

These eight numbers tell the program everything there is to know about the shape. These eight are in four pairs:

The first pair of numbers designate the **CLASS** of the object.

The second pair of numbers designate the **TYPE** of the object.

The third pair of numbers designate the **DETAIL** of the object.

The fourth (and last) pair of numbers designate the **SQUADRON** of the object (used only for planes).

in short: CC|TT|DD|SS.

cc: Object IDs

## Class

03 - Aircraft

06 - Vehicles

07 - Air Defenses

08 - Ground Forces

09 - Structures

## Vehicle Types 06

[06](#)            [00 - AA Truck](#)

[06](#)            [01 - Truck 1](#)

[06](#)            [02 - Truck 2](#)

[06](#)            [03 - Staff Car](#)

[06](#)            [04 - Ambulance](#)

[06](#)            [05 - Train, 2-end Engine](#)

[06](#)            [06 - Train, Normal Engine](#)

[06](#)            [07 - Train, Gray Boxcar](#)

[06](#)            [08 - Train, Brown Boxcar](#)

[06](#)            [09 - Train, Coal Car](#)

[06](#)            [0a - Train, Passenger Car](#)

[06](#)            [0c - Train, Flat Car](#)

[06](#)            [0d - Tank, Large Allied](#)

[06](#)            [0e - Tank, Large German](#)

[06](#)            [0f - Tank, Small Allied](#)

[06](#)            [10 - Tank, Small German](#)

## Air Defense Types 07

[07](#)            [04 - Observation Tower](#)

[07](#)            [06 - Flak Gun, Allied](#)

[07](#)            [07 - Flak Gun, German](#)

## Ground Forces Types 08

[08](#)            [01 - MG Nest, Allied](#)

[08](#)            [02 - Artillery, Allied](#)

[08](#)            [04 - Slit Trench](#)

08 05 - MG Nest, German  
 08 06 - Observation Point  
[08 07 - Observation Balloon, Allied](#)  
[08 08 - Observation Balloon, German](#)  
[08 09 - Artillery, German](#)

**Structures Types 09** sorry , no .3ds files are available for these

09 00 - Warehouse  
 09 01 - Green Tent  
 09 02 - Hangar, Large  
 09 03 - Hangar, Small  
 09 04 - Barracks  
 09 05 - Zeppelin Hanger , not enabled in game , but the files are in rb.vol  
 09 06 - Church  
 09 07 - Town Building 1  
 09 08 - Town Building 2  
 09 09 - Town BUilding 3  
 09 0a - Farm House  
 09 0b - Barn  
 09 0d - Shack  
 09 10 - Bridge, Road Ramp  
 09 12 - Train Station  
 09 1b - Factory  
 09 1d - Manor House  
 09 1e - Cement Bunker  
 09 1f - Wood Bunker  
 09 22 - Bridge, Road Center  
 09 23 - Bridge, Steel Sides  
 09 24 - Bridge, Column  
 09 25 - Bridge, Rail Center  
 09 26 - Bridge, Rail Ramp

**Aircraft Types Flyable AC type ID in decimal (used in paintcfg.ini)**

[03 00 - Fokker E.3](#) 00  
[03 01 - Aviatik C.1](#)  
[03 02 - Albatros C.3](#) 02  
[03 03 - Roland CL.2](#)  
[03 04 - Albatros D.2](#) 04  
[03 05 - Halberstadt D.2](#) 05  
[03 06 - Albatros D.3](#) 06  
[03 07 - Rumpler C.4](#)  
[03 08 - Albatros D.Va](#) 08  
[03 09 - Gotha G.4](#)  
[03 0a - Fokker Dr.1](#) 10  
[03 0b - Hannover CL.3](#)  
[03 0c - Pfalz D.3](#) 12  
[03 0d - Halberstadt CL.2](#)

03	0e - unused , intended for LVG	
03	<u>0f - Fokker D.7</u>	15
03	<u>10 - Pfalz D.12</u>	16
03	11 - unused , intended for Zeppelin	
03	12 - German Balloon	
03	<u>13 - Morane Saulnier</u>	19
03	<u>14 - Nieuport 11</u>	20
03	<u>15 - Nieuport 17</u>	21
03	16 - unused , intended for Caudron G IV	
03	<u>17 - Spad 7</u>	23
03	<u>18 - Nieuport 24</u>	24
03	<u>19 - Salmson 2a2</u>	
03	<u>1a - Breguet 14</u>	
03	<u>1b - Spad 13</u>	27
03	<u>1c - Nieuport 28</u>	28
03	<u>1d - B.E.2e</u>	
03	<u>1e - D.H.2</u>	30
03	<u>1f - F.E.2b</u>	
03	<u>20 - Sopwith Strutter 1.5</u>	
03	<u>21 - Sopwith Pup</u>	33
03	<u>22 - Sopwith Triplane</u>	34
03	<u>23 - R.E.8</u>	
03	<u>24 - Sopwith Camel</u>	36
03	<u>25 - S.E.5a</u>	37
03	<u>26 - D.H.4</u>	
03	<u>27 - Hadley Page 0/400</u>	
03	<u>28 - Sopwith Snipe</u>	40
03	29 - Allied Balloon	
03	<u>2a - Bristol Fighter</u>	

## Detail

0X parts.... also visible in slew

w wing

whl wheel

el elevator

rud rudder

fus fuselage

S slew

b bottom surface

t top surface

u high wing above fus  
m middle wing level with fus ( mono's, triplanes )  
l lower wing under fus  
o Ok(undamaged :)  
d damaged

**00** FUS fuselage  
**01** UWT upper wing top (unused???)  
**02** UWB upper wing bottom  
**03** MWT (mono planes, dr1, sop tri???)  
**04** MWB middle wing bottom  
**05** LWT lower wing top  
**06** LWB lower wing bottom (unused???)  
**07** RUD rudder  
**08** WHL wheel  
**09** ELT elevator top surface (?)  
**0A** ELB elevator bottom surface  
**0B** ??  
**0C** ??  
**0D** UWBO upper wing bottom ok non slew (?) ('F1')  
**0E** UWBD upper wing bottom damaged non slew