Documentation on Gen IV Item Files - 34 bytes total			
Sinnoh Locations: itemtool/itemdata/item_data.narc			
HGSS Location: a/0/1/7.narc			
Section #1 - Basic Information - 8 bytes			
Offset	**Length**	**Name**	**Description**
0x0	0x2	Ask price	Unsigned
0x2	0x1	Equipment effect (for additional scripts)	Unsigned
0x3	0x1	Power	Unsigned
0x4	0x1	Pluck consumption effect	Unsigned
0x5	0x1	Fling effect	Unsigned
0x6	0x1	Fling power	Unsigned
0x7	0x1	Natural Gift power	Unsigned
Section #2 - Bit Field 1 - 2 bytes			
Offset	**Length**	**Name**	**Description**
0	5 bits	Natural Gift type	Unsigned
5	1 bit	Unable to be discarded	Unsigned
6	1 bit	Able to be registered	Unsigned
7	4 bits	Overworld Bag pocket number	Unsigned
Section #2 Sub-Section #1 - Battle Bag Pockets (Value at highest offset takes priority)			
11	1 bit	Pokeballs (if 0, not present in Battle bag)	Unsigned
12	1 bit	Battle Items Pocket	Unsigned
13	1 bit	Recovery Pocket	Unsigned
14	1 bit	Status Recovery Pocket	Unsigned
15	1 bit	PP Recovery Pocket (Not 100% sure)	Unsigned
Section #3 - Function Information - 4 bytes			
Offset	**Length**	**Name**	**Description**
0x0	0x1	Field/ Overworld Function	Unsigned
0x1	0x1	Battle Function	Unsigned
0x2	0x1	Item type (Battle/ Field)	Unsigned
0x3	0x1	Padding	0x0
Section #4 - Recovery Information - 1 byte			
Offset	**Length**	**Name**	**Description**
0	1 bit	Sleep recovery	Unsigned
1	1 bit	Poison recovery	Unsigned
2	1 bit	Burn recovery	Unsigned
3	1 bit	Ice recovery	Unsigned
4	1 bit	Paralyze recovery	Unsigned
5	1 bit	Confusion recovery	Unsigned
6	1 bit	Attract/ Infatuation recovery	Unsigned
7	1 bit	Ability guard (?)	Unsigned
Section #5 - Utility Information - 1 byte			
Offset	**Length**	**Name**	**Description**
0	1 bit	Revive effect	Unsigned
1	1 bit	Revive all party members effect	Unsigned
2	1 bit	Increase level by one	Unsigned
3	1 bit	Function as evolution stone/ item	Unsigned
4	4 bits	Atk stat increase amount	Unsigned
Section #6 - Battle Stat Boost Information 1 - 1 byte			
Offset	**Length**	**Name**	**Description**
0	4 bits	Def stat increase amount	Unsigned
4	4 bits	Sp.Atk stat increase amount	Unsigned
Section #7 - Battle Stat Boost Information 2 - 1 byte			
Offset	**Length**	**Name**	**Description**
0	4 bits	Sp.Def stat increase amount	Unsigned
4	4 bits	Speed stat increase amount	Unsigned
Section #8 - Battle Stat Boost Information 3 - 1 byte			
Offset	**Length**	**Name**	**Description**
0	4 bits	Accuracy stat increase amount	Unsigned
4	2 bits	Crit chance increase amount	Unsigned
6	1 bit	PP up	Unsigned
7	1 bit	PP up by 3	Unsigned
Section #9 - Recovery Information 2/ EV Information 1 - 1 byte			
Offset	**Length**	**Name**	**Description**
0	1 bit	PP recovery	Unsigned
1	1 bit	Recover all PP	Unsigned
2	1 bit	HP recovery	Unsigned
3	1 bit	HP ev change	Unsigned
4	1 bit	Atk ev change	Unsigned
5	1 bit	Def ev change	Unsigned
6	1 bit	Speed ev change	Unsigned
7	1 bit	Sp.Atk ev change	Unsigned
Section #10 - Final Bit Field - 1 byte			
Offset	**Length**	**Name**	**Description**
0	1 bit	Sp.Def ev change	Unsigned
1	1 bit	Friendship points	Unsigned
2	1 bit	Friendship points	Unsigned
3	1 bit	Friendship points	Unsigned
4	4 bits	Padding	All 0's
Section #11 - Increase/ Decrease amounts - 13 bytes			
Offset	**Length**	**Name**	**Description**
0x0	0x1	Amount of HP ev's gained/ lost	Signed
0x1	0x1	Amount of Atk ev's gained/ lost	Signed
0x2	0x1	Amount of Def ev's gained/ lost	Signed
0x3	0x1	Amount of Speed ev's gained/ lost	Signed
0x4	0x1	Amount of Sp.Atk ev's gained/ lost	Signed
0x5	0x1	Amount of Sp.Def ev's gained/ lost	Signed
0x6	0x1	Amount of HP recovered	Unsigned
0x7	0x1	Amount of PP recovered	Unsigned
0x8	0x1	Friendship points change	Signed
0x9	0x1	Friendship points change	Signed
0xA	0x1	Friendship points change	Signed
0xB	0x2	Padding	0x00