

# Star Trek: Armada classLabels

Pretty much all elements, that are used in *Star Trek: Armada* are based on a piece of code, that is addressed by its name, the so-called class Label, or classLabel. These are basically hard-coded, so for modding they hold the space for the creative process. Whatever you want to achieve, has to work with one of the below classLabels.

## Ship and Station classLabels

ClassLabel	Object
constructionrig	<a href="#">Constructor</a>
craft	Standard combat ship
freighter	<a href="#">Freighter</a> , a sort of mining ship
mining	<a href="#">Mining station</a>
pod	Research pod
research	Research station, this includes <a href="#">tier 1</a> as well as <a href="#">tier 2 research</a>
sensor	<a href="#">Sensor station</a> , <a href="#">pulse defense</a> or <a href="#">torpedo defense</a> stations
shipyard	Shipyard, including <a href="#">tier 1</a> , <a href="#">tier 2</a> and <a href="#">tier 3 yards</a>
starbase	<a href="#">Starbase</a>
upgrade	Officer upgrade

## Standard Weapons classLabels

ClassLabel	Object
cannon	Cannon Label for Phasers, it tells the game to give the sprite a linear trajectory. May also be used for <a href="#">Special Weapons</a> , like the <a href="#">Computer Override</a>
launcher	Used when we want projectile like weapons, like Photon Torpedos or the <a href="#">Commando Team</a> entering shuttle. Used mostly when animated textures or SODs are involved. Beam effects should not be used in conjunction with the <i>launcher</i> classLabel.
phaser	Cannon label for Phasers ordinances
photontorpedo	Photon Torpedo ordinance
pphaser	Pulse Phasers
shockwavexplode	Shock waves

## Special Weapons classLabels

All [special weapons](#) are addressed by use of one of these classLabels. Some of them are classLabels only for the ordinance, some are for the actual weapon.

antimine	<a href="#">Anti-Matter Mines</a> ordinance, used to make mines (defined as such from a different classLabel) which explode upon impact.
areacannon	Multi Targeting Cannon, used for area of effect weapons with no projectiles, like waves, e.g. <a href="#">Holo-Emitter</a>

areamissile	Multi Targeting Missile launcher, a projectile, that ends up with an area of effect, e.g. <a href="#">Myotronic Inhibitor</a>
blackholecreator	<a href="#">Rift Creator</a> (ordinance)
borgbore	<a href="#">Auto-Assimilator</a>
chainpulsar	<a href="#">Chain Reaction Pulsar</a> (ordinance)
cloakingdevice	<a href="#">Cloak</a>
containbreach	Containment Breach, used in the original ODF files, but never linked to any unit.
deathchant	<a href="#">Death Chant</a>
detectcloak	<a href="#">Tachyon Detection Grid</a>
esconverter	<a href="#">Energy Shield Converter</a> (ordinance)
fedrepairteam	<a href="#">Federation Repair Team</a> (ordinance)
gravmine	<a href="#">Gravity Mines</a>
holding_bm	<a href="#">Holding Beam</a> (ordinance)
holoemitter	<a href="#">Holo-Emitter</a> (ordinance)
ionstorm_obj	Ion Storm Object (nebula), used to define the map object created by the <i>ionstorm_tp</i> classLabel.
ionstorm_tp	<a href="#">Ion Storm</a> (ordinance), used to generate any map object, see also <i>ionstorm_obj</i> classLabel.
KlingonCommandoTeam	<a href="#">Commando Team</a> (ordinance)
manheimeffect	<a href="#">Gemini Effect</a> (ordinance)
micro	Micro organisms, used to drain the special energy reserves of the targets.
minebm	<a href="#">Mining Beam</a> (ordinance)
minelayer	<a href="#">Anti-Matter Mines</a> , <a href="#">Gravity Mines</a> and <a href="#">Chain Reaction Pulsar</a> , used to make object and projectile weapons float in space and automatically track the nearest target or the first enemy that enters within a certain perimeter.
myotron	<a href="#">Myotronic Inhibitor</a> (ordinance)
nanitesordnance	<a href="#">Nanites</a> (ordinance)
override	<a href="#">Computer Override</a> (ordinance)
PDLBeam	<a href="#">Point Defence Laser</a> (ordinance)
phasecloakdevice	<a href="#">Phase Cloak</a>
plasmacannon	<a href="#">Ion Cannon</a> (ordinance)
PointDefenseLaser	<a href="#">Point Defence Laser</a>
polerontorpedo	<a href="#">Polaron Torpedo</a> (ordinance)
posijammer	<a href="#">Sensor Jammer</a> (ordinance)
PsychonicBlast	<a href="#">Psychonic Blast</a> (ordinance)
reflectweapon	<a href="#">Corbomite Reflector</a>
regeneration	<a href="#">Regeneration</a>
remodulation	<a href="#">Shield Remodulation</a> (ordinance), makes the target's shields immune to (almost) all weapons for a pre-fixed amount of time. Do not be misled to assumptions here. Only the shields remain immune! Crew deaths due to <i>damageThreshold</i> and <i>CrewModifiers</i> still occur.
repulsionwave	<a href="#">Shockwave</a>
rfield	<a href="#">Repulsion Wave</a> (ordinance)
RomulanSpy	<a href="#">Romulan Spy</a> (ordinance)
selfdestruct	<a href="#">Self-Destruct</a>
shieldh	<a href="#">Shield Disruptor</a> (ordinance)
shieldinv	<a href="#">Shield Inversion Beam</a> (ordinance)

temporal	<a href="#">Temporal Stasis Field</a>
toggleweapon	Weapon that can be turned on and off by clicking the button again, like the <a href="#">Energy Shield Converter</a> .
tractor_bm	<a href="#">Tractor Beam</a>
transwarpconduit	<a href="#">Transwarp Drive</a>
transwarpdrive	<a href="#">Transwarp Drive</a>
u_ball_obj	<a href="#">Ultritium Burst</a> Object, used to define the map object created by the Ultritium Burst weapon.
utribeam	<a href="#">Ultritium Burst</a> (ordinance)
warpcoreoverload	<a href="#">Warp Core Overload</a>
wormholegen	Used to generate a <a href="#">wormhole</a> .

## Other Game Object classLabels

These are things like map objects.

asteroid	Label for single asteroids
asteroidfield	<a href="#">Asteroid field</a> , a groups of asteroids, not just single ones.
background_obj	Neutral objects like ambient lights
blackhole_obj	<a href="#">Black hole</a>
fireballexplode	Fireballs and explosions.
grenade	Unused leftover from <a href="#">Battlezone</a> .
omegaexplode	Omega particle explosion shockwave. This is a 3 dimensional wave with height but it will do no damage. It looks pretty but is basically effectless.
scrap	Space debris
wormhole_obj	<a href="#">Wormhole</a>

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