

# 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	<a href="#">Constructor</a>
craft	Standard combat ship
freighter	<a href="#">Freighter</a> , a sort of mining ship
mining	<a href="#">Mining station</a>
pod	Research pod
research	Research station, this includes <a href="#">tier 1</a> as well as <a href="#">tier 2 research</a>
sensor	<a href="#">Sensor station</a> , <a href="#">pulse defense</a> or <a href="#">torpedo defense</a> stations
shipyard	Shipyard, including <a href="#">tier 1</a> , <a href="#">tier 2</a> and <a href="#">tier 3 yards</a>
starbase	<a href="#">Starbase</a>
upgrade	Officer upgrade

## Standard Weapons classLabels

These classLabels are used mostly but not exclusively for the standard weapons, like photon torpedoes or phasers.

ClassLabel	Object
cannon	Cannon Label for Phasers, it tells the game to give the sprite a linear trajectory. May also be used for <a href="#">Special Weapons</a> , like the <a href="#">Computer Override</a>
launcher	Used when we want projectile like weapons, like Photon Torpedos or the <a href="#">Commando Team</a> 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
photon torpedo	Photon Torpedo ordinance
pphaser	Pulse Phasers
shockwavexplode	Shock waves of the damaging kind, like the <a href="#">Self-Destruct</a> or the <a href="#">Artillery</a> Photons.
toggleweapon	Weapon that can be turned on and off by clicking the button again, like the <a href="#">Energy Shield Converter</a> .

## 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	<a href="#">Anti-Matter Mines</a> ordinance, used to make mines (defined as such from a different classLabel) which explode upon impact.
blackholecreator	<a href="#">Rift Creator</a> (ordinance)
borgbore	<a href="#">Auto-Assimilator</a>
chainpulsar	<a href="#">Chain Reaction Pulsar</a> (ordinance)
cloakingdevice	<a href="#">Cloak</a>
containbreach	Containment Breach, used in the original ODF files, but never linked to any unit.
deathchant	<a href="#">Death Chant</a>
detectcloak	<a href="#">Tachyon Detection Grid</a>
esconverter	<a href="#">Energy Shield Converter</a> (ordinance)
fedrepairteam	<a href="#">Federation Repair Team</a> (ordinance)
gravmine	<a href="#">Gravity Mines</a>
holding_bm	<a href="#">Holding Beam</a> (ordinance)
holoemitter	<a href="#">Holo-Emitter</a> (ordinance)
ionstorm_obj	Ion Storm Object (nebula), used to define the map object created by the <i>ionstorm_tp</i> classLabel.
ionstorm_tp	<a href="#">Ion Storm</a> (ordinance), used to generate any map object, see also <i>ionstorm_obj</i> classLabel.
KlingonCommandoTeam	<a href="#">Commando Team</a> (ordinance)
manheimeffect	<a href="#">Gemini Effect</a> (ordinance)
micro	<a href="#">Energy Dissipator</a> (ordinance)
minebm	<a href="#">Mining Beam</a> (ordinance)
minelayer	<a href="#">Anti-Matter Mines</a> , <a href="#">Gravity Mines</a> and <a href="#">Chain Reaction Pulsar</a> , 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	<a href="#">Myotronic Inhibitor</a> (ordinance)
nanitesordnance	<a href="#">Nanites</a> (ordinance)
override	<a href="#">Computer Override</a> (ordinance)
PDLBeam	<a href="#">Point Defence Laser</a> (ordinance)
phasecloakdevice	<a href="#">Phase Cloak</a>
plasmacannon	<a href="#">Ion Cannon</a> (ordinance)
PointDefenseLaser	<a href="#">Point Defence Laser</a>
polerontorpedo	<a href="#">Polaron Torpedo</a> (ordinance)
posijammer	<a href="#">Sensor Jammer</a> (ordinance)
PsychonicBlast	<a href="#">Psychonic Blast</a> (ordinance)
reflectweapon	<a href="#">Corbomite Reflector</a>
regeneration	<a href="#">Regeneration</a>
remodulation	<a href="#">Shield Remodulation</a> (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	<a href="#">Shockwave</a> (ordinance)
rfield	<a href="#">Repulsion Wave</a> (ordinance)
RomulanSpy	<a href="#">Romulan Spy</a> (ordinance)
selfdestruct	<a href="#">Self-Destruct</a>
shieldh	<a href="#">Shield Disruptor</a> (ordinance)
shieldinv	<a href="#">Shield Inversion Beam</a> (ordinance)

temporal	<a href="#">Temporal Stasis Field</a> (ordinance)
tractor_bm	<a href="#">Tractor Beam</a> (ordinance)
transwarpconduit	<a href="#">Transwarp Drive</a>
transwarpdrive	<a href="#">Transwarp Drive</a> (ordinance)
u_ball_obj	<a href="#">Ultritium Burst</a> Object, used to define the map object created by the Ultritium Burst weapon.
utribeam	<a href="#">Ultritium Burst</a> (ordinance)
warpcoreoverload	<a href="#">Warp Core Overload</a> (ordinance)
wormholegen	Used to generate a <a href="#">wormhole</a> , e.g. <a href="#">Transwarp Gate</a> .

## Other Game Object classLabels

These are things like map objects.

asteroid	Label for single asteroids
asteroidfield	<a href="#">Asteroid field</a> , a groups of asteroids, not just single ones.
background_obj	Neutral objects like ambient lights
blackhole_obj	<a href="#">Black hole</a>
fireballexplode	Fireballs and explosions.
grenade	Unused leftover from <a href="#">Battlezone</a> .
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	<a href="#">Wormhole</a>

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