A rudimentary infomration 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/

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
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 AVAILABLE**
$(-65\,535, -1\,048\,576) = x$ and $x > 38$ (39, 5000,10000, 65538, 2^18, 2^20)	???	**NOT AVAILABLE** (possibly partially an integer overflow with wrap-around. Not clear how many bytes are available)
-65536, 2^22, 10 000 000	???	**NOT AVAILABLE – Game crashes** (possibly an integer overflow with wrap-around)

Inventory

Akun

Wizard Slayer

11 Quiver

35 Quick Weapons

Quick Items

15

Armor Class: 10
Dexterity: -2

8

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

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

96/96

9

Base THAC0: 13

8

13

7

Fist: 1d2
Strength: +1

4 **3** **2**

2 - 3

977640

Ground 1/1

0 lbs

150 lbs