

Equipment Slots

Information stored in `interfaces.pck/character.htf`

```
Equip_10 "Fashion Headwear"  
Equip_11 "Fashion Bodywear"  
Equip_12 "Fashion Pants"  
Equip_13 "Fashion Footwear"  
Equip_14 "Fashion Backwear"  
Equip_15 "Wings"  
Equip_19 "Smiley"  
Equip_00 "Weapon"  
Equip_01 "Headwear"  
Equip_02 "Bodywear"  
Equip_03 "Footwear"  
Equip_04 "Necklace"  
Equip_05 "Ring 1"  
Equip_06 "Ring 2"  
Equip_07 "Fashion Eyewear"  
Equip_08 "Fashion Nosewear"  
Equip_09 "Fashion Beard"  
Btn_weapon "Use Spirit points to\\rupgrade weapons."
```

Revision #2

Created 10 March 2024 03:00:00 by Arima

Updated 21 June 2024 00:01:21 by Admin