**WOFF PE – Scenery Improvement Mod by Panama Red- JSGME ready and Installed by exe**

Created: 11 October 2019

Author: Panama Red at SIMHQ forum

Version 1.0

**Changelog 1.0**

* **First Release**

There are 4 versions of my new PE Scenery Improvement Mod included in this JSGME ready zip.  
Version 1 uses the stock OBD PE Scenery numbers, except I eliminate the BT’s and increase the FPS. So it can be used for all Scenery and Terrain settings in the Workshop (i.e. 1-5).  
Versions 2-4 delete the BT’s as well as increasing the Scenery density and distance, as well as increasing the FPS, but are designed to be used for Scenery 5 and Terrain 5 Workshop settings only since version 1 is for stock settings.  
  
“Unzip” the 4 versions into your JSGME folder and activate the one you want to try. I use “Quality” since it gives me the “sweet spot” on my PC between Scenery Improvement and FPS.

**This program installs the mods 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**

**These mods were created to take advantage of AnKor’s latest improvement for WOFF PE. They increase the scenery density with the larger fog horizon, diminish the “dreaded” blue triangles when down low as well as vastly improving the FPS in the game.**

**You have four (4) mod folders ranging from High Quality all the way down to High Performance. Within the (1) Balanced mod it has the normal five (5) Scenery steps (stock) that you set in your WOFF PE Workshop panel.** Mods (2) Quality to (4) Very High Quality are based on your Workshop Scenery Density and Terrain Detail setting being 5 only**. If you want Workshop setting below 5 for Scenery or Terrain, use the Balanced mod folder.**

**The four mod folders are as following based on stock visuals up to high visuals:**

1. **Balanced**
2. **Quality**
3. **High Quality**
4. **Very High Quality**

**If you want visuals, you will gravitate toward the very high quality side. The higher the quality, the further away you can see the ground scenery (non-airfield trees, individual buildings, city buildings, etc.). The downside of this, is that it requires more CPU / GPU power, but you can select a lower Scenery mod (Balanced) to compensate for this which reduces the scenery density, but still has longer range visuals.**

**If you want performance, you will gravitate toward the balanced side. The higher the performance the faster your FPS in the game, but lowers the long range visuals and scenery density.**

**I personally use Quality, because it still gives me good long range visuals, while keeping my FPS in the game well above 60 FPS 99.999% of the time.**

**My PC / GPU / Monitor resolution / WOFF UE Workshop settings:**

**CPU – i9 9900K (stock)**

**GPU – nVidia 2080 Ti**

**Monitor – Acer G-sync 3840 x 2160**

**Workshop settings – All 5’s, Medium Forest, Medium Airfield Complexity and Light Regional Air Activity**

**There is no “one size fits all” solution so you best try each of the above mods and then you may have to tailor them for your specific system.**

**These mods are an attempt to find a workable solution that will hopefully address most systems.**

***Note: while stuttering issues on some users systems are hopefully reduced with this revision, some sources of stuttering are most likely due to defects in the original graphics engine for cfs3 and cannot be fully resolved at the present time.***

**Credit:**

**The following people deserve recognition for the development and testing of these mods. Without their dedication these mods would not exist.**

**Ankor, Adger, HarryH and Stache**

These mods when active, swaps out the stock “**compositetexturebudgets.xml” file and “compositescenerybudgets.xml” in the “WOFF\OBDWW1 Over Flanders Fields\terrains** folder” and when the mods are deactivated it swaps the stock files back in.

**Please feel free to contact me with any questions or comments you may have concerning this mod by either posting to “Panama Red” 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**