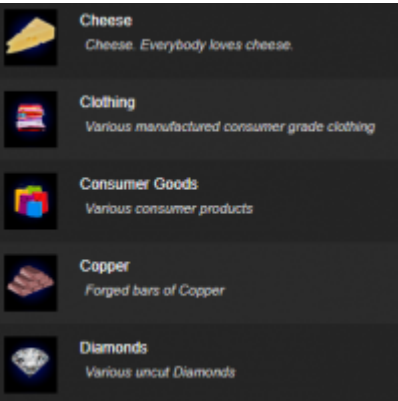


Commodities



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 the 'Edit Commodity' window in a game. The window has a blue title bar and a dark background. It contains several input fields and dropdown menus. At the top right is a red 'Delete' button. The fields are: '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 single-line text box), 'Rarity' (a dropdown menu with '1' selected, and a note '0 = Rare / 1 = Common'), and 'Volatility' (a dropdown menu with '0' selected, and a note '0 = Stable / 1 = Volatile'). At the bottom are two buttons: a green 'Save' button and a blue 'Close' button.

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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