

000 094 CrimeaBarnStucco CrimeaBarnStuccoW	001 095 CrimeaBarnWood CrimeaBarnWoodW	002 --- CrimeaChurch	003 096 CrimeaFarm CrimeaFarmW	004 097 CrimeaHouse1 CrimeaHouse1W
005 098 CrimeaHouse3 CrimeaHouse3W	006 099 CrimeaHouseBig CrimeaHouseBigW	007 --- CrimeaBahchisarai	008 --- LastochkinoGnezdo	009 --- CrimeaEagle ---
010 --- CrimeaRock1 ---	011 --- SevastopolFortress1 ---	012 --- SevastopolFortress2 ---	013 --- SevastopolQuay ---	014 --- SudakFortressGates ---
015 --- SudakFortressTower ---	016 --- SudakFortressWall ---	017 --- CAENCASTLE1 ---	018 --- CAENCASTLE2 ---	019 --- CAENCASTLE3 ---
020 --- CAENCASTLE4 ---	021 --- CAENCASTLE5 ---	022 --- CAENCASTLE6 ---	023 --- CAENCASTLE7 ---	024 --- S_CASTLE ---

005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists)
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IL2 1946

Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

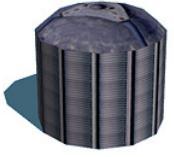
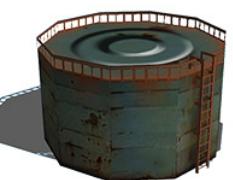
025 --- Reichstag ---	026 --- BerlinGates ---	027 --- BerlinStella ---	028 --- GermanyCityBlock1 ---	029 --- GermanyCityBlock2 ---
030 111 GermanyCityHouse1 +W	031 112 GermanyCityHouse2 +W	032 100 GermanyCityHouse3 +W	033 101 GermanyCityHouse4 +W	034 102 GermanyCityHouse5 +W
035 103 GermanyCityHouse6 +W	036 104 GermanyCityHouse7 +W	037 083 GermanyCityOldHouse +W	038 107 GermanyCountryHouse1 +W	039 108 GermanyCountryHouse3 +W
040 105 GermanyCountryBarn +W	041 106 GermanyBigCountryHouse +W	042 109 GermanyCountryChurch +W	043 110 GermanyFarm +W	044 --- GermanyMill ---
045 080 RussiaCityHouse1 +W	046 081 RussiaCityHouse2 +W	047 082 RussiaCityHouse3 +W	048 --- Lenin ---	049 084 RussiaClutterMoscow1 +W

005	Objectnumber
098 CrimeaHouse3 CrimeaHouse3W	Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW

IL2 1946

Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

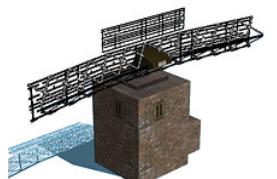
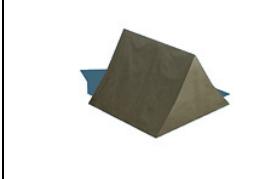
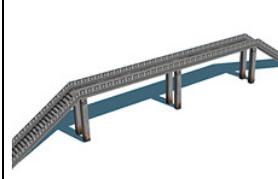
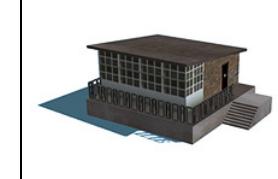
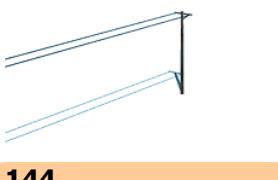
Wingerb9

				
050 085 (no snow at roof) RussiaClutterMoscow2 +W	051 086 RussiaClutterMoscow3 +W	052 087 RussiaClutterMoscow4 +W	053 088 RussiaCountryHouse1 +W	054 089 RussiaCountryHouse3 +W
				
055 090 RussiaCountryBigHouse +W	056 091 RussiaCountryBarn +W	057 092 RussiaCountryChurch +W	058 093 RussiaSortir +W	059 --- RussiaBigCultHouse ---
				
060 --- IndustrialFactory Construction1 ---	061 --- IndustrialFactory Chimney1 ---	062 113 IndustrialFactory Tank1 +W	063 114 IndustrialFactory House1 +W	064 115 IndustrialFactory WarenHouse1 +W
				
065 116 AirdromeBarrelBlock1 +W	066 117 AirdromeBarrelBlock2 +W	067 118 AirdromeHangarT1S1 +W	068 119 AirdromeHangar1 +W	069 120 AirdromeHangar2 +W
				
070 121 AirdromeTank1 +W	071 122 AirdromeFuelTank +W	072 123 AirdromeBarrack +W	073 124 AirdromeControlTowerBig +W	074 125 AirdromeControlTowerSmall +W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			

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Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

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075 126 AirdromeMaskingnet +W	076 --- AirdromeRadar1 ---	077 127 Tent_Pup_US Tent_PupW_US	078 128 Tent_Pyramid_US Tent_PyramidW_US	079 129 Tent_HQ_US Tent_HQW_US
				
130 136 RussiaRailStation +W	131 137 RailBigStation +W	132 138 RailPassage +W	133 --- RailSemafor ---	134 139 RailCrossroadHouse +W
				
135 --- RailShlagbaum ---	140 same as 141 --- PortBaseSegment ---	141 same as 140 --- PortBaseSmallSegment ---	142 --- PortFloor ---	143 --- PortLightHouse ---
				
144 --- FurniturePole ---	145 --- FurniturePole_no_wire ---	146 151 Furniture20mm_Flak_Pos +_W	147 152 Furniture20mm_Flak_Pos1 +_W	148 153 Furniture20mm_Flak_Pos2 +_W
				
149 154 FurnitureBunker_Omaha +_W	150 155 FurnitureObserv_Bunker +_W	156 --- FurnitureSandbag_Wall ---	157 --- FurnitureSandbags_Round ---	158 identical with 160 --- FurnitureFenceLongLand ---
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			

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Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

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159 identical with 161 --- FurnitureFenceLongVert ---	160 identical with 158 --- FurnitureFenceShortLand ---	161 identical with 159 --- FurnitureFenceShortVert ---	162 same as 163 --- FurnitureGermanyCountryFenceLand ---	163 same as 162 --- FurnitureGermanyCountryFenceVert ---
164 --- FurnitureTree2 ---	165 166 FurnitureTreeLine +W	167 --- FurnitureTreeBroad1 ---	168 --- FurniturePalmAg1 ---	169 --- FurniturePalmAg2 ---
170 --- FurniturePalmBg1 ---	171 --- FurniturePalmBg2 ---	172 --- FurniturePalmAs1 ---	173 --- FurniturePalmAs2 ---	174 --- FurniturePalmBs1 ---
175 --- FurniturePalmBs2 ---	176 --- GermanyFlag ---	177 --- DBmbTargetRing ---	178 --- BannerSR ---	179 --- BannerSW ---
180 --- BannerLR ---	181 --- BannerLW ---	182 --- VehicleGAZ67 ---	183 --- VehicleGAZ67t ---	184 --- VehicleM1Black ---
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



185 --- VehicleM1Green ---	186 --- VehicleOpelBlitz36s ---	187 --- VehicleOpelBlitz6700 A_medic_summer ---	188 --- VehicleOpelBlitz6700 A_medic_winter ---	189 --- VehicleOpelBlitz6700 A_radio ---
190 --- VehicleOpelBlitz6700 A_summer ---	191 --- VehicleOpelBlitz6700 A_winter ---	192 --- TrainCargo ---	193 --- TrainOilTank ---	194 --- TrainPlatform1 ---
195 --- TrainPlatform2 ---	196 --- TrainPlatform3 ---	197 --- TrainWagon ---	198 --- TrainPRVZ 1 ---	199 --- TrainPRVZ_B ---
200 --- TrainPRVZb ---	201 --- TrainPRVZb_B ---	202 --- TrainMBV2 ---	203 235 RussiaPiterHouse1 +W	204 236 RussiaPiterHouse2 +W
205 237 RussiaPiterHouse3 +W	206 238 RussiaPiterHouse4 +W	207 239 RussiaPiterHouse5 +W	208 240 RussiaPiterHouse6 +W	209 241 RussiaPiterHouse7 +W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



210 --- RussiaPiterZimnSpire ---	211 242 RussiaPiterZimni +W	212 243 RussiaPiterZimniGate +W	213 244 RussiaPiterKazanski +W	214 245 RussiaPiterIsaki +W
215 246 RussiaPiterAdmiralteistvo +W	216 247 RussiaPiterBirzha +W	217 --- RussiaPiterRastral ---	218 248 RussiaPiterPeterhof +W	219 249 RussiaPiterDvortsovi BridgeCenter +W
220 250 RussiaPiterDvortsovi BridgeLeft +W	221 251 RussiaPiterDvortsovi BridgeRight +W	222 252 RussiaPiterStrelka Bridge +W	223 253 RussiaPiterTroitski BridgeMidLeft +W	224 254 RussiaPiterTroitski BridgeMidRight +W
225 255 RussiaPiterTroitski BridgeLeft +W	226 256 RussiaPiterTroitski BridgeRight +W	227 257 RussiaPiterSmallBridge +W	228 258 RussiaPiterSmallAdd Bridge +W	229 259 RussiaPiterNaber30m +W
230 260 RussiaPiterNaber50m +W	231 261 RussiaPiterNaber100m +W			
232 262 RussiaPiterNaber200m +W	233 263 RussiaPiterNaberL +W	234 264 RussiaPiterNaberR +W		
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



265 272 PiterPetropavlNE PiterWPetropavlNE	266 273 PiterPetropavlNW PiterWPetropavlNW	267 274 PiterPetropavlSE PiterWPetropavlSE	268 275 PiterPetropavlSW PiterWPetropavlSW	269 276 PiterPetropavlWallE PiterWPetropavlWallE
270 277 PiterPetropavlWallW PiterWPetropavlWallW	271 278 PiterPetropavlSpire PiterWPetropavlSpire	279 295 KronstadtSobor +W	280 296 KronstadtFortAlex +W	281 297 KronstadtFortKronslot +W
282 298 KronstadtFortKronslot1 +W	283 299 KronstadtFortTotleben +W	284 300 KronstadtFortTotleben1 +W	285 301 KronstadtFortTotleben2 +W	286 302 KronstadtFort01 +W
287 303 KronstWall1 WinterKronstWall1	288 304 KronstWall2 WinterKronstWall2	289 305 KronstWall3 WinterKronstWall3	290 306 KronstWall4 WinterKronstWall4	291 307 KronstWall5 WinterKronstWall5
292 308 KronstWall6 WinterKronstWall6	293 309 KronstWall7 WinterKronstWall7	294 310 KronstWall8 WinterKronstWall8	311 331 FinlandCityHouse1 +W	312 332 FinlandCityHouse2 +W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			

313 333 FinlandCityHouse3 +W	314 334 FinlandCityHouse4 +W	315 335 FinlandCityHouse5 +W	316 336 FinlandCityHouse6 +W	317 337 FinlandCityHouse7 +W
318 338 FinlandCountryChurch +W	319 339 FinlandCountryBarn +W	320 340 (no snow !!) FinlandCountryFarm +W	321 341 FinlandCountryBigHouse +W	322 342 FinlandCountryHouse1 +W
323 343 FinlandCountryHouse3 +W	324 --- FinlandHelsinkiAirport ---	325 --- FinlandHelsinkiParliament ---	326 344 FinlandHelsinkiStadium +W	327 --- FinlandHelsinkiUspenski Temple ---
328 345 FinlandHelsinkiSuurkirkko +W	329 346 FinlandHelsinki RailwayStation +W	330 347 FinlandHangar +W	348 --- RacingPoleRed ---	349 --- RacingPoleBlue ---
350 --- RacingPoleStart ---	351 --- RacingPoleFinish ---	352 --- BeachObstacleA ---	353 --- BeachObstacleB ---	354 --- BlastPen ---
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



355 Bunker1	356 Bunker2	357 Bunker3	358 Bunker4	359 Bunker5

360 Bunker6	361 Bunker7	362 Bunker8	363 Cablehouse	364 FlagJarmy

365 FlagJnavy	366 FlagUS	367 HangarLG	368 Hangarmed	369 HangarPBY

370 Henderspagoda	371 Henderstower	372 Hickhamsign	373 Hickhammir	374 HQ_JP01

375 HQ_JP02	376 HQ_US	377 JASIGN1	378 JASIGN25	379 JASIGN3

380 JASIGN4	381 JASIGN5	382 pillbox	383 shacks	384 BP_Concrete

005 CrimeaHouse3	Objectnumber Name for object in .mis file <i>No winter object for all</i>
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Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

385 BP_Earth	386 GunPos_1	387 GunPos_Square	388 Hangar_Med2	389 Housepacif1

390 Housepacif2	391 Housepacif3	392 Housepacif4	393 Housepacif5	394 80mm_Mortar

395 Bamboo_barrack	396 Bamboo_hut_3	397 BlastPen5sides	398 BlastpenGrass	399 Control_tower

400 Longbarrack	401 Metal_hut	402 PacificHouse1	403 PacificHouse2	404 PacificHouse4

405 PacificHouse6	406 Water_Tower	407 Red_Gate	408 RHouse1	409 RHouse2

410 SM_Temple	411 Pagoda	412 AlohaTwr	413 CHouse01	414 CHouse02

005 CrimeaHouse3	Objectnumber Name for object in .mis file <i>No winter object for all</i>
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IL2 1946

Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

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415 --- Factory ---	416 --- LG_Temple ---	417 --- Bridge_Prim ---	418 --- DummyPlane1 ---	419 --- DummyPlane2 ---
420 --- DummyPlane3 ---	421 --- DummyPlane4 ---	422 --- DummyPlane5 ---	423 --- DummyGun ---	424 --- DeadTree1 ---
425 --- LargeCrane1 ---	426 --- SmallCrane ---	427 --- RuralHouse3 ---	428 --- V-2_Mobile ---	429 --- V-2_Pad ---
430 --- Mortar_Jap ---	431 --- Mortar_UK ---	432 437 RussiaDummyflak +_W	433 438 RussiaDummygun2 +_W	434 439 RussiaDummyplaneG +_W
435 440 RussiaDummyplaneR +_W	436 441 RussiaDummytank1 +_W	442 468 RussiaKievandreevska +_W	443 469 RussiaKievCstation +_W	444 470 RussiaKievGenr_Temple +_W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			

IL2 1946

Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

Wingerb9

				
445 471 RussiaKievHangar_Lrge +_W	446 472 RussiaKievLavra_Gates +_W	447 473 RussiaKievLavra_kolok +_W	448 474 RussiaKievLavra_sobor +_W	449 475 RussiaKievMarinsky +_W
				
450 476 RussiaKievMill_K_1 +_W	451 477 RussiaKievRural_01 +_W	452 478 RussiaKievRural_02 +_W	453 479 RussiaKievRural_03 +_W	454 480 RussiaKievRural_04 +_W
				
455 481 RussiaKievSofia_btower +_W	456 482 RussiaKievSofia_cathdr +_W	457 483 RussiaKievUniversit +_W	458 484 RussiaKievUrban_01 +_W	459 485 RussiaKievUrban_02 +_W
				
460 486 RussiaKievUrban_03 +_W	461 487 RussiaKievUrban_04 +_W	462 488 RussiaKievVladimirsky +_W	463 489 the same as No. 432 the same as No. 437	464 490 the same as No. 433 the same as No. 438
				
465 491 the same as No. 434 the same as No. 439	466 492 the same as No. 435 the same as No. 440	467 493 the same as No. 436 the same as No. 441	494 --- NorwayBoat_house_02 ---	495 --- NorwayHellisoy_lighths ---
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +_W winter object name = object nameW			

496 --- NorwayHerdla_church ---	497 --- Norwaynorw_barn_01 ---	498 --- Norwaynorw_barn_02 ---	499 --- Norwaynorw_barn_03 ---	500 --- Norwaynorw_house_01 ---
501 --- Norwaynorw_house_02 ---	502 --- Norwaynorw_house_03 ---	503 --- Norwaynorw_house_04 ---	504 --- Norwaynorw_house_05 ---	505 --- Norwaynorw_shed_01 ---
506 --- NorwayQuay_01 ---	507 --- NorwayQuay_02 ---	508 --- NorwaySlotteroy_lighths ---	509 --- Norwaystorehouse_01 ---	510 --- Norwaystorehouse_02 ---
511 --- Norwayairshelter_01 ---	512 --- Norwayairshelter_02 ---	513 --- orwayGerman_barrack ---	514 --- NorwayHerdla_hangar_01 ---	515 --- Norwaysplinterbox_01 ---
516 --- Norwaysplinterbox_02 ---	517 --- BurmaPagoa_01 ---	518 570 46ATTtrench1 +W	519 571 46ATTtrench2 +W	520 572 46GunTrench +W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



521 573 46MGTrench +W	522 574 46Trench1 +W	523 575 46Trench2 +W	524 576 46Trench3 +W	525 577 46Trench4 +W
526 578 46Trench5 +W	527 579 46Trench6 +W	528 580 46Trench7 +W	529 581 46Trench8 +W	530 582 46Bomb1 +W
531 --- 46Bomb2 ---	532 583 46BoxCoverBig +W	533 584 46BoxCoverMed +W	534 --- 46BwireWall1 ---	535 --- 46BwireWall2 ---
536 --- 46BwireWall3 ---	537 --- 46BwireWall4	538 585 46ConcrWall1 +W	539 586 46ConcrWall2 +W	540 587 46ConcrWall3 +W
541 588 46ConcrWall4 +W	542 589 46StoneWall1 +W	543 590 46StoneWall2 +W	544 591 46CraneBig1 +W	545 592 46Cart +W
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



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Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

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546 --- 46FTankCIV ---	547 593 46FTankDE	548 594 46FTankRU	549 --- 46Furniture ---	550 --- 46Radio ---
551 --- 46SteeLadder ---	552 --- 46WoodLadder ---	553 --- 46Tepliak ---	554 --- 46GRBoxes ---	555 --- 46JuBoxes ---
556 --- 46LWBoxes ---	557 --- 46TRBoxes ---	558 595 46Palette +_W	559 596 46GunCover1 +_W	560 597 46TankCover1 +_W
561 --- 46PlaneCover1 ---	562 598 46Lichter1 +_W	563 599 46Lichter2 +_W	564 --- 46Ponton ---	565 --- 46PtnPandus ---
566 600 46Warehouse +_W	567 601 46Watowe +_W	568 602 46MCycle +_W	569 --- 46BCycle ---	
005 098 CrimeaHouse3 CrimeaHouse3W	Objectnumber Number of according winter object (if exists) Name for object in .mis file Name for winter object in .mis file (if exists) / +W winter object name = object nameW			



603 Bojnice_01	604 Bojnice_02	605 BS_SZ_01	606 BS_SZ_02	607 Castle_Tower_01
608 Castle_Tower_02	609 Castle_Tower_03	610 Castle_Wall	611 Leopoldov_Fort_01	612 Leopoldov_Fort_02
613 Nitra_01	614 Nitra_02	615 Nitra_03	616 NovyZamok	617 Topolcany
618 Trencin	619 Zvolen_01	620 Zvolen_02	621 BS_Kalvaria	622 Nitra_Kalvaria
623 Drazovce	624 Zvonica	625 ChurchS_01	626 ChurchS_02	627 ChurchS_03
628 ChurchS_04	629 ChurchS_05	630 ChurchS_06	631 ChurchS_07	632 Chapel
628 CrimeaHouse3	Objectnumber 4.09 Beta Name for object in .mis file			



633 Cemetery_01	634 Cemetery_02	635 Cemetery_03	636 Cemetery_04	637 City_01
638 City_02	639 City_03	640 City_04	641 City_05	642 City_06
643 City_07	644 City_08	645 City_09	646 City_10	647 Rail_01
648 Rail_02	649 Rail_03	650 RuralS_01	651 RuralS_02	652 RuralS_03
653 RuralS_04	654 RuralS_05	655 RuralS_06	656 RuralS_07	657 RuralS_08
658 RuralS_09	659 RuralS_10	660 Urban_01	661 Urban_02	662 Urban_03
658 CrimeaHouse3	Objectnumber Name for object in .mis file			



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Object-Overview for Full Mission Builder V4.08 and the new V4.09 Beta

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663 Urban_04	664 Urban_05	665 Urban_06	666 Urban_07	667 Urban_08
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668 Urban_09	669 Urban_10	670 ToiletS_01	671 Misc_02	672 Misc_03
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673 Misc_04	674 Misc_05	675 Fence_01	676 Fence_02	677 Fence_03
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678 Fence_04	679 Wall_01	680 Wall_02	681 Wall_03	682 WellS_01
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683 WellS_02	684 WellS_03	685 Factory_01	686 Factory_02	687 Factory_03
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688 Factory_04	689 Factory_05	690 Factory_06	691 Factory_07	692 FTankS_01
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688 CrimeaHouse3	Objectnumber 4.09 Beta Name for object in .mis file
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693 FTankS_02	694 FTankS_03	695 Ruin_01	696 Ruin_02	697 Ruin_03
698 Ruin_04	699 Ruin_05	700 Ruin_06	701 Ruin_07	702 Ruin_08
703 Ruin_09	704 Ruin_10	705 Ruin_11	706 Ruin_12	707 3Duby_HQ
708 3Duby_Workshop	709 3Duby_Hangar_01	710 3Duby_Hangar_02	711 Hay_01	712 Hay_02
713 Hay_03	714 Hay_04	715 Spanish_Rider	716 TankObstacle1	717 TankObstacle2
718 TankObstacle3	719 KitchenDE	720 KitchenRU	721 Ruginoasa	722 Cetatea_Alba
688 CrimeaHouse3	Objectnumber 4.09 Beta Name for object in .mis file			



723 RumRural_01	724 RumRural_02	725 RumRural_03	726 Human_01	727 Human_02
728 Human_03	729 Human_04	730 Human_05	731 Human_06	732 Human_07
733 Human_08	734 Human_09	735 Human_10	736 Human_11	
688 CrimeaHouse3	Objectnumber 4.09 Beta Name for object in .mis file			

NOTE:

In the first degree I've made this overview for myself.
It's optimized for my own Canon S 520x printer.

It may be possible that this document is not correctly
printable with different printers models.

Please don't blame for that. Thanks.

For questions, hints, corrections feel free to contact me : Winger69@nord-com.net