

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
Computer Override Emitters	e_override
Micro Organism Emitter	e_microorg
Psionic Discharge Emitter	emitter psiondis
Chain Reaction Pulsar Trail	e_crpulsar
Gemini Effect 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

[**Modding**] [Tools] [ODF Files] [ODF Directives] [Class Labels] [Tech Tree Files] [SOD Files]
[Buttons] [Wire Frames] [Sprites] [AI Scripts] [Model Hierarchy] [Node Names] [Emitter
Names] [Texture Animation Names] [Sprite Names]

[[Back to Modding](#)]

From:
<https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name** / **www.mobile-infanterie.de**

Permanent link:
https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:modding:emitter_names&rev=1705440893

Last update: **2024-01-16-21-34**

