

Modding Space Empires: Starfury

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Chapter 1: Overview

The “modding” or modification of Space Empires: Starfury is the process of creating new campaigns for players to play through.

Data Files

The data files used by Space Empires: Starfury are all simple text files. These text files can be edited with any text editor such as WordPad. For details on what the fields in each file mean, see the end of this document.

Campaigns

Each campaign is a directory structure that contains data used to generate the maps, components, and ships for a game. Each campaign is a self-contained environment that can override other data files as needed.

Map

A campaign that a player is going through is composed of multiple maps. Each map contains information about the ships and planets that will be encountered on it. A map also has links to other maps that transport the player to those new maps.

Bitmap Effect

A bitmap which contains a sequence of picture frames. Bitmap Effects are used to show weapons, explosions, engine glows, etc.

Component Configuration

The listing of the slots on a ship class where components can be placed.

Enemy

The specifications of a ship that can be encountered on a map.

Component

A module that can be placed on a ship. All of abilities of a ship are provided by the components placed on it.

Job

A job that a player can undertake for money.

Mission

A task that a player can perform to push the storyline forward. A mission is composed of events and display text.

Site

A ship or a planet that a player can “Shuttle Over” to and go to areas such as spaceyards, stores, mission contacts, etc.

Store

A location at a site where a player can buy components.

Chapter 2: Directory Structure

Starfury	The main Starfury directory that contains the Starfury.exe.
-- Campaigns	This directory contains one directory for each campaign in the game. Under each campaign directory, there can be subdirectories which override the directories listed below.
-- Currgame	This directory contains the files for the current game being played. When a game is loaded, the files are copied from the Savegames\SlotXXX directory into this directory.
-- Data	This directory contains the data files that are used for all campaigns. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Data directory.</i>
-- Fonts	This directory contains the fonts used in the game to display text.
-- Images	This directory contains all of the texture bitmaps used for models. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images directory.</i>
---- Components	This directory contains the master component bitmap. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Components directory.</i>
---- Credits	This directory contains the pictures that are displayed in the Credits. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Credits directory.</i>
---- Effects	This directory contains the bitmaps used for special effects such as weapons fire, explosions, etc. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Effects directory.</i>
---- Landscapes	This directory contains the pictures that are displayed in the Site window. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Landscapes directory.</i>
---- Portraits	This directory contains the pictures that are displayed for ships, and the events pictures. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Portraits directory.</i>
---- Stellar	This directory contains the pictures used for the skybox and nebulae clouds. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\Stellar directory.</i>
---- UI	This directory contains the bitmaps used for window backgrounds. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Images\UI directory.</i>
-- Music	This directory contains the MP3 files that are played for music in the game. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Music directory</i>
-- Savegames	This directory contains 10 directories for storing save games.
-- Sounds	This directory contains the WAV files that are played for sound effects in the game. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Sounds directory</i>
-- Temp	This directory contains temporary files used during the game execution.
-- XFiles	This directory contains the X files which are used for models in the game. <i>The files in this directory can be overridden by files in the Campaigns\Campaign Name\Xfiles directory</i>

Chapter 3: Data Files

Data Directory

Filename	Description
CaptainNames.txt	This file contains an assortment of captain names that will be displayed in the Choose Ship window when you press the Random button next to Captain Name.
DebugSettings.txt	This is an optional file which when present, will cause the game to generate log files.
Effects.txt	This file lists all of the effect names and their descriptions. This file is not actually used by the game and is just for informational purposes. Effects are used by components to give them special abilities.
HighScores.dat	This is a data files used by the game to store the highscore list. You cannot edit this file.
HUDSettings.txt	This file lists all of the layout settings for the Main display window. It specifies where each UI element on the main window belongs.
ShipNames.txt	This file contains an assortment of ship names that will be displayed in the Choose Ship window when you press the Random button next to Ship Name.

Campaigns Directory

This directory is used to store all of the campaigns that can be played in Starfury. Each campaign is placed in its own subdirectory under the Starfury \ Campaigns directory. The name of the directory is the name that will be displayed in the Select Campaign window. Once the campaign is selected, the CampaignData.txt file is loaded to display the campaign's description. All of the files under the specific campaign directory apply only to that specific campaign.

You may also have other files in your Campaigns hierarchy. You can override or add to files listed in other directories such as Starfury\Images or Starfury\Xfiles. To do this, you just need to create a similar directory under your Campaign Name directory. For example, if you wished to override the ControlWin.bmp file found in the Starfury\Images\UI directory, you just need to place your new bitmap file (named "ControlWin.bmp") in your Campaigns\Campaign Name\Images\UI directory. If you wanted to add a new effect picture for use in your campaign, you just need to place the new effect bitmap into your Campaigns\Campaign Name\Images\Effects directory. When the game searches for a file name, it will look first into your campaign for the file, if it doesn't find it, it will look into the normal game directories.

Specific Campaign Directory

This directory contains data that governs the entire campaign. The CampaignData.txt file is the master file that governs the entire campaign's creation.

Filename	Description
CampaignData.txt	Main control file for the generation of the campaign. This file lists all of the other files used in the creation of the campaign, as well as the links between the various maps.
Main_AI_Script.txt	This file specifies the types of AI movement patterns by race.
Main_BitmapEffects.txt	This file lists all of the bitmaps used for effects in the game.
Main_CharacterStats.txt	Specifies all of the characteristics for players in this campaign.
Main_ComponentConfigurationSlotsEnemy.txt	Lists all of the component slots and their locations for enemy ships.
Main_ComponentConfigurationSlotsPlayer.txt	Lists all of the component slots and their locations for player purchasable ships.
Main_Components.txt	This file lists all of the components that can be used in the game.
Main_DisplayText.txt	A collection of all of the text used in missions during the campaign.
Main_Enemies.txt	This file lists all of the enemy ships that are generated during the game.
Main_EnemyAppearance.txt	A list of all of the enemy appearance groups in the campaign. An enemy appearance group specifies a group of enemy ships and the random chance that they will be encountered.
Main_Enemygroups.txt	A list of the groups of enemies that may be encountered. These groups specify the possible fleets of enemy ships. They are used in the Jobs file for placement during a mission or job.
Main_EnemyRandomCompsCarried.txt	A list of the possible components that enemies ships can carry (as cargo) when they are created.
Main_Events.txt	This file contains all of the events that can take place during a campaign. Events are composed of a trigger and a result.
Main_Jobs.txt	A list of random jobs that can be undertaken or mission jobs that are assigned.
Main_Missions.txt	This file lists the basic missions that are present from the beginning of the campaign. New missions can be added through events.
Main_PurchaseShipsEnemy.txt	This is a list of the basic ship attributes for enemy ships. These ships are not purchased, but are referenced by Main_Enemies.txt.
Main_PurchaseShipsPlayer.txt	This is a list of the basic ship attributes for player purchasable ships. Ships in this list are displayed under Ship Dealers in the game.
Main_QuadrantMap.txt	This file specifies the layout of the Quadrant Map in the game.
Main_Sites.txt	Contains a list of the various sites in the game.
Main_SoundEffects.txt	This file contains the sound effects used in the game.
Main_StartingPlayerShip.txt	This is a list of the ships that can be selected to start with in this campaign.
Main_Stores.txt	This files lists the stores that are found at sites in the game. Each store contains a list of the possible components that may be found within it.
Maps_XXXX_Map.txt	Each map file determines the stellar object layout when the solar system is generated.
PeopleNames_First_Female.txt	A list of female first names used for unique people in jobs.
PeopleNames_First_Male.txt	A list of male first names used for unique people in jobs.
PeopleNames_Last.txt	A list of last names used for unique people in jobs.
Preset_XFiles.txt	This file contains a list of XFiles (models) that are loaded for every map in the game. The layout is identical to that of SpaceObjects_XFiles.txt.
ShipNames_XXXX.txt	Each file contains a list of race specific ship names.
SpaceObjects_XFiles.txt	This file contains the specifications for each XFile (model) used in the game. It specifies model scaling, orientation, engine glows, etc.
Speech_XXXX.txt	Each race has a file which contains the speech their ships will use in the game.

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StellarObjectType_Asteroids_High.txt	This file contains a list of the layouts of High Detail Asteroid belts on maps.
StellarObjectType_Asteroids_Low.txt	This file contains a list of the layouts of Low Detail Asteroid belts on maps.
StellarObjectType_Nebulae_High.txt	This file contains a list of the layouts of High Detail Nebulae on maps.
StellarObjectType_Nebulae_Low.txt	This file contains a list of the layouts of Low Detail Nebulae on maps.

Images Directory

This directory contains subdirectories for the different types of bitmaps used in the game. Bitmaps range in size but they all use RGB(255, 0, 255) as a masking color.

Directory	Description
Components	
Components.bmp	This is a single large bitmap which contains all of the component pictures. Each pictures is 42x42 pixels.
Credits	
*.jpg	These are pictures which are randomly shown in the credits window.
Effects	
*.bmp	The bitmaps in this directory are specified in the Main_BitmapEffects.txt file. They are used to display weapons fire, explosions, engine glows, etc.
Landscapes	
*.bmp	These pictures are displayed in the Planet window to show the landscape.
Portraits	
EventPortrait_*.bmp	These bitmaps are used by the Main_DisplayText.txt data file and are shown with Event text during the game.
RacePortrait_*.bmp	These are used exactly like the EventPortraits by DisplayText.
ShieldLayout_*.bmp	The ShieldLayout images are shown in the Target Readout and Self Readout on the Main Window. Shields, Armor, and damage icons are overlaid on this image.
ShipPortrait_*.bmp	The ShipPortrait images are the images that are placed as the background of the Inventory window and have Inventory boxes displayed on them.
ShipPortraitProfile_*.bmp	The ShipPortraitProfile image is used by the Jobs window to display a target ship.
SystemPortrait_*.bmp	The SystemPortrait image is also displayed in the Jobs window for patrol jobs.
Stellar	
BackgroundStars.bmp	The Background stars are displayed below the solar system grid during the game.
NebulaeClouds###.bmp	Nebulae clouds are used in the game for nebulae or storm images. This size image is used for the High Detail game.
NebulaeClouds###s.bmp	Nebulae clouds are used in the game for nebulae or storm images. This size image is used for the Low Detail game.
Skybox###.bmp	The skybox images are used for each side of the cube that provides the background texture for the game.
SpaceRocks###.bmp	SpaceRocks are displayed floating around asteroids in asteroid fields.
StellarGasClouds###.bmp	See NebulaeClouds###.bmp.
StellarGasClouds###s.bmp	See NebulaeClouds###s.bmp.
WarpPointClouds###.bmp	Used for displaying warp points.
UI	
Buttons*.bmp	Images used for buttons in the game.
ComponentBoxes.bmp	Colored boxes used in the game on the Inventory window.
ControlWin.bmp	The HUD used on the Main Window of the game.
DisplayStatic.bmp	The static which is displayed on the controls when you lose key control components.
Dlg_*.bmp	The ground image for the windows in the game.
FighterControl.bmp	The dialog used to give fighters orders.
IntroWin.bmp	The image displayed behind the Starting Window.
MiscBackgrounds.bmp	These images are used in various locations in the game. Starting at the top left and moving across: Inventory box background, mouse pointer, speed box background, tab highlight, weapon damage grid, large radar map circles, Galaxy Map solar systems, Galaxy Map warp link endpoints,

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	Galaxy Map current system highlight, small radar map circles, speed bar red arrow indicators, weapon firing arc slices, LRS buttons, red directional arrow, weapon firing arc circle, radar map ship icons, compass background.
ReportWin.bmp	The basic background rectangle used for the component report in the game.

Chapter 4: Data File Fields

Field Name	Description
-- File: CampaignData.txt	
Header Record	
Name	The name of the campaign.
Description	A brief description of the campaign displayed in the Select Campaign window.
Intro Text Name	The text identifier in DisplayText shown when the campaign is started.
Conclusion Text Name	The text identifier in DisplayText shown when the campaign is concluded.
Character Data Set Identifier	Not used.
AI Script	The filename of the AI Script file.
Character Stats Filename	The filename of the CharacterStats file.
Components Filename	The filename of the Components file.
Display Text Filename	The filename of the DisplayText file.
Missions Filename	The filename of the Missions file.
Communications Filename	The filename of the Communications file.
Events Filename	The filename of the Events file.
Sites Filename	The filename of the Sites file.
Stores Filename	The filename of the Stores file.
Jobs Filename	The filename of the Jobs file.
Sound Effects Filename	The filename of the Sound Effects file.
Quadrant Map Filename	The filename of the Quadrant Map file.
Starting Player Ships Filename	The filename of the StartingPlayerShips file.
Purchase Ships Player Filename	The filename of the PurchaseShipsPlayer file.
Purchase Ships Enemy Filename	The filename of the PurchaseShipEnemy file.
Component Configuration Slots Player Filename	The filename of the ComponentConfigurationSlotsPlayer file.
Component Configuration Slots Enemy Filename	The filename of the ComponentConfigurationSlotsEnemy file.
Master Space Objects XFile Filename	The filename of the SpaceObjects_Xfiles file.
Preset XFiles Filename	The filename of the Preset_XFiles file.
Stellar Object Type Asteroids Low Detail Filename	The filename of the StellarObjectType_Asteroids_Low file.
Stellar Object Type Asteroids High Detail Filename	The filename of the StellarObjectType_Asteroids_High file.
Stellar Object Type Nebulae Low Detail Filename	The filename of the StellarObjectType_Nebulae_Low file.
Stellar Object Type Nebulae High Detail Filename	The filename of the StellarObjectType_Nebulae_High file.
Bitmap Effects Filename	The filename of the BitmapEffects file.
Master Enemies Filename	The filename of the Main_Enemies file.
Master Enemy Groups Filename	The filename of the EnemyGroups file.
Master Enemy Appearance Filename	The filename of the EnemyAppearance file.
Master Enemy Random Comps Carried Filename	The filename of the EnemyRandomCompsCarried file.
People First Names Filename	The filename of the PeopleNames_First file.
People Last Names Filename	The filename of the PeopleNames_Last file.
Map Size Width	The width of the maps in this campaign. This value is used for all maps in the campaign.
Map Size Height	The height of the maps in this campaign. This value is used for all maps in the campaign.
Map Square Size	The individual square size of each map.
Map Scaling Factor	A scaling factor that is applied to the map files. Use this scaling factor to change the map's size to match up with the Map Size Width and Height. For example, if the map file is based on a 1000x1000 map size, and the campaign uses a map size of 2500x2500, set the map scaling factor to 2.5 to increase the map size when it is generated.
Weapon Scaling Factor	A scaling factor applied to weapons in the game. If the value is greater than 1.0, then all damage\range values are multiplied by this scaling factor.
Job Time Scaling Factor	A scaling factor applied to job times in the game.
Starting Player Race	The name of the race that the player starts as.
Number Of Races	The total number of races in this campaign.
Race # Name	The name of the race.
Race # Ship Names Filename	The ship name filename to use to select a name for ships of this race.
Race # Random Speech Filename	The filename of the file used to generate speech for this race.
Race # Random Speech Color	The color of the text that this race's speech is displayed as. The format of the value is Red, Green, Blue.
Race # Allies List	A list of the names of the other races that are allies to this race. Allied races will not fire on

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	one another.
Random Speech Check Time Interval (ms)	The number of milliseconds between each check for new speech.
Number Of Specific Speech Files	The number of specific speech files used. Specific speech files are used for mission ships that need to say something different than the general race speech.
Specific Speech # Identifier	The identifier used for this specific speech filename.
Specific Speech # Filename	The filename for the speech to use for this identifier.
Number Of Restricted Sites	The number of restricted sites. Restricted sites are those sites that cannot be entered until a certain criteria has been met.
Restricted Site # Site Center ID	The name of the site center.
Restricted Site # Restriction	The specific restriction imposed. Possible values are "Credits".
Restricted Site # Amount	The amount of the restriction required. For "credits", this is the number of credits required to enter the site.
Target Type Ship Defense Offset	A defense modifier for all ships in the game.
Target Type Base Defense Offset	A defense modifier for all bases in the game.
Target Type Satellite Defense Offset	A defense modifier for all satellites in the game.
Target Type Fighter Defense Offset	A defense modifier for all fighters in the game.
Target Type Torpedo Defense Offset	A defense modifier for all torpedoes in the game.
Target Type Ship Attack Offset	An attack modifier for all ships in the game.
Target Type Base Attack Offset	An attack modifier for all bases in the game.
Target Type Satellite Attack Offset	An attack modifier for all satellites in the game.
Target Type Fighter Attack Offset	An attack modifier for all fighters in the game.
Title Music Filename	The music filename (MP3) to play at the title of the campaign.
Death Music Filename	The music filename (MP3) to play at the death window.
Base Ambient Lighting Percent For All Space Objects	The base lighting percent for all objects in the campaign. The higher the number, the brighter all objects will be.
Ambient Lighting Percent Increase For All Ships	An increased lighting percent about the base lighting percent for all ships.
Starting Map Number	The starting map number (ID) for the campaign.
Starting Map Entrance ID	The entrance ID number that the player's ship will start at. The entrance ID location is specified in the map file.
Body Records	
Map ID	A unique number identifier for this map.
Map Name	The name of this map for use as a reference in the data files.
Map Display Name	The displayed name of this map on the Quadrant Map
Map Map Filename	The map definition file for this map.
Map System Type	The system type is normally the name of the race that owns the system. Certain jobs can restrict the types of system that they can take place in.
Map Enemy Appearance Group	The group name from the EnemyAppearance file that specifies what types of ships appear in this system.
Map Music Filename	The music filename (MP3) that is played when the player is in this solar system.
Map Number of Connections	The number of connections from this map to other maps.
Map Conn # Entrance ID	The entrance ID from the map file that corresponds to this connection.
Map Conn # Destination Map Number	The Map ID number of the map that this connection connects to.
Map Conn # Dest Entrance ID	The entrance ID on the destination map that this connection connects to.
Map Conn # Connection Type	The type of connection between these two points. Allowed values are "Two Way - Always", "Two Way - Destination Initiated", "Two Way - Source Initiated", "One Way Only".
-- File: Main_AI_Script.txt	
Header Record	
Number Of Patterns	The number of basic movement patterns.
Pattern # Name	The name of the movement pattern.
Pattern # Center	The center location that this pattern is based on. Allowed values are "Source Position" and "Target Position". All offset values are from this ships position, or from the ship's target's position.
Pattern # XOffset	A list of positive or negative X offset values.
Pattern # YOffset	A list of positive or negative Y offset values.
Body Records	
AI Name	The AI script name for this movement control.
Number Of Possible States	The number of possible movement states.
State # Name	The name of this movement state. The name determines what is done during this state. Chase - Moves towards target. Evade - Move away from target. Random - Random movement in the area. Pattern - Follow one of the movement patterns. Wait - Pause movement in an area.
State # Min Distance	The minimum distance from the target that this state is valid.
State # Max Distance	The maximum distance from the target that this state is valid.

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State # Chance	The percent chance that the AI will choose this movement state.
State # Min Time	The minimum amount of time that the AI will spend in this state.
State # Max Time	The maximum amount of time that the AI will spend in this state.
State # Number Of Used Patterns	If the state name is pattern, then the AI will choose one of the listed patterns below.
State # Pattern # Name	The name of the pattern from the top of the file to use.
State # Pattern # Chance	The chance that the AI will select this pattern.
-- File: Main_BitmapEffects.txt	
Header Record	
(None)	
Body Records	
Effect Type	The type of effect this is. Blinking Light - light which blinks on and off (like on cargo boxes). Firing Flare - The flare which is shown when a weapon fires. Explosion - A ship or weapon explosion. Weapon - A type of weapon display such as torpedo, beam, etc. Engine Glow - The glow that comes off a ship's engine. Smoke - Smoke that comes from damage on a ship. Warp Flash - The flash generated when a ship goes through a warp point. Star Glow - The glow that surrounds a star. Spark - The sparks that comes off a ship when its hit with weapons fire. Shield Hit - The effect displayed when a ship's shields are hit by weapons fire.
Specific Type	A type identifier that allows the game to pick specific effects to use.
Effect Name	The specific name of this effect.
Bitmap Filename	The filename of the bitmap which is used for this effect.
Sound Filename	The filename of the sound (WAV) which is played when the effect is started on screen.
Speed	The speed at which this effect moves in the game. This is only used for effects which actually move such as torpedoes, beam, etc.
Turn Rate	The rate at which this effect can turn in the game. This is not currently used.
Width	The width of the effect in the game.
Height	The height of the effect in the game.
Number Of Frames	The number of frames of animation for this effect.
Frame # Texture Start X	The starting X location of this frame in the bitmap. These values are specified as a percentage of the total width of the bitmap. For example, a value 0.50 in a bitmap which is 400 pixels wide, would result in a position of 200.
Frame # Texture Start Y	The starting Y location of this frame in the bitmap.
Frame # Texture End X	The ending X location of this frame in the bitmap.
Frame # Texture End Y	The ending Y location of this frame in the bitmap.
-- File: Main_CharacterStats.txt	
Header Record	
Command Points Per Level	The number of command points a character receives when they gain a level.
Starting Credits	The starting number of credits that the character gets when they begin the campaign.
Base Attack Rating	The starting attack rating for a character.
Base Defense Rating	The starting defense rating for a character.
Base Negotiation	The starting negotiation value for a character. A better negotiation characteristic will lower prices for you in the stores.
Base Hull Regeneration Rate Per Second	The starting hull regeneration for a character. Regeneration is the fraction of one point that is regained in each second.
Base Armor Regeneration Rate Per Second	The starting armor regeneration for a character.
Base Shields Regeneration Rate Per Second	The starting shield regeneration for a character.
Base Energy Regeneration Rate Per Second	The starting energy regeneration for a character.
Attack Rating - X Per 1 Command Pt	The increase in attack rating per each command point spent.
Defense Rating - X Per 1 Command Pt	The increase in defense rating per each command point spent.
Negotiation - X Per 1 Command Pt	The increase in negotiation per each command point spent.
Hull Regen - X Per 1 Command Pt	The increase in hull regeneration per each command point spent.
Armor Regen - X Per 1 Command Pt	The increase in armor regeneration per each command point spent.
Shields Regen - X Per 1 Command Pt	The increase in shield regeneration per each command point spent.
Energy Regen - X Per 1 Command Pt	The increase in energy regeneration per each command point spent.
Maximum Attack Rating	The maximum value that can achieved in attack rating.
Maximum Defense Rating	The maximum value that can achieved in defense rating.
Maximum Negotiation	The maximum value that can achieved in negotiation.
Maximum Hull Regen	The maximum value that can achieved in hull regeneration.
Maximum Armor Regen	The maximum value that can achieved in armor regeneration.
Maximum Shields Regen	The maximum value that can achieved in shield regeneration.

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Maximum Energy Regen	The maximum value that can achieved in energy regeneration.
Experience Added Past Last Level	The amount of experience that is required for each level past the amount specified in the last "Experience For Level #".
Number Of Experience Levels	The number of listed experience for level values.
Experience For Level #	The amount of experience needed to gain this level.
Body Records	
(None)	
-- File: Main_ComponentConfigurationSlotsEnemy.txt	
-- File: Main_ComponentConfigurationSlotsPlayer.txt	
Header Record	
(None)	
Body Records	
Layout Name	The name of this ship layout.
Number Of Slots	The number of slots on the ship.
Slot # Xpos	The x pixel position on the ship picture.
Slot # Ypos	The y pixel position on the ship picture.
Slot # Group Name	The name of this specific component location.
Slot # Comp Type Allowed	The type of component allowed in this slot. Allowed values are Weapon (Heavy), Weapon (Light), Armor, Shield, Engine, Outer Hull, Inner Hull. You can also use custom component types in this field.
Slot # Comp Type Abbreviation	The letter abbreviation that is displayed on the component slot.
Slot # Comp Box Color Index	The color of the box that is displayed. The indexes are into the ComponentBoxes.bmp bitmap.
Slot # Ship Section	The section of this ship the slot is in. Allowed values are Armor or Hull.
Slot # Ship Side Facing	The side of the ship that this component is on. Allowed values are 1 – 4, with 1 = North, 2 = East, 3 = South, 4 = West. The side facing is only used for armor and shield generators.
Slot # Weapon Firing Point	If this is a weapon slot, then this value is the firing point number from the SpaceObjects_Xfiles file.
Slot # Weapon Arc Star	The starting weapon arc in degrees. This value should match up to the weapon arc degrees in the SpaceObject_Xfiles file for this firing point. The arcs should be in 22.5 degree increments for proper display.
Slot # Weapon Arc End	The ending weapon arc in degrees. This value should match up to the weapon arc degrees in the SpaceObject_Xfiles file for this firing point. The arcs should be in 22.5 degree increments for proper display.
-- File: Main_Components.txt	
Header Record	
Comp Base Credit Value Mod Per Level Add Percent	The added percentage value to each component per each level above 1.
Comp Energy Consumption Mod Per Level Add Percent	The added percentage energy consumption to each component per each level above 1.
Comp Base Credit Value Mod Per Level Add Amt	The added amount of value for each component per level above 1.
Comp Energy Consumption Mod Per Level Add Amt	The added amount of energy consumption for each component per level above 1.
Body Records	
Class Name	The class name for this component. This is the name used to refer to this component in other data files.
Name	The name of the component that is displayed in the game.
Description	The general description for this component.
Allowed Vehicle Types	The allowed types of vehicles that this component can be placed on. This is also known as Target Type in the PurchaseShipsPlayer or PuchaseShipsEnemy. Allowed values are Ship, Base, Fighter, Satellite, Torpedo, Planet, Asteroid, Nebulae, Warp Point, Star, Cargo, Mine.
Space Object XFile Name	The name of the Space Object XFile that is used when this component is put into space.
Picture Bitmap Index	The index into the Components.bmp for the picture of this component.
Placement Locations	The valid sections of the ship that this component can be placed into. Allowed values are Weapon (Heavy), Weapon (Light), Armor, Shield, Engine, Outer Hull, Inner Hull. You can also use custom component locations in this field.
Default Repair Priority	The starting repair priority for this component. Repair Priority can be changed by the player in the Inventory window.
Tonnage Space Taken	The amount of space taken in a ship by the component.
Tonnage Structure	The amount of tonnage damage the component can take before being destroyed.
Level Minimum	The minimum level for this component to be present.
Restriction Type	The type of restriction that this component requires. Allowed values are None and Maximum Number Per Ship.

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Restriction Value	The value used for the restriction type. For "Maximum Number Per Ship" this is the maximum number of this component that can be placed on a ship.
Illegal Cargo	TRUE or FALSE whether this component is considered illegal cargo. If a ship is carrying illegal cargo, most races will open fire on it.
Event ID	The event id of this component. Event ids are used as keys for missions and events.
Base Credit Value	The base credit value of this component when bought or sold.
Sound Filename	The filename of the sound effect (WAV) played when this component is used.
Energy Consumption	The amount of energy consumed by this component when it is used.
Weapon Type	If this is a weapon, then this is the type of the weapon. Allowed values are Torpedo, Directed Torpedo, Beam, Bolt, and Mine.
Number of Effects	The number of effects that this component imparts to the ship its on.
Effect # Type	The type of the effect. For a complete list of effects, see the Effects.txt file in the Starfury\Data directory.
Effect # Base Amount	The base amount for the effect.
Effect # Amount Per Level	The amount per level that the base amount of the component is increased by.
Number of Requirements	Not used.
-- File: Main_DisplayText.txt	
Header Record	
(None)	
Body Records	
Text Name	The name of this display text record. This name is referenced in events to display text.
Number Of Pages	The number of pages for this text.
Page # Bitmap Filename	The bitmap filename to display in the Event Text window when showing this text.
Page # Number Of Paragraphs	The number of paragraphs for this display text.
Page # Paragraph # Text	The specific paragraph text. Flags can be placed in the text that will be replaced by actual character values. These flags are: [%Ship Name%] - Replaced with the player's ship name. [%Ship Class%] - Replaced with the player's ship class. [%Captain Name%] - Replaced with the player's captain name. [%Rank%] - Replaced with the player's rank.
-- File: Main_Enemies.txt	
Header Record	
Enemy Base Resist All Start	The base resist all values for all enemy ships. Resist all is a percentage resistance to all forms of damage. A ship with a resist all of 10, will remove 10% from all damage amounts when it is hit.
Enemy Resist All Modifier Per Level Added Amount	The resist all amount is increased by this amount per level.
Number Of Response Ranges	The number of defined response ranges.
Response Range # Name	The name of the response range. This range is referenced in the Response Range field of the specific enemy records.
Response Range # Distance	The actual distance that goes with this response range.
Tonnage Percent For Easy Difficulty	The tonnage modifier for all enemy ships on Easy difficulty.
Tonnage Percent For Average Difficulty	The tonnage modifier for all enemy ships on Average difficulty.
Tonnage Percent For Advanced Difficulty	The tonnage modifier for all enemy ships on Advanced difficulty.
Tonnage Percent For Expert Difficulty	The tonnage modifier for all enemy ships on Expert difficulty.
Number of Ship Components All Races Must Have	The number of ship component types that all races must have. One component of each type will be placed on all enemy ships that have the "Randomly Generate Components For Use" set to TRUE.
Must Have Ship Comp # Class	The component class name.
Must Have Ship Comp # Section	The section of the ship this component should be placed in.
Number of Fighter Components All Races Must Have	The number of components that all races must have on their fighters.
Must Have Fighter Comp # Class	The component class name.
Must Have Fighter Comp # Section	The section of the ship this component should be placed in.
Number of Satellite Components All Races Must Have	The number of components that all races must have on their satellites.
Must Have Satellite Comp # Class	The component class name.
Must Have Satellite Comp # Section	The section of the ship this component should be placed in.
Number of Enemy Class Races	The number of enemy races.
Race # Name	The name of the race that uses this component placement settings.
Race # Number of Weapon Categories	The number of weapon categories.
Race # Weapon Cat # Name	The weapon category name.
Race # Weapon Cat # Num Selections	The number of possible selections for this weapon category.
Race # Weapon Cat # Sel # Comp Class	The component class name.
Race # Weapon Cat # Sel # Chance	The chance that this component will be chosen.

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Race # Weapon Cat # Sel # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Weapon Cat # Sel # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Number of Weapon Preferences	The number of weapon preferences. Weapon preferences are the chances that a specific weapon category will be selected.
Race # Weap Pref # Name	The weapon preference name.
Race # Weap Pref # Number of Weapon Types Used	The number of weapon categories in this preference.
Race # Weap Pref # Weap # Category	The name of the weapon category to use.
Race # Weap Pref # Weap # Num To Place	The number of weapons of this weapon category to place on the ship.
Race # Number of Engines	The number of engines to select from for this race.
Race # Engine # Class	The component class name.
Race # Engine # Chance	The percent chance to select this engine.
Race # Engine # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Engine # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Number of Shield Generators	The number of shield generators to select from for this race.
Race # Shield Gen # Class	The component class name.
Race # Shield Gen # Chance	The percent chance to select this shield generator.
Race # Shield Gen # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Shield Gen # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Number of Armor	The number of armor comps to select from for this race.
Race # Armor # Class	The component class name.
Race # Armor # Chance	The percent chance to select this armor comp.
Race # Armor # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Armor # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Number of Reactors	The number of reactors to select from for this race.
Race # Reactor # Class	The component class name.
Race # Reactor # Chance	The percent chance to select this reactor.
Race # Reactor # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Reactor # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Weapon Tonnage Usage Percent	The percent of the total ship tonnage to use for weapons.
Race # Shield Tonnage Usage Percent	The percent of the total ship tonnage to use for shields.
Race # Shield 1 Strength Ratio	The ratio of the total shield tonnage to place on side 1.
Race # Shield 2 Strength Ratio	The ratio of the total shield tonnage to place on side 2.
Race # Shield 3 Strength Ratio	The ratio of the total shield tonnage to place on side 3.
Race # Shield 4 Strength Ratio	The ratio of the total shield tonnage to place on side 4.
Race # Armor Tonnage Usage Percent	The percent of the total ship tonnage to use for armor.
Race # Armor 1 Strength Ratio	The ratio of the total armor tonnage to place on side 1.
Race # Armor 2 Strength Ratio	The ratio of the total armor tonnage to place on side 2.
Race # Armor 3 Strength Ratio	The ratio of the total armor tonnage to place on side 3.
Race # Armor 4 Strength Ratio	The ratio of the total armor tonnage to place on side 4.
Race # Number of Class Wanted Components	The number of specific class wanted component classes. Wanted components are optional component placements on a ship if there is left over space after everything else has been placed.
Race # Class Wanted Comp # Ship Name	The name of the ship class.
Race # Class Wanted Comp # Class	The component class name.
Race # Class Wanted Comp # Section	The section of the ship to place the component in.
Race # Class Wanted Comp # Chance	The chance to use this component.
Race # Class Wanted Comp # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Class Wanted Comp # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Class Wanted Comp # One Per Hull Tonnage	One component should be placed on the ship per this amount of tonnage.
Race # Class Wanted Comp # Num Cargo Comps	The number of cargo components that are needed if this component is placed on the ship.
Race # Class Wanted Comp # Cargo Comp # Name	The component class name for the cargo component.
Race # Class Wanted Comp # Cargo Comp # Min Amt	The minimum number of cargo comps to place.
Race # Class Wanted Comp # Cargo Comp # Max Amt	The maximum number of cargo comps to place.
Race # Number of Wanted Components	The number of wanted component classes for all ship classes.
Race # Wanted Comp # Class	The component class name.
Race # Wanted Comp # Section	The section of the ship to place the component in.
Race # Wanted Comp # Chance	The chance to use this component.

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Race # Wanted Comp # Inc Chance Per Difficulty	The increased chance of selecting this component per increased difficulty level.
Race # Wanted Comp # Inc Chance Per Level	The increased chance of selecting this component per increased level of the component.
Race # Wanted Comp # One Per Hull Tonnage	One component should be placed on the ship per this amount of tonnage.
Race # Wanted Comp # Num Cargo Comps	The number of cargo components that are needed if this component is placed on the ship.
Body Records	
Name	The name of the ship class as referenced in the data files.
Displayed Name	The displayed name of this ship class.
Comps Carried Grouping Name	The name of the comp carrying group from the EnemyRandomCompsCarried file.
Enemy Ship Purchase Class Name	The class name of the purchase class for this ship. The class name references a class in the PurchaseShipsEnemy file.
Weapon Preference Name	The weapon preference group for this race to use.
Gets Unique Ship Name	TRUE or FALSE whether this ships gets a unique name from the ShipNames file for this race.
Event ID	A specific event id for this ship that can be referenced from the Events file.
Intelligence Category	Not used.
Race Group	The race this ship class belongs to.
Does Attack Player	TRUE or FALSE whether this ship class can attack the player.
Response Range	The name of the response range from the header of this file. The response range indicates how far away a ship can be from this ship to be noticed.
AI Script Name Outside Response Range	The AI script name from the AI_Script file to use if the target ship is outside of the response range.
AI Script Name Within Range	The AI script name from the AI_Script file to use if the target ship is within the response range.
Num Components Carried	The number of components carried on this ship.
Comp Carried # Class	The name of the component class.
Comp Carried # Chance	The chance that this component is on the ship.
Randomly Generate Components For Use	TRUE or FALSE whether random components will be generated and placed on this ship.
Num Components For Use	The number of components for use on this ship.
Comp For Use # Class	The name of the component class.
Comp For Use # Location	The specific component slot to place this component in.
Store ID	The ID of the store that is used if this ship can be considered a site.
Number of Effects	The number of effects that are inherent to this ship (not from components).
Effect # Type	The name of the effect (from the Effects file).
Effect # Base Amount	The base amount value for this effect.
Effect # Amount Per Level	The increase in the base amount value per each level of the component over 1.
Communication Talk Group Name	If this ship uses a specific speech file, then this is the name of that speech group.
Override Tonnage Usage Percent For Race	If you want to override the tonnage usage percent settings in the header of this file, set this value to TRUE. If this value is TRUE, then the following fields should be present.
Override Weapon Tonnage Usage Percent	The percentage of the hull space to use for weapons.
Override Shield Tonnage Usage Percent	The percentage of the hull space to use for shield generators.
Override Armor Tonnage Usage Percent	The percentage of the hull space to use for armor.
Override Cargo Hold Tonnage Usage Percent	The percentage of the hull space to use for cargo holds.
Override Max Weapons	The maximum number of weapons to place on this ship.
-- File: Main_EnemyAppearance.txt	
Header Record	
Chance for Enemy Ship Modifier Percent	Not used.
Diff Level Incr Enemy Ship Mod Percent	Not used.
Body Records	
Appearance Group Name	The name of this appearance group.
Number Of Possible Enemy Ships	The number of possible enemy ships in this group.
Ship # Name	The name of this enemy ship class (from the Enemies file).
Ship # Num Variations	The number of possible variations for this ship. If this ship appears, then either the Name or one of the variations will be chosen.
Ship # Variation # Name	The enemy ship class name.
Ship # Ship Repeats	The number of repeats for this appearance. The number of repeats is how many times this entire ship record is gone through to create a ship appearance. For example, if the value was 3, then the chance would be checked 3 times and if present, one of the variations would be picked (or the base name).
Ship # Minimum Level For Appearance	The minimum level for this appearance group to be present.
Ship # Chance	The base chance that this ship will be present.
Ship # Inc Chance Per Difficulty	The increase in the chance for each level of difficulty.

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Number Of Possible Enemy Groups	The number of possible groups that may be present. Groups can be in addition to individual ships.
Group # Name	The name of the enemy group from the EnemyGroups file.
Group # Num Variations	The number of variations that can be used. If no variations are listed, then just the Group # Name is used. If there are variations, then the actual group can be the Name, or any of the variation names.
Group # Variation # Name	The enemy group from the EnemyGroups file.
Group # Minimum Level For Appearance	The minimum level for this group to be present.
Group # Chance	The base chance for this group to be present.
Group # Inc Chance Per Difficulty	The increase in the chance per level of difficulty.
-- File: Main_Enemygroups.txt	
Header Record	
(None)	
Body Records	
Group Name	The name of this enemy group.
Follow Distance	The distance that each of the followers will maintain from the leader.
Race Group	The name of the race for this enemy group.
Leader Name	The specific name for the group leader if wanted. This is just the descriptive name that is placed on the leader ship during the game.
Number In Group	The number of ships in this group.
Group Enemy # Class Name	The ship class name for this follower (from the Enemies file).
Group Enemy # Is Leader	TRUE or FALSE if this ship is the leader of the group. Only one ship can have this set to TRUE.
Group Enemy # Ship Level Plus	The increase in level over the character's level for this ship.
Group Enemy # Number of Modifiers	Not used.
-- File: Main_EnemyRandomCompsCarried.txt	
Header Record	
(None)	
Body Records	
Ship Grouping Name	The general name for this random component group. This is referenced in the Enemies file.
Number of Sections	The number of sections. Each section can contain multiple components.
Section # Base Chance	The base chance that this section will be placed on the ship.
Section # Chance Per Enemy Level	The increase in the chance per the ship's level.
Section # Number Of Possible Component Classes	The number of components in the list.
Section # Comp Class # Name	The class name of the component from the Components file. If a section is present on a ship, then one of the components from this list will be chosen to be placed in the cargo section of the ship.
-- File: Main_Events.txt	
Header Record	
(None)	
Body Records	
Event Name	The unique name of this event.
Event Group ID	Not used.
Event Enabled	TRUE or FALSE whether this event is active from the start of the campaign. This value can be changed in the Results of other events.
Event Permanent	TRUE or FALSE whether this event is permanent. If an event is permanent then it is not removed when the event is executed.
Event Triggered Only On Map	The name of the map that this event can only be triggered on.
Trigger Conditionals	"AND" if the triggers must all be true to execute the event, or "OR" if only one of the triggers must be true to execute the event. Event is executed, then the results are executed in order.
Number of Triggers	The number of triggers for this event. Triggers are conditions which must be met for the event to be executed.
Trigger # Type	The type of the trigger. See the Events file for the list of possible trigger types.
Trigger # Param 1	Parameter 1 for this trigger. Parameters supply key values based on the trigger type.
Trigger # Param 2	Parameter 2 for this trigger.
Trigger # Param 3	Parameter 3 for this trigger.
Number of Results	The number of results for this event. If the event is executed, then each of the results is executed.
Result # Type	The type of the result. See the Events file for the list of possible result types.
Result # Param 1	Parameter 1 for this result. Parameters supply key values based on the result type.
Result # Param 2	Parameter 2 for this result.

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Result # Param 3	Parameter 3 for this result.
Result # Param 4	Parameter 4 for this result.
-- File: Main_Jobs.txt	
Header Record	
(None)	
Body Records	
Job Present At Site Center IDs	The site center ids at which this job will be present. This can be blank or "None" if this job is not present at any site (executed via events).
Job Name	The name of this job. This name can be used in the Events file.
Mission Name	The name of the mission when this job is in progress.
Requirement Order	This must be set to "In Order". This is the order in which the job requirements must be completed.
Number of Job Requirements	The number of job requirements.
Job Req # Type	The type of this job requirement. Allowed values are load cargo 1 at planet 2, drop cargo 1 at planet 2, kill target ship 1, clear system 1 of enemies 2, scan planet 1 within distance 2, scan ship 1 within distance 2, escort ship 1 against enemies 2, enter system 1.
Job Req # Param 1	The first parameter for this requirement. This should be a parameter name of the same type as required by the requirement type.
Job Req # Param 2	The second parameter for this requirement. This should be a parameter name of the same type as required by the requirement type.
Job Req # Mission Description	The description shown in the Missions window when this requirement has yet to be completed.
Job Req # Requirement Completed Description	When this requirement has been completed, a window will display this message to the player. The message can contain parameter flags that will be replaced before display.
Job Req # Requirement Failed Description	When this requirement has been failed, a window will display this message to the player. The message can contain parameter flags that will be replaced before display.
Time Expired Message	If the time expires before the job can be completed, then this message is displayed to the player.
Number of Job Parameters	The number of parameters for this job. Depending on the type of the parameter, different fields will be required in the data file. Allowed values for parameter type are Component, System, Planet, Ship, Ship With Captain, Ship Groups, Distance. Each parameter is randomly chosen given the specifications for the parameter. If a "specific" field is listed, then that field will be used to pick that specific parameter.
Component	
Job Param # Type	This value must be "Component" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Cargo Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the cargo name.
Job Param # Var String Flag Num Comps	The flag that represents the number of components.
Job Param # Num Variations	The number of possible variations for this cargo. One of these variations will be randomly chosen for the actual cargo.
Job Param # Var # Component Display Name	The displayed name of this cargo.
Job Param # Var # Component Class Name	The component class name from the Components file.
Job Param # Var # Num Comps Min	The minimum number of components present.
Job Param # Var # Num Comps Max	The maximum number of components present.
System	
Job Param # Type	This value must be "System" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag System Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the system name.
Job Param # Allowed System Types	A list of the system types that this system can be.
Job Param # Min System Distance	The minimum system distance away from the job system that this system can be.
Job Param # Max System Distance	The maximum system distance away from the job system that this system can be.
Job Param # Specific System Name	This is an optional field that can have a specific system name in it. If this is specified, then the system chosen will always be this one.
Planet	
Job Param # Type	This value must be "Planet" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Planet Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the planet name.
Job Param # Allowed Site Types	A list of the possible site types for this planet. If this is blank, any site can be present on the planet. If a list is present, the planet must have one of the site types on it.
Job Param # Must Have Site	TRUE or FALSE whether this planet must have a site on it.

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Job Param # System Location	This field can be Source System or Target System. The source system is the system in which you pick up the job. The target system is the random system where the job takes place.
Job Param # Specific Map Obj Name	This is an optional field that if used will cause the planet to be picked from this specific map.
Job Param # Specific Display Name	This is an optional field that if used will pick a planet with this specific displayed name.
Ship With Captain	
Job Param # Type	This value must be "Ship With Captain" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Ship Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the ship name.
Job Param # Var String Flag Ship Size	A flag to be replaced by the ship size name.
Job Param # Var String Flag Captain Name	A flag to be replaced by the captain name of this ship.
Job Param # Var String Flag Captain His\Her	A flag to be replaced by "his" or "her" depending on the sex of the captain.
Job Param # Var String Flag Captain Him\Her	A flag to be replaced by "him" or "her" depending on the sex of the captain.
Job Param # Var String Flag Captain He\She	A flag to be replaced by "he" or "she" depending on the sex of the captain.
Job Param # System Location	This field can be Source System or Target System. The source system is the system in which you pick up the job. The target system is the random system where the job takes place.
Job Param # Num Variations	The number of possible variations for this parameter. One of these variations will be randomly chosen to be this parameter.
Job Param # Var # Specific Captain Name	This is an optional field that if used will cause the captain to have this specific name.
Job Param # Var # Specific Captain Sex	This is an optional field that if used will cause the captain sex to be male or female.
Job Param # Var # Specific Ship Name	This is an optional field that if used will cause the ship to have this specific name.
Job Param # Var # Specific Map Obj Name	This is an optional field that if used will cause the ship to be in this specific map.
Job Param # Var # Specific Enemy Class Name	This is an optional field that if used will cause the ship to be of this enemy class from the Enemies file.
Job Param # Var # Specific Enemy Group	This is an optional field that if used will cause the ship to be an enemy group from the EnemyGroups file.
Job Param # Var # Route Pattern	This specifies a basic route pattern for this ship. Allowed values are: Blank - ship moves around randomly. Warp Point to Warp Point - ship will move from warp point to warp point. System Circuit - ship will move around the edges of the solar system. Planet To Planet - ship will move from planet to planet. Search and Destroy - ship will seek enemy ships and destroy them.
Job Param # Var # Location	The location where this ship starts in the system. This field can be "anywhere" or blank which means the ship can be anywhere. The field can also be a map object name for an object for this ship to start near.
Job Param # Var # Delay Days	The number of days to wait before this ship arrives in the system. If the value is zero, then this ship is immediately in the system. If the value is greater than zero, then the ship will warp into the system after this number of days.
Ship Groups	
Job Param # Type	This value must be "Ship Groups" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Specific Group Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the group name.
Job Param # System Location	This field can be Source System or Target System. The source system is the system in which you pick up the job. The target system is the random system where the job takes place.
Job Param # Num Groups	The number of groups that may be present.
Job Param # Grp # Chance	The percent chance that this group will be present.
Job Param # Grp # Specific Enemy Group	An optional field that if used will cause this group to be this specific group from the EnemyGroups file.
Job Param # Grp # Route Pattern	This specifies a basic route pattern for this group. Allowed values are: Blank - ship moves around randomly. Warp Point to Warp Point - ship will move from warp point to warp point. System Circuit - ship will move around the edges of the solar system. Planet To Planet - ship will move from planet to planet. Search and Destroy - ship will seek enemy ships and destroy them.
Job Param # Grp # Location	The location where this group starts in the system. This field can be "anywhere" or blank which means the group can be anywhere. The field can also be a map object name for an object for this group to start near.
Job Param # Grp # Delay Days	The number of days to wait before this group arrives in the system. If the value is zero, then this group is immediately in the system. If the value is greater than zero, then the group will warp into the system after this number of days.
Job Param # Num Specific Group Names	The number of possible names for this group.
Job Param # Specific Group Name #	The name for this group. This is just a general description that is applied to all of the ships in the group.

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Ship	
Job Param # Type	This value must be "Ship" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Ship Name	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the ship name.
Job Param # Var String Flag Ship Size	A flag to be replaced by the ship size name.
Job Param # System Location	This field can be Source System or Target System. The source system is the system in which you pick up the job. The target system is the random system where the job takes place.
Job Param # Num Variations	The number of possible variations for this parameter. One of these variations will be randomly chosen to be this parameter.
Job Param # Var # Specific Ship Name	This is an optional field that if used will cause the ship to have this specific name.
Job Param # Var # Specific Map Obj Name	This is an optional field that if used will cause the ship to be in this specific map.
Job Param # Var # Specific Enemy Class Name	This is an optional field that if used will cause the ship to be of this enemy class from the Enemies file.
Job Param # Var # Specific Enemy Group	This is an optional field that if used will cause the ship to be an enemy group from the EnemyGroups file.
Job Param # Var # Route Pattern	This specifies a basic route pattern for this ship. Allowed values are: Blank - ship moves around randomly. Warp Point to Warp Point - ship will move from warp point to warp point. System Circuit - ship will move around the edges of the solar system. Planet To Planet - ship will move from planet to planet. Search and Destroy - ship will seek enemy ships and destroy them.
Job Param # Var # Location	The location where this ship starts in the system. This field can be "anywhere" or blank which means the ship can be anywhere. The field can also be a map object name for an object for this ship to start near.
Job Param # Var # Delay Days	The number of days to wait before this ship arrives in the system. If the value is zero, then this ship is immediately in the system. If the value is greater than zero, then the ship will warp into the system after this number of days.
Distance	
Job Param # Type	This value must be "Distance" for the following data fields.
Job Param # Param Name	The name of this parameter. This is the name used in the Job Req # Param.
Job Param # Var String Flag Distance Amount	The flag that represents this parameter in text displays. If this flag is used in a description, then it will be replaced by the amount of the distance.
Job Param # Minimum Amount	The minimum distance in LS for this distance.
Job Param # Maximum Amount	The maximum distance in LS for this distance.
Job Repeats	The number of instances of this job that may be present.
Minimum Level For Appearance	The minimum level of the character for this job to be present.
Base Chance For Appearance	The base percentage chance that this job will be present. This is checked for each repeat of the job.
Inc Chance Per Difficulty	Increase in the base chance per increased level of difficulty.
Job Portrait Type	The type of portrait picture to display in the job list window for this job. Allowed values are: Parameter - a picture that corresponds to a parameter.
Job Portrait Param	The name of the parameter (Param Name) for this picture.
Job List Display Height	The pixel height required in the list to display this job.
Number of Job Descriptions	The number of possible descriptions for this job.
Job Description # Title	The title of this job. It may contain flags.
Job Description # Body	The description of this job. It may contain flags.
Job Description # Employer	The name of the employer for this job. It may contain flags.
Job Min Value	The minimum credits that completing the job will pay.
Job Max Value	The maximum credits that completing the job will pay. The actual pay for the job will be randomly computed between the min and max.
Job Value Increase Per System Distance	The increase in the payment credits per system distance from the job source to its target.
Job Failure Cost	The credits cost for failing this job.
Job Experience Min	The minimum experience amount that the player will receive for completing this job.
Job Experience Max	The maximum experience amount that the player will receive for completing this job.
Job Experience Increase Per System Distance	The increase in the experience amount per the system distance from the job source to its target.
Job Experience Failure Cost	The experience cost to the player if the job is failed.
Job Experience Modifier Per Character Level	The modifier (multiplier) to the experience received for completing the job per level of the player.
Time Limit Days Min	The minimum time limit for this job. This can be zero for no time limit.
Time Limit Days Max	The maximum time limit for this job. This can be zero for no time limit. The actual time limit will be randomly computed between the min and max days.
Time Limit Days Extra Per System Distance	The number of extra time limit days per system distance from the job source to its target.
Enemy Appearance Max Groups	The maximum number of enemy groups that are created along the job path.
Enemy Appearance Max Groups Inc Per	The increase in the maximum number of enemy groups per level of difficulty.

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Diff	
Enemy Appearance Num Locations	The number of enemy appearance locations. Each location is gone through and a random chance that that group will appear. Once the maximum number of groups is reached, no further groups are created.
Enemy Appearance Loc # Chance	The percent chance that this group will be present.
Enemy Appearance Loc # Inc Chance Per Diff	The increase in the base chance per difficulty level.
Enemy Appearance Loc # Repeats	The number of repeats for this group. Each repeat is treated as a separate group.
Enemy Appearance Loc # Type	The type of appearance. Allowed values are: Param Planet - The group will be placed near the planet parameter. Param System - The group will be placed in the system parameter. Job Path – System - The group will be placed in one of the systems along the job path. Job Path - Warp Point - The group will be placed at one of the warp point along the job path. Specific Map Object - The group will be placed in a specific map. Protect Map Object - The group will be placed near a map object and will stay near it (in the target system).
Enemy Appearance Loc # Var	The value used for the location type. If the type is X then the values is Y: Param Planet - The name of the parameter. Param System - The name of the parameter. Job Path – System - Blank. Job Path - Warp Point - Blank. Specific Map Object - Map object name. Protect Map Object - Map object name.
Enemy Appearance Loc # Group Name	The name of the enemy group from the EnemyGroups file.
Enemy Appearance Loc # Specific Name	A description that is applied to all of the ships in this group.
Enemy Appearance Loc # Specific System	The specific system that this group will be placed in.
-- File: Main_Missions.txt	
Header Record	
(None)	
Body Records	
Name	The name of the mission (which is referenced in the Events file).
Displayed Name	The name that is displayed on the Missions window.
Visible	TRUE or FALSE whether this mission is visible to the player. This value can be changed through events.
Experience for Completion	The amount of experience that is gained for completing this mission.
Game Over	TRUE or FALSE whether completing this mission will end the game. This is not really used in the game. Its better to end the game through events.
Number of Description Steps	The number of descriptions for this mission.
Description Step #	The text description for this mission.
-- File: Main_PurchaseShipsEnemy.txt	
-- File: Main_PurchaseShipsPlayer.txt	
-- File: Main_StartingPlayerShip.txt	
Header Record	
(None)	
Body Records	
Ship Class Name	The name of this ship class.
Short Description	A brief description that is displayed in the Ship Dealer window.
Ship Descriptive Class Name	The displayed name of this ship class (usually the ship size).
Displayed Size Name	The displayed size name of this ship class.
Space Object XFile Name	The name of the xfile record in the SpaceObjects_XFiles file. The xfile is the model that is used for the ship in the game.
Component Configuration Slots Name	The name of the component configuration record from the ComponentConfigurationSlotsPlayer or Enemy file. The component configuration specifies the component slot layout of the ship.
Portrait Bitmap Filename	The top down view bitmap which is displayed in the Ship Dealer window.
Shield Layout Bitmap Filename	The smaller top down view bitmap of the ship that is displayed on the Main window to show shield, armor, and damage levels.
Side View Portrait Filename	The side view bitmap of the ship that is used in the Job window to display this ship.
Stationary Platform Type	If this ship is a stationary platform, then this is the type of platform. Allowed values are: None - Not a stationary platform. Rotating - This platform simply rotates endlessly. Used for bases. Tracking - This platform rotates in space until it has a target. Then it will turn to

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	face the target to fire on it. Used for satellites.
Target Type	The target type of this ship. Allowed values are: Ship, Base, Fighter, Satellite, Torpedo, Planet, Asteroid, Nebulae, Warp Point, Star, Cargo, Mine. Ships in this file should really only use the target types of Ship, Base, Fighter, and Satellite.
Number Of Sellers	The number of possible sellers of this ship class.
Seller # ID	The site ID for this ship seller.
Seller # Chance Class Available	The percentage chance that this ship class will be available for purchase.
Ship Buy Credit Value	The cost in credits to purchase this ship class.
Ship Sell Credit Value	The value in credits to sell this ship class.
Base Hull Tonnage	The base hull tonnage for this ship.
Base Cargo Hold Tonnage	The cargo hold tonnage for this ship.
Base Maximum Speed	The maximum possible speed for this ship.
Base Acceleration	The starting acceleration for this ship.
Base Turn Rate	The starting turn rate for this ship.
Base Crew Compliment	The starting crew compliment for this ship.
Base Hull	The base hull hitpoints for this ship.
Base Energy	The base energy amount for this ship.
Base Armor 1	The starting armor hitpoints for side 1 of the ship.
Base Armor 2	The starting armor hitpoints for side 2 of the ship.
Base Armor 3	The starting armor hitpoints for side 3 of the ship.
Base Armor 4	The starting armor hitpoints for side 4 of the ship.
Base Shields 1	The starting shield hitpoints for side 1 of the ship.
Base Shields 2	The starting shield hitpoints for side 2 of the ship.
Base Shields 3	The starting shield hitpoints for side 3 of the ship.
Base Shields 4	The starting shield hitpoints for side 4 of the ship.
Base Resistance Shield Piercing	The starting resistance to shield piercing for this ship.
Base Resistance Armor Piercing	The starting resistance to armor piercing for this ship.
Base Resistance Crew Toxins	The starting resistance to crew toxins for this ship.
Base Resistance Energy Absorption	The starting resistance to energy absorption for this ship.
Base Resistance Psychic	The starting resistance to psychic attack for this ship.
Base Resistance Speed Reduction	The starting resistance to speed reduction for this ship.
Base Hull Regeneration Rate Per Second	The starting hull regeneration rate per second for this ship.
Base Armor Regeneration Rate Per Second	The starting armor regeneration rate per second for this ship.
Base Shields Regeneration Rate Per Second	The starting shield regeneration rate per second for this ship.
Base Energy Regeneration Rate Per Second	The starting energy regeneration rate per second for this ship.
Base Crew Regeneration Rate Per Second	The starting crew regeneration rate per second for this ship.
Base Crew Death Rate Per Second	The starting crew death rate per second for this ship. This value is used to kill crew if your ship loses its life support.
Base Radar Map Range	The starting range of this ship's radar.
Base Attack Ability	The starting attack ability for this ship.
Base Defense Ability	The starting defense ability for this ship.
Engine Sound	The name of the sound effect for this ship's engine. This sound effect name references a wav file in the SoundEffects file.
Viewing Distance Rotating Portrait	The distance to view the rotating portrait on the Select Ship window.
Viewing Distance Side	The distance away from the ship when using the side view during the game.
Viewing Distance Overhead	The distance away from the ship when using the overhead view during the game.
Viewing Distance Above Behind XY	The XY distance away from the ship when using the above and behind view during the game.
Viewing Distance Above Behind Z	The Z distance away from the ship when using the above and behind view during the game.
Num Starting Configuration Slots	The number of configuration slots for this ship. These are the locations that have starting components in them when the ship is purchased.
Config Slot # Component Class Name	The component class name from the Components file.
Config Slot # Location	The location on the ship where this component will be placed. This location is a slot name from the ComponentConfigurationSlotsPlayer or Enemy file.
-- File: Main_QuadrantMap.txt	
Header Record	
Systems Xloc Offset	All system locations will be offset by this X amount.
Systems Yloc Offset	All system locations will be offset by this Y amount.
Number of Legend Items	The number of items to display in the legend at the bottom of the Quadrant Map window.
Legend # System Type	The system type for this legend item. Allowed values are: Blue, Green, Red, Yellow, Purple, Brown, Orange, Dark Green.
Legend # Description	The brief description that is displayed next to the system icon.
Body Records	
System ID	The unique id for this system.
System Name	The name of this system.

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System Type	The type for this system. Allowed values are: Blue, Green, Red, Yellow, Purple, Brown, Orange, Dark Green.
System Xloc	The X location on the map where this system is placed. The allowable values are 1 – 60.
System Yloc	The Y location on the map where this system is placed. The allowable values are 1 – 60.
Is Visible	TRUE or FALSE whether this system is visible on the map. All links to a hidden system are hidden as well. Hidden systems can be made visible through events, or if the player enters the system in the game.
Number Of Links	The number of links between this system and other systems. Each link on the map should represent a warp point in that solar system.
Link # System ID	The system that this link connects to. A line will be drawn on the map between this system and the link system.
Link # Type	The link type determines the color of the line and the color of the end points of the line. Allowed values are: Blue, Green, Red, Yellow, Purple, Brown, Orange, Dark Green.
Number Of Text Lines	Not used.
Number Of Icons	Not used.
-- File: Main_Sites.txt	
Header Record	
(None)	
Body Records	
Site Name	The name of this site.
Site Music	The MP3 file that should be played when the player enters this site.
Number of Sections Present	The number of sections in this site. A section corresponds to a selectable area in the Planet Window. There is a limit of 6 sections to any site.
Section # Name	The name of this section.
Section # Type	The type of this section. Allowed values are: Ship Purchase - Displays the Ship Purchase window. Spacedock - Displays the Store and Ship Layout windows together. Job Center - Displays the Jobs window. Jobs will be randomly generated and all that match the Center ID name will be displayed. Mission Text - Displays the Mission Text window. This will display text from the Display Text file based on events that fire (Player Enters Site Center).
Section # Center ID	A center id that connects to other files based on the section type. Ship Purchase - Ship Purchase Name Spacedock - Store Name Job Center - Job Center Name Mission Text - Job Center Name
-- File: Main_SoundEffects.txt	
Header Record	
(None)	
Body Records	
Sound Effect Name	The sound effect name.
Sound Effect Filename	The filename of the WAV file to play for this sound effect.
Sound Min Distance	The minimum distance at which this sound can be heard.
Sound Max Distance	The maximum distance at which this sound can be heard.
Effect Instances	The number of instances of this sound effect that should be created. If the sound can only be played once, then only 1 instance is needed. If multiple sounds can be played at the same time, then multiple instances will be needed.
Is 3D Sound Effect	TRUE or FALSE if this is a 3D sound effect. A 3D sound effect needs to be played positionally in space. Non 3D sound effects are usually those that come from the UI.
-- File: Main_Stores.txt	
Header Record	
(None)	
Body Records	
Store Name	The name of the store.
Buy Cost Modifier Percentage Min	The minimum percentage applied to the base cost of an item when the player is buying it.
Buy Cost Modifier Percentage Max	The maximum percentage applied to the base cost of an item when the player is buying it.
Sell Cost Modifier Percentage Min	The minimum percentage applied to the base cost of an item when the player is selling it.
Sell Cost Modifier Percentage Max	The maximum percentage applied to the base cost of an item when the player is selling it.
Hull Repair Cost Per Unit	The cost per tonnage point to repair the hull.
Energy Repair Cost Per Unit	The cost per tonnage point to replenish energy.
Crew Repair Cost Per Unit	The cost per tonnage point to replenish crew.
Cargo Repair Cost Per Unit	The cost per tonnage point to repair cargo.

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Buys Illegal Cargo	TRUE or FALSE whether this store will buy illegal cargo.
Chance For Component Effects Per Ship Level	Not used.
Comp Min Level Ship Level Offset	The minimum level offset for components over the player's level. When a component is created, its level it will be above or below the level of the player.
Comp Max Level Ship Level Offset	The maximum level offset for components over the player's level.
Component Grouping Type	Not used.
Number of Component Groups	The number of component groups in this store.
Comp Group # Name	The name of this group.
Comp Group # Number of Component Classes	The number of component classes in this group.
Comp Group # Comp Class # Name	The component class name from the Components file.
Comp Group # Comp Class # Appearance Chance	The percentage chance that this component will be present.
-- File: Maps_XXXX_Map.txt	
Header Record	
Name	The name of this map.
System Physical Type	Not used.
Star Ambient Color	The ambient color generated by the center of this system.
Star Diffuse Color	The diffuse color generated by the center of this system.
Star Specular Color	The specular color generated by the center of this system.
Job System Portrait Filename	The bitmap filename used to display this system in the Jobs window.
Skybox Left Bitmap	The bitmap filename displayed at the outer edge of the solar system. A huge cube of bitmaps surround the player's ship to show the distant stars and background.
Skybox Right Bitmap	The bitmap filename displayed at the outer edge of the solar system.
Skybox Top Bitmap	The bitmap filename displayed at the outer edge of the solar system.
Skybox Bottom Bitmap	The bitmap filename displayed at the outer edge of the solar system.
Skybox Front Bitmap	The bitmap filename displayed at the outer edge of the solar system.
Skybox Back Bitmap	The bitmap filename displayed at the outer edge of the solar system.
Number of Entrances	The number of entrances into this solar system. These entrances are used in the CampaignData file to connect other maps to this one. Entrances are used for warp points and starting positions.
Entrance # Obj Name	The object that is the location of this entrance.
Entrance # Offset X	An X offset from the position of the object in Obj Name.
Entrance # Offset Y	An Y offset from the position of the object in Obj Name.
Entrance # Offset Z	An Z offset from the position of the object in Obj Name.
Body Records	
Obj Name	The name of the map object.
Displayed Name	The displayed name for this object.
Type	The type of object. Allowed values are: Planet, Ship, Asteroid Field, Nebulae, Warp Point, Star. Different fields are present for the different types (see below).
Position	The position type for this object. Allowed values are: Absolute Coordinates - The object will be placed at the Starting X, Y, Z. Random - The object will be randomly placed in the solar system. Object Offset Coordinates - The object will be offset from the Offset Name object by Starting X, Y, Z. Ring From Coordinates - The object will be randomly placed somewhere in a ring at Offset Radius from the Starting X, Y, Z. Ring From Object - The object will be randomly placed somewhere in a ring at Offset Radius from the Offset Name object.
Offset Name	The name of the object to be offset from. Only used if Position is Object Offset Coordinates or Ring From Object.
Offset Radius	The radius distance to place the object. Only used if Position is Ring From Coordinates or Ring From Object.
Starting X	The starting X position.
Starting Y	The starting Y position.
Starting Z	The starting Z position.
Other Description	A secondary description for this object on the map.
Warp Point	
Warp Point Center Filename	The bitmap filename to use for the center of the warp point.
Cloud Filename	The bitmap filename to use for the clouds of the warp point.
Star	
Space Object XFile Name	The Xfile name from the SpaceObjects_Xfile file for this model.
Nebulae, Asteroid Field	

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Stellar Object Type	The name of the stellar object type from the StellarObjectType_Asteroids or StellarObjectType_Nebulae files.
Planet	
Space Object XFile Name	The Xfile name from the SpaceObjects_Xfile file for this model.
Colony Type	The descriptive name for the colony on this planet, if there is one.
Population	The population amount for the colony on this planet, if there is one.
Landing Site Name	The specific site name for this landing site. References into the Sites file.
Landing Distance	The distance in LS from the planet when the "Shuttle Over" button will be available.
Landscape Bitmap Filename	The bitmap filename that is displayed on the Planet window when the player shuttles over.
Ship	
Enemy Class Name	The enemy class name from the Enemies file to create this ship.
Landing Site Name	The specific site name for this landing site. References into the Sites file.
Landing Distance	The distance in LS from the ship when the "Shuttle Over" button will be available.
Landscape Bitmap Filename	The bitmap filename that is displayed on the Planet window when the player shuttles over.
-- File: SpaceObjects_XFiles.txt	
-- File: Preset_XFiles.txt	
Header Record	
(None)	
Body Records	
Name	The name of this xfile record.
XFile	The actual filename of the xfile model (.X).
Override Texture Filename	This is an optional field that allows you to specify a bitmap filename to override any existing textures. This is often used in the game for planets since the model for all planets is the same, just the texture and size changes.
Base Model Radius	The radius of the model.
Starting Rotate X	The amount to rotate the model around the X axis. Rotation, Scaling, and Position Offsets are used to prepare the model for the game. In the game itself the model will be turned and moved automatically.
Starting Rotate Y	The amount to rotate the model around the Y axis.
Starting Rotate Z	The amount to rotate the model around the Z axis.
Starting Scale X	The amount to scale the model along the X axis.
Starting Scale Y	The amount to scale the model along the Y axis.
Starting Scale Z	The amount to scale the model along the Z axis.
Starting Position Offset X	The amount to offset the model along the X axis.
Starting Position Offset Y	The amount to offset the model along the Y axis.
Starting Position Offset Z	The amount to offset the model along the Z axis.
Continual Rotation Vector X	The direction to rotate the model around the X axis continually during the game. This is normally used for the rotation of satellites and bases.
Continual Rotation Vector Y	The direction to rotate the model around the Y axis continually during the game.
Continual Rotation Vector Z	The direction to rotate the model around the Z axis continually during the game.
Continual Rotation Speed	The speed at which the continual rotation should occur.
Star Glow Color	If this object is a star, then this is the ambient glow color for the star.
Firing Flash Color	When weapons are fired from the model, this is the color of the firing flash.
Explosion Effect	If this model is destroyed, then this is the explosion effect from the BitmapEffects file to display.
Explosion Center Color	This is the color of the center of the explosion (usually for ring explosions).
Explosion Radius	This is the radius out to which the explosion will stretch.
Number Of Firing Points	The number of firing points on this model. Each firing point is a location of the model from which weapons fire can extend.
Firing Point # X	The X position on the model of the firing point.
Firing Point # Y	The Y position on the model of the firing point.
Firing Point # Z	The Z position on the model of the firing point.
Firing Point # Arc Start	The starting weapon arc for weapons using this firing point.
Firing Point # Arc End	The ending weapon arc for weapons using this firing point.
Number Of Engine Points	The number of engine points on the model. Each engine point will get a glow.
Engine Point # X	The X position on the model of the engine point.
Engine Point # Y	The Y position on the model of the engine point.
Engine Point # Z	The Z position on the model of the engine point.
Engine Point # Glow Offset X	The X offset from the engine point for the glow.
Engine Point # Glow Offset Y	The Y offset from the engine point for the glow.
Engine Point # Glow Offset Z	The Z offset from the engine point for the glow.
Engine Point # Glow Color	The RGB color of the glow.
Engine Point # Glow Radius	The radius of the engine glow.
Number Of Lights	The number of lights on this model. Lights are of the blinking variety used on cargo.

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Light Point # X	The X position of the light point.
Light Point # Y	The Y position of the light point.
Light Point # Z	The Z position of the light point.
-- File: Speech_XXXX.txt	
Header Record	
(None)	
Body Records	
Friend Type	The type of the current target. Allowed values are: Any - Any type of target. Friend - A target who is a friend to this ship. Enemy - An enemy to this ship. Player - The target is the player.
Source Target Types	What type of target type this ship is. Allowed values are: Ship, Base, Fighter, Satellite.
Target Target Types	What type of target type this target ship is. Allowed values are: Ship, Base, Fighter, Satellite.
Specific Target Race	A list of the races that the target ship is.
Number of Speeches	The number of speeches that this ship can give.
Speech # Event	The type of event that is going on. Allowed values are: Nearby - The other ship is nearby. In Combat With - The two ships are in combat. Taking Shield/Armor Damage - The current ship is taking shield or armor damage. Taking Internal Damage - The current ship is taking internal damage. Almost Dead - The current ship is almost dead. Death Spin - The current ship is in its death spin. Firing Beam On Target - The current ship is firing a beam on the target. Firing Torpedo On Target - The current ship is firing a torpedo on the target.
Speech # Text	The actual text of the speech. There may be flags in this text that will be replaced. Allowed flags are: [%SourceShipName%] - Source Ship Name [%SourceShipClass%] - Source Ship Class [%SourceRace%] - Source Ship Race Name [%TargetShipName%] - Target Ship Name [%TargetShipClass%] - Target Ship Class [%TargetRace%] - Target Ship Race Name [%SystemName%] - Current System Name
Speech # Chance	The percent chance that this speech will actually be given.
-- File: StellarObjectType_Asteroids_*.txt	
Header Record	
(None)	
Body Records	
Stellar Object Type Name	The stellar object type name. Referenced in the Maps files.
Field Spread	The radius of the spread of the asteroid field.
Number Of Asteroids Present Min	The minimum number of asteroids that might be present.
Number Of Asteroids Present Max	The maximum number of asteroids that might be present.
Number Of Field Space Object XFiles	The number of Xfiles that are used as asteroids. For each asteroid, one of the xfiles in the list will be randomly chosen.
Field Space Object XFile # Name	The Xfile class name from the SpaceObjects_XFiles file.
-- File: StellarObjectType_Nebulae_*.txt	
Header Record	
(None)	
Body Records	
Stellar Object Type Name	The stellar object type name. Referenced in the Maps files.
Cloud Filename	The bitmap filename for the clouds of the nebulae.
Cloud Size Radius Min	The minimum radius of each cloud.
Cloud Size Radius Max	The maximum radius of each cloud.
Cloud Orbit Radius	The orbit radius of the clouds around the center.
Cloud Orbit Max Height Radius	The maximum height over or under the solar system plane for clouds.
Cloud Orbit Speed Min	The minimum orbit speed of clouds.
Cloud Orbit Speed Max	The maximum orbit speed of clouds.
Cloud Fade Rate	The rate at which clouds fade in and out.
Number Of Clouds Min	The minimum number of clouds in the nebulae.
Number Of Clouds Max	The maximum number of clouds in the nebulae.
Nebulae Type	Not used.
Number Of Sound Effects	The number of sound effects for this nebulae. One sound effect is randomly played every so

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	often.
Sound Effect # Name	The sound effect name from the SoundEffects file.