

## **WOFF UE Multimod Tutorial - by Robert Wiggins for JJJ65**

**This document updated by Robert Wiggins 03 April 2018**

**Dependencies:** 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>

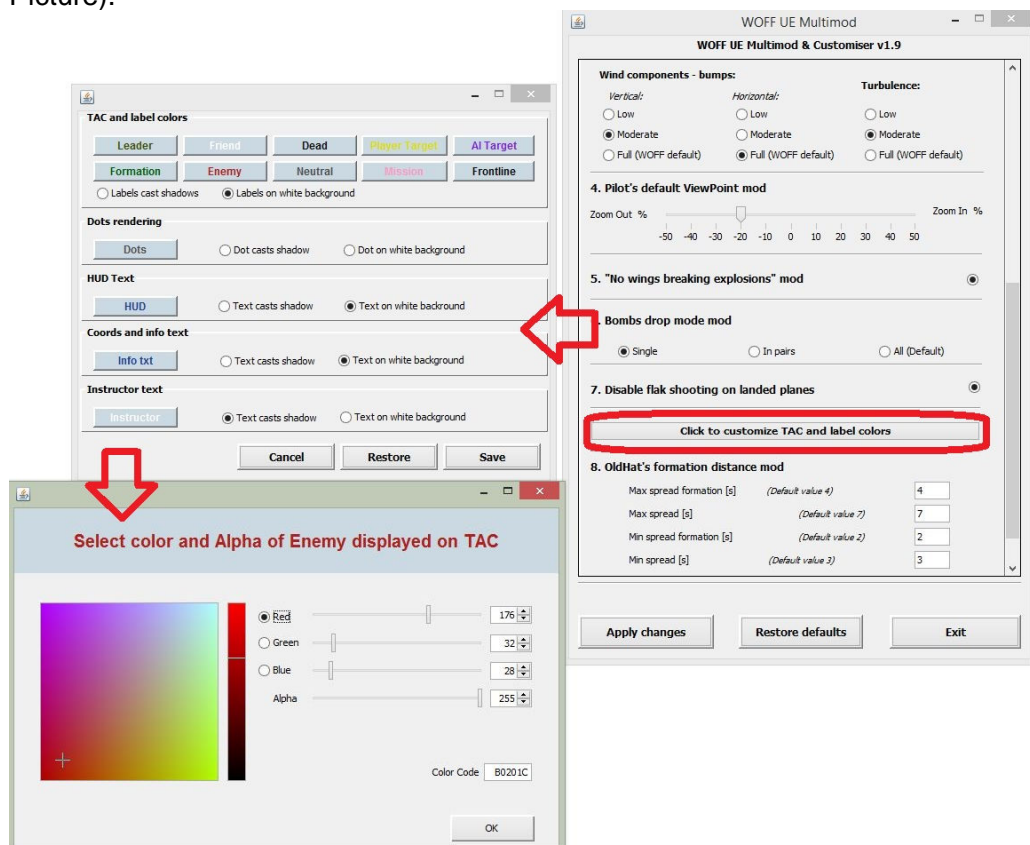
Created: 03 April 2018

Author: JJJ65 at SIMHQ forum

Version 1.9

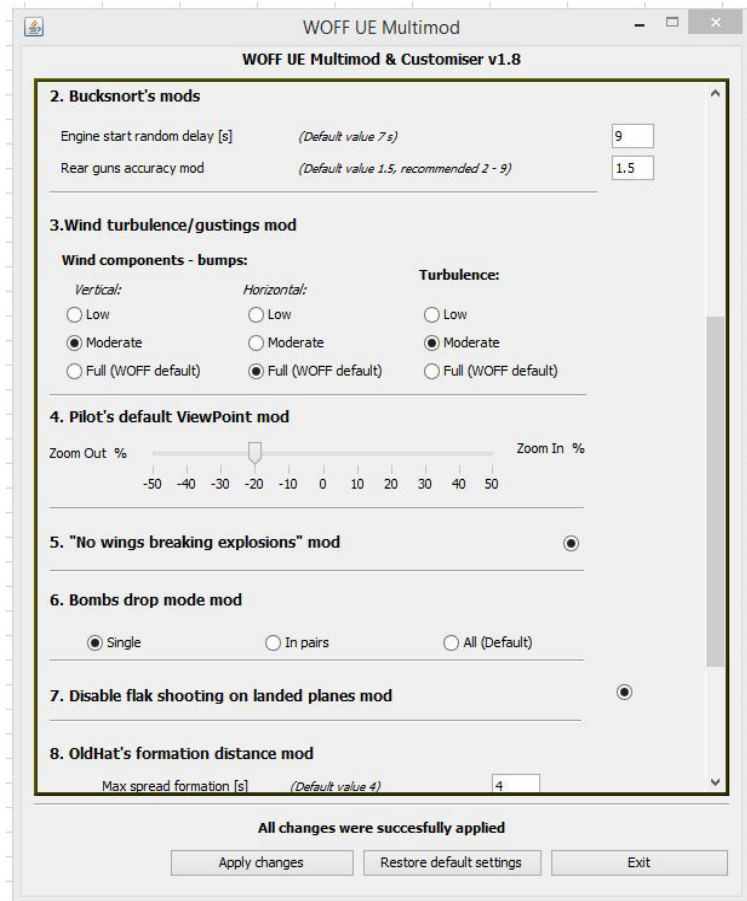
### **Changelog 1.9**

- Multimod now brings full control of game UI - users can customize the colors and appearance (visibility/opacity) of ingame texts, labels, dots, HUD, etc. Just click on "Click to customize TAC and label colors" button (see attached Picture).



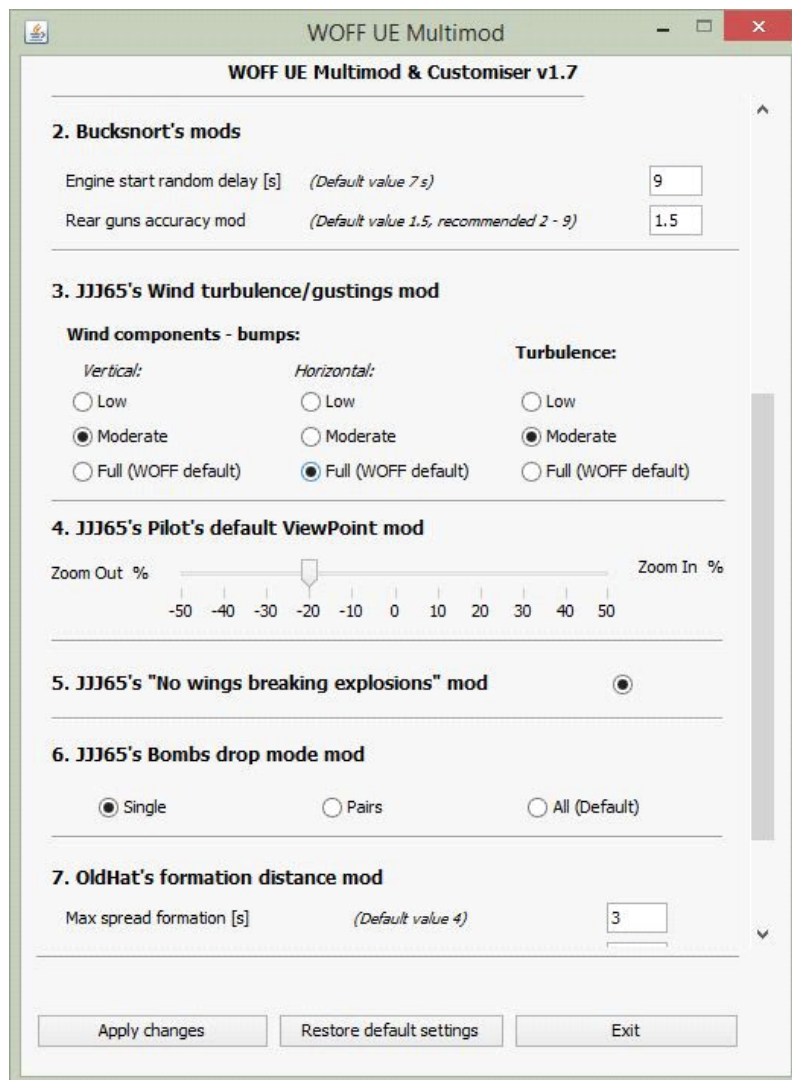
## Changelog 1.8

- Feature added to allow you to disable flak shooting on landed aircraft



## Changelog 1.7

- Initial release



### **Description:**

This is not a JSGME mod. It is an executable Java applet.

Store it anywhere on your system and double click on the executable '.jar' file.

Must reapply this mod after any WOFF UE update.

Although I am not an author of the mods included, I will try to explain mod settings as follows:

### **Features you can modify:**

"Stress overG" is number of seconds when the over G will start to take effect, for example 30 s "overspeed\_wingTip" is time when the wing tips will start to take damage from over G. i.e. after  $30 + 15 = 45$  seconds.

"overspeed\_wing" is when the wings will start to take damage from over G. i.e. after  $30 + 15 + 20 = 65$  seconds.

"AI Guns shooting range" is distance in meters when AI will start to fire main guns.

"Collision range" is distance in meters when AI will detect and avoid collisions.

"AI Minimum altitude" is altitude in meters when AI will fly Above Ground Level (AGL).

AA Increased rate of fire - selfexplanatory - increased rate of ground AAA guns (flak)

AAA Decreased dispersion - selfexplanatory - decreased dispersion of archie

"Ground fire MG Range" is the distance in meters of how far ground MG fire will travel. (Reduced because ground fire did not exceed 2000 ft ~ 650 m.)

Engine Start Random Delay is amount of seconds when AI will attempt to start its engine.

Rear guns accuracy mod - higher value = lower precision and higher dispersion of rear guns/gunners

Formation distance mods - I am not sure about these values, maybe OldHat can help. I assume these values can affect maximum and minimum delays (distances) between escorting and escorted formations.

The main advantage of the Multimod is you can use it over any JSGME mod enabled without danger of destroying or disabling previous mod(s), what is the main disadvantage of JSGME. JSGME replaces/overwrites entire files, while my mod rewrites just particular value (data) inside of modified file.

#### **Proper implementation sequence for applying this mod:**

Proper modding sequence is as follows:

- 1) Update WOFF UE
- 2) Enable any JSGME mods
- 3) Run and apply WOFF Multimod
- 4) (Optional) Apply FM Roll mod

All this program does is make simple text edits to a couple of files. Nothing can "mess up" and if you were to really think so 1 click and its gone.

#### **Some Problems Encountered (windows 10):**

Originally Posted by Panama Red

I "unzipped" this to my new Wi10 PC in the Program Files, double clicked the WOFF\_Multimod.jar and got this error: "A Java Exception has occurred"

This happened because Windows 10 does not come with Java installed. You have to install Java for this to work. Java 8 Update 151 is recommended.

**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 mods before upgrading to the latest WOFF Patch or release**

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