

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

<i>ID</i>	<i>Slot-Name</i>	<i>Description</i>
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). Works only if item ability is set.
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). Works only if item ability is set.
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.)

The numbers represent the numbers which can be found in **slot.ids**.

Inventory

Akun

Wizard Slayer

11

Quiver

1

5

6

0

8

Armor Class: 10

Dexterity: -2

35

Quick Weapons

96/96

Class Hit Points/Level: +10

Bonus Hit Points/Level: +2

9

Base THACO: 13

Quick Items

7

8

13

15

4

3

2

2 - 3

Fist: 1d2

Strength: +1

977640

Ground

1/1

0 lbs

150 lbs