**WOFF 3b - Consolidated Custom Facilities Verdun Forts Mod - JSGME ready and Installed by exe**

Created: 11 April 2021

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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 Verdun Forts Mod and replaces the previously released version called “WOFF UE 3b - Consolidated Custom Facilities Verdun Forts 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 Verdun Forts 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 places Havrincourt Wood into the WOFF PE or UE world.**

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

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

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

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

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

**“WOFF PE 1 - 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 is the WOFF PE and UE Forts Mod which will install the ring of forts that existed around the city of Verdun at the outbreak of the Great War. The "Devil's Anvil", which the city was referred to from early 1916 onward, was the scene of some of the worst bombardments of the war and by 1917 all but a handful of the forts remained intact, those being to the south and west of the city.**

**The fort model used in this mod was provided by Geezer and was ported into the WOFF sim by OldHat, many thanks to both for their generosity and efforts. The original fort textures were reworked by me so that the model would better blend into the WOFF landscape.**

**In addition to the Verdun forts this mod will also install the historic Citadel of Lille. This facility was created using stock WOFF objects and a full set of custom textures "painted" by yours truly. As time allows I will be creating additional such facilities for a number of other landmark fortifications that were seen along the Western Front and used as navigation aids throughout the war by pilots and observers on both sides.**

**Finally, this mod also makes minor position adjustments to the Verdun and Souilly aerodromes in an effort to have them better fit their immediate surroundings. I am planning to build a new Verdum aerodrome facility at some point in the future and place it where it belongs on the eastern edge of the city.**

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

**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 …” “WOFF 2 PE …” or the “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”**

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**“WOFF 1 - 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 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**