

# Emitter Names for Star Trek: Armada

*Star Trek: Armada* uses a number of so-called emitters, that are the source of various effects, e.g. the display of deactivated engines or a deactivated life support system. Here is a list of names of the stock game emitters.

## Steam and Fog Emitters

For these elements the ratio of life span and velocity gives the time frame during which one entire animation is displayed.

Emitter Type	Name
Rift Emitters	e_rift e_riftcloud
Chunk Emitters	e_chunk1_disabled
Damage Smoke Emitter	e_test_cloud e_smoke
Damage Emitters Venting Plasma	e_plasmasml e_plasmamed e_plasmalrg e_plasmaxl
Damage Emitters Venting Gas	e_steamsm1 e_steamed e_steamlrg e_steamxl

## Special Weapons Emitters

Emitter Type	Name
Borg Bore Emitters	e_borgbore_beam
<a href="#">Computer Override</a> Emitters	e_override
<a href="#">Micro Organism</a> Emitter	e_microorg
<a href="#">Chain Reaction Pulsar</a> Trail	e_crpulsar
<a href="#">Gemini Effect</a> Trail	e_gemini
Blue Contrail Emitter	e_contrail e_rocket
Nebula Emitter	e_neb1 e_neb2
Gate Emitters	e_premgate
Software Nebulae	e_swneb1 e_swneb2 e_swneb3 e_swneb4 e_swneb5

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