

# Chest manual

The Chest and simple you should put the desired items to select the tag who can Pehar the item and the target which is actually only one items to display action for the player.

Like this



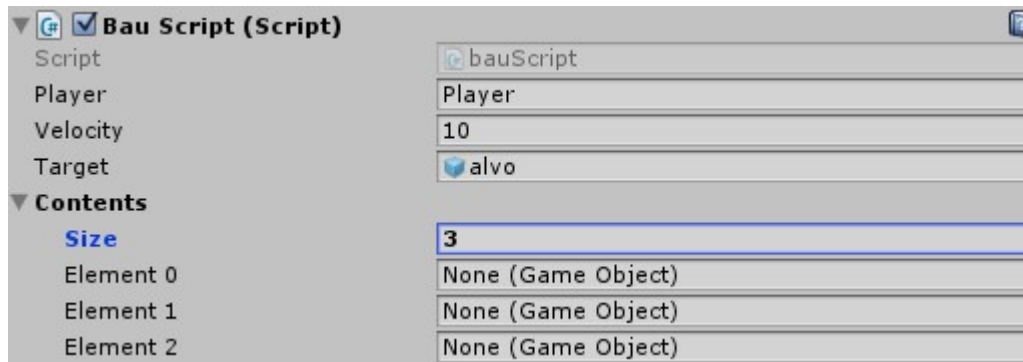
**Player:** tag player

**Velocity:** opening speed

**Target:** model for state action to the player

**Contents:** a list of items contained in the chest.

**Size** in place the amount of items you want and press enter.



Appears every available space for items so it is so put them and is ready.

So you want to modify this process to automate it the variables are public so there will be no problems.