**WOFF 2 PE Consolidated Periods and CampaignData Mod by RJW - JSGME ready and Installed by exe**

Created: 11 April 2021

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Version 1.4

**Changelog 1.4**

* This mod has been been renamed to reflect a new naming structure

**Changelog 1.3**

* Phalempin airfield update has been added to this mod

**Changelog 1.2**

* Correction to error in Global\_Layer file for Filescamp airfield

**Changelog 1.1**

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

**Changelog 1.0**

* This is the first release of a new WOFF PE compliant version of this mod.
* This mod leav

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

**“WOFF 2 PE – Consolidated Periods and CampaignData Mod by RJW”**

**This mod is dependent on you having installed the following mods into your mods folder, and this mod is dependant on the “WOFF 0.…” mod being active first, and any ONE of the “WOFF 1 ….” Mods being active second, in the JSGME program.**

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

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

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

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

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

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

**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 hold all the modifications to the stock WOFF PE “Periods” and “CampaignData” folders, that were required in order to support the “Consolidated Custom Facilities Mod”. This JSGME mod when activated, will swap out the stock WOFF PE folders mentioned above and replace them with the modified versions. Deactivation of the mod will reinstate the stock WOFF PE folders.**

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**“WOFF 2 PE – Consolidated Periods and CampaignData Mod by RJW”**

**The above mod can only be activated in the JSGME program, third as it is dependant on the “WOFF 0 …” mod being active first, and any one of the “WOFF 1 ….” Mods being active second.**

**This mod is a prerequisite for the use of any of the following mods which can be downloaded and implemented independently of each other.**

**“WOFF 3a - Consolidated Custom Facilities Havrincourt Wood Mod”**

**“WOFF 3b - Consolidated Custom Facilities Verdun Forts Mod”**

**“WOFF 4a – Consolidated Custom Facilities 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**