**WOFF 4a – Consolidated Custom Airfields Mod - JSGME ready and Installed by exe**

Created: 27 April 2021

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Version 2.6

**Changelog 2.6**

* This mod has been updated to bring the airfields Izel les Hameau, Filescamp Farm, and Phalempin into compliance with BH&H II naming conventions.

**Changelog 2.5**

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

**Changelog 2.4**

* Phalempin airfield update has been added to this mod

**Changelog 2.3**

* Phalempin Airfield improvement has been added to this mod

**Changelog 2.2**

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

**Changelog 2.1**

* **Contains Consolidated Custom Airfields Mod and replaces the previously released version called “WOFF UE 4a - Consolidated Custom Airfields Mod”. New usage instructions are in the Description field below**

**Changelog 2.0**

* Changed ReadMe documentation to be compliant with the new structure of the Consolidated Custom Mods.
* Added cemetery monuments to Roucourt airfield

**Changelog 1.23**

* Corrected a record count error in the “Targets” folder for the Verdun region in for the period folder 1917+.

**Changelog 1.22**

* Corrected a missing “End of Record” in “Targets” folder for the Verdun region causing some airfields not to be available when you try to create a pilot.
* Refined the airfield tiles for the Izel les Hameaux section.
* Inserted missing terrain tiles for the fall period in the Forts mod by RAF\_Louvert

**Changelog 1.21**

* Corrected the issue where the mod puts the “global\_layerfilescamp.csv””gslfilescamp.lib” files into the root of the “WOFF” directory. If you find the files there, delete them.
* Corrected a faulty Targets file (BritainAirfieldsVerdun.txt) entry for Toul airfield

**Changelog 1.20**

* Latest update, of this mod has corrections to the Targets files

**Changelog 1.19**

* Latest update, of this mod has no changes

**Changelog 1.18**

* This update corrects a corrupted Targets file which was causing QC to fail with a Run Time Error ‘62” when loading QC.

**Changelog 1.17**

* This mod is a rename of the original “Consolidated Custom Airfields Mod”. It was felt necessary since the mod now includes much more that just airfields. RAF\_Louvert’s forts and Havrincourt wood are now included and there will undoubtedly be other facility types included in the future.

**Changelog 1.16**

* Thanks to SIMHQ member ArisFuser for having identified the incorrect label being displayed for “Ablainzeville” and “Courcelles” airfields.
* Changed “abl1” to “Ablainzeville” and “Cource1” to “Courcelles” in the “QCLocations” folder for all appropriate periods.

**Changelog 1.15**

* Removed the space character at the end of the “Aniche” airfield name in the “Name” field of the “.csv” file for all periods within the “WOFFScenery\Periods” folder.
* Added a missing definition for Villers-les-Nancy airfield for the 1915 and 1916 periods to the “.csv” files.

**Changelog 1.14**

* This release removes the “Battlefields” folder from the mod as it was included accidentally and contains an error. The WOFF default “Battlefields” folder will now not be overridden. Thanks to Dutch,Stljeffbb, and JJJ65 for identifying this issue.

**Changelog 1.13**

* This release contains a fix to the “BritainAirfieldsVerdun.txt” file, stored in the “WOFFScenery\Period\1918+6\Targets” folder where the EOR line was missing for the Chauconin airfield record.

**Changelog 1.12**

* This release contains a fix to the “BritainAirfieldsMarne.txt” file, stored in the “WOFFScenery\Period\1918\Targets” folder where the second line representing line count per record incorrectly showed 15 instead of 14.

**Changelog 1.11**

* This release contains the Koln training field by RAF\_Louvert.

**Changelog 1.9**

* Thanks to SIMHQ member “Fullofit” for having identified balloon in the way of runway on Bissighem aerodrome as well as bad bump in the middle of the field. This has been rectified in this release.

**Changelog 1.8**

* Thanks to SIMHQ member “RAF\_Louvert” for having added the Full, Medium and Light Winter tiles to the St. Omer airfield.

**Changelog 1.7**

* Thanks to SIMHQ member “JJJ65” for having noted the need for this change.
* This release corrects some mission airfields in the global\_layer files.
* This release updates the GPS coordinates in the “OBDWW1 Over Flanders Fields\Campaigns\CampaignData\*Country*Airfields*Region*.txt” *files* with all the new coordinates from the relocated airfields in the global\_layer files.
* Corresponding data within the WOFFScenery\Period\*Year*\Targets\ *Country*Airfields*Region*.txt”
* The red text in the above lines is a place holder for the actual proper names.

**Changelog 1.6**

* This release adds Farnborough airfield in England.

**Changelog 1.5**

* Resolved a problem with Boistrancourt aerodrome where terrain and aircraft positioning were incorrect.

**Changelog 1.4**

* Removed a stock feature from the modded version of Roucourt airfield

**Changelog 1.3b**

* replaced “global\_Layer” files within the “Period” folder with new “global\_Layer” files that contain the new placements for all airfields to ensure they connect to roads rather than dropped randomly in the WOFF world as was done in the stock WOFF UE.
* Contains beta release of RAF\_Louvert’s Havrincourt wood and St Omer airfield (only has spring and summer terrain details for now)



* This is a beta release and will be updated when the devs add the new airfield relocations to the stock WOFF.

**Changelog 1.2**

**- fixed a conflict with other mods that are using Nieuport 17 and Sopwith Strutter aircraft, by removing all folders and files related to these aircraft, except the texture files so as to maintain desired French Roundels**

**Changelog 1.1**

**- Boistrancourt and Bray Dunes airfields added**

**Changelog 1.0**

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

**“WOFF UE 4a – Consolidated Custom Airfields Mod”**

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

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

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

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

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

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

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

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

**This mod is dependant on the “WOFF UE 0…” mod and any ONE of the “WOFF UE 1 ….” mods, and the “WOFF UE 2 …” Mod being active in the JSGME program at the same time.**

**.**

**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 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 PE …” or the “WOFF 2 UE …” Mod being active third, in the JSGME program. This mod place Havrincourt Wood into the WOFF 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”**

**This mod was set up to be a central repository of all custom airfields developed by the modders. The purpose being to allow you to load all that are available into WOFF, at one time. It is intended to add more customizations to this mod as they become available.**

**The “WOFF 4a – Consolidated Custom Airfields Mod” contains the following custom airfields:**

**Developed by RAF\_Louvert:**

**Boistrancourt aerodrome, St. Omer airfield, Bray Dunes airfield, Farnborough airfield, Training targets for Thetford and Catterick airfields**

**Developed by Robert Wiggins:**

**Roucourt aerodrome, Phalempin aerodrome,**

**Combined Filscamp/Izel les Hameau airfields +les Hameau village**

**More will be added as they become available.**

**Thanks go out to the following people for their contributions to these mods:**

**The Airfield relocation project is an effort by Robert Wiggins and RAF\_Louvert.**

**RAF\_Louvert for the primary development of the Boistrancourt, , Bray Dunes, St Omer airfields and Havrincourt Wood.**

**Robert Wiggins for the primary development of the Phalempin and Roucourt airfields.**

**Panama Red for the “Facilities – Models Mod”, and the “All Facilities – Full Trees Populated mod”.**

**Panama Red for thoughtfully placing the additional aerodrome figures and items into these mods, that were generously provided by Geezer.   
Robert Wiggins for providing chateau wall and board fence and brick walls models.  
The creators of the superb old CFS3 mod "Mediterranean Air War" for the use of one of their wall models.  
Jim Miller, Olham, Raine, Shredward, and Fullofit on historical aspects to consider and photos, information, and maps upon which we relied heavily while building the facilities. Thanks also goes to Geezer for providing many custom models and OldHat for rendering those models compatible with WOFF.  
And of course the WOFF UE devs for giving us this utterly fantastic sim in the first place.**

**This mod should not be activated while other individual aerodrome mods are active as they may share the same files and could possibly overwrite each other. If this is a possibility, JSGME will warn you and offer you the chance to accept or decline at the time of activation of the 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**