

Happy Thanksgiving all Star Trek Gamer 's

From the Desk of The **SWELDON**
AKA WELDON

WELDON'S SINGLEPLAYER MODING GUIDE FOR ARMADA II

The New Star Trek BluePrint Guide For Modding Single Player Maps of Armada II



Modding a single player map for Armada II is quite a difficult task now a days. Some have done it very well , but other need a little help, and that is exactly what this guide if for . To help those of you that wish to change the single player portion of Star Trek Armada II.

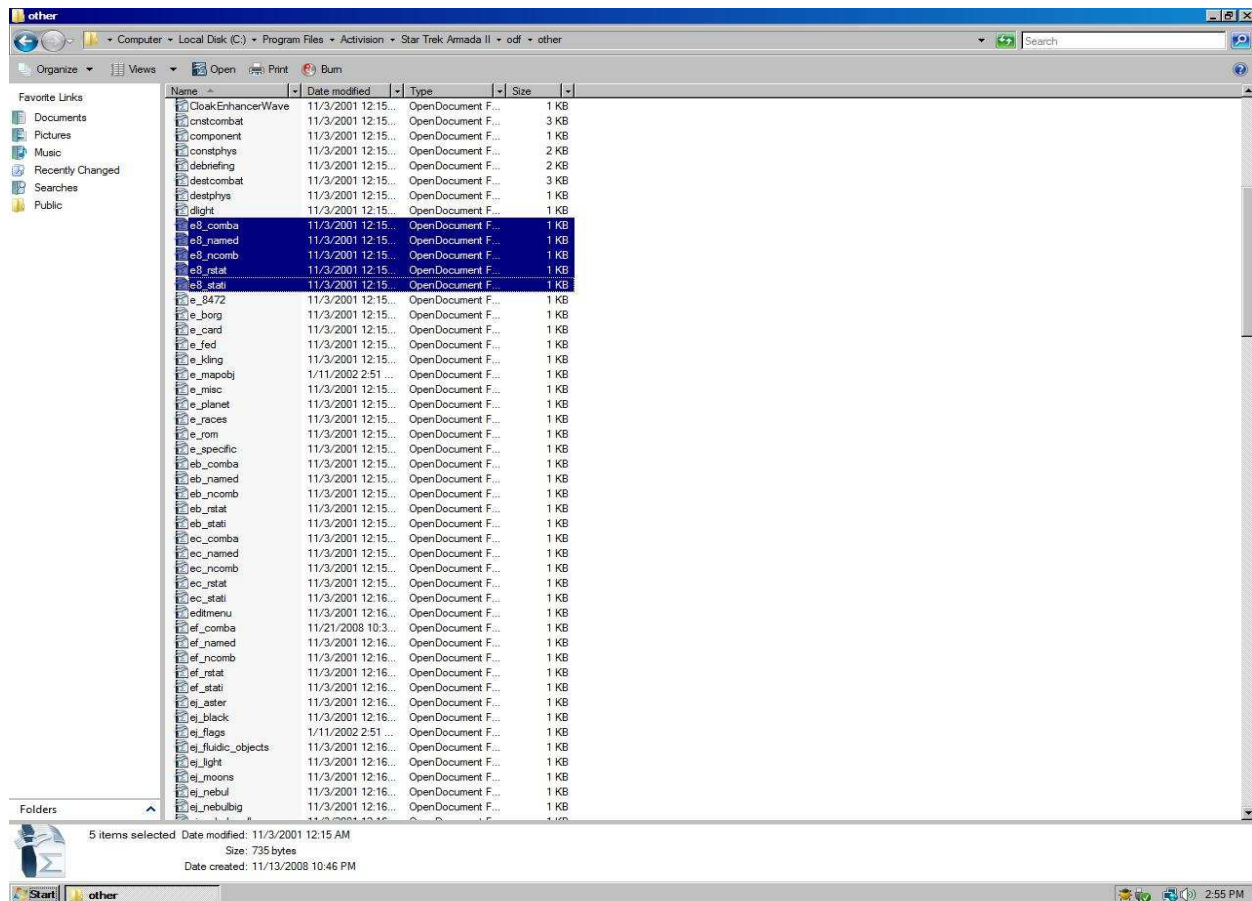
To start with you need the following items to help you along your way. They are as follows :

- 1.) The Star Trek Armada II Game and Editor Files.
- 2.) A good notepad of paper.
- 3.) Guide to making maps { By: Weldon and many others}
- 4.) Guide to Editing / Adding ship in Map Editor { By: Major A. Payne}
- 5.) Westworld Book of Modding { By: Westworld}
- 6.) Milkshape { By Chumbalum Soft}
- 7.) A large amount of common sense to read everything on the screen.

Now if you have these items you will be fully prepared to being a very thrilling adventure. The adventure of modding you single player campaign.

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Aka SWeldon

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Example A : The Start up.....

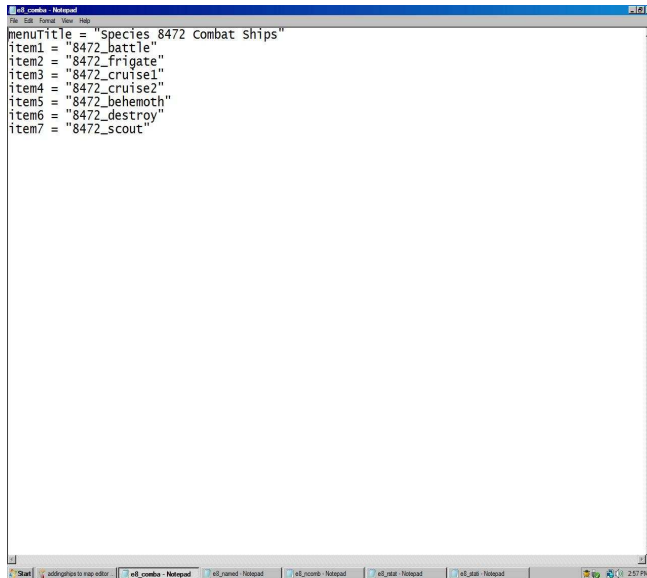
Ok ,shall we begin?

The first step is to make sure you have copied / downloaded and installed the map editor file to the root of your Star Trek Armada II file directory. This can very easily be found by opening c:\ or the hard drive you have installed Star Trek Armada II on / in . Then copy pasting or downloading and unzipping the file to the proper location.

Phase two is deciding whether or not you will be using custom made ship or not. In this example I use custom built ships of my own and others. To use custom ships you will need to add them to the Star Trek Armada II Map Editor { Which you will be using at your own risk, because it was only an experimental build for the use of risky gamers. }

Now let get on to the adding of the ship's , base , research etcetera. First in your install directory of Star Trek Armada II you need to look for the following folder "ODF". Inside this folder you should find a few other ones , but as for now we are looking for the one named "other" . Inside this folder I would recommend using a simple program included in your windows program called "Notepad". This will all you to open these file for editing, but make sure you back them up before editing anything else is done with them.

Ok, here come the fun of it all. In this part I will be using the species8472 documents to show you how to this with any race. In Example A you will see some file highlighted. The will be the file I'll first be showing you how to add ships or bases to each file.



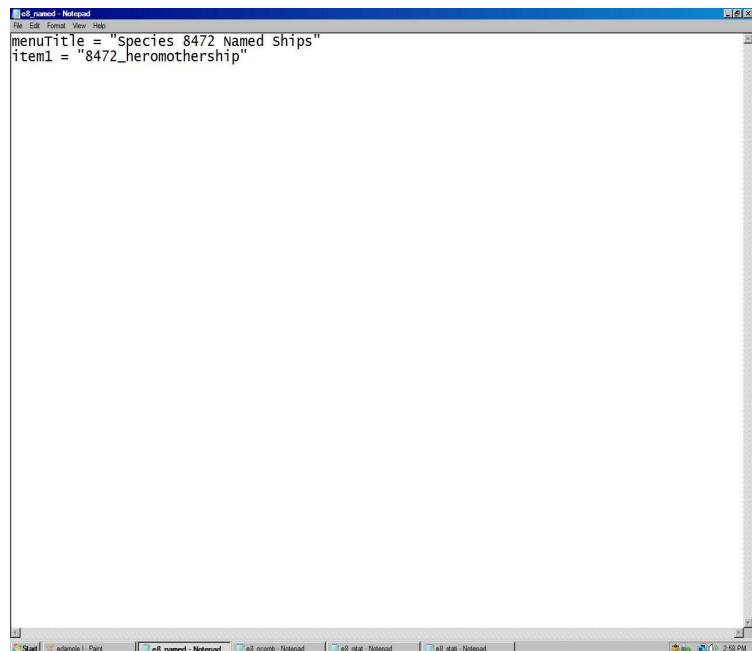
```
menuTitle = "Species 8472 Combat Ships"
item1 = "8472_battle"
item2 = "8472_frigate"
item3 = "8472_cruise1"
item4 = "8472_cruise2"
item5 = "8472_behemoth"
item6 = "8472_destroy"
item7 = "8472_scout"
```

This file to you left is for Species9472 Combat ships. To change a combat ship in the editor you will need the first part of the ships file name to be added to / replacing one of the ships listed in this file.

Example I : Combat ships

.....This is the easy parts.....

In the file to your right side is where the Hero ship exist you do basically same as above to add them as well like in above Example I .



```
menuTitle = "Species 8472 Named Ships"
item1 = "8472_heromothership"
```

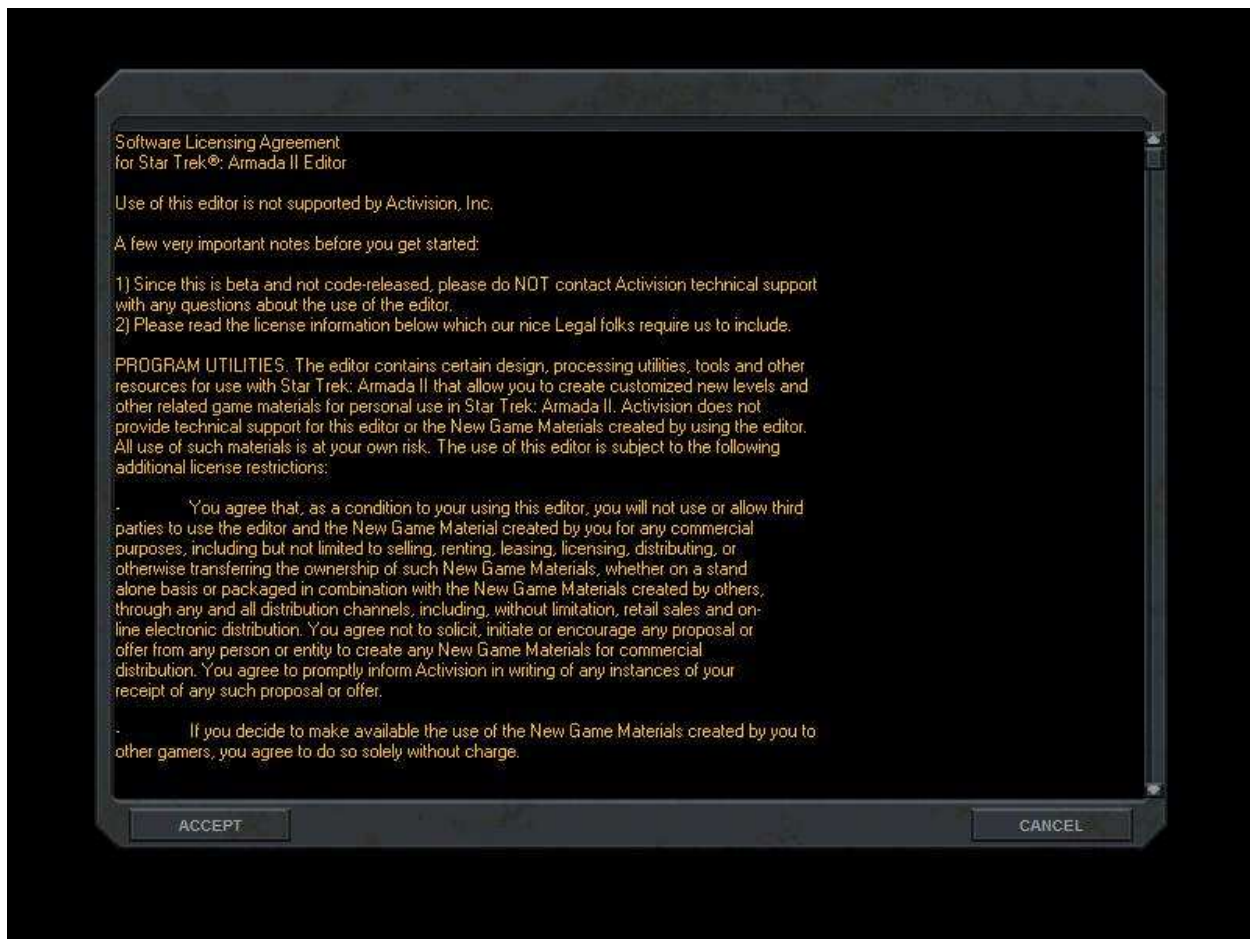
Example II : The Hero Ship

If you haven't already done the coping of the editor files below is a screen shot from Tricksters Screenshot of his step in his Map Editor FAQ, and my own.



Example III : The Main Map Editor Files Location Via CD-Rom

***Next Page Please,
I was just killing
some time it
does get better I
promise :)***



Example IV : Map Editor Usage Waver.

.....Now let us begin to run a muck.....

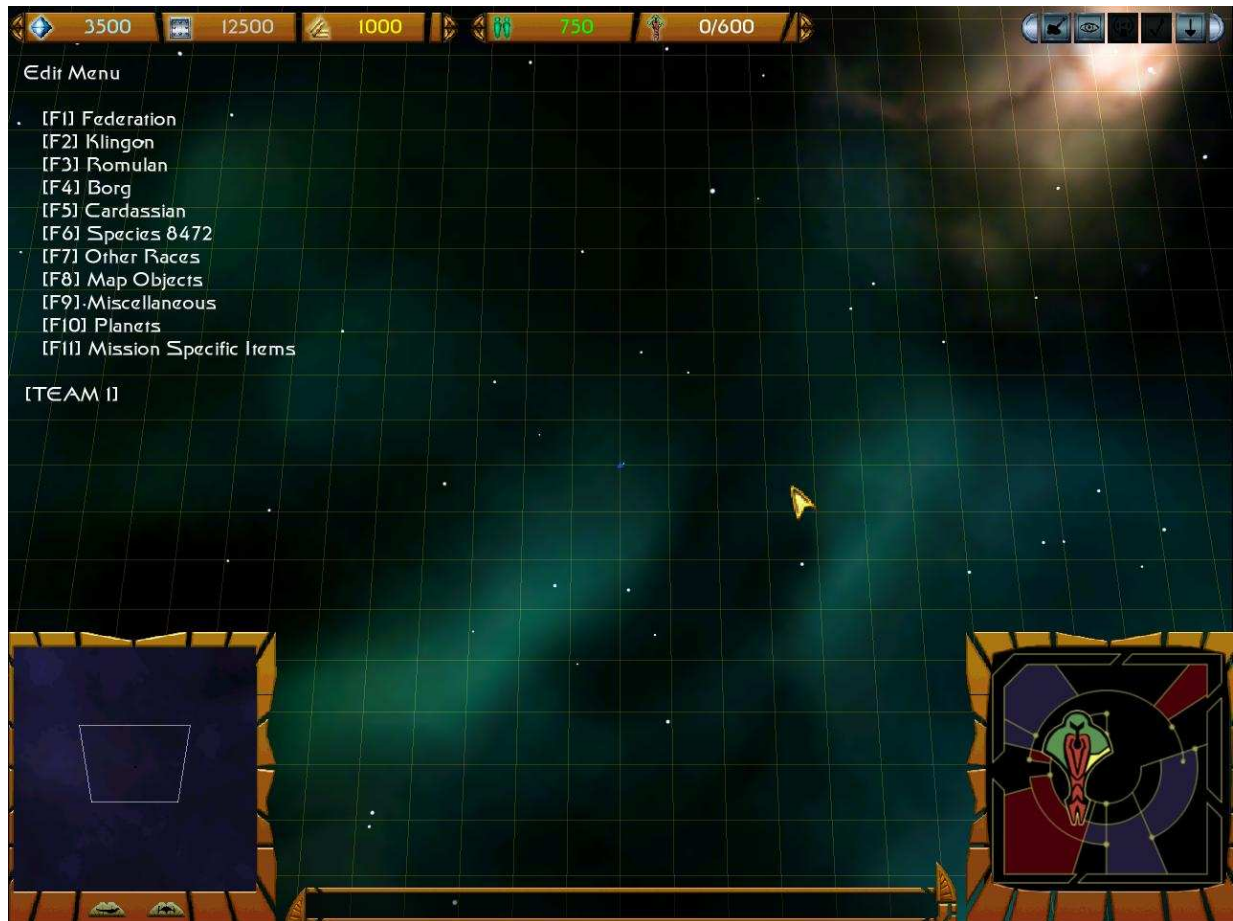
To start with we need to now make a short cut if you don't already have one present to make the editor function . This is very easily done by just following these simple steps :

- 1.) Copy Armada II shortcut
- 2.) Paste it to where every { Like Desktop }
- 3.) Open Shortcut properties with the following steps :
 - A.) Left click once on Shortcut
 - B.) Menu will pop-up
 - C.) Right click menu item Properties
- 4.) Under Properties Select tab labeled : Short Cut
- 5.) Edit working command line to basically this :


```
C:\Program Files\Activision\Star Trek Armada II\Armada2.exe /edit map001.bzn
```

Now you should test this new rebuilt shortcut to make sure it functions. This will then load as if you playing a regular map in multiplayer/ instant action/ single player campaign . Except you will see above screen to enter the map editor.

Here come the good stuff , and most valuable things. So please read carefully / alt + tab between this and your editor window. —————NEXT PAGE PLEASE—————>



Example V : Inside The Map Editor

If you have pressed I accept button on before screen .. The I agree if I goof up it my own fault screen... You shall see the above screen it is almost same for every one. To maneuver thru this section I would recommend using the tab key to change back to it default main menu and other keys show are to get thru the options. This you will discover even more by reading a few map editor tutorials. So I am basically skipping it full area of functionality.

Now here comes the editing of your first single player map. To edit it simply do this Press ESC key then select LOAD in menu are show, or go to menu selection at top right of this screen and load a map for a single player campaign. As example A2*****.bzn is one of many.

.....Here come the tricky part.....

You need to check properties of each item showing on the map , and remember their Title's. Not Ship / Station names but their title. Write them down on that paper you where asked to have near by. This will help you keep ship and mini intro movies working the way they should according to the game engines design .. Also you might see string extra listed on the map write them down as well. They will be very handy later.

Anything listed as Camera "bla bla bla " if for intro or mini movies with in the game engine. Those you can move all over the place to make it show the way you wish. Next is hero ship they are listed very clearly just read their title. Now you basically can start editing once all has been written down in a safe location.

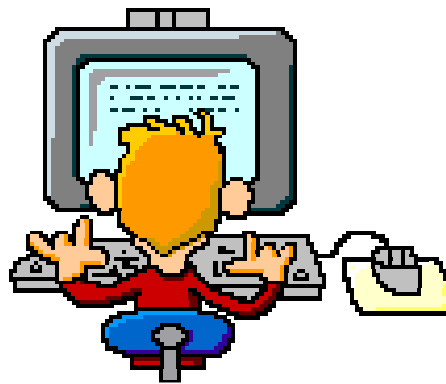
—————>—————NEXT PAGE PLEASE—————>—————

.....Here we go Running A Muck

To begin with I would make sure you got those item written down exactly as they where typed . This is very important. These things help you modify the new ships or base you wish to add into the single player mission map. Now you need to decide if your going to use your stock ships and base to add in / replace those you have written down / the new one you have either down loaded / created.

Finally once you have made up your mind you need to place in more or less the exact amount of ship , and maybe a few more depending upon you , but all the amount of title stuff needs to match up . With newly retitled items you wrote down on a few of them matching the total amount of ships /base you have originally.

The last thing you need to do is to test what you have officially modified to make sure it all works the way you wanted it to including mini movie via the game engine .



Congratulations
You Are Now A
Single Player
Campaign
Modder

Extra Pages for notes :)

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