

# 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."
```

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Revision #2

Created 2024-03-10 03:00:00 UTC by Arima

Updated 2024-06-21 00:01:21 UTC by Admin