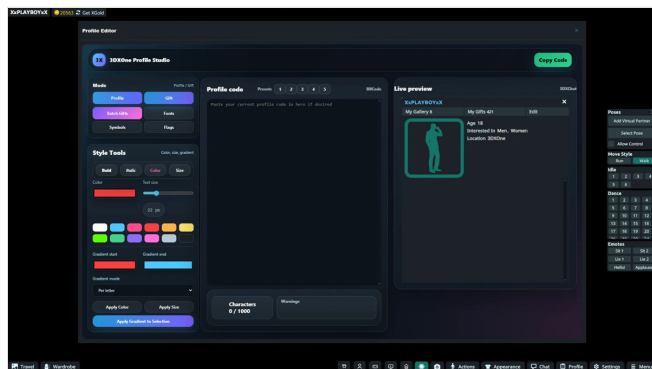
The developer seems aware of at least part of that challenge. One stated motivation is to encourage cleaner, better optimized builds. Many older shared worlds in the 3DX ecosystem are beautiful but heavy, duplicated or poorly optimized by modern standards. If 3DXOne can encourage better creator habits without becoming restrictive, that would be a welcome contribution.

Another planned idea is a shared 3DXOne currency connected to future minigames and community systems. For example, a minigame might reward players with currency that could later be used for cosmetics, creator items, props, worlds or other community assets. That suggests the marketplace is not intended to be purely real-money focused.

PROFILE STUDIO, TV AND GAME CENTER

Profile Studio is a built-in profile editor intended to make 3DXChat profile customization easier. For players who enjoy elaborate profiles, formatting and visual identity, this is a practical addition.

3DXOne TV is aimed at synchronized watch-together experiences. The media system supports YouTube, Vimeo, Facebook, Streamable, HLS playlists, direct media URLs, video files such as MP4, WebM and MOV, and audio files such as MP3, WAV and OGG. The TV system is currently intended to remain free.



There is also a ***Game Center***, which is planned as a hub for supported games and future minigames. One named example is Naughty Poker, which may eventually tie into the wider currency and reward system.

These features point to 3DXOne's larger ambition. It is not only trying to be a utility belt. It is trying to become a social layer around 3DXChat.

A REBUILD UNDER THE HOOD

The current beta is not just a visual update. The older version of 3DXOne was built with Electron. The current version has been rebuilt using [Tauri](https://v2.tauri.app)⁴ and [Rust](https://rust-lang.org)⁵, with a modern web-based interface on top.

That may sound technical, but the practical goal is simple: make the app lighter, faster and better suited for desktop overlay behavior. This is the kind of unglamorous work that matters for a tool people might leave open during parties, hosting sessions or long evenings in game.

THE REAL QUESTION: WHO IS THIS FOR?

For casual players who simply log in, dance, chat and log out, 3DXOne may be more than they need.

For room owners, DJs, hosts, builders and community organizers, the appeal is much clearer. These are the people who already run half a dozen tools outside the game. They manage Discord announcements, event posters, stream links, DJ schedules, community rules, room identities and shared media. For them, a single companion app could reduce a lot of friction.

The most promising thing about 3DXOne is that it seems to understand 3DXChat not just as a game, but as a network of player-run communities. That is where 3DX has always been strongest. The rooms are built by players. The parties are hosted by players. The culture is maintained by players. A tool that helps those players organize, share and connect has a real place.

Of course, the project is still evolving. Some features are in beta, some are planned, and some will depend on whether the community adopts them. Trust will also be important. Third-party tools need transparency, clear communication and careful handling of user expectations.

But the idea is compelling.

3DXOne is not trying to replace 3DXChat. It is trying to support the busy, messy, creative community life that happens around it. If it succeeds, it could become less of an add-on and more of a backstage control panel for the people who keep 3DX's social world alive.

If you want to try 3DXOne, you can download it [here](https://3dxone.app)⁶.

With Special Thanks to XxPLAYBOYxX

⁴<https://v2.tauri.app>

⁵<https://rust-lang.org>

⁶<https://3dxone.app>



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