```
3A 00 00 00 6D 30 31 00 00 00 00 00 6D 30 31 69
31 30 00 00 6D 30 31 69 31 30 2D 74 62 6F 78 2D
31 00 00 00 01 00 01 00 00 00 9D 00 01 00 00 00
00 00 5C 42 00 00 40 40 00 00 9C 42 00 00 0C C3
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

Internal index number of this chest.

The larger area within which this chest exists (for use with Yangus's "Nose for Treasure" ability).

The map code in which to spawn this chest.

X, Y, and Z coordinates for the chest to spawn at, followed by the rotation.

Seemingly, the internal name of the treasure chest. Not sure what this affects, but it seems pointless to change it for now.

Model.

The item with which this chest can be unlocked. Seems to accept any item value, but only keys work (0115 = Thief's Key, 0116 = Magic Key, 0117 = Ultimate Key).

The "type" of chest this object should behave as. See *chest_type.txt*.

The item contained within this chest. If gold, this value is set to FF FF; If secretly a monster, this value is set to FD FF.

The amount of gold contained within, if applicable, or the enemy ID, if applicable (only enemies that can normally be encountered through chests work).

The pool for the blue chest?

The internal name of a chest connected to this one.