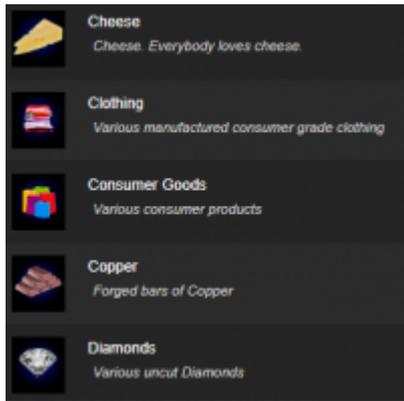


Commodities



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

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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