

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/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](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	<b>NOT AVAILABLE</b> (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	<b>NOT AVAILABLE</b> (possibly hardcoded)
13	SLOT_AMMO2	<b>NOT AVAILABLE</b> (possibly hardcoded)
14	SLOT_AMMO3	<b>NOT AVAILABLE</b> (possibly hardcoded)
15	SLOT_MISC0	First(left) quick-item slot (slot is not highlighted)
16	SLOT_MISC1	<b>NOT AVAILABLE – Game crashes</b>
17	SLOT_MISC2	<b>NOT AVAILABLE – Game crashes</b>
18	SLOT_MISC3	<b>NOT AVAILABLE – Game crashes</b>
19	SLOT_MISC4	<b>NOT AVAILABLE – Game crashes</b>
20	SLOT_MISC5	<b>NOT AVAILABLE – Game crashes</b>
21	SLOT_MISC6	<b>NOT AVAILABLE – Game crashes</b>
22	SLOT_MISC7	<b>NOT AVAILABLE – Game crashes</b>
23	SLOT_MISC8	<b>NOT AVAILABLE – Game crashes</b>
24	SLOT_MISC9	<b>NOT AVAILABLE – Game crashes</b>
25	SLOT_MISC10	<b>NOT AVAILABLE – Game crashes</b>
26	SLOT_MISC11	<b>NOT AVAILABLE – Game crashes</b>
27	SLOT_MISC12	<b>NOT AVAILABLE – Game crashes</b>
28	SLOT_MISC13	<b>NOT AVAILABLE – Game crashes</b>
29	SLOT_MISC14	<b>NOT AVAILABLE – Game crashes</b>
30	SLOT_MISC15	<b>NOT AVAILABLE – Game crashes</b>
31	SLOT_MISC16	<b>NOT AVAILABLE – Game crashes</b>
32	SLOT_MISC17	<b>NOT AVAILABLE – Game crashes</b>
33	SLOT_MISC18	<b>NOT AVAILABLE – Game crashes</b>
34	SLOT_MISC19	<b>NOT AVAILABLE – Game crashes</b> (Magically Created Weapon Slot (i.e. Flame Blade))
35	SLOT_WEAPON0	All Mainhand slots only (slots are not highlighted)
36	SLOT_WEAPON1	<b>NOT AVAILABLE</b> (possibly hardcoded and depending on the class)
37	SLOT_WEAPON2	<b>NOT AVAILABLE</b> (possibly hardcoded and depending on the class)
38	SLOT_WEAPON3	<b>NOT AVAILABLE</b> (possibly hardcoded and depending on the class)
-1	???	<b>NOT AVAILABLE</b>
( -65 535, -1 048 576) = x and x > 38 (39, 5000,10000, 65538, 2^18, 2^20)	???	<b>NOT AVAILABLE</b> (possibly partially an integer overflow with wrap-around. Size is possibly 2 Bytes)
-65536, 2^22, 10 000 000	???	<b>NOT AVAILABLE – Game crashes</b> (possibly an integer overflow with wrap-around. Size is possibly 2 Bytes)



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

The inventory screen displays three items in the top row. The first item is a sword with a silver hilt and a long, curved blade. The second item is a dagger with a yellow hilt and a long, curved blade. The third item is a chest piece with a green gem in the center. The bottom row of the inventory is empty.