

0.1 Resources

Resources convert from Vicky RGOs. In particular, the `crude_oil`, `metal`, `rare_materials`, and `energy` fields of `config.txt` regulate how much weight each Vicky resource has for the eponymous HoI resource; each RGO then has this weight (if not listed, it is zero) times its `last_income` field.

0.2 Manpower and leadership

All POPs listed in the `fightingClasses` object have a redistribution weight for manpower equal to their size, *unless* they work in an RGO type listed in the `manpower` object, in which case their weight is calculated as for a resource. Notice that by default the `manpower` object contains RGOs that have nonzero weights for resource, and the weights in it are all zero. The effect is that labourers who work in resource-giving RGOs do not give manpower.

Leadership is redistributed according to the size of the POP types listed in the `officerClasses` object.

0.3 Industry

Vicky factories convert to HoI industrial capacity with a weight proportional to their profit; the world total of IC remains what it is in the input file. Unemployed and subsidised workers count as making `minimumProfitRate` for weighting purposes, but the IC they create starts damaged. Employed workers who make a positive profit less than `minimumProfitRate` count as making it; this means that it is never useful to close a profitable factory, though there is some advantage to having factories that are only just barely profitable.