

# 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>

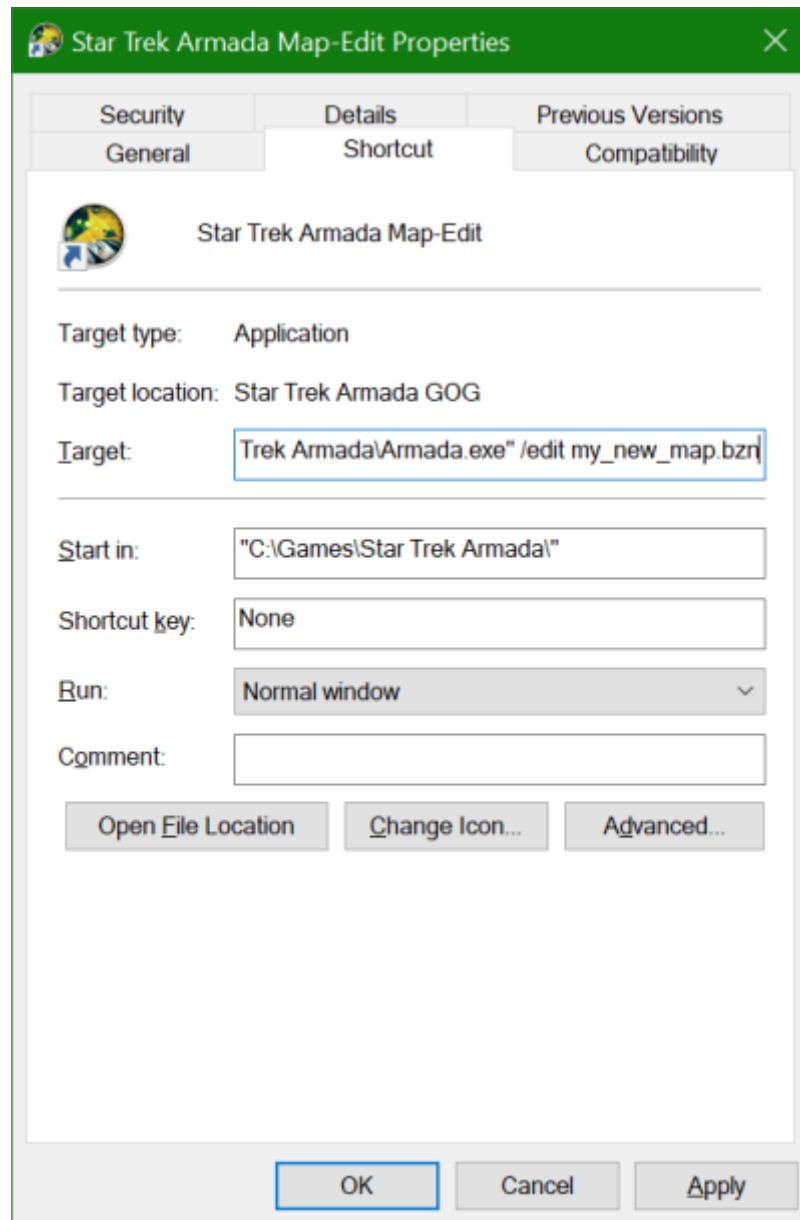
Certain usability aspects require some getting used to. You will find some notes below on how to use it.

## 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
```



Filenames should be eight characters or less plus the *.bzn* extension. But it is not necessary to limit the length to eight characters.

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

When you confirm your changes with the *OK* button and double-click on the shortcut Armada will launch into edit mode.

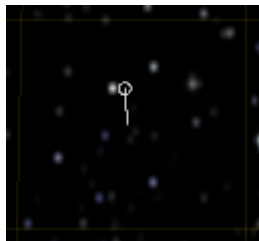
## Edit Mode

Edit Mode looks very much like the normal Armada game interface, but there are also very important differences to it.



While in Edit Mode you can lay down objects, ships, and stations by hitting the appropriate function key to navigate the build lists. Here is an overview of how to do that.

- Use your F-keys (e.g. **F1**) to open sub menus (shown in the upper right corner of the screen) or place map objects.
- Use the **TAB** key to go back up a level in the menu.
- When hovering your mouse pointer over a selected object left-click and hold to drag the unit or point to the desired location.
- When hovering your mouse pointer over a selected object hold down **CTRL** and move the mouse to adjust the height of the object.
- When hovering your mouse pointer over a selected object hold down the right mouse button and drag to rotate the object.
- When hovering your mouse pointer over a selected object hit **DEL** to remove this object.
- Double click on an element to modify its *Object Settings*.
- Double right click on a unit to modify its *Physics Parameters*.
- Hold down **SHIFT** and use the **↑** and **↓** arrows to change the team number for units and buildings that will be placed next. (You can also change the Team by double clicking the object and changing the value afterwards.)
- Use **CTRL** + **R** to specify the map name, background, map size, ambient light, etc. (Note: some of the settings in this menu are overridden by the game setup screen as they were used while designing single player missions.)
- Use **CTRL** + **Shift** to save the map in the directory *addon*. (All new maps will be placed in the directory *addon* by default.)
- Hold **ALT** and left click to drop a point.



- Hold **ALT** and double click to drop a point and open it's properties in one go.
- Continue to left click to add more points to the path, that will be formed by multiple points.



- Right click to stop adding more points to the current path.

## Setting Map Properties

When using **CTRL** + **R**, you can set a number of properties of the currently edited map. Without a proper script of rule file only Mission Title, Map Size and Background Images are useful. Those are non-campaign maps. If you have a rule file and a script file, then you are able to create new missions.

Be aware: Changing the map size is not done immediately. It will only take effect after saving and loading the map anew (restart map editor).

The Map Title is shown in the map selection menu. The left side of the hyphen shows the actual file name, the right side the title entered here.

Here is a list of backgrounds that come shipped with Armada by default:

File Name	Contents
mbg01.sod	All white

File Name	Contents
mbg02.sod	Blue nebula with scattered stars
mbgbaku.sod	The Bryar Patch
mbgblue.sod	Blue nebula
mbgborg.sod	Borg space (yellowish background)
mbgcard.sod	Cardassian space
mbgdom1.sod	Scattered purple nebula
mbgdom2.sod	Heavy stars with red nebula at bottom left
mbgearth.sod	Heavy stars with greenish nebula at bottom right
mbgglxy.sod	Heavy stars with blueish nebula at bottom right
mbgikol	Heavy Stars with greenish/redish nebula to the left
mbgklin2.sod	Heavy stars with orange nebula at top
mbgklin3.sod	Heavy stars with orange nebula at top left
mbgklin4.sod	Heavy stars with scattered orange nebula
mbgkling.sod	Klingon space
mbgomega.sod	Heavy stars with orange nebula
mbgrom1.sod	Heavy stars with green nebula at top right bottom left
mbgrom2.sod	Heavy stars with green nebula at bottom right
mbgrom3.sod	Heavy stars with green and red nebula at bottom right
mbgstars.sod	Default, heavy stars and space

## Placing Player Starting Locations

Naming a point in a specific pattern can be used to define the players starting locations. Double click on an existing point (or **ALT** + double click to create a new one) and name it `Camera_1`. This sets the starting position for the first player. Continue this step for subsequent players starting positions by incrementing the number, e.g. `Camera_2` etc. The number of Cameras that are appropriately named will determine the number of players which can play on a given map. Do not leave any gaps (e.g. `Camera_1` to `Camera_3` and then `Camera_5`, leaving out 4) and do not add points with the same name twice (e.g. two times `Camera_1`). When placing two of the same name, only the first one created will take effect.

## Setting Teams of Map Objects

If you intend on creating custom scenarios with pre-defined units (used with selection *Map Units* for setting *Starting Units*) you can set the team of an object to numbers 0 to 8. Team 0 is the neutral faction in Grey. Teams 1-8 are player teams. Do not set this to anything higher than 8. **It will crash the map editor instantly.** Setting this value kind of marks who the object belongs to. If you play with map units, then this will be the starting units of a player, nothing else is given. If you play with any other setting, these units will vanish.

The *Perceived Team* on the other hand sets which team this unit will not behave hostile to. The player cannot necessarily control this unit (other team) but it will behave as if it were an ally. If the perceived team is not present during game play (e.g. 2 players on map but perceived team = 3) then this object will be hostile to anyone, unless its perceived team is 0.

Teams can be set for inert objects as well, e.g. [Temporal Gates](#). When setting a pair of *Temporal Gates* on a normal map (not to be used with map units), make sure to set their team to 0. Otherwise when starting a match with that map, they will simply vanish.

When placing a derelict ship (crew = 0) setting the team makes a big difference. Units and stations of team 0 cannot be taken over. They always behave neutral. So when beaming over, the crew will be restored to the beamed over amount but you will still not be able to control this unit or station. It will still belong to team 0. So when trying to add derelict ships that are supposed to be taken over, use teams 1 to 8 for that.

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