



***NamCore Studio User's Guide***  
***for NamCore Studio 0.1.2***



# NamCore Studio User's Guide: for Version 0.1.2

by megasus/alcanmage

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# Preface

## Foreword

NamCore Studio is a program that was built to help World of Warcraft emulation developers and server administrators managing accounts and characters.

It offers a simple but powerful user interface that makes it easier to work with complex data by analyzing and visualizing it.

This software is not intended to support public, profit based World of Warcraft servers.

This documentation is part of an effort by the NamCore team to improve the usability of the software. We hope that you find it useful, and look forward to your comments.

## Who should read this document?

The intended audience of this guide is anyone using NamCore Studio.

This guide will explain all the basics and also some of the advanced features that NamCore Studio provides. As NamCore Studio has become a very complex program since the early days, not every feature of it may be explained here.

By reading this guide, you will learn how to install NamCore Studio, how to use the basic elements of the graphical user interface and what's behind some of the advanced features that are not always obvious at first sight. It will hopefully guide you around some common problems that frequently appear for new (and sometimes even advanced users of NamCore).

## Acknowledgements

The authors would like to thank the whole NamCore team for their assistance and everyone who contributed in any way to this project.

We would also like to thank *TrinityCore*, *MaNGOS*, *cMaNGOS*, *SkyFire* and *ArcEmu* for providing detailed wikis and information about their database structures.

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# About this document

You will find some specially marked parts in this guide:



## **This is a warning!**

You should pay attention to a warning, as otherwise data loss might occur.



## **This is a note!**

A note will point you to common mistakes and things that might not be obvious.



## **This is a tip!**

Tips will be helpful for your everyday work using NamCore Studio.

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# Chapter 1 Introduction

## 1.1. What is NamCore Studio?

NamCore Studio is a database editor. This editor will allow you to analyze, modify, display, convert and manage data in your character and realm MySQL databases.

This tool allows handling with this data in a much more user friendly, in-game like environment, compared to a bare database editor like HeidiSQL or Navicat.

NamCore Studio is perhaps the first open source WoW account/character editor available today.

### 1.1.1. Some intended purposes

Here are some examples, people use NamCore Studio for:

- Server administrators use it to **edit player account and character data without the need of being in-game**
- Developers use it to **convert accounts and characters across emulations and across database versions**
- People use it to **load characters from the official Battle.net Armory and transfer them into their database**
- People use it to **share their characters and import user-generated characters into their database**

Beside these examples, NamCore Studio can be helpful in many other situations too.

### 1.1.2. Features

The following are some of the many features NamCore Studio provides:

- Available for **Windows**.
  - **Delete** player accounts and characters.
  - **View and edit** general account data.
  - **View and edit** general character information.
-



- **View, edit, add and delete** character armor items, inventory items, bank items, achievements, glyphs, faction reputations, spells, skills, professions, quests and more.
- **Export** player account and character data and create template files.
- **Import** your template files or browse an online database of user-generated template files and **load** them into your database.
- **Transfer** accounts and characters from one database to another (cross emulation & cross patch).
- **Load and import** Armory characters and play them on your server.
- ... and a lot more!

However, to really appreciate its power, you have to start using it.

**Figure 1.1 NamCore Studio is connected to a database and displays accounts and their characters.**



## 1.1.3. Open Source Software

NamCore Studio is an open source software project, and is released under the [GNU General Public License](#) (GPL). You can freely use NamCore Studio on any number of computers you like, without worrying about license keys or fees or such. In addition, all source code is freely available under the GPL. Because of that, it is very easy for people to add new features to NamCore, either as plugins, or built into the source. The source code is hosted on [Github](#).

## 1.1.4. What NamCore Studio is not

Here are some things NamCore Studio does not provide:

- NamCore Studio isn't some kind of hack tool that allows you to export or import character or account data on a server you are playing on. In order to use NamCore you will need to have access to the server's database.
- NamCore Studio will not automatically manipulate or damage your database. It usually runs simple "SELECT", "INSERT" or "UPDATE" SQL queries.

## 1.2. System Requirements

What you'll need to get NamCore Studio up and running ...

### 1.2.1. General Remarks

- NamCore Studio won't benefit much from Multiprocessor/Hyperthread systems as time consuming tasks like character exporting and converting are single threaded.
- If NamCore Studio is running out of memory it crashes.

### 1.2.2. Operating System

- Microsoft Windows XP, Vista, 7, 8, 8.1, Home Server, Server 2008, Server 2011, or Server 2012.
- Microsoft .NET Framework 3.5 or higher.
- Any modern 32-bit x86 or 64-bit AMD64/x86-64 processor.
- 500MB available RAM.
- 60MB available disk space. Template files require additional space.

- 1280\*1024 or higher resolution.
- 100% screen resolution (Follow [this](#) guide and select the 100% default setting).

### 1.3. Where to get NamCore Studio?

You can get the latest copy of the program from the NamCore Studio Sourceforge website: <http://sourceforge.net/projects/namcorestudio/>.

A new NamCore Studio version will typically become available every 1-3 months.

If you want to be notified about new NamCore Studio releases and learn more about upcoming features, you should follow us on [Twitter](#) and visit our [Website](#).

### 1.4. A brief history of NamCore Studio

In late 2011, Megasus aka Alcanmage started developing a software that would be able to load a characters from the official World of Warcraft Armory and import them into a *TrinityCore* 3.3.5 database. This tool would later be known as *CharImport* and it was released in mid-2012.

In late 2012, CharImport version 0.8 (Beta) has been released. Now CharImport was capable of exporting characters from a database and importing them into another one. Over the following months, many features have been added to CharImport and it finally supported MaNGOS and ArcEmu. It was also able to transfer accounts and characters cross emulation and cross patch, however, it never reached a stable state and lacked of support for the most common emulations and patches. The developer also disliked the user interface of the application and claimed that the original groundwork simply wasn't built in mind to support the later features.

In early 2013, Megasus decided to drop the development of CharImport and started working on a new project, which would later become NamCore Studio. The goal was to create a next generation version of CharImport which would come with an advanced support for more emulations and database structures. This software should also provide a more user-friendly user interface and offers even more features than the predecessor.

### 1.5. Reporting problems and getting help

If you have problems, or need help with NamCore Studio, there are several places that may be of interest to you (well, besides this guide of course).

## 1.5.1. Website

You will find lots of useful information on the NamCore Studio homepage at <http://namcorestudio.com/>.

## 1.5.2. Wiki

The NamCore Wiki at <http://wiki.namcorestudio.com/> provides a wide range of information related to NamCore Studio. You will find a lot of information not part of this user's guide.

## 1.5.3. FAQ

The "Frequently Asked Questions" will list often asked questions and the corresponding answers.



### Read the FAQ!

Before sending any mail or tweeting the developer, be sure to read the FAQ, as it will often answer the question(s) you might have. This will save yourself and others a lot of time.

You will find the FAQ at the NamCore website:  
[http://www.namcorestudio.com/?page\\_id=14](http://www.namcorestudio.com/?page_id=14).

## 1.5.4. Reporting Problems



### Note!

Before reporting any problems, please make sure you have installed the latest version of NamCore Studio.

Bugs and problems can be reported via the [Github issue tracker](#). Before opening a new issue, please make sure that none has created a similar one yet. If you discover a similar issue, you can reply to it and confirm the problem.

When reporting issues with NamCore Studio, it is helpful if you supply the following information:

1. The version number of NamCore Studio and of the dependent libraries (libnc & libncadvanced). You can obtain this from the about dialog box of NamCore Studio.
2. Information about the platform you run NamCore Studio on.
3. Information about the emulation/database you are using.

4. A detailed description of your problem.
5. If you get an error/warning message, copy the text of that message, so others may find the place where things go wrong. Please don't give something like: "I get a warning while doing x" as this won't give a good idea where to look at.
6. Always append the *EventLog.log* file which can be found in the Data folder of the application's directory.

# Chapter 2 Building and Installing NamCore Studio

## 2. Introduction

As with all things, there must be a beginning, and so it is with NamCore Studio. To use NamCore Studio, you must:

- Obtain a precompiled binary package, or
- Obtain the source and compile/build NamCore Studio

This chapter shows you how to obtain source and binary packages, and how to build NamCore Studio from source, should you choose to do so.

The following are the general steps you would use:

1. Download the relevant package for your needs, e.g. source or precompiled binary distribution.
2. Compile the source into a binary, if you have downloaded the source. This may involve building and/or installing other necessary software.
3. Move the binaries to their final destinations.

### 2.1. Obtaining the source and binary distributions

You can obtain the precompiled binary distribution from the Sourceforge project page: <http://sourceforge.net/projects/namcorestudio/>.

If you want to obtain the source visit: <https://github.com/megasus/Namcore-Studio> and click on the "Download ZIP" button and extract the archive. You can

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also clone the repository via Git by using following url:

<https://github.com/megasus/Namcore-Studio.git>

## 2.2. Compiling NamCore Studio from source

Before you build NamCore Studio from sources, you must have Visual Studio ≥ 12 (2012) installed.

1. Browse to your source folder and open **NamCore Studio\_VS12.sln** with Visual Basic Express.
2. On the menu at the top, click **Build** and select **Configuration Manager**.
3. Set **Active Solution Configuration** to **Release**.
4. Click **Build** and select **Clean Solution**.
5. Click **Build** and select **Build**.

You will find your freshly compiled binaries in the **bin\release** folder. These are all used to run NamCore Studio.

## 2.3. Update NamCore Studio

From time to time you may want to update your installed NamCore Studio to a more recent version. If you follow us on Twitter, you will be informed about new NamCore Studio versions, however, the application itself will also notify you about updates.

New versions of NamCore Studio usually become available every 1 to 3 months. Updating NamCore is done the same way as installing it; you simply download and extract the ZIP archive or pull and compile the source. A reboot is not required.

## 2.4. Uninstall NamCore Studio

To remove NamCore Studio, you simply need to delete the root folder. The application does not make any entries to the registry, nor does it create any other files. However, you might want to clean your system temporary folder.

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# Chapter 3 User Interface

## 3.1. Introduction

By now you have installed NamCore Studio and are most likely keen to get started. In the next chapters we will explore:

- How the NamCore Studio user interface works
- How to open a connection to a database
- How to view and edit characters and accounts
- How to import characters from the WoW Armory
- How to transfer player accounts and characters from one database to another
- ... and many other things!

## 3.2. Start NamCore Studio

You can start NamCore Studio by running **NCLauncher.exe** in your binary folder.



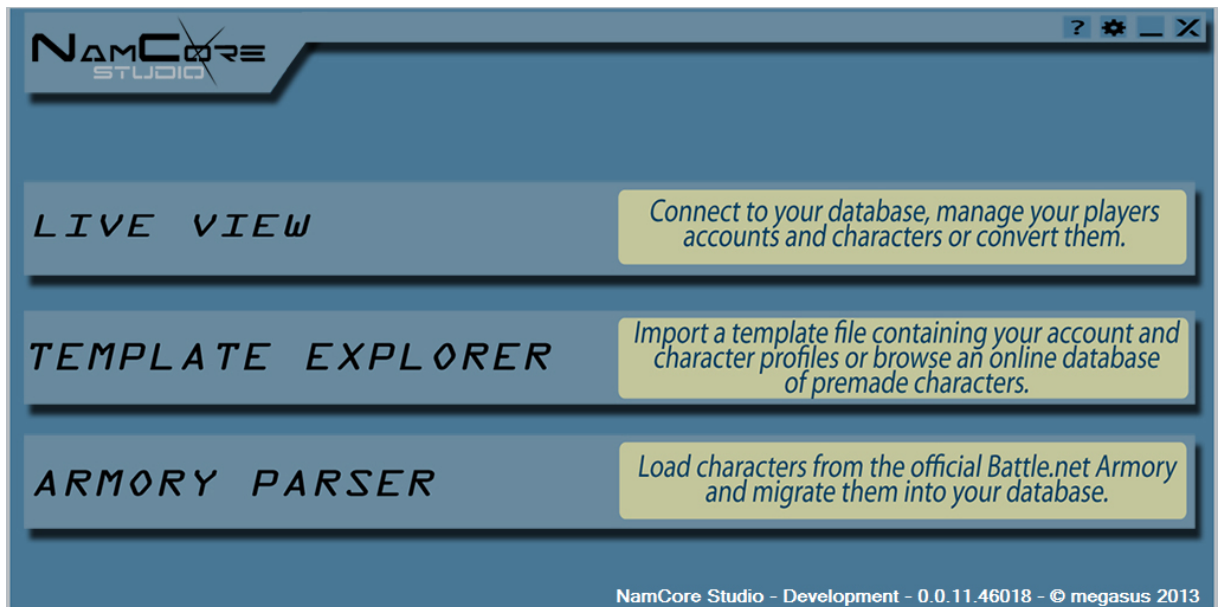
### Note!

On Windows Vista or later, you might want to run this program as an administrator.

## 3.3. The Main window

Let's look at NamCore Studio's user interface. **Figure 3.1, "The Main window"** shows NamCore Studio as you would usually see it after starting the launcher.

**Figure 3.1 The Main window**



NamCore Studio's main window consists of 3 menu options and the header bar.

1. The *header bar* is displayed on every interface at the top. Besides the usual minimize and close buttons there is also a "question mark" button which opens the about box dialogue and a "cogwheel" button which opens the settings interface.
2. The "*LIVE VIEW*" button leads to the "Live View" interface. There you can connect to your database and manage it.
3. The "*TEMPLATE EXPLORER*" button leads to the "Template Explorer" interface. There you can browse an online database of template files or open your own.
4. The "*ARMORY PARSE*" button leads to the "Armory Parser" interface. There you can download characters from the official Battle.net Armory.
5. At the bottom right corner you can see which version of NamCore Studio you are running.

## 3.4. The Armory Parser interface

**Figure 3.2 The Armory Parser window**



The screenshot shows a web application window titled 'NAMCORE STUDIO'. Below the title bar, there's a header area with the text 'Add characters below'. Underneath, there's a table with three columns: 'Region', 'Realm', and 'Charactername'. The table is currently empty. Below the table, there's a section titled 'Enter link or specify character'. This section contains two rows of input fields. The first row has 'Region:' followed by a dropdown menu showing 'Select', 'Realmname:' followed by a text input field, and 'Charactername:' followed by a text input field. To the right of these fields is an 'Add' button. The second row has 'URL:' followed by a text input field, and to its right is another 'Add' button. At the bottom of the interface, there are two buttons: 'Load characters' and 'Back'.

This interface allows you to add characters that should be downloaded from the official Battle.net Armory. You can then view, save or import those into the database.

### 3.4.1. Adding characters

There are two ways of adding characters to the list:

- Manually set the Battle.net region, the realm name and the character name, or
- Directly enter the URL to the character profile

#### Example:

##### Method 1

We're now going to add 2 characters to the list, using the 2 different methods.

For this test we will use a random Armory character. His name is Darshmellow and plays on the realm US-Tichondrius. Here is the link to his profile:

<http://us.battle.net/wow/en/character/tichondrius/Darshmellow/simple>

We will now use the first way to add this character to the list:

1. Set **Region** to **US**
2. Enter the **Realmname**: *Tichondrius*
3. Enter the **Charactername**: *Darshmellow*
4. Click the top **Add** button

#### Figure 3.3 Set the character

After clicking on the top **Add** button, the application will check if it can find the character in the Armory. This might take some time.

When the character has been found, you will now see the character listed in the big box above. The **Realmname** and **Charactername** textboxes will also reset.

**Figure 3.4 Character added to the list**

Region	Realm	Charactername
US	TICHONDRIUS	DARSHMELLOW

You should also notice that the **Load characters** button is now enabled.

## Method 2

We will now add a second character by entering the URL to his profile.

For this test we will use another random Armory character: Meet **Legonds** from **US-Darkspear**. Here is the link to his profile:

<http://us.battle.net/wow/en/character/darkspear/Legonds/simple>

We now have to enter this link into the textbox next to the "URL:" label.

**Figure 3.5 Entered URL**



## Warning!

Please make sure that the URL has the correct format. It either has to end with `/simple` or `/advanced`.

After clicking on the lower **Add** button, the URL textbox will be cleared and the program will check if the link is valid and if the character exists.

If the character is found, it will be added to the list above.

**Figure 3.6 Character added to the list**

The screenshot shows a web application interface with a blue header and a light blue background. At the top, there is a table with three columns: 'Region', 'Realm', and 'Charactername'. The table contains two rows of data: 'US' and 'TICHONDRIUS' for 'DARSHMELLOW', and 'US' and 'DARKSPEAR' for 'LEGONDS'. Below the table, there is a section titled 'Enter link or specify character'. This section contains a 'Region' dropdown menu set to 'US', a 'Realmname' text input field, and a 'Charactername' text input field. To the right of these fields are two 'Add' buttons. Below this section is a 'URL' text input field with an 'Add' button to its right. At the bottom of the interface, there are two buttons: 'Load characters' and 'Back'.

Region	Realm	Charactername
US	TICHONDRIUS	DARSHMELLOW
US	DARKSPEAR	LEGONDS

Enter link or specify character

Region:  Realmname:  Charactername:

URL:

Now the list contains 2 characters. However, you can add as many characters to the list as you wish.

### 3.4.2. Removing characters

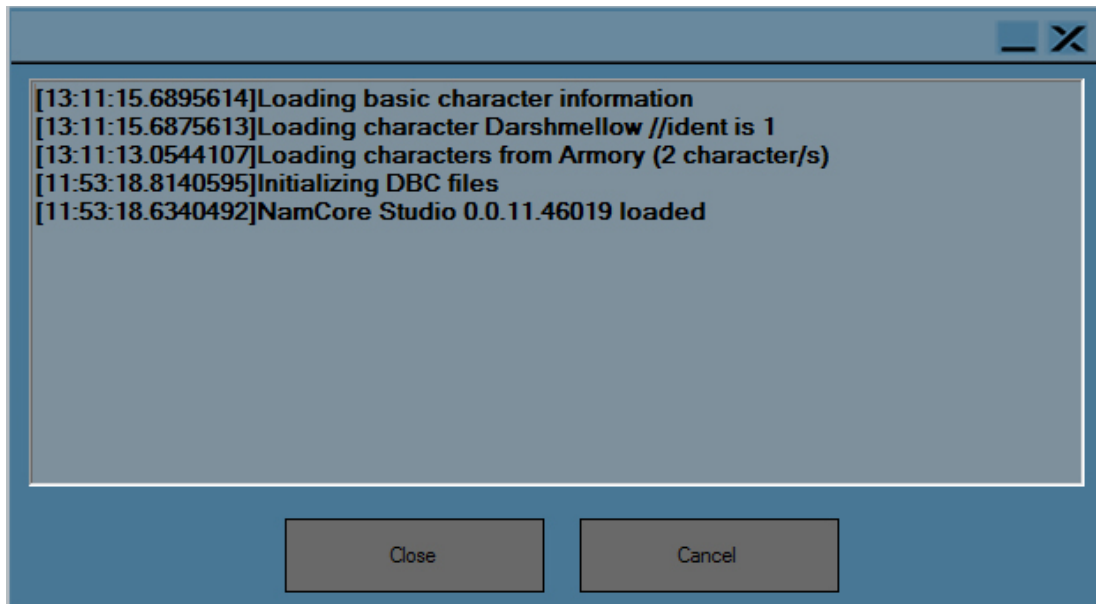
If you want to remove a character from the list, simply select the character in the box and right-click on it. A small context menu will open that will let you remove the selected character by clicking on **Remove**.

### 3.4.3. Loading character profiles

After you have added at least one character to the list, the **Load characters** button will be enabled. Click it to start the loading process.

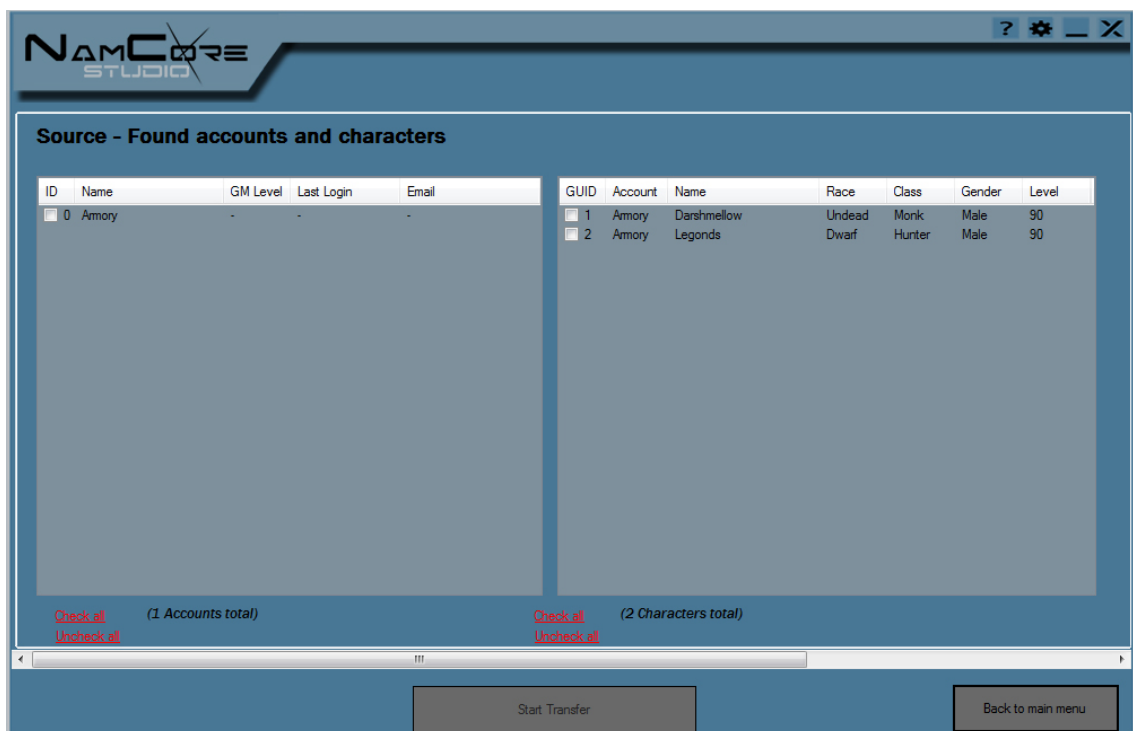
The status window will appear, showing you what the program is currently doing while loading the characters.

**Figure 3.7 The status window**



If everything works fine, this window will close automatically and you will find yourself on the **Live View** interface.

**Figure 3.8 The Live View window**

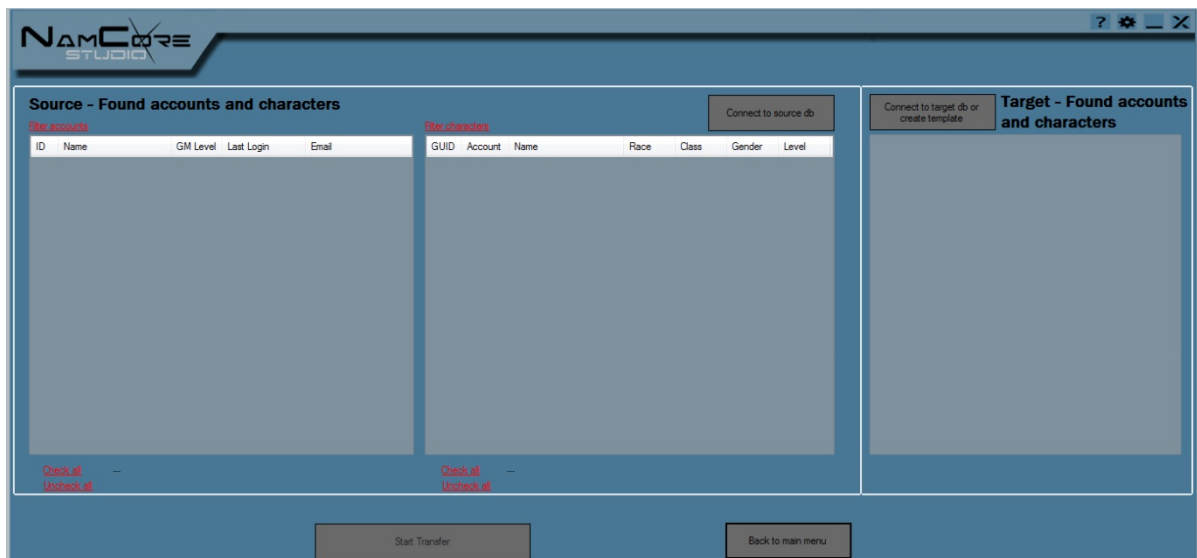


To the right you can see the list of characters that have been downloaded from the Armory. All information of those characters is now offline available.

For a detailed explanation on how to work with the Live View interface see section **3.5. The Live View interface**.

## 3.5. The Live View interface

**Figure 3.9 The clean Live View window**



This interface is the heart of the application, as it lists basic information about accounts and characters from a specific source and lets you manage them.

You will deal with *Live View* whenever you load characters from the armory, connect to a database or open template files.

To return to the main interface, click on the “Back to main menu” button.

The UI is divided into two sections:

- **Source (left side)**

Depending on what features of NamCore you want to use, this part is probably the most important. After loading characters from the Armory, opening a template file or connecting to a database, you will see accounts and characters listed here. Accounts will be displayed in the left list, characters in the right.

As you can see in **figure 3.9** both lists are currently empty, that’s because we haven’t specified a source yet.



### **Warning!**

If you have followed section **3.4.3 Loading character profiles**, you will already see characters listed here.

- **Target (right side)**

This part of the interface may be hidden.

To view it, either use the horizontal scroll bar or point your mouse cursor at the right edge of the window and drag it to the right to enlarge the size.

You'll need this part when creating a template file or migrating a character to a database.

Accounts and characters will be displayed in one single window in form of a tree.

## 3.5.1. Specifying a source

If you followed **3.4.3 Loading character profiles**, skip this section.

As mentioned before, there are types of sources:

### 1. The official WoW Armory

If you want to transfer characters from the official Armory to your server or simply store them in a template file, you'll need to load them first. However, you cannot load armory characters using this interface. Have a look at the *Armory Parser*, explained in section **3.4 The Armory Parser interface**.

### 2. A template file

If you created a template file, containing account and character information or downloaded one from the internet and want to transfer specific accounts/characters to your server or create a new template file, you'll need to load the file first. However, you cannot load template files using this interface. Have a look at the *Template Explorer*, explained in section

### 3. A MySQL database

If you want to view, edit, migrate or store account/character profiles from a database, you'll need to create a connection to the MySQL database first. This can be done in the *Live View* interface.

Just click on the "Connect to source db" button. The *DbConnect* window will appear. To open a connection to your server see section **3.5.2 The DbConnect interface**.

## 3.5.2. The DbConnect interface

Figure 3.10 The DbConnect window

**NamCore Studio**

**Connect to source server**

☐ Default connection

☐ Connect via NamCore Remote Server

**NamCore Remote Server**

Server address:  (IP)

User-Id:

Password:

**MySQL Login Info**

Database address:  (localhost)

Port:  3306 (3316/3306)

User-Id:  root

Password:

Realm/Auth db name:  auth

Character db name:  characters

Connect Save as standard

Whenever you want to open a connection to a database in NamCore, you will need to use this interface.

As you can see there are two different ways to establish a connection with a MySQL:

### 1. Default connection

Select this option when you want to connect to a local or public database using the standard protocol.

First off, you'll need to specify the database address.



### Note!

If your MySQL service is running on the local machine enter either "localhost" or "127.0.0.1".

Next specify the port. Often used ports are 3316 or 3306. If you don't know the port of your db, look it up in your emulator config file.

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Now enter the information for a valid MySQL user.

To specify the realm/auth and character database name, either enter the name of it directly or click on the drop down arrow. If your login info is correct and the service is up and running, you should see all the names of all found databases in the drop down menu.

Click the "Save as standard" button if you want to save the login info.

Finally click the "Connect" button to establish a connection and close the interface.

## **2. Connect via NamCore Remote Server**

Select this option if you have set up the *NamCore Remote Server*.

Specify the server address, user-id and password and click "Connect".

For more information about the *NamCore Remote Server* and how to retrieve it visit the project page or the developer blog.

After the connection is successfully established the window will close and your database structure will be analyzed. This means that NamCore detects the type and version (e.g. TrinityCore 3.3.5a) and looks for missing fields and tables.

If this test passes, basic account and character information will be loaded from the database. Depending on the amount of profiles, this may take some time.

You will then see items in the corresponding lists.

## **3.5.3. Basic account/character management**

**Figure 3.11 Live View displaying database accounts/characters**

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Now that you specified a source, you will see accounts and characters listed here.

For this example we opened a connection to a database, however when loading profiles from the Armory or a template file it will look similar.

Let's have a look at some different features:

### **Refresh-Icon**

Reloads accounts and characters from the database

### **Checking accounts**

**Figure 3.12 Live View: Account checked**



When you check a box next to an account, you will see its related characters. Checking multiple accounts will result in displaying related characters of all checked accounts.

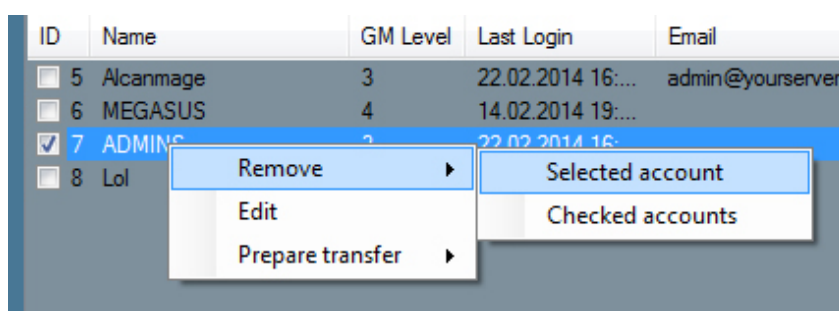
### **Removing accounts**

You want to remove accounts and related characters? Simply right-click an account and select "Remove"

-> "Selected account" for removing the selected account only

-> "Checked accounts" for removing all checked accounts

**Figure 3.12 Live View: Remove account**



### **Note!**

When the source is a template file or the Armory, the account and the related characters will only be removed from the list. A template file won't change.

### **Viewing/Editing accounts**

If you want to view or edit an account, simply right-click it and select "Edit". The *Account Overview* interface will appear. For more information on how to use it, see section **3.6 The Account Overview interface**.

## **Removing characters**

You want to remove characters? Simply right-click a character and select "Remove"

-> "Selected character" for removing the selected character only

-> "Checked character" for removing all checked characters



### **Note!**

When the source is a template file or the Armory, the characters will only be removed from the list. A template file won't change.

## **Viewing/Editing characters**

If you want to view or edit a character, simply right-click it and select "Edit". The character information will now be loaded and the *Character Overview* interface will appear. This may take some time. For more information on how to edit and view a character profile, see section **3.7 The Character Overview** interface.

## **3.5.4. Filtering accounts and characters**

If you're dealing with a huge amount of accounts and characters, you might find the filter function useful.

Simply click on "Filter accounts" or "Filter characters" and you will see a window allowing you to do so:

### **Filter accounts**

**Figure 3.12 Filter accounts**

Filter accounts			
<input type="checkbox"/> ID	Select		Select
<input type="checkbox"/> Name	Select		
<input type="checkbox"/> GM Level	Select		Select
<input type="checkbox"/> Last Login	Select	2014-03-16 14:10:37	Select
<input type="checkbox"/> Email	Select		
Apply		Close	

As you can see there are a bunch of different filter criteria.

- Filter by ID

Check "ID" and specify the range for valid ids. For example: "> 10 < 100" will only show accounts which ids are greater than 10 and smaller than 100.

- Filter by Name

Check "Name" and select either "=" or "contains", depending on whether you want to see accounts which name equals or contains the entered string.

- Filter by GM Level

See *Filter by ID* for usage.

- Filter by Last Login

To filter accounts by their last login date, check "Last Login" and specify the date range.

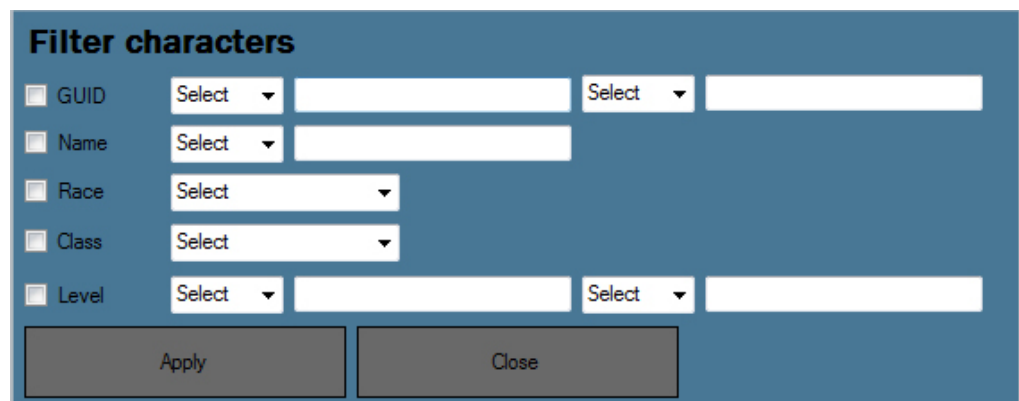
- Filter by Email

See *Filter by Name* for usage.

You can select multiple criteria. When finished, click "Apply".

### **Filter characters**

**Figure 3.13 Filter characters**



As you can see there are a bunch of different filter criteria.

- Filter by GUID

Check "GUID" and specify the range for valid ids. For example: "> 10 < 100" will only show characters which GUIDs are greater than 10 and smaller than 100.

- Filter by Name

Check "Name" and select either "=" or "contains", depending on whether you want to see characters which name equals or contains the entered string.

- Filter by Race

Check "Race" and select a race.

- Filter by Class

Check "Class" and select a class.

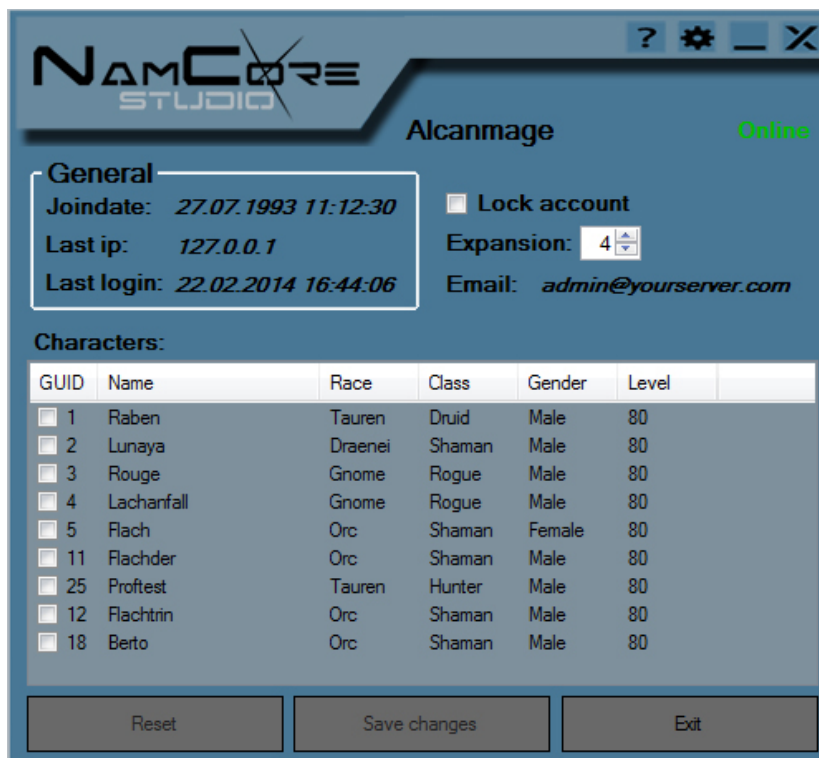
- Filter by Level

Check "Level" and enter a level range.

You can select multiple criteria. When finished, click "Apply".

## 3.6. The Account Overview interface

**Figure 3.14 The Account Overview window**




This interface will provide detailed information of a specific account and allows you to edit/manipulate it.

Most of what is displayed here should be self-explanatory.

Besides the general account information, you can also see that the account is currently online (logged in), flagged for expansion 4 (MoP) and is not locked.

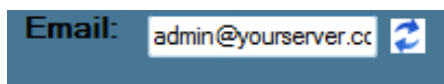
There is also a list of related characters and by right-clicking them you will see the same context menu providing the same functionality as on the *Live View*.

## 3.6.1.Editing account information

Editing this information is actually pretty simple. The general rule is whenever you point your cursor over a text and your cursor changes to the I-Beam logo (  ), you can probably edit it by clicking it.

For example clicking on the email will result in this:

**Figure 3.15 E-Mail editing**



The label changed to a text field and you can simply type in a new Email and click on the refresh icon.

To lock the account simply check the “Lock account” box and to set the expansion either enter a number or use the arrows.

When you made any changes, the “Reset” and “Save changes” buttons will be enabled. By clicking *Reset* all changes will be reverted and by clicking *Save changes* the changes will be applied.



### **Warning!**

If you’re connected to a database, corresponding tables will be updated when hitting *Save changes*.

## 3.7. The Character Overview interface

Figure 3.16 The Character Overview window



As you can see, this interface provides a fairly good overview of a specific character. The goal with this UI was it to display the character's armor, inventory and basic information in an in-game like environment and make it easy to modify them.

In the following section you will learn how it works.



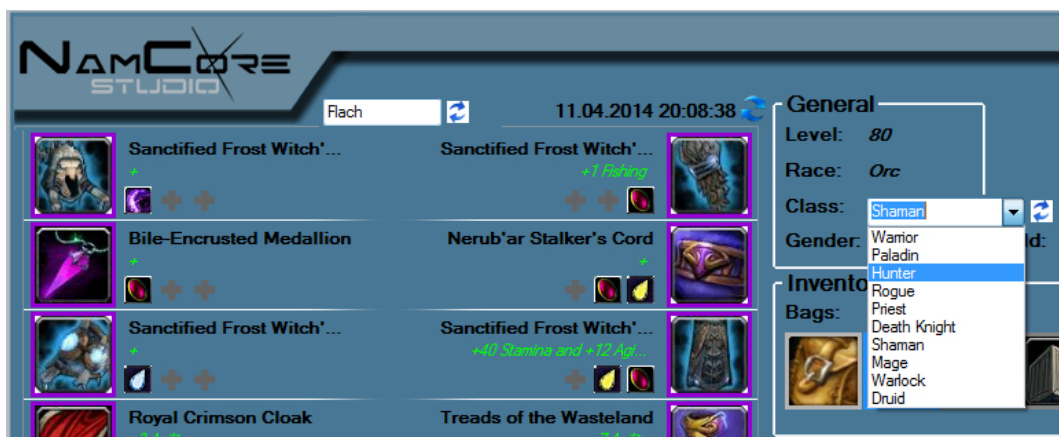
### Warning!

Changes will only apply when hitting the *Save changes* button.

### 3.7.1.Editing basic information

Clicking on the character name, level, race, class or gender will allow you to modify it. To apply changes click the refresh logo.

**Figure 3.17 Change values**



### 3.7.2.Editing character armor

The character armor is displayed on the left side of the interface. It has the same layout regarding item slots as the window in-game.

Let's take a look at the *feet* slot:

**Figure 3.18 Item slot layout**



To the right the item icon is displayed. Clicking on it will open the Wowhead item page in your web browser. You will also notice that the purple border represents the epic quality of the item.

Of course the name of the item is also displayed. Sometimes this name is too long to match the interface. In this case hover your mouse over the text and a tooltip will appear. Clicking on the name will transform the label into a text field showing you the item id.



**Figure 3.19 Display item's id**



**Clicking the trash icon will delete the item from the slot.**

You can also exchange the item by entering a matching item id and clicking the refresh icon.

The green text below the item name will display the enchantment effect name. Clicking on it will show you either the item or spell id of the enchantment. You are also able to modify or remove it by entering another enchantment item/spell id or clicking the trash icon.

At the bottom you can see the gems of the item. Clicking on a gem icon will again display a similar text field to modify/remove it. You might also want to add another gem by hitting the plus symbol and entering a valid item id of a gem.



## Note!

You can add up to 3 gems per item. NamCore however does not check if the item supports that many gems.

You might also encounter empty slots. To add a matching item to it simply click on the empty icon, enter the item id in the upcoming text field and click the plus symbol.

**Figure 3.20 Adding new items**



## 3.7.3.Editing character inventory

The character inventory is displayed on the right side of the interface. You will notice at least one bag is displayed here.

**Figure 3.21 Item slot layout**



To open a bag and see its contents simply click the icon.

**Figure 3.22 Open bag**



Hovering your mouse cursor over an item or bag will allow you to remove it by hitting the trash icon. Empty slots won't display a trash icon but a plus icon. Clicking on it will allow you to add an item to this slot.

You'll notice that stackable items have the current stack size displayed in the top right corner of the icon. To edit the stack count simply click the number and enter a new value.

### 3.7.4. Applying changes

If you make any changes to the character on the character overview interface or any of the character interfaces, they will not be applied instantly. If you wish to apply the changes and update the database click the *Save changes* button.

If you want to reset the changes you've made click the *Reset* button.



#### **Warning!**

The *Reset* button only resets changes you have **not** saved yet.  
**You cannot revert already applied changes.**

### 3.7.5. Other interfaces

You can also modify other character information like reputation, achievements, glyphs, etc. To the bottom right of the *Character Overview* interface you will find a menu which lets you open corresponding interfaces.

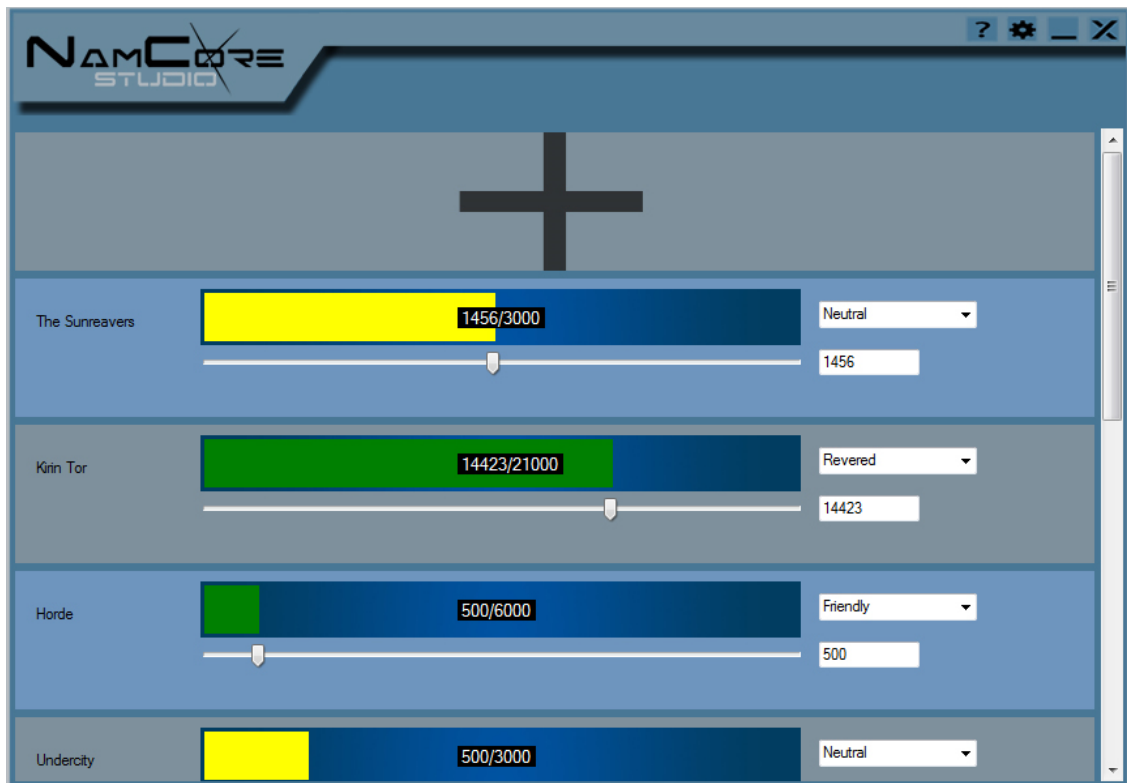
**Figure 3.23 Navigate to other interfaces**



See the following sections on how to use these interfaces.

## 3.8. The Reputation interface

**Figure 3.16 The Reputation window**



This interface allows you to modify the character's reputation at factions which are flagged visible.

Moving the sliders in a faction panel will change the reputation value. To the right you can select a status from *Stranger* to *Exalted*.

If you want to add another faction which is not listed, click the plus symbol at the top and enter the faction id. A new panel will appear at the top letting you modify the reputation values.



## Note!

To apply the changes simply close the window and hit *Save changes* on the Character Overview interface.