

Armada 1 Logging

Star Trek: Armada is of course a software product and as such it also has some built-in means of logging things going on. Some of them can be found by carefully looking at the files delivered by the game. Others are not quite visible. Here are some means of activating/using logging in Armada.

ATVI

One method that is definitely not obvious, is the *ATVI* mechanism. When placing a file named *ATVI* (no extension!) in the root folder of a *Star Trek: Armada* installation, its mere presence will activate some logging. The contents of the file are of no relevance, so an empty file will already do the trick. There will be different kinds of files showing up in the folder *Logs*, some of which are not always created:

- The usually created log files written by this mechanism will be named by the pattern **log_<user name>_(<date>)_(<time>).txt**. They contain general log messages, like engine physics flags, DirectX messages or internal warnings, such as missing [sprite](#) names.
- De-Sync-Logs are named by the pattern **SYNC__<hex digits>_LOG__<number>_OG__<number>_<user name>_(<date>)_(<time>).txt** (or similar). They are usually empty (0 bytes), so the intended purpose of these files is yet not quite clear.
- De-Sync-Dumps are named by pattern **SYNC__<hex digits>_DUMP__<number>_<user name>_(<date>)_(<time>)**

[[Star Trek: Armada](#)] [[Game Play](#)] [[Technical Support](#)] [[Trivia](#)]

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

[[Back to the Games Database](#)]

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

Permanent link:
https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:logging&rev=1745856850

Last update: 2025-04-28-16-14

