

Mod Title: Federation Prometheus Class Starship
Version: 1.0
Race: Federation
Game: Armada 1

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CREDITS

- Original Design: Paramount. The Prometheus class was designed by Star Trek: Voyager senior illustrator Rick Sternbach and rendered as a CGI model by Foundation Imaging.
- Model: Icewolf132
- Textures: Icewolf132

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INTRODUCTION

The Prometheus-class is a highly classified Federation starship designed for deep-space tactical assignments. It is one of the most advanced Starfleet vessels in operation. Although the Prometheus design included a multi-vector assault mode, which allowed the ship to split into three semi-independent sections that could each deliver massive force against an enemy target, this mod DOES NOT incorporate those features. The model's creator, Icewolf132, has made and released such a version for the A2 community.

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SETUP INSTRUCTIONS

1. Download file. Download file, virus check and extract files to a known location other than the Armada directory.
2. Copy files.
 - Copy the *.SOD to your Armada SOD Directory
 - Copy the *.odf to your Armada Addon Directory
 - Copy the *.tga to your Armada Textures/Rgb Directory (see note)

Note: The user of this mod needs to decide whether he/she wants to use the high end or low end textures with this mod. In the event you are running a low end machine, please use the lower resolution textures instead. These included textures can be found in the titled Lower Resolution Textures. Please copy only one set of textures over to the Armada Textures/Rgb Directory.

3. Make it buildable by a shipyard. Open a shipyard object definition file (odf) (e.g., fyard2.odf) and insert a new builditem under the construction parameters:

```
// Construction Parameters
buildItemX = "fprom"
```

where X represents the next number in the sequence. Save the file into the Armada Addon Directory and exit.

4. Mod the appropriate Techfile files. Open an appropriate techtree file (e.g., tech1.tt is for standard tech mode) and add the following lines:

```
fprom.odf 0
```

Save the file into the Armada Addon Directory and exit.

5. Add build buttons and wireframes. Open the gui_global.spr file located in the Star Trek - Armada\Sprites folder. Add the following lines under the # Federation build buttons header:

```
@reference=64
b_fprom          gbfprom    0      0      64    64
```

Next add the following lines under the Federation section of the # Ship Wireframes heading.

fpromw1	fwprom	40	0	40	40
fpromw2	fwprom	0	40	40	40
fpromw3	fwprom	40	40	40	40
fpromw4	fwprom	80	0	40	40
fpromw5	fwprom	0	0	40	40

Save the file and exit.

6. Add weapon references (weapon.spr). No modifications are required.
7. Add captain sound references (events.odf). No modifications are required.
8. Have fun with the Prometheus Class Starship.
9. Contact Info. In the event you need to contact me, I can be reached at pepperman35@hotmail.com.

10. Uninstall Info. To uninstall this mod, manually reverse the previous steps.

11. Legal.

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