

# Star Trek: Armada Map Editor

The Armada Map Editor is actually an Activision tool, although for it officially being a beta software the company wants essentially nothing to do with any damages or liabilities. So in essence you can use it at your own risk. But unless you choose to edit [stock game maps](#), you should be fine. You can get it here:

<http://armadafiles.com/files/armada/utilities/mapping-tools/armada-map-editor/details>

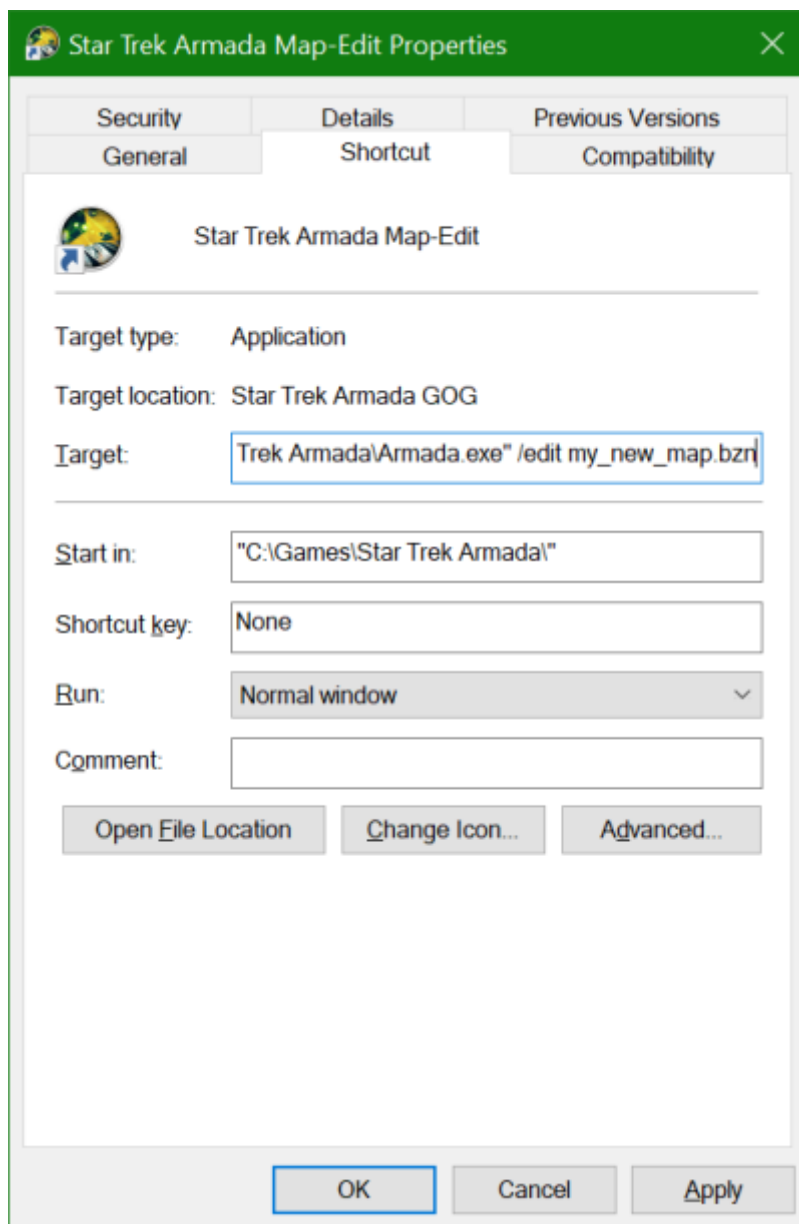
Certain usability aspects require some getting used to. You will find some notes below on how to use it.

## Installation

- Place the *Qedit* file inside the root directory of your Armada installation.
- Create a Windows shortcut to your *Armada.exe* file.
- Edit the just created file and add `/edit <map_file_name>.bnz` to the *Target* line.

The `<map_file_name>.bnz` value should fit the map file name you intend to edit or create.  
Example:

```
"C:\Games\Star Trek Armada\Armada.exe" /edit my_new_map.bnz
```



Filenames should be eight characters or less plus the *.bzn* extension. But it is not necessary to limit the length to eight characters.

You can open files that are present in the *bzn* or *addon* folders. If a file with the given name does not yet exist, a new one will be created **but not yet saved**.

When you confirm your changes with the *OK* button and double-click on the shortcut Armada will launch into edit mode.

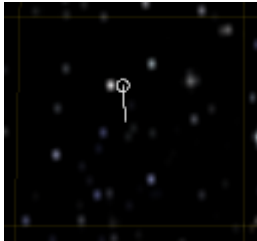
## Edit Mode

Edit Mode looks very much like the normal Armada game interface, but there are also very important differences to it.



While in Edit Mode you can lay down objects, ships, and stations by hitting the appropriate function key to navigate the build lists. Here is an overview of how to do that.

- Use your F-keys (e.g. **F1**) to open sub menus (shown in the upper right corner of the screen) or place map objects.
- Use the **TAB** key to go back up a level in the menu.
- When hovering your mouse pointer over a selected object left-click and hold to drag the unit or point to the desired location.
- When hovering your mouse pointer over a selected object hold down **CTRL** and move the mouse to adjust the height of the object.
- When hovering your mouse pointer over a selected object hold down the right mouse button and drag to rotate the object.
- When hovering your mouse pointer over a selected object hit **DEL** to remove this object.
- Double click on an element to modify its *Object Settings*.
- Double right click on a unit to modify its *Physics Parameters*.
- Hold down **SHIFT** and use the **↑** and **↓** arrows to change the team number for units and buildings that will be placed next. (You can also change the Team by double clicking the object and changing the value afterwards.)
- Use **CTRL** + **R** to specify the map name, background, map size, ambient light, etc. (Note: some of the settings in this menu are overridden by the game setup screen as they were used while designing single player missions.)
- Use **CTRL** + **Shift** to save the map in the directory *addon*. (All new maps will be placed in the directory *addon* by default.)
- Hold **ALT** and left click to drop a point.



- Hold **ALT** and double click to drop a point and open it's properties in one go.
- Continue to left click to add more points to the path, that will be formed by multiple points.



- Right click to stop adding more points to the current path.

## Setting Map Properties

When using **CTRL** + **R**, you can set a number of properties of the currently edited map. Without a proper script of rule file only Mission Title, Map Size and Background Images are useful. Those are non-campaign maps. If you have a rule file and a script file, then you are able to create new missions.

Be aware: Changing the map size is not done immediately. It will only take effect after saving and loading the map anew (restart map editor).

The Map Title is shown in the map selection menu. The left side of the hyphen shows the actual file name, the right side the title entered here.

Here is a list of backgrounds that come shipped with Armada by default:

| File Name | Contents  |
|-----------|-----------|
| mbg01.sod | All white |

| File Name    | Contents   |
|--------------|--|
| mbg02.sod    | Blue nebula with scattered stars                       |
| mbgbaku.sod  | The Bryar Patch  |
| mbgblue.sod  | Blue nebula  |
| mbgborg.sod  | Borg space (yellowish background)                      |
| mbgcard.sod  | Cardassian space                                       |
| mbgdom1.sod  | Scattered purple nebula                                |
| mbgdom2.sod  | Heavy stars with red nebula at bottom left             |
| mbgearth.sod | Heavy stars with greenish nebula at bottom right       |
| mbgglxy.sod  | Heavy stars with blueish nebula at bottom right        |
| mbgikol      | Heavy Stars with greenish/redish nebula to the left    |
| mbgklin2.sod | Heavy stars with orange nebula at top                  |
| mbgklin3.sod | Heavy stars with orange nebula at top left             |
| mbgklin4.sod | Heavy stars with scattered orange nebula               |
| mbgkling.sod | Klingon space  |
| mbgomega.sod | Heavy stars with orange nebula                         |
| mbgrom1.sod  | Heavy stars with green nebula at top right bottom left |
| mbgrom2.sod  | Heavy stars with green nebula at bottom right          |
| mbgrom3.sod  | Heavy stars with green and red nebula at bottom right  |
| mbgstars.sod | Default, heavy stars and space                         |

## Placing Player Starting Locations

Naming a point in a specific pattern can be used to define the players starting locations. Double click on an existing point (or **ALT** + double click to create a new one) and name it *Camera\_1*. This sets the starting position for the first player. Continue this step for subsequent players starting positions by incrementing the number, e.g. *Camera\_2* etc. The number of Cameras that are appropriately named will determine the number of players which can play on a given map. Do not leave any gaps (e.g. *Camera\_1* to *Camera\_3* and then *Camera\_5*, leaving out 4) and do not add points with the same name twice (e.g. two times *Camera\_1*). When placing two of the same name, only the first one created will take effect.

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