**WOFF UE Custom d3d8 Settings Mod HeadShake off by Robert Wiggins - JSGME ready and Installed by exe**

**SPECIAL NOTE:** Do not use this mod in WOFF UE V4.22 or higher as it is not compatible due to changes made to the “D3D8.DLL” file.

**Created: 12 July 2018**

**Author: Robert Wiggins at SIMHQ forum**

**Version 1.0**

**Changelog V1.0**

**‐ first implementation of this mod. The following description details the method of altering the WOFF default settings for “Enhanced cockpit G-Force effects”. HeadShake has been turned off in this mod (set to 0).**

**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 contains a file called “d3d8.ini” which requires you to edit it in order to change any of the default settings within it. By doing so and enabling the mod in JSGME, you will be able to override the WOFF UE default settings.**

**The contents of the “d3d8.ini” are shown as follows, in blue text.**

**For those of you interested in altering the impact of the WOFF default settings for “enhanced cockpit G-Force effects”, you only need to tinker with the settings in those lines shown in blue text. I have made changes here from the default to give you an example and a starting point.**

**The red text “Headshake” is an on and off setting. If you turn it off all G-force features will be disabled in your cockpit.**

**Tinker with this until your heart is content, but always remember that when you update the files in this mod, you must deactivate the mod and then reactivate it before starting another WOFF session or your changes will not take effect:**

**[D3D8]**

**; Change to NoMultisampling=1 for SweetFX compatibility, but it will disable ingame antialiasing.**

**NoMultisampling=0**

**; Aircraft shadows. 0 - No Shadows; 1 - Low; 2 - Medium; 3 - Good; 4 - High; 5 - Best**

**ShadowQuality=5**

**; Terrain shadows. 0 - Disabled; 1 - Low Quality; 2 - Medium; 3 - High**

**TerrainShadows=3**

**; 0 - Disabled; 1 - Enabled**

**TerrainBumpMapping=1**

**; 0 - No shadows; 1 - 10%; 2 - 20%; ...; 10 - 100%. Doesn't make much sense to go below 50%.**

**CloudShadowScale=9**

**; 0 - No shadows; 1 - 10%; 2 - 20%; ...; 10 - 100%. Smaller values cause brighter shadows.**

**CloudShadowDensity=8**

**; Sun glare and lens flares. 0 - Off. 1 - On.**

**SunGlare=1**

**;Offset and Rotation Spring controls how much the view resists the acceleration, lower values make the view deviate from forward/center more and return slower, default is 12/24.**

**OffsetSpring=20**

**RotationSpring=24**

**;Sort of "anti-damping". Higher values will make the view shake more and respond to smaller changes in speed, default is 6.** **Acceptable range for values above is 2 to 100 or so. The effect is non-linear so it may be difficult to adjust.  
OffsetResponse=2**

**;Controls zoom increment/decrement steps. Valid values from 1 to 50. The the default value for WOFF is 20.** **Range of values 0 to 10. Set to 0 to disable smooth zoom.**

**ZoomInStep=20**

**ZoomOutStep=20**

**;Smooth zoom speed. Zoom still changes step-wise, but transition between steps is smooth. Range of values 0 to 10. Set to 0 to disable smooth zoom, default is 5.**

**ZoomSpeed=0**

**;Range 0 to 10. Value of 0 disables mouse look entirely, default is 5.**

**MouseLookSpeed=0**

**; Set to 0 to disable acceleration effects, default is 1.**

**HeadShake=1**

**; Time in seconds before mouse look automatically returns to centered view.**

**MouseLookResetDelay=5**

**; Weather tuning Overwritten by WOFF**

**; Range 0...100 as percentage of sunlight reduction.**

**CloudShadowOvercast=10**

**CloudShadowHeavy=90**

**; Tweaks strength of environment reflection. 0 - off. 1 minimum, 9 maximum.**

**EnvReflection=5**

**; Tweak sharpness of sun and environment reflections. 1 dullest, 9 sharpest.**

**Glossiness=5**

**; Enable dynamic lights (gun flashes, etc) for scenery objects. 0 - Off. 1 - On.**

**SceneryDynamicLighting=1**

**; Adjust sprite (smoke, dust, etc) brightness according to time of day. 0 - Off (always bright). 1 - On.**

**SpriteLighting=1**

**; Ambient+sun light amount when night sprites are enabled**

**NightLightThreshold=0.30**

**; Troubleshooting options**

**Enabled=1**

**ForceHardwareVertexProcessing=1**

**ForceRenderTargetTextures=1**

**EnumAllDisplayModes=1**

**AutoGenMipMaps=1**

**Numpad0Switch=0**

**WriteLog=1**

**Please feel free to contact me with any questions or comments you may have concerning this mod by sending me a PM to “Robert Wiggins” in the SimHQ WOFF forum. 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**