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Project Sylvanas Documentation
    Game Object - Functions
                                                                                  Scripting Reference > Documentation > Dev Docs > Libraries > Inventory Helper
    Game Object - Code Examples
                                                                         Inventory Helper
   Buffs
   Spell Book
                                                                          Overview
     Spell Book - Raw Functions
     Spell helper
                                                                          The Inventory Helper module provides a comprehensive set of utility functions that aims to make your life easier when
   Graphics
                                                                          working with items. Below, we'll explore its functionality.
     Graphics - Functions
    Graphics - Notifications
   Menu Elements
                                                                         Including the Module
   Input
   Geometry
                                                                          As with all other LUA modules developed by us, you will need to import the Inventory Helper module into your project.
   Control Panel
                                                                          To do so, you can use the following lines:
   Vectors
    Vector 2
                                                                            1 ---@type inventory_helper
    Vector 3
                                                                            2 local inventory_helper = require("common/utility/inventory_helper")
   Libraries
     Spell Prediction
                                                                            A WARNING
    Combat Forecast Library
                                                                            To access the module's functions, you must use : instead of ...
     Health Prediction Library
    Unit Helper Library
                                                                            For example, this code is not correct:
     Target Selector
    PvP Helper Library
                                                                              1 ---@type inventory_helper
    PvP UI Module Library
                                                                               2 local inventory_helper = require("common/utility/pvp_helper")
    Inventory Helper
                                                                              4 local function check_if_player(unit)
    Dungeons Helper
                                                                                    return inventory_helper.get_bank_slots(unit)
                                                                              6 end
   Custom UI
    Custom UI Functions 🛭
                                                                            And this would be the corrected code:
    Barney's Basic Guide (With
                                                                              1 ---@type inventory_helper
                                                                              2 local inventory_helper = require("common/utility/pvp_helper")
                                                                              4 local function check_if_player(unit)
                                                                                    return inventory_helper:get_bank_slots(unit)
                                                                              6 end
                                                                          Functions
                                                                          get_all_slots() -> table<slot_data>
                                                                          Retrieves all item slots available to the player, including both character bags and bank slots.
                                                                           • Returns:
                                                                               o slots (table<slot_data>): A table containing slot data for all items.
                                                                          get_character_bag_slots() -> table<slot_data>
                                                                          Retrieves all item slots from the character's bags, excluding bank slots.
                                                                           • Returns:
                                                                               o slots (table<slot_data>): A table containing slot data for items in character bags.
                                                                          get_bank_slots() -> table<slot_data>
                                                                          Retrieves all item slots from the bank.
                                                                           • Returns:
                                                                               o slots (table<slot_data>): A table containing slot data for items in the bank.
                                                                          get_current_consumables_list() -> table<consumable_data>
                                                                          Retrieves a list of consumables currently in the player's inventory.
                                                                           • Returns:
                                                                               o consumables (table<consumable_data>): A table containing data for each consumable item.
                                                                          update_consumables_list()
                                                                          Updates the internal list of consumables. Call this function whenever the inventory changes to refresh the
                                                                          consumables list.
                                                                         Example:
                                                                            1 ---@type inventory_helper
                                                                            2 local inventory_helper = require("common/utility/pvp_helper")
                                                                            4 -- After picking up new consumables
                                                                            5 inventory_helper:update_consumables_list()
                                                                          debug_print_consumables()
                                                                          Prints the current consumables list to the debug log for debugging purposes.
                                                                          Data Structures
                                                                          Slot Data Structure 📙
                                                                          The slot_data class represents an item slot in the inventory or bank.
                                                                          Fields:
                                                                           • item (game_object): The item object in this slot.

    global_slot ( number ): Global slot identifier.

    bag_id (integer): ID of the bag containing the item.

                                                                           • bag_slot (integer): Slot number within the bag.

    stack_count (integer): Stack count of the item in this slot.

                                                                          Example:
                                                                           1 local slot = all_slots[1]
                                                                            2 core.log("Item: " .. slot.item:get_name())
                                                                            3 core.log("Stack Count: " .. tostring(slot.stack_count))
                                                                          Consumable Data Structure 🧪
                                                                          The consumable_data class represents a consumable item in the inventory.
                                                                         Fields:
                                                                           • is_mana_potion (boolean): Whether the item is a mana potion.
                                                                           • is_health_potion (boolean): Whether the item is a health potion.
                                                                           • is_damage_bonus_potion ( boolean ): Whether the item is a damage bonus potion.
                                                                           • item (game_object): The item object for the consumable.
                                                                           • bag_id ( integer ): ID of the bag containing the item.

    bag_slot (integer): Slot number within the bag.

    stack_count (integer): Stack count of the item in this slot.

                                                                          Examples
                                                                         Iterating Over All Inventory Slots
                                                                            1 ---@type inventory_helper
                                                                            2 local inventory = require("common/utility/inventory_helper")
                                                                            4 local function print_all_items()
                                                                            5 local all_slots = inventory:get_all_slots()
                                                                            for _, slot in ipairs(all_slots) do
                                                                                      core.log("Item: " .. slot.item:get_name() .. " in slot: " .. tostring(slot.global_slot))
                                                                            8 end
                                                                            9 end
                                                                           11 print_all_items()
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Dungeons Helper »

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Overview

Functions

Including the Module

table<slot\_data>

Data Structures

Examples

table<consumable\_data>

Slot Data Structure 📙

update\_consumables\_list()

debug\_print\_consumables()

Consumable Data Structure 🧪

Iterating Over All Inventory Slots

get\_all\_slots() -> table<slot\_data>

get\_bank\_slots() -> table<slot\_data>

get\_current\_consumables\_list() ->

get\_character\_bag\_slots() ->