**WOFF UE Graphics mods to remove blue triangles by RJW- JSGME ready and Installed by exe**

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Author: Robert Wiggins at SIMHQ forum

Version 1.5

**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:**

**This mod will place two separate mods in your JSGME folder. They are named as follows:**

**“WOFF UE mod to remove blue triangles High end System by BB”**

**“WOFF UE mod to remove blue triangles Medium System by BB”**

**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.**

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

**Ankor, Yaan98, MajorMagee, BuckeyeBob, Robert Wiggins, and Hellshade**

**These JSGME mods incorporates Ankor’s modifications to two graphic files that eliminate or minimize the appearance of blue triangles in WOFF when flying close to the ground. In general you should see better performance and sharper textures at low level.**

**These mods do make the game lighter on CPU. That's why Ankor invented it in the first place, but the reduction of "blue triangles" is also a nice side effect.  
Perhaps if you already have a powerful processor you won't see immediate increase in performance, but FPS hit in busy areas or with time compression should be reduced.**

**Most people will benefit from the use of the “WOFF UE mod to remove blue triangles Medium System by BB”. Those with high end system should use the “WOFF UE mod to remove blue triangles High end System by BB”.**

**Hellshade identified that if the NVidia 3D setting “Antialiasing – Gamma correction” is set to “off” it seems to reduce the stutters significantly on his high end system (NVidia 1080 card). I tried it on my system (Nvidia 980ti card) and found the same to be true. I recommend users of these two mods to try the same to see if it improves their sim performance.**

*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.*

**The following are my system specs used during the testing of these two mods and I found that I could run the High System mod with very good performance and only a slight stutter when new terrain rings load.**

*Case: Cooler Master Storm Trooper   
Pwr Sup: OCZ, GameXStream,1000-Watt   
MB: Asus Maximus VI Extreme  
Mem: Corsair Vengeance (2x 8GB), PC3-12800, DDR3-1600MHz, Unbuffered  
CPU: Intel i7-4770K, OC to 4.427Ghz  
CPU Cooler: Cooler Master Seidon 240M Liquid CPU Cooler  
Vid Card: ASUS GTX 980Ti STRIX 6GB  
OS and Games on separate: Samsung 840 Series 250GB SSD   
Monitor: Primary ASUS PG27AQ 4k; Secondary Samsung SyncMaster BX2450L   
Periphs: MS Sidewinder FFB2 Pro, TrackIR 4*

These mods when active, swaps out the stock “**compositetexturebudgets.xml” file in the “WOFF\OBDWW1 Over Flanders Fields\terrains** folder” and when the mods are deactivated it swaps the stock file back in.   
  
Additionally, These mods when active, swap out the stock “**Terrain.fx” file in the “WOFF\OBDWW1 Over Flanders Fields\ shaders30** folder” and when the mods are deactivated it swaps the stock file back in.

The **shaders30\Terrain.fx** mod has changed the line “**const static float fTextureSize = 256**” to “**const static float fTextureSize = 1024”.** This is needed for terrain bump mapping to work properly with modified budgets.

**In closing, Ankor stated the following:**

**“The problem with this new terrain setup is that changes in texture quality over distance are much more abrupt and at about 10km the quality is noticeably lower than without the mod. This is solvable at the cost of increased GPU memory use.  
Basically this terrain optimization is about finding a balance in a triangle of CPU performance vs GPU memory vs Texture Quality.**   
**Stock WOFF UE is about the texture quality, my current mod is all about performance. It is possible to make a more balanced version, but it takes time.”**

**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>

Changelog 1.5

* Resolved issue that was preventing medium version from working on some systems (effort by BuckeyeBob).
* Adjusted RingDim settings to comply with cfs3 SDK recommendations (thank you MajorMagee)(effort by BuckeyeBob).
* Tweaked overall settings in both versions to (hopefully) reduce stuttering and increase performance on both medium and high-end systems (effort by BuckeyeBob and Robert Wiggins).

Changelog 1.4

* Improvements to performance of these mods. BuckeyeBob recommended dropping MajorDensity value for “Budget 5” from “0.000335” to “0.000300”. Budget 1 through 4 have also been refined.
* The entry “Ring PatchWorlDim=2048” has been altered to set the RingDim to 14 instead of 13 and the3 LOD values have been adjusted slightly.

Changelog 1.3

– changed the name of this mod to **“WOFF UE Graphics mods to remove blue triangles by RJW” to be more generic.** Within this mod, the following two mods have been renamed so they group together in the JSGME panel: “**WOFF UE mod to remove blue triangles High end System by Ankor”** and **“WOFF UE mod to remove blue triangles Medium System by Yaan98”**

* These mods have also been modified to correct some graphics anomalies that result in some of the rivers having rectangular tile surfaces.
* The mods have also been altered because the Medium mod was running as the high end mod and vice versa.

Changelog 1.2

– changed the name of this mod to **“WOFF UE Graphics mods to remove blue triangles by RJW” to be more generic.** Within this mod, the following two mods remain unchanged: “**WOFF UE Ankors mod to remove blue triangles High end System by RJW”** and **“WOFF UE Yaan98 mod to remove blue triangles Medium System by RJW”**

Changelog 1.1

– corrected the name of the mod labeled “**WOFF UE Ankors mod to remove blue triangles High end System by RJW”** to correctly reflect the author **“WOFF UE Yaan98 mod to remove blue triangles Medium System by RJW”**

Changelog 1.0

First Release – in response to blue triangles appearing in WOFF, Ankor responded with the following:

‐ *“The reason those blue triangles appear is that CFS3 engine incorrectly assumes that those terrain tiles should be out of view and doesn't render them. It doesn't depend on GPU or your config, it is purely a bug in their algorithm which runs on CPU.  
I don't have a direct solution for this, but I have something that may reduce the issue and improve the performance at the same time.  
I've already mentioned this tweak on sim-outhouse some time ago but it had little effect on the "stock" CFS3, however I believe it may work better WOFF because WOFF terrain is more detailed.  
You can try it if you feel adventurous “*



This release contains two mods. One for higher end systems and one for mid range systems. Feel free to try both to determine which works best for you.

This mod when active, swaps out the stock “**compositetexturebudgets.xml” file in the “WOFF\OBDWW1 Over Flanders Fields\terrains** folder” and when the mod id deactivated it swaps the stock file back in.   
  
Additionally, This mod when active, swaps out the stock “**Terrain.fx” file in the “WOFF\OBDWW1 Over Flanders Fields\ shaders30** folder” and when the mod id deactivated it swaps the stock file back in.

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**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**