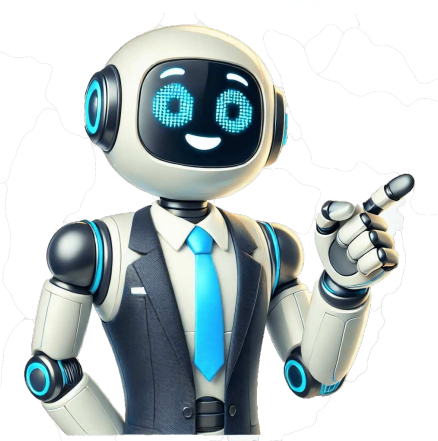


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wow-classic-items: A Comprehensive Database for WoW Classic Enthusiasts ===== npm install wow-classic-items or yarn add wow-classic-items The wow-classic-items package provides a robust database of WoW Classic items, making it an indispensable resource for project developers and enthusiasts alike. By scraping Wowhead and the official Blizzard API, this database offers a vast array of information, including item properties, crafting data, professions, zones, classes, and more. Database Structure The package is currently designed for Node.js, but users can easily adapt it to work with other languages by reading in the JSON data directly from /data/json. The database is structured into several key components: * Database.Items: A class representing items, which can be used as a functionally identical array. * Database.Professions: A class for professions, offering methods like .get() to retrieve specific profession information. * Database.Zones, Database.Classes: Similar classes for zones and classes, respectively. Item Information Each item in the database includes detailed information such as: * Unique Item Id * Name (display name) * Icon * Class * Subclass (if applicable) * Sell Price * Quality * Item Level * Required Level for Slot * Tooltip Information The tooltip is built using a specific format, which includes: * Label with formatting options (color, alignRight, indent) Installation and Dependencies To utilize the wow-classic-items package, users must create a file called `blizzard\_token` in the root directory and add their Blizzard API Access token. Additionally, creating a `data/build` directory is necessary to build the item database. Fans have created custom databases for various aspects of WoW Classic, including UIs for items, classes, professions, zones, dungeons, raids, battlegrounds, and more. Item Slot Numbers A reference list for character slots provides standard numbers for each category: * Head = 1 * Neck = 2 * Shoulders = 3 * Body = 4 (shirt) * Chest = 5 * Waist = 6 * Legs = 7 * Feet = 8 * Wrist = 9 * Hand = 10 * Finger1 = 11 * Finger2 = 12 * Trinket1 = 13 * Trinket2 = 14 * Back = 15 * Mainhand = 16 * Offhand = 17 * Tabard = 19

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