**WOFF 1 - 1918+ Custom Facilities – Full Trees Populated mod - JSGME ready and Installed by exe**

Created: 27 April 2021

Author: Panama Red at SIMHQ forum

Version 1.6

**Changelog 1.6**

- all stock generic airfields have been added to the mod so that they will be populated

**Changelog 1.5**

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

**Changelog 1.4**

* Correction to error on Phalempinext1 facility file which caused runtime error when loading the map with the “M” key

**Changelog 1.3**

* Phalempin airfield update has been added to this mod

**Changelog 1.2**

* Mont St Eloi mod by RAF\_Louvert and Fullofit has been added to this mod

**Changelog 1.1**

* Corrected placement of two buildings in Phalempin airfield

**Changelog 1.0**

* this release is intended ONLY for WOFF PE and contains fully populated customization for the following facilities: **Boistrancourt, Bray Dunes, Phalempin, Roucourt, St Omer, and Havrincourt Wood**

**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 depository of all custom facilities population for all versions of WOFF from UE to BH&HII. It is intended to add more customizations to this mod as they become available.**

**In order for this mod to work as intended you MUST ensure that you have installed and activated the following mod into JSGME first:**

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

**Any Mod with a “0” in the name must precede those with a “1” in the name.**

**The “1” in the mode name means that only one of the following mods must be activated in JSGME at any one time, so you will have to select the period that is appropriate for your campaign missions.**

**“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”**

**This program only installs the following mod:**

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

**This mod currently loads all the custom facilities 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.**

**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**