Increasing Item Space - Storages to 252 Hex Edit

Server (gs)

Storage	Before	After
Bag	192	252 slots
Stash	200	252 slots
Mystery Pouch	192	252 slots
Alliance stash	200	252 slots

Client (elementclient.exe)

- Bag counter shows /252 and the bag **Expand** button goes to 252
- Stash counter shows /252

Important

> **The offsets only fit the same builds we edited** (the original ESO `gs` and `elementclient.exe`). Before typing, check that the "Was" bytes are really there. If they aren't, **STOP**: your file is a different build.

- Offsets are **file** offsets (what a hex editor's "Go to" uses).
- Type over the bytes (overwrite). Never insert or delete bytes; the file size must stay the same.
- Stop the server and back up every file first.
- Work on a copy, test on a throwaway character.

Tools: HxD (Windows) or any hex editor. "Go to" = **Ctrl+G** in HxD.

1. gs (server)

12 bytes, 1 byte each.

Storage	Offset	Was	Now
Bag (192 → 252)	`0x443D6`	`C0`	`FC`
Bag (192 → 252)	`0x443DF`	`C0`	`FC`
Bag (192 → 252)	`0xF8163`	`C0`	`FC`
Bag (192 → 252)	`0xF816F`	`C0`	`FC`
Stash (200 → 252)	`0xA54CE`	`C8`	`FC`
Stash (200 → 252)	`0xF8225`	`C8`	`FC`
Stash (200 → 252)	`0xF8231`	`C8`	`FC`
Mystery Pouch (192 → 252)	`0x4445D`	`C0`	`FC`
Mystery Pouch (192 → 252)	`0x44466`	`C0`	`FC`
Alliance stash (200 → 252)	`0xFAEA2`	`C8`	`FC`
Alliance stash (200 → 252)	`0xF8278`	`C8`	`FC`
Alliance stash (200 → 252)	`0xF8284`	`C8`	`FC`

> **Warning:** Do ALL of them in the same file. After this, never go back to the original gs: it trims storage above the old limits when players log in, and items in those slots can be lost.

2. elementclient.exe (client: every player needs it)

2a. Bag counter /252 and Expand button

1 byte each.

Offset	Was	Now	What
`0x128057`	`C0`	`FC`	Bag counter shows /252

Offset	Was	Now	What
`0x128117`	`C0`	`FC`	Bag Expand button allows up to 252

2b. Stash counter /252

> **Warning:** Do ALL THREE together, or none of them. If you only do some of these three, the client can crash when the stash opens.

Offset	Was	Now	What
`0x18BD25`	`B4 82 A7 00`	`C0 FE A6 00`	Points the stash label at the new text below
`0x66FEC0`	`00 00 00 00 00 00 00 00 00 00 00 00 00 00` (14 zeros)	`25 00 64 00 2F 00 32 00 35 00 32 00 00 00`	The text `%d/252`
`0x290`	`B2 0E 09 00`	`E0 0E 09 00`	Makes the `.rdata` section a little bigger so the new text above is loaded

> **Note:** The Mystery Pouch and alliance stash need no client change.

3. Getting the extra slots in game

The patches raise the **limits**. Players still unlock slots the normal way, through the expansion items/quests. In our task files these are:

Storage	Quest IDs	Notes
Bag "+6 slots"	20807, 20808, 21328, 243	
Stash I–XII	263–286	
Stash XIII–XVI	22748–22751	
Alliance stash	21267–21278	
Mystery Pouch	8395, 8417–8421	These stop at 96 slots; add more steps if you want the full 252
Pet bag I–XIII	21279–21292	Max 32, not changed

Your quest numbers can differ if your task files differ.

> **Warning:** These quests give free storage and are GM/test ones. Keep them away from players: 21309, 8730, 1506, 20792, 20804, 12190.

4. Install

Server

1. Stop the server.
2. Back up `gs`.
3. Copy the edited `gs` over the old one.
4. Set permissions:

   ```
   chmod 755 gs
   ```

5. Start the server.

Client

Replace `elementclient.exe` in every player's client folder.

5. Test checklist

- [ ] Bag window shows x/252 and Expand keeps working past 192
- [ ] Stash window shows x/252 and opens without crashing
- [ ] Stash and alliance stash expansions work past 200
- [ ] Mystery Pouch expansions work past 192
- [ ] Log out and back in: items in the new slots are still there

6. Compare your files with the edited ones

Windows:

```
fc /b original_file edited_file
```

Linux:

```
cmp -l original_file edited_file
```

Each line of output is one changed byte. Bytes that stay the same, like the `00`s, are not listed.

File	Expected lines
`gs`	12
`elementclient.exe`	12 (2 for the bag, 10 for the stash label)

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