

# Create an Object

Creating objects fills the world of Horizons to make the story worth telling. Objects can be quick-spawned using an Action or created using the full Create an Object menu inside the Objects and Encounters menus at both the [Module](#) and [Mission](#) level.

The Create an Object menu has seven sections along the sidebar of the popup: General, Locations, Cargo, Hardpoints, [Dialog](#), Tasks, and Properties.

## General

Name	Description
Name	The ship name.
Description	Is displayed only for the GM in the GM screen.
Designation	The ship's hull number.
Faction	The ship's faction alignment. None will make the ship show as neutral.
Class	The ship class, which affects the 3D model and base component setup.
Tags	These tags are alternative references to the object. Names must be unique but tags can be shared by multiple objects.
Crew	This sets the number of crew that appears when the player scans the object.
Broadcasting?	If checked, the ship and its scan details will appear without the need to scan the object.
Invincible?	Check this box to prevent the ship from being damaged/destroyed.
Log Activity?	If the game is in Debug mode, the activity of this object will be logged in the GM Screen.

## Location

Name	Description
Planet	The planet around which the object will spawn.
Position	The x, y, z <a href="#">coordinates</a> where the object will spawn in the specified planetary system.
Orientation	The direction the ship will be facing when it spawns.

## Add Cargo

Name	Description
Type	The <a href="#">commodity</a> , <a href="#">ordinance</a> , or <a href="#">component</a> that should be added to the Object's cargo hold.
Value	The quantity of the cargo that is being added to the cargo hold.

## Hard Points

Hard Points are where ship's [components](#) are installed.

Name	Description
Hard Point	The hardpoint on the ship 3D model where the component is mounted.

Name	Description
Type	The type of component to attach to the hardpoint.
Value	The string value that pairs with the type above.

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