**WOFF - Consolidated Custom Mods Summary ReadMe by RJW - JSGME ready and Installed by exe**

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Version 3.1

**Changelog 3.1**

* Koln bomber training field has been added to this mod. It is already defined in the Custom Facilities mods and the Consolidated Custom Airfields mod so you don’t need to re-download them.

**Changelog 3.0**

* In order to be compliant with BH&H II naming rules, the following mods have been updated “WOFF 2 BH&HII – Consolidated Periods and CampaignData Mod by RJW”, “WOFF 4a – Consolidated Custom Airfields Mod” with respect to the following custom airfields: “Izel les Hameaux”, “Filescamp Farm”, and “Phalempin”.
* All of the following mods have been updated to include stock airfields:
* “WOFF 1 – 1914+ Custom Facilities – Full Trees Populated by Panama Red”
* “WOFF 1 – 1917+ Custom Facilities – Full Trees Populated by Panama Red”
* “WOFF 1 – 1917+ Custom Facilities – Reduced Trees Populated by Panama Red”
* “WOFF 1 – 1918+ Custom Facilities – Full Trees Populated by Panama Red”
* “WOFF 1 – 1918+ Custom Facilities – Reduced Trees Populated by Panama Red”

**Changelog 2.9**

* All of the WOFF Consolidated mods components have been renamed for clarity. Please remove any previous versions before installing this mod

**Changelog 2.8**

* WOFF PE 0 UE - Facilities Models by Panama Red mod has been updated to correct the texture files for Phalempin hangars

**Changelog 2.7**

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

**Changelog 2.6**

-This document has been updated to indicate that the Phalempin hangers texture has been adjusted

**Changelog 2.5**

-This document has been updated to indicate that the Phalempin airfield, has been added to the consolidated Custom Mods. All of the component mods have been updated so you should remove the old versions from your mods folder and install all the new ones to replace them except for **“WOFF PE 3a UE – Consolidated Custom Facilities Havrincourt Wood Mod” and “WOFF PE 3b UE – Consolidated Custom Facilities Verdun Forts Mod”** which haven’t changed.

-The problem with flights circling and not landing at Filscamp has been resolved with this release.

-If you are currently running the "WOFF PE Phalempin Aerodrome Mod by RJW", yuo should remove it before running the Consolidated Mods

**Changelog 2.4**

-This document has been updated to indicate that the Mont St Eloi mod by RAF\_Louvert and Fullofit, has been added to the consolidated Custom Mods. All of the component mods have been updated so you should remove the old versions from your mods folder and install all the new ones to replace them.

**Changelog 2.3**

-This document has been updated to indicate that all the mods have been renamed to indicate whether or not they are compliant with both WOFF PE and UE. If the mod does not contain both the letters PE and UE in it’s name, then you must choose the appropriate mod for the version of WOFF you are using.

The document now clearly identifies which of the component mods are required in order to work in either the WOFF UE or WOFF PE environment.

**Changelog 2.1**

-This document has been updated to reflect the addition of a new mod in order to allow the full suite to be WOFF PE compliant. The following mods have been updated so you should delete any previous ones you have and install these as replacements.

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

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

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

**- The following mod is required if you are running WOFF PE in which case you should remove the previous version of the mod that was for WOFF UE.**

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

**Changelog 2.0**

**‐ First release – This ReadMe file is intended to summarize all the components that make up the “Consolidated Custom Mods” suite for WOFF UE. It is a replacement for the previous “WOFF UE Consolidated Custom Facilities mods Repository Folder by RJW” that contained the following components:**

**“WOFF UE 0 – Facilities - Full Trees Populated 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 - 1917+ Facilities - Reduced Trees Populated by Panama Red”**

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

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

**“WOFF UE 2 - Consolidated Custom Facilities Mod by RJW”**

**It is recommended that you delete these previous components and use the new ones outlined in the “Description” section of this ReadMe file.**

**It is also worth noting that the previous suite of mods have grown significantly in size. So much so that it was taking a huge toll on download time for the users. Of particular note is that one small change was demanding the download of the whole suite. It was therefore felt that separation of the components into independent parts would ensure that it was only necessary to download those components affected by a change.**

**Going forward, changes that affect any of the components will be identified on Sandbagger’s mods page so that you will know which modules are affected.**

**Full details of the components of this mod are identified below in the “Description” section.**

**The suite of mods identified in the “Description” section of this file are JSGME mods installed by a self extracting “.exe” program files. The programs install the mods into the WOFF MODS folder for use with JSGME program. The mods folder will be found in the following location:**

**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:**

**The suite of mods that make up the “Consolidated Custom Mods” suite are listed below and each one can be downloaded from Sandbagger’s Mods page for use in WOFF UE to BH&HII**

**There are dependencies within these mods so it is important to recognize the required hierarchy. This suite of mods install customized/enhanced models, scenery, facilities, and airodromes/airfields into your WOFF installation.**

**The following mod is the central repository for all the customized models utilized by other mods in this suite and is both WOFF UE to WOFF BH&HII compliant**

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

**This is the central repository for all the customized models utilized by other mods in this suite and is both WOFF UE to WOFF BH&HII compliant**

**The Following mods contain facilities definitions and scenery pertaining to specific periods and are WOFF UE to WOFF BH&HII compliant. These mods only apply to the Custom Facilities and not the stock WOFF facilities. Stock WOFF facilities are in no way altered or affected. Only one of these mods should be active in JSGME at any one time, along with the “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”**

**The following three mods were set up to hold all the modifications to the stock WOFF BH&HII or WOFF PE or WOFF UE “Periods” and “CampaignData” folders. One of these mods must be chosen in order to support the “Consolidated Custom Facilities Mods” and the “Consolidated Custom Airfields Mods”. These are JSGME mods and when activated, will swap out the stock WOFF BH&HII or PE or UE folders mentioned above and replace them with the modified versions.**

**“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”**

**You must choose one of the above “Consolidated Periods and CampaignData Mod by RJW” as a prerequisite for the use of any of the following mods which can be downloaded and implemented independently of each other. The following mods are WOFF PE and WOFF UE compliant.**

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

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

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

**A typical WOFF BH&HII JSGME installation of the “Consolidated Custom Mods” would look like the following:**

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

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

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

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

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

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

**A typical WOFF PE JSGME installation of the “Consolidated Custom Mods” would look like the following:**

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

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

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

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

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

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

**A typical WOFF UE JSGME installation of the “Consolidated Custom Mods” would look like the following:**

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

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

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

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

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

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

**For all versions of WOFF from UE to BH&HII, the “3” series mods above will always be non-airfield facilities. The “4” series mods will always be airfield facilities**

**In order to ensure the mods don’t exceed 100 megabytes, the series “3” and “4” mods will be appended with the next alpha character in the series, as new facilities and airfields are created by the modders. It is worth noting here that the Havrincourt Wood mod is a little over 217 megabytes in size and therefore the largest of the suite of mods at the moment, hence why it has been allocated to it’s own mod.**

**Deactivation of any of the mods will reinstate the stock WOFF UE or WOFF PE components that the mods replaced.**

**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**