

Class Parameter

Value	Description
1	Item
2	Equipment
3	Drill

This sets a partial equipment type.

Type Parameter

Value	Description
1	Galder Coupons
2	Sword Equip
3	Hat Equip
4	Inner Equip
5	Fashion (Shoes)
6	Drill
7	Accessory and Sprint
8	Shield Equip
9	Unused
10	Potions
11	Cards
12	Animated Jewels (Crystal, Lapis Lazuli, etc.)
13	Pets
14	Compound Etc. Item (Monster Drop)
15	"Usables" (Boxes, Ports, Etc.)
16	Throwing Items
17	Ears
18	Tails
19	Fashion (Top/Jacket)
20	Fashion (Bottom/Pants)
21	Fashion (Torso/Shoulder)
22	Fashion (Belt)
23	Fashion (Accessory)
24	Head Accessory
25	Face Accessory
26	Fashion (Hand/Glove)
27	Fashion (Socks)
28	Skill card
29	Ammo



Type Parameter (cont)

30	Galder (4 stacks)
34	Cape
35	Fortune Card
999	Recent/Testing

Further sets the item type.

SubType Parameter

Value

Description

0	N/A
2	Sword
3	Hat
4	Innerwear
^5	Fashion (Shoe)
6	Drill
7	Accessory
8	Shield
10	HP Recovery
11	MP Recovery
12	HP & MP Recovery
18	Buffalo/Bunny Card
19	Raccoon/Cat Card
20	Lion/Fox Card
21	Dragon/Sheep Card
22	NPC Card
23	Power Card
24	Charm Card
25	Sense Card
26	Magic Card
27	Old Monster2 Card
33	Neutral Card
^36	Protein/Lock Candy
39	Throwing Item
41	Ears
42	Tail
^43	Fashion (Top/Jacket)
^44	Fashion (Bottom/Pants)
^45	Fashion (Torso/Shoulder)



SubType Parameter (cont)

^46	Fashion (Belt)
^47	Fashion (Accessory)
48	Head Accessory
49	Face Accessory
^50	Fashion (Hand/Glove)
^51	Fashion (Socks)
52	GM Amulet
53	Sprint
54	Gun
55	Skill Card
56	Ammo
60	Empty Card
61	MyShop Drill
62	Bracer Accessory
^63	Repair Powder
64	Galders (Tiny Stack)
65	Galders (Small Stack)
66	Galders (Medium Stack)
67	Galders (Large Stack)
69	Scrolls
70	Fortune Card
71	Disguise Kit
72	Poseidon/Spinel Seed
73	Secret Card
74	Soul Gauge (For Guardians)
^75	Soul Ticket
^76	Soul Feather Pen
^77	Guardian Runes
^78	Custom Character Pets
^81	Pet Item Hunt

Ones with a ^ = From ItemParamCM2



ItemFType Parameter

Value	Description
0	N/A
1	Power
2	Magic
3	Sense
4	Charm
5	Neutral

Note: Some of these values are found on early equipment and can be ignored.

Basically for Cards, the five types.

User Label Parameters

Parameter	Description
Name	Self-explanatory, the name that is displayed in-game.
Comment	The description that is displayed in-game.
Use	The purpose of said item that is displayed in-game.

Alias Parameters

Parameter	Description
Name_Eng	Dev notes for certain items, likely for ease of access/localization.
Comment_Eng	May contain references for some items or "description coming soon".

Note: Some contain hashtags with numbers, usually tied to equipment and boxes.

This is not necessary to fill out for any equip; just make sure the parameters are there.

NRI & PVO File Labels

Parameter	Description
FileName	The directory pointing to the sprite/item.
BundleNum	The selected sprite/item.

Note: The value starts at 0. So if you're looking for a specific thing, look at the BundleNum info. The item you're looking for will be in the "Animations" tab.

Example: A Harkon is under "data\item\itm000.nri" with BundleNum "9". If you click "Image9" you'll find a Lapis Lazuli instead. Swap to the "Animations" tab and click the 9th option, and that'll get you a Diamond. The Harkon will be the right after that (10th option). Because the BundleNum starts at 0, you'll need to remember to add +1 to anything you look for.

TLDR: Locate the file, search in "Animations" tab with the NRI Viewer, use the BundleNum as reference and add +1, profit.

InvFileName Uses the exact same info as **FileName**.



NRI & PVO File Labels (cont)

InvBundleNum	Uses the exact same info as BundleNum .
CmtFileName	Directory for the right-click Portrait visual for the item.
CmtBundleNum	The selected sprite.
EquipFileName	Points to said equipment/drill, leave blank if not either.
PivotID	Points to an items source ID from a PVT file as reference. Mainly used for equipment with different levels/options.
PaletteID	Points to an items source ID from one of the [ChrPaletteTable#] tables as a reference (Generally unused and set to 0; possibly good for recolors; untested)

Stuff relating to .NRI, .PVO, and .PVT files; this uses the "Animations" tab rather than the "Images" with the NRI Viewer. But thankfully a lot of stuff happens to be organized under the same **BundleNum**, minus illustration.

Options Parameter

Value	Description
0	No property
1	Equipment
2	Use Item
4	SelectTargetObject
8	SelectTargetPosition
16	Equippable
32	Usable to Self
64	Usable to Player
128	Usable to Monster
256	Unbuyable
512	Unsellable
1024	Untradable
2048	Unpick-up-able
4096	Undroppable
8192	Unvanishable
16384	Equippable to Character Type
32768	Custom Data (More research needed)
65536	Cannot be stored in Warehouse (Angelina)
131072	Cannot be stored in Bank (Lisa)
262144	Cash Shop Management Items (MyShop/Recycleable)
524288	Autodrill Pets
1048576	Absolute Unique
2097152	Legendary Boss Equips



Options Parameter (cont)

4194304	Quest Item Ditch Warning
8388608	Not Recyclable
16777216	Not Temperable
33554432	Skin
67108864	Event (From any Event)
134217728	Dummy (Exchange Items)
268435456	UseSafeZone (Used for all skins)

Values for the **Option** Parameter.

HideHat & ChrTypeFlags Parameter Values

Character	First Job Value	Second Job Value	Third Job Value
Bunny	1	512	262144
Buffalo	2	1024	524288
Sheep	4	2048	1048576
Dragon	8	4096	2097152
Fox	16	8192	4194304
Lion	32	16384	8388608
Cat	64	32768	16777216
Raccoon	128	65536	33554432
Paula	256	131072	67108864

Both use the same data. HideHat will hide ears for hats while ChrTypeFlags only allows specific characters to use said item.



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Not published yet.
 Last updated 25th June, 2026.
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