

Star Trek: Armada Map Editor

The Armada Map Editor is actually an Activision tool, although for it officially being a beta software the company wants essentially nothing to do with any damages or liabilities. So in essence you can use it at your own risk. But unless you choose to edit [stock game maps](#), you should be fine. You can get it here:

<http://armadafiles.com/files/armada/utilities/mapping-tools/armada-map-editor/details>

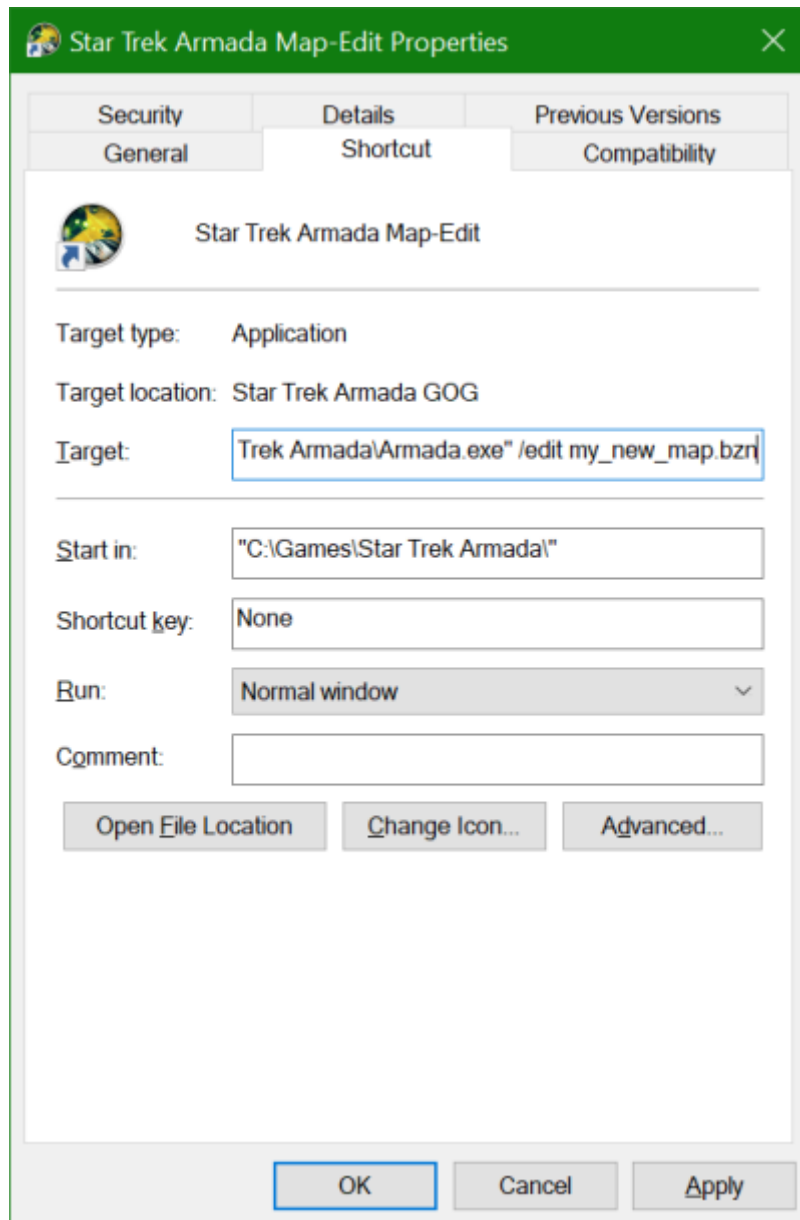
Certain usability aspects require some getting used to. You will find some notes below on how to use it.

Installation

- Place the *Qedit* file inside the root directory of your Armada installation.
- Create a Windows shortcut to your *Armada.exe* file.
- Edit the just created file and add `/edit <map_file_name>.bnz` to the *Target* line.

The `<map_file_name>.bnz` value should fit the map file name you intend to edit or create.
Example:

```
„C:\Games\Star Trek Armada\Armada.exe“ /edit my_new_map.bnz
```



You can open files that are present in the *bnz* or *addon* folders. If a file with the given name does not yet exist, a new one will be created **but not yet saved**.

[[Modding](#)] [[Tools](#)]

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