

Star Trek: Armada Modding Tools

For modding *Star Trek: Armada* there are a number of useful tools. Some are available for free. Other's would cost you some money to obtain a license for. Here is a (most certainly not complete) List of such tools:

Tool	Purpose/Use
3DS Max	Also a 3D modeling tool. This is still produced and sold software. Some tutorials use it as a basis for modeling Armada units and stations. It's big advantage over Milkshape 3D is the possibility to place and direct nodes correctly.
Map Editor	With this tool single-player maps can be created. It still requires <i>Star Trek: Armada</i> as a base.
Milkshape 3D	This is 3D modeling tool, useful to create unit and station models. It does require some importer and exporter plugins for use with it. Otherwise you cannot read or create the SOD files with it. The software originally was distributed as usual, requiring a license for use, costing some money. As the company behind it is no longer, you will not get any licenses for this program any longer. But there are still sources out there, from which you can get the last version 1.8.4. Its main drawback is the way how nodes are placed. MS3D only knows joints for animations. The importer and exporter use those to create the node hierarchy, but as the whole concept of that does not allow for free placement and direction of nodes at the same time, this is a problem. You will need other tools for placing nodes properly, e.g. Storm3D Tool .
Storm3D Tool	This is a tool utilizing the Storm3D Engine directly to modify SOD models.

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