

### ID Information

Parameter	Description
ItemId	The ID of the equipment
ApplyRatio	Possibly an increase for better results(?) Most are set to 1.000000 while some are set to 1.20000, 1.500000, etc
EnableProperty#	Apply an option index for mature compounding; up to 10 options. Set values to determine what stat property can be mature compounded to equipment/pets.

### Option\_Index List - Normal Stats

Value ID	Property
10000	AP
10001	AC
10002	-DX
10003	MP
10004	MA
10005	MD
10006	WT
10007	DA
10008	LK
10009	HP
10010	DP
10011	HV
10012	Gun AP
20000	Fire Attr
20001	Water Attr
20002	Wind Attr
20003	Soil Attr
20004	Elec Attr
20005	Light Attr
20006	Dark Attr
21000	Fire Res
21001	Water Res
21002	Wind Res
21003	Soil Res
21004	Elec Res
21005	Light Res
21006	Dark Res

Extras: [EquipSpecialAbilitySet]; Unknown: [Equip\_Property] 400000+



### Options\_Index List - Misc Options

Parameter	Description
23000	Shockvibe Protection
23001	Blind (Rust) Protection
23002	Mana Web / Water Web Protection
23003	Armor Breaker / Armor Destructor Protection
23004	Sense Breaker Protection
23005	Sticky Foot Protection
23006	Luck Breaker Protection
23007	Magic Meltdown Protection
23008	Magic Def Breaker Protection
23009	Skunk Pouch / Faint Protection
23010	Electroshock / Hinder Snare Protection
23011	Defense Failure (Guard Break) Protection
23012	???
23013	???
24000	HP Recovery
24001	MP Recovery
24002	Critical
24003	Normal Block Probability
25000	??? [ItemPropToSkillId 1001]

PvP-based stats



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