BG(2)EE and IWDEE

NOTE: The table could also apply to other IE games.
It has only been tested for BG(2)EE and IWDEE.

A rudimentary information can be found in **slots.IDS**.
It can be watched with the help of Near Infinity.

The numbers are used in **itemtype.2DA**(last column).

Further sources:
* https://gibberlings3.github.io/iesdp/file_formats/ie_formats/itm_v1.htm#Header_ItemType
* https://gibberlings3.github.io/iesdp/files/ids/bgee/slots.htm
* https://www.gibberlings3.net/forums/topic/38557-difficulty-understanding-some-slots-in-slotids/
* https://gibberlings3.github.io/iesdp/file_formats/ie_formats/cre_v1.htm#CREV1_0_ItemSlots

ID	Slot-Name	Description
0	SLOT_AMULET	Self-explanatory
1	SLOT_ARMOR	Self-explanatory
2	SLOT_BELT	Self-explanatory
3	SLOT_BOOTS	Self-explanatory
4	SLOT_CLOAK	Self-explanatory
5	SLOT_GAUNTLETS	Self-explanatory
6	SLOT_HELMET	Self-explanatory
7	SLOT_RING_LEFT	Self-explanatory Although both ring slots are highlighted, only the left ring slot accepts item.
8	SLOT_RING_RIGHT	Self-explanatory Although both ring slots are highlighted, only the right ring slot accepts item.
9	SLOT_SHIELD	Self-explanatory(also slot for offhand and slot is not highlighted)
10	SLOT_FIST	**NOT AVAILABLE** (possibly hardcoded)
11	SLOT_AMMO	All ammo slots (slots are not highlighted)
15	SLOT_MISC	First(left) quick-item slot (slot is not highlighted)
35	SLOT_WEAPON	All Mainhand slots only (slots are not highlighted)
11	SLOT_AMMO0	All ammo slots (slots are not highlighted)
12	SLOT_AMMO1	**NOT AVAILABLE** (possibly hardcoded)
13	SLOT_AMMO2	**NOT AVAILABLE** (possibly hardcoded)
14	SLOT_AMMO3	**NOT AVAILABLE** (possibly hardcoded)
15	SLOT_MISC0	First(left) quick-item slot (slot is not highlighted)
16	SLOT_MISC1	**NOT AVAILABLE – Game crashes**
17	SLOT_MISC2	**NOT AVAILABLE – Game crashes**
18	SLOT_MISC3	**NOT AVAILABLE – Game crashes**
19	SLOT_MISC4	**NOT AVAILABLE – Game crashes**
20	SLOT_MISC5	**NOT AVAILABLE – Game crashes**
21	SLOT_MISC6	**NOT AVAILABLE – Game crashes**
22	SLOT_MISC7	**NOT AVAILABLE – Game crashes**
23	SLOT_MISC8	**NOT AVAILABLE – Game crashes**
24	SLOT_MISC9	**NOT AVAILABLE – Game crashes**
25	SLOT_MISC10	**NOT AVAILABLE – Game crashes**
26	SLOT_MISC11	**NOT AVAILABLE – Game crashes**
27	SLOT_MISC12	**NOT AVAILABLE – Game crashes**
28	SLOT_MISC13	**NOT AVAILABLE – Game crashes**
29	SLOT_MISC14	**NOT AVAILABLE – Game crashes**
30	SLOT_MISC15	**NOT AVAILABLE – Game crashes**
31	SLOT_MISC16	**NOT AVAILABLE – Game crashes**
32	SLOT_MISC17	**NOT AVAILABLE – Game crashes**
33	SLOT_MISC18	**NOT AVAILABLE – Game crashes**
34	SLOT_MISC19	**NOT AVAILABLE – Game crashes** (Magically Created Weapon Slot (i.e. Flame Blade))
35	SLOT_WEAPON0	All Mainhand slots only (slots are not highlighted)
36	SLOT_WEAPON1	**NOT AVAILABLE** (possibly hardcoded and depending on the class)
37	SLOT_WEAPON2	**NOT AVAILABLE** (possibly hardcoded and depending on the class)
38	SLOT_WEAPON3	**NOT AVAILABLE** (possibly hardcoded and depending on the class)
-1	NOT A SLOT ID	**Itemtype.2da** treats it as "use hardcoded default", not an actual SLOT ID.
$(-65\,535,\ -1\,048\,576) = x$ and $x > 38$ (39, 5000,10000, 65538, 2^{18}, 2^{20})	EMPTY SLOTS / NOT A SLOT ID	**NOT AVAILABLE** (There aren't negative item slots nor negative item types, since they're stored unsigned.)
-65536, 2^{22}, $10\,000\,000$	EMPTY SLOTS / NOT A SLOT ID	**NOT AVAILABLE – Game crashes** (There aren't negative item slots nor negative item types, Since they're stored unsigned.)

Inventory

Akun

Wizard Slayer

11 Quiver

35 Quick Weapons

Quick Items

15

1 **5** **6** **0**

9

7

8

4 **3** **2**

977640

8

96/96

13

2 - 3

Armor Class: 10
Dexterity: -2

Class Hit Points/Level: +10
Bonus Hit Points/Level: +2

Base THAC0: 13

Fist: 1d2
Strength: +1

Ground   1/1

0 lbs

150 lbs