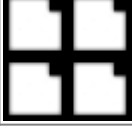


Star Trek: Armada Buttons

In *Star Trek: Armada* a great many functions are triggered by basically clicking on a button, like triggering a construction command in a yard or using a special weapon.

Button Templates/Types

All buttons come in one of the following five different forms:

Form	Type/Usage
	Offensive: This type is used for weapons that deal damage to opponents or attack them in some fashion.
	Passive/Defensive: This type is used for special weapons, that deal no damage (by themselves) or might even be beneficial to the target.
	Command: This type is used for functions, that are issued, e.g. moving a unit somewhere or open the construction menu. Everything that is not a weapon of sorts of a construction item should use this template.
	Construction: This type issues the construction of an actual ship or station.
	Construction quadruple: Basically the same as the Construction type, but storing four button images at the same time. Sprites may use them, instead of using the entire image for one button.

All of them are meant to be stored as **uncompressed** TGA files and of course require some sort of pictograph indicating their function. Their color depth is 24 bit and the size of one button is 64 pixels x 64 pixels (double of course for the quad button files). They are stored in the folder *Textures\RGB*, where you can find examples. Also your modded button image files have to go there.

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