Fashion Pouch

FASHION POUCH - HOW TO ADD IT (with mounts and flying mounts)
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What it does

Adds a second pouch, the Fashion Pouch (inventory 8). It holds:
  - fashion items
  - mounts
  - flying mounts
Everything else is refused. The Mystery Pouch is not changed.
The pouch starts at 24 slots and can grow to 252.

IMPORTANT: The addresses below only work on a gs that is exactly the
same as gs_3 (MD5 0151930354a5fb728325582fc36fcc0b). On another build
the steps are the same, but the addresses will be different.
Always keep a backup of the original gs.

STEP 1 - elements.data (server AND client)

Open SPECIAL_ID_CONFIG and set:
  id_special_pack_item_1 = 11712   (Mystery Pouch, leave it)
  id_special_pack_item_3 = your pouch item ID   (ours: 51863)

- The pouch item must be the same item type as the Mystery Pouch.
- Use slot 3. Slot 2 would just make a second Mystery Pouch.
- The server and client copies must match.

STEP 2 - Client

Nothing to change. The client already opens slot 3 as inventory 8
in the stash window. (The window title says "Mystery Pouch".)

STEP 3 - GS: what to change and where

The GS already saves inventory 8. It is just missing the code to
use it. These are the spots to edit:

Where	Address	Change
MakeItem	0x816C979	Treat slots 3-4 as pouch items
item_spectrashbox::OnUse	0x81E2708	Slot 3-4 opens inventory 8, gives 24 slots, sends it to client
ActivateSpecTrashBox	0x8094C77	Turn on pouch flag (0x7CFD)
DeactivateSpecTrashBox	0x8094C8D	Turn off pouch flag
IsSpecTrashBoxActive	0x8094D12	Pouch is active if flag is on or pouch item is carried
PlayerMoveItemBetween...SpecTrashBox	0x807BF52	Allow moving bag <-> pouch
	0x807BFBC	
	0x807C008	
	0x807C086	ITEM FILTER (see Step 4)
PlayerExchangeInventorySpecTrashBox	0x807C1E9	Allow swapping bag <-> pouch
	0x807C23F	
	0x807C27C/3BB/3F5	
	0x807C2D1	ITEM FILTER (see Step 4)
PlayerExchangeInvItem	0x807B660/6E9/72B	Swap inside pouch
PlayerMoveInvItem	0x807B792/81C/85F	Move inside pouch
PlayerGetInventoryDetail	table 0x8488970	Send pouch contents
PlayerGetInventory	table 0x8488AFC	Send pouch summary
PlayerGetItemInfo	table 0x8488924	Send one pouch item
Login (gplayer_controller)	0x80E2BF2	Send pouch at login
ChangeSpecTrashBoxSize	0x808C447	Index 1 resizes pouch (24-252)

Pouch item list is at offset 0x7CE0. Pouch flag is at offset 0x7CFD.

STEP 4 - Let mounts and flying mounts in

At the two ITEM FILTER spots, allow the item if ANY of these is true:
- it is fashion (equip_mask & 0x6F80)
- it is a mount (item type 66, DT_VEHICLE_ESSENCE)
- it is a flying mount (item type 81, DT_AIRCRAFT_ESSENCE)

Otherwise refuse it. Taking items out is always allowed.

If you have source code, it looks roughly like this:

```
bool CanEnterFashionPouch(const item& it) {
    if (it.equip_mask & 0x6F80) return true;      // fashion
    DATA_TYPE dt;
    if (!GetDataMan().get_data_ptr(it.type, ID_SPACE_ESSENCE, dt))
        return false;
    return dt == DT_VEHICLE_ESSENCE || dt == DT_AIRCRAFT_ESSENCE;
}
```

IF YOU ONLY HAVE THE BINARY (no source)

- New code goes into free space at 0x085AB7B0 (2,134 bytes free).
- At each address above, replace the first bytes with a jump to the
  new code, then jump back.
- For the three "table" spots, point inventory 8's entry to the new code.
- Make the code segment length bigger: 0x5637AA -> 0x563C6D.
- Write the result to a NEW file. Never edit the original.

INSTALL
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1. Stop the server. Back up the original gs.
2. Put the patched gs in its place and run: chmod +x gs
3. Start the server and log in fresh.

To undo: put the original gs back.

TEST

[ ] Use the pouch: a window with 24 slots opens
[ ] Fashion item, mount and flying mount all go in
[ ] Potion or weapon is refused
[ ] Log out and back in: items are still there
[ ] Mystery Pouch still works normally
[ ] No ASSERT lines in the GS log

IF SOMETHING IS WRONG

"Unable to use" -> MakeItem / OnUse not changed
Window opens but no grid -> pouch not sent at login / on use
ASSERT when opening -> missing inventory 8 in the table spots
Mount or fashion refused -> item filter (Step 4) too narrow

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