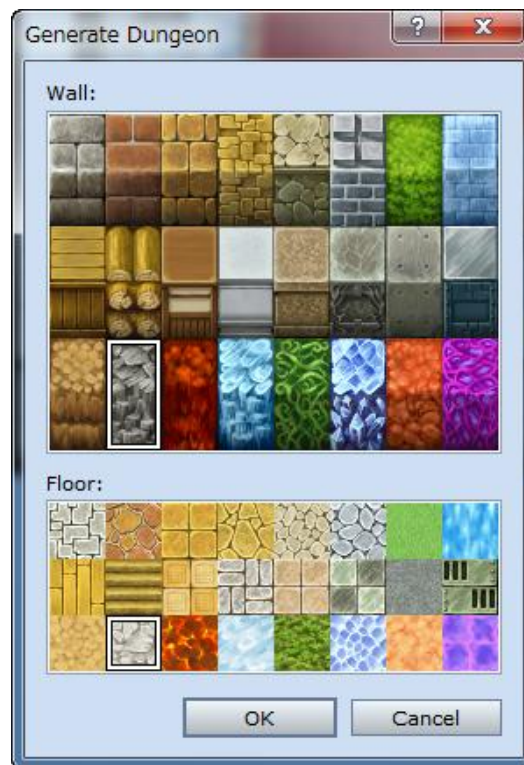# Level 11: Placing Treasure Chests

Welcome to Level 11 of the RPG Maker VX Introductory course. In Level 10 we used the Generate Dungeon function to draw the Cave of Demons map.
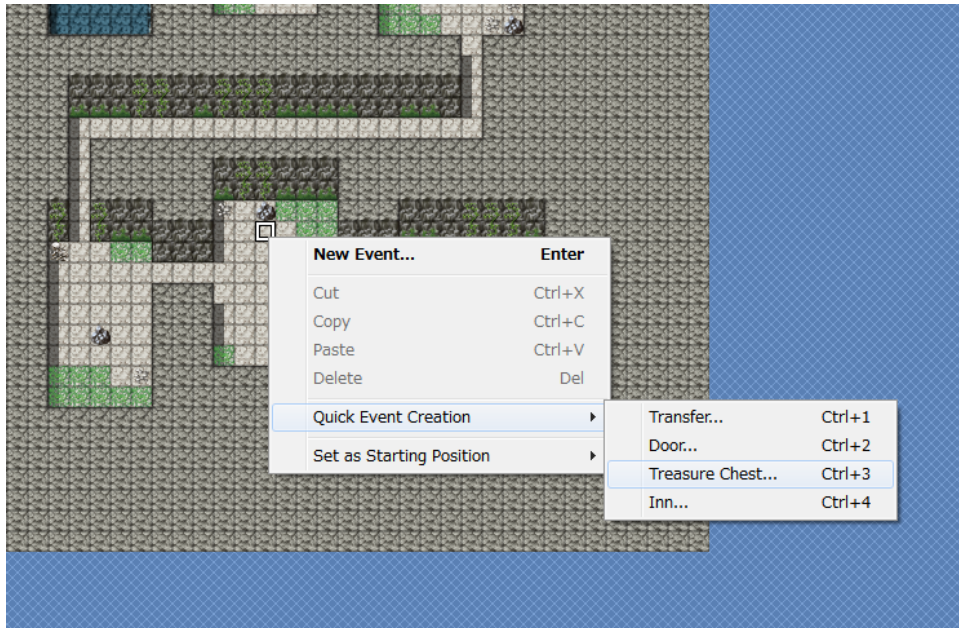

In this Level, we will make use of the Quick Event Creation function to place a treasure chest in the dungeon.

Step 26: Quick Event Creation - Treasure Chest

Full of money and/or items, treasure chests are a boon to players in our adventure and are a stalwart of RPG games. Let's place a treasure chest in the Cave of Demons map.
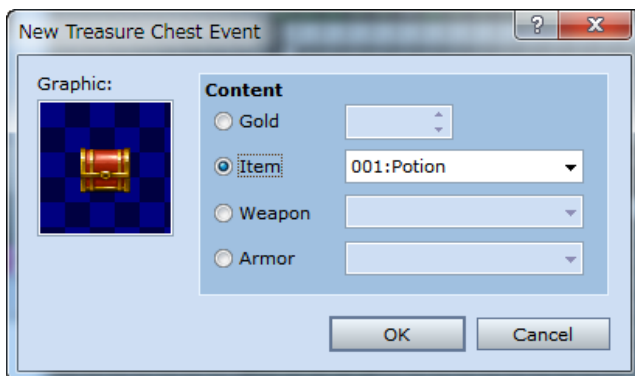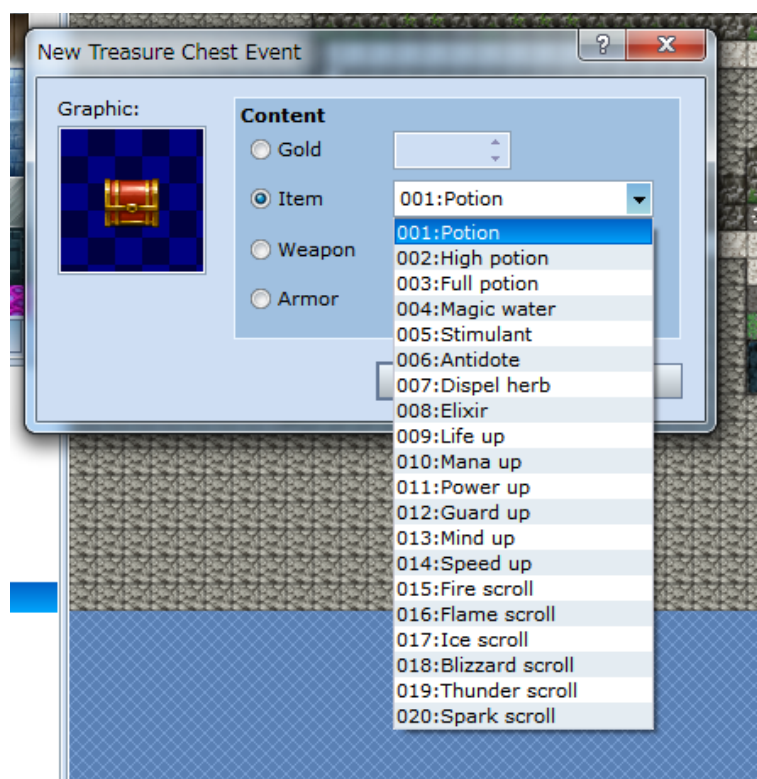
Switch to Event mode.

*Calling the Quick Event Creation function.

We've selected coordinates 018,024 of our Cave of Demons Level 1 map to place our treasure chest. You can choose a suitable location on your map and right-click. From the pop-up menu, select "Quick Event Creation" and "Treasure Chest".
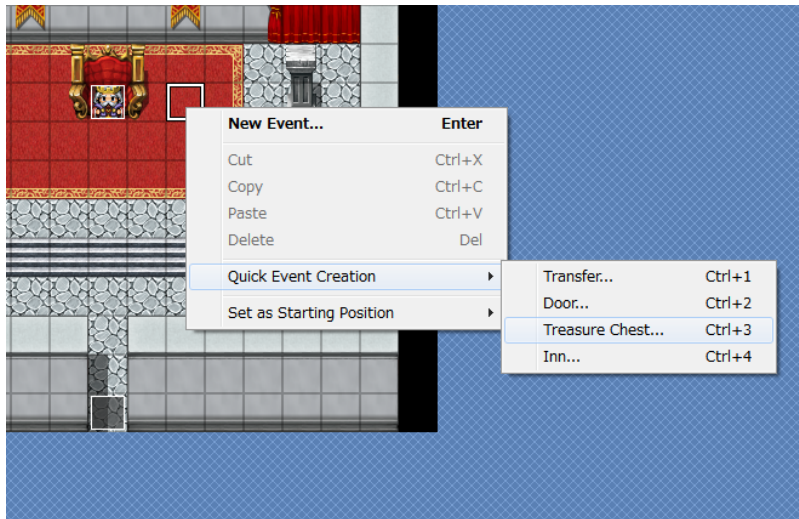

*Creating a Treasure Chest Event.

You can select the treasure chest's graphic by double-clicking on the Graphic box. The contents can be set in the Content pane. Let's select Item. Once we do that, "0001:Potion" becomes selectable. With this setting, the treasure chest will contain 1 potion. If you'd like to alter the contents, click on the "▼" on the right. Now you can select from a variety of items, weapons and armor. This list can be adjusted in the database.
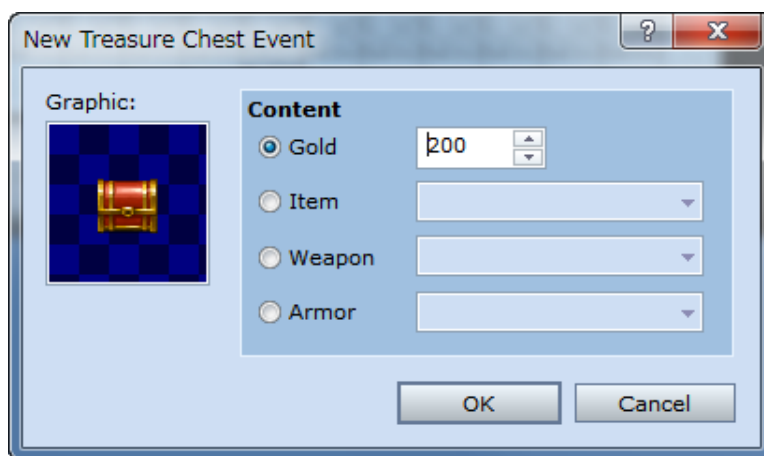

*Selecting the contents of the treasure chest.

Once you've selected the contents, click on "OK" to exit the dialogue.

Let's add another treasure box. This time, let's put one filled with gold in the Good King's Castle. Since our main character starts off on the journey penniless, this will be a big help in getting ready.

Right-click on coordinates 010,014 of the Good King's Castle map and select "Quick Event Creation" and then "Treasure Chest".

*Creating a Treasure Chest Event.

Set the contents to gold by selecting the "Gold" option in the Content pane. Then adjust the amount to 200 (or however much you like).
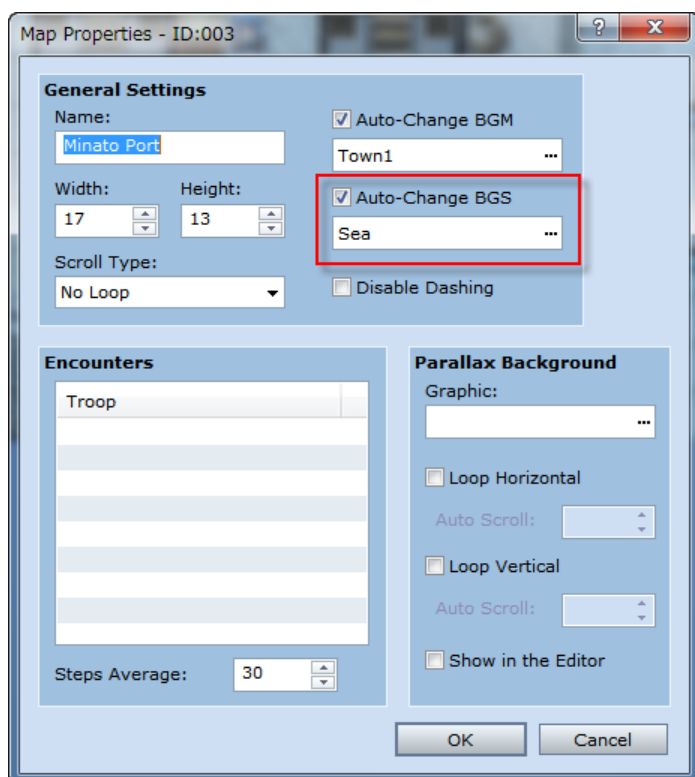
*Treasure chest in the Cave of Demons.

*Treasure chest in the Good King's Castle.

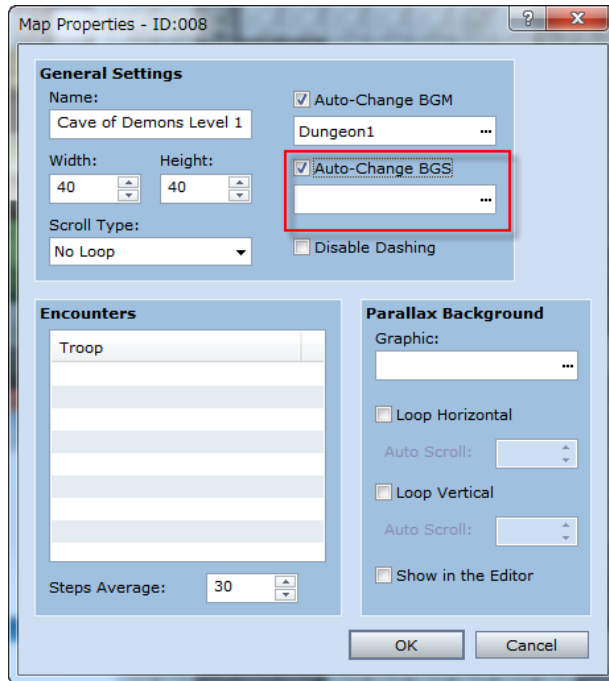Once your Events are finished, don't forget to play-test.

![Point icon] **Point: Setting the BGS Automatically**

Most players will have noticed something odd in the last playtest. After leaving Minato Port, the sound of the ocean seemed to follow us everywhere. That's because we have the Auto-change BGS set to "Sea" in the Minato Port map settings.
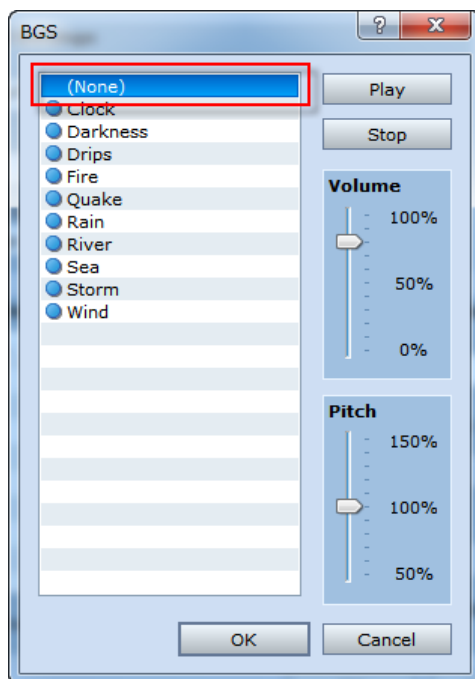

*Minato Port map settings.

There's no way we'd hear the waves down in the Cave of Demons, so let's change the BGS setting.
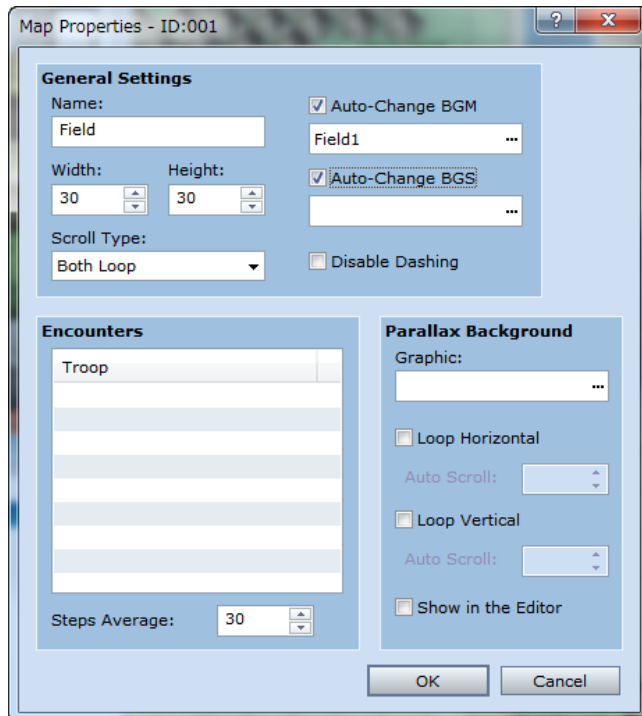
*Cave of Demons Level 1 map settings.

Open the map properties for Cave of Demons, check the box next to Auto-change BGS and click the ellipse on the right.
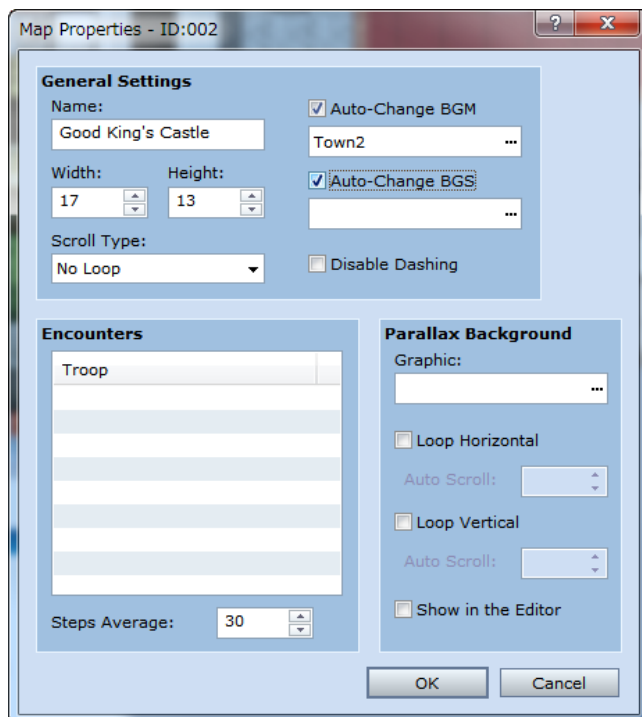

*BGS setting dialoge.

The BGS setting dialogue should appear. Here, choose the very top option, "Nothing", to ensure that there is no BGS.

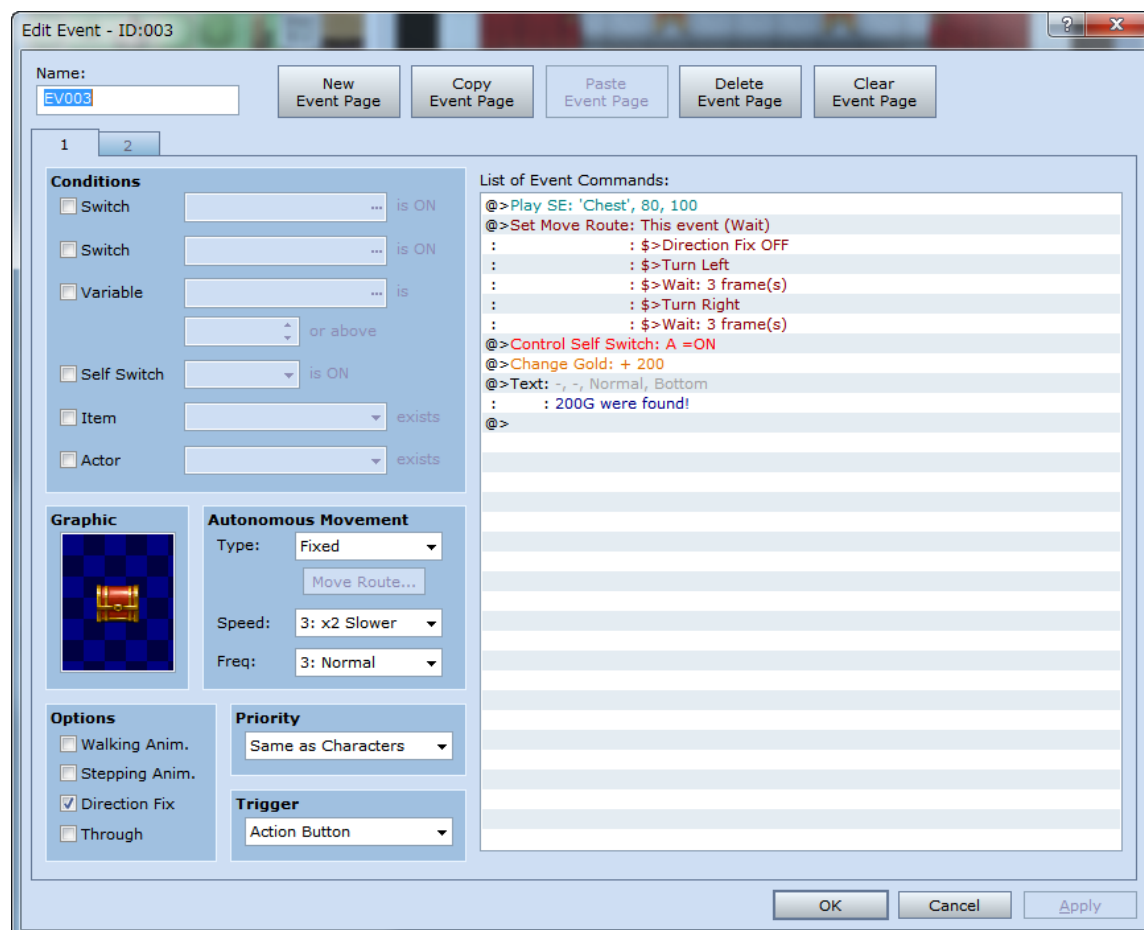*Field map properties after setting BGS.

*Good King's Castle map properties after setting BGS.

Go ahead and change the settings for any other maps where it would be strange to hear the waves crashing.

*The BGS "Sea" is only available in the full version of RPG Maker VX.

Step 27: Understanding Self Switches

Treasure Chest Events, like any other Event, can be edited in the Event Editor. Double-click on either of your treasure chests and let's look inside.

*Event Editor view of a Treasure Chest Event.

If you look closely at the List of Event Commands you'll see a new type of switch, the "Self Switch". Put simply, a Self Switch is a Switch that is contained to a single Event. Regular Switches can be referenced by Events in the game, whereas a Self Switch can not. So unlike the Switches we have set so far, Self Switches can not be used in the same way to control game flow.

Self Switch Properties

- Can not be referenced by other Events.
- A single Event can contain a total of 4.
- Can not be named. The default names of A, B, C and D must be maintained.

Switch Properties

- Can be referenced by any Event in the game.
- Can be named.

The merits of using Self Switches is that they do not count towards the total number of regular Switches used in a game. If you used a regular Switch for every Event in the game you'd have that many more Switches to set, that many more to playtest...things would become very complicated very quickly. Therefore, it's quite important to know when to use Switches and when to rely on Self Switches.

Congratulations! You've cleared Level 11. Next, let's create a locked door in our dungeon.