**WOFF 0 BH&HII Consolidated Custom Facilities Airfields Mod - JSGME ready and Installed by exe**

Created: 27 January 2024

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Version 2.7

**Changelog 2.7**

* This update applies a correction to the placement of Avelin airfield to remove trees blocking the approach to landing. These trees were causing an inordinate amount of aircraft crashes upon uproach.

**Changelog 2.6**

* The Woff release of version 1.18 included Revised Damaged airfield blending which seems to have had a negative impact on this mod. As a result this release corrects the problem which manifested itself as a square shadow anomaly around the damaged airfields in this mod.

**Changelog 2.5**

* The model " brickwall\_l2\_601m\_bois" used in the Boistrancourt airfield in the "WOFF 0 BH&HII - Consolidated Custom Facilities Airfields Mod was causing errors to be written to the users log, due to a faulty **".xdp**" file. The ".xdp" file has been recreated and is ok now in this release.

**Changelog 2.4**

* The model "g\_locomotive\_static" in the "WOFF 0 BH&HII - Consolidated Custom Facilities Airfields Mod V2.3" which was present in the Phalempin airfield was causing errors to be written to the users log, so it has been removed because the source for that model is not available to correct the problem.

**Changelog 2.3**

* This release has been modified to provide improved terrain textures for Filescamp and Izel les Hameaux airfields.

**Changelog 2.2**

* This release has been modified to be fully compatible with JJJ65’s “WOFF BH&HII Mission Editor (ME) and his BH&HII Historically Populated Airfields Mod”.

**Changelog 1.4**

- This release has corrections to the 1918+6 Periods “.csv” file for JJJ65’s Mission Editor. The header line was erroneously shuffled to the end of the file.

**Changelog 1.3**

- This release has corrections to the placement of a farm building that was erroneously placed on a road for certain ggeneric 1, 4, and 7 airfields; as well as corrected building locations on ageneric 8 airfields.

- Filescamp Farm airfield now has a new “Easter Egg” for adventurous historical types to find. It was referred to as “The Abode of Love” in the book “Open Cockpit” by Arthur Gold Lee.

**Changelog 1.2**

**‐ The 1918+6 Targets file had a corrupted entry causing a “not found” error for Filescamp airfield when registering a new pilot. The file was corrected.**

**Changelog 1.1**

**‐ The “Effects” directory has been removed from the mod as it is no longer required by the custom airfields. The mod will utilize the default BH&H II “Effects” directory.**

**- An “aircraft” directory has been restored to the mod as it was inadvertently omitted. It is required for displaying specific custom aircraft on some of the custom airfields.**

**Changelog 1.0**

**‐ First release – This mod installs the following mod into your WOFF mods folder for use by the JSGME application:**

**“WOFF 0 BH&HII – Consolidated Custom Airfields Mod”**

**This program installs the mod into the WOFF MODS folder for use with JSGME program. This program is a self extracting “.exe” program that installs the mod in the following folder:**

**Driveletter:\..path to ...\WOFF\MODS**

**By using JSGME mods you are ensuring that with one click you can easily remove or add a mod without having to be concerned with manually backing up original files, installing the new ones and having to reverse the process when you wish to remove a mod. It is a quick clean process for installation and removal and eliminates having to remember what was changed and where.**

**Requires:**

**JSGME program (JoneSoft Generic Mod Enabler Version 2.6) which is available at:**

[**http://www.overflandersfields.com/Downloads/3rd%20Party/JSGME%20ModEnabler%20from%20JoneSoft.zip**](http://www.overflandersfields.com/Downloads/3rd%20Party/JSGME%20ModEnabler%20from%20JoneSoft.zip) **(do CTRL + Left mouse click on the link to the left in order to launch it).**

Wings Over Flanders Fields which is available at:

<http://wingsoverflandersfields.com> **(do CTRL + Left mouse click on the link to the left in order to launch it).**

**Description:**

**This mod was set up to be a central repository of all custom airfields developed by the modders. The purpose being to allow you to load all that are available into WOFF BH&HII, at one time. It is intended to add more customizations to this mod as they become available.**

**Many thanks goes out to Panama Red for his discovery of a way to eliminate the need for multi-year periods mods as was required in the previous releases of Consolidated Mods.**

**In addition, he has added a significant amount of default French airfields which has not been done before.**

**This new mod does three main things:  
1. Populates all the existing airfields like the past WOFF Populated Airfields mods.  
2. Automatically advances the airfields through the three main time frames, Early War (1914-1916), Middle War (1917) and Late War (1918) years without you having to activate or deactivate the three time frame portions as in the past.  
3. Adds a completely new set of airfields to the game (French & American) that you can fly from and enjoy.  
  
The Front Line airfields are now divided into three groups who's facilities progress over time representing how the combatants air forces historically evolved:**

**1. Allied (British & French) in Flanders as the British poured vast amounts of resources into the RFC/RAF during the war to create a modern war machine rivaling none.**

**2. Germans in Flanders, Marne, Verdun and Alsace who could not grow as much as the Allies because of the Naval Blockade and their limited resources as the war dragged on.**

**3. French (French & American) in Marne, Verdun and Alsace that stayed pretty constant until the Americans arrived in 1918 with their huge amount of men and material that really grew their areas airfields.**

**In addition to containing the custom built airfields, all of the stock airfields have been propagated with additional trees, buildings and figures to add to historical interpretation and these facilities change over time to represent historical conditions.**

**The “WOFF BH&HII 0 – Consolidated Custom Airfields Mod” contains the following custom airfields:**

**Developed by RAF\_Louvert:**

**Boistrancourt aerodrome, St. Omer airfield, Bray Dunes airfield, Farnborough airfield, Training targets for Thetford and Catterick airfields, and Mont St Eloi environment by RAF\_Louvert and Fullofit.**

**Developed by Robert Wiggins:**

**Roucourt aerodrome, Phalempin aerodrome,**

**Combined Filscamp/Izel les Hameau airfields +les Hameau village**

**Phalempin Airfield and town**

**More will be added as they become available.**

**Panama Red for his significant effort to develop a way of propagating the aerodromes with appropriate trees, buildings and figures which change as the time progresses through the war. These figures were generously provided by Geezer.**

**Thanks go out to the following people for their contributions to these mods:**

**The Airfield relocation project was an effort by Robert Wiggins and RAF\_Louvert for the purpose of ensuring as many as possible STOCK airfields were co-located to rail lines or roads for improved visual effect.**

**The creators of the superb old CFS3 mod "Mediterranean Air War" for the use of one of their wall models.**

**Jim Miller, Olham, Raine, Shredward, and Fullofit on historical aspects to consider and photos, information, and maps upon which we relied heavily while building the facilities.**

**Thanks also goes to Geezer for providing many custom models and OldHat for rendering those models compatible with WOFF. And of course the OBD devs for giving us this utterly fantastic sim in the first place.**

**This mod should not be activated while other individual aerodrome mods are active as they may share the same files and could possibly overwrite each other. If this is a possibility, JSGME will warn you and offer you the chance to accept or decline at the time of activation of the mod.**

**Please feel free to contact me with any questions or comments you may have concerning this mod by either posting to “Robert Wiggins” in the SimHQ WOFF forum, or sending me a PM via the same venue. Happy flights!**

<http://simhq.com/forum/ubbthreads.php/forums/374/1/Wings_Over_Flanders_Fields_Tec>

**IMPORTANT NOTES:**

**OBD offer NO SUPPORT for this MOD AT ALL - Use at your own risk.**

**If you have problems with WOFF after using this mod OBD will ask you to deactivate it before offering any support.**

**Note: Remember it is advised to deactivate all your mods before upgrading to the latest WOFF Patch or release**