**WOFF 0 – Facilities Models by Panama Red - JSGME ready and Installed by exe**

Created: 11 April 2021

Author: Panama Red at SIMHQ forum

Version 7.2

**Changelog 7.2**

* This mod has been been renamed to reflect compatibility with all WOFF versions from UE to BH&HII

**Changelog 7.1**

* This mod has been updated to correct the texture files for Phalempin hangars

**Changelog 7.0**

* This mod has been updated to adjust the texture files for Phalempin hangars

**Changelog 6.9**

* This mod has been updated to incorporate the new facility models that are components of the Phalempin airfield.

**Changelog 6.8**

* This mod has been updated to incorporate the new facility models that are components of the Mont St Eloi Mod which was created by RAF\_Louvert and Fullofit.

**Changelog 6.7**

* This Change Log entry is to identify that this mod is compliant with WOFF UE and WOFF PE.

**Changelog 6.6**

* Changed ReadMe documentation to be compliant with the new structure of the Consolidated Custom Mods.

**Changelog 6.5**

- added missing models for RAF\_Louvert’s Verdun Forts.

**Changelog 6.4**

- latest update no changes.

**Changelog 6.3**

-rename of mod from “WOFF UE 0 – Facilities Models for Airfields by Panama Red” to “WOFF UE 0 - Facilities Models by Panama Red”

**Changelog 6.2**

-Fix applied to the “.xdp” files for buildings and vehicles. Some buildings were improperly defined causing WOFF to crash to the de-briefing screen when the building was hit by a bomb. **“The reference to the version number has been removed from the mod name. Be sure to remove the old version from your JSGME as it is no longer required and may cause conflicts.**

**Changelog 6.1**

-Additional models added for the Catterick and Thetford training target fields created by RAF\_Louvert

**Changelog 6.0**

-Additional models added to accommodate Bray Dunes airfield

**Changelog 5.0**

**‐ First release – This mod installs the following mod into your JSGME application:**

**DESCRIPTION:**

**“WOFF 0 – Facilities Models by Panama Red”**

**The mod will be installed 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).**

**This mod is compliant with all versions of WOFF from UE to BH&HII**

**This mod was set up to be a central depository of all custom models, and vehicles for use by other custom facilities mods developed by the modders. It is intended to add more customizations to this mod as they become available.**

**This mod currently loads all the custom facilities models at one time. Cautions should be exercised when other individual facilities mods are active as they may share the same files and could possibly overwrite each other.**

**In order for this mod to work as intended you MUST adhere to the following procedural steps:**

**This mod installs the following mod into your JSGME application. The Mod with a “0” in the name must precede those with a “1” or a “2” in the name. The mod with a “2” in the name is dependant on the previous mods with a “0” and a “1” in the name:**

**“WOFF 0 – Facilities Models by Panama Red”**

**This mod contains consolidated custom models which get appended to the stock WOFF “Buildings” and “Vehicles” folders for use by custom facilities. The “0” in the mod name means that this mod should be activated first in the JSGME program before any of the following mods.**

**Only one of the next separately installed mods can be active in JSGME program at any one time so you must select the period that is appropriate for your missions. It will replace the stock airfields facilities with a custom version specific to the period selected.**

**The “1” in the mod name means that any one of the following mods must be installed next.**

**“WOFF 1 – 1914+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1917+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1918+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1917+ Custom Facilities – Reduced Trees Populated by Panama Red”**

**“WOFF 1 – 1918+ Custom Facilities – Reduced Trees Populated by Panama Red”**

**“WOFF 1 – 1914+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1917+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1918+ Custom Facilities – Full Trees Populated by Panama Red”**

**“WOFF 1 – 1917+ Custom Facilities – Reduced Trees Populated by Panama Red”**

**“WOFF 1 – 1918+ Custom Facilities – Reduced Trees Populated by Panama Red”**

**I would be remiss if I didn’t thank OBD for providing such a fantastic sim product in WOFF UE, without which, this mod would not exist. Thanks also goes to Geezer for providing many custom models and OldHat for rendering those models compatible with WOFF.**

**Please feel free to contact me with any questions or comments you may have concerning this mod by either posting to “Panama Red” 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**