

# Star Trek: Armada ODF Directives

**ODF files** of the game *Star Trek: Armada* consist of lines of so-called directives, that influence, how an element of the game behaves, e.g. how much health a specific unit does have. Here is a rather lengthy list of directives, with their different uses and effects.

## Meta Commands

Some commands/directives are actually meta commands, as they don't have any effect on their own, but only import other files referenced, which in turn are causing the actual effects. They work with any kind of file, but don't always make sense, depending on the type of ODF/object they are used by.

Command/Directive	Effect/Usage
<code>#include "filename.odf"</code>	Makes the game include any directives that are not already included in the current file, from another file. Many weapons use this so that they can have a different name and sprite but have the same damage and fire rates etc... Simply put, it behaves as if all the text from the referenced file is placed at this location, instead of the <code>#include</code> command. This works cascading. So if an included file uses <code>#include</code> as well, these files are also de-referenced during loading. Do not create cyclic references!
<code>baseName = "my_file_without.sod"</code>	Specifies which <b>SOD file</b> is used for this unit. This is only useful when the SOD is named differently than the unit's ODF file. When using this directive in an ODF, this ODF inherits all the GUI properties of the ODF designated by the <code>baseName</code> directive as well as the SOD (i.e. button, wireframe).
<code>physicsFile = "my_file.odf"</code>	Specifies which physics file is used for this ship.

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