

Star Trek: Armada classLabels

Pretty much all elements, that are used in *Star Trek: Armada* are based on a piece of code, that is addressed by its name, the so-called class Label, or classLabel. These are basically hard-coded, so for modding they hold the space for the creative process. Whatever you want to achieve, has to work with one of the below classLabels.

Ship and Station classLabels

| ClassLabel | Object |
|-----------------|--|
| constructionrig | Constructor |
| craft | Standard combat ship |
| freighter | Freighter , a sort of mining ship |
| mining | Mining station |
| pod | Research pod |
| research | Research station, this includes tier 1 as well as tier 2 research |
| sensor | Sensor station , pulse defense or torpedo defense stations |
| shipyard | Shipyard, including tier 1 , tier 2 and tier 3 yards |
| starbase | Starbase |
| upgrade | Officer upgrade |

Standard Weapons classLabels

| ClassLabel | Object |
|-----------------|---|
| cannon | Cannon Label for Phasers, it tells the game to give the sprite a linear trajectory. May also be used for Special Weapons , like the Computer Override |
| launcher | Used when we want projectile like weapons, like Photon Torpedos or the Commando Team entering shuttle. Used mostly when animated textures or SODs are involved. Beam effects should not be used in conjunction with the <i>launcher</i> classLabel. |
| phaser | Cannon label for Phasers ordinances |
| photontorpedo | Photon Torpedo ordinance |
| pphaser | Pulse Phasers |
| shockwavexplode | Shock waves of the damaging kind, like the Self-Destruct or the Artillery Photons. |

Special Weapons classLabels

All [special weapons](#) are addressed by use of one of these classLabels. Some of them are classLabels only for the ordinance, some are for the actual weapon.

| | |
|------------|--|
| antimine | Anti-Matter Mines ordinance, used to make mines (defined as such from a different classLabel) which explode upon impact. |
| areacannon | Multi Targeting Cannon, used for area of effect weapons with no projectiles, like waves, e.g. Holo-Emitter |

| | |
|---------------------|--|
| areamissile | Multi Targeting Missile launcher, a projectile, that ends up with an area of effect, e.g. Myotronic Inhibitor |
| blackholecreator | Rift Creator (ordinance) |
| borgbore | Auto-Assimilator |
| chainpulsar | Chain Reaction Pulsar (ordinance) |
| cloakingdevice | Cloak |
| containbreach | Containment Breach, used in the original ODF files, but never linked to any unit. |
| deathchant | Death Chant |
| detectcloak | Tachyon Detection Grid |
| esconverter | Energy Shield Converter (ordinance) |
| fedrepairteam | Federation Repair Team (ordinance) |
| gravmine | Gravity Mines |
| holding_bm | Holding Beam (ordinance) |
| holoemitter | Holo-Emitter (ordinance) |
| ionstorm_obj | Ion Storm Object (nebula), used to define the map object created by the <i>ionstorm_tp</i> classLabel. |
| ionstorm_tp | Ion Storm (ordinance), used to generate any map object, see also <i>ionstorm_obj</i> classLabel. |
| KlingonCommandoTeam | Commando Team (ordinance) |
| manheimeffect | Gemini Effect (ordinance) |
| micro | Micro organisms, used to drain the special energy reserves of the targets. |
| minebm | Mining Beam (ordinance) |
| minelayer | Anti-Matter Mines , Gravity Mines and Chain Reaction Pulsar , used to make object and projectile weapons float in space and automatically track the nearest target or the first enemy that enters within a certain perimeter. |
| myotron | Myotronic Inhibitor (ordinance) |
| nanitesordnance | Nanites (ordinance) |
| override | Computer Override (ordinance) |
| PDLBeam | Point Defence Laser (ordinance) |
| phasecloakdevice | Phase Cloak |
| plasmacannon | Ion Cannon (ordinance) |
| PointDefenseLaser | Point Defence Laser |
| polerontorpedo | Polaron Torpedo (ordinance) |
| posijammer | Sensor Jammer (ordinance) |
| PsychonicBlast | Psychonic Blast (ordinance) |
| reflectweapon | Corbomite Reflector |
| regeneration | Regeneration |
| remodulation | Shield Remodulation (ordinance), makes the target's shields immune to (almost) all weapons for a pre-fixed amount of time. Do not be misled to assumptions here. Only the shields remain immune! Crew deaths due to <i>damageThreshold</i> and <i>CrewModifiers</i> still occur. |
| repulsionwave | Shockwave (ordinance) |
| rfield | Repulsion Wave (ordinance) |
| RomulanSpy | Romulan Spy (ordinance) |
| selfdestruct | Self-Destruct |
| shieldh | Shield Disruptor (ordinance) |
| shieldinv | Shield Inversion Beam (ordinance) |

| | |
|------------------|---|
| temporal | Temporal Stasis Field (ordinance) |
| toggleweapon | Weapon that can be turned on and off by clicking the button again, like the Energy Shield Converter . |
| tractor_bm | Tractor Beam (ordinance) |
| transwarpconduit | Transwarp Drive |
| transwarpdrive | Transwarp Drive (ordinance) |
| u_ball_obj | Ultritium Burst Object, used to define the map object created by the Ultritium Burst weapon. |
| utribeam | Ultritium Burst (ordinance) |
| warpcoreoverload | Warp Core Overload (ordinance) |
| wormholegen | Used to generate a wormhole , e.g. Transwarp Gate . |

Other Game Object classLabels

These are things like map objects.

| | |
|-----------------|---|
| asteroid | Label for single asteroids |
| asteroidfield | Asteroid field , a groups of asteroids, not just single ones. |
| background_obj | Neutral objects like ambient lights |
| blackhole_obj | Black hole |
| fireballexplode | Fireballs and explosions. |
| grenade | Unused leftover from Battlezone . |
| omegaexplode | Omega particle explosion shockwave. This is a 3 dimensional wave with height but it will do no damage. It looks pretty but is basically effectless. |
| scrap | Space debris |
| wormhole_obj | Wormhole |

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