

PROPERTY	DESCRIPTION
//Vehicle Fleet config file	Comment - starts with //
[Title_0]	[Title_X] section
title=CVN_68 vehicles	Title of the vehicle fleet. This is used in the Carrier Configuration File to assign vehicles & crew to a carrier
PixelsToMeters=0.0276	PixelsToMeters ration is used to accurately size and place aircraft on the Ouija Board and the deck. For example, the tilly png is 631px long, which multiplied by 0.0276 means that it is approximately 17.41m in length. Must be uniform for all objects in the file.
[Class_4]	[Class_X] entry
Logo=CEX_Gauge_Place_Tilly_Default.png	Picture used on the Object Placement List of the Dynamic Deck Editor.
simObject_1=CVCC AS32A-35	Title of the SimObject that will be placed. In this example, the modern Tilly crane is selected
image_1=Tilly_AS32A-35.png	Top-down image of the SimObject, for use in the Dynamic Deck Editor
[Class_1]	[Class_X] entry. This class is used to place AS-32 deck trucks on the USS Nimitz
Logo=CEX_Gauge_Place_Vehicles_Default.png	Picture used on the Object Placement List of the Dynamic Deck Editor.
SimObject_1=Deck vehicle CVN-68 static 1	Title of the SimObject that will be placed. In this example, various tow truck scenes are declared for use with the Dynamic Deck Editor
image_1=deck_truck_modern_01.png	Top-down image of the SimObject, for use in the Dynamic Deck Editor
SimObject_2=Deck vehicle CVN-68 static 2	
image_2=deck_truck_modern_02.png	
SimObject_3=Deck vehicle CVN-68 static 3	
image_3=deck_truck_modern_03.png	
SimObject_4=Deck vehicle CVN-68 static 6	
image_4=deck_truck_modern_06.png	
SimObject_5=Deck vehicle CVN-68 static 7	
image_5=deck_truck_modern_07.png	
[Class_2]	[Class_X] entry. This class is used to place Forklifts on the USS Nimitz
Logo=CEX_Gauge_Place_Forklifts.png	Picture used on the Object Placement List of the Dynamic Deck Editor.
SimObject_1=Deck vehicle CVN-68 static 4	Title of the SimObject that will be placed. In this example, various Forklift scenes are declared for use with the Dynamic Deck Editor
image_1=deck_truck_modern_04.png	Top-down image of the SimObject, for use in the Dynamic Deck Editor
SimObject_2=Deck vehicle CVN-68 static 5	
image_2=deck_truck_modern_05.png	
[Class_3]	[Class_X] entry. This class is used to place crew on the USS Nimitz
Logo=CEX_Gauge_Place_Crew_Default.png	Picture used on the Object Placement List of the Dynamic Deck Editor.
SimObject_1=Deck crew modern 1	Title of the SimObject that will be placed. In this example, groups of crew are declared for use with the Dynamic Deck Editor.
image_1=crew_modern_01.png	Top-down image of the SimObject, for use in the Dynamic Deck Editor
SimObject_2=Deck crew modern 2	
image_2=crew_modern_02.png	
SimObject_3=Deck crew modern 3	
image_3=crew_modern_03.png	
SimObject_4=Deck crew modern 4	
image_4=crew_modern_04.png	
SimObject_5=Deck crew modern 5	
image_5=crew_modern_05.png	
SimObject_6=Deck crew modern 6	