Fix for Random Mogui Gear in Character Creation

Needed: a hex editor such as HxD (`winget install MHNexus.HxD`).

1. Symptom and cause

On the character creation screen, a Mogui character shows random, mismatched gear that changes as you click around. Ren, Yaoh and Shenzu are not affected. This is a bug in the stock client, separate from any face or model changes.

- The creation screen reads each race's preview gear from `Configs\RaceEquip.ini` (`[Race1]` ..., keys `Slot0`–`Slot31` and `PetId`).
- Its loading loop stops after `[Race3]`. Mogui is race 4, added to the game later, so its 32 gear slots are never filled.
- Those slots keep whatever was in memory before, so the preview puts "random" items on the character.
- The memory for four races already exists; only the loop limit is wrong.

2. The fix

One byte in `elementclient.exe` changes the loop limit from 3 to 4, so Mogui loads its gear like the other races.

> **Back up your exe first.** Work on a copy of `elementclient.exe`.

File offset	`0x1EBC5A` (address `0x5EBC5A`)
Original bytes	`83 F8 03 89 4C 24 18 7C 8E`
Change	The third byte (offset `0x1EBC5C`): `03` → `04`
Result	`83 F8 04 89 4C 24 18 7C 8E`

1. Overwrite the byte (never insert); the file size must not change.
2. Save, then rename the copy to `elementclient.exe` and keep your backup.

> **Warning:** If the original bytes don't match, the exe is a different build: **stop**.

- The fix works the same on an exe that already has other edits, such as the custom faces.
- **Every player needs the fixed exe.** No server or `.pck` change is required.

3. Optional: a fixed preview outfit

After the fix, Mogui previews like the other races: the class's default outfit plus its class weapon. To show a specific outfit instead, add `Slot` keys to `configs.pck` → `Configs\RaceEquip.ini`.

Section	Race
`[Race1]`	Ren
`[Race2]`	Yaoh
`[Race3]`	Shenzu
`[Race4]`	Mogui

Key	Slot
`Slot0`	Weapon (usually left to `[Weapon]` `ProfN`)
`Slot1`	Body
`Slot3`	Feet
`Slot9`	Head

Example, using item IDs from your `elements.data`:

```
[Race4]
PetId = 30499
Slot1 = <body item id>
Slot3 = <feet item id>
Slot9 = <head item id>
```

- The outfit is per race, not per gender, so pick items that work on both.
- The per-class preview weapon stays in the `[Weapon]` section (`Prof19` and `Prof22` for the Mogui classes).

4. Testing

- [ ] Pick a Mogui class: the preview shows the same outfit every time.
- [ ] Change face, hair and ear several times: the outfit stays put.
- [ ] Switch gender and back: the outfit stays put.
- [ ] Ren, Yaoh and Shenzu previews look the same as before.

5. Technical details

- **The loader** is in the creation dialog setup at about `0x5EBBE0`. It formats `"%s\Configs\RaceEquip.ini"`, then for `Race1`... reads `Slot0`–`Slot31` into 32 dwords per race at dialog offset `0x8D4 + race × 0x80`, and `PetId` into `0xAD4 + race × 4`.
- **Four races fit exactly:**

Data	Offsets
Gear (4 races × 32 slots)	`0x8D4`–`0xAD3`
Pets (4 races)	`0xAD4`–`0xAE3`
Per-class weapons (`[Weapon]` `Prof0`–`Prof24`)	Start at `0xAE4`

- **Race lookup:** the race of the selected class comes from a class → race table at `0xA89A50`. Classes 19–24 map to race index 3 (Mogui), which the original loop (`cmp eax,3`) never reaches.
- **Why it looked random:** when the preview is rebuilt, the class weapon is written into slot 0 of that race's gear and the whole set is put on the preview character, so Mogui used to get whatever was left in memory.

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