slotsByName {  
 assetEquipped : String – ID of asset equipped to slot. ‘None’ if no asset equipped

assets : Object – List of assets available to slot, key linked to asset’s ID

childrenAbove : Array

childrenBelow : Array

name: : String

order: : Int

parent: : String

trimsEquipped: : Object – List of assets of trims to be drawn above slot, ordered as followed:  
 trimsEquipped [trim’s Parent Asset ID] [Array of trims for each Parent asset asset]

}  
  
assetsByID {

filename : "body\_body\_01.png"

id : "hm00001"

img : - not present, if image hasn’t been loaded

location : "assets/body\_pose\_01"

name : "Body"

position : "a"

removable : 0

hue : 34

sat : 42

lum : 60

slot : "body"

w : 290

h : 656

x : 211

y : 178

trims : Object of trims- not present if no trims

type : “asset”

}  
  
trimsById {

equipped : 1

filename : "body\_frontarm\_01\_shouldertrim.png"

id : "tm00003"

img : - not present if no trims

location : "assets/body\_pose\_01"

name : "Front Shoulder Skin Trim"

order : 0

parentAsset : "hm00002"

position : "a"

removable : 0

hue : 34

sat : 42

lum : 60

trimPlacement : "body"

w : 47

x : 397

y : 235

h : 57

type : “trim”

}