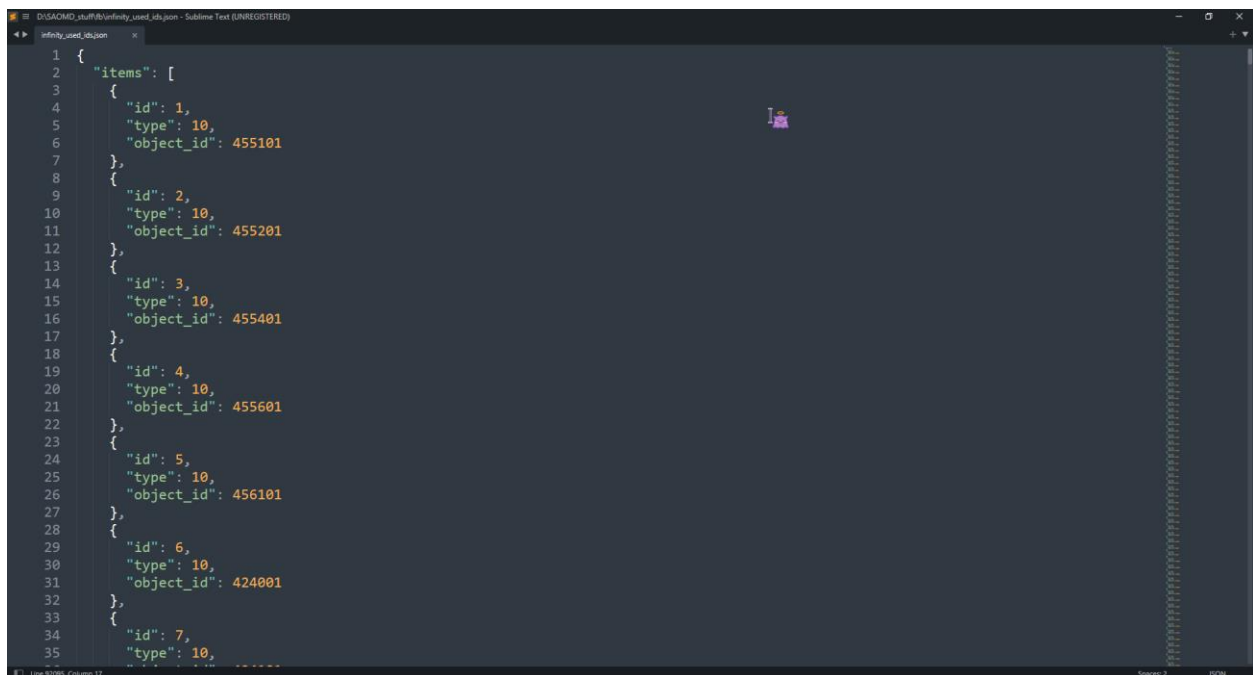


Infinity_Used_IDs.bin Tutorial

1. Follow the fb.py tutorial first to convert the infinity_used_ids.bin to infinity_used_ids.json.
2. With your preferred text editor (Sublime Text Editor 3 will be used in this example), open infinity_used_ids.json.



```
1 {
2   "items": [
3     {
4       "id": 1,
5       "type": 10,
6       "object_id": 455101
7     },
8     {
9       "id": 2,
10      "type": 10,
11      "object_id": 455201
12     },
13     {
14       "id": 3,
15       "type": 10,
16       "object_id": 455401
17     },
18     {
19       "id": 4,
20       "type": 10,
21       "object_id": 455601
22     },
23     {
24       "id": 5,
25       "type": 10,
26       "object_id": 456101
27     },
28     {
29       "id": 6,
30       "type": 10,
31       "object_id": 424001
32     },
33     {
34       "id": 7,
35       "type": 10,
```

What does each Field do?

("id":) – A counter that increments with the total amount of items.

("object_id":) – ID of the character, equipment, item, banner, or event.

s

("type":) – this further describes what the object_id is to the game so it knows what to expect when looking at the data associated with said object_id. The game uses numbers 1-10 to identify each type.

- Type 1 – Character ID
- Type 2 – Equipment ID
- Type 3 – Item ID
- Type 5 – Banner ID
- Type 10 – Event ID