

item_sparse

Angelegt von DJScias, zuletzt geändert am Mai 30, 2015

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The `item_appearance` table

This table holds information on every applied item hotfix and can overwrite existing items within the game. Together with item, item_modified_appearance and item_modified_appearance they present the means to hotfix an item.

Structure

Field	Type	Attributes	Key	Null	Default	Extra	Comment
ID	int(10)	unsigned	PRI	NO	0		
Quality	int(10)	unsigned		NO	0		
Flags	int(10)	unsigned		NO	0		
Unk1	float	signed		NO	0		
Unk2	float	signed		NO	0		
BuyCount	int(10)	unsigned		NO	0		
BuyPrice	int(10)	unsigned		NO	0		
SellPrice	int(10)	unsigned		NO	0		
InventoryType	int(10)	unsigned		NO	0		
AllowableClass	int(11)	signed		NO	0		
AllowableRace	int(11)	signed		NO	0		
ItemLevel	int(10)	unsigned		NO	0		
RequiredLevel	int(10)	signed		NO	0		
RequiredSkill	int(10)	unsigned		NO	0		
RequiredSkillRank	int(10)	unsigned		NO	0		
RequiredSpell	int(10)	unsigned		NO	0		
RequiredHonorRank	int(10)	unsigned		NO	0		
RequiredCityRank	int(10)	unsigned		NO	0		
RequiredReputationFaction	int(10)	unsigned		NO	0		
RequiredReputationRank	int(10)	unsigned		NO	0		
MaxCount	int(10)	unsigned		NO	0		
Stackable	int(10)	unsigned		NO	0		
ContainerSlots	int(10)	unsigned		NO	0		

ItemStatType	int(11)	signed		NO	0		
ItemStatValue	int(11)	signed		NO	0		
ItemStatAllocation	int(11)	signed		NO	0		
ItemStatSocketCostMultiplier	float	signed		NO	0		
ScalingStatDistribution	int(10)	unsigned		NO	0		
DamageType	int(10)	unsigned		NO	0		
Delay	int(10)	unsigned		NO	0		
RangedModRange	float	signed		NO	0		
Bonding	int(10)	unsigned		NO	0		
Name	TEXT			YES			
Description	TEXT			YES			
PageText	int(10)	unsigned		NO	0		
LanguageID	int(10)	unsigned		NO	0		
PageMaterial	int(10)	unsigned		NO	0		
StartQuest	int(10)	unsigned		NO	0		
LockID	int(10)	unsigned		NO	0		
Material	int(11)	signed		NO	0		
Sheath	int(10)	unsigned		NO	0		
RandomProperty	int(10)	unsigned		NO	0		
RandomSuffix	int(10)	unsigned		NO	0		
ItemSet	int(10)	unsigned		NO	0		
Area	int(10)	unsigned		NO	0		
Map	int(10)	unsigned		NO	0		
BagFamily	int(10)	unsigned		NO	0		
TotemCategory	int(10)	unsigned		NO	0		
SocketColor	int(10)	unsigned		NO	0		SocketColor1 can be NULL
SocketBonus	int(10)	unsigned		NO	0		
GemProperties	int(10)	unsigned		NO	0		
ArmorDamageModifier	float	signed		NO	0		
Duration	int(10)	unsigned		NO	0		
ItemLimitCategory	int(10)	unsigned		NO	0		
HolidayID	int(10)	unsigned		NO	0		

StatScalingFactor	float	signed		NO	0		
CurrencySubstitutionID	int(10)	unsigned		NO	0		
CurrencySubstitutionCount	int(10)	unsigned		NO	0		
ItemNameDescriptionID	int(10)	unsigned		NO	0		
VerifiedBuild	smallint(6)	signed		NO	0		

Description of the fields

ID

The unique ID of the item.

Choosing an existing item ID will overwrite that item ID with the hotfix changes.

Quality

ID	Color	Quality
0	Grey	Poor
1	White	Common
2	Green	Uncommon
3	Blue	Rare
4	Purple	Epic
5	Orange	Legendary
6	Red	Artifact
7	Gold	Heirloom / Bind to Battle.net account
8	Aqua	WoW Token

Flags

Flags1 to Flags3 are bitmask fields that contains flags that the item has on it. As all other such fields, just add the flags together to combine them. Possible flags are listed below.

Note: The item system for 6xx gives more than one flag bitmask field and each of these can be populated individually.

Flag		Comments
1	0x01	UNK1
2	0x02	Conjured item
4	0x04	Openable (can be opened by right-click)
8	0x08	Makes green "Heroic" text appear on item
16	0x010	Deprecated Item

32	0x020	Item can not be destroyed, except by using spell (item can be reagent for spell)
64	0x040	UNK2
128	0x080	No default 30 seconds cooldown when equipped
256	0x0100	UNK3
512	0x0200	Wrapper : Item can wrap other items
1024	0x0400	UNK4
2048	0x0800	Item is party loot and can be looted by all
4096	0x01000	Item is refundable
8192	0x02000	Charter (Arena or Guild)
16384	0x04000	UNK5 // comment in code : Only readable items have this (but not all)
32768	0x08000	UNK6
65536	0x010000	UNK7
131072	0x020000	UNK8
262144	0x040000	Item can be prospected
524288	0x080000	Unique equipped (player can only have one equipped at the same time)
1048576	0x0100000	UNK9
2097152	0x0200000	Item can be used during arena match
4194304	0x0400000	Throwable (for tooltip ingame)
8388608	0x0800000	Item can be used in shapeshift forms
16777216	0x01000000	UNK10
33554432	0x02000000	Profession recipes: can only be looted if you meet requirements and don't already know it
67108864	0x04000000	Item cannot be used in arena
134217728	0x08000000	Bind to Account (Also needs Quality = 7 set)
268435456	0x010000000	Spell is cast with triggered flag
536870912	0x020000000	Millable
1073741824	0x040000000	UNK11
2147483648	0x080000000	Bind on Pickup tradeable8192

Unk1

field-no-description|6

Unk2

BuyCount

The size of the item stack when sold by vendors. Also if a vendor has limited copies of this item available, everytime the vendor list is refreshed (See [npc_vendor.incrtime](#)), the number of copies increases by this number.

BuyPrice

The price required to pay to buy this item from a vendor, in copper.

SellPrice

The price that the vendor will pay you for the item when you sell it and if it is possible to be sold, in copper. Put in 0 if the item cannot be sold to a vendor.

InventoryType

In what slot the item can be equipped.

ID	Slot Name	ID	Slot Name
0	Non equipable	15	Ranged (Bows)
1	Head	16	Back
2	Neck	17	Two-Hand
3	Shoulder	18	Bag
4	Shirt	19	Tabard
5	Chest	20	Robe
6	Waist	21	Main hand
7	Legs	22	Off hand
8	Feet	23	Holdable (Tome)
9	Wrists	24	Ammo
10	Hands	25	Thrown
11	Finger	26	Ranged right (Wands, Guns)
12	Trinket	27	Quiver
13	Weapon	28	Relic
14	Shield		

AllowableClass

Bitmask controlling which classes can use this item. Add ids together to combine class possibilities. Use -1 if all classes can use it.

See the [ChrClasses DBC file](#) for the IDs of the classes.

AllowableRace

Bitmask controlling which races can use this item. Add ids together to combine race possibilities. Use -1 for all races.

See the [ChrRaces DBC file](#) for the IDs of the races.

ItemLevel

Base item level.

RequiredLevel

The level that a player must be to equip the item.

RequiredSkill

The skill required to use this item. See the [SkillLine DBC file](#) for IDs which can be used here.

RequiredSkillRank

The required skill rank the player needs to have to use this item.

RequiredSpell

The required spell that the player needs to have to use this item.

RequiredHonorRank

The honor rank the player needs to have to use this item.

RequiredCityRank

field-no-description|20

RequiredReputationFaction

The faction template ID of the faction that the player has to have a certain ranking with. If this value is 0, the faction of the seller of the item is used.

See the [Faction DBC file](#) for the IDs of all of the factions.

RequiredReputationRank

The rank the player has to have with the faction from [RequiredReputationFaction](#).

ID	Rank
0	Hated
1	Hostile
2	Unfriendly

3	Neutral
4	Friendly
5	Honored
6	Revered
7	Exalted

MaxCount

Maximum number of copies of this item a player can have. Use 0 for infinite.

Stackable

The number of copies of this item that can be stacked in the same slot.

ContainerSlots

If the item is a bag, this field controls the number of slots the bag has.

ItemStatType

The type of stat to modify. A maximum of 10 stats can be set as seen by the column count.

ID	Stat Type
0	ITEM_MOD_MANA
1	ITEM_MOD_HEALTH
3	ITEM_MOD_AGILITY
4	ITEM_MOD_STRENGTH
5	ITEM_MOD_INTELLECT
6	ITEM_MOD_SPIRIT
7	ITEM_MOD_STAMINA
12	ITEM_MOD_DEFENSE_SKILL_RATING
13	ITEM_MOD_DODGE_RATING
14	ITEM_MOD_PARRY_RATING
15	ITEM_MOD_BLOCK_RATING
16	ITEM_MOD_HIT_MELEE_RATING
17	ITEM_MOD_HIT_RANGED_RATING
18	ITEM_MOD_HIT_SPELL_RATING
19	ITEM_MOD_CRIT_MELEE_RATING
20	ITEM_MOD_CRIT_RANGED_RATING

21	ITEM_MOD_CRIT_SPELL_RATING
22	ITEM_MOD_HIT_TAKEN_MELEE_RATING
23	ITEM_MOD_HIT_TAKEN_RANGED_RATING
24	ITEM_MOD_HIT_TAKEN_SPELL_RATING
25	ITEM_MOD_CRIT_TAKEN_MELEE_RATING
26	ITEM_MOD_CRIT_TAKEN_RANGED_RATING
27	ITEM_MOD_CRIT_TAKEN_SPELL_RATING
28	ITEM_MOD_HASTE_MELEE_RATING
29	ITEM_MOD_HASTE_RANGED_RATING
30	ITEM_MOD_HASTE_SPELL_RATING
31	ITEM_MOD_HIT_RATING
32	ITEM_MOD_CRIT_RATING
33	ITEM_MOD_HIT_TAKEN_RATING
34	ITEM_MOD_CRIT_TAKEN_RATING
35	ITEM_MOD_RESILIENCE_RATING
36	ITEM_MOD_HASTE_RATING
37	ITEM_MOD_EXPERTISE_RATING
38	ITEM_MOD_ATTACK_POWER
39	ITEM_MOD_RANGED_ATTACK_POWER
40	ITEM_MOD_VERSATILITY
41	ITEM_MOD_SPELL_HEALING_DONE
42	ITEM_MOD_SPELL_DAMAGE_DONE
43	ITEM_MOD_MANA_REGENERATION
44	ITEM_MOD_ARMOR_PENETRATION_RATING
45	ITEM_MOD_SPELL_POWER
46	ITEM_MOD_HEALTH_REGEN
47	ITEM_MOD_SPELL_PENETRATION
48	ITEM_MOD_BLOCK_VALUE
49	ITEM_MOD_MASTERY_RATING
50	ITEM_MOD_EXTRA_ARMOR
51	ITEM_MOD_FIRE_RESISTANCE
52	ITEM_MOD_FROST_RESISTANCE

53	ITEM_MOD_HOLY_RESISTANCE
54	ITEM_MOD_SHADOW_RESISTANCE
55	ITEM_MOD_NATURE_RESISTANCE
56	ITEM_MOD_ARCANE_RESISTANCE
57	ITEM_MOD_PVP_POWER
58	ITEM_MOD_CR_AMPLIFY
59	ITEM_MOD_CR_MULTISTRIKE
60	ITEM_MOD_CR_READINESS
61	ITEM_MOD_CR_SPEED
62	ITEM_MOD_CR_LIFESTEAL
63	ITEM_MOD_CR_AVOIDANCE
64	ITEM_MOD_CR_STURDINESS
65	ITEM_MOD_CR_UNUSED_7
66	ITEM_MOD_CR_CLEAVE
67	ITEM_MOD_CR_UNUSED_9
68	ITEM_MOD_CR_UNUSED_10
69	ITEM_MOD_CR_UNUSED_11
70	ITEM_MOD_CR_UNUSED_12
71	ITEM_MOD_AGI_STR_INT
72	ITEM_MOD_AGI_STR
73	ITEM_MOD_AGI_INT
74	ITEM_MOD_STR_INT

ItemStatValue

The value to change the stat type to. A maximum of 10 stats can be set as seen by the column count.

ItemStatAllocation

Determines the amount of stats. A maximum of 10 stats can be set as seen by the column count.

ItemStatSocketCostMultiplier

field-no-description|56 -> 65

ScalingStatDistribution

Similar to Static Stats whom are the Stats that grow along with the users level (mainly heirloom leveling gear).

Use this like the static stats.

DamageType

The damage type that the item uses.

ID	Damage Type
0	Physical
1	Holy
2	Fire
3	Nature
4	Frost
5	Shadow
6	Arcane

Delay

The time in milliseconds between successive hits.

RangedModRange

Range Modifier for bows/guns/crossbows: Default range is somewhere between 0.3 and 0.4 yards,

Note: All blizzard ranged weapons have RangedModRange of 100.

Bonding

The bonding for the item.

ID	Bonding Type
0	No bounds
1	Binds when picked up
2	Binds when equipped
3	Binds when used
4	Quest item
5	Quest Item1

Name

The name of the item.

Note: Name2, Name3 and Name4 are kept empty.

Description

The description that appears in orange letters at the bottom of the item tooltip.

PageText

The ID referring to the text that the item will show (if it is a book or a letter, etc). The item will have a magnifying glass cursor in the game and will show the text when right-clicked. See [page_text.entry](#)

LanguageID

The language that the item text is written in.

See the [Languages DBC file](#) for the IDs of all of the languages.

PageMaterial

The background texture that appears in the page text window.

See the [PageTextMaterial DBC file](#) for the IDs of all of the material types.

StartQuest

The ID of the quest that this item will start if right-clicked. See [quest_template.id](#)

LockID

The lock entry ID that this item (which serves as a key) is tied to. This field is used in key-door mechanics.

See the [Lock DBC file](#).

Material

The material that the item is made of. The value here affects the sound that the item makes when moved. Use -1 for consumable items like food, reagents, etc.

ID	Material	Comment
-1	Consumables	Food, reagents, etc...
0	Not Defined	
1	Metal	
2	Wood	
3	Liquid	
4	Jewelry	
5	Chain	
6	Plate	
7	Cloth	
8	Leather	

Sheath

Controls how the item is put away on the character. Press the 'Z' hotkey to sheath and unsheathe your weapons.

ID	Type	Position
1	Two Handed Weapon	Diagonally across the back pointing downwards.
2	Staff	Diagonally across the back pointing upwards.
3	One Handed	On the left-hand side of the character's waist.
4	Shield	On the middle of the character's back.
5	Enchanter's Rod	
6	Off hand	On the right-hand side of the character's waist.

RandomProperty

The number in this field points to [item_enchantment_template.entry](#) and ties in an item's chance at having a random property attached to it when it shows up for the first time. This field and the [RandomSuffix](#) field CANNOT both have non-zero values. Either one is filled, or the other. Also, the primary source for the number in this field are WDBs.

RandomSuffix

The number in this field points to [item_enchantment_template.entry](#) and ties in an item's chance at having a random suffix attached to it when it shows up for the first time. This field and the [RandomProperty](#) field CANNOT both have non-zero values. Either one is filled, or the other. Also, the primary source for the number in this field are WDBs.

ItemSet

The ID of the item set that this item belongs to. To save you some time, you CAN NOT make up new item sets. Item sets are defined in the ItemSet DBC file.

Area

The ID of the zone in which this item can be used.

Map

The ID of the map in which this item can be used.

BagFamily

If the item is a bag, this field is a bitmask controlling what types of items can be put in this bag. You can combine different types by adding up the bit numbers.

ID	Bag Family Mask
0	None
1	Arrows
2	Bullets
4	Soul Shards
8	Leatherworking Supplies

16	Inscription Supplies
32	Herbs
64	Enchanting Supplies
128	Engineering Supplies
256	Keys
512	Gems
1024	Mining Supplies
2048	Soulbound Equipment
4096	Vanity Pets
8192	Currency Tokens
16384	Quest Items

TotemCategory

Corresponds to the ID in the [TotemCategory DBC file](#).

ID	Name
1	Skinning Knife (OLD)
2	Earth Totem
3	Air Totem
4	Fire Totem
5	Water Totem
6	Runed Copper Rod
7	Runed Silver Rod
8	Runed Golden Rod
9	Runed Truesilver Rod
10	Runed Arcanite Rod
11	Mining Pick (OLD)
12	Philosopher's Stone
13	Blacksmith Hammer (OLD)
14	Arclight Spanner
15	Gyromatic Micro-Adjustor
21	Master Totem
41	Runed Fel Iron Rod

62	Runed Adamantite Rod
63	Runed Eternium Rod
81	Hollow Quill
101	Runed Azurite Rod
121	Virtuoso Inking Set
141	Drums
161	Gnomish Army Knife
162	Blacksmith Hammer
165	Mining Pick
166	Skinning Knife
167	Hammer Pick
168	Bladed Pickaxe
169	Flint and Tinder
189	Runed Cobalt Rod
190	Runed Titanium Rod

SocketColor

The color of the socket that can be placed in this item. A maximum of 3 socket colors can be set as seen by the column count.

ID	Color
1	Meta
2	Red
4	Yellow
8	Blue

SocketBonus

Commonly used socket bonus IDs

ID	Effect
3312	+8 Strength
3313	+8 Agility
3305	+12 Stamina
3353	+8 Intellect
2872	+9 Healing

3753	+9 Spell Power
3877	+16 Attack Power

GemProperties

The value here corresponds to the ID in GemProperties.dbc.

ArmorDamageModifier

field-no-description|95

Duration

The duration of the item in seconds ingame time.

Set ITEM_FLAGS_CU_DURATION_REAL_TIME in *flags2* for real time. In that case the item duration will tick even if player is offline.

ItemLimitCategory

field-no-description|97

HolidayID

See the [Holidays DBC file](#) for the IDs of all of the holidays.

StatScalingFactor

The factor that is used during the scaling of stats.

CurrencySubstitutionID

field-no-description|100

CurrencySubstitutionCount

field-no-description|101

ItemNameDescriptionID

field-no-description|102

VerifiedBuild

This field is used by the TrinityDB Team to determine whether a template has been verified from WDB files.

If value is 0 then it has not been parsed yet.

If value is above 0 then it has been parsed with WDB files from that specific [client build](#).

If value is -1 then it is just a place holder until proper data are found on WDBs.

