OnPlayerModInfo

This event is triggered when a player has modified certain files.

> **Note:** Any resource using this event should call resendPlayerModInfo for each player in onResourceStart.

Parameters

```
string filename, table itemlist
```

- **filename**: a string with the filename of the modified file.
- **itemlist**: a table with the details of each modification within the file. Possible keys for each sub-table are:
  - **id**: GTA model or texture id.
  - **name**: GTA name.
  - **sizeX, sizeY, sizeZ**: the modified model size (if the item is a DFF).
  - **originalSizeX, originalSizeY, originalSizeZ**: the unmodified model size (if the item is a DFF).
  - **length**: length in bytes of the item.
  - **md5**: md5 of the item bytes.
  - **sha256**: sha256 of the item bytes.
  - **paddedLength**: length in bytes of the item padded to 2048 byte boundary.
  - **paddedMd5**: md5 of the item bytes padded to 2048 byte boundary.
  - **paddedSha256**: sha256 of the item bytes padded to 2048 byte boundary.

Source

The source of this event is the player.