

PROPERTY	DESCRIPTION
//Carrier Air Wing Definition File	Comment - starts with //
[Title_0]	[Title_X] section, used to denote the wing's properties
title=CVW_11_2017	Title of the Air Wing. This is used in the Carrier Configuration File to assign a wing to a carrier
Designator=CVW-11	Designator of the wing
TailCode=NH	Tailcode of the wing. NH is for Pacific Fleet, USS Nimitz
[Squadron_1]	[Squadron_X] section. Numbering begins at 1
Designator=VFA-154	Squadron Designator, which is also used to assign the squadron a role
Name=Black Knights	Name of the squadron
Callsign=Knight	Callsign for ATC use
Modex=100	Modex number
NumAircraft=12	Number of aircraft available in the squadron
SideNumbers=0,1,2,3,4,5,6,7,10,11,12,13	Modex side numbers, separated by comma. The side number will be Modex+Side, resulting in 100, 101, 102 etc. In USN aircraft, numbers 8 & 9 are omitted due to technical limitations that appeared in the 1970s
NumPilots=15	Number of pilots in the squadron's roster. For future use.
NumNFOs=15	Number of NFOs in the squadron. For future use
RecoveryOrder=1	Order in which the squadron recovered. Note that squadrons with same aircraft type will normally use the same number, and that COD and Helicopters do not use this field
CanBeTanker=true	Denotes whether the aircraft can be used as a tanker
SimObjectNamePrefix=SWS AI F/A-18F	AI Aircraft title prefix, for future use. AI Aircraft names are constructed from three parts: SimObjectNamePrefix+Designator+(Modex+SideNumbers). Therefore, an AI Aircraft from VFA-154 would be titled SWS AI F/A-18F VFA-154 103
StaticNamePrefix=SWS Static F/A-18F	Identical to the AI aircraft format, used for static aircraft that are placed with the Dynamic Deck Editor
Logo=SQN_VFA154.PNG	Squadron logo in .png format. Transparency is supported through alpha and pure black (0,0,0).
AircraftType=0	Aircraft icon that will be used on the Dynamic Deck Editor, as defined in AircraftTypes.cfg under ConfigApp\Aircraft Icons