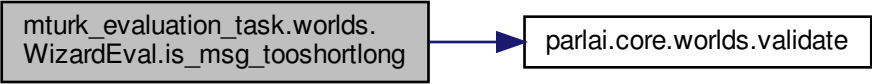


mturk_evaluation_task.worlds.
WizardEval.is_msg_tooshortlong



```
graph LR; A["mturk_evaluation_task.worlds.  
WizardEval.is_msg_tooshortlong"] --> B["parlai.core.worlds.validate"]
```

A diagram showing a mapping from a specific task world to a core world validation function. On the left, a gray rectangular box contains the text "mturk_evaluation_task.worlds.WizardEval.is_msg_tooshortlong". A blue arrow points from this box to a white rectangular box on the right, which contains the text "parlai.core.worlds.validate".

parlai.core.worlds.validate