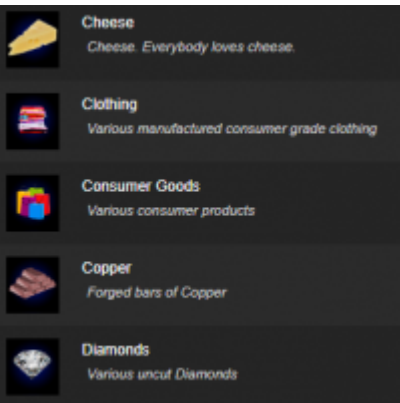


Commodities



Commodities are assets that can be used for trading. They are cargo that is stored in the cargo hold and transferred with shuttles.

The Horizons Module comes with a set of standard [In-Game Commodities](#) plus the ability to add your own at the [Module](#) or [Mission](#) level.

Adding Custom Commodities

A screenshot of a 'Edit Commodity' window. The window has a blue title bar and a dark grey background. It contains several input fields: 'Name' (a single-line text box), 'Description' (a multi-line text box), 'Details' (a large multi-line text box), 'State' (a dropdown menu with 'Solid' selected), 'Container' (a dropdown menu with 'None' selected), 'Icon' (a dropdown menu with a refresh icon), 'Image' (a dropdown menu with a refresh icon), 'Tags' (a text box), 'Rarity' (a numeric input with '1' and a legend '0 = Rare / 1 = Common'), and 'Volatility' (a numeric input with '0' and a legend '0 = Stable / 1 = Volatile'). At the bottom right are 'Save' and 'Close' buttons. A 'Delete' link is visible in the top right corner.

In the commodities menu, select Add A New Commodity to launch this menu. Fill in the Name, Description, Details, State, Container, etc.

Properties

| Name | Description | Values |
|------|--------------------|--------|
| Name | The Commodity Name | text |

| Name | Description | Values |
|-------------|--|---------------------------------------|
| Description | The short description in the Commodity Menu and Cargo Hold. | text |
| Details | The detailed description | text |
| State | The physical state of the commodity | Solid, Liquid, Vapor, Gas |
| Container | What the commodity is stored in. | Cannister, Case, Other |
| Icon | The icon image of the commodity. | Image |
| Image | The fullsize image of the commodity for the cargo hold detail view. | Image |
| Tags | The tag for grouping/calling multiple commodities. | string |
| Rarity | How often the commodity spawns. | 0-1, where 0=rare and 1=common |
| Volatility | How likely the commodity is to explode and cause damage when the ship hull is hit. | 0-10, where 0=stable and 1+ Volatile. |

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