

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	Constructor
craft	Standard combat ship
freighter	Freighter , a sort of mining ship
mining	Mining station
pod	Research pod
research	Research station, this includes tier 1 as well as tier 2 research
sensor	Sensor station , pulse defense or torpedo defense stations
shipyard	Shipyard, including tier 1 , tier 2 and tier 3 yards
starbase	Starbase
upgrade	Officer upgrade
wingman	Ships for attacking, in contrast to freighters or constructors.

Standard Weapons classLabels

These classLabels are used mostly but not exclusively for the standard weapons, like photon torpedoes or phasers.

ClassLabel	Object
areacannon	Multi Targeting Cannon, used for area of effect weapons with no projectiles, like waves, e.g. Holo-Emitter
areamissile	Multi Targeting Missile launcher, a projectile, that ends up with an area of effect, e.g. Myotronic Inhibitor
artillery	Artillery Photon (ordinance)
cannon	Cannon Label for Phasers, it tells the game to give the sprite a linear trajectory. May also be used for Special Weapons , like the Computer Override
launcher	Used when we want projectile like weapons, like Photon Torpedos or the Commando Team 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
photon torpedo	Photon Torpedo ordinance
pphaser	Pulse Phasers
shockwavexplode	Shock waves of the damaging kind, like the Self-Destruct .
toggleweapon	Weapon that can be turned on and off by clicking the button again, like the Energy Shield Converter .

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 acutal weapon.

antimine	Anti-Matter Mines ordinance, used to make mines (defined as such from a different classLabel) which explode upon impact.
blackholecreator	Rift Creator (ordinance)
borgbore	Auto-Assimilator
chainpulsar	Chain Reaction Pulsar (ordinance)
cloakingdevice	Cloak
containbreach	Containment Breach, used in the original ODF files, but never linked to any unit.
deathchant	Death Chant
detectcloak	Tachyon Detection Grid
esconverter	Energy Shield Converter (ordinance)
fedrepairteam	Federation Repair Team (ordinance)
gravmine	Gravity Mines
holding_bm	Holding Beam (ordinance)
holoemitter	Holo-Emitter (ordinance)
ionstorm_obj	Ion Storm Object (nebula), used to define the map object created by the <i>ionstorm_tp</i> classLabel.
ionstorm_tp	Ion Storm (ordinance), used to generate any map object, see also <i>ionstorm_obj</i> classLabel.
KlingonCommandoTeam	Commando Team (ordinance)
manheimeffect	Gemini Effect (ordinance)
micro	Energy Dissipator (ordinance)
minebm	Mining Beam (ordinance)
minelayer	Anti-Matter Mines , Gravity Mines and Chain Reaction Pulsar , 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	Myotronic Inhibitor (ordinance)
nanitesordnance	Nanites (ordinance)
override	Computer Override (ordinance)
PDLBeam	Point Defence Laser (ordinance)
phasecloakdevice	Phase Cloak
plasmacannon	Ion Cannon (ordinance)
PointDefenseLaser	Point Defence Laser
polerontorpedo	Polaron Torpedo (ordinance)
posijammer	Sensor Jammer (ordinance)
PsychonicBlast	Psychonic Blast (ordinance)
reflectweapon	Corbomite Reflector
regeneration	Regeneration
remodulation	Shield Remodulation (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	Shockwave (ordinance)
rfield	Repulsion Wave (ordinance)
RomulanSpy	Romulan Spy (ordinance)
selfdestruct	Self-Destruct
shieldh	Shield Disruptor (ordinance)
shieldinv	Shield Inversion Beam (ordinance)
temporal	Temporal Stasis Field (ordinance)
tractor_bm	Tractor Beam (ordinance)
transwarpconduit	Transwarp Drive
transwarppdrive	Transwarp Drive (ordinance)
u_ball_obj	Ultritium Burst Object, used to define the map object created by the Ultritium Burst weapon.
utribeam	Ultritium Burst (ordinance)
warpcoreoverload	Warp Core Overload (ordinance)
wormholegen	Used to generate a wormhole , e.g. Transwarp Gate .

Other Game Object classLabels

These are things like map objects.

asteroid	Label for single asteroids
asteroidfield	Asteroid field , a groups of asteroids, not just single ones.
background_obj	Neutral objects like ambient lights
blackhole_obj	Black hole
fireballexplode	Fireballs and explosions.
grenade	Unused leftover from Battlezone .
nebula_obj	Nebulae
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.
planet_obj	Planets and their derivatives.
scrap	Space debris
wormhole_obj	Wormhole

Unused classLabels

The following classLabels are mentioned in some [ODF files](#) but seem to never appear in the base game.

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