

# Node Names for Star Trek: Armada

For *Star Trek: Armada* there exists a number of stock game node names, that are used by some [SOD files](#) for their [model hierarchy](#). Here is a comprehensive list of them.

## Light Sprite Node Names

These node names are used for different light dots on ships or stations.

Color	Nodes
Blue	blueconst blueconstbig bluestrobe bluestrobig
Green	greenconst greenconstbig greenstrobe greenstrobig
Red	redconst redconstbig redstrobe redstrobig
Whitish	whiteconst whiteconstbig whitestrobe whitestrobe2 whitestrobig
Amber	yellowconst yellowconstbig yellowstrobe yellowstrobig

## Damage Sprite Node Names

Unit Type	Node Names
<a href="#">Ships</a>	crew1 crew2 crew3 crew4 crew5 crew16 sensor
Turrets	sensortur
Super Buildings	crewfsup1 crewfsup2 crewfsup3 crewfsup4 crewfsup5 sensorfsup

Unit Type	Node Names
Sensor Stations	sensorfsen
Advanced Research Stations	crewfre21 crewfre22 crewfre23 crewfre24 crewfre25 sensorfre2
Research Stations	crewfre11 crewfre12 crewfre13 crewfre14 crewfre15 sensorfre1
Mining Stations	crewfmin1 crewfmin2 crewfmin3 crewfmin4 crewfmin5 sensorfmin
Starbases	crewfbas1 crewfbas2 crewfbas3 crewfbas4 crewfbas5 sensorfbas

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