

Description / "Class name"	
0. Empty / "Empty"	59. BLUFOR - Motorized Infantry / "b_motor_inf"
1. Objective / "Flag"	60. OPFOR - Motorized Infantry / "o_motor_inf"
2. Flag / "Flag"	61. Neutral - Motorized Infantry / "n_motor_inf"
3. Dot / "Dot"	62. BLUFOR - Mechanized Infantry / "b_mech_inf"
4. Destroy / "Destroy"	63. OPFOR - Mechanized Infantry / "o_mech_inf"
5. Start / "Start"	64. Neutral - Mechanized Infantry / "n_mech_inf"
6. End / "End"	65. BLUFOR - Armor / "b_armor"
7. Warning / "Warning"	66. OPFOR - Armor / "o_armor"
8. Join / "Join"	67. Neutral - Armor / "n_armor"
9. Pick Up / "Pickup"	68. BLUFOR - Recon / "b_recon"
10. Unknown / "Unknown"	69. OPFOR - Recon / "o_recon"
11. Marker / "Marker"	70. Neutral - Recon / "n_recon"
12. Arrow / "Arrow"	71. BLUFOR - Helicopter / "b_air"
13. Objective / "mil_objective"	72. OPFOR - Helicopter / "o_air"
14. Marker / "mil_marker"	73. Neutral - Helicopter / "n_air"
15. Flag / "mil_flag"	74. BLUFOR - Plane / "b_plane"
16. Arrow / "mil_arrow"	75. OPFOR - Plane / "o_plane"
17. Arrow (filled) / "mil_arrow2"	76. Neutral - Plane / "n_plane"
18. Ambush / "mil_ambush"	77. BLUFOR - UAV / "b_uav"
19. Destroy / "mil_destroy"	78. OPFOR - UAV / "o_uav"
20. Start / "mil_start"	79. Neutral - UAV / "n_uav"
21. End / "mil_end"	80. BLUFOR - Medical / "b_med"
22. Pick Up / "mil_pickup"	81. OPFOR - Medical / "o_med"
23. Join / "mil_join"	82. Neutral - Medical / "n_med"
24. Warning / "mil_warning"	83. BLUFOR - Artillery / "b_art"
25. Unknown / "mil_unknown"	84. OPFOR - Artillery / "o_art"
26. Circle / "mil_circle"	85. Neutral - Artillery / "n_art"
27. Dot / "mil_dot"	86. Artillery symbol / "x_art"
28. Square / "mil_box"	87. BLUFOR - Mortar / "b_mortar"
29. Triangle / "mil_triangle"	88. OPFOR - Mortar / "o_mortar"
30. Objective / "hd_objective"	89. Neutral - Mortar / "n_mortar"
31. Flag / "hd_flag"	90. Mortar symbol / "x_mortar"
32. Arrow / "hd_arrow"	91. BLUFOR - HQ / "b_hq"
33. Ambush / "hd_ambush"	92. OPFOR - HQ / "o_hq"
34. Destroy / "hd_destroy"	93. Neutral - HQ / "n_hq"
35. Start / "hd_start"	94. BLUFOR - Support / "b_support"
36. End / "hd_end"	95. OPFOR - Support / "o_support"
37. Pick Up / "hd_pickup"	96. Neutral - Support / "n_support"
38. Join / "hd_join"	97. BLUFOR - Maintenance / "b_maint"
39. Warning / "hd_warning"	98. OPFOR - Maintenance / "o_maint"
40. Unknown / "hd_unknown"	99. Neutral - Maintenance / "n_maint"
41. Dot / "hd_dot"	100. BLUFOR - Service / "b_service"
42. Select / "Select"	101. OPFOR - Service / "o_service"
49. NATO_base / "NATO_base"	102. Neutral - Service / "n_service"
50. BLUFOR - Empty / "b_empty"	103. Group size - Fire Team / "group_0"
51. OPFOR - Empty / "o_empty"	104. Group size - Section / "group_1"
52. Neutral - Empty / "n_empty"	105. Group size - Section / "group_2"
53. BLUFOR - Unknown / "b_unknown"	106. Group size - Platoon / "group_3"
54. OPFOR - Unknown / "o_unknown"	107. Group size - Company / "group_4"
55. Neutral - Unknown / "n_unknown"	108. Group size - Battalion / "group_5"
56. BLUFOR - Infantry / "b_inf"	109. Group size - Regiment / "group_6"
57. OPFOR - Infantry / "o_inf"	110. Group size - Brigade / "group_7"
58. Neutral - Infantry / "n_inf"	111. Group size - Division / "group_8"
	112. Group size - Corps / "group_9"
	113. Group size - Army / "group_10"
	114. Group size - Army Group / "group_11"
	115. Waypoint / "waypoint"
	116. Selector - Selectable / "selector_selectable"
	117. Selector - Selected Enemy / "selector_selectedEnemy"
	118. Selector - Selected Friendly / "selector_selectedFriendly"
	119. Selector - Selected Mission / "selector_selectedMission"
	120. H.Q. / "HQ"
	121. F.O.B. / "FOB"
	122. Airport / "Airport"
	123. Heliport / "Heliport"
	124. Artillery / "Artillery"
	125. Anti-Air / "AntiAir"
	126. City / "City"
	127. Strongpoint / "Strongpoint"
	128. Depot / "Depot"
	129. Fire Mission / "FireMission"
	130. Air Team / "AirTeam"
	131. Command Team / "CommandTeam"
	132. Headquarters / "Headquarters"
	133. Heavy Team / "HeavyTeam"
	134. Infantry Team / "InfantryTeam"
	135. Light Team / "LightTeam"
	136. Attack / "Attack"
	137. Move / "Move"
	138. Defend / "Defend"
	139. Vehicle / "Vehicle"
	140. Destroyed Vehicle / "DestroyedVehicle"
	141. Repair / "RepairVehicle"
	142. Salvage / "SalvageVehicle"
	143. Supply / "SupplyVehicle"
	144. Town... / "Town"
	145. Camp / "Camp"
	146. Tank / "Tank"
	147. Man / "Man"
	148. Air / "Air"
	149. Car / "Car"
	150. Boat / "Boat"