

Resources: Item properties list

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1 Colors list

Code

blue
yellow
green
red
black
grey
violet
orange
tracerYellow
tracerGreen
tracerRed

Display More

2 Stimulator buffs list

Code

HealthRate
EnergyRate
HydrationRate
SkillRate
MaxStamina
StaminaRate
StomachBloodloss
ContusionBlur
ContusionWiggle
Pain
HandsTremor
QuantumTunnelling
RemoveNegativeEffects
RemoveAllBuffs
RemoveAllBloodLosses

Display More

3 All nodes ID

3.1 Barters item

Code

```
"57864bb7245977548b3b66c2" //Tools  
"57864c8c245977548867e7f1" //Medical Supplies  
"57864e4c24597754843f8723" //Flammable materials  
"57864a3d24597754843f8721" //Jewelry  
"57864c322459775490116fbf" //HouseholdGoods  
"57864a66245977548f04a81f" //Electronics  
"57864ada245977548638de91" //BuildingMaterial  
"57864ee62459775490116fc1" //Battery  
"590c745b86f7743cc433c5f2" //Other
```

3.2 Gear

Code

```
"57bef4c42459772e8d35a53b" //GearComponents  
"5448e54d4bdc2dcc718b4568" //Armor  
"5448bf274bdc2dfc2f8b456a" //Secured Containers  
"5671435f4bdc2d96058b4569" //Containers & Case  
"5448e5284bdc2dcb718b4567" //Vest  
"5448e53e4bdc2d60728b4567" //Backpack  
"5645bcb74bdc2ded0b8b4578" //Headset  
"5448e5724bdc2ddf718b4568" //Visor  
"5a341c4086f77401f2541505" //Headwear  
"5a341c4686f77469e155819e" //Facecover  
"5b3f15d486f77432d0509248" //Armband
```

Display More

3.3 Weapon Parts & mod

3.3.1 Vital Parts

Code

```
"55818a304bdc2db5418b457d" //Receiver  
"55818a684bdc2ddd698b456d" //PistolGrip  
"56ea9461d2720b67698b456f" //Gasblock  
"55818a104bdc2db9688b4569" //Handguard  
"555ef6e44bdc2de9068b457e" //Barrel
```

3.3.2 Gear Mods

Code

```

"55818a594bdc2db9688b456a" //Stock
"55818b224bdc2dde698b456f" //Mounts
"5448bc234bdc2d3c308b4569" //Magazines
"55818b014bdc2ddc698b456b" //Launcher
"55818a6f4bdc2db9688b456b" //Charging Handle

```

3.3.3 Functional Mods

Code

```

"5a74651486f7744e73386dd1" //Auxiliary Parts
"5448fe7a4bdc2d6f028b456b" //Sights
"55818b0e4bdc2dde698b456e" //LightLasers
"5448fe394bdc2d0d028b456c" //Muzzle
"55818af64bdc2d5b648b4570" //Foregrip
"55818afb4bdc2dde698b456d" //Bipods

```

3.3.4 Weapons

Code

```

"543be6564bdc2df4348b4568" //Throwable
"5447e1d04bdc2dff2f8b4567" //Melee Weapons
"5447bed64bdc2d97278b4568" //Machine Guns
"5447b6254bdc2dc3278b4568" //SnipersRifles
"5447b5e04bdc2d62278b4567" // Smgs
"5447b6094bdc2dc3278b4567" //Shotguns
"5447b5cf4bdc2d65278b4567" //Pistol
: "5447b6194bdc2d67278b4567" //MarksmanRifles
"5447b5f14bdc2d61278b4567" //AssaultRifles
"5447b5fc4bdc2d87278b4567" //AssaultCarbines

```

3.3.5 Ammo

Code

```

"543be5cb4bdc2deb348b4568" //Ammobox
"5485a8684bdc2da71d8b4567" //Rounds

```

3.3.6 Provisions

Code

```

"5448e8d04bdc2ddf718b4569" //Food
"5448e8d64bdc2dce718b4568" //Drinks

```

3.3.7 Medical Treatment

Code

```

"5448f3a64bdc2d60728b456a" //Injectors
"5448f3ac4bdc2dce718b4569" //Injury Treatments
"5448f39d4bdc2d0a728b4568" //Medkit
"5448f3a14bdc2d27728b4569" //Pills

```

3.3.8 Keys

Code

```

"5c164d2286f774194c5e69fa" //Keycards
"5c99f98d86f7745c314214b3" //MechanicalKeys

```

3.3.9 Other

Code

"5448ecbe4bdc2d60728b4568"	//Info	items
"5447e0e74bdc2d3c308b4567"	//Special	Equipments
"567849dd4bdc2d150f8b456e"		//Maps
"543be5dd4bdc2deb348b4569"	//Money	

4 Item Category Id

Barter items = 5b47574386f77428ca22b33e

- **Others** = 5b47574386f77428ca22b2f4
- **Building materials** = 5b47574386f77428ca22b2ee
- **Electronics** = 5b47574386f77428ca22b2ef
- **Energy elements** = 5b47574386f77428ca22b2ed
- **Flammable materials** = 5b47574386f77428ca22b2f2
- **Household materials** = 5b47574386f77428ca22b2f0
- **Medical supplies** = 5b47574386f77428ca22b2f3
- **Tools** = 5b47574386f77428ca22b2f6
- **Valuables** = 5b47574386f77428ca22b2f1

Gear = 5b47574386f77428ca22b33f

- **Armor vests** = 5b5f701386f774093f2ecf0f
- **Backpacks** = 5b5f6f6c86f774093f2ecf0b
- **Containers & cases** = 5b5f6fa186f77409407a7eb7
- **Facecovers** = 5b47574386f77428ca22b32f
- **Gear components** = 5b5f704686f77447ec5d76d7
- **Headsets** = 5b5f6f3c86f774094242ef87
- **Headwear & helmets** = 5b47574386f77428ca22b330
- **Secured containers** = 5b5f6fd286f774093f2ecf0d
- **Tactical rigs** = 5b5f6f8786f77447ed563642
- **Visors** = 5b47574386f77428ca22b331

Weapon parts & mods = 5b5f71a686f77447ed5636ab

- **Functional mods** = 5b5f71b386f774093f2ecf11
 - **Auxiliary parts** = 5b5f74cc86f77447ec5d770a
 - **Bipods** = 5b5f71c186f77409407a7ec0
 - **Fore grips** = 5b5f71de86f774093f2ecf13
 - **Light & laser devices** = 5b5f71de86f774093f2ecf13
 - **Flashlights** = 5b5f73ab86f774094242f195
 - **Laser target pointers** = 5b5f73c486f77447ec5d7704
 - **Tactical combo devices** = 5b5f737886f774093e6cb4fb
 - **Muzzle devices** = 5b5f724186f77447ed5636ad
 - **Flashhiders & brakes** = 5b5f724c86f774093f2ecf15
 - **Muzzle adapters** = 5b5f72f786f77447ec5d7702
 - **Suppressors** = 5b5f731a86f774093e6cb4f9
 - **Sights** = 5b5f73ec86f774093e6cb4fd
 - **Assault scopes** = 5b5f740a86f77447ec5d7706
 - **Collimators** = 5b5f742686f774093e6cb4ff
 - **Compact collimators** = 5b5f744786f774094242f197
 - **Iron sights** = 5b5f746686f77447ec5d7708
 - **Optics** = 5b5f748386f774093e6cb501
 - **Special sights** = 5b5f749986f774094242f199
- **Gear mods** = 5b5f750686f774093e6cb503
 - **Charging handles** = 5b5f751486f77447ec5d770c

Technical knowledge
requirement

No programming skills required