



Adding a downloaded ship
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Table of contents

WHAT THIS TUTORIAL WILL DO

This tutorial will give you the idea of how to add any downloaded ship into the SFC3 game. After your done reading this you will have the basic knowledge of what the Strings.txt, the Defaultcore.txt, and the defaultloadout.txt does.

WHAT WE WILL DO FIRST

First off we will get a downloaded ship (of your choice) and add it step by step to the game. If you feel that this tutorial doesnt help much to you(wich it should make you a kick-ass ship adder), you may contact me via MSN Messenger at Tigerdiablo@hotmail.com and I will help you on this tutorial. The first thing we are going to do is add this ship to the models folder. but allow me to go step by step with you. hope you enjoy the tutorial.

SITES TO VISIT

Before we embark on this tutorial, there are site wich you can visit and download some awesome ship models. Visit them frequently to get more model info on ship releases.

www.deconicjb.net - My personal site, I have alot of feel for it, and its my baby ^_^

www.sfc3files.com - Awesome site, they have nothing but SFC3 content (amazing)

www.starfleetcommand3.net - Another cool site serving the Dynaverse 3 experiance.

www.Taldren.com - The company who helped develop the game, visit there modeling forum.

www.staryards.com - another sweet site giving you nothing but Star Trek models.

www.SFCX.org - Go visit it and i am sure they will give you a warm welcome ^_^

www.nightsoftware.com - Exactly Like Apoc but with alot of content, all over. visit it today.

www.sub-matrix.com - A cool site hosting tons of sites and awesome models.

I know i have only scratched the surface of the modeling community, so use google, and other such search engines to find some more awesome models. ^_^

DOWNLOAD YOUR FAVORITE MODEL BEFORE
PROCEEDING TO THE NEXT PART

PART 1 - ADDING FILE TO SFC3 DIRECTORY

Ok, Now you are ready to install your ship. I will be refering to the ship as "Peter", sense he is a very good friend of mine, you mgiht have meet him when he ran Apoc ^_^ . Ok get "your ship" and unzip it or unrar it. (www.winzip.com)(www.rarsoft.com) and there should be a folde rin there. Drag that file to your ASSETS/MODELS/ directory in your game. After that you should be ready to edit the Default Core File.

PART 2 - ADDING SHIP TO DEFAULTCORE.TXT

Go to the ASSETS/SPECS/ folder and open the Defaultcore.txt in your favorite Text editor. I prefer Wordpad sense it keeps its format and everything. go down till you see the galaxy strings. Copy the entire line of text that has for the Galaxy, then paste it beneath it. It should look like this.

```
40 DN 2600 0 2600 8500 2200 6500 28000 Fed-Dreadnaught Galaxy PrimaryHP:1:300_360:2:0_60:3:
240_300:4:60_120:5:240_300:6:60_120:7:0_360:8:120_180:9:180_240 HeavyHP:12:330_30:13:330_30:
14:165_195:15:165_195 HullHP:1:2:3 BridgeHP:1:2 ship Mines:6:24:6 Marines:10:20:10 Shuttles:3:6:3
```

The 40 means the Ship Size, so when an enemy ship attacks you the smaller the number the harder it is to hit you. Then the next part tells you what Hull you have, DN meaning a Dreadnaught. The next few parts tells you what you see in the Vessel Library like Mass, Speed factors, manuverability, and warpcore.(it all depends on the parts you add to the ship. The next part is called Fed-dreadnaught meaning thats what type of ship it is. You want to add a nubmer at the end so you can organize your ships you add. name it Fed-dreadnaught3 for this tutorial. then the next part is the Filename of the Ship your adding. It says Galaxy, because thats the model's file name in the ASSETS/MODELS/ directory. So remember that model folder you moved ot the directory, find it and change the name in the Defaultcore.txt file to match the folder name. After this procede to the next page where I will talk about the next part of this file.

PART 2 - Continuing

```
40 DN 2600 0 2600 8500 2200 6500 28000 Fed-Dreadnaught Galaxy PrimaryHP:1:300_360:2:0_60:3:240_300:
4:60_120:5:240_300:6:60_120:7:0_360:8:120_180:9:180_240 HeavyHP:12:330_30:13:330_30:14:165_195:15:
165_195 HullHP:1:2:3 BridgeHP:1:2 ship Mines:6:24:6 Marines:10:20:10 Shuttles:3:6:3
```

Above is the same example of what i added on the last page. The Primary and Heavy HP's resemble the "Hardpoints" on the model, and they determine the Fireing arcs ingame. for an example. PrimaryHP:1:300_360 would mean its a primary Weapon, its Hardpind name is "hardpoint1" in the game and it has a firing arc of 300_360, meaning the firing arc is firing forward. There is a chart that came with this download. It is a firing arc chart so you know witch fireing arcs are wich. Same goes with the Heavy HP's. Next is the Hull and bridge HP's. These HP's have no hardpoint on the model itself but they are just telling you how many HP's are in the Vessel Library menu and in the Tactical image ingame. Mines, Marines and Shuttles are the next items. I belive that the 3 numbers are like this format (current amount/maximum/minimum. I cant quite remember that but thats what i belive it is.(correct me if i am wrong). I usually just keep the numbers how they are. sense we got that out of the way just make sure to edit the Fed-Dreadnaught and Galaxy to Fed-Dreadnaught2 and then tmake Galaxy into "your ships model folder" without the quotes. Now save your file, you are now done with this file. Procede to step 3.

PART 3 - Adding your ship to DefaultLoudout.txt

Now we have to edit this file. Open the Defaultloadout.txt in the same editor you used for the other file. Find the galaxy line and copy it and paste it beneath it. it should look like this.

```
Federation Fed-Dreadnaught Galaxy Galaxy F-TRACTOR-IV:3 F-TRANSPORTER-III:1 F-ARMOR-III:2 F-
COMPUTER-III:1 F-WARP-VII:1 F-IMPULSE-IV:2 F-THRUSTER-IV:3 PHASER XS:1 PHASER XS:2 PHASER
XS:3 PHASER XS:4 PHOTON TORPEDO:12 PHOTON TORPEDO:13 PHOTON TORPEDO:14 OFFICER:
ENGINEER: OFFICER:SECURITY: OFFICER:HELM: OFFICER:OPS: OFFICER:TACTICAL: OFFICER:
MEDICAL: F-SHIELD-VII:1 F-SHIELD-VII:2 F-SHIELD-VII:4 F-SHIELD-VII:3 PHASER XS:7
```

This is what the Galaxy looks like. the first part tells you what race it is, second part is what Hull class it is make sure it maches your other name from the other file(Fed-Dreadnaught3). the third part tells you what the Shipname is called (in your model folder the ship should have a "shipname.txt" file in there. what ever that file is called thats what this part is named. Next is the name of the folder (just like the default Core) and then next is the items. Dont worry about this part, so just keep it as it is. Save it and then we will edit the strings.

PART 4 - GIVING YOUR SHIP A NAME

Ok, The game is now playable ingame, but whats this!!! It has a ??? for the name in the TI image, when your fighting other people. There is a way to fix this. Open your shpnames.tx file in the ASSETS/STRINGS/ folder and copy the galaxys names. here is an example.

```
|Fed-Dreadnaught|USS Galaxy
||USS Venture
```

If there are boxes, try to edit it in notepate and save it then reopen the file. If they dont go away just dont mess with it, I cant remember how to fix this.(lol, i did that and it worked^_^) but change the Fed-Dreadnaught to the name of your ship (exp. Fed-Dreadnaught3) edit the names of your ships and save. tada, your all done!!!!

PART 5 - FINISHED

Ok, sense your done, i will remind you if you have any trouble reading this tutorial just give me a shout at Tigerdiablo@hotmail.com Thank you for downloading this tutorial and I hoped you learned on how to add ships. I want to thank Taldren for making such an exellent game, and NX-Armada for forcably reminding me to make this tutorial. So I will leav it up to you guys. :) Visit www.decconi.cjb.net to get soem mroe models and other goodies. Thanks for your time and have a good Day.(i will see you on Gamespy and Dynaverse 3) ^_^ good luck.

Brad Villa
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