

Star Trek: Armada ODF Directives

[ODF files](#) of the game *Star Trek: Armada* consist of lines of so-called directives, that influence, how an element of the game behaves, e.g. how much health a specific unit does have. Here is a rather lengthy list of directives, with their different uses and effects.

Meta Commands

Some commands/directives are actually meta commands, as they don't have any effect on their own, but only import other files referenced, which in turn are causing the actual effects. They work with any kind of file, but don't always make sense, depending on the type of ODF/object they are used by.

Command/Directive	Effect/Usage
<code>#include "filename.odf"</code>	Makes the game include any directives that are not already included in the current file, from another file. Many weapons use this so that they can have a different name and sprite but have the same damage and fire rates etc... Simply put, it behaves as if all the text from the referenced file is placed at this location, instead of the <i>#include</i> command. This works cascading. So if an included file uses <i>#include</i> as well, these files are also de-referenced during loading. Do not create cyclic references!
<code>baseName = "my_file_without.sod"</code>	Specifies which SOD file is used for this unit. This is only useful when the SOD is named differently than the unit's ODF file. When using this directive in an ODF, this ODF inherits all the GUI properties of the ODF designated by the <i>baseName</i> directive as well as the SOD (i.e. button, wireframe).
<code>physicsFile = "my_file.odf"</code>	Specifies which physics file is used for this ship.

Type Keys

Key	Meaning
C	directive for commands
M	map object directive
O	other miscellaneous directive
P	physics directive
SH	ship directive
ST	station directive
SW	special weapon directive
W	weapons directive

Ship and Station Directives

Directive	Description	Type
<code>aiName = "CraftProcess"</code>	This is an AI parameter that helps the AI evaluate targets. It tells the AI what type of ship it is so it can prioritize the targets and function correctly when told to seek and destroy etc... Allowed string values are: \\CraftProcess\\SalvageProcess\\StarbaseProcess	SH, ST
<code>ambientSound = "omega.wav"</code>	This defines the file to be used for the sound a map object makes. The volume changes depending on the proximity to the object.	O
<code>animation = 1</code>	Turns the animation in a SOD file on when the unit is constructed. \\1 means play once then stop. \\2 means play looping infinitely.	SH, ST
<code>attackPower = 0.5</code>	This is used by the AI to evaluate how strong the unit is. The higher the number that follows is, the more powerful the AI considers it and the more ships it will send against it when fighting it.	SH, ST
<code>avoidanceClass = 555</code>	How much should we try to avoid this ship? The higher the number the more space we assume is around it that we want to avoid.	SH, ST
<code>boardingPartyStrength = 12.5</code>	The strength of boarding parties when they transport aboard an enemy ship. The higher the number the more powerful the party is and the more likely they are to overcome the target ships crew. The values of both races, attacker and attacked, will influence how much crew the attacked will lose for each crew beamed over to it. Example: Attacker has 3, attacked has 2. Each beam over of 5 crewmen (standard beam-in party size) costs the attacker 5 crewmen on his own ship, but will kill 7.5 on the attacked ship. So in order to take over a 100 crewmen target ship in this constellation, an investment of 70 crewmen will be required, ending up in 5 own crewmen remaining on the target ship, eventually.	SH
<code>buildAnimation = 1</code>	y/n value, are there any build functions at this station?	SH, ST
<code>buildHardpoint = "hp01"</code>	Defines the hardpoint at which building takes place at this station or unit.	SH, ST
<code>buildItem0 = "odf_name"</code>	This tells the game that whatever ODF name follows this statement can be built from this unit or station, the 0 can change into any number, depending on how many items are on the list.	ST
<code>buildTime = 123</code>	The amount of time in seconds it takes to build this unit.	SH, ST
<code>canAttack = 0</code>	This y/n value tells the game whether or not this ship can engage in combat. By default ships like construction ships cannot attack, with a couple exceptions. It determines if the button for an action related to this is present when you click on a unit with this line in it.	SH, ST
<code>crewCost = 50</code>	The amount of crew required for the ship or station, to be built. The amount is removed from the players stock, the moment the construction starts.	SH, ST
<code>crewHitPercent = 2.5f</code>	This determines the chances that the crew will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>hullHitPercent</i> , <i>lifeSupportHitPercent</i> , <i>sensorsHitPercent</i> , <i>shieldGeneratorHitPercent</i> and <i>weaponsHitPercent</i> .	SH, ST
<code>criticalTargetHardpoints = "hp12"</code>	This designates the hardpoint for critical hits. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the critical hit hardpoint has no hitpoints left, the ship or station is destroyed.	SH, ST

Directive	Description	Type
<code>damagedScan = 150f</code>	When the sensors are destroyed/deactivated, how far does the ship scan, or „see“?	
<code>dilithiumCost = 1000</code>	The amount of dilithium required for the ship or station to be built. The amount is removed from the players stock, the moment the construction starts.	SH, ST
<code>dilithiumTransferRate = 15.0</code>	Sets the rate at which the resources are transferred between the freighter and the resource station.	SH, ST
<code>distanceBelowGrid = 30</code>	How far below the grid should we move this station?	ST
<code>enginesCrewLoss = 5.0f</code>	This is the percentage of how much of the crew dies, the moment the engines sub-system gets destroyed.	SH, ST
<code>enginesHitPoints = 12</code>	Number of hitpoints the engine sub-system has. Once damage exceeds this number it becomes disabled.	SH, ST
<code>enginesRepairTime = 1.0f</code>	The amount of time in seconds that it takes to repair one hitpoint of damage to the engines sub-system. This is modified by the crew status. If the crew status is yellow, it usually is slower. In status red it is usually even slower. But it can also be totally different (e.g. Borg always repair at the same rate).	SH, ST
<code>enginesTargetHardpoints = "hp12"</code>	This designates the hardpoint for the engine sub-system. After this directive a series of hardpoint names is given, that are targets for weapons.	SH, ST
<code>fireball = "xfirebal"</code>	This specifies the explosion fireball that the ship uses when it blows up.	SH, ST
<code>footprintBuffer = 20.0f</code>	Sets the footprint that the unit leaves when placing it for construction.	ST
<code>freighterName = "kfreight"</code>	Defines what freighter is used as a resource gatherer for a refinery. This ship is automatically built along with the mining station.	ST
<code>hullHitPercent = 62.0f</code>	This determines the chances that the hull will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>crewHitPercent</i> , <i>lifeSupportHitPercent</i> , <i>sensorsHitPercent</i> , <i>shieldGeneratorHitPercent</i> and <i>weaponsHitPercent</i> .	SH, ST
<code>hullTargetHardpoints = "hp12"</code>	This designates the hardpoint for the hull sub-system. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the hull hardpoint's hitpoints are depleted, the ship or station gets destroyed.	SH, ST
<code>intrinsicValue = 1.5</code>	This tells the AI how important of a target this unit is. The higher the number the more likely the AI is to attack it.	SH, ST
<code>is_starbase = 0</code>	Is it a starbase? y/n value.	ST
<code>isHero = 1</code>	Specifies that this ship is a special hero unit, y/n value.	SH, ST
<code>isTranswarpGate = 1</code>	Specifies that this station is a Transwarp Gate, y/n value.	ST
<code>lifeSupportCrewLoss = 3.0f</code>	This is the percentage of how much of the crew dies, the moment the life support sub-system gets destroyed. The only exception is life support. Life support goes by a percent of the crew that dies for every second that the life support is disabled. See also <i>lifeSupportLoss</i> .	SH, ST
<code>lifeSupportHitPercent = 2.5f</code>	This determines the chances that the life support sub-system will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>crewHitPercent</i> , <i>hullHitPercent</i> , <i>sensorsHitPercent</i> , <i>shieldGeneratorHitPercent</i> and <i>weaponsHitPercent</i> .	SH, ST
<code>lifeSupportHitPoints = 12</code>	Number of hitpoints this system has, once damage exceeds this number it becomes disabled.	SH, ST

Directive	Description	Type
lifeSupportLoss = 2.0f	This is the percentage of how much of the crew dies every second, while the life support sub-system is inoperable. Important: If the percentage x residual crew amount drops below 1, it is always 1 crewman per second. So a ship without life support can totally „bleed out“.	SH, ST
lifeSupportRepairTime = 0.1f	The amount of time in seconds that it takes to repair one hitpoint of damage to the life support sub-system. This is modified by the crew status. If the crew status is yellow, it usually is slower. In status red it is usually even slower. But it can also be totally different (e.g. Borg always repair at the same rate).	SH, ST
lifeSupportTargetHardpoints = "hp12"	This designates the hardpoint for the life support sub-system. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the life support hardpoint's hitpoints are depleted, the ship or station will lose crew over time. This progresses faster, the more crew is actually still aboard.	SH, ST
mapIcon = "map_worm"	This specifies what icon to use for the minimap to display a planet.	O
maxHealth = 100	Max Shield Strength	SH, ST
maximumUpgrades = 6	Defines the max number of officer upgrades the station can build.	ST
maxRoll = 12	This defines the roll of a craft. Roll is side to side tilting when turning, also called „banking“. Low values makes the ship always fly flat and level even when turning.	SH
maxSpecialEnergy = 123	Specifies the total amount of special energy this unit can have when fully charged.	SH, ST
moveBelowCombatArea = 0	Should we move this station below the grid. This is a y/n value.	ST
numberOfWorkerBees = 5	Defines how many bees are used to build it.	SH
officerCost = 10	The amount of officers required for the ship or station to be built. The amount is removed from the players stock, the moment the construction starts. Specialty here: If the ship or station gets destroyed, the used up officers will get freed up, too. So it's more like reserving the cost, than subtracting it from the stock.	SH, ST
officerGain = 20	Tells how many officers are gained when this upgrade is built.	ST
possibleCraftNames = "name_1" "name_2"	Lists all the possible names for the craft or station. and each one is surrounded by quotes and separated with a space	SH, ST
podHardpoints = "hp01"	Defines the hardpoint at which pod building takes place at this station or unit.	SH, ST
race = "borg"	Names the race that can build the station or ship	SH, ST
rangeScan = 123	Defines how far this unit can scan (line of sight).	SH, ST
repairFacility = 0	Specifies whether this station is a repair facility, y/n value.	SH, ST
repairRed = 0.5	A modifier that controls how fast the ship repairs when the crew status is red.	SH, ST
repairYellow = 0.5	A modifier that controls how fast the ship repairs when the crew status is yellow.	SH, ST
ScaleSOD = 1.1	Multiplier, resizes the SOD to a smaller or larger size.	SH, ST

Directive	Description	Type
<code>sensorsCrewLoss = 2.0f</code>	This is the percentage of how much of the crew dies, the moment the sensors sub-system gets destroyed.	SH, ST
<code>sensorsHitPercent = 13.0f</code>	This determines the chances that the sensors sub-system will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>crewHitPercent</i> , <i>hullHitPercent</i> , <i>lifeSupportHitPercent</i> , <i>shieldGeneratorHitPercent</i> and <i>weaponsHitPercent</i> .	SH, ST
<code>sensorsHitPoints = 12</code>	Number of hitpoints this system has, once damage exceeds this number it becomes disabled.	SH, ST
<code>sensorsRepairTime = 3.0f</code>	The amount of time in seconds that it takes to repair one hitpoint of damage to the sensors sub-system. This is modified by the crew status. If the crew status is yellow, it usually is slower. In status red it is usually even slower. But it can also be totally different (e.g. Borg always repair at the same rate).	SH, ST
<code>sensorsTargetHardpoints = "hp12"</code>	This designates the hardpoint for the sensor sub-system. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the sensor hardpoint's hitpoints are depleted, the ship or station loses it's longer range scanning ability (line of sight), so only the very-short range ling of sight remains.	SH, ST
<code>shieldDelay = 3.0f</code>	Delay before shields begin recharging once it has reached zero in seconds	SH, ST
<code>shieldGeneratorCrewLoss = 2.0f</code>	This is the percentage of how much of the crew dies, the moment the shield generator sub-system gets destroyed.	SH, ST
<code>shieldGeneratorHitPercent = 8.0f</code>	This determines the chances that the shield generator sub-system will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>crewHitPercent</i> , <i>hullHitPercent</i> , <i>lifeSupportHitPercent</i> , <i>sensorsHitPercent</i> , <i>shieldGeneratorHitPercent</i> and <i>weaponsHitPercent</i> .	SH, ST
<code>shieldGeneratorHitPoints = 12</code>	Number of hitpoints this system has, once damage exceeds this number it becomes disabled.	SH, ST
<code>shieldGeneratorRepairTime = 2.0f</code>	The amount of time in seconds that it takes to repair one hitpoint of damage to the shield generator sub-system. This is modified by the crew status. If the crew status is yellow, it usually is slower. In status red it is usually even slower. But it can also be totally different (e.g. Borg always repair at the same rate).	SH, ST
<code>shieldGeneratorTargetHardpoints = "hp12"</code>	This designates the hardpoint for the shield generator sub-system. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the shield generator hardpoint's hitpoints are depleted, the ship or station loses it's ability to replenish its shield energy. This does not mean, it cannot have any shields any more (some special weapons only replenish shield energy, while the generator may very well be still offline).	SH, ST
<code>shieldRate = 3.5</code>	Number of points regained by the shields roughly, per second.	SH, ST
<code>specialEnergyRate = 12</code>	Specifies the recharge rate of the special energy in units per second.	SH, ST
<code>tooltip = "You text goes here"</code>	Specifies the short tooltip that appears when the mouse is passed over the unit.	SH, ST, SW, W
<code>unitName = "myunit"</code>	Specifies the unit name.	SH, ST

Directive	Description	Type
<code>verboseTooltip = "Some longer text"</code>	The extended tooltip that shows up when the unit is selected or the mouse is held over the unit for an extended time.	SH, ST, W, SW
<code>weapon1 = "name_without_odf"</code>	Specifies the name of the weapon ODF file the number 1 shows that it is the first weapon equipped on this ship, that number changes with each additional weapon added to the ship.	SH, ST
<code>weaponHardpoints1 = "hp1" "hp3"</code>	Designates the hardpoints that the weapon uses number 1 shows that it is the first weapon equipped on this ship, that number changes with each additional weapon added to the ship. After this directive is a series of hardpoints that are the firing points for the weapon. They are noted in format hpxx where xx is a number. Each one is surrounded by "" quotes and separated with a space.	SH, ST
<code>weaponRed = 0.5</code>	A multiplier that controls how fast the ship fires when the crew status is red.	SH, ST
<code>weaponsCrewLoss = 2.0f</code>	This is the percentage of how much of the crew dies, the moment the weapons sub-system gets destroyed.	SH, ST
<code>weaponsHitPercent = 2.0f</code>	This determines the chances that the weapons sub-system will be hit by a weapon, once the shields are completely down. Must add up to 100 (%) along with the following other values: <i>crewHitPercent</i> , <i>hullHitPercent</i> , <i>lifeSupportHitPercent</i> , <i>sensorsHitPercent</i> and <i>shieldGeneratorHitPercent</i> .	SH, ST
<code>weaponsHitPoints = 12</code>	Number of hitpoints this system has, once damage exceeds this number it becomes disabled.	SH, ST
<code>weaponsRepairTime = 2.0f</code>	The amount of time in seconds that it takes to repair one hitpoint of damage to the weapons sub-system. This is modified by the crew status. If the crew status is yellow, it usually is slower. In status red it is usually even slower. But it can also be totally different (e.g. Borg always repair at the same rate).	SH, ST
<code>weaponsTargetHardpoints = "hp12"</code>	This designates the hardpoints for the weapons sub-system. After this directive a series of hardpoint names is given, that are the firing points for weapons. If the weapon hardpoint's hitpoints are depleted, the ship or station loses it's ability to fire any weapon, including special weapons.	SH, ST
<code>weaponYellow = 0.5</code>	A modifier that controls how fast the ship fires when the crew status is yellow.	SH, ST
<code>weldingBeamSprite = "weldbeam"</code>	The sprite used for the workers when this ship is built.	SH, ST
<code>weldingBeamWidth = 12</code>	Sets the width of the beam that the worker bees use when constructing this vessel	SH, ST
<code>workerBeeHardpoints = "hp01"</code>	Defines the hardpoint at which worker bee launching takes place at this station or unit.	SH, ST
<code>workerBeeName = "my_name"</code>	Specifies the name of the small worker bee SOD that is used during construction of this unit.	SH, ST

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