**WOFF 3a - Consolidated Custom Facilities Havrincourt Wood Mod - JSGME ready and Installed by exe**

Created: 11 April 2021

Author: Robert Wiggins at SIMHQ forum

Version 2.2

**Changelog 2.2**

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

**Changelog 2.1**

* **Contains RAF\_Louvert’s Havrincourt wood Mod and replaces the previously released version called “WOFF UE 3a - Consolidated Custom Facilities Havrincourt Wood Mod”. New usage instructions are in the Description field below**

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

**“WOFF PE 3a UE – Consolidated Custom Facilities Havrincourt Wood Mod”**

**This mod is dependent on you having installed the following mods into your mods folder:**

**This mod is dependant on the “WOFF PE 0 UE…” mod being active first, and any ONE of the “WOFF PE 1 UE….” Mods being active second, and the “WOFF PE 2…” or “WOFF UE 2…” Mod being active third, in the JSGME program. This mod place Havrincourt Wood into the WOFF PE or UE world.**

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

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

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

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

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

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

**Depending on whether you are running WOFF PE or WOFF UE, you must choose one of the following mods:**

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

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

**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 places Havrincourt Wood into any of the WOFF versions from UE to BH&HII world and is the creative result of RAF\_Louvert’s hard work. It is an extremely large mod over 217 MB and so was implemented as a separate mod in itself to eliminate excessive download times that would be evident if it was packaged with other mods.**

**This mod is dependent on you having installed the following mods into your mods folder:**

**This mod is dependant on the “WOFF 0 ” mod being active first, and any ONE of the “WOFF 1 ….” Mods being active second, and the “WOFF 2 BH&HII…” or “WOFF 2 UE…” or “WOFF 2 UE…”Mod being active third, in the JSGME program. This mod place Havrincourt Wood into the WOFF PE or UE world.**

**“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”**

**Depending on whether you are running WOFF BH&HII or WOFF PE or WOFF UE, you must choose one of the following mods:**

**“WOFF 2 BH&HII – Consolidated Periods and CampaignData Mod by RJW”**

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

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

**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**