

Mission Editor Tutorial - by JJJ65

**This document updated by Robert Wiggins and BuckeyeBob 15 April 2018
additional revisions 8 February 2019**

Created: 03 April 2018
Author: JJJ65 at SIMHQ forum
Current Version 1.7

Dependancies: Installation of Java SE Runtime Environment 8 Update 151

The latest version of Java can currently be obtained at the following web address:
<http://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html>

Requirements:

- WOFF UE installed
- The latest version of Java needs to be installed -
<https://java.com/en/download/>

Description:

Make sure you are connected to the internet before launching the Mission Editor, because the application must download free UnfoldingMaps library for Java based on online map tiles map tiles provided online by ESRI. This library enables handling of markers, waypoints and coordinates rather comfortable.

For faster ME loading times you can temporarily disable your internet connection but without internet connection you have only an ugly black background without map.

Table of Contents

Creating a Mission Editor Shortcut.....	3
Launching the Mission Editor.....	5
Editing Squadrons or Flights.....	9
Setting Altitude Separation for A and B Flights.....	12
Editing Existing Waypoints.....	13
Creating A New Waypoint.....	15
Adding/Deleting Squadrons and Formations.....	17
Mission Description Window.....	18
Saving Mission Files/Creating New Scenarios.....	19
Using the Weather Manager.....	21
Mission Debriefing/AAR.....	23
Change Log.....	25

How to create a shortcut for the jar files on the desktop or task bar

Windows 7:

You cannot place a ".jar" file on the "Task bar". It must be an executable type file to do this. I set up a shortcut using the windows "cmd.exe" to invoke the ".jar" file. here is what I did.

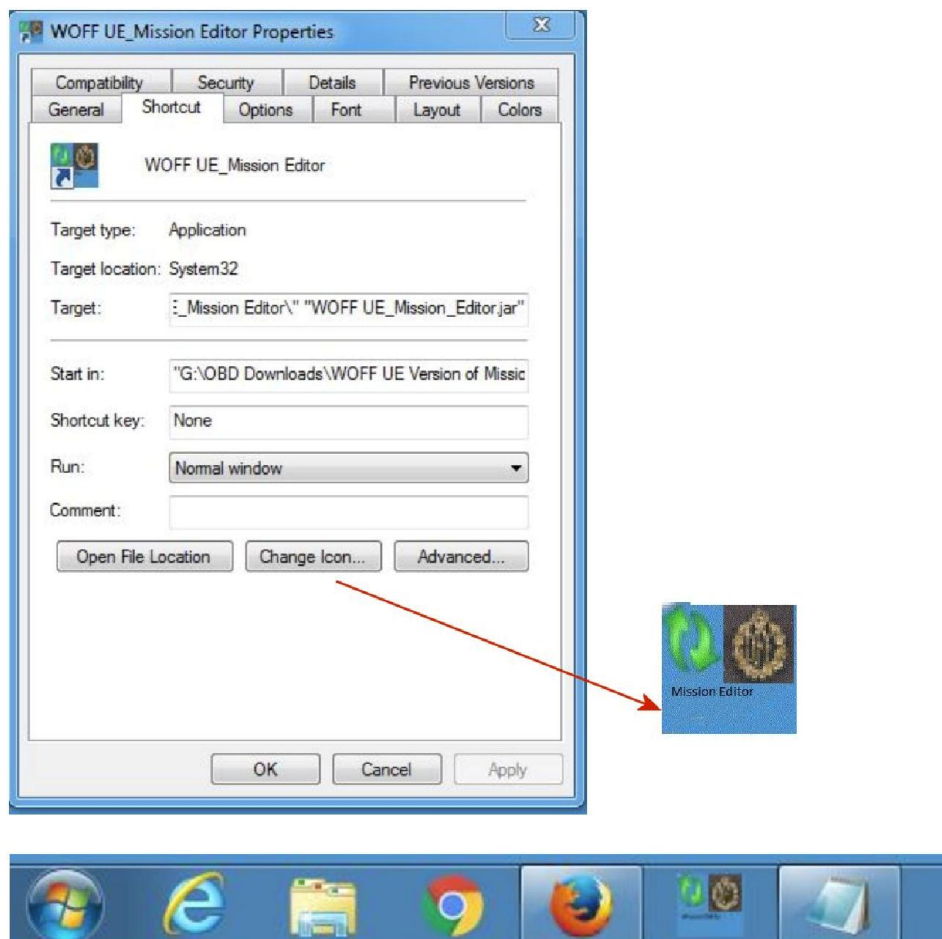
I right clicked on the "WOFF UE_Mission_Editor.jar" and created a shortcut which I placed on my desktop.

I then right clicked on the shortcut and went into "properties".

I made changes to the following "Target:" field adding the text shown in red below:

Target: **C:\Windows\System32\cmd.exe /c start** "G:\OBD Downloads\WOFF UE Version of Mission Editor\WOFF UE_Mission Editor\" "WOFF UE_Mission_Editor.jar"

Here is a pic of the properties I have set up for my WOFF UE Mission Editor executable.



I also created a ".ico" file so I could have a nice icon on the executable and implemented it as shown in the pic above.

Next I dragged the new shortcut to the "Task bar" and volila, it stayed there.

Windows 10:

For Windows 10 it is fairly simple. Start by right-clicking on your desktop, then choose 'New' and then 'Shortcut'. In the dialog box, type "**explorer**" add a space, and then go to where your UE Mission Editor.jar file is located, press and hold 'Shift' and then right click on the file and choose 'Copy as path'. Now paste that into the shortcut creation dialog box right after where you typed **explorer** and then press 'Next'. Now name the shortcut whatever you want and click 'finish'. You will see the default File Explorer icon but you can swap that out by right clicking on the shortcut and choosing 'Properties' and then 'Change icon'. At this point you can either use one of the stock Windows icons or make your own as Robert did, just make sure it is an .ico type file if you do that. Now drag your newly created shortcut to the task bar, and delete the desktop shortcut if you want to. Done.

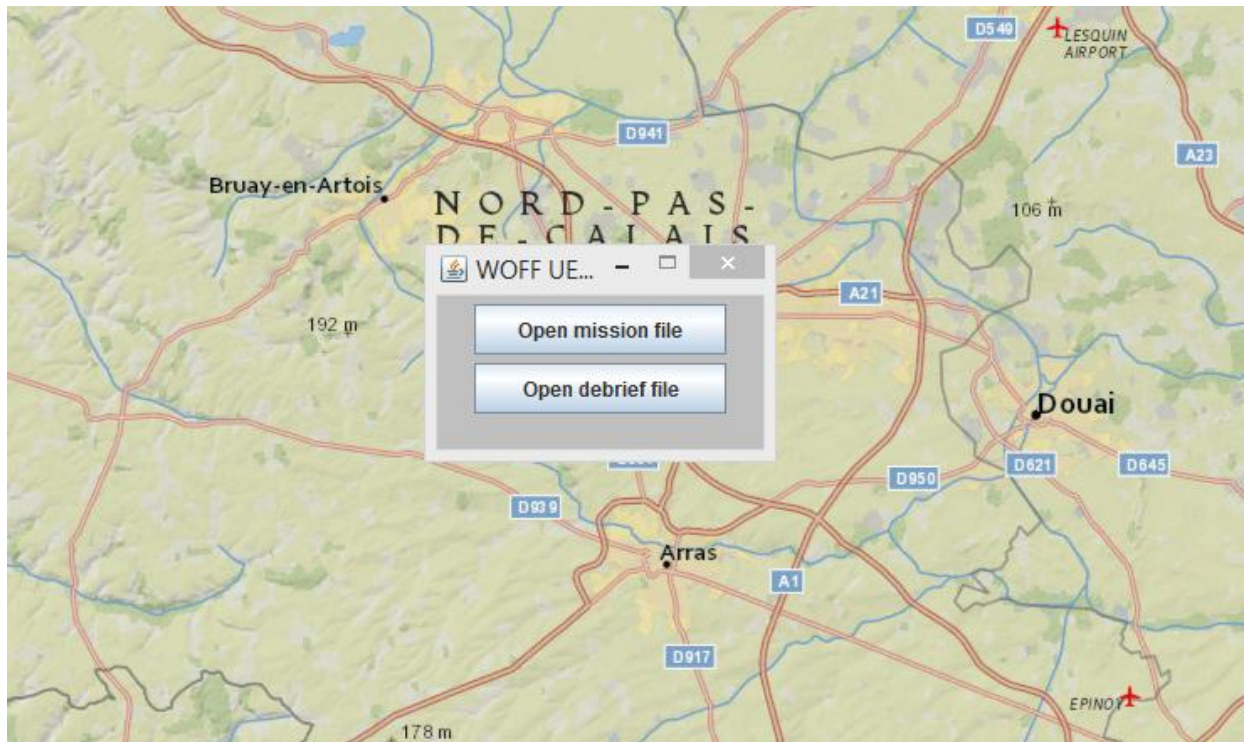
Many new features have been added to Mission Editor and the following tutorial does not cover all of them. It is advised to refer to the Change log that follows, in order to stay up to date of the new features as they become available. The current version of the readme file is accurate through version 1.7 of the Mission Editor.

Launching the Mission Editor

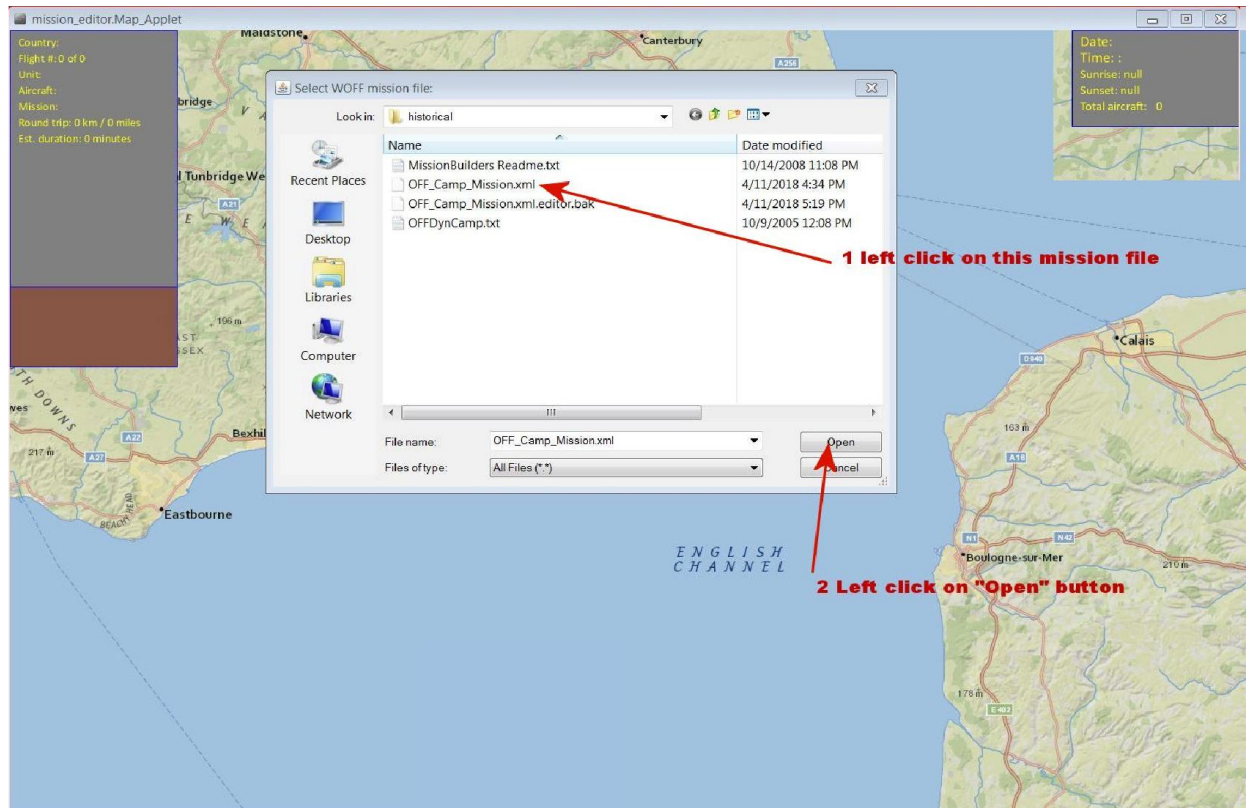
With WOFF UE, OBD has made an important addition: the ability to run the Mission Editor directly from within campaigns. In the second page of the WOFF workshop settings there are checkboxes for 3rd party missions and 3rd party mission editors. To edit campaign missions prior to flying them, make sure that the 3rd party mission editor checkbox option is enabled in the WOFF workshop.

When in campaign mode with the 3rd party mission editor option enabled, the game will prompt you to launch the mission editor after you have clicked “Go To Field”. You may want to set up a shortcut to launch the mission editor from your desktop toolbar (see above). Alternatively you can alt-tab out of WOFF and locate the mission editor .jar file and double click to launch it.

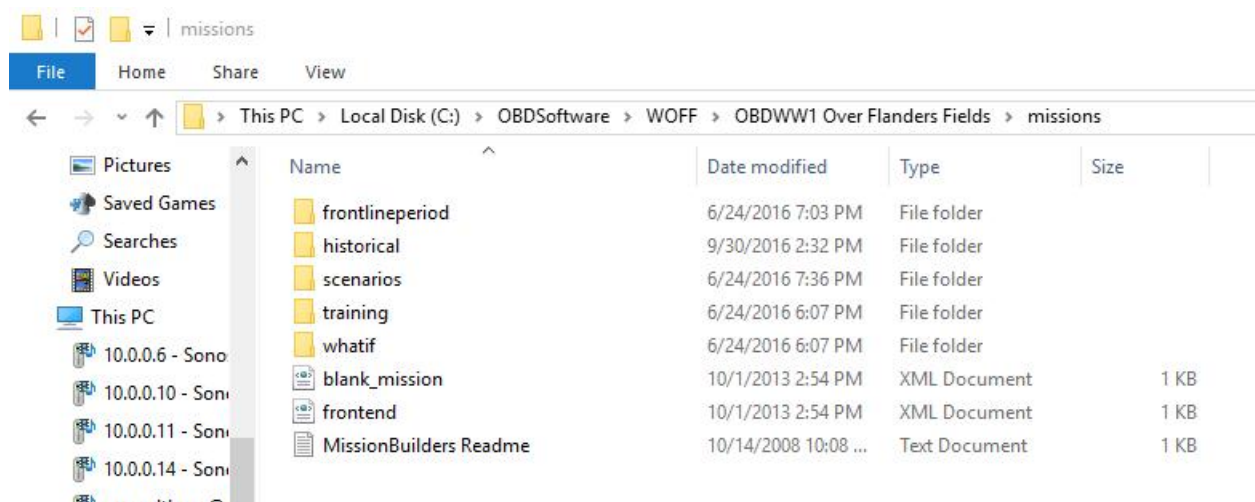
Once the Editor has loaded, click the “Open Mission” button and navigate to the missions folder inside your WOFF installation. The WOFF_Camp_Mission.xml file should normally be located in your OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\missions\historical folder.



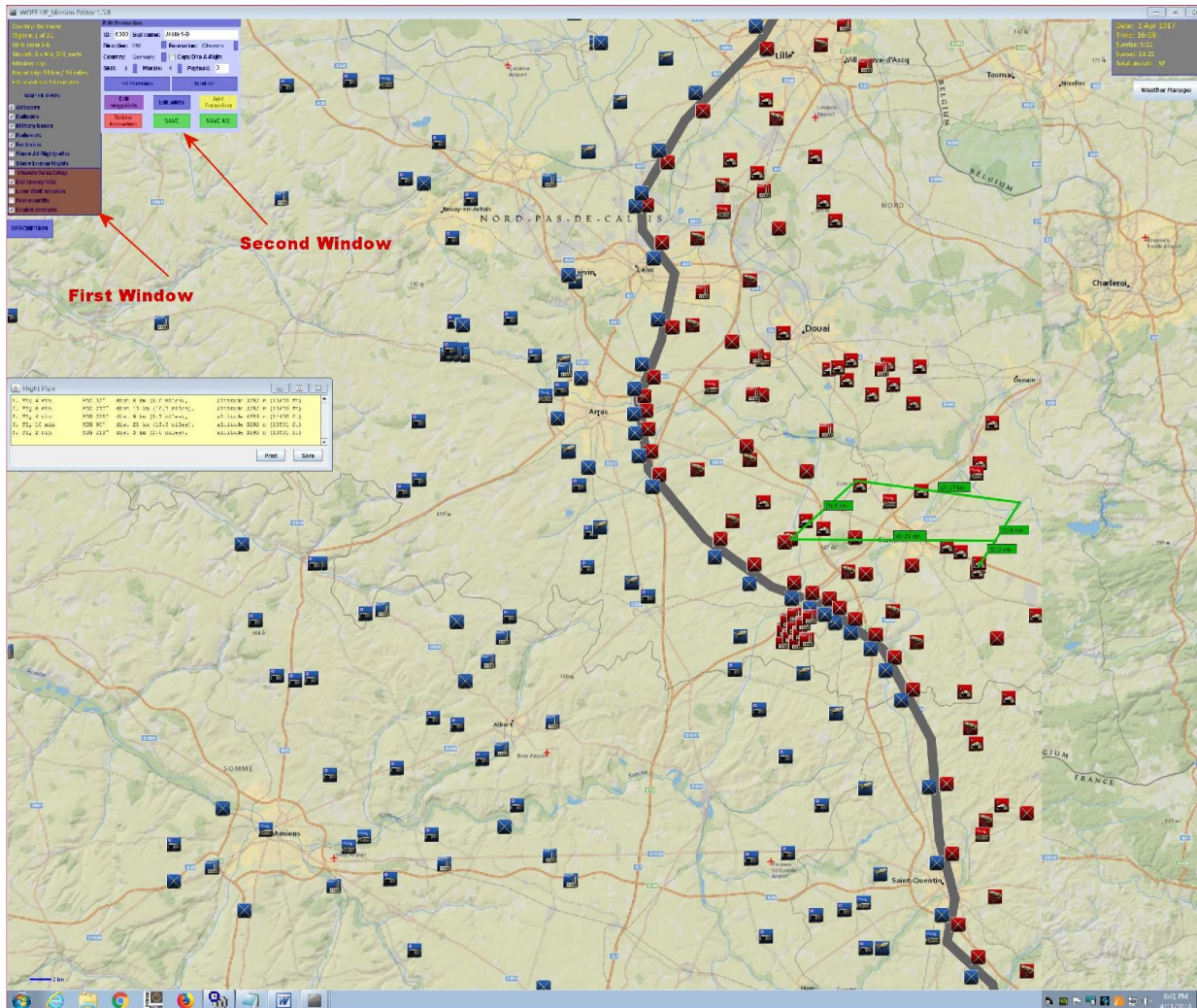
You will see the following screen load up. It will display the default location for the WOFF mission .xml file. Follow the instruction show in the image below.



As an alternative, If you have some custom Mission .xml file you wish to load from a different location, navigate to that location and select it. The following picture displays possible locations of optional mission .xml files you could choose from. Normally you will be selecting from either the “historical” or the “scenarios” folders.



Once the mission has loaded you will see a green path. This is the mission for your player, which is the first flight shown by default. You may need to move the map. You can do so by left-clicking and dragging it. You can also zoom in / out using the mouse wheel.

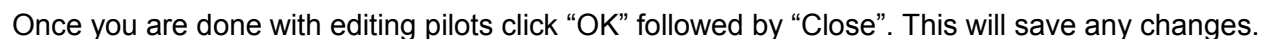


The first window to the left shows mission information and filters for the map. Selecting and deselecting the check-boxes controls what will be displayed on the map. NOTE: the "Show Enemy Flights" box is unselected by default. This is in case you do not want to see where the enemy is going to be as you plan / design your custom mission flight-path and objectives.

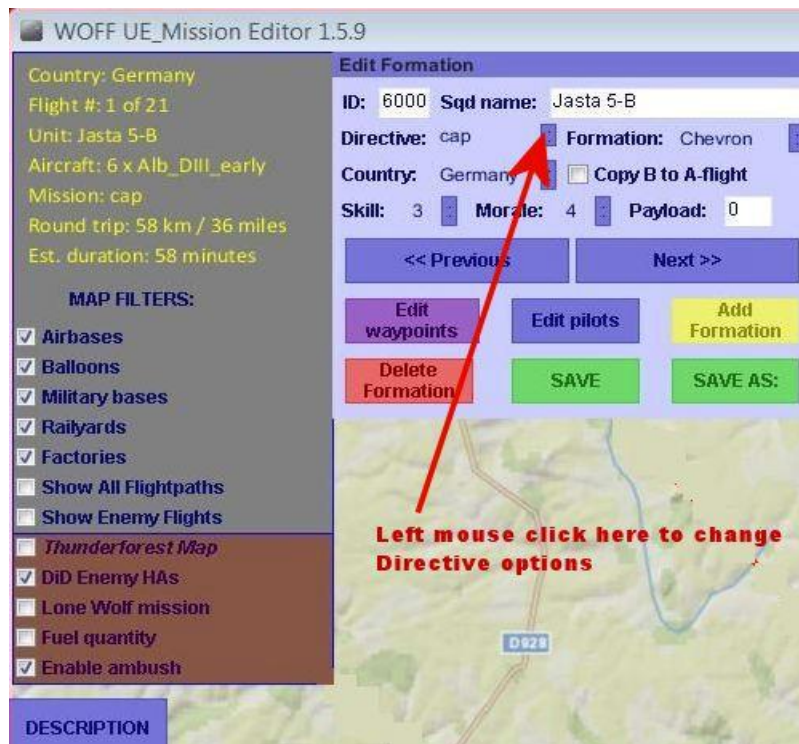
"DiD Enemy HAs" option is checked by default - enemy historical aces whom you have previously shot down will no longer reappear to fight against you. **However**, this feature will work **ONLY** if the current mission is opened **and** also saved in the Mission Editor. In other words, if the enemy ace was shot down during a *previous* mission, he may still reappear to fight you again, regardless if the checkbox is checked for the current mission. Also, if you forget to open and save your current mission with the Mission Editor, this feature will not be enabled and you may run into MvR again!



You can also add pilots to a flight. Click the ADD PILOT button and you will be presented with the squadron's chalkboard! Clicking on any pilot name on the chalkboard will bring up their stats panel as seen below in the left part of the screen. You can either add the pilot to the flight by clicking the OK button, or you can CLOSE the dialog window to cancel the addition. You can also assign selected pilot/observer as your wingman, replace your observer, etc.



If you wish to edit the “Directive” for the current formation, click the blue rectangle next to “Directive” in the Edit Formation box and a dropdown box will appear (shown underneath the picture below).



The drop down box provides the following options;

bomb - self explanatory

cap - combat air patrol

escort - self explanatory

gai - ground-to-air-intercept. Get airborne ASAP and head for the reported sighting of hostiles!

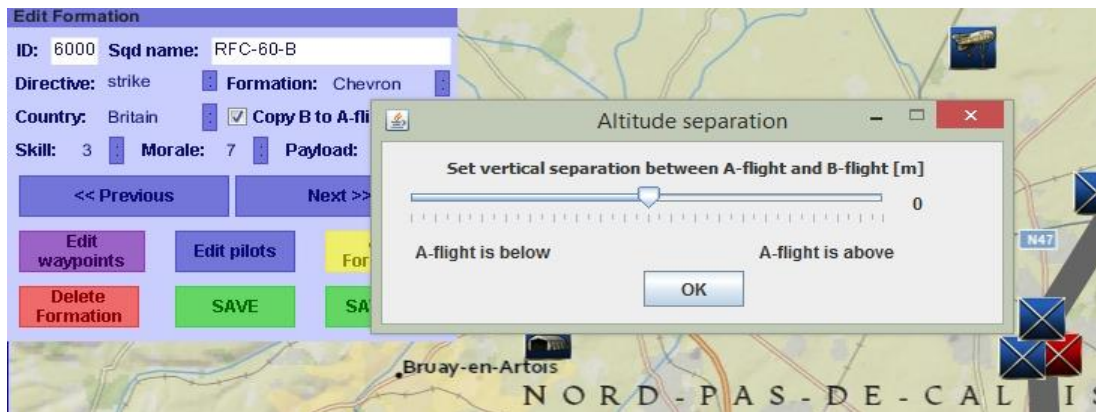
recon - reconnaissance mission

strike - an attack upon a fixed target e.g. a balloon

Setting Altitude separation between Flights A and B

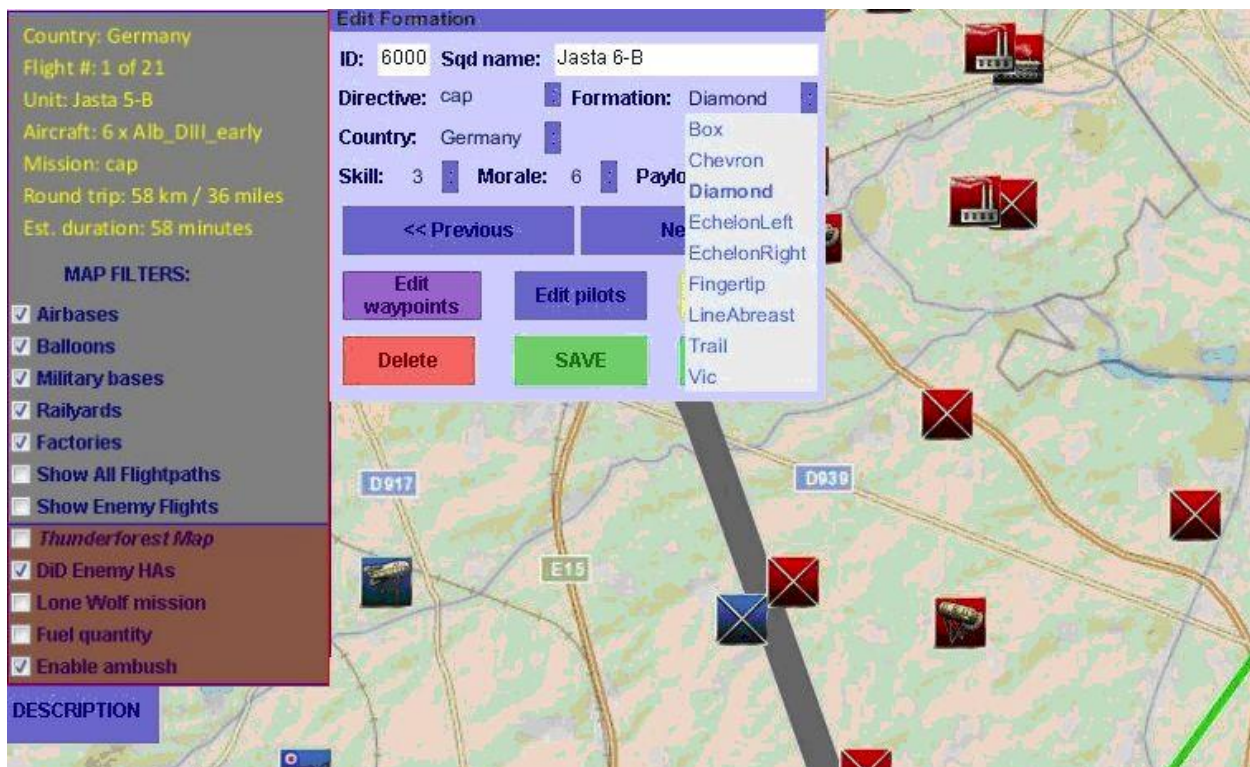
Putting a check mark in the box next to “Copy B to A flight” will create a duplicate flight-path for A flight that will now closely follow the player's flight path. Choose a desired vertical separation between the two flights in order to avoid potential collisions and/or to create "top cover" for your flight. This was added as per **Changelog 1.1.8.1**

Note: copying B flight to A flight will not guarantee that the two flights will appear together during a mission, due to varying takeoff times, random encounters with the enemy, etc. In fact, more often than not, this is not the case.



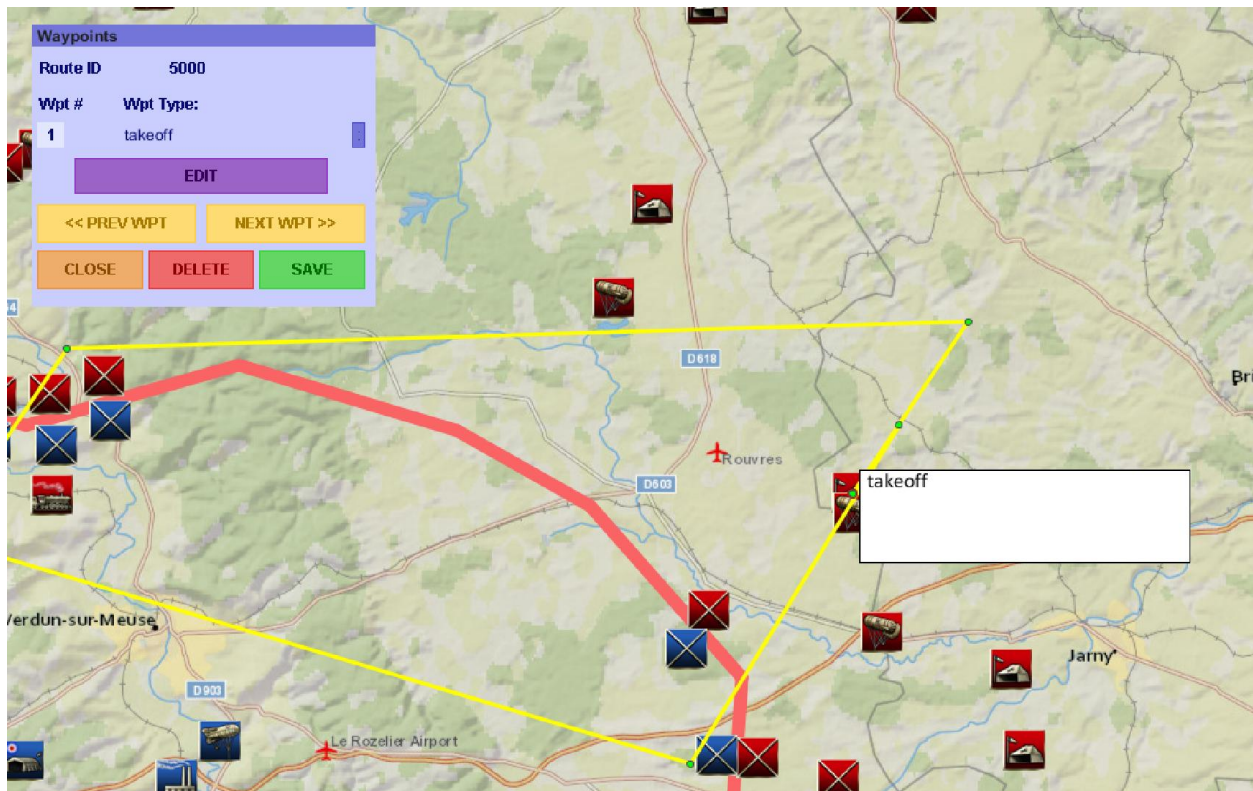
Setting formation type for the flight

Click on the blue rectangle to the right of the "Formation" label in order to select a customized formation for your flight. (see picture below) This feature was added in **Changelog 1.1.7.7**



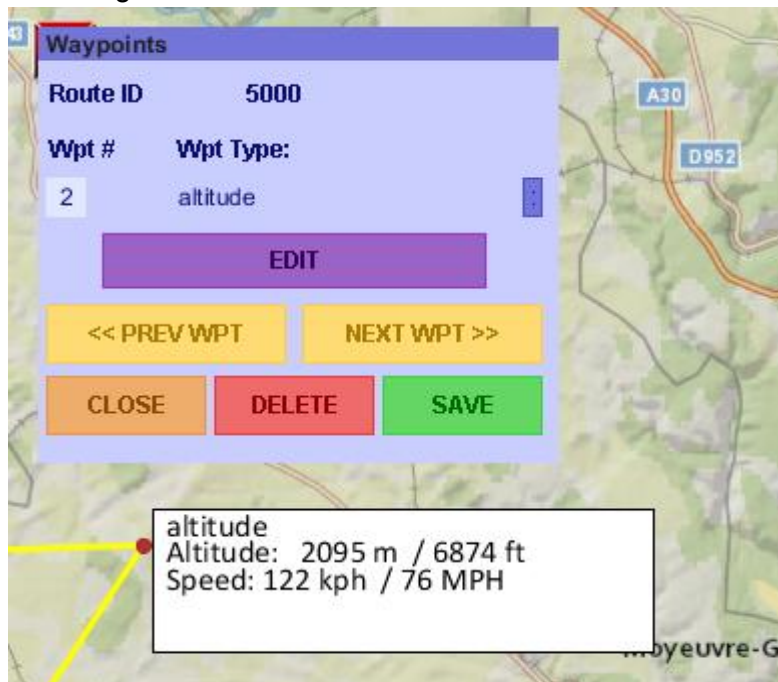
Editing Waypoints

To change waypoints for the current flight, click the “Edit Waypoints” button in the Edit Formation window.



In the above example, the Player's home field is selected for the “takeoff” phase of the mission (but you can choose to fly from anywhere on the map!).

Now, click the yellow-orange “NEXT WPT >>” button.



You will now see waypoint 2 has been selected on the map with its information displayed in the edit panel (in this case it's the altitude waypoint, i.e. the waypoint where the formation starts a circle-climb to the specified altitude). Clicking the blue rectangle to the right of the Waypoint Type opens a popup allowing you to change the waypoint "task" if desired. For example, you may wish to change the waypoint type from "loiter" to "SearchIntercept." Next, click the purple "EDIT" button in order to adjust various items such as the altitude and flight speed for each flight at the currently selected waypoint. Note: enter values using metric units.

TIP: Before editing waypoints it may be useful to step through each of them first, in order to get an understanding of what waypoints tend to go where, their assigned altitudes, etc.

Waypoint Types

Flights usually start with "**takeoff**" (but they don't have to!). After "takeoff" there is a second waypoint set for "altitude". This is where you climb to a certain height by circling, before heading off to the next waypoint. After "altitude", further waypoint types can be set depending on the nature of the mission, as follows:

TIP: Using the edit waypoint feature (see below) you can adjust the placement and height of the altitude waypoint. For example, I like to lower the climb altitude for this waypoint a bit in order to shorten my time circling. However, note that adjusting the altitude waypoint for your flight may affect your ability to coordinate your flight with A flight, unless you also adjust A flight's altitude waypoint!

AllWeapons - used at the point of attack for specific targets, e.g. attacking balloons when craft has rockets on-board, or by 2-seaters when carrying bombs - make sure to set the waypoint on the intended target icon on the map.

EscortedDetach / Escorted Rendezvous /EscortingDetach / EscortingRendezvous / EscortingPoint - used to set the respective points on the map for escort missions (the EscortingPoint appears on the in-game map as an orange dot and is usually the waypoint following the altitude waypoint).

SearchBombing - used to mark the spot where you want your flight to unload its "eggs" :)

SearchIntercept - used for missions where the briefing calls for intercepting reported hostile aircraft in a certain region, to have the flight search the area around the waypoint.

Startloop / endloop - used to set two points on the map which will be patrolled back and forth for a certain (editable) duration.

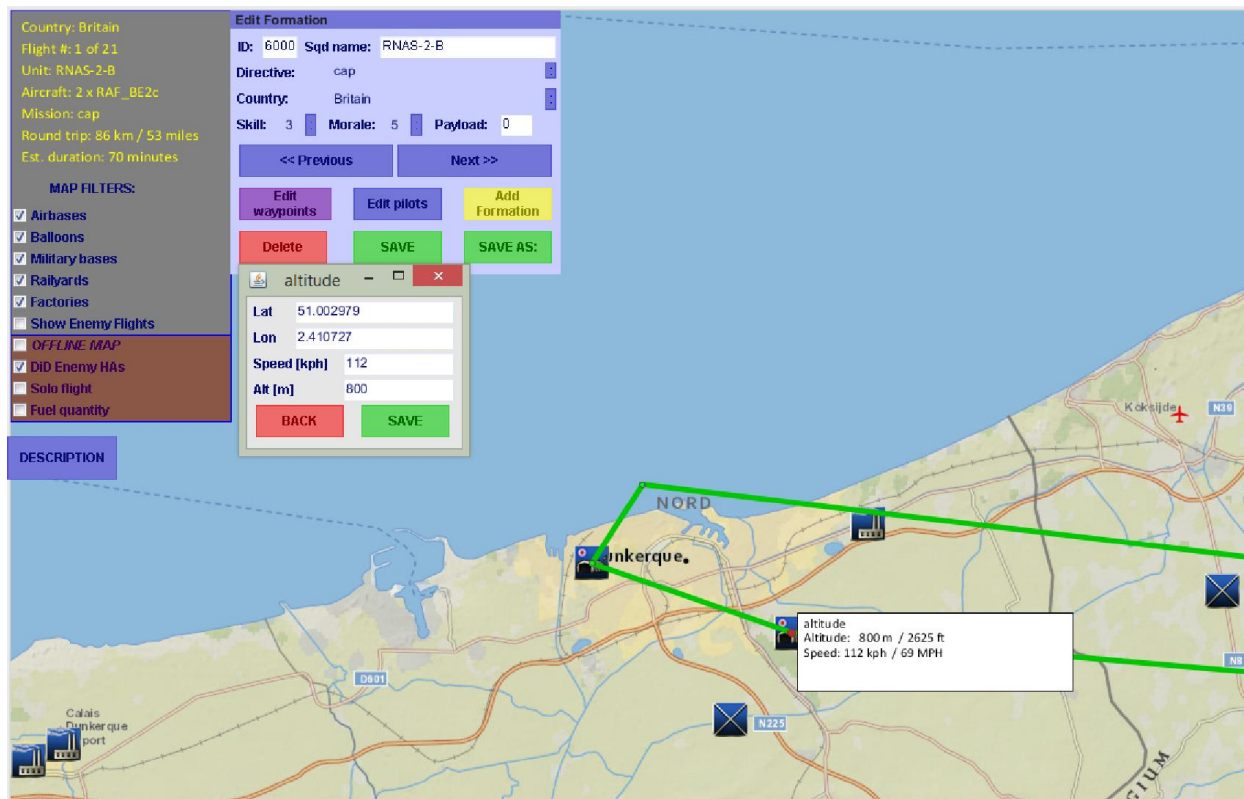
Loiter - used to set a point on the map where a flight will linger for a period of time.

Turn - self explanatory

Landing - self explanatory

NOTE: depending on the historical date of the mission and the craft involved, these attributes will vary, but the basic waypoint types are the same.

To set a new position on the map for an existing waypoint, click the “NEXT WPT >>” button, navigate to the waypoint whose location you would like to change, and click the “EDIT’ button. A new box appears:

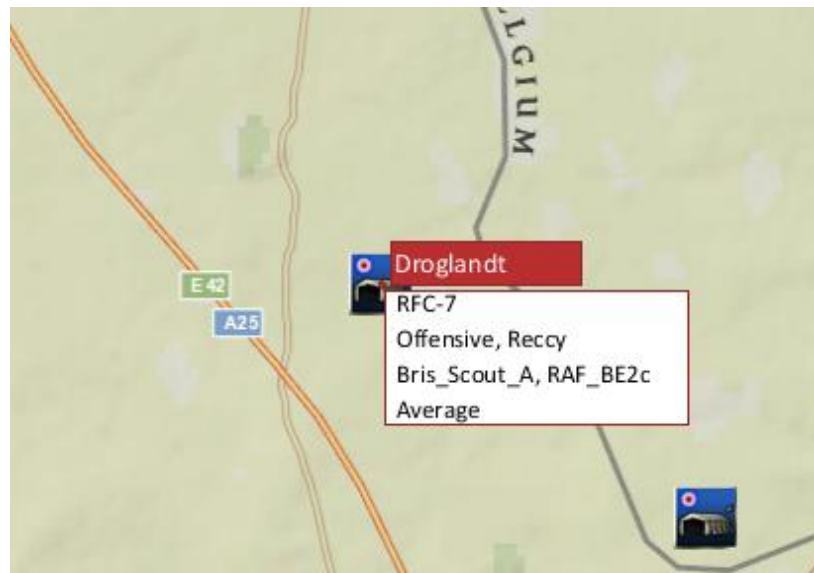


Next, right-click on the map at the place where you would like to move the existing waypoint and click the green SAVE button (the correct latitude/longitude will automatically update). You can also edit the speed and altitude for any existing waypoint by changing the values in the box.

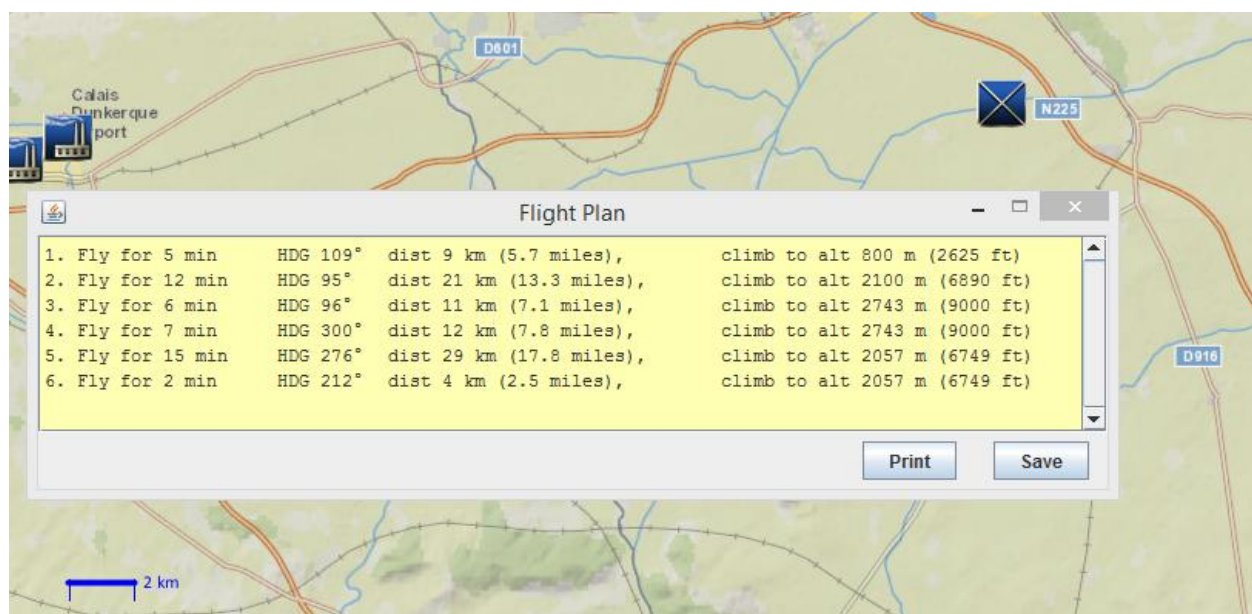
Creating a new waypoint

You can also add/insert additional waypoints. First, click the “NEXT WPT >>” button and navigate to the first waypoint on the map along the flight-path **AFTER** the spot on the map where you want to place your new waypoint. Next, select the type of waypoint you want to add by clicking the blue rectangle next to Wpt Type. Then, click the yellow "Insert Wpt" button and place your new waypoint by right-clicking on the map. After you have finished, click SAVE and your new waypoint should appear on the map. Don't forget to finish with a landing waypoint somewhere!

While planning your route, left-click on an airfield icon to check the name of the unit stationed there, its role, type of aircraft stationed there, and squadron quality/morale, as shown below:
Note: the icon for facilities that are not currently active are grayed out.



Once you are finished with waypoint editing, you can Save or Print your created/edited flight plan:



Once you are satisfied with all of your changes, save your mission by clicking the green “SAVE” button. You will be presented with a choice to open the Weather Manager and enable BuckeyeBob’s enhanced cloud mod features (see below).

Adding / Deleting Formations

Inside the "Edit Formation" box, click the red "Delete Formation" button to delete the currently selected flight.

Click the yellow "Add Formation" button to add a formation. First, choose whether to limit the choice of squadrons you can add by selecting one of the three radio buttons. You can choose to show all units, to show only units that are available on the current mission date, or to show only those units that were historically active in the region at that time.

The 'Edit Formation' dialog box contains the following fields and controls:

- Formation ID: 6015
- Directive: cap
- Country: France (selected), Germany (available)
- Sqd type: Fighter
- Squad Name: Jasta 1, Jasta 4, Jasta 5, Jasta 6, Jasta 13 (selected), Jasta 14, Jasta 15, MFJ I
- Skill: Rookie
- Morale: 5 (slider)
- Radio buttons:
 - Show all units
 - Show only units available at current mission date (selected)
 - Show only units available at current date and region
- Buttons: BACK, SAVE

NOTE: every field MUST be highlighted/selected before clicking the SAVE button, otherwise you will receive an error message (in the above example I did not have the A selected - mistake!) Once you have successfully created a new flight the following box will appear:

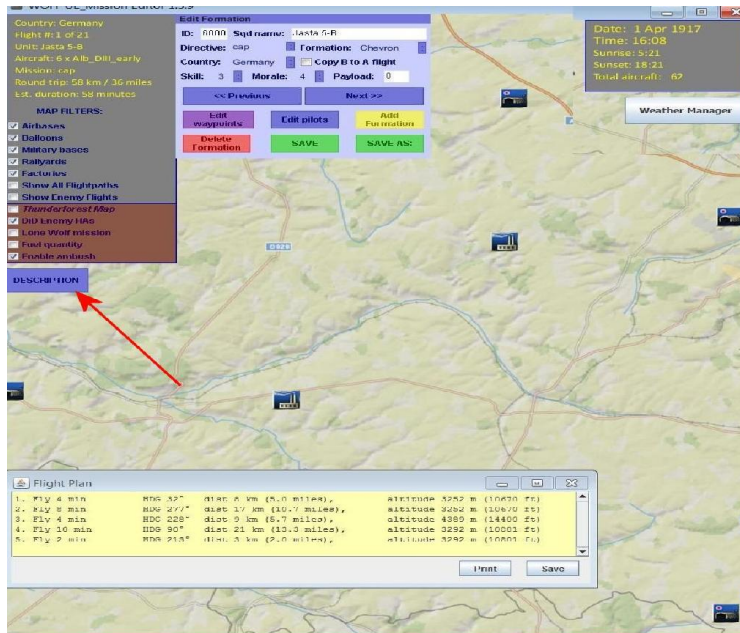
The 'Pilots' dialog box displays the following information and controls:

- Pilot # 1 of 1
- Player checkbox (unchecked)
- Table with columns: ID, Aircraft, Payload, Fuel, Ammo.
 - Row 1: 9599, Fokker_EI_SQ1, 0, ,
- Pilot First Name: German
- Pilot Second Name: Airman
- Morale: 5
- Skill: 2
- Navigation buttons: <<<, >>>
- Action buttons: Add pilot, Delete pilot
- Exit buttons: CLOSE, OK

You can continue to add pilots as desired, making sure to fill out all the info boxes as needed.

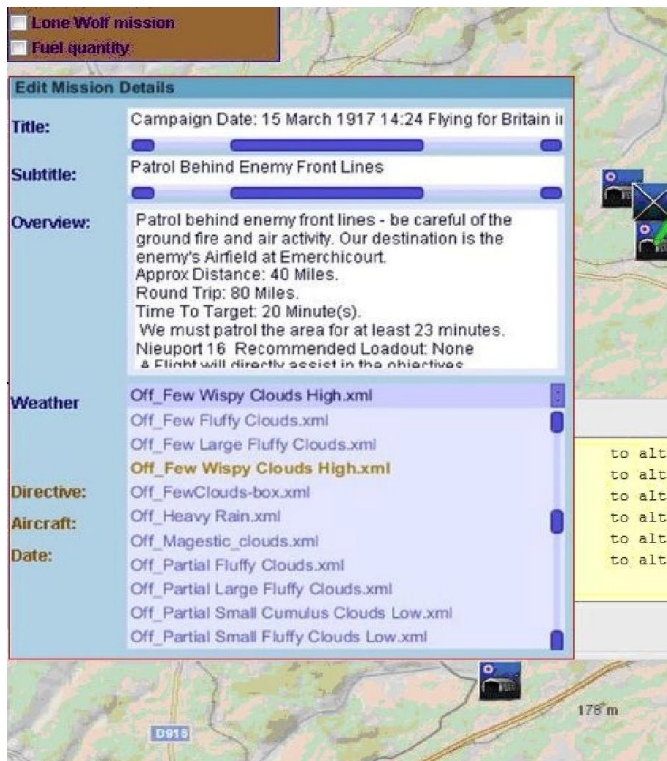
Mission Description Window

Under the left most window of the editor there is a “DESCRIPTION” button.



Clicking this brings up the Mission Description dialog box you see below which contains the data that you see in the in-game map screen. It is editable. Use it to adjust the desired mission time and description for your mission. When done, click SAVE and CLOSE.

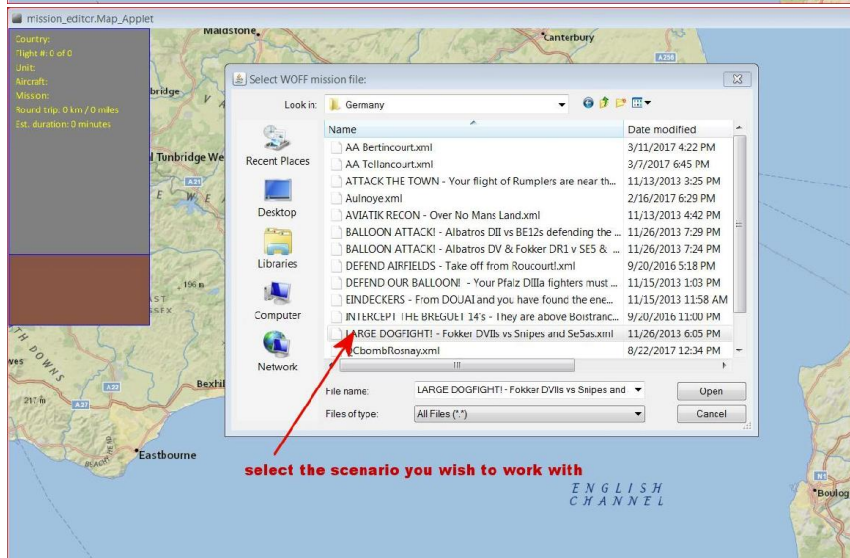
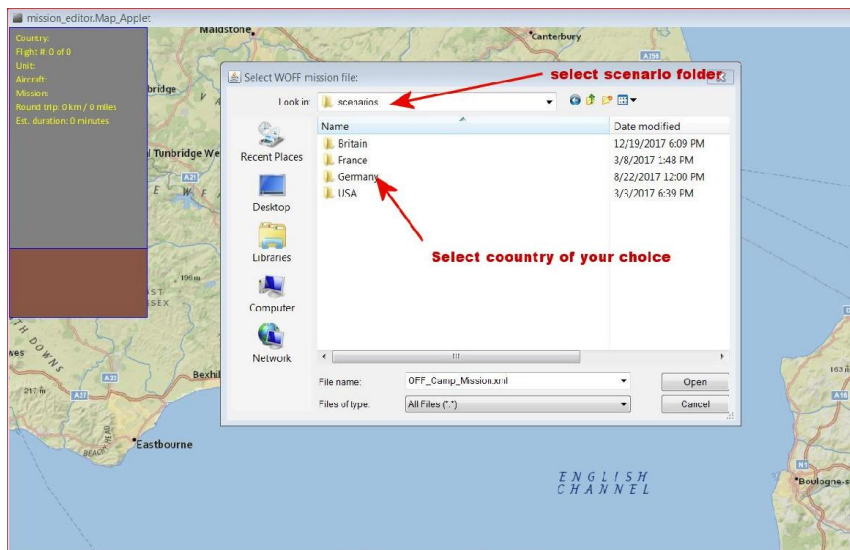
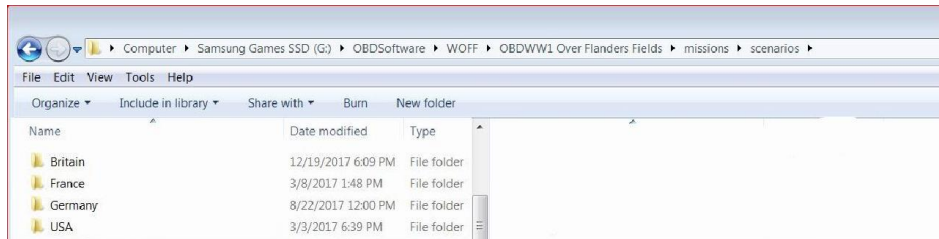
NOTE: WOFF campaign accepts only forward time change. Write time in format HH:MM.



Saving and Renaming Mission Files

Scenario based missions

Scenario based missions are stored in separate folders by country. To access these missions, start the Mission Editor, click "Open mission file" and navigate to the "scenarios" folder. Just click on the folder of your choice and the mission files will be displayed for selection.



When you open the Mission Editor and load a scenario it automatically creates a .BAK version and stores it in the same folder. After you've finished with your edits you can click the "Save As" button and navigate to the correct WOFF missions directory, rename the scenario file that you just edited to a new name of your choice, then change the backup of the original scenario file to a .xml file so that it is available to play again from within WOFF. Your new named scenario should now show up in the relevant scenario section of WOFF. This approach allows you to do something special like creating a "Training mission simulation" concept such as the following:

You can create different scenarios in certain training-facilities where for each mission you have a different task. For example, you can design missions such as starting, landing, landing on an open field, flying to certain spots and return, simulated bombing runs etc. One can create as many missions as you would like, saving each as a scenario mission, then doing one mission after another and then joining your squad after completing all of them!

While doing training missions one can add different friendly flights with different AC etc., simulating other pupils doing their training jobs while you are doing yours, so the training field looks and feels crowded. Or, depending on era, you can use different AC while learning to fly. Important note: Make sure to turn "logs on" in Workshop for all flights, not just the campaign, making sure after each mission to go into your campaign in WOFF and skip one day forward. That way your squad is developing as well while you are doing your training. After training is done (with all various missions and tasks in the scenario) one joins the squadron and starts his actual campaign.

Historical based missions

NOTE: the Historical directory is the one that contains the dynamic "mission.xml" file that gets created every time you "Go To Field" within the campaign in WOFF. This directory will always contain the file for the last mission that you flew in WOFF, so you could also load this file with the Mission Editor and use it as your starting point for creating a new historically based campaign mission.

Name	Date modified	Type	Size
MissionBuilders Readme	10/14/2008 10:08 ...	Text Document	1 KB
OFF_Camp_Mission	9/29/2016 12:08 PM	XML Document	25 KB
OFF_Camp_Mission.xml.editor.bak	9/29/2016 1:06 PM	BAK File	25 KB
OFFDynCamp	10/9/2005 11:08 AM	Text Document	1 KB

Using the Weather Manager

To access the Weather Manager, either click the Weather Manager button in the upper right corner of the screen, or click the save button in the Edit Formation window and a dialogue box will open, asking the player if he wishes to open the Weather Manager and enable BuckeyeBob's enhanced cloud mod features.

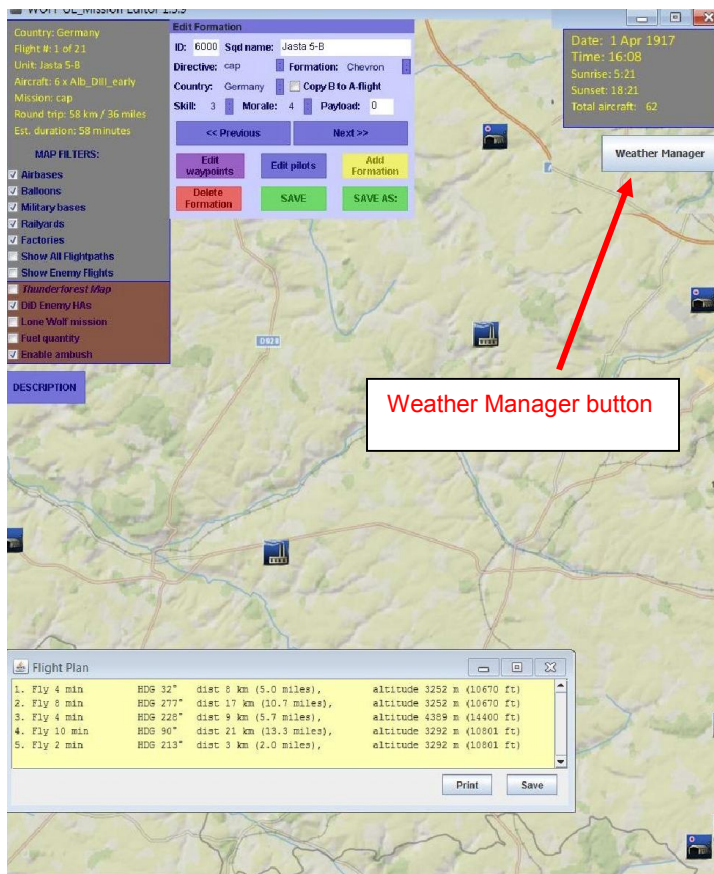
Important Note: If the user exits the Mission Editor without first clicking the "Apply" button inside the Weather Manager, the current mission will be loaded with default WOFF weather settings. In order to manually select wind direction and wind speed, OR to get the full effect of BuckeyeBob's cloud mod, including customized wind settings, fog and mist effects, background sky color, etc. the user **must** click the Apply button.

Weather Manager Features:

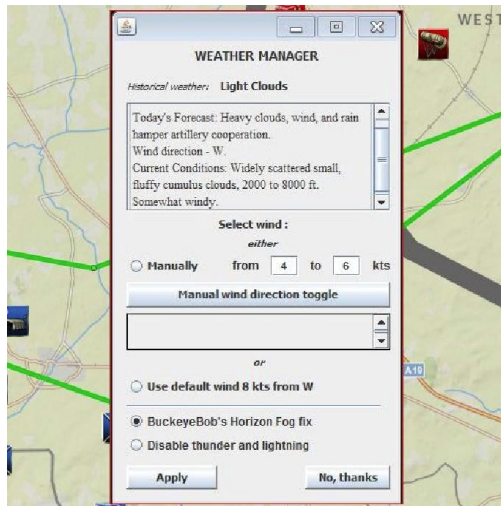
- Historical Weather: Overall weather conditions (Good, Light, Heavy, Precipitation, etc.) for the mission are listed at the top of the WM.
- Weather Overview: Today's weather forecast, based on the weather description found in the OFFHistoricalWeather file, is found just below the Historical Weather. *In addition, if the user has enabled BB's cloud mod, they will also see a description of the wind direction and the current cloud conditions over the field displayed here. (Note: cloud conditions will still change dynamically as you fly over different parts of the frontlines).
- Manual Wind Selection: If the user chooses to set their own wind speed and direction, they can easily do so here. Values can range between 0 and 25 knots!
- *Default Wind: Instead of manually selecting the wind, the user can select "Use default BB wind" and the wind direction and wind speed will be based on custom BB settings, if the user has enabled the cloud mod. If BB's cloud mod is not enabled, wind direction and wind speed will be based on default WOFF settings. Note: regardless of whether the user chooses manual or default wind settings, the wind speed and direction is still subject to a limited degree of random variation. Turbulence due to wind can be controlled via Jara's WOFF Multimod (available as a separate download). Wind can also be disabled entirely in the WOFF Workshop if the user so desires.
- BuckeyeBob's Horizon Fog Fix: "On a clear day you can see forever." Enable the radio button to enable extended horizons for Good and Light weather conditions.
- *Disable Thunder and Lightning: Click this button if the user has enabled version 2.9.2 or later of the cloud mod but wishes to disable thunder and lightning during the spring and summer months. Note: thunder and lightning is automatically disabled by the ME during the fall and winter months.
- "Apply changes" button: click this button to enable any weather changes, including wind and all BB cloud mod enhanced features.
- "Use WOFF Defaults" button: click this button to discard any weather changes and revert to default WOFF weather settings. Note: the clouds in BB's cloud mod will still work, but all other cloud mod features, including wind, horizon, and fogcolor changes, will be disabled!

Note: Weather features denoted with an asterisk rely in whole or in part on the prior installation of BuckeyeBob's cloud mod.

Note: Wind must be enabled in WOFF Workshop for all customized wind settings to have any effect.



The Weather Manager popup menu appears as follows:

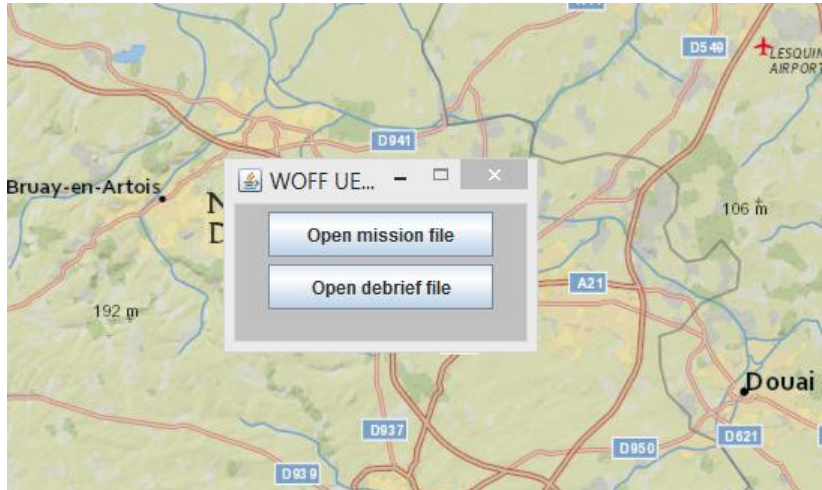


For some older systems it is recommended to click on the radial button labeled “Disable thunder and lightning” as these features can be resource intensive and lower your game FPS. You will have to make a decision based on trial and error to determine which is best for you.

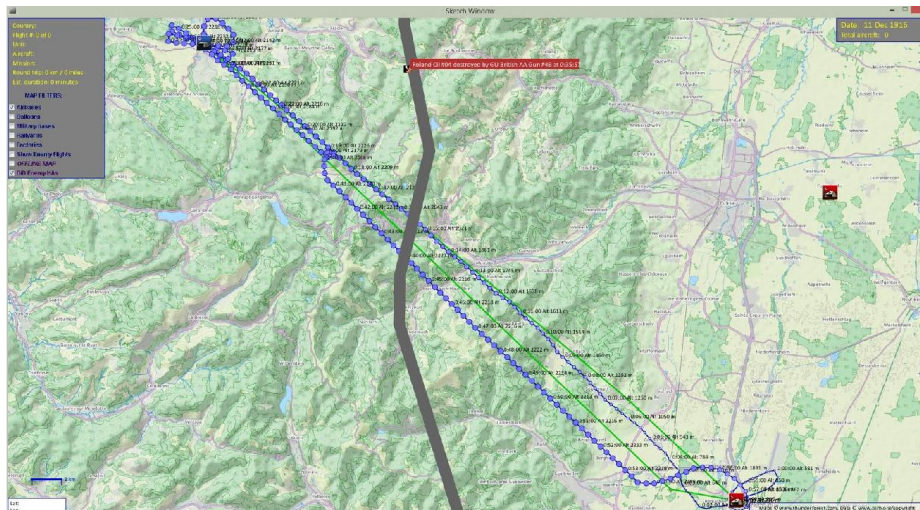
You are now ready to return to WOFF and start your mission.
Close the Mission Editor and Alt-Tab (if necessary) back to WOFF.

Mission debriefing/AAR

Once you have finished your mission flight, you can Alt-Tab from WOFF, run Mission editor again and this time select "Open debrief file" option.



In Mission debriefing/AAR - you can graphically review your last mission and outcome. Implemented in **Change log 1.1.4.1**



IMPORTANT NOTES:

OBD offer NO SUPPORT for this utility AT ALL - Use at your own risk.

If you have problems with WOFF after using this utility OBD will ask you to deactivate it before offering any support.

Note: Remember it is advised to deactivate all your utilities before upgrading to the latest WOFF Patch or release

Change Log

Change log 1.7

New feature: automatic backup of player's pilots and WOFF UE settings/configurations. To restore pilots or settings, simply start Mission Editor, click "Restore from backup" button and click "Okay". Done!

Change log 1.6.5

- 1) Implemented PanamaRed's Blue Triangle mod. Users can now select desired scenery density level before each mission. This feature may be particularly useful for late-war missions when regional air activity can be quite high, potentially slowing frame rates.
- 2) Drag and drop waypoint editing implemented.
- 3) Damaged factories now display with grayed out icons.
- 4) Miscellaneous fixes and improvements.

Change log 1.6.1

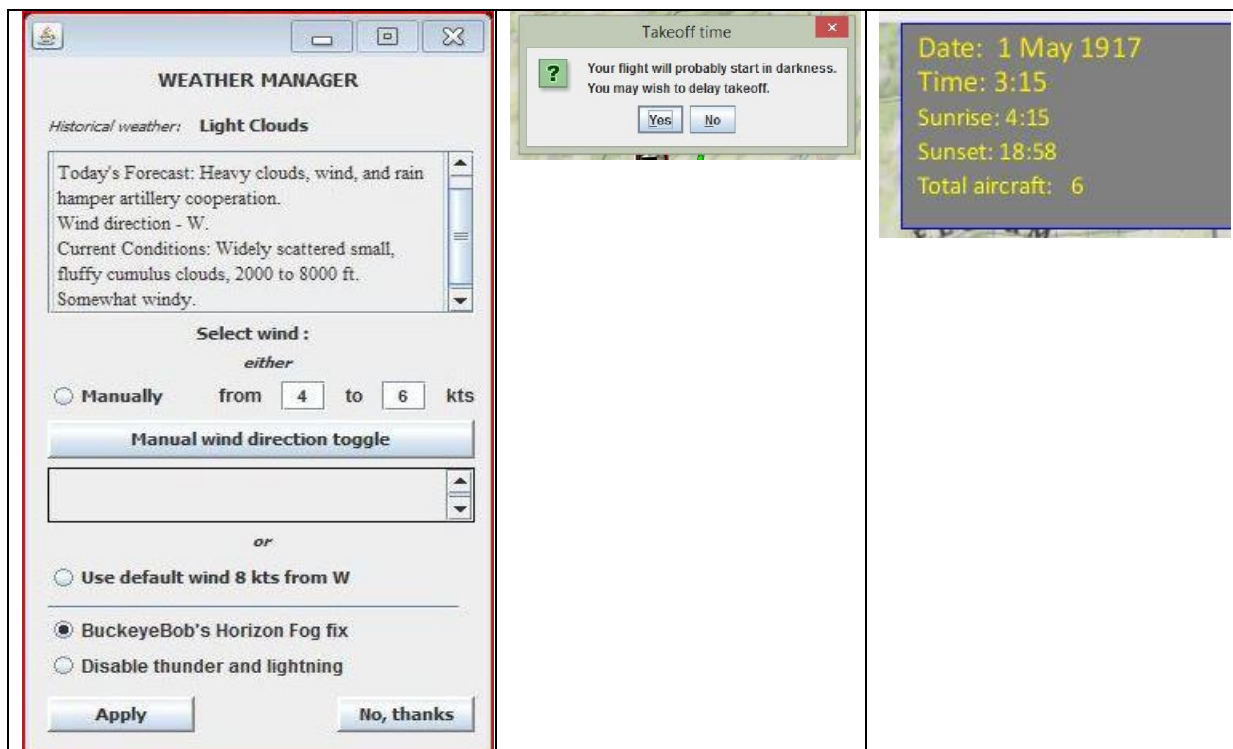
Fixed another bug in weather manager causing ME to hang in clear weather conditions.

Change log 1.6

Fixed bug in weather manager code causing ME to occasionally hang. Also added a few new weather icons to weather map.

Change log 1.5.9

- 1) WeatherMod - implemented BuckeyeBob's Thunder and lightning mod. Thanks Bob. User can enable/disable thunder with this option saved to ME config file. Mission editor also checks the mission date and automatically disables thunder and lightning during autumn and winter periods.
- 2) Takeoff and landing times - Mission editor adds new feature - sunrise and sunset watchdog. When mission start is 30 minutes before sunrise or mission calculated landing time is 30 minutes past sunset, Mission Editor shows warning window and offers flight plan/time modification. Sunrise and sunset times are calculated in respect to current date, latitude and longitude, and displayed at top R/H corner of screen. Thanks to Fullofit for this request.
- 3) Populated airfields - static aircraft now use correct skins of unit stationed at each field (if free skin slots are available or unit is flying in current mission)
- 4) Fixed bug in Lonewolf routine, that caused lone wolf missions to not work if mission was flown with less the 4 units (squadrons).



Change log 1.5.6

1) Fixed bug in Populate Airfields method causing false warning "Realistically populated airfields mod not installed", thanks to Fullofit for pointing this out.

Change log 1.5.5

- 1) Disabled old ambush method leftover code that could cause more ambushes than preselected by user;
- 2) Added new option "Static planes only" to "Populate airfields" feature (light, FPS friendly feature on Fullofit's request);
- 3) Small bugfixes

Change log 1.5.1

1) allows customization of enemy ambush - user can toggle this feature on or off and set odds of enemy ambush over user's airfield at mission start!

Change log 1.5.0

1) The skies over Flanders fields now become more unpredictable and unfriendly - now you can expect ambush at mission start requested by Fullofit. Included in this version also some stability fixes.

Change log 1.4.8

1) Although not critical, version 1.4.8 fixes the issue when one of BuckeyeBob's cloud file ("OFF_BB Overcast with Light Saturated Clouds.xml") has not been recognized by Mission Editor and kept unmodified. Thx BuckeyeBob for pointing this out to me.

Change log 1.4.7

1) This version fixes some small bugs, adds few enhancements and is fully compatible with the latest BuckeyeBob's Optional cloud mod v2.8. Thx Bob for his devotion to cloud modding, suggestions and patience with ME testing.

Change log 1.4.4

- 1) Weather Manager (WM) - Fixed bug when Weather Manager sometimes did not show (thx Robert Wiggins and BuckeyeBob for info)
- 2) WM - added button to open Weather Manager;
- 3) WM - LMB click on weather icon shows cloud and wind info;
- 4) other small bug fixes and optimizations

Change log 1.4.2

- 1) Weather Manager (WM) - added "special treatment" for two new BB's Mist and Fog files - thanks to BuckeyeBob for his continual weather magic;
 - 2) fixed ME error caused by non-English Windows regional settings (unrecognized decimal point);
 - 3) WM - Added a test version (WIP) of weather overlay map icons to Weather Manager (just be warned - the weather forecast is not reliable but what is difference with today's meteorological forecast ? 🤔)
- Thank you very much to BuckeyeBob for his tremendous work of assigning a weather icons to each of (104 at the present time) weather files.

Change log 1.3.7

This latest version of Mission Editor, incorporates all changes to weather files created by BuckeyeBob:

1. Weather Manager (WM) - copied altitude from all BB's Mist and Fog files to Bkgnd weather;
2. WM - fogColor replacement probability increased to 80%;
3. WM - preset "HeavyRain" condition (horizon) for fog and mist weather;
4. WM - added choice of "cloud file default" or "custom" windspeeds;
5. Flight Plan (FP) - fixed Flight Itinerary bug when deleted WPs still showed in itinerary;
6. WM - fixed Weather Manager crash if cloud file contains more than 5 cloud types;
7. WM - added BB's latest cloud file(s);
8. WM - wind speeds copied from cloud file randomized by interval +/-2 kts;

Change log 1.3.0

Mission Editor v 1.3.0 released

Description of changes:

- plane selection: added longhorn and morane_n to list of flyables (requires addon planes installation);
- weather mod: BuckeyeBob's fogColor mod - fogColor value copied from original weather file randomized with 75% probability;
- weather mod: manual wind direction selection is optional now (on user's button click);
- fixed windDir copy from source weather file;
- Flight itinerary window - when minimized by user, window remains minimized while manually editing waypoints;
- Weather mod - shows wind directions;
- Weather mod - randomizing wind direction values for individual weather objects

Change log 1.2.6

WOFF UE Mission Editor 1.2.6

Fully compatible version of Mission Editor with the latest release of WOFF UE Populated Airfields Mod 1.3 that introduces historically correct static planes on airfields.

Revision changes:

- 1) Testing implementation of BuckeyeBob's Weather mod - parsing fogColor variable from root weather files to background weather section (still WIP) ;
- 2) Decreased number of static (gai) planes for better performance;
- 3) Weather mod - added cloudcounts comparison routine;
- 4) Fixed "missing csv entry" Editor hangup;
- 5) Removed static (parked) planes from abandoned airfields

Change log 1.2.1

WOFF UE_Mission_Editor 1.2.1 released

Revision changes:

- 1) If "Lonewolf" checkbox was selected, RFC escort has been deleted - fixed;
- 2) Distribution of static planes parked on airfields should be more realistic now;
- 3) When edited mission for 1917/1918 campaign and user selected populated airfields, editor froze due to typo in WOFF period csv files - fixed;

Change log 1.2

Editor generates historically correct static (parked) planes, i.e. according to units stationed on airfield at this particular campaign date. Editor also generates the same sort (type) of planes waiting for take off and / or landing (in limited quantity over previous version).

NOTE: You must install and enable via JSGME complete set of [WOFF UE Consolidated Airfields Mod by RJW](#) as first and [WOFF UE Populated Airfields Mod by JJJ65](#) as a second, before you try Mission Editor's new feature.

Change log 1.1.9

Allow ability to see in WOFF historically correct planes and squadrons on airfields at given campaign date. To enable above mentioned feature, just click on OK button at "Populate airfields..." popup window during mission save dialog.

Change log 1.1.8.4

Version changes:

- 1) Check for "Escortxxxx" waypoint when copying B to A squad route. Escorted and Escort flights can not be copied;
- 2) Fixed Western longitude coordinates bug - thx to OldHat for pointing it out ;
- 3) When inserting new waypoints, ME looks for takeoff waypoint (its proper location at the beginning of Flight plan);
- 4) debriefing data enhancement - added climb/descent rate;
- 5) fixed Observers "out of bounds" (";") error;
- 6) Flight Plan displaying/updating procedure tuned;
- 7) SOL and OBS planes implemented (for Player's squad only), allowing training missions editing and/or single seater Be2c/Aviatik CI missions;

Change log 1.1.8.3

Revision changes:

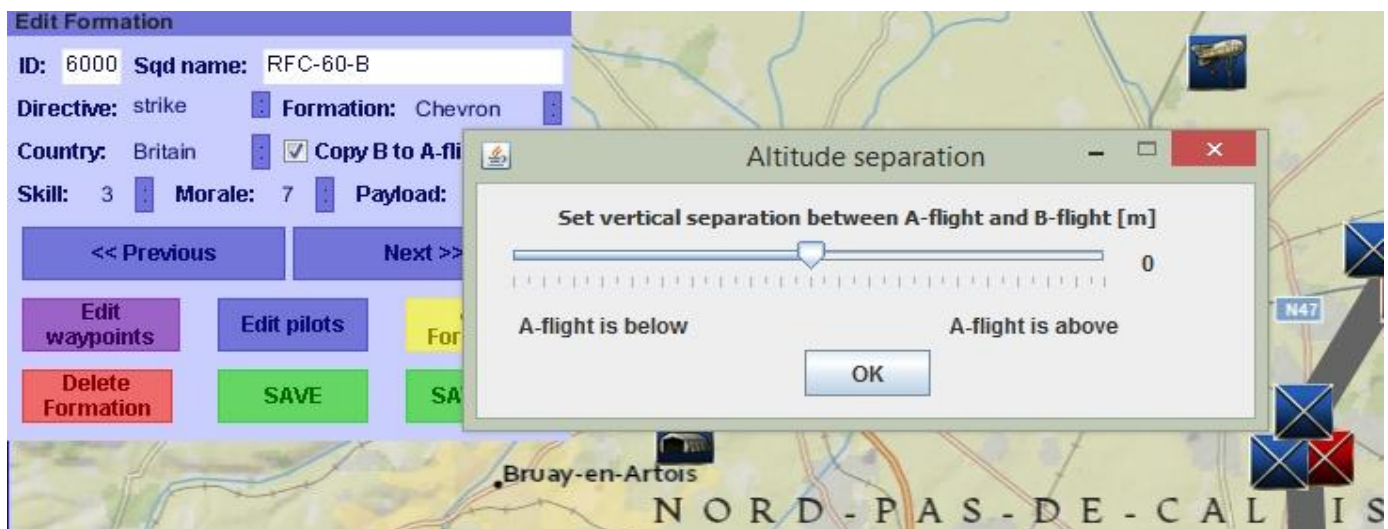
- 1) Fixed bug where "bombing" type waypoints were not shown and saved - thanks to Fullofit for pointing it out
- 2) Training missions editable (this feature was not supported in previous versions of ME)
- 3) Other small bug fixes and optimizations

Change log 1.1.8.2

Fixed request by Fullofit: when changing the A-flight's height the value does not update until you release the slider. Would it be possible to see the number update in real time?

Change log 1.1.8.1

Added slider for setting separation altitude between flights "A" and "B".



Change log 1.1.8

Revision changes:

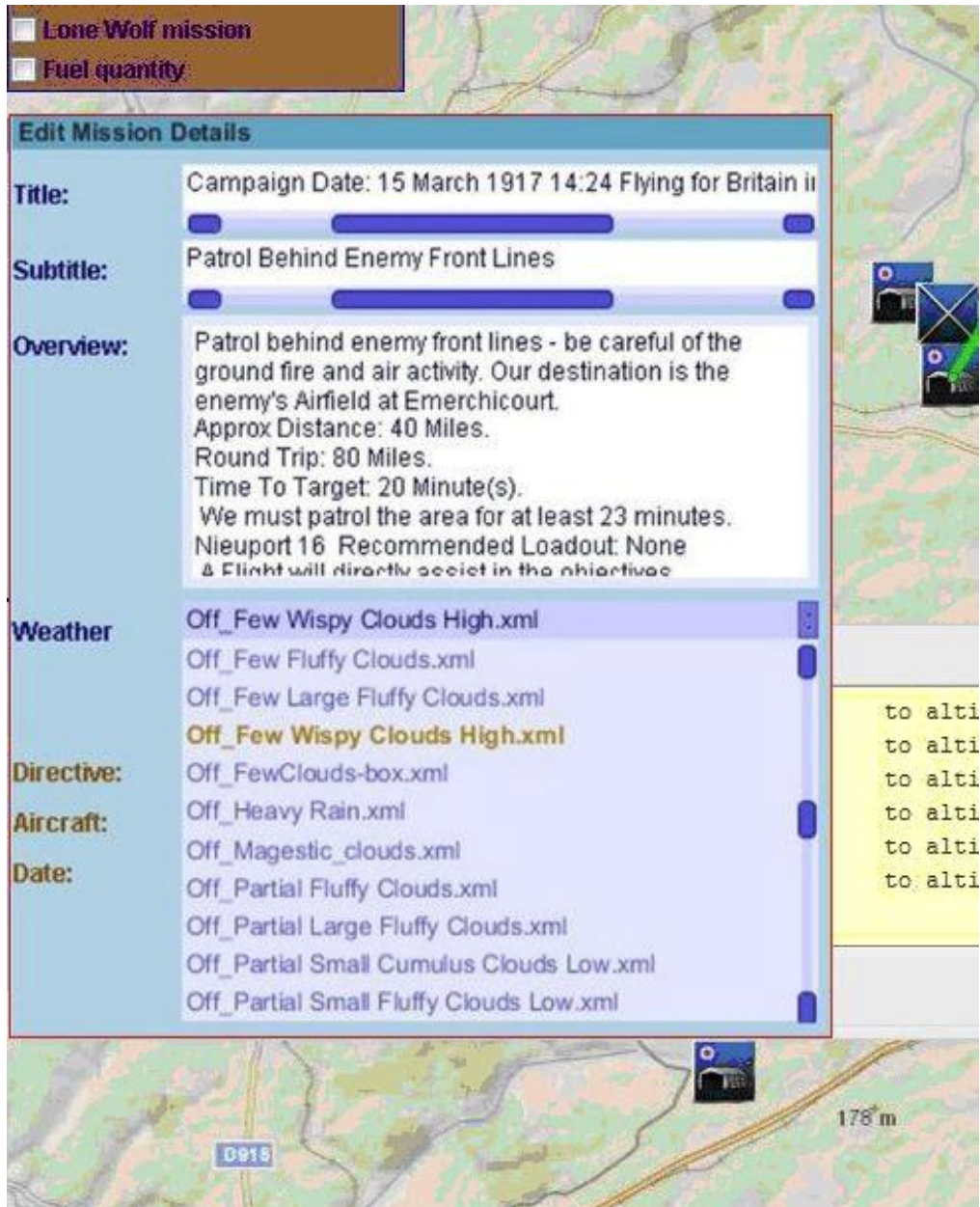
- 1) Added option to copy B-flight route to A-flight (for this release version only with fixed separation altitude of 200 m),
- 2) fixed "Formation type not available" error - thx to Hermani for finding it



Change log 1.1.7.9

Change list:

- 1) Weather selector added - ref. to picture below,
- 2) Displaying details of squadron pilot currently active in formation window and while scrolling,
- 3) Weather mod - South wind selection did not work - Fixed



Change log 1.1.7.8

List of changes:

- 1) added mission pilot backup feature - if you experience crash after mission start due to "underground pilots" or sudden return to debriefing screen while losing entire flight or pilot is killed due to other reason, start Mission editor, click "Open debrief file" and you will be presented with option to restore your last mission pilot (backup is created automatically by Mission editor before mission start after clicking Save button). Just do not forget to run ME and click Save button before each mission.
- 2) added buttons for inserting new pilot, either before or after current pilot,
- 3) fixed possible bugs in file loading routine,
- 4) fixed wind speed conversion from kts to m/s – wind speed is properly converted to dynamic weather file now via Weather mod. In former versions of Weather mod the wind speed was multiplied by two.

Change log 1.1.7.7

List of changes:

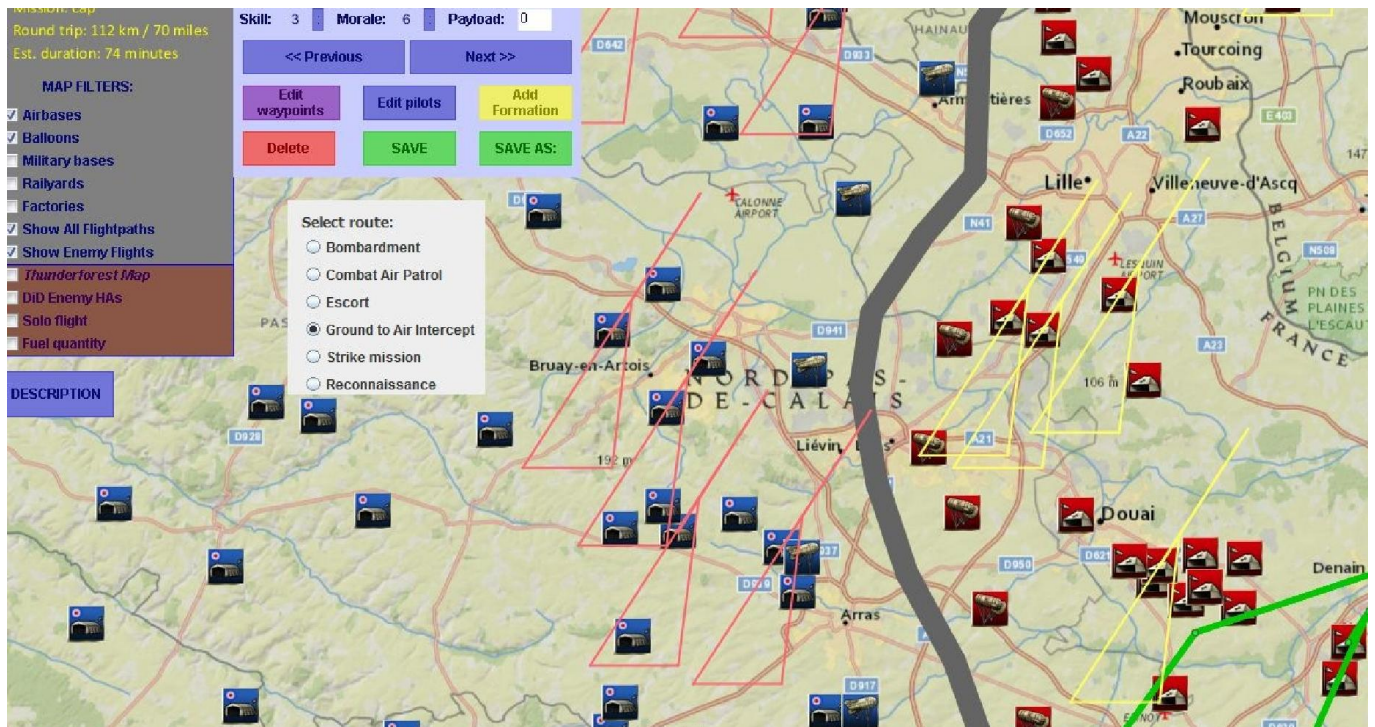
- 1) Added formation type selection drop box
- 2) Fixed colors of Observers roster



Change log 1.1.7.6

List of changes:

- 1) Added route type filtering to "Show All Flightpaths" feature (for better orientation/overview)
- 2) Fixed overlapping "Mission description" and "Pilot log" windows
- 3) Weather mod - added option to disable/enable BuckeyeBob's horizon removal
- 4) Weather mod - added wind direction settings for Eastern wind directions (on user request)



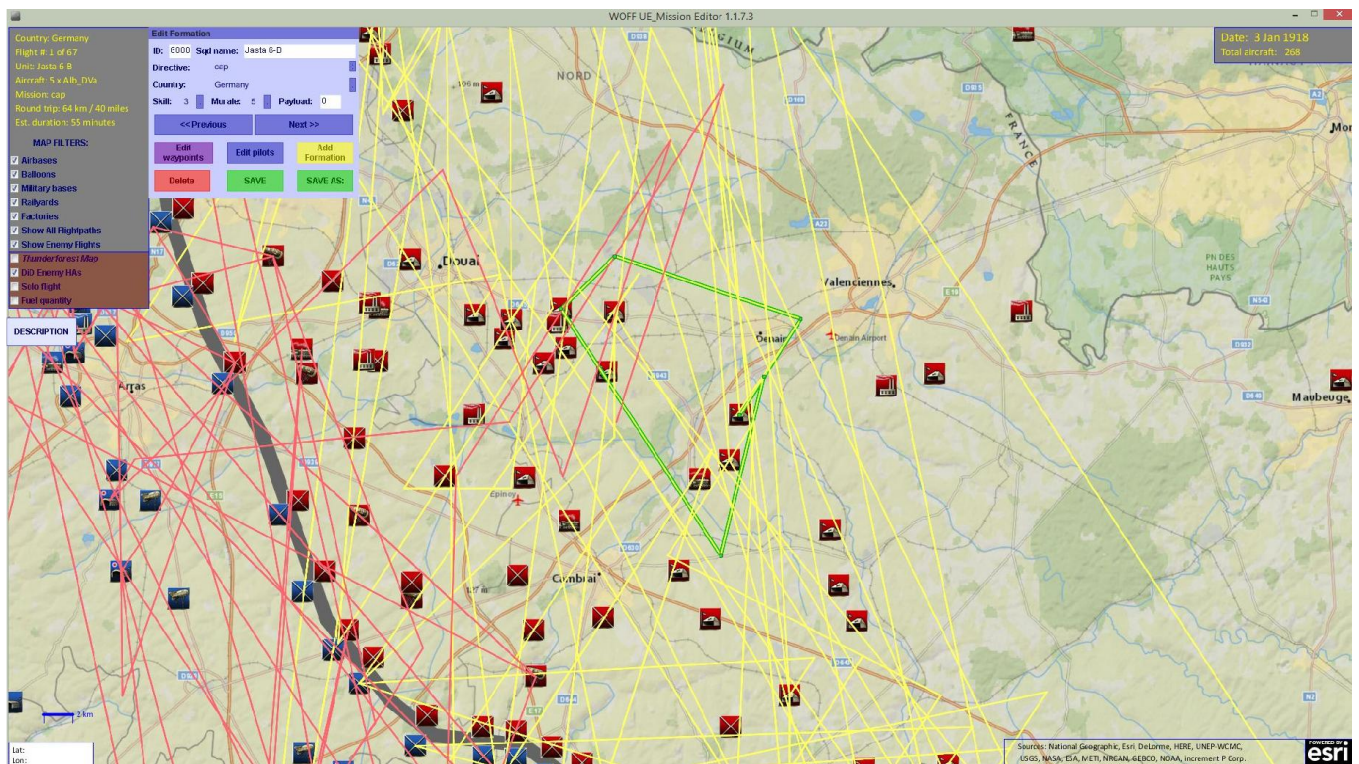
Change log 1.1.7.4

- "DiD Enemy HAS" checkbox status is being saved by mission SAVE button and automatically loaded at the next ME start - feature originally requested by Fullofit.

Change log 1.1.7.3

Revision changes:

- Implemented "Show all flight paths" per BuckeyeBob's request



Change log 1.1.7.2

Fixed: serious bug in routine saving Player's and HA's aircraft.

Change log 1.1.7.1

- 1) Fixed (hopefully) bug with adding pilots/airplanes to Player squadron - thx to Bucksnot for pointing it out
- 2) Increased droplist of airplanes for adding to Player's squad (complete planeset)

Change log 1.1.6

List of changes in v1.1.6:

- added airplane selection droplist,
You can assign any plane you wish, even enemy :-). But it is valid only for edited mission and it will revert back after mission is flown. No persistent changes are possible. You will have to manually modify your flight's planes before each mission. I think of adding a scroll list of planes for easier selection. BTW, do you want to have the list of all planes or only friendly planes or only planes available to your squad at given date?
- Wind/weather mod - added horizon fog fix/removal per BuckeyeBob's suggestions,
- Wind/weather mod further enhancements/wind tuning, no need to switch off winds in WOFF UE workshop anymore
- added colored squad members status on roster table,
- flightplan window is saved to FP.txt file and automatically opened in Notepad,
- alternate mapcheckbox switch (Thunderforest Landscape map provider),
- "Open file" dialog shortcuts to campaign mission by default,
- fixed payload settings for mixed planes in one formation,
- fixed bug when adding formation for selected region and date planes were not filtered correctly,
- fixed "Yes/No" message boxes functioning and other small fixes

Change log 1.1.5

List of features/changes:

- 1) Added Solo flight checkbox (user requested) - this option enables "one click" Lone Wolf missions
- 2) Added Fuel refill checkbox (user request) - this option enables refueling of all airplanes to uniform level (in %)
- 3) Added Print and Save options for Flight Plan/Itinerary
- 4) Small bug fixes

Change log 1.1.4.4

- Fixed bug when AAR/Debriefing hangs during loading. Improved labels and text on debriefing map.
- Cleaned executable from garbage - thx Pol for pointing it out.

Change log 1.1.4.3

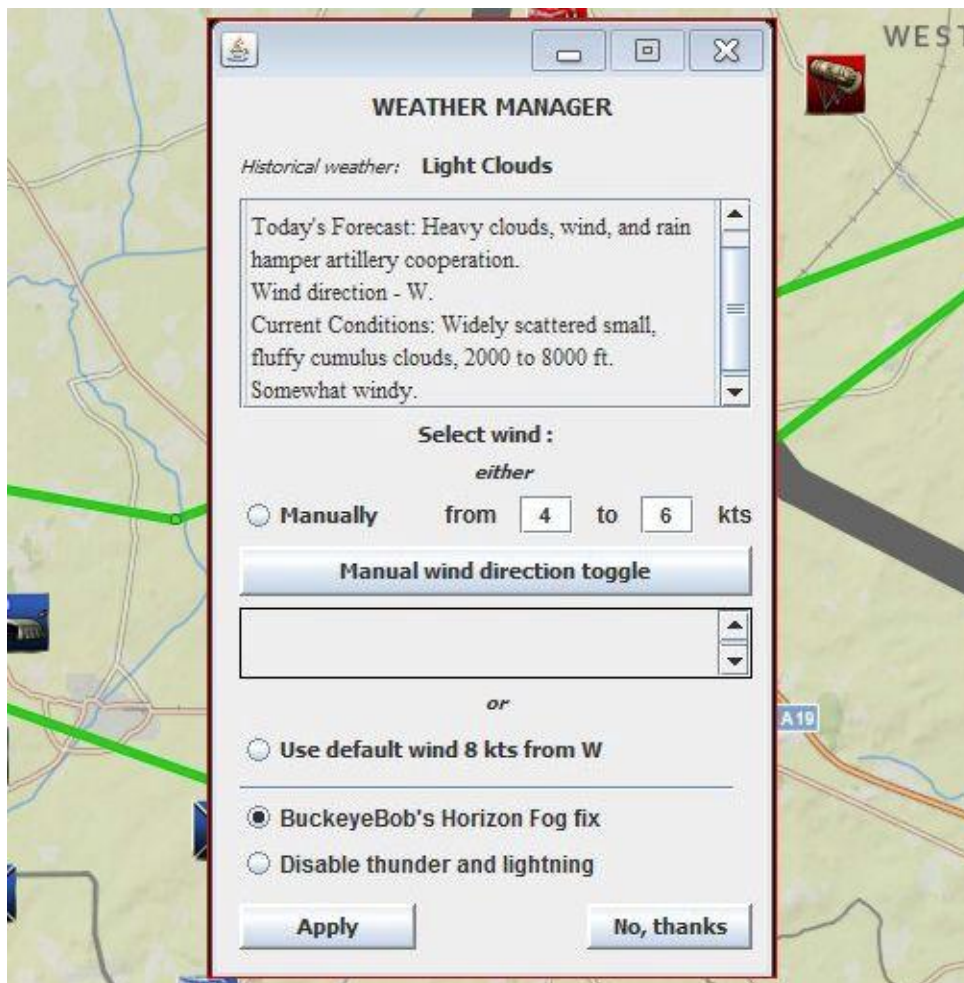
Enhanced Wind manager - now with limited wind bumps feature allows us to set the wind speeds freely up to 25 knots. User can accept recommended values IAW historical weather (offered in form fields) or change them manually. Manual selection of Wind direction is granted.

For Mission Editor: - If you set , for example, wind direction to W, mission editor will generate randomly wind directions for every area in range 258 - 281 degrees. Wind speed (in knots) you can input manually to fields "From - To" , or keep recommended values.

WOFF creates for each mission an OFFDynamicMissionWeather file that is simply mixture of clouds and windspeeds for all theatre areas. Mission Editor allows user to further customize generated wind speeds, directions and horizon haze. Wind speed and directions values are randomized from range set by user.

As an alternative, users can enable BuckeyeBob's cloud mod and either manually input wind speeds and direction, or allow the cloud mod to handle default wind speeds and direction automatically.

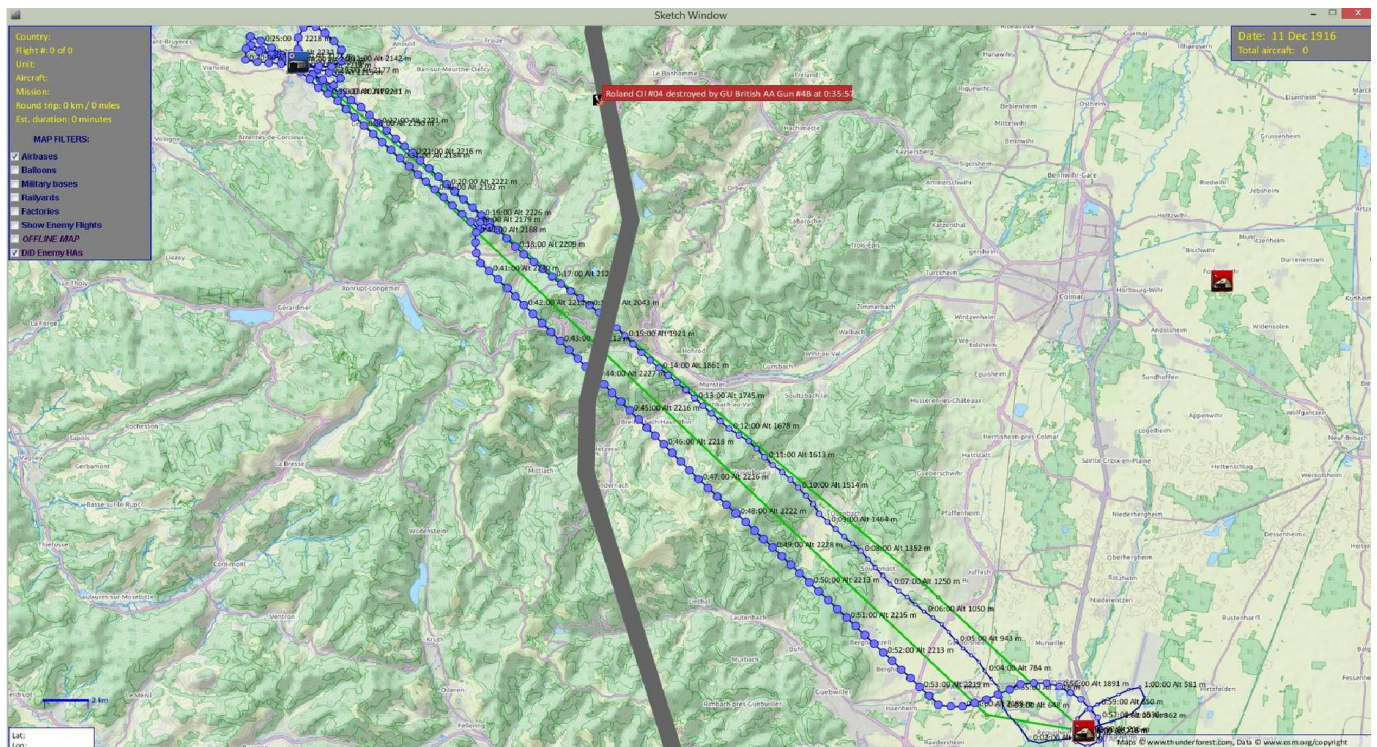
In addition, users now have an option to modify bumps and turbulence by WOFF Multimod application/mod. I hope it is clearer now ;-).



Change log 1.1.4.1

The latest revision includes the following and several bug fixes:

- 1) OldHat's Wind mod - you will be asked for applying of mod upon saving your mission file. You can also select desired wind direction. Best to use with BuckeyeBob's Historical weather mod.
- 2) Mission debriefer/AAR - you can graphically review your last mission and outcome. Feature idea is based on nibbio's Python application ([link](#)) - thx nibbio.



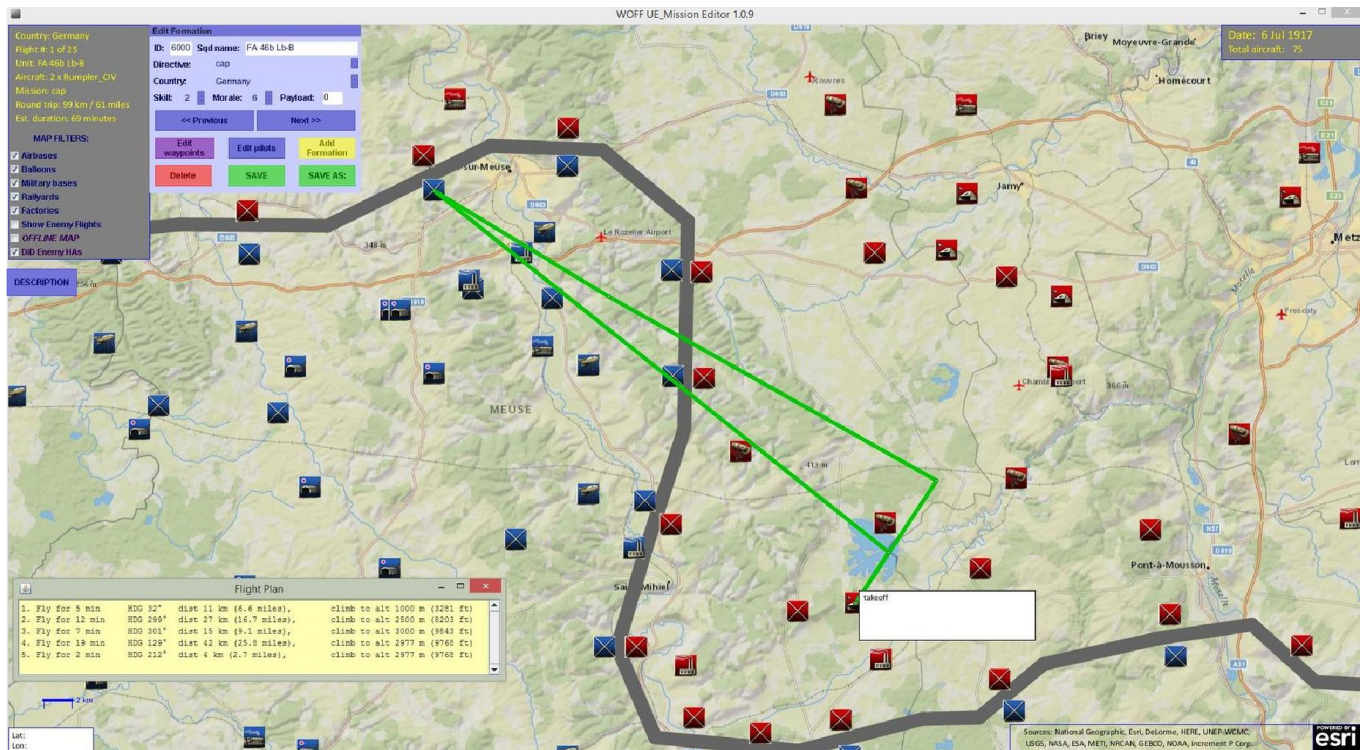
Many new features have been added to Mission Editor and the above tutorial does not cover all of them. It is advised to refer to the Change log that follows, in order to stay advised of the new features as they become available.

Change log 1.0.9

Fixed: bug when Mission Editor did not recognize period 1918+4.

Fixed: Bucksnot reported "In prior versions of the editor when I deleted my squad's "A" flight I was unable to re-assign the pilots to my "B" flight. It showed them as still assigned and unavailable."

- added simple Flight Plan table (you can copy "Ctrl-C" and paste "Ctrl-V" to your text editor for print)



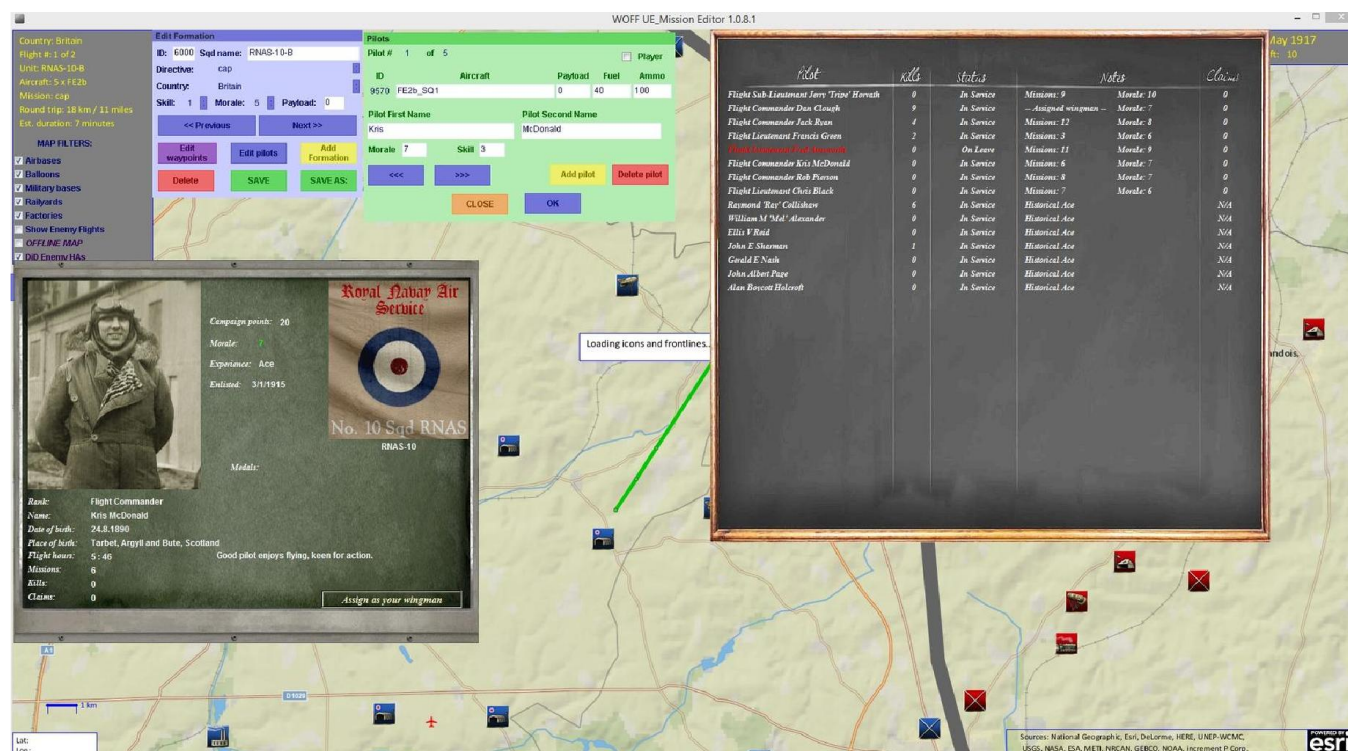
Change log 1.0.8

List of changes v1.0.8:

- all previous features and bug fixes
- extended squad roster table to 32 airmen
- pilot names not available for duty are written by red
- added new option "DiD for HAs" - you will not encounter the same enemy historical ace again and again. (Feature is enabled by default).

this "feature" works only if mission is opened and saved in Mission editor. It would be enough if you just open WOFF campaign mission in Editor and then click Save button without need to edit anything. If you forget to open and save mission in Editor, mod is not being activated and you can meet MvR again.

However, this feature will eliminate any enemy ace shot down by you, regardless if the kill has been scored during edited mission or not. Editor reads your claim records before each mission, looking for any enemy ace and if found any, it cancels his assignment in the edited/saved mission.



Change log 1.0.7

List of changes in version 1.0.7:

- first attempt to implement RAF_Louvert's fabulous maps (only Flanders region at this moment)
 - many thanks and credit goes to RAF_Louvert
- (NOTE - the map is distorted due to map georeferencing process. It was not possible to do it w/o distortion. I have spent tens of hours to make it as good as possible, however, I am still not satisfied with result)
- user can make a choice between online or offline map at any time (via checkbox)
 - user now can select and assign his wingman and observer (because WOFF sometimes randomly changes your observer). Of course, users are not allowed to assign HA as wingman.
 - some bug fixes - disappearing/missing payload for strike missions, fixed addition of pilot to formation, etc.

Change log 1.0.5

List of changes:

- showing delayed take-offs on route map /if applicable/,
- distance of EA from airfield to trigger take off /in gai type missions/
- showing airfield locations when adding new formation/unit
- some bug fixes

Change log 1.0.4

New features:

- by left mouse click on any airfield you obtain info about units stationed there, ie. unit name, aircraft operated, role, morale/quality, etc. - see picture below
- added "Save As:" button, so you can save edited mission files as a scenarios and viceversa
- corrected squadmates management (corrected bug when deleted squadmates were not available for assignment)

Change log 1.0.1

Inspired by OldHat's requirements I have added new little feature - If you want to edit enemy flights (aircraft numbers, altitudes, morale/skill of pilots) while not reveal their routes/waypoints, you can make a choice now. If you click "Show enemy formations" checkbox, then you will be asked for option.

Change log 0.9.2

On user's request added possibility to create/insert new waypoint(s) to an existing flight plan + some small fixes and enhancements.

Change log 0.9.1

Some new features and small bug fixes.