Data Dict

| **Key** | **Value Type** | **Extra Information** |
| --- | --- | --- |
| w | uint | Determine size in grid inventory |
| h | uint | Determine size in grid inventory |
| icon | string | Client calls asset for rendering |
| socketable | ?bool |  |
| stackSize | ?int |  |
| maxStackSize | ?int |  |
| league | ?string |  |
| id | ?string | a *unique* 64 digit hexadecimal string |
| sockets | ?array of [ItemSocket](https://www.pathofexile.com/developer/docs/reference#type-ItemSocket) |  |
| socketedItems | ?array of [Item](https://www.pathofexile.com/developer/docs/reference#type-Item) |  |
| name | string |  |
| typeLine | string | Item Type (example: Helmet) |
| baseType | string | Base Type (determines base stats) example: Bascinet |
| rarity | ?string | Normal, Magic, Rare, or Unique |
| identified | bool |  |
| ilvl | int |  |
| note | ?string | user-generated text |
| forum\_note | ?string | user-generated text |
| lockedToCharacter | ?bool | Determine tradability |
| lockedToAccount | ?bool | Determine tradability |
| descrText | ?string |  |
| flavourText | ?array of string |  |
| frameType | ?uint as [FrameType](https://www.pathofexile.com/developer/docs/reference#type-FrameType) | Client calls asset for rendering |
| artFilename | ?string | Client calls asset for rendering |
| ↳ prefixes | ?array of int | Client references each prefix id in array |
| ↳ suffixes | ?array of int | Client references each suffix id in array |
| x | ?uint | Location in grid inventory |
| y | ?uint | Location in grid inventory |
| quality | ?int | Stat multiplier for prefix and suffix ranges and base stats |
| inventoryId | ?string | Bind to player |
| socket | ?uint | Socket count |
| colour | ?string | S, D, I, or G |