

*Here you can view latest help, info, and **Frequently Asked Questions** (FAQ). It covers WOFF BH&H II, is extensively updated and contains all the known issues, fixes, and many tips. Please read carefully.*

*If, having followed advice throughout this document, you still have problems, then you can contact Support; see the last section.*

INDEX: Questions about **gameplay** are marked with \* at the start.

1) WHAT DO I NEED, SO I CAN FLY 'WOFF BH&H II' .....	3
2) INSTALLING WOFF BH&H II - IN DETAIL. ....	4
2A) IMPORTANT REQUIREMENT: INSTALL DIRECTX 9 .....	8
3) BLUE DOWNLOAD BUTTON DOES NOT WORK IN EMAIL FROM 2CHECKOUT ?.....	10
3A) DOWNLOADING WOFF FAILS - OR - THE DOWNLOADED ZIP FILE IS CORRUPT? .....	11
4) HOW TO GET STARTED IN WOFF BH&H II? .....	11
5) FOR THOSE USERS WITH NON-ENGLISH WINDOWS OPERATING SYSTEMS. ....	15
6) GENERAL TROUBLESHOOTING GUIDE.....	18
7) ANTI-VIRUS THAT CAN INTERFERE WITH WOFF INSTALL OR RUNNING.....	19
9) HOW DO I REMAP KEYS OR CONTROLLERS? OR RUDDER PEDALS OR THROTTLE WON'T WORK? .....	21
10) CONFIGURATION CH RUDDER PEDALS AND FIGHTERSTICK IN CH SOFTWARE [UPDATED].....	26
10A) ALTERNATIVE CONFIG FOR CH RUDDER PEDALS AND FIGHTERSTICK IN CH SOFTWARE. ....	29
11) I CANNOT END THE MISSION!.....	33
12) I CANNOT SET ANTI-ALIASING TO "0" (NONE) IN WORKSHOP, OR HOW TO SETUP AA? .....	33
13) LOGITECH G940 CENTERING IS ODD. ....	33
14) FUNCTION KEY MAPPING TOOL BEEPS SEVERAL TIMES – OR POV SWITCH DOESN'T WORK! .....	33
14A) FUNCTION KEY MAPPING TOOL IS SLOW, OR MY VBK BUTTONS DON'T WORK IN FLIGHT!.....	34
15) OPTIMISING YOUR GRAPHICS, MINIMISING STUTTERS, INCREASING FRAME RATES.....	34
16) CANNOT GET TO FLY, I SEE ERROR "WOFF DLL DID NOT START OR WOFF DLL RUNTIME CRASH!" ...	38
17) HOW TO UN-INSTALL AND RE-INSTALL CLEANLY & FIX RANDOM ERRORS YOU CANNOT EXPLAIN..	38
18) TRACKIR DOES NOT WORK? .....	40
19) THE WEATHER IN WOFF IS ALWAYS BAD IN CAMPAIGN? .....	41
20) CAN I INSTALL MY OLD "WINGSOVERFLANDERSFIELDS SKINS PACK" ? .....	41
21) * 'ROTARY ENGINE BLIP' FUNCTION – HOW TO USE IN WOFF?.....	41
22) * HOW DO I SELECT A VIEW FROM TARGET-TO-PLAYER? - OR USING TAC .....	42
23) SETTING UP SAITEK QUADRANT CONTROLLER IN FUNCTIONS KEY MAPPING TOOL .....	43
24) * IN "J" KEY OBSERVER VIEW I SEE AIRCRAFT/OBJECTS ABOVE/IN THE GROUND?.....	44
25) INFO ON SCREEN SHOWS IN METRIC (Z KEY, F6 DIALS) CAN I CHANGE IT TO IMPERIAL? .....	44

26) WHERE ARE MY SCREENSHOTS STORED THAT I TOOK IN SIM USING THE K KEY? .....	45
27) HOW CAN I REVERSE MY RUDDER AXIS? .....	45
28) * SOME AIRCRAFT NEED TRIM TO FLY STRAIGHT OR VEER OFF TO ONE SIDE? .....	45
29) * MY SQUADRON DOES NOT HAVE THE AIRCRAFT IT SHOULD? .....	46
30) * CAN I CHOOSE MY OWN SQUADRON AND AIRCRAFT MANUALLY?.....	46
31) SAITEK X52 JOYSTICK BUTTONS DO NOT WORK IN SIM? .....	47
32) TAC DISPLAY ICON GUIDE:.....	47
33) IT IS HARD TO LOOK AROUND IS THERE HEAD TRACKING OR A MOUSE LOOK OPTION? .....	47
34) * ACES DON'T DIE? "TOP ACES" OPTION IN WORKSHOP DESCRIBED? .....	48
35) WOFF EXITS OR QUILTS WHEN I GO TO FLY? .....	48
36) * HOW TO USE THE CLAIM FORM POP UP AFTER A MISSION? .....	49
37) * HOW TO ENABLE MANUAL ENGINE STARTS (FOR HARDCORE USERS).....	50
38) COCKPIT LIGHTS LOOK GOOD ONLY IN SOME AIRCRAFT? .....	50
39) DIRECTX 9 ENHANCED SHADERS - SETTINGS EXPLAINED. ....	51
40) WHEN I TRY TO RUN WOFF I GET AN ERROR "MISSING OR INVALID WMP.DLL"?.....	52
41) * MY LEADER TAKES OFF, BUT STAYS LOW AND CIRCLES FOR A LONG TIME? .....	53
42) * 2-SEATER: DOES MY AUTOPILOT ENGAGE WHEN I AM IN OBSERVER VIEW? .....	53
43) IN THE SIM MY CONTROLLERS ARE NOT WORKING? .....	53
44) WINDOWS 10 OR 11 - KNOWN ISSUES. ....	53
45) * LIMITED TIME TO PLAY CAMPAIGN? OR WANT MORE ACTION? .....	54
46) CAN I UPGRADE MY OLD "OVER FLANDERS FIELDS: BETWEEN HEAVEN AND HELL"? .....	55
47) AFTER A MISSION WOFF QUILTS, OR QUILTS WHEN GOING TO CAMPAIGN SCREEN? .....	56
48) IF I EXIT A MISSION (USING CTRL-Q, ENTER) OR START A MISSION MY SCREEN GOES BLANK? .....	57
49) WOFF'S MENU BUTTONS ARE MISSING FROM THE BOTTOM OF THE SCREEN? .....	57
50) TM WARTHOG / SLAW DEVICE PEDALS – OR T.16000M PEDALS HOW TO MAP THEM? .....	59
51) * I DON'T SEEM TO GET BOMBING MISSIONS (OR OTHER MISSIONS)? .....	59
55) * HOW TO AVOID STALLING THE ALBATROS (OR OTHER AIRCRAFT) IN DOGFIGHTS? .....	63
56) "EXCEPTION: GAME TERMINATED PREMATURELY"- OR WHITE/BLACK SCREEN IN RUNTIME .....	63
57) CAN I REMOVE THE POP-UP TEXT THAT APPEARS WHEN I LOOK AT GAUGES AREA? .....	65
58) I CANNOT ENTER MY ORDER NUMBER WHEN WOFF BH&H2.....	65
59) WHEN I ATTEMPT TO FLY I SEE AN ERROR EXCEPTION INTERPAIRTABLE Y != RESULT ? .....	65
60) DURING INSTALL I GET "ERROR OCCURRED ... DIRECTORY MOVEFILE FAILED CODE 32" ? .....	66
61) * EXTRA KEYS YOU CAN USE WHEN FLYING WOFF BH&H II?.....	66
62) * LONE WOLF MISSIONS EXPLAINED. ....	66
63) * BALLOONS AND RAILYARDS AND OTHER GROUND ATTACKS EXPLAINED.....	67

64) TAKING SCREENSHOTS DOES NOT WORK? .....	68
65) HOW TO RELOAD A DRUM ON THE LEWIS GUN, AND HOW TO LOWER OR RAISE IT THE GUN? .....	68
66) VKB T-RUDDERS BIND OK, BUT DO NOT WORK IN THE SIM? .....	69
68) CAN I CHANGE THE DEFAULT ZOOM IN COCKPIT TO BE MORE PERMANENT? .....	71
69) BLUE DOWNLOAD BUTTON DOES NOT WORK IN EMAIL FROM 2CHECKOUT ? .....	72
70) * HOW TO BOMB TARGETS FROM A 2 SEATER? .....	72
71) BALLOON BUSTING MISSIONS END IN A 'SIGNALCRASHEVENTANDWAIT' ERROR.....	74
72) VIRPIL RUDDERS GETTING THEM TO BE RECOGNISED IN THE SIM. ....	74
74) WHEN I TRY TO CREATE A PILOT I GET AN ERROR. ....	75
75) HOW CAN I VIEW ALL THE AVAILABLE AIRCRAFT SKINS / TEXTURES ? .....	76
76) HOW CAN I FLY IN THE FIRST BLITZ OVER ENGLAND ? .....	76
79) LAPTOP USERS' NOTES .....	82
80) CONTACTING SUPPORT .....	84

## 1) What do I need, so I can fly 'WOFF BH&H II'

A **PC computer** with WINDOWS 10 64 Bit, WINDOWS 8.x 64 Bit, or WINDOWS 7 64 bit. You must also be a full Admin user. (Note Windows XP, and 32 bit operating systems are not supported).

### **Minimum System Specifications;**

**CPU:** Intel 2.9 GHz CPU Speed or higher. NVidia Graphics card, 660 GTX or above. 1.5GB or more of GPU on the card. *We do not recommend ATI/AMD GPUs currently:*

**PC Memory:** 6GB RAM or higher.

A PC Joystick is required preferably with twist option for rudder control.

**Direct X 9 must be installed** (see section 2a below for step-by-step).

We recommend you close all possible background tasks, AV scanners etc.

Read through the FAQ section 2a for more details on installing DirectX and elsewhere for other help. Note to run with a lower system specification, using lower graphic settings in Workshop – see section 15 and others for help optimizing.

### **Recommended System Specifications;**

**CPU:** Intel 3.6+ GHz CPU or higher. Core speed and cache performance is most important. Multi-core will only help speed slightly.

**GPU:** Nvidia 970 GTX or higher for best performance with *more than* 2GB VIDEO RAM. High resolutions like 3440x1400 or 4K will likely require 1080 GTX or preferably higher depending on system and settings. *We do not recommend AMD/ATI graphics cards currently.*

**Memory:** 8GB PC RAM or higher.

A PC Joystick is required preferably with twist option for rudder control. Optional rudder pedals can help immersion and control.

**Direct X 9 must be installed** (see section 2a below for step-by-step).

Please don't assume you have it installed already, and if Windows tells you that you do not need it, please

ignore that and install it anyway! We cannot stress this enough. Please install it.

**TrackIR** or other compatible head tracking is **very recommended** for total immersion - much easier to track enemies, watch your back and see the lower cockpit instruments and dials easily.

<https://www.naturalpoint.com/trackir/> . Although we recommend TrackIR, there are free alternatives such as FaceTrackNoIR <https://sourceforge.net/projects/facetracknoir/> which work well enough for some people, or FreeTrack <http://free-track.net/english/> etc.

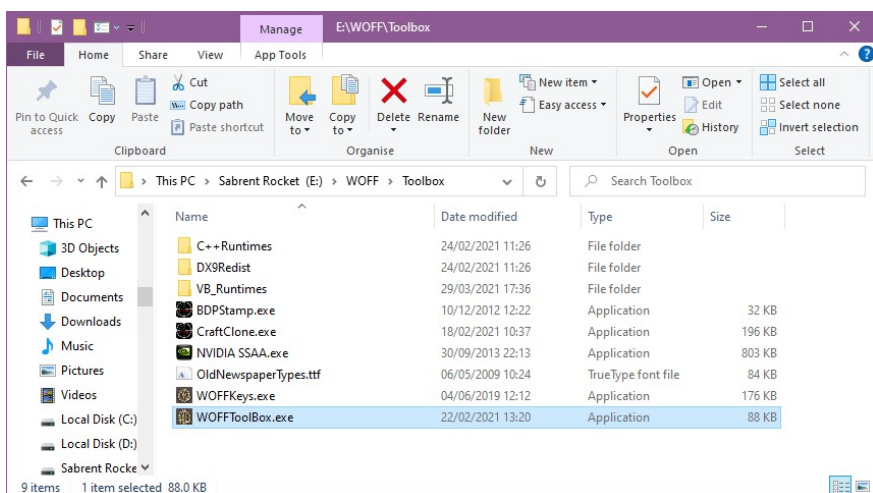
Update May 2024: If you have trouble with the download stopping at 1GB repeatedly please see section 76 near the end of this document.

## 2) Installing WOFF BH&H II - in detail.

1. NOTE before installing WOFF BH&H II you must remove any previous WOFF versions installed, if any.

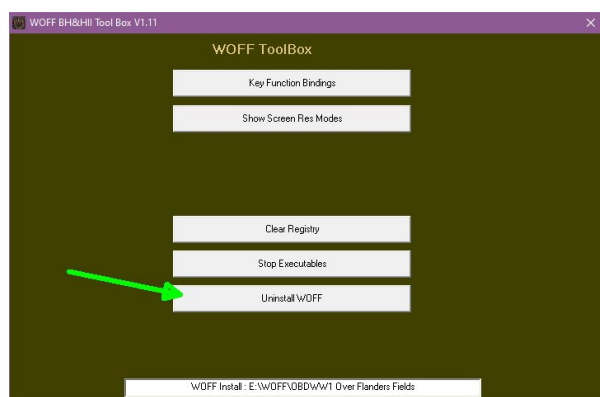
(Skip to step 2 below if you have no WOFF installed).

Use the WOFFToolbox program, found in C:\OBDSOFTWARE\WOFF\Toolbox (this is the default location, but find the \WOFF\Toolbox folder if you installed elsewhere).



Before running the tool you may want to backup and custom skins you have made from ..\WOFF\Campaigns\Campaign Data\Skins (default location)

**Next run the WOFFToolbox and choose “Uninstall WOFF” :**





After the uninstall process has completed. Exit WOFFTtoolbox (click the small X top right).

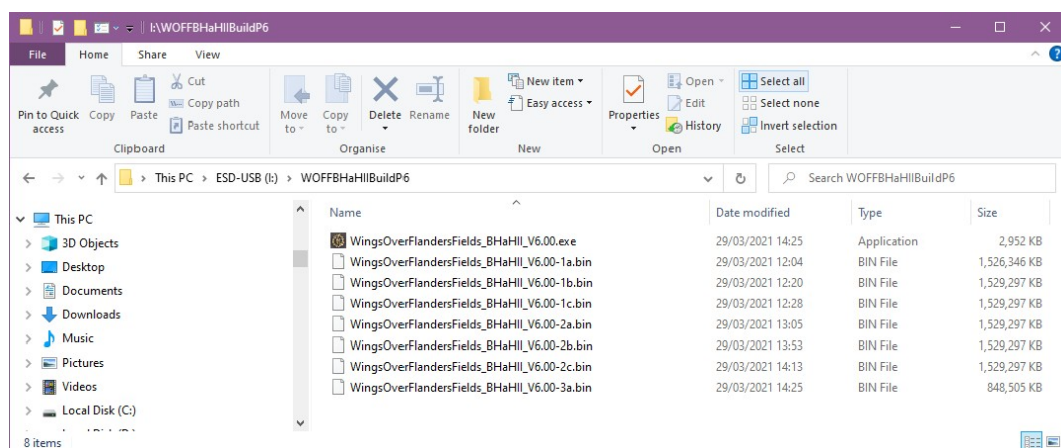
## 2. NEXT how to install WOFF BH&H II:

If you have purchased WOFF BH&H II, the digital Download version will need to be downloaded from the link sent in an email from 2checkout - after your order has been successfully processed.

The download is a large compressed “zip” file, currently **9.55 GB (10,262,728,607 bytes)**. Windows 7, 8, 10 and 11 users can open the file usually without help from a compression program.

However **you must still COPY (or unzip) all of the files contained inside the zip, into a new folder on your hard drive before running the installer.**

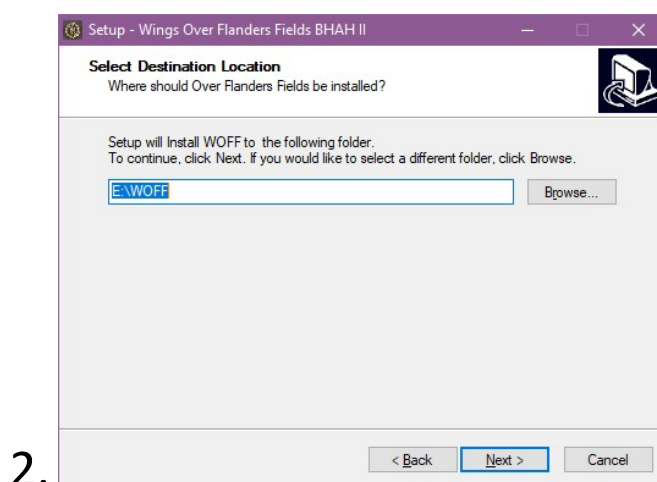
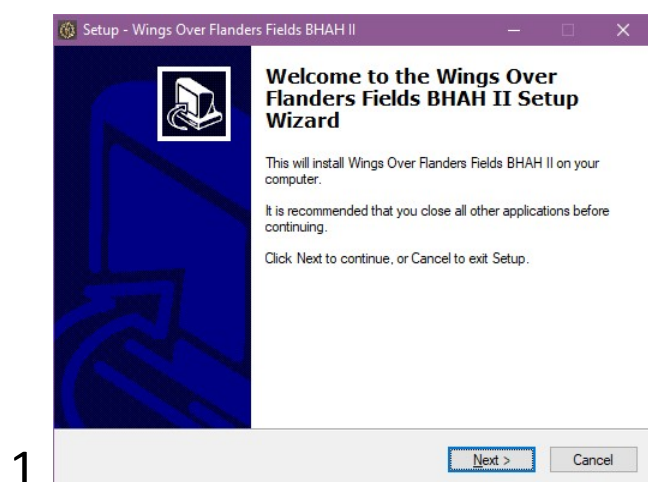
All the files must be all together in one folder on your hard drive, not in sub folders (see the image below):

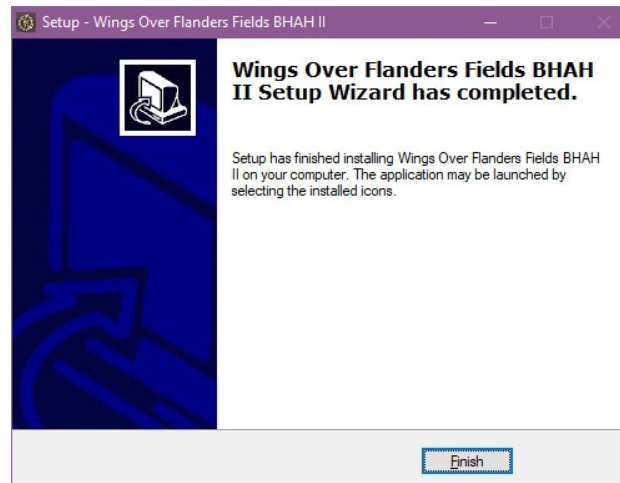


*Note image below is an example, file size and total number of '.bin' files may vary from this;*

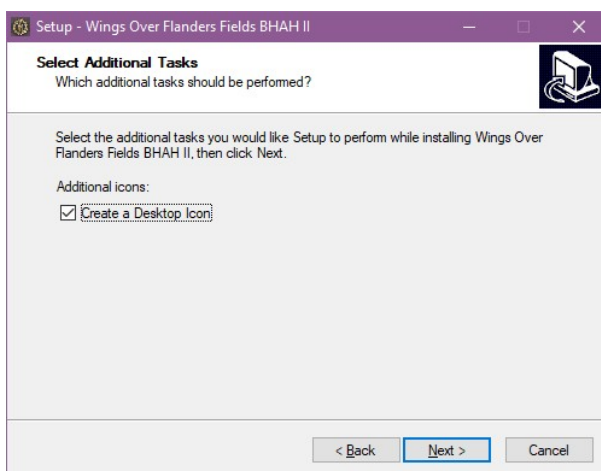
*(file extensions on the end of the files names (such as .exe or .bin etc ) only show if you have enabled this option in windows file explorer, see folder options, view, uncheck 'Hide extensions for known file types').*

Next double click on the **WingsOverFlandersFields\_BHahII\_V6.00** Application to launch the installer program. Follow carefully as the instructions are displayed by the installer. Examples of the installation procedure are shown below;

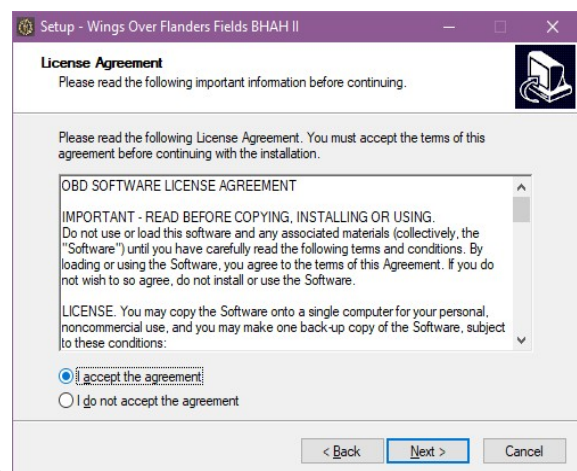




3.

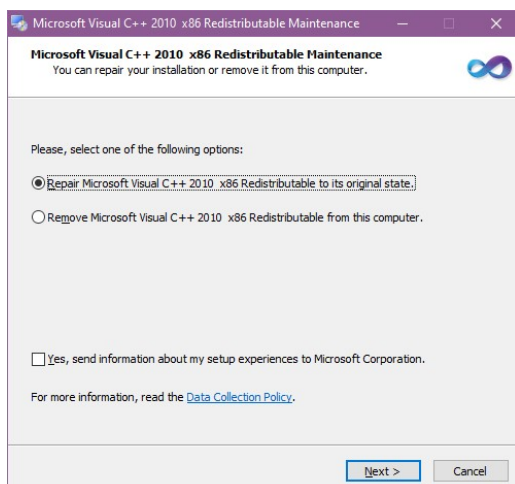


4.

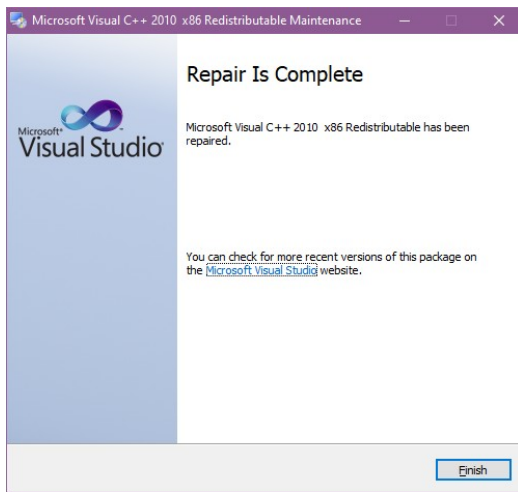


If you're prompted for an administrator password or confirmation, type the password or provide confirmation. Just before the end of the install you will get the BHAH complete message;

After clicking Finish, you **may** then get a pop up from Microsoft Visual C++ 2010 x86 redistributable (see next image below).



Just leave it on "Repair Microsoft Visual C++ 2010 x86. ..." and click Next to complete the install. Otherwise if you do not have Microsoft Visual C++ 2010 x86 Redistributable installed it will prompt to install those components - then please choose to install. Please click Next and follow the prompts. When done it should say installation or repair is **complete**, Click Finish. (see next image)



#### Notes:

**1) Make sure you save the download onto a disk drive with plenty of space to store the large zip (approx 11GB and another 11GB to unpack the files to allow install).** Additionally WOFF BH&H II installation itself will need at least **50 GB** of free space. Now it includes approx 7000 built in skins and plenty of music!

**2) Do not try to run from inside the download zip itself, copy the files first (see above).**

**3) MAKE A BACKUP! The download links are not lifetime guaranteed! They expire after around 14 days..** This is to avoid needing new links to be generated to re download files. If 3 months have passed since the purchase and you have lost your install files, a \$6 charge (from 7 August 2023) will apply to reactivate or create a new download link, to cover our costs. So PLEASE backup your files to more than one drive and good quality USB stick - i.e. somewhere safe off from your main PC to avoid this. Store your order reference number safely and securely too.

**4) Important: FIRST remove older versions of WOFF :** simply run the WOFFtoolbox.exe provided in \WOFF\Toolbox folder and select uninstall WOFF! After you are informed in the WOFFToolbox program that uninstall has finished successfully you can close the toolbox, then delete the remaining files and folders in WOFF folder.

#### **If you have trouble unpacking or installing WOFF BH&H II :**

- Firstly read section 7) on Anti Virus then return here if you still have a problem.  
Make sure you have enough free disk space to unpack it too (you will need at least 11 GB free to unzip and at least 50 GB free to install to.
- Scan your disk for possible errors see;  
<http://www.tomshardware.co.uk/faq/id-2080276/run-chkdsk-windows.html>
- Other than that you may have a memory issue, try scanning with  
<http://windows.microsoft.com/en-us/windows7/diagnosing-memory-problems-on-your-computer>  
Windows Memory Diagnostics - how to run it manually :

Open Memory Diagnostics Tool by clicking the Start button once, and then clicking Control Panel. In the search box, type Memory, and then click Diagnose your computer's memory problems. (in Windows 11, just click on the Start icon, and immediately start typing: mem as soon as you get that far Windows Memory Diagnostic App should appear above in the search results. Click it to launch the memory checker.

## 2A) IMPORTANT REQUIREMENT:\_ INSTALL DIRECTX 9

### A) You need to install the FULL DirectX 9 install from Microsoft.

**Yes** even in Windows 7, 8, 8.1, 10 or Windows 11. Even though Windows 10 / 11 has DX12, you still must install it. Even if Windows tells you not to, and yes even if you think it's already included/built-in/installed :).

**It's a must have for WOFF!**

**Do not worry, all will be fine, it won't break any other DirectX, it is perfectly happy to run alongside!**

**Follow these step-by-step instructions:**

(Note the direct X 9 installation file is in your **C:\OBDSsoftware\WOFF\Toolbox\DX9Redist** folder. The file is called **directx\_Jun2010\_redist.exe** . If you installed WOFF elsewhere look for the Toolbox\DX9Redist folder there).

Or if you prefer download from: <http://www.microsoft.com/en-us/download/details.aspx?id=8109>

Or download from Simhq.net:

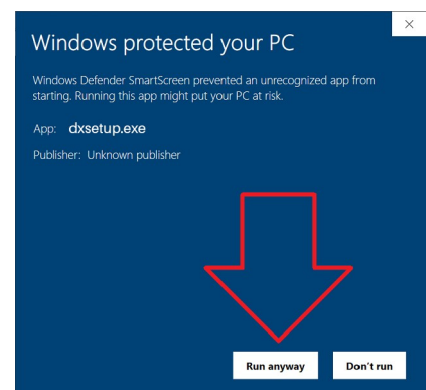
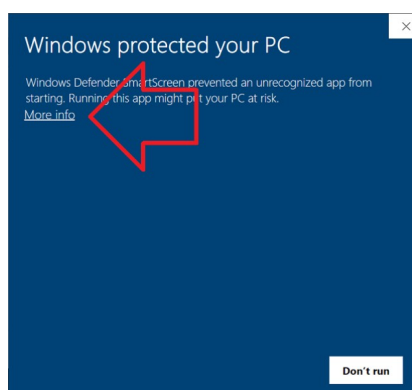
[http://simhq.net/forum/ubbthreads.php/topics/3555696/Direct\\_X9\\_June\\_2010\\_Redist.html](http://simhq.net/forum/ubbthreads.php/topics/3555696/Direct_X9_June_2010_Redist.html)

First, double click on the **directx\_Jun2010\_redist.exe** file to decompress it. It is a "self-extracting" compressed file. That means it will unpack/decompress and produce more files into a temporary folder of your choice. Accept the license that pops up, then enter a temporary path and folder for it, for example C:\Temp\DX9.

Using the example folder above, it will usually say "*folder C:\Temp\DX9 does not exist, do you want to create it?*" Choose yes. It will unpack the files to the chosen folder. Now at this point DirectX9 is **NOT yet installed** - you have only unpacked the installation files the next step is to actually install that.

So... you must now go to that temporary folder you chose (C:\Temp\DX9 for example) and run the **DXSETUP** application by double-clicking with left mouse button on it. Agree to the license and click Next and then Next and make sure it installs. **You must do this step or it won't be installed!** It's possible Windows may block or try to warn you "Windows protected your PC" - but it's absolutely fine,

Please continue. If smart screen pops up click "more info" then Run Anyway. Example image below.



DirectX 12, 11 and 9 do not conflict with each other. You can install and update them in any order. You will already have DirectX 11 (or DirectX 12 in Windows 10), which is meant to be compatible with DX9 but you will still need some components Microsoft chose not to include. So please **do not skip this step**, even if you think you already have DX9 installed.

**B) Next you must install the latest update from our website downloads page for WOFF BH&H II if available.**

Go to <http://www.overlandersfields.com> and click downloads menu button and choose WOFF BH&H II.

**C) IMPORTANT NOTE:** THE FIRST TIME YOU LAUNCH WOFF BH&H II IT WILL ASK YOU TO ENTER YOUR UNIQUE **ORDER REFERENCE NUMBER** TO VERIFY THE PURCHASE. SEE THE "HOW TO GET STARTED IN WOFF" - SECTION 4 BELOW - FOR MORE HELP.

**D) UPDATE:** An update from Microsoft seems to have caused a problem with gameux.dll for some people (usually on windows 7 but can be on others) which sometimes causes WOFF to hang when going to fly the first time in a day. Please see section 56 for how to fix this..

**E) Check out WOFF user Rick\_Rawlings' Tutorial videos - highly recommended!**

See Section 4 just below for details and links!

Many thanks to Rick\_Rawlings for making these !

Any problems installing or running WOFF after completing the above section this please see section 17, 35 and others.

## **2B) INSTALLING WOFF OTT (WOFF OVER THE TOP EXPANSION)?**

OFF OTT V1.0 Expansion includes all WOFF BH&HII fixes up to and including V1.38.

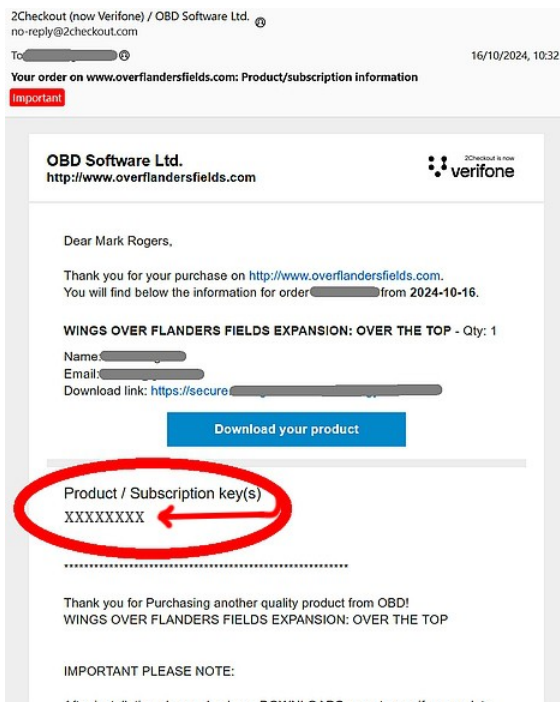
**Installation sequence from scratch is:**

- 1) Install WOFF BH&HII. (No Need to Run or Patch it)
- 2) Install WOFF OTT V1.0.
- 3) Patch WOFF OTT to latest OTT version

See <https://www.overlandersfields.com> and go to the downloads menu.

- 4) Run WOFF via the desktop icon, and at some point you will be asked to enter your PRODUCT KEY enter

See the next image for an example of where to find it in your email...



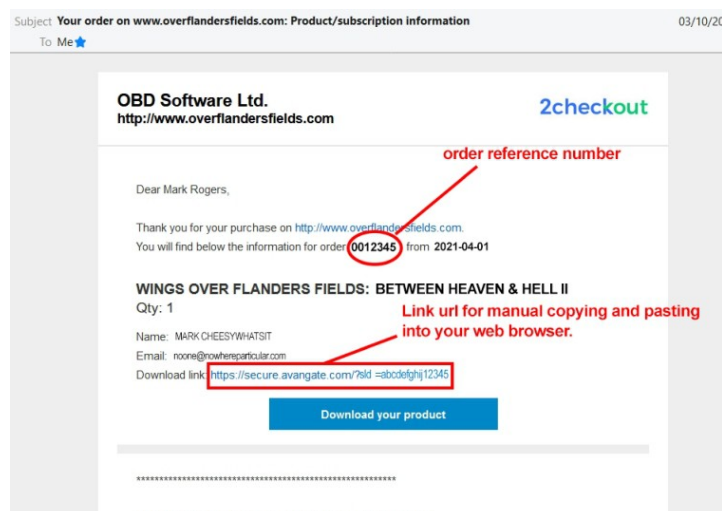
### Installation over existing BH&HII (patched to any version):

- 1) Install WOFF OTT V1.0.
- 2) Patch WOFF OTT to latest WOFF OTT version.

NOTE YOU MUST UNINSTALL ANY **MODS** BEFORE INSTALLING OTT. Any issues then remove WOFF BH&H II first, and re-install clean. (See section 17).

### 3) Blue Download button does not work in email from 2Checkout ?

Note if your blue “Download your product” link button doesn’t work from your email, simply copy the link above the button in the email, (see image below) and paste into your URL bar in your web browser (Edge, Chrome, FireFox etc) and press enter of course;





### 3a) Downloading WOFF Fails - or - The Downloaded Zip File Is Corrupt?

When attempting to download the WOFF install files via your download link, if you have download errors where the download aborts or fails, please try the following...

Check the file size is correct (I'd need to know which sim you have). Right click on it, Properties, to view that.

If it has not downloaded properly, try the "Alternative Download location" (Press CTRL+F5 when in the download link window). Try downloading from that link. Also don't leave the PC unattended as some ISPs cut off large downloads if the website seems idle. Maybe every 15 minutes or so (using a different instance of the web browser) open a different website tab or refresh another different copy of a website on another open window (make sure you do not refresh the Tab with the active download page!). Perhaps something thinks your PC is inactive after a while. Again be careful not to close the download window.

If it's due to actual download process, it could be a problem with your ISP or something along the route over the internet disconnecting you.

If the download keeps failing Or try download using a download manager such as this FREE one;

<https://www.freedownloadmanager.org/>

This is Free and recommended by some WOFF users for this issue, but please note: you use this at your own risk and discretion.

Another alternative, is to try a VPN connection (you will need a 3<sup>rd</sup> party VPN software such as ExpressVPN, NordVPN, Surfshark, HideME, Private Internet Access, or VPN Unlimited for example, and connect to a UK based server then download from there. Some of these may have a Free option but it will have limited server choices etc ;

<https://www.expressvpn.com/>

<https://nordvpn.com/>

<https://surfshark.com/>

<https://hide.me/>

<https://www.privateinternetaccess.com/>

<https://www.vpnunlimited.com/>

Also 7zip seems to have a problem with large files like this. Try using WinRAR x64 (64bit) 7 instead from [www.rarlabs.com](http://www.rarlabs.com)

Direct link;

<https://www.rarlab.com/download.htm> (You can evaluate for 1 month).

Please Note - we do not officially endorse or have any connections with these programs or websites listed in this section.

### 4) HOW TO GET STARTED IN WOFF BH&H II?

After a successful installing Wings Over Flanders Fields BH&H II, and installing the latest patch from our website (if any) and DirectX 9 as per section 2. What now?

You can now view 3 excellent **'How To WOFF! Getting Started in Wings Over Flanders Fields'** videos kindly made by WOFF flier "Rick\_Rawlings". These are highly recommended. They go over many of the basics of



setting things up, workshop settings, campaign features, and more!

Part 1: [https://youtu.be/czhTkNbm\\_vc](https://youtu.be/czhTkNbm_vc)

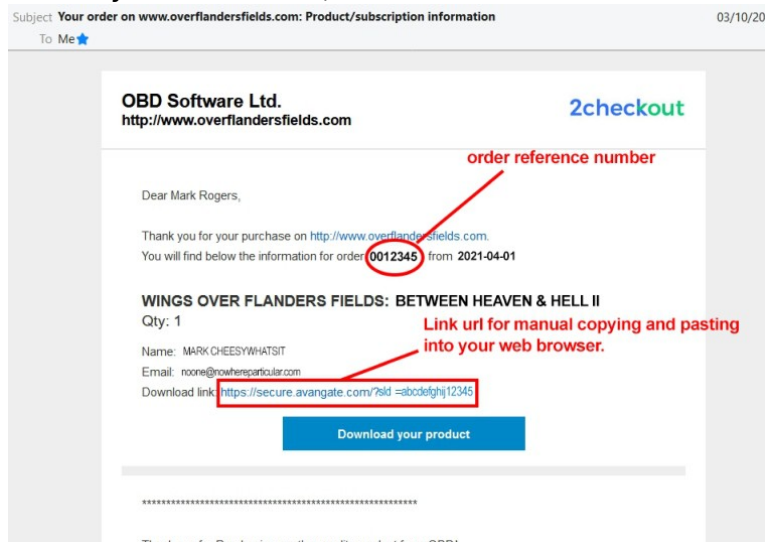
Part 2: <https://youtu.be/VhHBRhLXIm8>

Part 3: <https://youtu.be/SXvKkel1oUE>

and a new "Let's play WOFF series": <https://youtu.be/DRM7cwX9yMY> in which Rick takes a flight and talks through it.  
... and below you can read on for more details on getting up and running;

If you prefer to read instructions continue here... refer to the download link email (see image below as an example) and note down your Order Reference number you will need it next!

#### Order reference location;



**(Update Note: for the newer WOFF Over The Top Expansion only, at that stage it will ask for a "Product Code" not Order Number. This new Product Code is also sent in the same email as the download link, enter that code instead of the Order Number for WOFF OTT).**

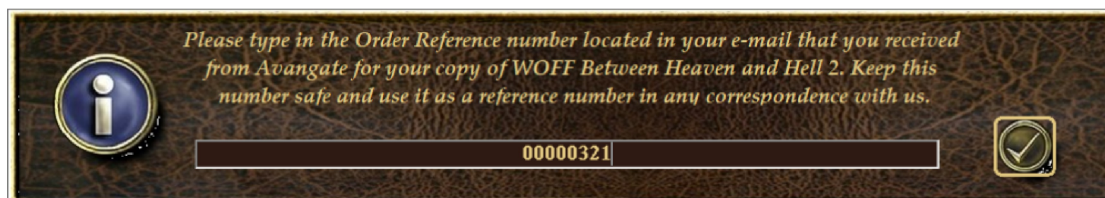
Next double-click on the "Wings Over Flanders Fields BHAH II" icon on your desktop to launch WOFF.

After the WOFF Manager's Splash screen and so on has displayed, you will see the welcome message as below on the very first run only after install, click the check / tick icon in the bottom right of the window.

See the following image;



Next you will be asked to enter your order reference number (see next image) ;



Next enter the number carefully - best to do this by manually typing it in carefully - do not cut and paste - and then mouse left click on the check icon (tick icon) on the right side of the box. You will only need to do this again on a clean install usually.

Note if the reference number does not work, double check it is correct. Also do not cut and paste - if it isn't working it's likely some space character or other is affecting things. Also *return* or *enter* key will usually not work, you must press the check icon to the right

[KEEP A COPY OF YOUR ORDER PURCHASE EMAIL, OR NOTE THIS ORDER REFERENCE NUMBER and keep safe. It will be needed for possible future re-installs. Also do the same with your installation files. Keep them safe offline on a USB drive or on a writeable DVD etc.]

Once you are done you should be in the main menu in the 'WOFF Manager'. This unique manager allows you to create pilots, join squadrons, fly missions, setup things how you like them, and much more. However it also creates everything you see in the world when flying in WOFF. From campaigns, unique missions, squadrons, aces, AI pilots, and many many other things to create the experiences when you fly. Basically it is the heart of our own unique campaign engine functions, settings and much more.

At the main menu, next click on **"Workshops"** button on the bottom right of the menu, and check your settings. Note in workshops there is also a **"More Settings"** button bottom right for more settings.

Set up your Graphics Details according to your system.

Low PC system, then set at least Terrain Detail and Scenery Detail both to "2".

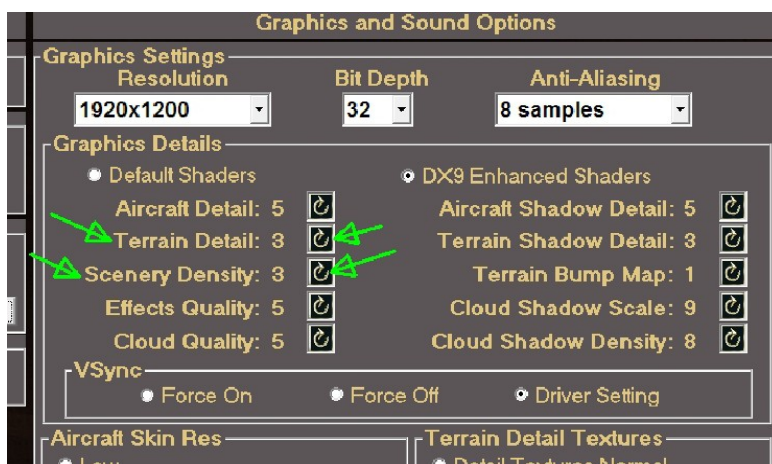
Medium system both on "3" and

High End system to "4"

Very high end system to "5".

However it's good practice to set Terrain and Scenery on "3" as a good starting place, see how things run, and if it runs smoothly, then come back and increase and test.

The rest of the graphic settings on the left side of that section you can leave set on 5.



You can come back here to click "Re Map Keys/Controllers" but probably best to check WOFF runs OK first before changing things further.

So, click “DONE” bottom left of Workshop and when back on the main menu click on “**Pilot Dossiers.**” In a brand new install you will have no pilots, and so you will be taken to the *Campaign Auto Deployment* Screen.

P.S. The Next time you go through this process you will already have a pilot or two, so you will see an intermediate screen of your current pilot dossiers. From there you can view your pilot, or choose to create a new one to get back to the *Campaign Auto Deployment* Screen (see image further down).

In *Campaign Auto Deployment* Screen look at the top left, next to the British flag. There you can choose your pilot’s allegiance / nation by cycling with the icon.

The next button down, cycles through options such as “Pilot training then Deployment to Front” or “Direct Deployment to Front (**No Training**)”. Other buttons let you choose the season/year, preferred aircraft type and more.

Make a selection then on far right click on the large check/tick icon to choose “**Start Career Enlistment**”. Now the sim will choose squadrons as close to your selections as possible. It may not always work out how you want it depending on squads, ranks and dates, but clicking on the tick/check will accept the choice. Clicking on the X will skip to another search choice, pressing ESC key will quit back to the Deployment screen if you can’t find what you want then try something else or manual squad deployment (see below).

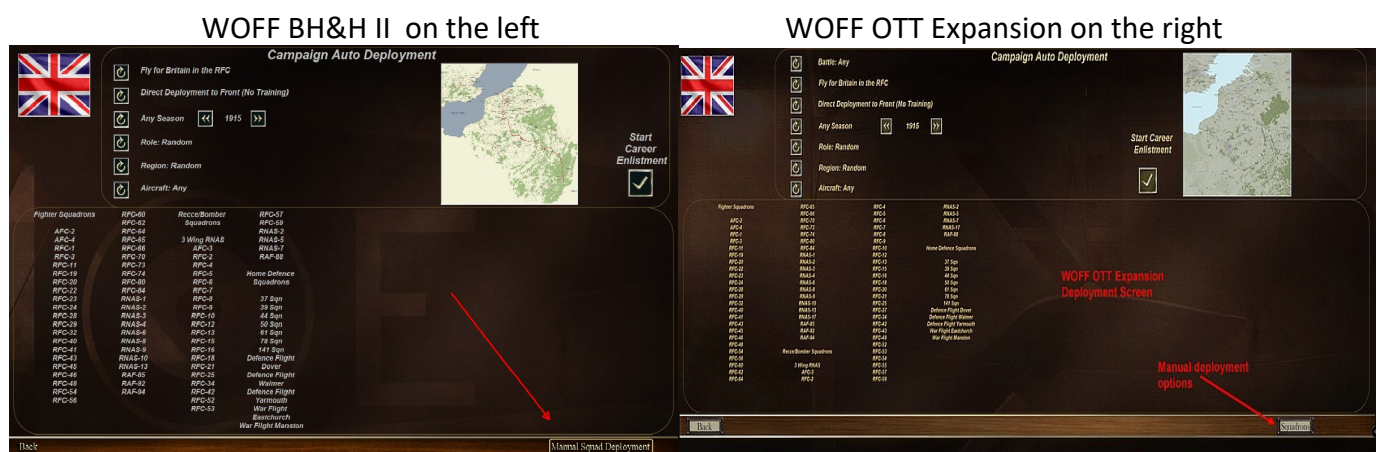
*[WOFF campaign includes many unique historical touches, such as squadrons that had multiple aircraft types active at the same time. If you end up in a squadron and you are given an aircraft you didn’t really want, you may be able to override this in the Campaign. Simply go to Inventory screen and then next to your player name top right, select another available aircraft]*

Next fill out details for your pilot. Note “rank” is **not edible if you choose auto deployment**.

*[When creating your pilot you can choose “rookie” or “veteran” setting. To explain, this option only affects autopilot. This is used for players who want to simulate a rookie pilot with no experience when using autopilot. So if you happen to be on autopilot when you engage enemies whilst on rookie setting then your AI autopilot will behave more like a rookie. Otherwise best to normally choose veteran. It’s for use really with the below option for more historical realism for those that want that aspect]*

The **Campaign Auto deployment** option is to give you more a realistic taste of being sent to a squadron and having no or little choice of where you go next (you can however choose to skip training as described above).

**Is there a manual Squadron selection?** Yes and this gives you much more control of where your pilot startst, and squadron choice! This is via the small menu option bottom right on the Campaign Auto Deployment Screen, see next images:



If you created a pilot, then subsequent visits to the **Pilot Dossier** screen will allow you to view the pilot(s) and create new ones or delete them and so on.

After creating a pilot, and setup your basic settings, you are ready to launch a flight WOFF.

On the main menu area, choose from **Campaign** with its dynamically generated missions, **Quick Scenarios** - with its pre-made missions to put you right into a combat situation, and **Quick Combat\*** where you can set up your own situation with numbers of aircraft, types, altitudes, situations and much more. **Remember** to set the **SAME or SIMILAR altitude** for both you and your enemy to be close enough to find each other. You can find this bottom left and bottom right of the Quick Combat (Quick Fight) screen.

Remember WOFF is a pilot based sim, we want you to care about your virtual pilot – try to stay alive. If you die in QS, QC or Campaign mode you are dead and will need to create a new pilot, so be careful. You will enjoy the sim more if you play it this way. However you can tick the “Pilot Never Dies” in QC or QS. You can also optionally set “Outcomes” to “Easy -Pilot never dies” in Workshop so you can play the sim how you want to and will never die. You could create extra pilots for Quick Combat, and select them in Pilot Dossier so you do not lose your campaign pilot too easily in QC.

If you have any problems refer to the rest of this FAQ for help. A copy of this can be found with other documents in your WOFF install in ; **C:\OBDS\Software\WOFF\OBDWW1 Over Flanders Fields\documentation**  
(this is the default install location you may have changed this).

*\*Quick Combat is now called **Quick Flight** (QF) in WOFF Over The Top Expansion*

## 5) For those users with NON-ENGLISH Windows Operating Systems.

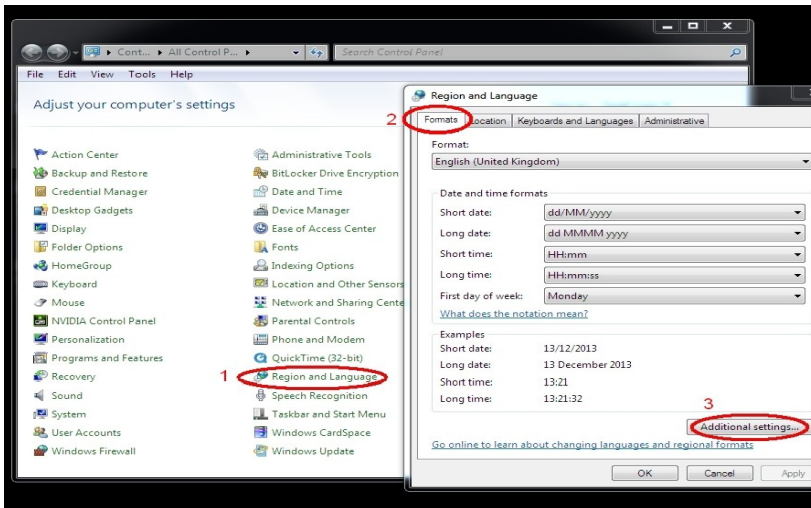
**ONLY if you have problems** - for example depending on settings and language you may see errors when flying, that mention Longitude and Latitude errors. Then *Go to your Control Panel, and find Regional Settings and follow the instructions below.*

**Windows 11**, left click once on Windows' Start button, directly type: *Control Panel* and in the list below Control Panel will appear. Click on the Control Panel icon to open. Open **Clock and Region**, then **Region**, click **Additional Settings**, then follow the next instructions.

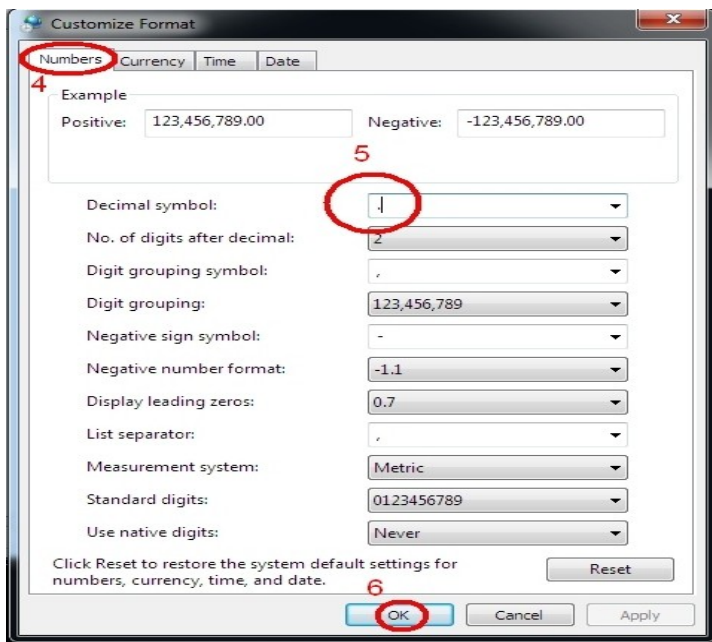
(The following example pictures are on English OS, on **Windows 7** so you need to change the equivalent settings, on your language version of Windows (**Windows 10**: right click on the Start icon to get to control view panel easily). The red numbers marked on the following pictures below indicate where to click or select... So, On step 5, for the **Decimal symbol**, replace the comma with a dot so the , to . ).

Continued...



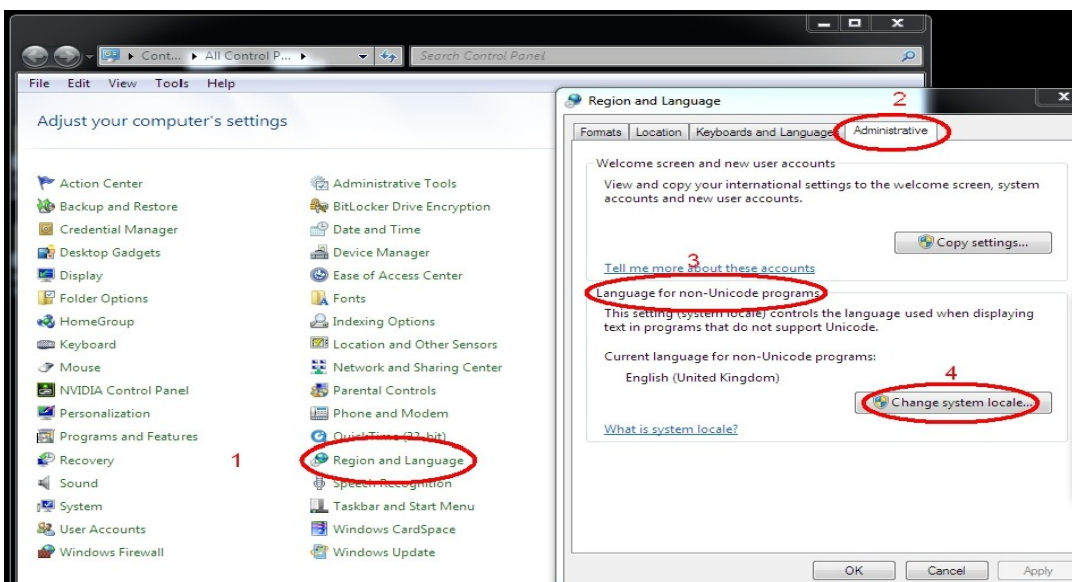


Also see the next images;

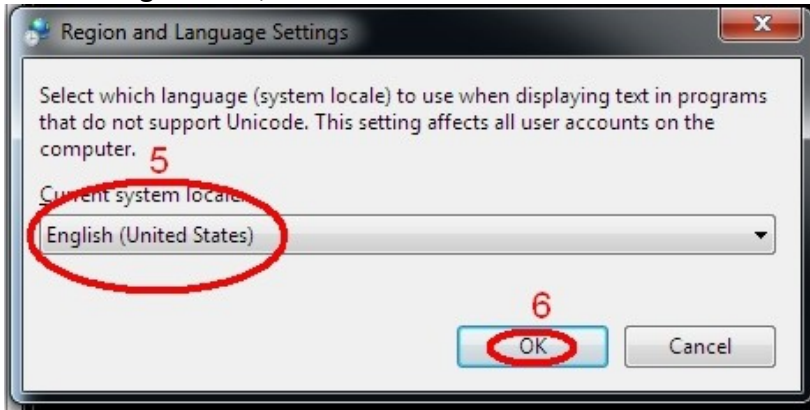


Apply that and restart Windows (you must do this). Go fly in WOFF and test it .

If a problem still exists then also try further settings as per the picture below.  
Go to Control Panel, and click Regional and Language (see the following images) :



Then change to this;



**IMPORTANT: Now Reboot.**

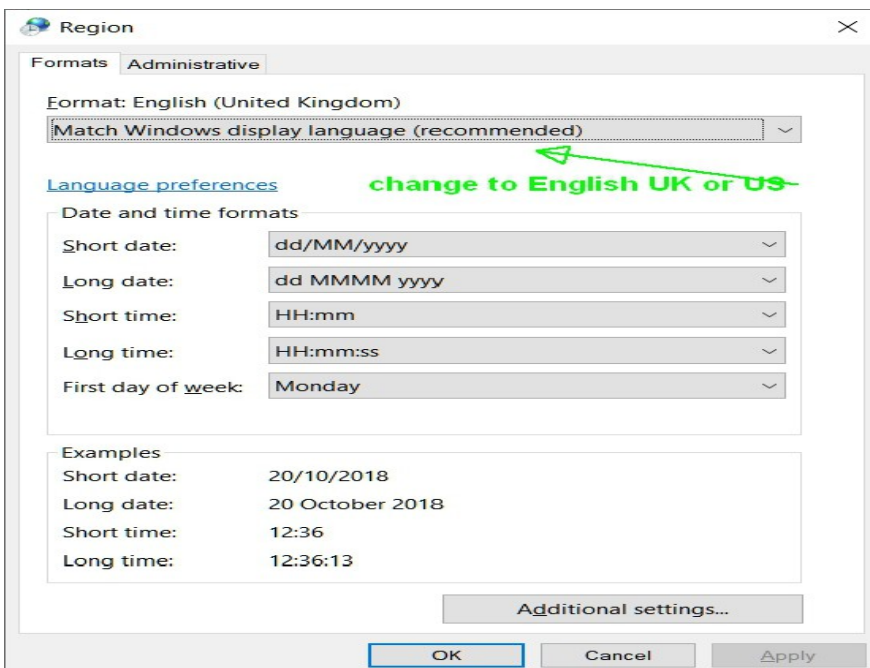
*Again, please make sure you download and update WOFF to the latest available version and test before trying these above settings. See the Download menu at [www.overlandersfields.com](http://www.overlandersfields.com).*

**Note for some languages such as Korean, it has been found you also need to set the Region "Formats" to English US or English UK :**

In Windows 11, go to Settings, Time and Language, Language and Region, Administrative Language settings, Click on Formats tab in the Region Window - OR - as above *left click once on Windows' Start button, then immediately type: Control Panel*. In the list below the Control Panel icon will appear. Double click it to launch it. Then open Region, then the Format tab will be visible.

To do this in Windows 10, go to Settings, Region, 'Additional date, time & regional settings', Region, Formats. In the pull down box change 'Format:' to English US -

Please see the next image;



Remember you may need to revert these settings for other programs you use after flying in WOFF.

## 6) General Troubleshooting Guide

Here are some basic checks you can try first but please also read the more detailed help above in this FAQ carefully, before contacting support.

Flight simulators often have many detailed settings which can take time to setup how you like them. Few sims are made any more in this instant gratification society! Take some time to work through. Unfortunately, the more complicated something is, the easier it is to find something that doesn't appear to be working properly. If so please check through the suggestions below to determine if you've found a real problem.

First steps:

1) **Check your System Specs against the [recommended](http://www.overlandersfields.com/support.html) requirements for WOFF!**

<http://www.overlandersfields.com/support.html>

2) **Make sure you have the most current WOFF patch installed** for your product. See the Downloads page on the WOFF website. <http://www.overlandersfields.com/downloads.html>

3) **Uninstall all Mods.** Many like to use Mods, but for purposes of troubleshooting, you **MUST** uninstall or totally deactivate them! It is impossible for us to support changes made by others. If you had MODS installed, even if you remove them WOFF may be damaged. We usually insist on a full clean uninstall and reinstall of WOFF as per section 17 of this FAQ before we can try to help.

4) Make sure you installed DirectX 9 as per the FAQ section 2A - this is very important.

5) Try setting WOFF.exe and CFS3.exe to "Run this program as an administrator" instead from that compatibility tab, and click Apply, OK and test again. Step by step: Go to your WOFF install folder, find WOFF and CFS3 executables.

Right click on CFS3.exe and choose Properties, Compatibility to get there. You need to restart the PC for this to work.

6) Also add specific AV exclusions for the exes from any scanning or heuristic scan cfs3.exe, WOFF.exe WOFF.dll and off.dll, and also exclude the WOFF folder and its contents.

7) If you are using a laptop GPU or dual CPU Intel and Nvidia or AMD; it's important to force the NVidia GPU to run the sim and NOT the usually poorer built-in Intel GPU. See section 79 Laptop Users section near the end of the Document.

8) **Reset WOFF Settings in the Workshop.** Put things back to defaults to see if that helps the issue.

9) **Scan your disk for errors** (various programs can cause these including Windows itself crashing or not shutting down properly). In Windows file explorer find your drive, or open 'My Computer' and then right click on the drive with WOFF (often C: ), click on Properties, Tools, Check, and follow prompts. Do this for all your drives to check for issues is a good idea too from time to time for the general health of your PC.

10) **Try a fresh re-install of WOFF** and the latest patch. Sometimes in Windows any files or registry settings can become corrupt. See **section 17** and follow it very carefully step by step for more info.

11) **Look over the [forums](#)**



<https://combatace.com/forums/forum/206-obd-software-ww1-ww2-combat-flight-sims/>  
[http://simhq.net/forum/ubbthreads.php/forums/372/1/Wings:\\_Over\\_Flanders\\_Fields](http://simhq.net/forum/ubbthreads.php/forums/372/1/Wings:_Over_Flanders_Fields)

perhaps someone had the same issue and has already found a solution for you to try. There is a search option top right in the forum on SimHQ. Read "FAQ & References" section or other sections.

12) Also check carefully through **section 15** in the FAQ above which has some good tips on optimising and will also help with troubleshooting. Other important sections:

Some key ones for example;

Section **17** for unexplained errors running WOFF. Very recommended section if you have odd issues.

Section **16, 35**. Section **40, 44** and **47, 48** if you have **Windows 10**

Section **7** if you use a free Anti-Virus or Norton AV, Bitdefender and some others.

Section **77** and **78** if you have WOFF OTT Expansion.

If you have a laptop see the **Laptop Users' Notes** section near the end of the FAQ.

Finally go through this FAQ again very carefully!

## 7) Anti-Virus that can interfere with WOFF install or running.

Some Anti-Virus programs can incorrectly block the install of WOFF or running of WOFF or its update patches, or WOFF tools in the Toolbox folder. **If you get a virus warning on an update/patch it is a false positive!** If you get a failure (as described in section 44) it's possible your Anti-Virus is stopping WOFF.dll from accessing data. Our files are constantly checked by ESET NOD32 Anti-Virus and others scanners and are clean.

For some, they try to block WOFF from running and can cause errors in Windows 10 such as "Error 0x000002E4=740" as described in section 44 of the FAQ). For this error disable your anti-virus and exclude WOFF's folders. For some AV's like Norton or Bitdefender they still interfere with files when "disabled" (!) so you may need to uninstall the AV to test if that is the issue - but see below.

If you have **Norton Anti Virus** and get an error regarding Global\_Layer then **disable Norton Life Lock**. You may receive a Norton pop-up stating "suspicious activity" - click on it and exclude the 'action.'  
(Thanks to WOFF BH&H II user Ricardo for that one).

Similarly, **McAfee "Live Security"** has been known to interfere, so disable that or exclude WOFF folders and executable (WOFF.exe cfs3.exe off.dll woff.dll) from live security if possible.

Note one customer said: "Had to completely remove the live security checks cause McAfee can't exclude full folders...Now it WORKS!!!"

**PC Matic** has a similar lock/malware tool called **SuperShield**. You need to disable this to allow WOFF to install and to be able to run.

With any Anti-Virus programs showing this behaviour, try disabling any extra shield or lock tool. Try to exclude WOFF's install folder, WOFF.exe, CFS3.exe, Off.dll, Woff.dll from scanning in your AV settings. Download the patch, disable AV, install. Fly see if that works. Re-enable AV and test.

Update your AV to the latest definitions. So temporarily disable/pause your Anti-Virus when installing patches for WOFF if you have false detection or WOFF files are blocked or deleted. You may need to report the WOFFToolbox.exe or WOFFKeys.exe as a false detection to your AV company. Search for "false positive submission" with your AV vendors name in the search on Google too. Every time this has happened it's been cleared fine!

Microsoft Defender, Microsoft Security Essentials, Norton, Bitdefender all are known to interfere with WOFF. Random crashes or stuttering? Then turn off MSE real time protection (also see section 15 for stuttering). In fact, several free Anti-Virus can cause issues like this our users have reported.

As some AV products including MS Defender recently still commonly report false positives with WOFF files. Please exclude WOFF files and folders from scanning or disable AV before download/install and running if you have problems and exclude WOFF folder after installation. (Default location C:\OBDSSoftware\WOFF).

### Reporting False positives.

Please help us by reporting false positives. See image and info on the next page that shows one of our recent updates that was flagged was submitted to Microsoft and **accepted as a false positive**.

MS Defender false positive reporting: <https://www.microsoft.com/en-us/wdsi/filesubmission>

BitDefender (another that often flag false positives): <https://www.bitdefender.com/submit/>

Norton Anti Virus [https://submit.symantec.com/false\\_positive/](https://submit.symantec.com/false_positive/)

*We recommend ESET NOD32 Antivirus, ESET internet Security, or ESET Smart Security Premium. All WOFF development PCs are scanned with Eset and several other Anti Virus programs constantly! See [www.eset.com](http://www.eset.com) (we have no affiliation with them, simply we have used their superb Anti-Virus product NOD32 and others for years with no issue).*

See the next image;

Windows Defender Security Intelligence Threats Blogs Downloads Submissions Help All Microsoft Search

## Submission details

wingsoverflandersfieldsue\_patchv4.21.zip  
Submission ID: e22  
Status: Completed  
Submitted by:  
Submitted: Nov 5, 2018 09:58:03  
User Opinion: Incorrect detection

**Analyst comments:**

We have removed the detection. Please follow the steps below to clear cached detection and obtain the latest malware definitions.

1. Open command prompt as administrator and change directory to c:\Program Files\Windows Defender
2. Run "MpCmdRun.exe -removedefinitions -dynamicsignatures"

Alternatively, the latest definition is available for download here: <https://www.microsoft.com/en-us/wdsi/definitions>

Thank you for contacting Microsoft.

[Less](#)

### Rescan submission

Last rescan request: Nov 5, 2018 09:58:03

[Rescan submission](#)

Search by file name  Filter by determination

Showing 200 of 1649 entries

File name	Final determination	Protection	Current detection	Definition version
wingsoverflandersfieldsue_patchv4.21.zip	Not malware	Cloud Client	No malware detected No malware detected	Online 1.279.1233.0
wingsoverflandersfieldsue_patchv4.21.exe	Not malware	Cloud Client	No malware detected No malware detected	Online 1.279.1221.0

Microsoft Analyst Comments instructions more clearly explained:

Click on Start menu, type CMD then when the Command Prompt icon appears at the top of the search, right click on it and choose "Run as an Administrator".

In the command prompt at the flashing cursor after C:\Windows\system32> type:  
MpCmdRun.exe -removedefinitions -dynamicsignatures

Alternatively, the latest definition is available for download here:

<https://www.microsoft.com/en-us/wdsi/definitions>

## 8) Operating Systems – latest info for WINGS OVER FLANDERS FIELDS.

WOFF is designed to use 64 bit memory access , and so needs an 64-bit Windows operating system, Vista, Windows 7, 8, 8.1 or 10.

Although 32-bit versions of Windows Vista, 7, 8 etc may work with WOFF, we have not tested with those 32-bit operating systems and we do not support 32 bit operating systems officially if you run under those OS's you may have problems. We cannot offer help or refunds if you use an Operating system that is not listed as supported in the Requirements section (see Support page) on our website

<http://www.overflandersfields.com>.

Windows XP is not supported at all, and was declared officially 'end of life' as of APRIL 2014 by Microsoft.

## 9) How do I remap Keys or Controllers? Or rudder pedals or throttle won't work?

On WOFF's main menu go to Workshop Button on the far right. Click 'Re Map Keys'. The excellent WOFF Function Binding tool will open up. See section 25) further below for an example how to find and change the Engine Blip key. Other keys can be changed in the same way. If the key is in use already you can choose to go to that binding instead and un-map it first. Then return to what you were doing and map to the freed key. Save your configuration (and perhaps use the backup function too!).

Also for CH Throttle to work properly it is likely you are **not** using the CH peripheral management software.

If so you **need to install** the CH Control Manager although you don't need to actually use it. When you install the software, the control manager installs device drivers that allow Windows to correctly see and identify the CH Pro Throttle.

Read more:

[http://simhq.net/forum/ubbthreads.php/topics/4013991/Bindings\\_won%27t\\_stay\\_bound\\_\(res#Post4013991#ixzz3FaVMOBu3](http://simhq.net/forum/ubbthreads.php/topics/4013991/Bindings_won%27t_stay_bound_(res#Post4013991#ixzz3FaVMOBu3)

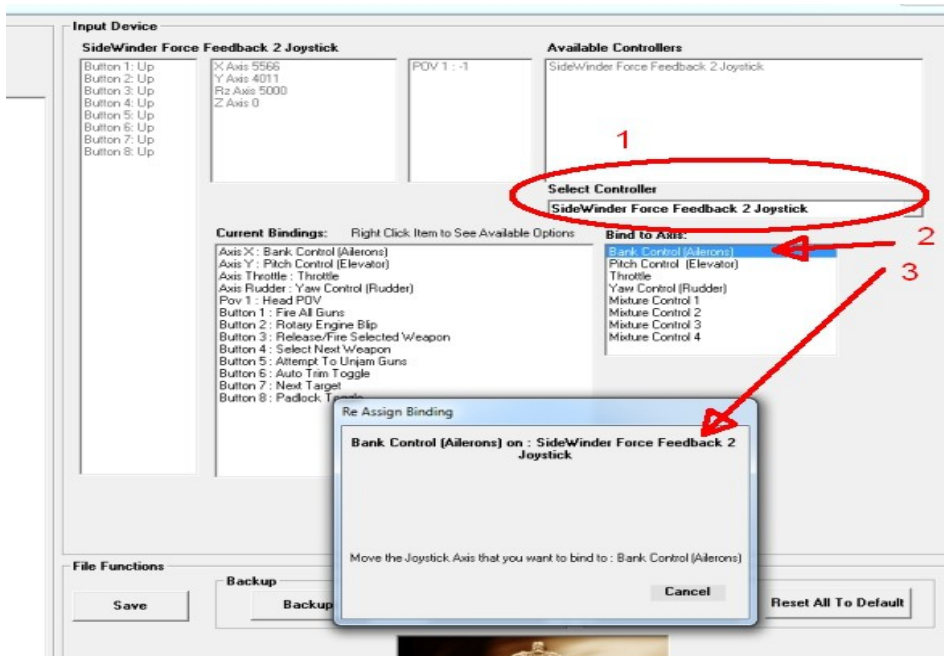
### Setting Up Controllers

Under 'Select Controller' make sure you choose the controller you want to configure from the pull down menu (marked '1' in picture). Setup your Joystick first. From the Bind to Axis menu choose a setting you want to configure by clicking on it (2).

For example click Bank Control (Ailerons), now the Re Assign Binding appears (3)

Please see the next image

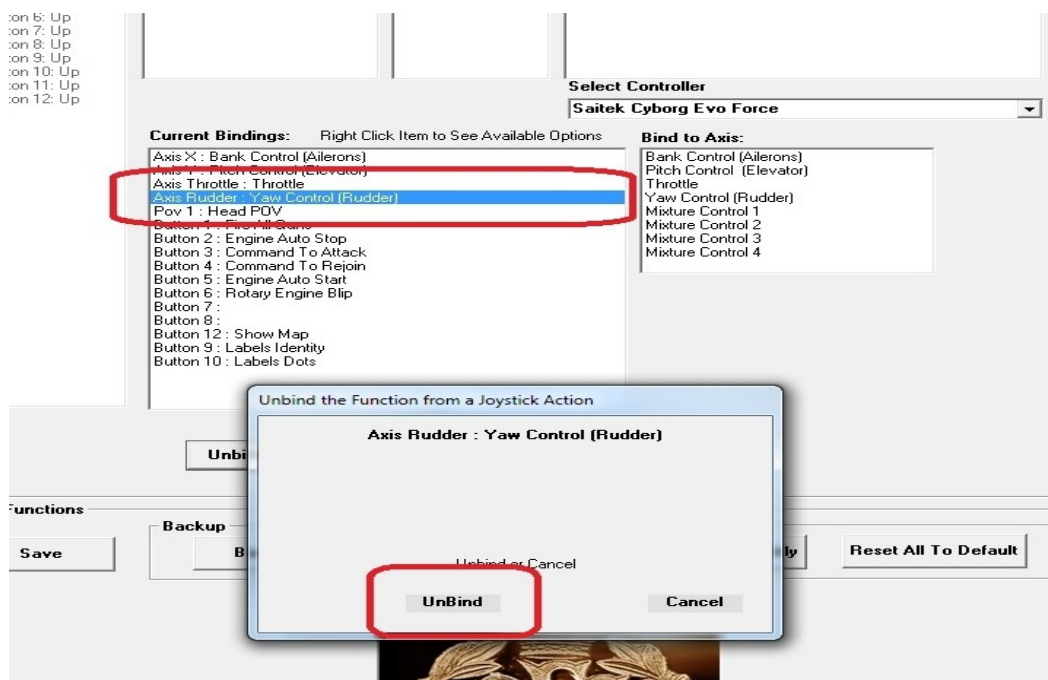
(note these examples are with an older version of the WOFFKeys tool but the basic idea is the same);



Move the stick left or right (X axis – the traditional aileron movement ;) ). Now it will be assigned.

Go through each item in “Bind to Axis” and bind to the axis you need to use on the Joystick by moving that particular axis on the joystick.

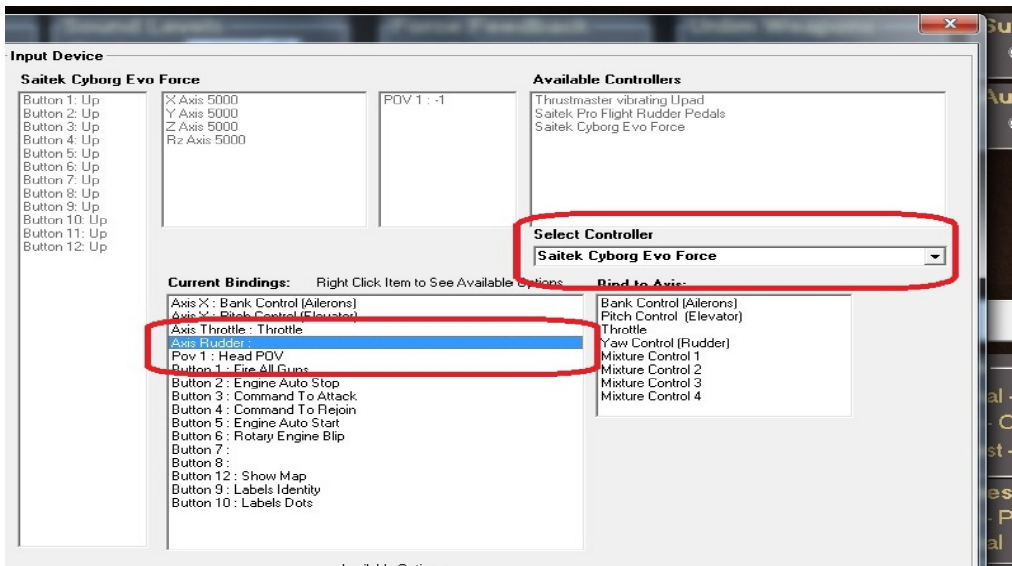
Now when you are finished binding those you need, you must then UNBIND any **other** axis that you do **NOT** want to use with this controller:



For example, as picture above shows, you decide to use “Yaw Control (Rudder) on your Rudder Pedals.

So while configuring your joystick select Axis Rudder: Yaw control then click UNBIND it if it is currently bound (maybe it is bound to your joystick’s twist stick Z axis for example).

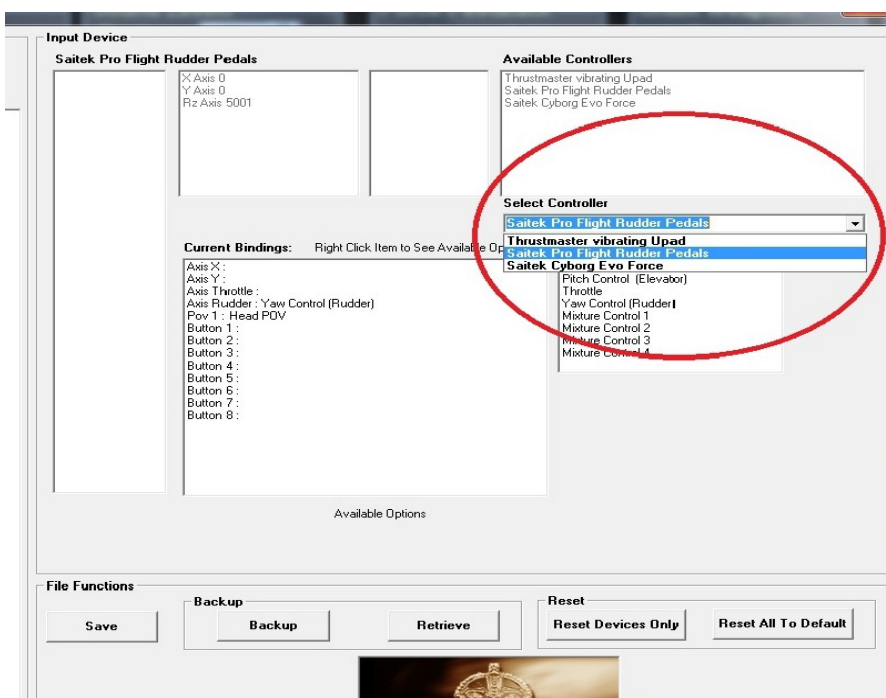
The next picture shows the Joystick’s Axis Rudder unbound, ready to use later:



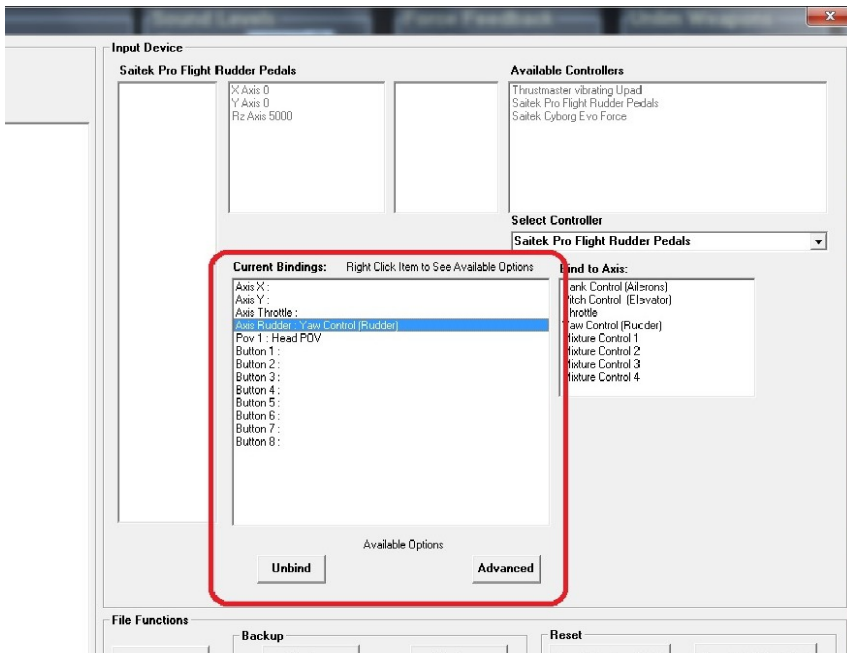
**IMPORTANT:** Repeat the UNBIND for **all other bindings** that are NOT being used on this controller. Keep only the ones you want to actually use on this controller.

Select each in **Bind to Axis** again and click Unbind. Only keep the specific Bindings you actually want to use on this particular controller.

**Now importantly** you must now go to '**Select Controller**' again and choose the next controller! So in our example we are choosing **Saitek Pro Rudder pedals** (see the following image);

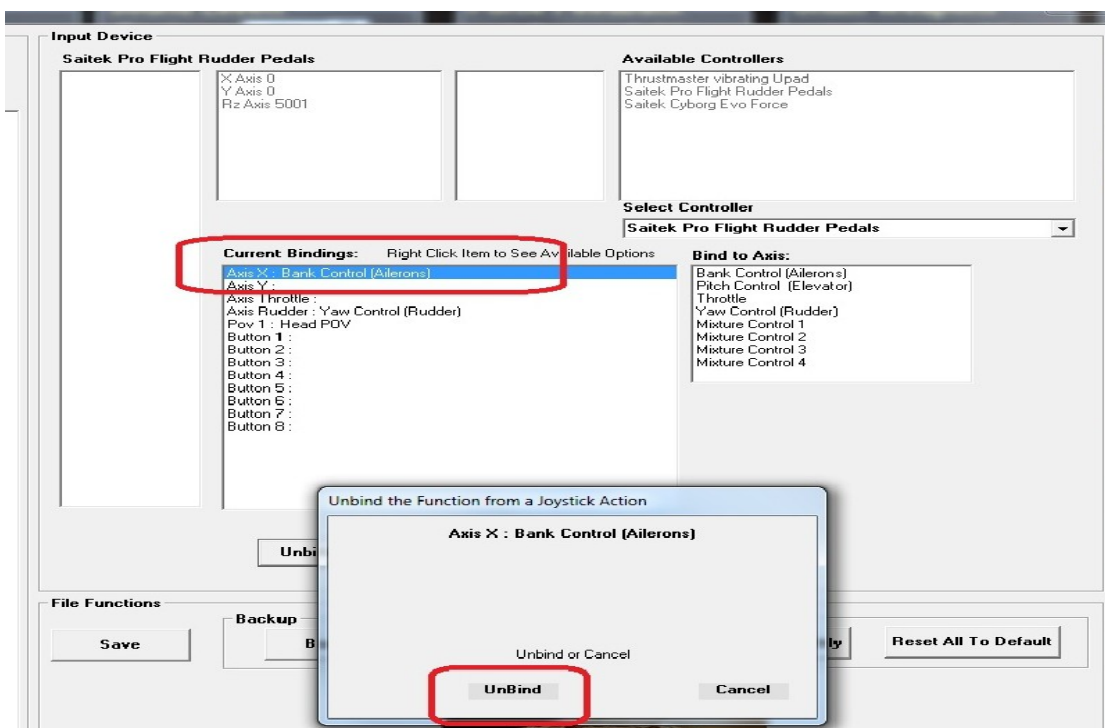


Next click Yaw Control (Rudder) under **Bind to Axis**, now move your rudder pedals fully left or right. This will assign the rudder Z movement to Yaw Control (Rudder) as per the next image :



And finally UNBIND ALL other controls that you do not want to use on that controller IF they are listed in 'Current Bindings' (area marked above).

Here is an example image, showing where you need to remove the ailerons from the Rudder Pedals controller (see next image):



If you have "toe brakes" too, check what they are assigned to and remove. They are not normally needed for WOFF and can interfere with other controls.

Finally under the 'File Functions' (as you can see in the above picture, bottom left of it) click SAVE. Close the tool.

Go fly and test in the sim. If it all works fine – all controllers, also come back and launch the tool again (from Workshop, "Re Map Keys/Controllers" button), and click on BACKUP button. Now if you mess up later



and break your settings, you can RETRIEVE this stage at least. If you are careful and stick to this rule “do not use the BACKUP button until you full test in the sim first” you should always be able to recover your situation.

You can try configuring other controllers too then and know you have a backup.

Also see the next section for Configuring CH Rudder pedals in CH Software for those with CH Pedals.

Note: As of writing Saitek X-52 and maybe other joysticks can have problems with sims in Windows 8.1 (i.e. not specifically WOFF) – check the manufacturers website for updated drivers if available.

**We support many controllers, but if you have a new controller that is not supported try the following suggestion (thanks to Joe for this):**

“If you find your joystick/controller not recognized or not working in WOFF, do not despair, there is a work-around.

In my case I initially used a VKB Gladiator stick for pitch and roll, a Saitek Throttle Quadrant for separate throttle, prop pitch, and mixture inputs.

When I upgraded to a better throttle quadrant, to my dismay it did not work. The Saitek uses the X, Y, and Z axes for throttle, prop, mixture respectively; whereas my new unit uses Rx, Ry, and Rz. My new throttle binds successfully in WOFF but when I fly any missions, it is not working.

This is where the apps vJoy and UJR come in. These programs allow one to create a virtual joystick and remap the axes of your physical joystick. This may sound complicated but it is not. The YouTube link at top of the page will show you how.

After one has created a virtual joystick and remapped axes using UJR, do not close UJR, let it run in the background. Start up WOFF and in Workshops select your virtual joystick and bind whatever controls you want.

A program I find indispensable in my gaming is JoyIDs. You will find it handy when UJR asks for the ID# of your physical stick/controller.

Also see this link for general help..

<https://www.youtube.com/watch?v=Qu3S0Q6M0tY> tutorial 1

<https://www.youtube.com/watch?v=FdZ7O6kKQm4> tutorial 2

Update: also another program called Joystick Gremlin, with vjoy does this well now.

<https://whitemagic.github.io/JoystickGremlin/>

Also note some **VBK joysticks** and other controllers sometime save their device name with a space on the end (or at the start). This can cause it not to work in runtime (when flying) after saving in the WOFF keys configuration tool. Update WOFF to the latest version; see the Downloads page on our website ([www.overlandersfields.com](http://www.overlandersfields.com)) to make sure you have the latest version of our key and controller configuration program WOFFkeys. WOFFkeys can be launched manually from the \WOFF\Toolkit folder, or from Workshops (click on Configure Keys / Controllers button).

If you still have a problem which could be possible with yet another new VBK stick then...



To get around this, if you are comfortable editing files, you can edit the WOFFKeys.xca file found in C:\Users\<YOUR LOGON NAME>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields

Backup WOFFKeys.xca somewhere safe first such as your desktop.

Now in explorer browse back to the original location and open WOFFKeys.xca in notepad find a section for your joystick for example

```
<Device Type="VKBsim Gladiator NXT EVO KG12 ">
```

notice the space on the end after KG12? Delete the space only, carefully, so it reads like this

```
<Device Type="VKBsim Gladiator NXT EVO KG12">
```

(this only works for VKBsim Gladiator NXT EVO KG12 of course, your joystick name may be different or have space at the front etc).

Now in Notepad go to File, Save As, but make sure you change "Save as type" to All files (\*.\*) then type **WOFFKeys.xca** as the file name, and click Save.

..... VBK Pedals? See section 66

These extra useless spaces at the start or end of a controller names are usually dealt with by the Key and Bindings Tool (WOFFKeys program) and you can choose "reset controllers only" in the tool to reset all the controllers, configure then save.

UPDATE May 2022: At this time a new WOFFKeys program 2.0a is available in V1.27 of WOFF (and later of course). This makes some controllers easier to reconfigure, so well worth an upgrade.

## 10) Configuration CH Rudder pedals and Fighterstick in CH Software [updated].

Using WOFFKeys utility for Function bindings.

**UPDATE May 2022: At this time a new WOFFKeys program V2.0a is available in V1.27 of WOFF (or later). This makes some controllers easier to reconfigure, so well worth an upgrade. These instructions were made before that new version, but may still be useful.**

**If you still have a problem** see these instructions (from this forum post from BirdDogICT: <http://simhq.net/forum/ubbthreads.php/topics/4438020/re-ch-pro-pedals-not-being-recognized#Post4438020> )

Install CH Control Manager. V4.55a works best if you have problems with other versions, look for it.  
*BirdDogICT said:*

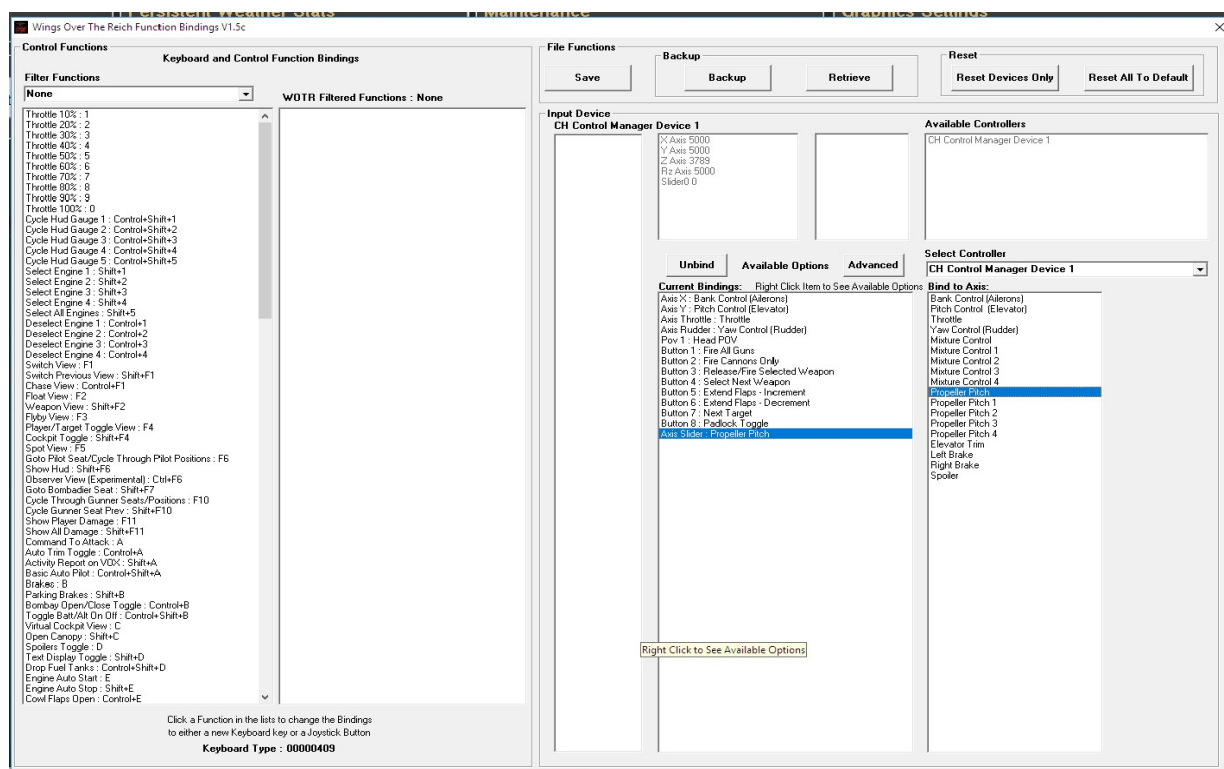
1. Download my WOFF Map from the downloads section as a starting point or create your own (see below for links). You are free to edit it as you like. It contains 80% of the commands you'll need for WOTR, you just need to update the CMC file and assign new buttons as you prefer. (I'm assuming you're familiar with CH programming).

2. Set up your Map profile as follows (or use my WOFF.map see the end of the article for link):

- a. Fighter Stick is CM Device 1. Y Axis and X Axis have been assigned, and the Throttle Axis is assigned to Slider 1. (Note that the Throttle Axis on the Flight Stick is the rotary dial on the left side of the base. I use it for prop pitch. If you didn't have a Pro Throttle, you could map it to Z axis for use as a throttle, as in the next step).
  - b. Pro Throttle is also CM Device 1, and the Throttle Axis on the Pro Throttle has been assigned to Z axis.
  - c. Pro Pedals are also CM Device 1, and the Rudder Axis is assigned to R axis. The toe brakes are unassigned.
  - d. All devices are in Mapped Mode
- So, when you download this map into memory, the virtual device "CH Control Device 1" will have X Axis, Y Axis, Slider1, Z Axis, and R Axis.

3. Assuming you have downloaded the map to memory, you can then start WOTRkeys.exe (either through the Workshop or in C:\OBDSOFTWARE\WOTR\Toolbox

- a. You should see that the available Controller is CH Control Device 1
- b. You should see that your available axes/sliders are X Axis, Y Axis, Z Axis, Rz Axis, and Slider 0 (by default Direct X assigns sliders as 0, 1, 2, etc., which may not match your assignment in CH Manager)
- c. Since we have set everything on one controller and used standard joystick axis assignments (e.g., X, Y, Z, R), WOFF has automatically bound these axes. You don't have to do anything else for these axes.
- d. Since Slider 0 is not standard, we have to bind it, so, under Current Bindings choose "Axis Slider - propeller pitch", and under Bind to Axis choose "Propeller Pitch" and rotate the Flight Stick Throttle Wheel to bind it.
- e. Since all of the button assignments were made in the CH Map we downloaded, we don't have to bind any button assignments.
- f. Save your profile, and you should be ready to go (please see the next image) :



Many Thanks to BirdDogICT for this! You can download his previous WOFF CH profile mentioned above, on the official 'WOFF' User Mods website hosted kindly by Sandbagger at

<http://www.thatoneplease.co/indexWOFF.html>

It is found in this section <http://www.thatoneplease.co/generalWOFF.html>

If after this if you still have problems with axis being recognised you need to clear out any old problems or settings you may have created:

Go to C:\Users\{your logon name}\Appdata\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields and delete WOFFkeys.xca. This will clear all keys and controller assignments.

Launch WOFF, go to workshop, and hit "Reset Devices only". Now Save and exit.

Go to fly, check axis were correctly recognised and that you have full control back up.

Read question 12) above carefully to give you a much better idea of the binding process for WOFF.

Also one tip, in the key mapping tool save a backup (click Backup button) when you have all axis and bindings working to your satisfaction initially. Do not make any other backup until you are happy and checked in sim first fully! Then you can always restore to a point of working. As a double save you could also copy the WOFFBackupKeys.xca file from \OBDsoftware\WOTR\OBDWW1 Over Flanders Fields\campaigns\CampaignData\Default\ folder and paste it somewhere safe.

**If you still cannot map a controller, one other tip that has helped more than CH user:**

Exit WOFF and unplugged your controllers, stick, throttle, and pedals. Then plug them back in. Then in WOFFkeys mapping tool, select "**Reset Hardware Only**" and try a mission without mapping any axes, it worked!

*Notes (thanks to BirdDogICT):*

CH drivers identify each CH device and USB port, and then create HID compliant virtual devices for each of your CH devices. That allows CH Manager to pass commands/key presses to the devices via DirectX once a CH Map is loaded into memory. A CH Map is basically a collection of key commands and mini-programs translated to DirectX.

It can be that when you first install CH Manager, every time you restart Windows, Windows has to install the CH device drivers for each of your devices, and this can go on for 5-10 starts until Windows device manager finally loads the drivers automatically on each startup and assigns proper Device IDs. Once the drivers are stable (without Windows asking to load drivers at each startup) you should then leave the devices in the same USB ports all the time. Then as long as the devices don't change, it should remain solid. It is therefore better to make sure the CH Manager & devices installation is stable before going through the plugging/unplugging process with Wings Over Flanders Fields Function Bindings program.

See <http://simhq.net/forum/ubbthreads.php/topics/4438020/re-ch-pro-pedals-not-being-recognized#Post4438020> for more discussion on CH USB3/USB2 issues etc.

## 10A) Alternative Config for CH Rudder pedals and Fighterstick in CH Software.

[ UPDATE May 2022: At this time a new WOFFKeys program 2.0a is available in V1.27 (or later) of WOFF.

This makes some controllers easier to reconfigure, so well worth an upgrade. Instal V1.27 then go to Workshops and click Re Map Keys Controllers. This will bring up the new WOFFKeys 2.0. Try using that and test when flying in the sim, before trying the instructions below.]

Alternative method .....

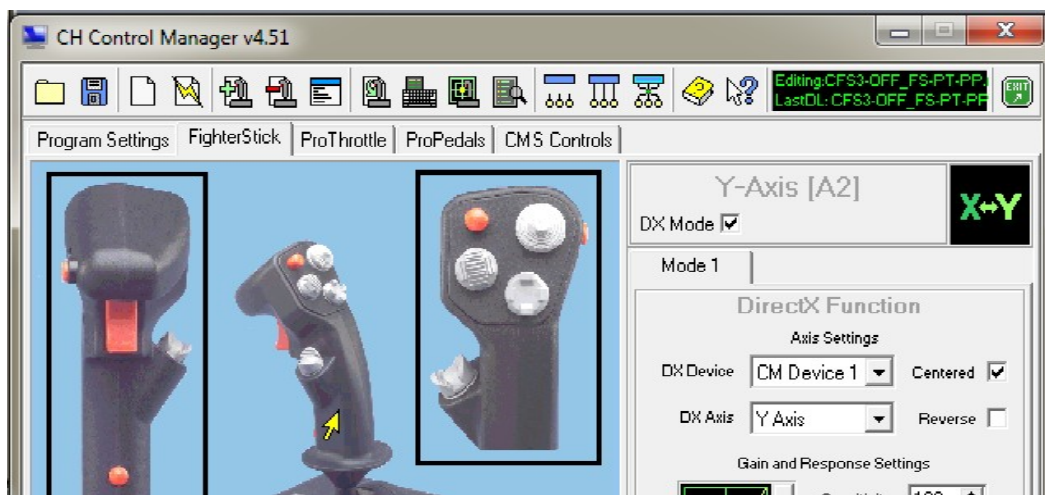
Install CH Control Manager. V4.51 seem to work best if you have problems with other versions look for it. (also 4.55a works well). See the alternative instructions in section 10A that follows this section.

Here the axes and slider assignments are shown. Everything is mapped to CM Device 1 in mapped mode. First, set the Fighterstick X Axis. You can also set dead zone and curves here, if you wish.

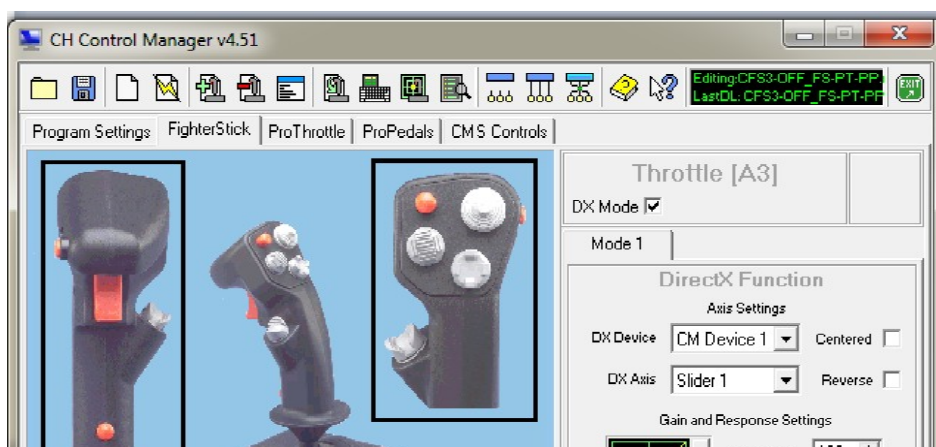
See next image;



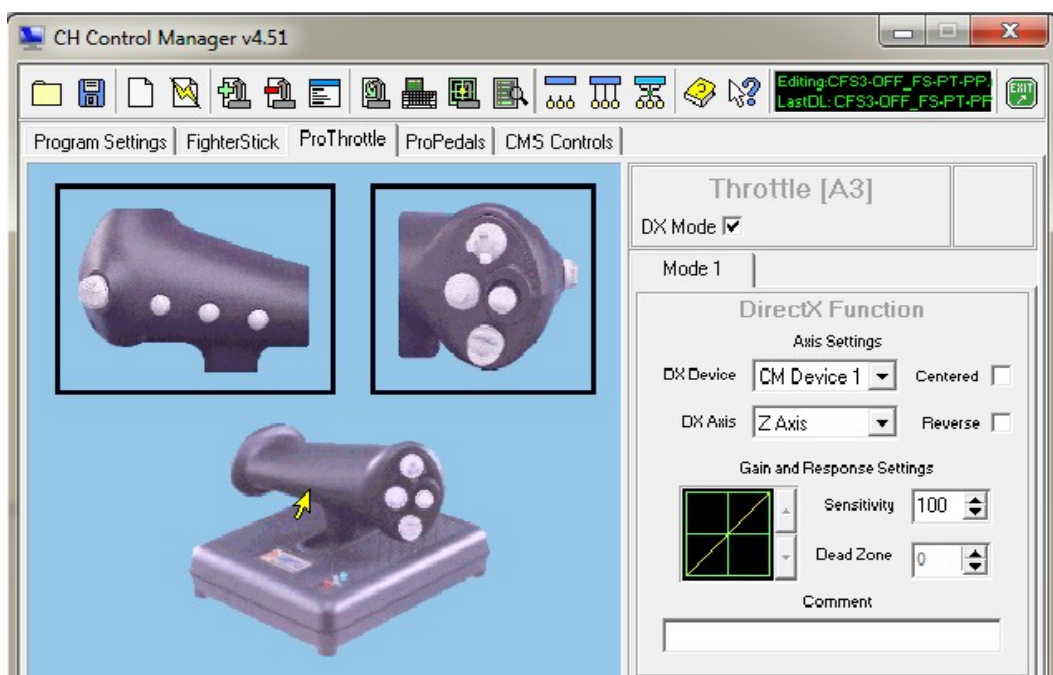
Then, set the **FighterStick** Y Axis.



Set the **Fighterstick** Throttle Slider to Slider 1 if you wish to use it.

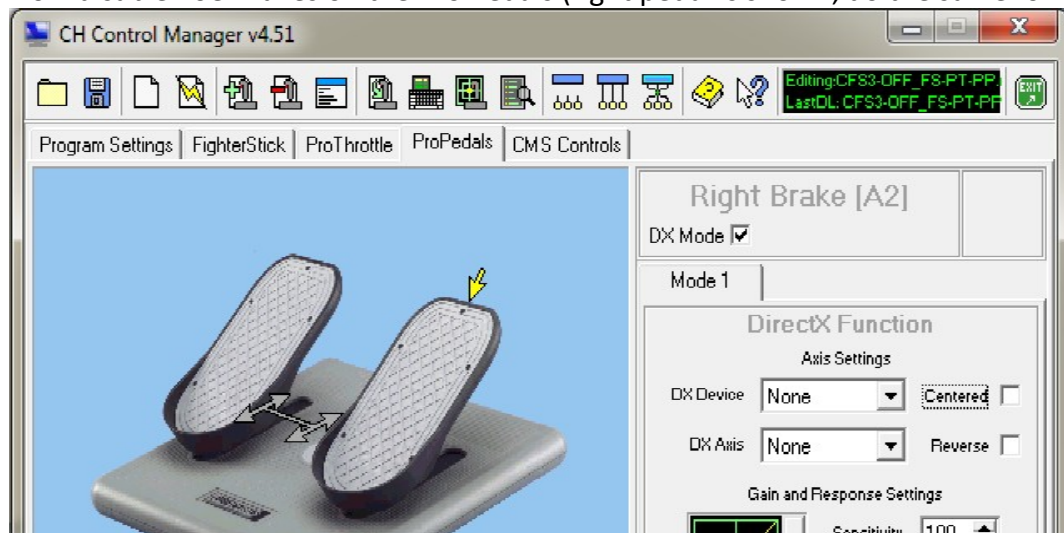


Next, set the **ProThrottle** Throttle Axis to Z Axis.

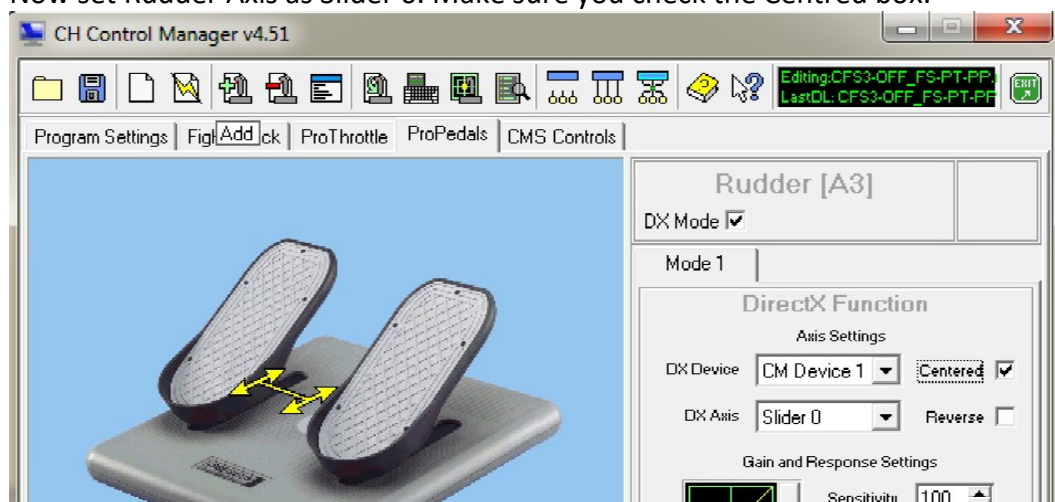




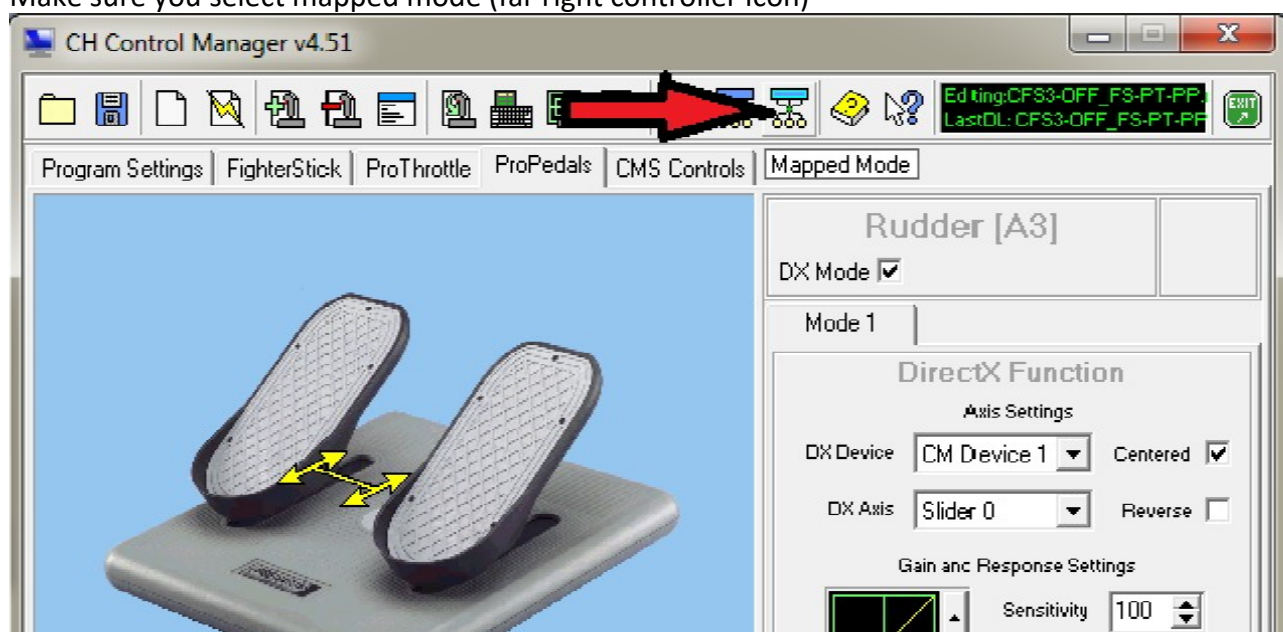
Now disable Toe Brakes on the Pro Pedals (right pedal is shown, do the same for left pedal).



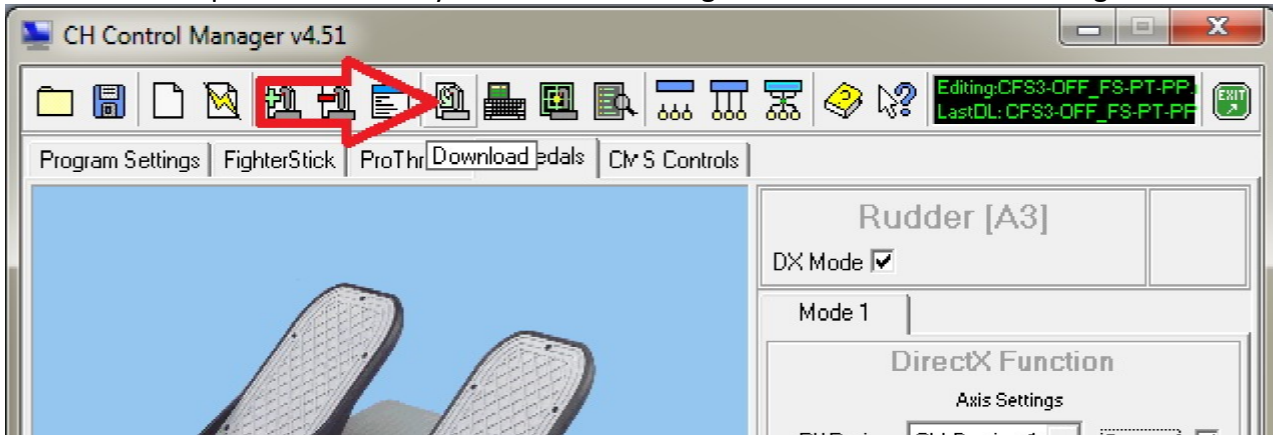
Now set Rudder Axis as Slider 0. Make sure you check the Centred box.



Make sure you select mapped mode (far right controller icon)



Now download profile to memory. WOFF should recognize these axis and slider assignments.



Many Thanks to BirdDogICT for this! You can download his CH profile on the official User Mods website hosted kindly by Sandbagger at <http://www.thatoneplease.co/indexWOFF.html>

It is found in this section <http://www.thatoneplease.co/generalWOFF.html>

If after this if you still have problems with axis being recognised you need to clear out any old problems or settings you may have created:

Go to C:\Users\{your name}\Appdata\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields and delete WOFFkeys.xca. This will clear all keys and controller assignments.

Launch WOFF, go to workshop, and hit "Reset Devices only". Now Save and exit.

Go to fly, check axis were correctly recognised and that you have full control back up.

Read question 12) above carefully to give you a much better idea of the binding process for WOFF.

Also one tip, in the key mapping tool save a backup (click Backup button) when you have all axis and bindings working to your satisfaction initially. Do not make any other backup until you are happy and checked in sim first fully! Then you can always restore to a point of working. As a double save you could also copy the WOFFBackupKeys.xca file from \OBDsoftware\WOFF\OBDWW1 Over Flanders fields\campaigns\CampaignData\Default\ folder and paste it somewhere safe.

**If you still cannot map a controller, one other tip that has helped more than CH user:**

Exit WOFF and unplugged your controllers, stick, throttle, and pedals. Then plug them back in. Then in WOFF key mapping tool, select "**Reset Hardware Only**" and tried a mission without mapping any axes, it worked!

*Notes (thanks to BirdDogICT):*

CH drivers identify each CH device and USB port, and then create HID compliant virtual devices for each of your CH devices. That allows CH Manager to pass commands/key presses to the devices via DirectX once a CH Map is loaded into memory. A CH Map is basically a collection of key commands and mini-programs translated to DirectX.

It can be that when you first install CH Manager, every time you restart Windows, Windows has to install the CH device drivers for each of your devices, and this can go on for 5-10 starts until Windows device manager finally loads the drivers automatically on each startup and assigns proper Device IDs. Once the



drivers are stable (without Windows asking to load drivers at each startup) you should then leave the devices in the same USB ports all the time. Then as long as the devices don't change, it should remain solid. It is therefore better to make sure the CH Manager & devices installation is stable before going through the plugging/unplugging process with WOFFkeys program.

## 11) I cannot end the mission!

Press **CTRL+Q** to end the mission. See question 10) above for how to configure or see key bindings.

## 12) I cannot set anti-aliasing to "0" (none) in workshop, or how to setup AA?

There is no need to set to 0. Set AA on your graphic card utility, and then set up the main profile, or a custom CFS3 profile. In the profile set AA to "Enhance the application setting" or similar, and set to a value your PC can handle (check frames per second in the sim, press Z key to see that).

In the past adding or using the CFS3 Nvidia profile often did not work properly so setting a Global profile setting too will ensure it works, however more recently the Nvidia profiles generally work fine for most people for CFS3. So for the WOFF workshops AA setting it is best to leave it at 2x AA and then set your GPU to **enhance the application settings** in the GPU' settings and set 2x, 4x or 8x etc as your system can handle.

Some users can set Override Application setting in Nvidia profile and AA works in the sim runtime fine but you may find you need to set as described above if you still have "jaggies" on straight edges in sim (i.e if AA seems to not work set Nvidia to "Enhance the application setting"). ATI users have similar settings.

Also we will provide an Nvidia tool that sets up full SSAA and makes the distance views much better less visual artefacts and so on - so this is recommended. It does hit FPS so test with 2X 4X and 8X (re-run the tool to change or disable SSAA). This is in C:\OBDSOFTWARE\WOFF\Toolbox folder (on a default install).

## 13) Logitech G940 centering is odd.

The centering spring needs to be enabled under **global device settings** in the Logitech profiler. Set that to get centering force enabled (i.e. not in a profile but in Global device settings).

-Thanks to 'Wee' Mac for that tip.

## 14) Function Key Mapping tool beeps several times – or POV switch doesn't work!

This is probably because you have FaceTrackNOIR head/face tracking software installed, which installs

“virtual joystick” drivers, these mimic your joystick and duplicate all controls hence lots of beeping when you click a joystick button in the Key mapping tool (the fake joysticks can interfere with WOFF’s key mapping tool detection of the real stick). So remove the virtual drivers (uninstall them) before using the key mapping tool.

If the POV hat switch views don’t seem to work - or they snap back instantly even if POV switch is still pressed in a direction, then remove “OpenTrack” or similar software or still use OpenTrack, but you will be unable to use the POV PAN views. If the POV hat switch views don’t seem to work - or they snap back instantly even if POV switch is still pressed in a direction, then remove “OpenTrack” or similar software or still use OpenTrack, but you will be unable to use the POV PAN views. **Also note The SCRL LOCK key can allow free panning with the POV Snap views. Toggle that on/off as required.**

UPDATE Dec 2022: At this time a new WOFFKeys program V2.2 is available in V1.35 of WOFF (and later of course). This makes some controllers easier to reconfigure, so well worth downloading the update from our website and installing that. <https://www.overlandersfields.com/downloads-woffbhahii.html>  
You may need to “Reset Controllers Only” and reconfigure.

## 14A) Function Key Mapping tool is slow, or my VBK buttons don’t work in flight!

It's likely a controller is firing out commands constantly or too many buttons assigned. Someone else had this recently and had to configure each controller separately - unplug all controllers and plug in one at a time to configure. **Also if more than 32 buttons are assigned on a controller delete any over that number. VBK NBK sticks for example;**

<https://simhq.net/forum/ubbthreads.php/topics/4608370/vkb-gladiator-is-detected-as-new-device#Post4608370>

Using a VBK stick and Virpil Throttle, WOFF users R.Talbot found; “In the device software you have to delete anything over 32 buttons. I did this on both the Virpil throttle and VKB stick and the lag issues and keybinding headaches went away. I saved a new profile for each just for WOFF. The device cannot have more than 32 buttons.”

UPDATE Dec 2022: Please see the update notes in section 14 above.

## 15) Optimising your graphics, minimising stutters, increasing frame rates.

*Firstly this has helped many people and cannot be ignored. **DO A CLEAN INSTALL FROM SCRATCH. Especially if WOFF has been installed for some time, and you may have installed/uninstalled MODS or edited things manually, or even have corrupted files or registry on your PC. It’s very simple process for most people.** See section 17) and 2) for details. Also see Madmatt’s excellent post here on our SIMHQ forum (cut and paste this URL into your browser):*

[http://simhq.net/forum/ubbthreads.php/topics/4260157/Totally\\_worth\\_the\\_results\\_rei#Post4260157](http://simhq.net/forum/ubbthreads.php/topics/4260157/Totally_worth_the_results_rei#Post4260157)

**\*\*\* NOTE for the new WOFF OTT Expansion** if you have issues running with slow downs or stuttering, or early exit from missions or crashing please see the section 77 on how to optimise new settings. Also see section 78 **“A GUIDE TO NEW WOFF OTT EXPANSION’S LIGHTING AND WEATHER SETTINGS BY GECKO”** for details of the new settings and what they do!

*A High Ghz fast CPU will help FPS MUCH more than optimising settings !. The newer CPUs that reach 6Ghz or about will make a great difference to performance!*

*If you still have fps issues here are some other things you can try:*

## **15A) To improve FPS in Campaign and still have enemies to face in the mission construct:**

Second Workshops Settings Page (click 'More' button in Workshops to get there):

**Regional Air Activity** "Light" or "Very Light" on low end low Ghz CPU.

**Forced Encounters** "Med"

### **To Improve FPS generally more;**

First Workshops Settings Page **Graphics Details:**

Reduce **Scenery Density** to 2 or 1

Reduce **Terrain Quality** to 2 or 1

**Woods/Forests Density** "Medium" or "Low" for low end CPU

**Airfield Complexity** "Medium" or "Low"

Test and decide if you can go slightly higher on some, then test more.

Further items you can reduce if needed;

**"Aircraft Shadow Detail"**

**"Cloud Shadow Density"**

### **UPDATE WOFF OTT Expansion;**

In WOFF "Over The Top" Expansion there are new options you can also reduce.

**Cloud Render Density** to 5 or 6. or lower if you have low end system.

**Render Dist** (km) to 50 or 75.

**Weather Grid Res** to 1

**Weather System Max** to 2

If you do not see many of these options, make sure you have updated your WOFF to the latest version from the Downloads page on [overflandersfields.com](http://overflandersfields.com)

PLEASE SEE SECTION 40 for more useful detail on optimising these settings.

The Terrain Detail (texture quality/sharpness) and the Scenery Density (objects on the terrain) have been revised several times for WOFF in updates - make sure you have the latest update installed (see downloads section on the website).

The controls now give a better ability to more finely tune and optimise the scenery and terrain to get maximum FPS with the best visual eye candy possible.

Since V1.17: Good starting points on a reasonably good PC are Terrain Quality 2 or 3, and Scenery Density 3 or 4, with the highest value 5 now being for very good GPUs 3080 or better. Try Terrain 2, Scenery 4 as a starting point even on a good PC. You can often gain much better FPS with these settings, and with great visual quality still even good for a fast PC.

**15B) Check your GPU/graphics card settings.** For example check your Anti-Aliasing (AA) filtering setting and make sure it is set to either "override any application settings" - or - "use application settings" (i.e. not "enhancing application settings" which will double up the AA on top of the application's own AA!). WOFF's AA is set in "Workshops" under Graphics and Details section if you want to "use application settings".

Also try lowering AA settings, turn off FXAA etc and set texture quality to 'performance'. Also try lowering Anisotropic Filtering.

Also turn off 'tessellation' or any post render extras processing offered by the Graphics Card that may cause heavy strain on video.

**For some Nvidia cards** (780 GTX, 970, 980 GTX or higher) see this [forum discussion](http://simhq.net/forum/ubbthreads.php/topics/3879807/Re_Issues_with_New_GTX_780_Ti_#Post3879807) here with good advice;

[http://simhq.net/forum/ubbthreads.php/topics/3879807/Re\\_Issues\\_with\\_New\\_GTX\\_780\\_Ti\\_#Post3879807](http://simhq.net/forum/ubbthreads.php/topics/3879807/Re_Issues_with_New_GTX_780_Ti_#Post3879807)

Also for micro-stutters in many games can be managed by selecting different settings in the: "Maximum pre-rendered frames" setting (under 3D settings in your NVIDIA Control Panel) . The default is usually 3 or "use application settings" but try setting to 8 or 1 (and after that if still a problem try 3,4,5,6 etc). This setting in tandem with VSYNC ON (usually) can often resolve most sources of stutter. You may need "Nvidia Inspector" application (google it) to override this setting higher than 4. If your ATI driver settings have a similar setting try that.

Try "Fast" setting in Nvidia Vsync – only with GTX 10xx series cards (note this could cause Alt+tabbing to not work as smoothly).

Under Nvidia Control Panel for 3D settings (or ATI equivalent) disable Triple Buffering. For Nvidia GPUs you may need to do this in the Global Setting not just CFS3 profile as often the profile can be ignored by CFS3. See Section 6 of the FAQ for more detail on this.

**15C) Close down all unnecessary background tasks** for example web browsers, tools, other programs not needed at the moment. We have found some Antivirus or anti-spyware programs can check your hard drive during flight or update and cause stutters, as WOFF is using your CPU. Many other background processes in Windows and programs can do this too. Just because another app is fine does not mean WOFF likes the same settings or programs running. This is the nature of PC'.

**15D) Turbo Boost.** Also look at setting turbo boost on your CPU (google it) if yours supports it. You can gain performance as long as you have **good performance cooling** on your CPU.

**15E) Overclocking:** Many people overclock their CPU, but this MUST be carefully researched and properly implemented and more importantly properly cooled (get some professional IT help if unsure). Also overclocking can actually SLOW the memory speed down or affect bus speeds as motherboard and memory timings have to change.

Note: overclocking can cause more randomness and overall less smooth experience in games, but if setup correctly, and providing the system components can actually cope, it can enhance programs that need more CPU speed.

If overclocking, test that CPU throttling / over heat protection in the BIOS is not enabled. Or it may be lowering the CPU speed during use. You WILL need a very good CPU heat-sink, fan or water cooling system for your CPU or lower the overclock amount!. **If you have problems with WOFF, we will ask you to remove any overclocking and run at default recommended manufacturer CPU speed and correct memory settings to test properly.**

There are many things like this you can tweak to gain extra performance. WOFF runs very well on many systems so as with all PC game titles for some users some optimising of the PC software and hardware is required – even if other games or sims work fine – not all require the same things or resources. Research a little maybe read similar posts in our [forum](#) or ask for help there if you are still unable to get better performance. Forum link:

[http://simhq.net/forum/ubbthreads.php/forums/374/1/Wings:\\_Over\\_Flanders\\_Fields\\_-\\_](http://simhq.net/forum/ubbthreads.php/forums/374/1/Wings:_Over_Flanders_Fields_-_)

**P.S. To prove this we tested an Intel i7-3820 3.6Ghz CPU on an ASUS RAMPAGE IV GENE motherboard (designed for overclocking) at 3.8Ghz** with mostly auto settings with very good cooling. WOFF ran very well and smoothly. Then we increased the bus speed to 106Mhz (default 100) with 42 multiplier this gave over 4400 Mhz. Now we had great FPS but a great deal of very noticeable stuttering suddenly appeared. Temperatures were at just over 50 degrees for the CPUs throughout the test so very well within thermal limits. This noticeable stuttering could be due to memory timings or other chipset components that were now not optimised or unable to cope with the new speeds. However it did prove the point that overclocking even though seemingly running well and faster can cause a great deal more stuttering.

**15F) Try these following adjustments** that helped some people with stuttering, try them in order and test each:

1. **Reduce TrackIR's 'smoothing' setting to 3 or 4**, and then test.

1a. If you use **TrackIR**, try setting the **CPU affinity on Trackir.exe to run on CPU2 through CPU 7 if you have 4 cores or more and avoid CPU0/CPU1. Also you can try setting it to "realtime"**. See google for more info but here is an example (uses outlook.exe in this example):

<https://thegeekpage.com/set-affinity-for-an-application-on-windows-10/>

WOFF pilot HarryH kindly put together a document on setting up TrackIR for best performance (can vary from PC to PC of course) : See here

<https://simhq.net/forum/ubbthreads.php/ubb/showflat/Number/4493344/gonew/1/trackir-setup-guide-for-woff-wotr#UNREAD>

2. **Set Compatibility.** Right click on cfs3.exe in C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\ folder. Select properties -> compatibility, set it to disable visual themes and desktop composition. (note a one or two people in the past also needed to also set Windows 8 or Windows 7 compatibility)

3. **Set Windows to Basic mode.** If still problems set the Windows theme to Windows Basic. *Thanks to Madmatt and yaan98*

**15G) Sound card**, try altering settings in its software settings, turn off any special effects. Make sure you install the latest driver from the sound card manufacturer.

**15H) Anti Virus.** See Section 7 of this FAQ.

Remember just because your PC plays half dozen other simulation games well doesn't mean it will play every single game out there fine. PC's can be finicky don't blame the game just because you have issues. All games do different things, and use resources differently.

**15I) Remove ALL mods. You cannot troubleshoot WOFF with any mod or graphics modification (Sweetfx etc) installed. Airfield mods, and others can cause issues or poor optimisation.**

**PCs are NOT consoles** - which is why they can be software and hardware customised and upgraded easily over time. It is also why they can be totally different from each other and tweaks or fixes that work great for one PC doesn't always work for another. Even if a dozen games work fine on a PC, it is no guarantee what so ever that another game will also work fine. PC's are that different.

**15G) Background processes**, even seemingly unrelated ones can cause problems (for example when they call home, auto update, scan, check, access hard drive and so on).

**15I) Multiple Cores.** If you have set WOFF.exe or CFS3.exe to run on only 1 processor - or used programs like process Lasso to adjust which cores are used, try with default Windows settings instead - no limits or settings.

## 16) Cannot Get to Fly, I see error “WOFF DLL did not start or WOFF DLL runtime crash!”

Exit WOFF, and open in Mission.log in C:\OBDSOFTWARE\WOFF\Logs folder.  
(Use Notepad or similar text viewer) to open it ...  
... Then scroll to the bottom.

If you see;  
2013/12/17 06:35:17 EXCEPTION InitDXForWindow failed  
2013/12/17 06:35:17 TellUser InitDXForWindow failed

Then you must set your Windows desktop to use the ‘native’ resolution of the monitor. Next also go to ‘Workshops’ menu in WOFF, and under ‘Graphics and Details’ section set your Resolution to the same resolution setting as your desktop. In other words, the Windows desktop resolution and your WOFF resolution must both match the native resolution of your display.

The ‘native’ resolution of your monitor is usually the maximum resolution it supports. Check the display manufacturer’s website for your model of Monitor/TV/Display.

To set your windows display resolution, right click on an empty area of Windows desktop, click screen resolution. In resolution choose the recommended maximum your monitor will allow.

Some TV/Monitors do not properly support 32 bit mode or do not report it correctly so if this still doesn’t work try 16 bit mode in the Graphics Settings. If you still have problems **see Section 35 and 56** of this FAQ. Also see other sections in this FAQ, such as General Troubleshooting at the end of the FAQ, or section 15 for reinstall advice and other important information.

**If you use Riva Tuner RTSS or MSI Afterburner make sure you set the application detection for CFS3.exe to none - or disable Afterburner completely.**

Also note “WOFF DLL did not start ...” is a generic error, i.e. when something else before that process fails, WOFF DLL will then not start and that is the error message you see.

*If the above does not help see sections, 6, 40 etc and others too.*

## 17) How to un-install and re-install cleanly & Fix random errors you cannot explain.

Firstly if you have random quits from flying, especially on high settings you must check section 15).

Then please try a clean Uninstall and re-install following this guide carefully:

Firstly, make sure you are logged in as an Admin user. If your sim is not launching, or not working properly but was originally, remove any user ‘mods’ if you have installed any.



If you still have random errors, read through the FAQ for your error or one very similar and read for help. Also if you have overclocked your CPU, temporarily set the CPU to run at its “normal” Intel or AMD recommended clock speed and set up your memory to the correct speed for this. WOFF uses CPU very much, so may strain an overclock or poorly cooled CPU or other motherboard components much more than some other programs. We will ask you to try this too if you contact support. We have seen this cause such problems so please do this rather than assuming it is fine as it runs OK normally.

If you still have a problem you basically need to Uninstall WOFF *via the WOFFtoolbox* and then reinstall. Then run WOFF to test to see if the problem is still there – **see the steps below to do this;**

1. Run WOFFToolbox from the C:\OBDSOFTWARE\WOFF\Toolbox folder.  
(default location, your install may vary if you changed the default location during install).
2. Select **Uninstall WOFF** at the bottom of the WOFFToolbox menu. If you proceed it will take a few minutes to uninstall. Wait until the the WOFF Toolbox reports it has finished uninstalling.
3. Close the WOFFToolbox program.
4. Browse to C:\OBDSOFTWARE\ and delete the WOFF folder and its contents (default location shown).
5. Browse to C:\Users\<UserName>\AppData\Roaming\OBD\_Games select the OBD\_Games folder then delete it (***be careful to ONLY delete OBD\_Games and its contents not anything else in App\_Data!***).

*Note you may need to "show hidden files" as Windows usually hides system folders from the user. For more search for help <http://www.howtogeek.com/howto/windows-vista/show-hidden-files-and-folders-in-windows-vista/>  
<http://quehow.com/how-to-show-hidden-files-in-windows-10/4568.html>*

**6. Disable any free Anti-Virus. Including Microsoft Defender, Bitdefender, Microsoft Security Essentials (MSE), AVG and others etc.** Also some paid Anti Virus are known to cause some issues – Norton Anti-virus, Bitdefender for example have been known to cause issues from time to time. For **BitDefender Anti-virus with Windows 10** if you have it and have issues, add both **CFS3.exe** and **WOFF.exe** in Bitdefender trusted applications then it should work. See section 7 for more information.

7. Install WOFF BH&H II again, do not click anything once it starts to install.
8. The installer program's button should change to “Finish”. Click that button to complete the install. (Visual C++ install may pop up, leave on “repair” and just click next and follow prompts).
9. Now try to Run WOFF BH&H II again now (Anti-Virus still disabled temporarily to test).

If there is still a problem;

10. Try installing the full direct X 9 install, (needed in Windows Vista, and Windows 7, 8, 8.1, and 10) . Install the latest clean fresh video drivers from Nvidia or ATI depending on your Graphics card. See section 2a) on exactly how to install DX9 properly for WOFF BH&H II.
11. Uninstall WOFF BH&H II as above in step 2, then try creating a NEW windows user with administrator rights, log in as that new user, then try a fresh install. If it runs some setting or program installed in your normal Windows user account is causing a conflict.
12. Do not forget to install the **latest update patch** from our Downloads page for WOFF BH&H II.

See <https://www.overlandersfields.com/downloads-woffbhahii.html>

13. For some Windows 10 users (*Windows 11 users see step 14*), try setting compatibility of WOFF.exe and CFS3.exe to Windows 7 SP1, or Windows 8/ 8.1. To do this go to your WOFF install folder, find WOFF and CFS3 executables. Right click on CFS3.exe and choose Properties, Compatibility, then under 'compatibility mode' section select/tick the box to "Run this program in compatibility mode for: "

Choose windows 7 for example, and click Apply, OK. Test, if it doesn't help try setting to Windows 8 instead, or try the same setting on WOFF.exe.

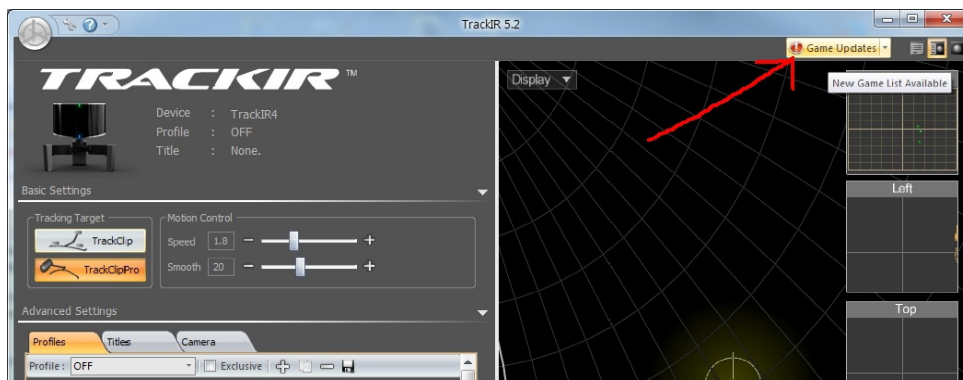
14. If the steps in 13. do not work, or you have Windows 11 then undo any compatibility settings there, but instead try setting WOFF.exe and CFS3.exe to "**run this program as an Administrator**" instead from that compatibility tab, and click Apply, OK and test again. Step by step: Go to your WOFF install folder, find WOFF and CFS3 executables.

Right click on CFS3.exe and choose Properties, Compatibility, then under 'compatibility mode' section select/tick the box to Run this program as an administrator click Apply, OK. Do the same for WOFF executable (WOFF.exe). You may need to restart the PC for this to work.

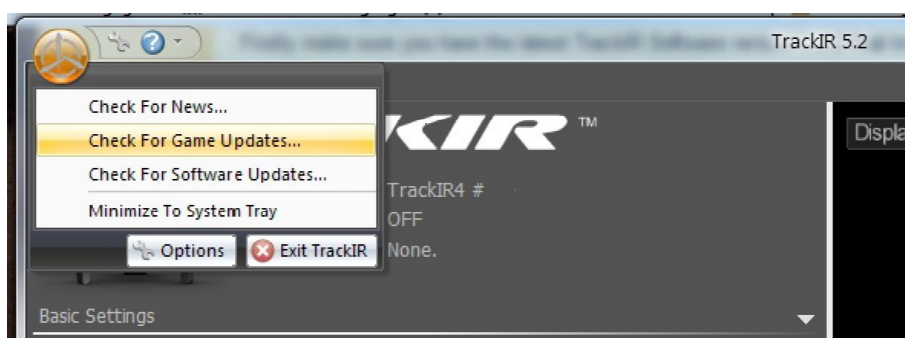
## 18) TrackIR does not work?

1) TrackIR works fine with WOFF. Make sure you are using the latest version of the TrackIR software, and make sure you check for Game Updates in your TrackIR 5.4.2 software.

Look in one of the following ways:



Or click the large round grey start button at top left of the TrackIR interface (it turns yellow/orange when you go there). See next image;



2) Make sure you have the latest TrackIR Software version 5.4.2 final installed (latest at the time of writing). Get it from <http://www.naturalpoint.com/trackir/downloads/>

If you have it already, then uninstall it, and re-install 5.4.2 fresh. Then do 1) above after install.

3) Steps 1 and 2 should have fixed it but if not, then try unplugging your TrackIR device, and plug it back in, this should help it recognised WOFF. Or try a new USB port and reinstall software if necessary.

4) If you still have issues, or sluggish performance on Windows 10 slow fps update the drivers, go to the TrackIR program settings (right click on the TrackIR icon, click properties, compatibility and turn off "Run as Administrator", click apply).

Note on some OS's you may need to have that setting enabled instead – try it if you have issues.

## 19) The Weather in WOFF is always bad in Campaign?

Welcome to realistic WW1 weather! We have researched many aspects of WOFF historically, including the weather. It was quite appalling during most of the war in that region, some of the worst for weather for many decades. Some theories indicate the weather may have been worse due to the massive amount of bombardment over the extended period chucking up debris and smoke and shock waves, lack of vegetation in many areas and so on.

Anyway if you do not want it be like this, you can simply change it in Workshops menu, at top left area under Weather Options, Weather Mode, select "AI Weather Gen". Now you will have more average normal weather with more blue sunny skies - it's that simple! Good eh?

in Quick Combat and Quick Scenarios you can override the weather.

## 20) Can I install my old "WingsOverFlandersFields Skins Pack" ?

No, please DO NOT install old skins packs from previous versions of WOFF - they are no longer compatible, and may overwrite the new skins in BH&H II. BH&H II install contains all 7000+ current skins - including excellent new additions by skimmers James 'OvS' and Mike 'Sandbagger' - thanks guys.

Some older user made custom skins may work (except for Albatros DI and DII) but they would have to be tested by the user.

## 21) \* 'Rotary Engine blip' function – how to use in WOFF?

For those who want to fly it realistically and it's fun too ☺ you can use the B key (default setting) in flight to blip your rotary engine off temporarily as it was done in WWI.

To add blip to a joystick button too ;

1. Map the "B" key via the tool in Workshop:

In Workshop click "**Re Map Keys**". The **Wings: Over Flanders Fields Function Bindings** tool should open.

2. Now in the WOFF Function Bindings tool, look top left under **Filter Functions** select **EngineControls** from the drop down menu.

3. Next look down the keys that appear in the 2<sup>nd</sup> column from the left.
4. Find the “Rotary Engine Blip” key (which by default is assigned to the “B” key) and select it.
5. Now a **reassign binding** window appears. Instead of a key, press a button - not your usual trigger button of course, but another spare button.
6. Now the blip will be on the “B” key AND the joystick button you chose. Click SAVE! Exit the WOFF Function Bindings tool.
7. If you now fly a rotary engine aircraft (example Sopwith Camel), you no longer would use the throttle lever any more when flying rotaries. Remember other types such as In-line engine aircraft cannot be used with the blip switch and use a normal throttle.
8. Once you have started the engine (E), you can hit the 0 key (zero) to set your engine at 100% throttle. The engine roars up, but while you keep the blip button pressed, the engine is interrupted. Then when you release the button again, it roars up again to 100%. Now using the blip switch you can control taxi-speed, landing-speed, you can use it for manoeuvring etc. Many rotary engines were Full on, and power was reduced by blipping the switch to temporarily kill the engine power.  
*If you press it for too long, depending on AC, your engine might die and need restarting (use the ‘E’ key)*

Note: There are some rotaries also had partial throttles so rather than 100% power always + blip, they could also set to say ¼, ½, ¾ power too. I.e. set to run at a reduced overall power and then they could still be blipped down. In WOFF you can restrict yourself to only use the top row keyboard numbers to select a % of engine power (for example select 1, 4, 7 or 0 ... here 1 = 10%, 0 = 100%) for engine basic settings only to mimic this, but best would be for the beginning just using 0 for 100%.  
Have fun. Especially while landing. – Thanks to “Creaghorn”.

## 22) \* How do I select a View from Target-to-Player? - or using TAC

Bring up your TAC display: **'Shift+T'** (toggle)

Notes: (Pressing **T** also changes target types to narrow a search to only certain object types such as aircraft, balloons etc, only to make this a little easier, so press T once).

Now, press **'TAB'** to select an enemy Target (or 'Shift-TAB' to select a friendly) ...  
- the 'item' will go yellow in the TAC.

Press **'A'** to instruct your flight, if you are commanding, to attack OTHER targets of this same type.

Another thing you can do now with a target chosen, is cycle/switch the view pressing **'F1'** a few times until it says at the top: “Player / Target View.” Now **'V'** will toggle the view between **player to target**, and **target to player**.

Pressing "tilde" (~ or ‘ on some keyboards) will padlock this target if you are in the cockpit when you select a target first, remember to press it again to release this view before switching to other views or you may forget you have it on later).

Once you have targeted one craft, if you wish you can remove the TAC and **Tab** key will still cycle through targets easily whilst in Player Target views.

- **Ctrl+T** toggles Advisor messages in shown below the TAC.

See section 24 below which explains the Observer View mode, a new experimental free moving camera mode.

## 23) Setting up Saitek Quadrant controller in Functions key mapping tool.

1. From WOFF's main menu click Workshops, click *Re Map Keys/Controllers*.
2. The WOFF Function Bindings tool starts. On the right side, under Axis Functions select Controller: Saitek Quadrant
3. UnBind Axis X and Axis Y bindings from lower window (**Green** text in WOFF V1.27 and above).
4. Also Unbind all of the other bindings as well, then...
5. Left mouse click on **Throttle** from the **blue** text area above (under **Pilot Axis Functions**) the "Bind to Axis" box and move one of your levers all the way up (or down) - be careful that it is about 2 cm raised from the bottom and not all the way down.
6. Save
7. Select Mixture Control 2 and do the same with the other lever
8. Save
9. Repeat and save for the last lever.
10. If you still have problems, try reassigning the joystick and rudder bindings after this then go back and reassign the throttle and mixtures again, and save when you have it working.

*Once fully working and tested when flying in the sim, click "BACKUP" to save an extra copy to your WOFF folder.*

### **Dual control throttles, such as Saitek X-56:**

If you still have problems assigning dual controls throttles you will need to manually edit the WOFFKeys.xca file using notepad or similar editor as it can send TWO axis commands as one controller.

Both these axis would need to be added

In this example **Saitek X-56** sends two axis as active at the same time to the WOFF keys configuration software:

"...this method worked for tricking the software to set up the throttle. Works perfect now. I replaced X-Y in throttle settings in WOFFKeys.xca found in

C:\Users\<YOUR LOGON NAME>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields

with the lines indicated in **red** below in WOFFKeys.xca:

```
<Device Type="Saitek Pro Flight X-56 Rhino Throttle">
<GameMode Name="Player">
<Axis ID="X" Action="AXIS_THROTTLE_SET" Scale="64" Nullzone="36" FriendlyDesc="Throttle Control"
Category="AircraftControl" P4Use="y"/>
<Axis ID="Y" Action="AXIS_THROTTLE_SET" Scale="64" Nullzone="36" FriendlyDesc="Throttle Control"
Category="AirCraftControl" P4Use="y"/>
<Button ID="1" Action="" FriendlyDesc="" Category="KeyCategory" P4Use="y"/>
<Button ID="2" Action="" FriendlyDesc="" Category="KeyCategory" P4Use="y"/>
<Button ID="5" Action="BRAKES" FriendlyDesc="Brakes" Category="AircraftControl" P4Use="y"/>
<Button ID="6" Action="engine_auto_shutdown" FriendlyDesc="Engine Auto Stop" Category="EngineControl"
P4Use="y"/>
<Button ID="7" Action="ENGINE_AUTO_START" FriendlyDesc="Engine Auto Start" Category="EngineControl"
P4Use="y"/>
<Button ID="28" Action="FLAPS_UP" FriendlyDesc="Retract Flaps Fully" Category="AircraftControl" P4Use="n"/>
<Button ID="29" Action="FLAPS_DOWN" FriendlyDesc="Extend Flaps Fully" Category="AircraftControl" P4Use="n"/>
```

(other lines in black show other button assignments they are optional just for illustration)

## 24) \* In “J” key Observer View I see aircraft/objects above/in the ground?

Observer mode is experimental view mode – it has rendering issues with terrain and aircraft when far out from the player, so please don’t use it if this bothers you. However it is fun so we left it in there.

To use observer view, press J, now **rotate view with twist Z axis rotate joystick** and push forward back to move forward and back, **use numpad 8 and 2 (up down arrows, with numpad enabled)** to climb/dive view (i.e. look up then move forward to gain height).

Note rotate with the joystick is for twist sticks. It may be your rudder that controls the rotate.

Pressing the mouse switches the observer mode to object fixed mode. Here pressing mouse again will switch to the next object in the theatre. Note to limit how many objects it goes through bring up the TAC select to view only ‘aircraft’ and then use the observer mode. Otherwise you may have to cycle through dozens or 100s of objects!

And remember it is experimental if it doesn't work well or you find issues **please do not report them - we will not respond or discuss**. Just because an aircraft is rendered oddly or terrain, it doesn’t mean it’s not doing what it should be. As stated, Observer view is EXPERIMENTAL it’s there just for fun. It could also cause other memory/video problems if you switch through many objects or areas as it has to load up more and more textures and objects etc.

## 25) Info on screen shows in Metric (Z key, F6 dials) can I change it to imperial?

Yes in flight press **U**.

One tip – you can also move the F6 dials around – use CTRL key held down and then drag the text display or dials with the left mouse button held down.



## 26) Where are my screenshots stored that I took in sim using the K key?

By default they will be in your Documents in Windows, once there look in the **OBDWW1 Over Flanders Fields** sub folder. *So for Windows 7, 8, 10, 11 users:* browse to **C:\Users\Your Logon Name\Documents\OBDWW1 Over Flanders Fields**

If you find no screenshots, or K is not working, then make sure you don't have **mods** installed such as SWEETFX as it may override any game screenshots and stop K from working at all. Sweetfx can use PrntScr key to take screenshots, but it saves its own screenshots to the sim's main folder. For example **C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields** folder.

Also AVAST! Anti Virus can for some reason block the saving of screenshots. You will need to make an exclusion for WOFF folders and subfolders **C:\OBDSOFTWARE\WOFF\** and exclude the executables, WOFF.exe and cfs3.exe in the **C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields** folder. Note these folder and file locations are default, yours may vary if you installed elsewhere.

## 27) How can I reverse my Rudder Axis?

Yes, in file explorer go to

C:\Users\<your profile>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields\  
and open WOFFKeys.xca with notepad.

There you have to find

```
<Device Type="...name of your controller...">  
<GameMode Name="Player">
```

Look further down and find ...

```
<Axis ID="Rudder" Action="Set_Yaw" Scale="64" Nullzone="0" ...
```

Edit that value to **Scale="-64"** (i.e. negative value) and your rudder will behave correctly. Remember to save the file over the .xca file. (Make sure it's not saved as a ".txt" file you may need to set "file type" in Notepad to \*.\* then add the .xca to the end of the file name (for example WOFFKeys.xca before saving).

If you already adjusted sensitivity the value may be different, then just make it negative.

## 28) \* Some Aircraft need trim to fly straight or veer off to one side?

Welcome to WW1, the dawn of flight! Note many craft were configured in such a way that they would want to climb initially. Aircraft such as the Camel, with a full fuel load, its nose would pull up. Then eventually as the fuel was exhausted and therefore the balance of weight moved, the balance would change and not pull up so much. Remember these were flimsy lightweight aircraft. So after a long mission the nose would want to drop. You have to remember many of these craft were intentionally configured to climb or not for valid reasons, and many had poor or odd design quirks and some had rotary engines causing gyroscopic effects that would make a straight line of flight tricky without control input. Some were designed for specific jobs, intercept, long range, ground attack and others etc.

However yes the sim will allow you to trim even where the real aircraft had no trim. Some craft like the SE5a had *elevator* trim the pilot could set, a few others had some trim that could only be used on the ground, some had none except a bungee strapped to the stick!

Many pilots commented that some craft were tiring to fly due to requiring fairly hefty long term pressure or hand on the stick for the whole mission. Some didn't need much like the BE2 very stable great for photo recon, but not good for fighting! See section 10 in this FAQ for more info on setting/binding keys, or the key chart in “workshops” available from the main menu in WOFF interface.

## 29) \* My squadron does not have the aircraft it should?

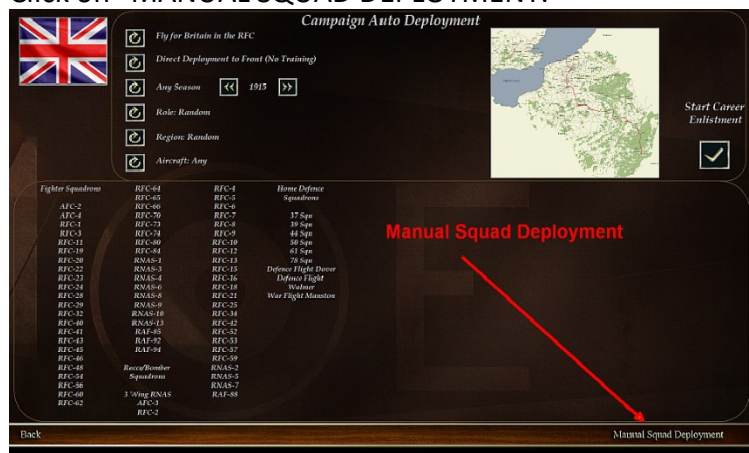
When I create a pilot using “Auto Campaign deployment” option – it sometimes says the chosen squadron has mixed craft, but when I join I only see one aircraft type in campaign.

A. This is because the new or best aircraft are only assigned to the high rank pilots. You can now override allocations. In Campaign screen click on Inventory/workshops and follow the instructions prompt that appears on the first times you use this feature. You cannot change an Historical Ace aircraft assignment, but you can change all the others including yours, **if** you have other types available!

Also try creating a pilot using Manual Squad Deployment option. You can join as a high rank pilot instead and YOU will be given the special aircraft. See the next section on how to create a pilot manually.

## 30) \* Can I choose my own Squadron and Aircraft manually?

Yes look at the lower right on the Campaign Auto Deployment screen. Click on “MANUAL SQUAD DEPLOYMENT.”



On the next screen you can choose all the details of your squad.

First choose a Nation/Country then choose from fighter, or 2 seater careers. Then scroll through days or even months/years to choose starting date. Whilst doing this note your location, and also what aircraft are available at that date in that squadron (all historically researched!) . Note the aircraft available vary per rank! Some quads also have Historical Aces or Pilots, these will usually be issued with the best or new aircraft above everyone else, then the higher AI and player ranks come next, then the mid finally lower ranks.

When manually creating a pilot you can also choose your starting rank, to aid in that aircraft choose process.

### 31) Saitek X52 joystick buttons do not work in sim?

If you have Windows 8.1 Saitek seem to have problems with USB and Windows 8.1. Contact Saitek. Otherwise if you have another OS please follow the other sections in this FAQ for setting up joysticks and rudder pedals.

### 32) TAC display icon guide:

Press Shift+t to bring up the tactical display.

This is NOT radar but an aid to the world and objects around the player - to aid awareness. So it is an awareness indicator, i.e. aircraft you may be aware of (that are not in cloud cover) may be visible, but not necessarily all craft that are around! It also allows you to target items or give commands to your squad (see section 22)

#### ***The colours on the TAC are as follows;***

your leader - olive-ish Aircraft icon -

your formation – green Aircraft icons-

others on your side – blue icons for Aircraft and other objects.

bad guys – red icon -

dead things - black

unidentified things - grey

your target - yellow

your AI's target – purple

(note other flight members will pick OTHER targets once you indicated 1 target - i.e. the rest choose other enemies).

Objects on the edge of vision may change back and forth between grey for unidentified and some other colour as a function of distance. See Section 22) for example using this and the key guide also in your WOFF install folders.

C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\documentation is the default .

Section 22 goes over selecting the TAC and selecting targets and so on.

### 33) It is hard to look around is there head tracking or a Mouse Look option?

Yes there is a superb built-in Mouse Look (thanks to the built-in DirectX9 3D Shaders by Ankor) found in WOFF BH&H II. This adds various capabilities for DirectX shaders. Importantly here it adds mouse look and smooth scroll wheel zoom. **See section 53 for more detailed info on Mouse Look.**

Also most people use TrackIR 4 or 5 head tracking system, which works superbly and tracks small head turn movements and turns your virtual head in game. Small real head movement gives large in game head movement, and this works very well indeed. TrackIR or other head tracking (OpenTrack, FaceTrackNOIR)

etc) totally transforms how you feel in the craft, very recommended for immersion and ease of looking around plus sense of flight is increased. it also means you can lean to aim the gun, or slide down to look at hard to see cockpit instruments.

In WOFF we improved TrackIR response greatly, so looking around is much smoother and cleaner than it would normally be. Also some have been using free programs as mentioned above with WOFF that just uses a web camera instead of more expensive hardware – so it is a much cheaper alternative than TrackIR. There are other free face tracking that may work too. Google FaceTrackNOIR, OpenTrack etc).

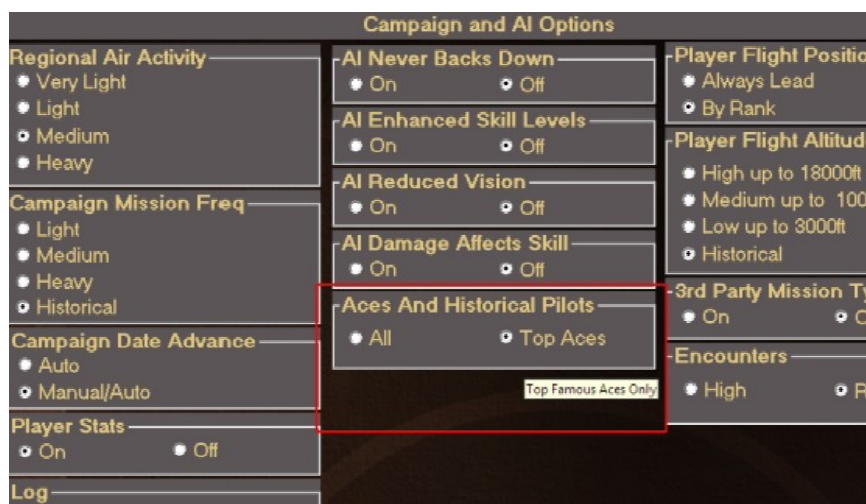
**See section 53 for more detailed info on Mouse Look.**

Also for those with no other options, you can pan the view using the joystick POV hat. Note by default these views ‘snap’, so to toggle that off press Scroll Lock key (often labelled SCR etc) on your keyboard. To snap back to fixed front view - toggle SCRL LOCK on, move the POV which snaps back the view, then toggle off the SCRL as required.

### 34) \* Aces don’t die? “Top Aces” option in workshop described?

*Aces in WOFF are historical. They live and die on the dates they did historically, the whole sim is geared around historical data. Obviously this can cause a problem if you shoot down an Ace, as he will survive his ordeal, and comes back another day. However this happened for real - some aces were shot down more than once (Manfred von Richthofen being one of note ;)). This applies to the many ‘Historical Pilots’ too who may not have made full “Ace” status, but are historically known – they too will normally live until their historical date to die. However some players prefer victories (where the pilot dies) to stay dead so to make this more possible.*

Now you can select to have only the **Top Aces** active to improve this (see Workshop setting). There will still be some squadrons full of famous Aces but generally 1000s less, so more generic pilots who can ‘die’ when shot down. Click “Workshop” from the main menu then click on the “More Settings” button bottom right of the screen. Look for this one as in the image below and select “Top Aces”;



### 35) WOFF exits or quits when I go to fly?

1) it is important always install the latest update available from our **website downloads page**.

See the Downloads menu on the WOFF website. <http://www.overflandersfields.com> check downloads.

2) The issue is likely related to Direct X you should have installed this already as per Section 2a of the

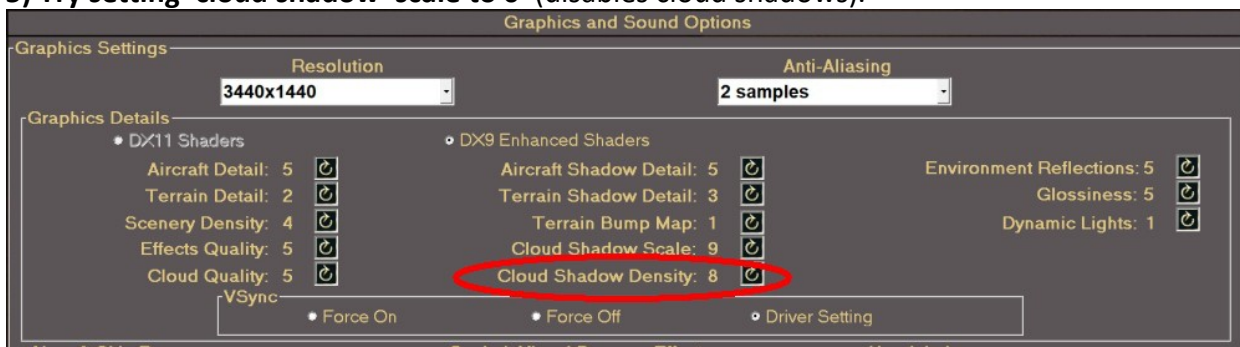
**FAQ-** Do not skip that step. If you did, please follow **section 2a** near the start of this FAQ then return here if necessary for following steps.

**3)** Download and install the latest clean fresh video drivers from NVidia or AMD/ATI website depending on your Graphics card. Do not skip this step even if you think your drivers are fine, it has fixed several customers issues.

**3)** If still a problem you can also try reducing the settings directly, for example try **Scenery Density on 1**, and **Terrain Detail on 1**. If that works you can slowly increase to see if it still works with better visuals.

**4)** See the **DX9 Enhanced Shaders** section to lower values, and if that also fails, then try other options below:

**5) Try setting 'cloud shadow' scale to 0** (disables cloud shadows).



Also turn off **sun glare** and test:



If that does not work, also try the following;

**6)** setting Terrain Bump Map setting to **0**.

**7)** If you use video capture or other software that interfaces with GPU or video using DirectX (such as MSI Afterburner, D3Dgear, or other game recording software) try **uninstalling** those then test.

**8) Windows 10? Disable BitDefender Anti-virus** if you have it, or preferably add both **CFS3.exe** and **WOFF.exe** in Bitdefender trusted applications then it should work. Other AV programs may also need this.

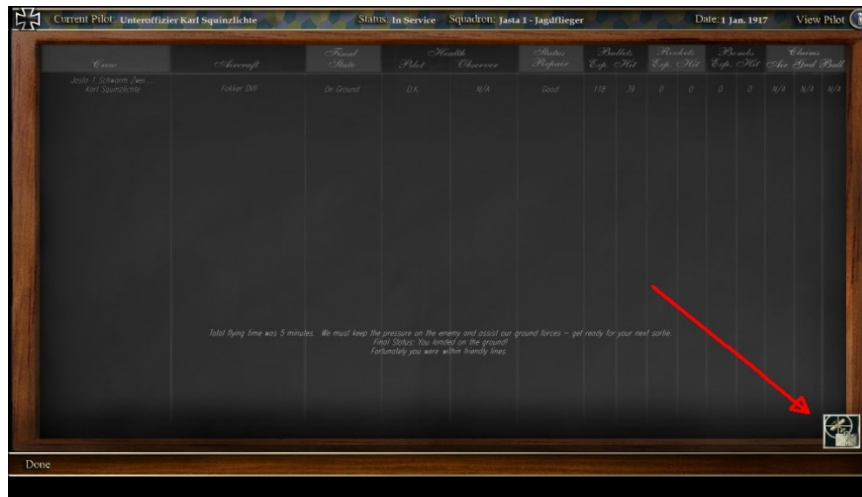
If you use Riva Tuner RTSS or Afterburner make sure you set the application detection for **CFS3.exe** to none. Also see section 48.

## **36) \* How to use the Claim Form pop up after a mission?**

You will not be prompted with a *claim form* automatically when you have shot a craft down. This is to avoid the obvious indicator that you hit lots and had in fact got a kill ;). So if you think you did get one, then when you see the after mission report after a mission, click **Details** button right. Next click the new **Make**



**Claim** icon (bottom right, see picture below). Remember go to the Details Page because if you skip it, you will lose your chance to claim! See next image;



Note: with Normal Claims set in the Workshops, **no details are shown for you** in the Details Page of the after Mission Summary. However if you prefer you can change the Claims and Promotion settings to **easy** in Workshops and now you will always be prompted when you have a kill with a claim form, and will see your details in Details section of the of Mission summary.

### 37) \* How to enable manual engine starts (for hardcore users)

You can manually edit the WOFFKeys.xca file found in  
C:\Users\XXX\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields  
(where XXX is your logon name)

In that file, change the Action Brakes to TOGGLE\_MASTER\_BATTERY using a text editor. Now you can use that key to turn on the battery before starting the engine.

Be careful to save over the .xca file (not as a .txt file of course).

It will still take work to get the engine to start (realistic 😊) holding CTRL\_S is important!

For example try setting your throttle and mixture about 50%, press CTRL+B to turn on the batteries. Now CTRL+M twice to turn on the magnetos. Now hold CTRL+S to spin the prop until the engine starts – continue to constantly adjust the mixture / throttle levers to keep the engine running.

### 38) Cockpit lights look good only in some aircraft?

NEW lighting effects are only implemented in aircraft that are suited for night missions in **WOFF BH&H II** i.e. GOTH A for night missions, BE12 HD and BE2c HD (HD=Home Defence) as they are night fighters. Brequet 14 A2 has them too as it was used for night bombing.

All other craft use older default cockpit lighting – which is a very simple light and not recommended for use for immersion purposes. **Default key assignment is CTRL+Shift+L to toggle on / off.**

Also note if you have problems toggling them on or off remember these will not work if you are in Auto Pilot mode as you are not in control!

## 39) DIRECTX 9 ENHANCED SHADERS - SETTINGS EXPLAINED.

Shaders are a graphics process handled by Direct X. WOFF 2 has new enhanced ones available thanks to the fantastic work of 'AnKor'.

**When in the WOFF manager interface, go to "Workshops" menu .** Now look to the top area of the screen in the middle. If you are using **DX9 Enhanced Shaders** the option will be selected (otherwise you are using Default Shaders).

Under that option in Workshop these settings are available;

### **Aircraft Shadow Detail: 0 to 5**

0 turns shadows off, 1-5 controls the quality.

5 is obviously the highest, but 4 will provide comparable result but may work much faster on lower end GPUs. The trick is that at a setting of 4 the shadow is still very detailed, but it is not blurred so you may get more jagged edges. However the lack of blurring noticeably improves the performance.

### **Terrain Shadow Detail: 0 to 3**

0 - Off. 1-3 controls the quality.

Different quality doesn't directly affect performance much, but it defines how much GPU memory is required. And at 3 the memory use is quite dramatic, so if you have 1GB card and notice that it struggles with the new shaders try reducing the terrain shadow detail.

**Terrain Bump Map: 0 or 1** - a simple on/off switch.

### **Cloud Shadow Scale: 0 to 10**

0 - no cloud shadows.

1 to 10 controls the size of clouds on the ground (10% to 100% of their original size).

This setting was introduced because the weather is often bad at the Western Front and if someone wants to allow more sun on the ground it may make sense to reduce this setting. This does not affect performance (unless you set it to 0 of course).

*[edit: most people do not realise the real weather was exceptionally bad throughout WW1 - possibly due to massive bombardment affecting the eco system! Note **you can switch weather from 'Historical' to 'AI Weather Gen'** in 'Workshops' settings to give more normal weather. This mode is a smart weather based on normal seasonal weather patterns, and non-historic seasonal changes. This way you will generally get more average sunny days].*

### **Cloud Shadow Density: 1 to 10**

The darkness of cloud shadows. 10% to 100%. Again as above it is purely visual preference and doesn't affect performance.

### **VSync**

Syncs the sim's video refresh to that of monitor's screen refresh rate. Enabling VSync (via driver's control panel or via Force On setting) not only prevents screen tearing but also gets rid of some stuttering.

### **External Cam FOV: 20 to 80**

CFS3 was often blamed for fish-eye view in external camera.

Default setting is 35 which looks quite good without fish-eye distortions, while the stock CFS3 (and WOFF before V2.0) use an equivalent of 60 here.

Thanks to AnKor for the info.

## ENVIRONMENT REFLECTIONS: 1 - 9

How much the sky and ground reflect on shiny surfaces.

Default setting is 5. Note if set too high some surfaces in some aircraft may appear too reflective or too blue or green from the environment cube map / reflection

## GLOSSINESS: 1- 9

How shiny objects appear.

Default is 5.

## DYNAMIC LIGHTS: 0-1

Default is 1. 0 if off, 1 is on. Enables or disables new dynamic lights in the theatre. At night airfields, have new lights, and fire lit oil drums to guide you into land when returning from mission after sunset.

0 turns this off.

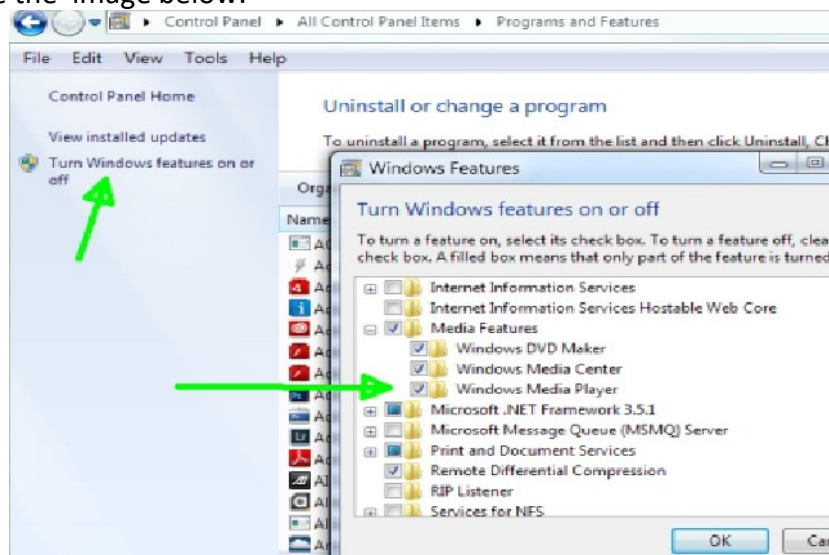
Note the DX11 shader option is greyed out. This *may possibly* be introduced at a later date but for now, it is not available.

## 40) When I try to run WOFF I get an error "missing or invalid wmp.dll"?

You need to install Windows Media Player – WOFF has some videos that show that requires this.

Windows comes with this installed usually. If for some reason you do not have Windows Media Player installed, you can try enabling it via Control Panel. You may need your original Windows install files available. Sometimes these will be already on your system if a pre-installed OS, or on your Windows install DVD - contact your OS supplier).

From Control Panel in Windows, run Programs and Features. Click “Turn Windows Features On or Off” then when Windows Features shows click to expand “Media Features” then tick / check “Windows Media Player”. See the image below:



Or try Microsoft’s website to download if you have an N or KN version of Windows (without Media player)

<http://www.microsoft.com/en-us/download/details.aspx?id=40744>

<http://windows.microsoft.com/en-gb/windows/download-windows-media-player>

If this is not available or you still have problems when campaign videos and music are enabled please see section 47 for other Windows fixes for media issues.

## **41) \* My leader takes off, but stays low and circles for a long time?**

You probably used Shift+W to force the flight to move to the next waypoint before the leader and flight have properly taken off and formed up, so avoid using next waypoint too early, wait until AFTER you have formed up as a flight and are in formation. You can use this to skip the climb out section of missions that some may find boring. Also you could instead use the Air Start option in the briefing screen to start well into the mission.

Historically it was usually a good idea to gain altitude before heading over the lines hence that initial climb

## **42) \* 2-Seater: does my autopilot engage when I am in observer view?**

No not automatically - you need to switch it to autopilot (default keys are Ctrl+Shift+A) or level pilot (CTRL+F) and then switch to the gunner view. Or you can switch to gunner first and then enable autopilot. Otherwise no-one is flying the craft 😊

This is so you can set a rough course and in a stable craft it will fly on for a little while, whilst you shoot briefly. You don't always want the pilot to suddenly veer off and mess up your shot.

However the gunner is automatically controlled if you are not in that position any more. Be careful though if you switch to an external view from being in the gunner position, you are still in control of the gunner so he won't defend you.

## **43) In the sim my controllers are not working?**

See the sections above in this document for configuring your joystick and controllers.

Also check when flying in the sim that AUTOPILOT is not enabled! It's possible you accidentally turned it on. If so disable (default key Ctrl+Shift+A).

## **44) Windows 10 or 11 - Known issues.**

If you see a WOFF.dll crash when going to fly, make sure you have installed Direct X 9 properly as exactly as described step by step in section 2A of this document. You must do this!

Please read carefully!

If when you launch a mission by clicking "Go to the field" to fly and you hear "contact" (if music is enabled) then get an error such as "EXCEPTION Patch Memory :: Create Process Failed Error 0x00000 2E4=740".

Then your system is stopping WOFF from accessing CFS3.exe when it is loading. This suggests an anti-virus program is blocking it or you do not have admin rights.

Windows can have some odd issues regarding full admin rights even if you are a full admin.

Try setting WOFF.exe to “run this program as an administrator” in its compatibility settings. To do this go to the **\OBDWW1 Over Flanders Fields** folder in the WOFF install and find **WOFF.exe** (or it will show as WOFF Application if you do not have file explorer set to view file extensions). **Right click** on the WOFF application, choose **Properties**, then select **Compatibility** tab, and tick/check **"run this program as administrator."** **Click Apply, click OK.** Try that , if still an issue try the same setting with CFS3.exe. in the same folder.

If you still have the same problem after doing that then you must try the advice in section 7 regarding disabling the Anti-Virus program to test.

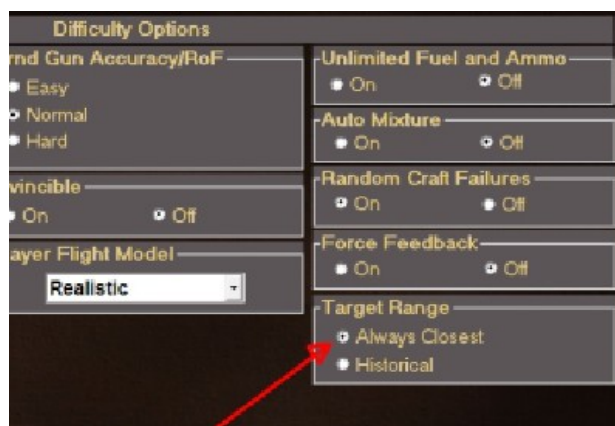
When installing WOFF BH&H II or any Add-ons or Update patches, Windows 8 or 10 may display a pop-up window "Windows protected your PC". Simply click on "more info" and then click "Run Anyway" to run the update).

If you have issues with WOFF quitting or crashing directly after launching, or when quitting a mission see **sections 47, 48 and 56.**

## 45) \* LIMITED TIME TO PLAY CAMPAIGN? or WANT MORE ACTION?

**The following settings and options may help for those with limited play time, or who want more action more often;**

1. In WOFF, go to Workshops settings from the main menu, 'More Settings' (bottom right), third column set 'Target Range' to 'Always Closest'. Please see next image;



2. In the same page and column in Workshops settings, look at 'Player Flight Altitude' - set to Medium (up to 10k feet) or Low, so it will take less time to climb (you can also skip climb up waypoints in the sim anyway, see no.5).

3. Same page in Workshops, first column, Set 'Forced Encounters' to High if you want many more meetings with enemy. Of course with this off you have a more realistic setting with squads doing their own random missions and you may pass them by. With this on, the WOFF manager will generate more flights to cross nearer your path on purpose.

4. Same page, Fourth column, set Outcomes to "Easy - Pilot Never Dies" now you will not need to recreate a pilot if you die with all that enemy activity - saving time.

5. In the simulator, when you take off, press the keys 'Shift W' together, this will skip the first waypoint, so



you can head to the mission target more directly. This is only useful if you do NOT want to use 'Air Start' as in option 7.

6. When creating a pilot (main menu 'Pilot Dossiers', 'Enlist New Pilot') , choose 'Manual Squad Deployment' option (bottom right) now you can scroll through squads and scroll the date options and see exactly where they are based. Get a squadron very near the front line (No-Mans Land - brown area on the map) for example British RNAS-8 Jan 1918, German Jasta 2 Jan 1917, Jasta 8 for the most of 1917 up to Sept/Oct etc.

7. When you go to 'Briefing Room', select 'Air Start' to avoid the take-off, forming up, and climbing up stages. Then you start near the target or main patrol / rendezvous waypoint depending on mission, instead of taking off climbing and flying there. However make sure you quickly target the objective depending on the type, and order your flight to attack if necessary. For using the TAC to order flight see section 22, 32 for more info.

8. If you wish to shave off more time, in Briefing Room select "Optional Flight" to cycle through other targets. Check the "Approximate Distance" (around 4th line down on Mission briefing, top right of screen), and cycle until you get a nearer mission target you like.

9. In flight, enable the simulator's Auto Pilot (Ctrl+Shift+A) so an AI will fly for you temporarily. Then hit the time acceleration (Shift +, Shift - to slow down) but be careful as if you accelerate too fast your AI controlled plane may see the enemy (or vice versa) and attack before you can react. Slow it down more to X2 or X4 if you're near the front, and pay attention. Disable time acceleration first, then autopilot, if you see enemies. Of course if you set up Forced Encounters to Med or High as in option 3, be much more cautious of time acceleration.

Also see section 41 on skipping the long climb section at the start of missions.

10. As an another tip you can also save memorable missions for quicker access to re-fly later. After a good mission, end the mission, and after you exit WOFF, use Windows File explorer to browse to the following file - simply copy the .xml file found in ;

C:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields\missions\historical  
(your folder may be in a different location if you did not install to the default folder).

and put it into

C:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields\missions\scenarios\Britain  
if you are a British pilot, or in \German folder if you are German etc.

Then rename it to a simple name you can remember. Do not use special characters, and make sure you do not change the file extension (.xml). Now in WOFF go to Quick Scenarios menu (using a pilot from the same country as the pilot was in mission you want to fly) and you will see it listed in the 'Scenario Selection' pull down menu. Choose and Fly. Tip: check/tick 'Pilot Never Dies' if you wish to avoid killing off your campaign pilot if you die in the mission.

## 46) Can I upgrade my old "Over Flanders Fields: Between Heaven and Hell"?

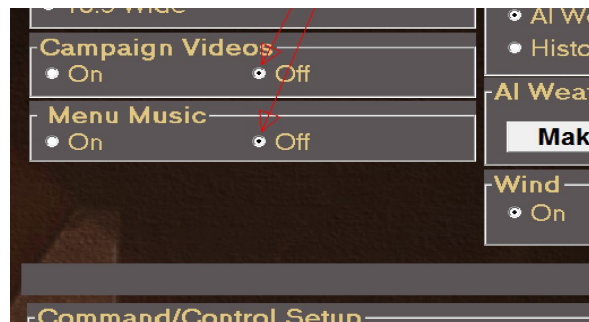
**No you cannot.** That version was released around 2008 and is totally incompatible with WOFF BH&H II. WOFF over the years has undergone massive changes since then (see our Website Features page list). Also

you cannot upgrade any version of WOFF, nor WOFF UE or WOFF PE. BH&H2 has basically almost everything updated and replaces all those.

Finish off any important pilot career in your old WOFF, as you will need to uninstall it before installing BH&H2. Backup your pilots perhaps there's a tool available on Sandbagger's MOD website [Wings Over Flanders Fields - Ultimate Edition \(User Mods\) \(thatoneplease.co\)](http://Wings Over Flanders Fields - Ultimate Edition (User Mods) (thatoneplease.co)) where you can get that. Note any other mods here are likely not to work in BH&H II until they have been checked or updated to work with BH&H II.

#### 47) After a mission WOFF quits, or quits when going to Campaign screen?

In Windows 10, after flying a mission and ending it, or if you have random quits from the WOFF program manager itself, try disabling campaign videos and music in the workshop (see picture below) :



If the problem goes away then your problem is likely an issue with *WmNetMgr.dll* which is part of Windows Media Player in Windows when playing the videos or music. Microsoft has posted possible fixes for issues. Refer to this Microsoft article it has helped some users - please ignore the fact it refers to network storage, Windows 10 seems to have more severe restrictions on access to files.

See <https://support.microsoft.com/en-us/kb/940029>. Also try method 1, and if still a problem try method 3 or 2 as shown in the article

**For method 1: Make sure you are running the computer as administrator.**

Step 1: Run the command with elevated privileges, to do this, follow the steps below:

a) Left mouse click on Windows start and with the start menu program list in view, immediately type **CMD**. **Command Prompt** should appear at the top of the search list. Next click the **RIGHT** mouse button on the Command Prompt entry in the list. Left click on '**Run as administrator**'. This step is important.

b) At the new command prompt type:

**regsvr32 wmnetmgr.dll** and then press the Enter key.

Reboot the PC. You can test by turning on Campaign Videos and Music again and see if that works OK when exiting missions.

**ALSO SEE SECTION 48 BELOW!**

## 48) If I exit a mission (Using Ctrl-Q, Enter) or start a mission my screen goes blank?

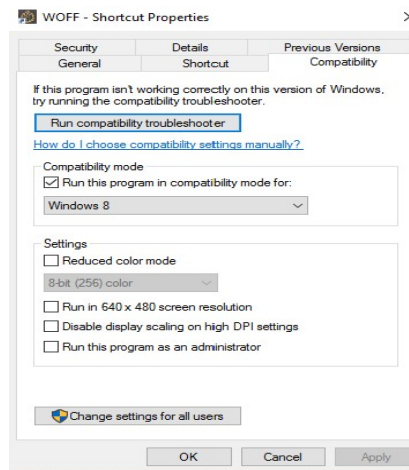
WOFF's code has not changed regarding the mission exit behaviour or media playing for a long time so this is very likely related to a Windows 10 update, however the "fix" needed in Windows is very inconsistent for some users.

See also section 47.

After flying a mission and ending it - if you then see a black screen in Windows 10, or it goes straight to desktop and you have tried section 47 fix, then try setting WOFF to Windows 7 compatibility, if that does not fix it, then try Windows 8 compatibility instead.

### How to set Compatibility:

Right click on the WOFF shortcut, left click on Properties, then the Compatibility tab (see image);



Enable the check/tick box for "Run this program in compatibility mode for: and choose Windows 8. It seems some large "TV/monitors" have this issue (related to HDMI or other issue).

Some users with error messages relating to reading or writing to "outcomes.xml" file, can also try setting "Run this program as an administrator" (last check box option in the screenshot above - note this may be needed on the CFS3.exe application too found in the same folder as WOFF.exe). Click Apply.

Also a few users mentioned that WOFF ran very nicely but would crash on about every third exit from a mission. Turning off videos did not help (as it has for some). What did help was configuring Windows Media Player - run it then select one of two options and clicking OK.

If this does not work there are other tips here:

[http://simhq.net/forum/ubbthreads.php/topics/4302656/Re: \\_A\\_qwirky\\_black\\_screen\\_issu#Post4302656](http://simhq.net/forum/ubbthreads.php/topics/4302656/Re:_A_qwirky_black_screen_issu#Post4302656)

direct link to Microsoft's instructions here which can also be tried;

<https://support.microsoft.com/en-us/help/940029/error-message-when-you-try-to-use-windows-media-player-to-stream-audio>

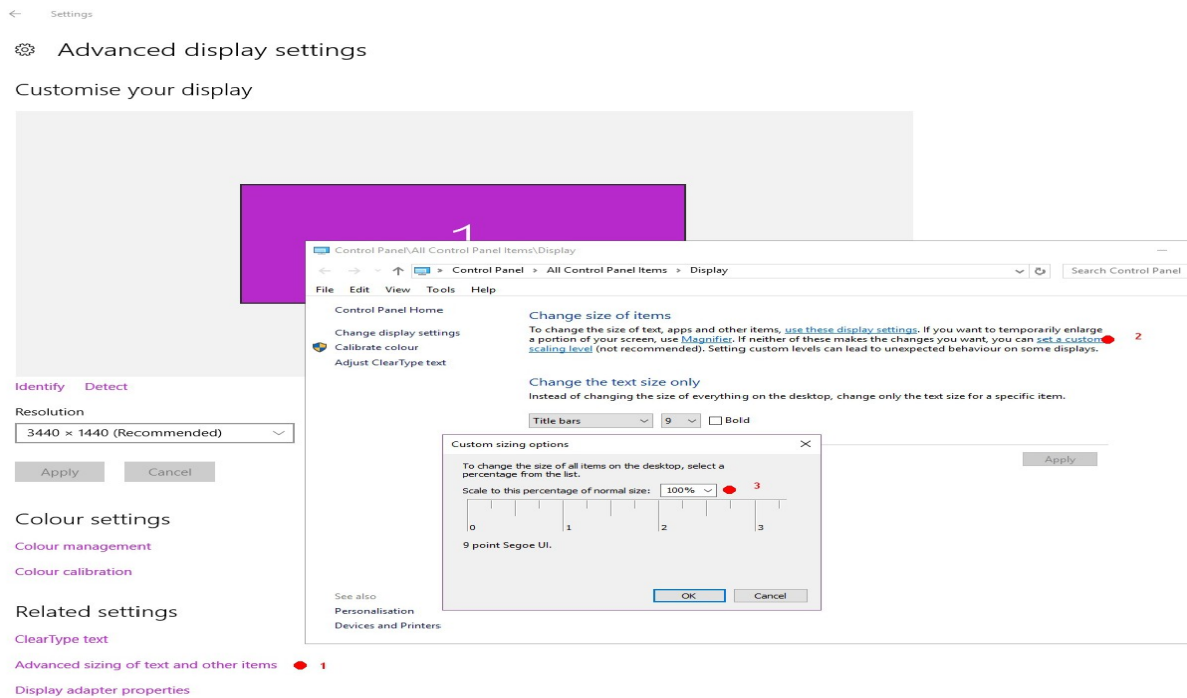
## 49) WOFF's Menu buttons are missing from the bottom of the screen?

If you have just installed WOFF and cannot see the whole of the WOFF Manager – menu screen is chopped off or blank/black screen, then this is likely related to the DPU (font scaling) setting in Windows.

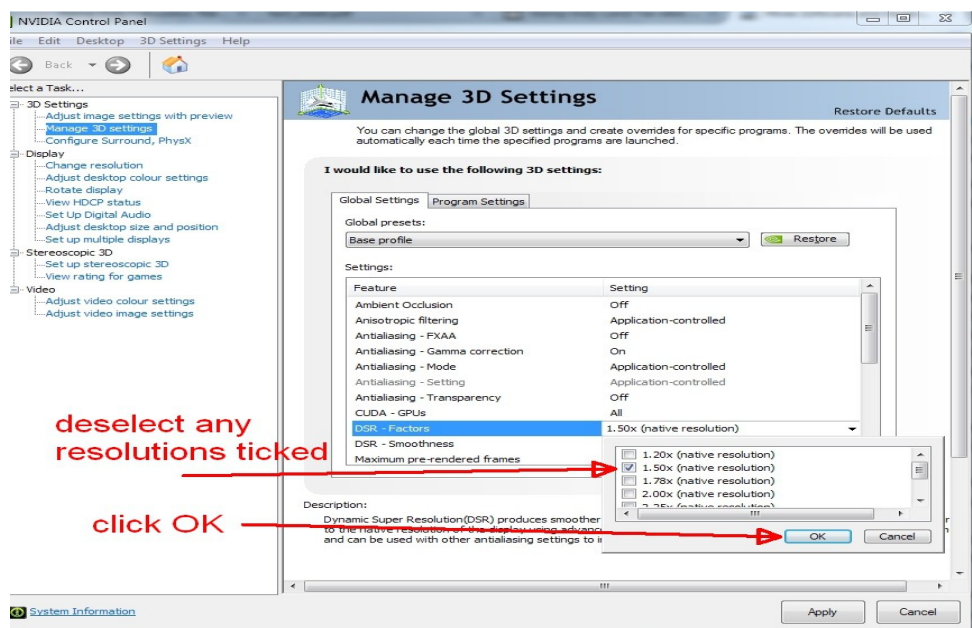
Please make sure you install the latest WOFF BH&H II Update from our website then try to run WOFF BH&H II again. If it works great, if not please try setting your Display settings DPI or font scaling to 100% (default) this should solve the problem.

To do this, in Windows 7, right click on an empty area of the desktop and choose Personalise. Now click on Display. On the right click "Smaller – 100% (default) and click Apply. Now launch WOFF and test.

For windows 10 see the following image. NOTE: Microsoft themselves now state using font scaling is NOT recommended – we also do not recommend it. See the following images;



**Also DSR: NVidia drivers with the DSR setting (Down-sampling resolutions) that may cause this issue for some. Try disabling DSR to test. See image below;**



**ATI / AMD GPU USERS :** NOTE: Recently (at the time of writing) it seems the latest ATI drivers have broken so visual aspects of WOFF scenery for some users (for example darker areas for river textures). Install an older version of the ATI driver as that works for some that have a black screen when flying. Version 17.5.2

works for Windows 7 64 bit for ATI Radeon RX 470 (8GB) for example.

Thanks to Trelawney for testing drivers.

## 50) TM Warthog / Slaw Device pedals – or T.16000M pedals how to map them?

From a User “epower” on simhq.net:

“... contact SLAW and he'll set you up with the firmware upgrade and some very easy to follow instructions.” Also see this thread on our forum

<http://simhq.net/forum/ubbthreads.php/topics/4224987>

For T.16000M pedals to work properly you **must** make the rudder axis be either the Rz or Z-axis, so in the TM software make that so.

TM software (TARGET) combines the two controllers stick and throttle into a single joystick. The T.16000M hardware does it in such a way that there may be multiple X, Y, Z, rotation axes which can confuse things. Remapping the pedals as Rz and disabling a few of the unneeded controls has got me a working setup

See <https://simhq.net/forum/ubbthreads.php/topics/4397184/tm-t-16000m-fcs-pedals-not-working#Post4397184>

User mandrews kindly posted a working Target software configuration file for T.1600M

He said: “have a TM16000 TARGET configuration that gets the rudder mapped properly and avoid a conflict with the buttons... it required defining a mapping both the press and release events. Several axes are unmapped to avoid the limitations of DX (8 axes/sliders, 32 buttons).

The file is attached. Copy it into your configuration directory and rename it so the suffix is fcf.”

See

[https://simhq.net/forum/ubbthreads.php/ubb/download/Number/13056/filename/TM1600\\_AllCombined.txt](https://simhq.net/forum/ubbthreads.php/ubb/download/Number/13056/filename/TM1600_AllCombined.txt)

TIP: A new WOFFkeys tool was released in V1.27 with easier to use interface and more options for controller bindings. Install that (or later versions if available after the time of writing this) it will help with configuration try that first.

There's a video on the Thrustmaster Target software website that shows you can double click on the.fcf file to load it too. See <https://www.thrustmaster.com/en-us/news/t-a-r-g-e-t-advanced-programming-software/>

**Does full throttle only give you 66% engine power?** On the TM Warthog stick follow this tip (provided kindly by WOFF user Alan): “... you can undo two allen screws on the throttle, lift up a metal keeper plate, reverse a plastic widget, replace the plate, and you've removed the afterburner detent altogether” Now you should get 100% power. Remember to set mixture too though (or set automixture in workshops!)

## 51) \* I don't seem to get bombing missions (or other missions)?

With the latest WOFF you can often get a chance of another mission type by exiting the Mission Briefing, go back to the campaign menu. This will generate a new mission, and if you are lucky it will be another type.

Note some squadrons historically were focussed on certain mission types at a particular date, before switching to other types on other dates. So sometimes, the same type may come up quite a few times. Keep trying! Advancing time may help if they switch their roles later on to other mission types.

You can manually advancing time (after setting mission advance to auto/manual in Workshops).

## 53) How to use Headshake and Mouse-Look Features in WOFF BH&H II?

WOFF BH&H II includes DirectX9 3D shaders from AnKor for more improved graphics and visuals, and these new DX9 Shaders add "Headshake" movements for G forces during manoeuvres when in the cockpit view...

Also it adds **Mouse Look** options and **Mouse Zoom** functions to WOFF when in cockpit view.

**Mouse Look Instructions: Use the right mouse button to enable or disable the mouse look.**

So when flying, press the **right mouse button once**, now when moving your mouse it will let you look around, and also using the **scroll wheel** will zoom in and out.

**Press right button again** to disable the mouse look/zoom and use as a normal mouse pointer.

If you have Naturalpoint's TrackIR or other head-tracking you can still use the zoom function as above, but look around using TrackIR instead of course, then use the wheel on the mouse only to zoom in and out.

The D3D8.ini file is found in ...\\OBDS\\Software\\WOFF\\WOFFScenery\\Shaders directory (default install location) will be updated with new settings as shown below. Do not bother editing the one in the root of WOFF as that gets overwritten by this one.

You can also change the behaviour or disable the mouse look completely by editing that file in a text editor (make a backup first).

Note their default values will be applied if a setting is missing.

### **New settings in d3d8.ini;**

OffsetSpring=12

RotationSpring=24

;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.

OffsetResponse=6

;Sort of "anti-damping". Higher values will make the view shake more and respond to smaller changes in speed.

;Acceptable range for values above is 2 to 100 or so. The effect is non-linear so it may be difficult to adjust.

ZoomInStep=20

ZoomOutStep=20

;Controls zoom increment/decrement steps. Valid values from 1 to 50. 20 is exactly the default value for WOFF.

ZoomSpeed=5

;Smooth zoom speed. Zoom still changes step-wise, but transition between steps is smooth now.

;Range of values 0 to 10. Set to 0 to disable smooth zoom.

MouseLookSpeed=5

;Self-explanatory

;Range 0 to 10. Value of 0 disables mouse look entirely.

InvertMouseZoom=0

;Default behaviour in this version is mouse wheel up (away) = zoom-in. If you prefer it to be inverse add

InvertMouseZoom=1 into the ini file.



HeadShake=1

; Set to 0 to disable acceleration effects.

MouseLookResetDelay=5

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

## 54) How to run WOFF BH&H II on a MAC?

*NOTE: This information was kindly posted by VonS on our forum and was for a previous version of WOFF. We have NOT tested WOFF on a MAC and have no recommendations to do so. We will not offer any support or refunds should you decide to try this. WOFF BH&H II is only **supported** on Windows 7,8,8.1,10 64 bit.*

*Here is what VonS wrote to help others:*

"Here are the steps to take if interested in installing WOFF Ultimate Edition on a Mac....the process is at any rate a slow one and requires patience, but is convenient if you want to have everything running on the same operating system.

STEP ONE: go to <http://wineskin.urgesoftware.com/tiki-index.php?page=Downloads> and download the latest wineskin winery (ver. 1.7 as of this writing)

STEP TWO: double-click on the program; in the menu that opens click on the plus sign to the left of "new engines available," and in the list that then opens choose WS9Wine1.7.7, download it, and then - when you're back in the main menu - choose "create new blank wrapper"

(now wait about 3-4 minutes for your Mac to make the custom wrapper; once finished, the wrapper will be placed in an Applications folder that has been made inside your user folder on OS X and/or macOS)

STEP THREE: go to the WineSkin wrapper that's just been made and double-click on it; in the window that opens, choose "set screen options"; in the window that then opens choose "override" instead of automatic, and choose "rootless (windowed)," then "virtual desktop at" (whatever resolution suits you), then "use these settings" instead of force normal windows; once happy with your choices, click on "done" at the bottom of that window

STEP FOUR: back on the main menu, choose "advanced"; in the window that opens click on "tools"; this will then open another window in which you should click on "winetricks"; in the window that then opens, type in the winetricks listed below and install them in the order listed; don't forget to click in the box to the left of each winetrick to select it, and to click on "run" located towards the bottom of that top screen of the window you're currently in, so that WineSkin can install the selected winetrick; once the process finishes it will say "done" in the text window that is visible in the bottom half of that same window; finally, click on the "close" button at the very bottom of the window, and you're taken back to the "wineskin advanced" menu (close that advanced menu by clicking on the close button in its menu-bar)

### INSTALL WINETRICKS IN ORDER LISTED BELOW:

wmp9 (then find on the internet\* "l3codeca.acm" and "wmp.dll" and place into c drive/windows/system32 of the WineSkin app that you made for WOFF)

(\*OBD comment: **NOTE: Double check any website you search or download the files from, and the files themselves are virus free before using them. BE CAREFUL, do this at your own risk).**

msxml3

msxml6

ie6 (okay if falls back to ie5.01)

corefonts

d3dx9\_36

wmp10

to run key bindings in the WOFF menu, you also need to do this tricky part...

under "advanced: tools: winetricks: custom" in WineSkin, type the following and click on "Run" (to enable the key bindings driver):

wine regsvr32 dx7vb.dll (then find on the internet "DX7VB.DLL" and place into c drive/windows/system32 of your WineSkin app created for WOFF)

now register the key bindings driver in WineSkin by going to "advanced: tools: command line shell" and typing the following (don't forget to hit "return" after typing in the command):

```
regsvr32 C:\OBDSOFTWARE\WOFF\ToolBox\VB_Runtimes\dx7vb.dll
```

STEP FIVE: double-click on the wrapper once again and choose "install software" in the main menu; then "choose setup executable" in the next window that opens and locate your exe file for WOFF Ultimate Edition that you purchased; now let the wrapper do its thing to install the game

STEP SIX: once installed, the wrapper will go back to the main menu and you can click "quit" (it may also prompt you to locate the program before it drops to the main menu, the program in this case being the exe file of the game that was just installed - best thing at this point is just to leave this alone and close that window, if it doesn't drop to the main menu automatically)

STEP SEVEN: once the wrapper has quit, don't double-click on it but "right-click" it and choose the option in the pop-up menu on OS X and/or macOS that says "show package contents" (this will open the wrapper's folder and should list something like a contents folder, the alias to its c drive, and an app/icon called WineSkin); double-click on the app named WineSkin and you will open the main menu window again, of the wrapper, and choose "advanced"

STEP EIGHT: under the advanced menu, to the right of the box called Windows EXE (that contains a file path), click on "Browse"; this will open up your finder on OS X and/or macOS, and then you can scroll into the "c drive" of the wrapper into which you've just installed WOFF in "c drive," look for "OBDSOFTWARE" and scroll into there and keep digging until you find "WOFF.exe," and choose that (click "choose");

... then you're back in the WineSkin advanced menu with the proper file path for the game's exe now listed in the box near the top of the window (while you're there you might want to give a name for your freshly created Mac program in the "menu-bar name" box, something like WOFF or WOFF BH&H II, and also, later, don't forget to rename your wrapper/app to WOFF, for consistency, if you haven't done so already).

STEP NINE: now close that advanced menu window, and double-click the program you just created (not the WineSkin icon in the window that popped open when you right-clicked and chose "show package contents," but the actual, main wrapper that is in the custom Applications folder that was created in your user folder on OS X and/or macOS) - see if the game works, and if all is well, then double-click the WineSkin logo that is visible in the window once you right-click the main app wrapper to "show package contents";

once you're in the WineSkin menu again, click on "screen options" one more time and choose "fullscreen" instead of "rootless (windowed)," also choose your desired resolution in the box below that and leave the other options at 24 bit for color depth and 0 sec. for switch pause; also choose "use these settings" and "override" (RECOMMENDED IS THAT YOU CHOOSE THE SAME RESOLUTION AS YOUR MONITOR NATIVE RESOLUTION FOR BEST FRAME RATES - don't scale the resolution down thinking that it will improve frame rates, since WOFF does not work that way).

STEP TEN: since you've now run the game successfully (in windowed mode), you will find a WOFF-related folder located in your Documents folder (of your user folder under OS X and/or macOS); in that folder your screen captures from WOFF are saved, if you take screenshots; also recommended at this point is that you cycle into the "c drive/windows/profiles/user/Wineskin/Application Data/OBD\_Games/OBDWW1 Over Flanders Fields" directory of the WineSkin app into which you installed WOFF (see STEP SEVEN for how to cycle into that directory, or any of the

folders for that matter) - and edit the WOFFKeys.xca file locate there in TextEdit, to set key bindings manually if you prefer this to the in-game key bindings menu (don't forget to save the file).

STEP ELEVEN: all user mods should be installed using the JSGME program (this program should be installed into the same wrapper where you have installed WOFF; and the program can be chosen by setting the right file path as indicated for the game itself in STEP EIGHT (don't forget to re-set the file path to WOFF.exe once you're done tinkering with your mod installs in JSGME).

NOTE: Von S makes no guarantee that following such steps will recreate the goodness of WOFF Ultimate Edition on your Mac, but careful following of the directions listed above should work in most cases.

NOTE 2: the game can of course be run in windowed mode, as indicated in the earlier steps above....at say 1600 x 900...but why keep such a lovely game windowed - full screen is better for it, but remember to match your monitor's native resolution for best frame rates, as mentioned in STEP NINE above.

Happy flying, Von S"

## 55) \* How to avoid stalling the Albatros (or other aircraft) in dogfights?

This advice can apply to some other aircraft too.

Follow these tips;

1. Keep your forward speed high. Loose speed and you lose capability to perform tight manoeuvres.
2. Avoid fast or jerky movements on the control stick. These old aircraft prefer gentle input with progressively increased pressure as you go-this will give you MUCH better turns with far more control.  
NOTE: good advice for many aircraft in WOFF, GENTLY increase pressure on controls. Then you can far more easily reduce the pressure on the stick if the aircraft is beginning to stall, and with practice you will know how far you can go.

So start a turn gently then slowly and fluidly pull back once you are in the bank to find the best sustainable turn rate any indication of stall then ease off the stick and make a note of speed and angle.

3. Sometimes you can also add a small amount of left rudder while in a steady left hand turn (other craft may vary). When turning to the right, rudder is not needed as often, although sometimes opposite rudder to the turn (i.e. left rudder) in that direction can help to keep the nose where it's needed. So keep the nose down slightly if it's rising too much as this will otherwise cause a stall in a turn.
4. Try a chandelle or wing-over on a first pass at equal or lower altitude (not diving on someone) in order to shorten turn radius quickly and convert initial speed into a little altitude.

## 56) "EXCEPTION: Game terminated prematurely"- or white/black screen in runtime

Update: As of June 2019, some people (mostly Windows 7 SP1 users) have an issue with WOFF hanging when going to fly a mission – before getting into the sim. This appears to be possibly due to some Anti-Virus programs causing a problem with Microsoft's **gameux.dll** - this fix below worked for some people:

'Wallysworld' on our forum posted this; "... I noticed that rundll32.exe was showing up in Task Manager exactly after I clicked for CFS3 to start after using the Mission Editor. And this executable was using a lot of processor power; something like 30-40% of the CPU and eventually after a while the CPU pegged at 100%....

I did a malware scan for any rundll32.exe hits and got nothing so it's not malware or a virus."

"After some research, I finally found that it's Microsoft's Games Explorer causing rundll32.exe (from the Windows\SysWOW64 folder) to run every time CFS3 was starting up. This website ( <http://ubeogesh-things.blogspot.com/2012/08/resolve-it-finally-game-explorer-aka.html> ) gave me the solution. I renamed the file gameux.dll (Game Explorer) in the SYSWOW64 folder and now CFS3 loads quickly and I even think the game plays smoother on my computer the couple of times I've flown since I made that change. It seems even TrackIR is smoother, but I need to do more flying to prove that it is."

edit: (see that link for system32 bit gameux.dll too or use the batch file linked below).

This is just a tip in case you see rundll32.exe running while trying to start a flight since CFS3 is a Microsoft product and gameux.dll is Microsoft's Games Explorer executable. Hopefully someone will find it useful."

Link direct to the bat file that will help you rename gameux.dll

[https://docs.google.com/open?id=0BzmX0\\_bU30dRaGJWdi1iRnV2S0k](https://docs.google.com/open?id=0BzmX0_bU30dRaGJWdi1iRnV2S0k)

IF THIS DOES NOT WORK, then.....

Change one key of registry:

FROM:

Windows Registry Editor Version 5.00

[HKEY\_CLASSES\_ROOT\Local

Settings\Software\Microsoft\Windows\GameUX\ServiceLocation]

"Games"="https://games.metaservices.microsoft.com/games/SGamesWebService.asmx"

TO:

Windows Registry Editor Version 5.00

[HKEY\_CLASSES\_ROOT\Local

Settings\Software\Microsoft\Windows\GameUX\ServiceLocation]

"Games"="127.0.0.1"

(Thanks to Tercio for that tip)

NOTE editing the registry incorrectly can stop Windows from working so if you are not comfortable editing the registry experienced or unsure please make backups of your registry or get someone with good knowledge of editing the registry!

Black/blank screen on going to Fly a mission:

Some PCs have a problem with the configuration of Windows Media Player, and it will have a problem playing the opening Splash Movie (a simple .wmv file):

If you launch and the WOFF menu seems to hang at a black/blank screen and doesn't get to the main menu, try renaming OBDSplash.wmv found in

C:\OBDS\Software\WOTR\OBDDWW2 Wings Over The Reich\campaigns\CampaignData\ShellMusic

(note this is the default install location).

Rename OBDSplash.wmv to something like OBDXXX.wmv instead, and it will be ignored and the main menu will load properly.

Also see section 49 – the advice in there can also help with those with a blank screen on launch - especially if an ATI user.

For some laptop users, you need to also rename the 'wmp.dll

## 57) Can I remove the pop-up text that appears when I look at gauges area?

"Tool Tips" are the pop-up text shown when passing over the gauges, it's the mouse pointer that activates the pop-up. If you use TrackIR as you look around you are also affectively moving the "stationary" mouse pointer across the screen across the instruments and dials, thus activating the pop-up.

Use **Control+I** to turn off the tooltips.

You can also simply move your mouse off the edge of the screen.

P.S. you can also toggle off some of the messages text at the top of the screen , with **shift + D**

## 58) I cannot enter my order number when WOFF BH&H2

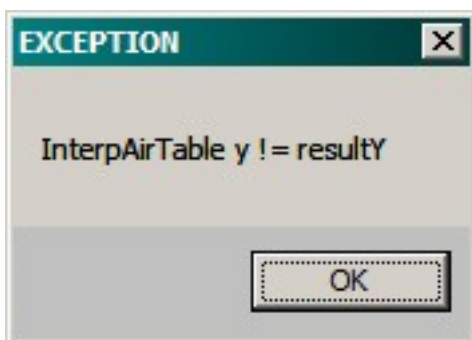
Order numbers work fine normally, so please ensure you are entering the correct order reference number. If copying and pasting please check for extra spaces at the front or back. To be sure, manually type the number in carefully, then click on the Check / Tick icon, do not press enter.

If you still have a problem, then you may have an admin rights permissions issue on the PC.

To get around this, exit WOFF. Then set it to run as an administrator. To do this **right click** on the main WOFF icon, click Properties, Compatibility, then check/tick "run this program as an administrator". Click Apply, then OK. Now launch WOFF and try to enter the number again.

See also section 4) in this FAQ, on how to find the correct number if you are not sure.

## 59) When I attempt to fly I see an error EXCEPTION InterpAirTable y != resultY



If you see an error like this you are likely running MSI Afterburner. Set its detection level to 'None' should let you fly – if still a problem try uninstalling Afterburner to see if that is the issue. Also you may need to remove other GPU/Video monitor/tools.

The MSI Afterburner on screen overlay that displays the FPS, GPU temp, etc is usually what can cause WOFF runtime to crash. Turn off on screen display of the GPU temps, frame rate, etc and all should run fine with MSI running in the background.

## 60) During install I get “error occurred ... directory movefile failed code 32” ?

### “error occurred while trying to rename a file in the destination directory movefile failed code 32”

If during installation of WOFF BH&H II, on a Windows 10 or 11 PC, the installation stops with the above error, try using WINRAR to unzip the files before installing. Windows 10 and 11, have a built-in UNZIP program so you can see and open compressed .ZIP files easily. However we have had a report from a Windows 10 user that unless WINRAR was used to open the downloaded installation zip files they received the error above.

## 61) \* Extra keys you can use when flying WOFF BH&H II?

WOFF has some extra useful keys assigned that are not available in the WOFF Function Bindings configuration program. See section 9 and others for more info on the key bindings program, launched from Workshop settings, ReMap Keys/Controllers option.

Here are the extra keys you can use;

### Flight Leader commands:

**A = Attack** Tell your flight pilots in your flight attack OTHER targets associated with the currently assigned target in the TAC.

**H = Help Me** *(more on the next page..)*

**Control+L = Land Here** - must be over an airfield to use this

**R = Rejoin** = Flight members **rejoin** - only for Ground attack missions

**Control+R = Return To Base**

**S = Split** from flight - you will split away from the flight, a new AI pilot will take over the flight, and your commands will then be ignored.

You usually have to be within visual range for them to work – and remember it’s WWI your pilots may be busy and not see you waving instructions!

You may see comments in the TAC if you have it enabled and have instructor messages enabled (see section 22 and 32 for how to use the TAC).

If you run the WOFFKeys tool from WOFF\Toolbox, or via Workshop option ‘Reconfigure keys/controllers’, You can choose “All” under filter function top left of that tool and see lists of all keys and their current assignments (other filters can help narrow down when searching).

## 62) \* Lone Wolf Missions explained.

In WOFF BH&H II Lone Wolf missions are available. They are no longer auto assigned and players can voluntarily fly them when wanted via the Lone Wolf button. Note the button only appears once your pilot has completed 5 missions! Also note historically these were usually not flown after 1916 so Lone Wolf missions (and the button therefore) will also be available in 1917 - 1918.



## 63) \* Balloons and Railyards and other ground attacks explained.

In WOFF BH&H II we made a few changes to machine gun nests that protect ground targets such as Balloons, Railyards and so on. They no longer have tracers (more historical) so you will not see them shooting at you. Also we reduced the distance they can be heard. These two changes may give you a false sense of security. However they will not fire as high as before.

They are there, and are often firing at you (you can still hear them usually when close enough) or especially when they hit you!

Here are some notes regarding ground objects to take into consideration if you feel you have not received credit for destroying one...

### Railyards

-----

1) All Railyards all have guns to defend them, and are based on one basic model. All are the same so any differences in perceived behaviour when attacked etc is purely from the randomness of life in the sim,

2) Railyards only have a couple of guns and they have a LIMITED ARC and are often blocked by buildings.

If you fly over them or behind them, or behind buildings they will not shoot!

MG crew can only fire in a forward arc, they cannot fire behind them - same at front lines

3) In BH&H II tracers are no longer fired by ground guns - this is more historically accurate. So you will not see ground fire. In WOFF UE you will still see tracers (which is not historically as correct).

4) The sound range was changed since WOFF PE so you may not always hear the guns - more realistic.

5) If you are more than 2 in the flight, sometimes OTHER aircraft may be targetted by ground fire, not you. Try flying a Railyard Attack with just you and enemies set to 20 miles away. Fly low, and try to circle. You will be shot at.

6) You need to destroy (not just hit) supplies, trains, carriages etc to get a credit - buildings won't count and neither will trees.

7) Also you will not always be sent back to redo a mission, even if you fail to destroy supplies.

You can set the ground gun difficulty to hard if you want more of a challenge. This will change all MG nests in the theatre who will be more deadly.

### Balloons

-----

Are all identical for a given country.

1) However to kill one will vary dramatically we made them so, as 303 rounds will often make little holes in the giant balloon and do no obvious damage. Try various angles end on, sides, top whatever if you are having no success.

We specifically made it so you could get lucky and a few rounds will blow it up, or sometimes it's tough and the bullets do not ignite anything. They gave kills for balloons because they were tough and pilots had to take more risks.

2) Next time a balloon seems to be indestructible, see 1) and if you still think it's indestructible, try colliding with it. It will blow up (and so will you).

We add randomness to all things in WOFF we want that and it makes it cool - like real life. We do NOT want it to be like a game that you replay a level a dozen times and finally work out how to "beat it" by various timings or tricks. This is NOT how WOFF is designed at all.

We do not want it to take exactly X bullets to kill a balloon. Boring. It's meant to be simulating real life where possible and within our sanity.

If you have or did have mods installed and you are finding problems not explained here, then it's likely your game is broken - we cannot test or support that. The fact that there is sometimes randomness, just like in real life, is bonus.

As a side note, it also applies that if you find that something that you feel is wrong or odd and it is seemingly happening a few times (for example you shot down 3 aircraft only taking 5 bullets each, all in a row) that's often is the pure chance of luck or randomness - try it 20 or 30 times and then see if it's always the same - it's likely you will see things differently.

Sometimes it could take many 100s of hits to bring down an aircraft and sometimes just a few rounds depending on exactly where the bullets land - just like real life.

Aircraft quite often got back home, landed, and when checked by mechanics were found to have several dozen bullet holes - with seemingly no ill effects. They were patched up with a small square of Irish linen and coated with dope and sent back out. Of course on aircraft where bullets did make an affect, they usually didn't come home to get bullets counted!

See also section 70 for 'how to bomb'.

## 64) Taking screenshots does not work?

You press the K key there is a pause but no screenshot is saved?

Checking in C:\Users\<Your\_Logon\_Name>\Documents\OBDWW1 Over Flanders Fields is empty?

This is not a problem caused by WOFF. **Avast** anti-virus is blocking WOFF from saving screenshots. We recommend excluding the WOFF folder and all it's contents from scanning from Avast, possibly related to Avast Shield. Add exclusions for WOFF.exe and cfs3.exe also in the WOFF\OBDWW1 Over Flanders Fields\ folder. Or try an external screenshot program such as Nvidia Geforce Experience, Fraps, etc. Also refer to section 26.

If you use graphics shader tools such as Sweetfx or Reshade they may also override screenshots and use their own screenshot buttons and save folders.

## 65) How to reload a drum on the Lewis Gun, and how to lower or raise it the gun?

**New key commands in WOFF BH&H II:**

To reload;

CTRL+G = Lower Lewis Gun (hold down both keys until Lewis is fully lowered) Now you can reload.

CTRL+SHIFT+G = Reload Lewis Gun (reload sound is heard, ammo count increases to a drum capacity)

SHIFT+G = Raise Lewis Gun (hold down both keys until Lewis is fully raised)

## NOTES

These are needed now as BH&H II has a new feature to allow more realistic ammo usage in the Lewis gun. Once a drum with its 97 rounds capacity (or 47 in the early version) is empty you need to reload.

If the aircraft has a Foster mount, which allows lowering of the gun, then you must do that fully before attempting to reload. SE5, SE5a, SE5a Viper and Nieuport 17 Lewis have this.

Other aircraft with fixed Lewis (e.g. Nieuport 11, 12 etc) you can simply reload. Note in real life pilots stood up on the seat to do that in these fixed mount aircraft

If the keys do not work, then it's possible you did not fully uninstall WOFF UE, or WOFF PE first if you had one of those, using the WOFFToolbox (as per section 2). This means you may have an old key configuration.

This can be fixed in one of two ways;

### Method 1)

Editing WOFFKeys.xca and adding this to the end of the keyboard assignments. So look for the last line of that section usually;

```
<Key ID="J" Action="ObserverUI" FriendlyDesc="Camera View" Category="ViewControl" P4Use="y"/>
```

*and then directly underneath add the following*

```
<Key ID="G" Mod="Control" Action="SPOILERS_ARM_ON" FriendlyDesc="Lower Lewis Gun" Category="WeaponControl" P4Use="y"/>
```

```
<Key ID="G" Mod="Shift" Action="SPOILERS_ARM_OFF" FriendlyDesc="Raise Lewis Gun" Category="WeaponControl" P4Use="y"/>
```

```
<Key ID="G" Mod="Control+Shift" Action="SPOILERS_ARM_SET" FriendlyDesc="Reload Lewis Gun" Category="WeaponControl" P4Use="y"/>
```

(shrunk the lines so they fit on one line here)

also look up above this and remove any other lines (just the line) that begins with

```
<Key ID="G" Mod=
```

### Method 2)

Uninstall BH&H II using the WOFFToolbox. Then reinstall BH&H II. See section 17 for more help.

### Method 3)

Install the latest version of WOFF BH&H II (V1.27 or above) which have anew WOFFKeys tool (V2.0a).

(see the Downloads page on our website <https://www.overlandersfields.com>).

From WOFF menu click on Workshop, "Re Map Keys/Controllers" button./ WOFFkeys should load and in its toolbar it should say V2.0a (or higher). Click "Reset ALL". Note this will wipe all key functions you may have changed and ALL your controllers will be reset to default!

## 66) VKB T-Rudders bind OK, but do not work in the sim?

User 'Wallysworld' posted a fix to this "I am a happy camper now that I got the T-Rudders working in WOFF BH&HII. Did some more research on the internet and found that people have the same issue with Star Wars: Squadrons and here is the solution for that game for my issue in WOFF.

## [Fix for VKB T-Rudders in Star Wars:Squadrons](#)

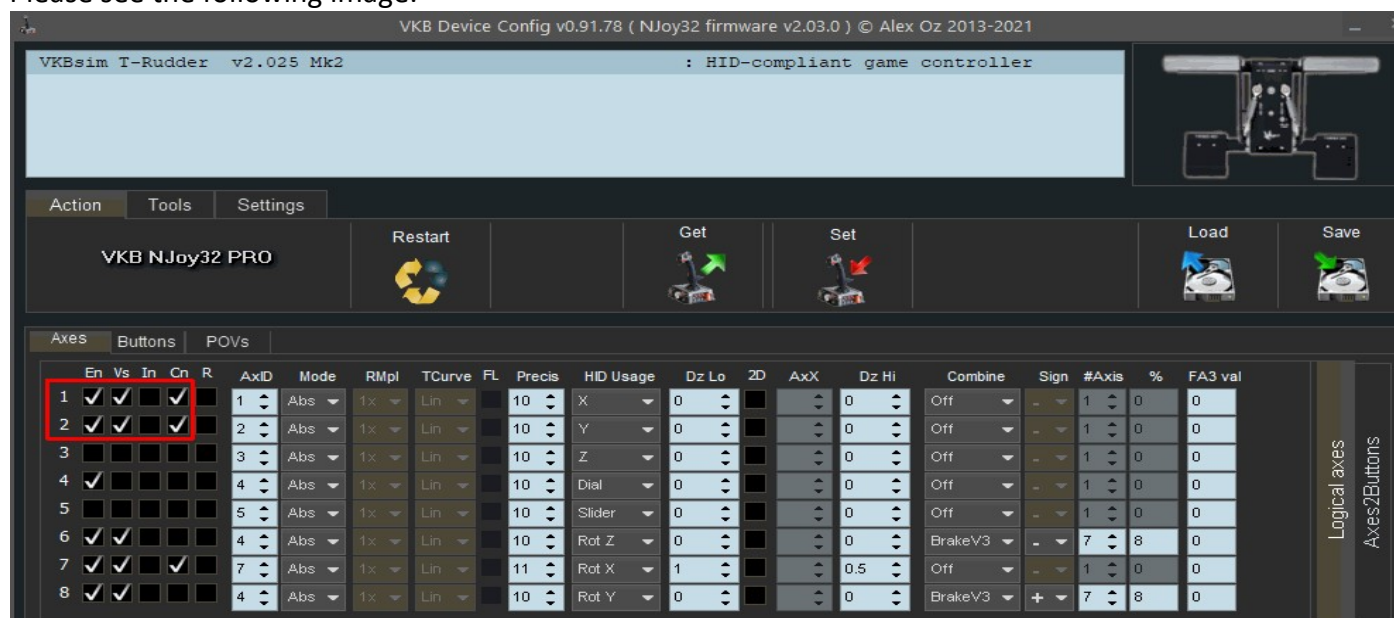
<https://answers.ea.com/t5/Technical-Issues/FIX-for-VKB-T-Rudders-first-post-removed-by-mods-as-spam/m-p/9668738>

Using VKBDevCfg-C:

1. *SAVE the current (default) PROFILE. This is your backup, although if things go horribly wrong, just use the TOOLS -> DEFAULT to put it back to factory settings (you'll need to do a calibration after resetting).*
2. *ADD in the fake X & Y AXES by ticking the 3 boxes I've highlighted for each axis.*
3. *SET this to set the firmware on the T-Rudders*
4. *SAVE as a new PROFILE (to save you having to do this again after your next firmware update).*

**So all I did myself was set the three checkboxes for the first two rows for X and Y and nothing else. Then click Set to restart the rudders and now the rudders work in WOFF."**

Please see the following image:



## 67) \* I seem to be flying only solo missions, or in England with no enemy?

If you are based in England and NOT in a Home Defence, then the squadron is likely "forming up" or other status and not fully operational. Perhaps getting ready, training etc, as it did historically. Some players may like this historical building up, but some will prefer to get to the action. Some squads are there for a short time, others for much longer. So to advance time until they are in action ;



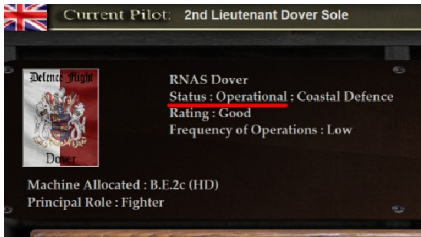
Use the T+ in bottom right of campaign screen to advance a period to a time they are in France and active.

Advances a mission, a day, a week or a month. Always available.



If you are in a H.D. squadron (Home Defence, and usually nearer to the SE coast) then a new button appears as shown here. Available for Home Defence or a German Gotha career. This can advance to next historical event.

Historical events are special occurrences in WOFF. All campaign missions are normally generated uniquely each time, however we do have special days when major events can happen such as the famous Gotha / Zep Raids etc - **the First Blitz!** - which you can participate in, as a British or German pilot if you choose the right place and time. Note although these are set to occur on the correct day and place they will, due to the unique AI and design of WOFF, always pan out differently!



If you are in a squadron early in the war, in any nation's squadron career you can check the squadron's status, it may say 'forming up' or "Working Up". See top left in the campaign screen. These are Historical conditions. "Working Up" is getting closer to deploying to France for example. Advance time if you want to get to the action - the squadron information in the campaign main screen will usually will say "Status: Operational: Fighter Squadron" or "Status: Operational: Home Defence" or similar when they are in the war!

**OR ... when creating a pilot, choose "Manual Squad Deployment"** option bottom right of the pilot creation screen to create a pilot in a squadron manually and here you can see where they are based and their status, and you can also advance time, day month or year until you see them in action - then choose join it there. See Section 30 for more info. Again, when a squad's "Status" says "Operational" usually you will be in the action.

Also see Section 4 and 30 for more info.

Also note very early in the war you will have more solo flights - and a button may appear to allow solo flights prior to 1916. Check what the mission directive in the briefing screen actually says. If it's a free flight and says something like 'test your rigging', or 'hone your flying skills' etc, your squadron is not yet active...

## 68) Can I change the default zoom in cockpit to be more permanent?

Yes there's a general setting you can edit in the file **viewui.xml** which is found in

C:\Users\<YOUR LOGON NAME>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields

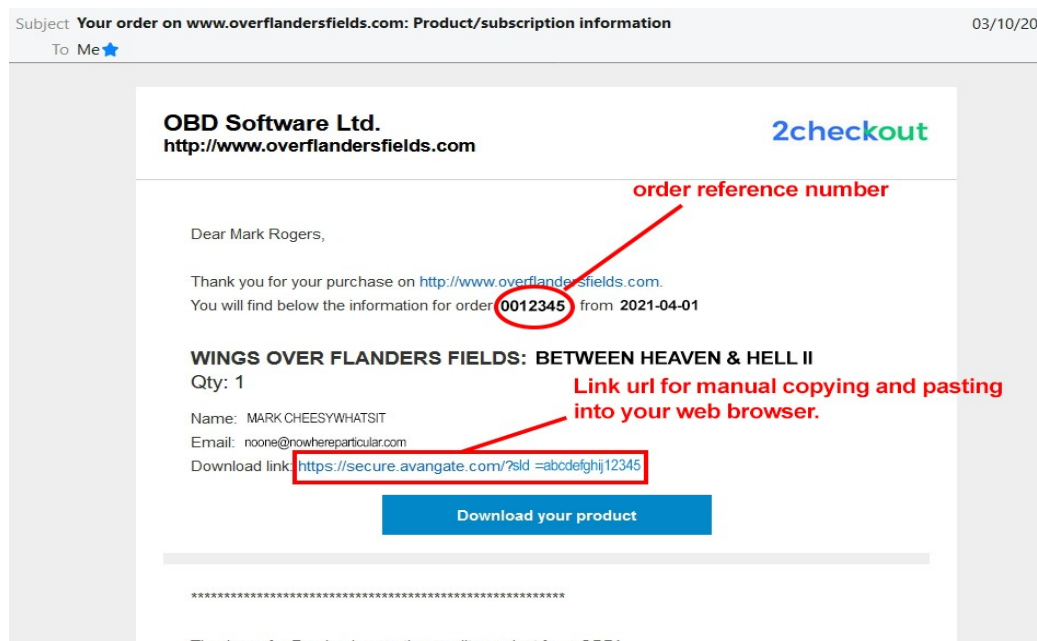
Edit the 3rd line down which starts with <VirtualCockpitView FovScale="1.0"

Change the 1.0 to something else, try 1.4 or similar (must still be in quotes just like the example above).

Save. Note, if you use notepad to edit, make sure it's not saved as a ".txt" file. You would need to set "file type" in Notepad save dialogue, to \*.\* then add the .xml to the end of the file name (for example so it reads viewui.xml) before saving. After saving make sure it looks correct in the folder. You can enable windows file explorer to show file extensions, which greatly helps with this. For more info: <https://www.howtogeek.com/205086/beginner-how-to-make-windows-show-file-extensions/>

## 69) Blue Download button does not work in email from 2Checkout ?

Note if your blue download link button doesn't work from your email program, simply copy the link as shown above the button in the same email and paste into your URL bar in your web browser (Edge, Chrome, FireFox etc) and press enter of course. See next image;



## 70) \* How to Bomb targets from a 2 seater?

Firstly, make sure you have added a bomb load-out in Quick Combat before flying. However if you are in Campaign, and the mission is to bomb, then usually your load out would be auto assigned (but you can change this in the mission briefing screen before flying).

Fly to your target. Although some aircraft can dive (Sopwith Strutter) it's usually best to fly level towards your target. Keep it nice and steady and level. It is usually best to fly at between 4000 to 8000 feet - whatever you choose try to be consistent to get better. Again with speed keep it consistent usually be roughly 75-85 mph depending on the aircraft.

When you get near you can switch to the bombsight view (F11 is the default for that). Now your joystick can control the aircraft (but only slightly). Keep movements to very shallow, minimal corrections - to avoid veering off or causing vibration in the bomb sight. Note more movement from bad weather/wind can also cause much more vibration and more difficulty hitting the target, straight and level and not too fast is ideal for bombing - but also ideal for the enemy to shoot you down so be careful. This is your most vulnerable time.



Select the weapon you want to use (use **BackSpace** key to cycle through bombs you have or other items).

Use [ and ] keys to zoom in and out. Zoom out if you wish to see the top of the gunsight you should see a small upside-down V shaped notch on the metal (*see image below, item marked "1"*);



Align that with the target using the joystick very slowly and carefully (no sudden movements or you will be lost).

Now watch as the target slowly gets to the lower ^ sight mark (marked "2" in the image here). Make sure the target moves parallel to the two outer metal lines and is in the centre of them. If it's moving out or inwards then correct slightly with the joystick. You can also zoom in a notch or two to watch as the target gets closer to the lower notch (see "2" in the image above). When the target object is just about to touch that marker, release the bomb (press **Enter** key). Note to select bombs you first must use the **Backspace** to cycle/select bomb load-outs.

Some aircraft release more than one bomb at a time. Some you can drop singles, so repeat the above. **Backspace** to select, **Return** to release.

Tip for beginners: To help if you like, you can set autopilot (press and hold CTRL+SHIFT+A briefly) BEFORE you go to the bombardier view if he is heading to a target, it will be easier of course. But the real fun is trying to steer on target and not over do it.

We added a free update to many Aircraft to have bomb sites (since WOFF BH&H II Update patch to V1.16 - please see Downloads page on our website for the latest update - install that) ;

Aviatik BI, Aviatik BII Aviatik CI Aviatik CI Trainer Solo Aviatik CI Trainer as Observer Breguet14 A2 Bristol F2b Caudron G4 DFW CV	DH4 FE2b Gotha GIV Hannover CL.III Morane L Nieuport 12 Pfalz AI RAF BE2c Early RAF BE2c	RAF BE2c Trainer Solo RAF BE2c Trainer as Observer RE8 Roland CII Rumpler CIV Sopwith Strutter B1 (single seater bomber) Sopwith Strutter A2
--	--	--

## 71) Balloon busting missions end in a 'SignalCrashEventAndWait' error

If on a balloon busting mission you or the AI pilots fire at a balloon, the mission crashes and an error message is generated from "Dumper" called SignalCrashEventAndWait: dump failed WAIT\_OBJECT+1 as below;



This is a permissions issue, found occasionally on some Windows PCs.

To fix, set both Woff.exe and cfs3.exe compatibility settings to "run this program as an administrator." ;

More details; in \OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\ folder find the CFS3 application, use the **right** mouse button to click on it, then **left** click on Properties, then Compatibility tab, tick/check "run this program as an administrator". Click apply, and click OK. Do same for the the WOFF executable program (WOFF.exe).

Then restart the PC. Basically this is as per steps 13 and 14 in the FAQ section 17.

Try a balloon busting again.

## 72) Virpil Rudders getting them to be recognised in the sim.

The WOFFkeys program can detect and setup the Rudders, but it does work in the simulator when you go fly? Thanks to pepsi\_wings for this solution;

To make it work in game (anywhere else there is no problem - even within the WOFF mapping tool, recognizing axis movement, giving you bleeps and everything)

1. Within the VPC configuration tool, rename the axis according to the below screenshot, so pedals go on 'x' and 'y' and the rudder axis on 'slider'.
2. Start the game and go to workshops, Click Re Map Keys and Controllers to launch.
3. In the WOFFkeys mapping tool, click Reset Controllers only.
4. Save your configuration..
5. Get rid of any doubled inputs e.g. joystick axis using rudders and such. See second screenshot as an example.
6. Enjoy a fantastic sim with working hardware!

Images of WOTRkeys config program and VPVC configuration program;

Num	Name	Value	Value%	Source	Port	Sub.Po	Inversi	Offset	Smooth	Raw Valu	Link err	Calibration	Cal.BEG	Cal.LOW	Cal.HGH	Cal.END	Log.BEG	Log.LOV	Log.HGH	Log.END	DZ.BEG	DZ.LOV
P1	Slider	30000	50%	VPC_Sens	3	0	True	False	x2	36081	0	With center	32735	36083	0	39267	0	50	0	100	5	5
P2	X	0	0%	VPC_Sens	2	0	True	False	x2	51551	0	No center	51517	0	0	55065	0	0	0	100	10	0
P3	Y	0	0%	VPC_Sens	1	0	False	False	x2	39799	0	No center	39783	0	0	42363	0	0	0	100	10	0
P4	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P5	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P6	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P7	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P8	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
S1	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Axis Functions

Current Selected Controller

VPC Rudder Pedals

Diagnostics

No. of Controllers: 3

Scan For New Controllers

Help

Gunner Axis Function

Traverse Gun

Elevate Gun

Pilot Axis Function

Bank Control (Ailerons)

Pitch Control (Elevator)

Throttle

Yaw Control (Rudder)

Mixture Control

Mixture Control 1

Mixture Control 2

Mixture Control 3

Mixture Control 4

Head POV

Propeller Pitch

Propeller Pitch 1

Propeller Pitch 2

Propeller Pitch 3

Propeller Pitch 4

Elevator Trim

Left Brake

Right Brake

Spoiler

Axis Bindings Summary - All Controllers

VKBsim Gunfighter Modern Combat PRO Axis: Rz

VKBsim Gunfighter Modern Combat PRO Axis: Y

VKBsim Gunfighter Modern Combat PRO Axis: X

VKBsim Gunfighter Modern Combat PRO Axis: Y

VPC Rudder Pedals Axis: Z

VKBsim Gunfighter Modern Combat PRO Pov: 1 ; Swiftpoint Z Pov: 1

Click Axis To Bind

VPC Rudder Pedals - All Controller Bindings

Gunner

Axis Rz :

Axis Z :

Pilot

Axis Rz :

Axis Z : Yaw Control (Rudder) [Scale:64] [NullZone:36]

Axis Z :

Axis Rz :

Click Item to Edit or Unbind

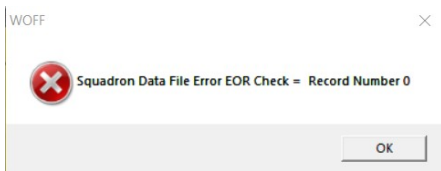
## 73) Some British RNAS aircraft have French roundels on the wings, is that an error?

No. From our historical researcher Shredward:

"Nieuports (10, 11, and 12) were delivered to the RNAS with French markings on the wings and rudders, and so they remained throughout their service (on the Western Front, essentially to the end of 1916 or in some cases, early 1917). As French built aircraft carried no fuselage cockade, the RNAS added them, in British pattern and colours. All RFC Nieuports flew with standard British markings."

## 74) When I try to create a pilot I get an error.

Errors such as "Squadron Data File Error EOR Check=Record Number 0", or "Aircraft File Error Record Number 0".



This is a rare situation but can be caused the System Locale Beta setting being set "on".  
(why it's still Beta even in Windows 11 is strange anyway).

Click start, and when it pops up, type:

Region settings

Then you can click on region settings, depending on which OS you have, find the region settings as per my attached picture.

In Change System Locale untick/uncheck the box: "Beta: Use Unicode UTF-8 for worldwide language support."

<https://www.tenforums.com/tutorials/132050-change-system-locale-windows-10-a.html>

Reboot after changing that.

Another way to get there;

Press Win+R keys (Windows key and R)

At the prompt type:

intl.cpl

Click on "Administrative" tab

Click the Change system locale button.

Disable the Beta: Use Unicode UTF-8 for worldwide language support by unchecking/unticking it.

Remember to Reboot

## 75) How can I view all the available aircraft skins / textures ?

Use a graphics viewer to view all the skins. We recommend Irfanview (free) from

<https://www.irfanview.com/>

Install that, and launch Irfanview. You can browse to the Skins folder with Irfanview, then open one of the skins or textures (.dds file), then press T and it thumbnails all files in the folder (the sizes of the thumbnails are customisable, please see Irfanview help for that - we cannot help more with the use of 3<sup>rd</sup> party tools.

Skins are found in ...

C:\OBDS\Software\WOFF\OBDWW1 Over Flanders Fields\campaigns\CampaignData\Skins

(note this is the default installation folder for WOFF, if you changed this during install find your own WOFF folder and drill down to the Skins folder as indicated above).

## 76) How can I fly in the first Blitz over England ?

You need to sign up in Home Defence. Go to Pilots menu, new Pilot, go to MANUAL SQUAD DEPLOYMENT button far bottom right. Now you can choose British pilot, and under "Service" option choose "Home Defence". Then, when in the campaign, you can advance to the next historical event to speed things up. You

can also sign up for Germany, choose Recce/Bomber and choose a squadron and date with Gotha bombers to attack England (or Paris for some). England-Geschwader squadrons attack England. See section



If you are in a H.D. squadron (Home Defence, and usually nearer to the SE coast) then a new button appears as shown here. Available for Home Defence or a German Gotha career. This can advance to next historical event.

Historical events are special occurrences in WOFF. All campaign missions are normally generated uniquely each time, however we do have special days when major events can happen such as the famous Gotha / Zep Raids etc - **the First Blitz!** - which you can participate in, as a British or German pilot if you choose the right place and time. Note although these are set to occur on the correct day and place they will, due to the unique AI and design of WOFF, always pan out differently!

## 77) A Guide to New WOFF OTT Expansion's Lighting and Weather Settings by Gecko

**NOTE** for the new WOFF OTT Expansion if you have issues running with slow downs or stuttering, or crashing out of missions early, the most impact settings to immediately reduce to see if it helps are;

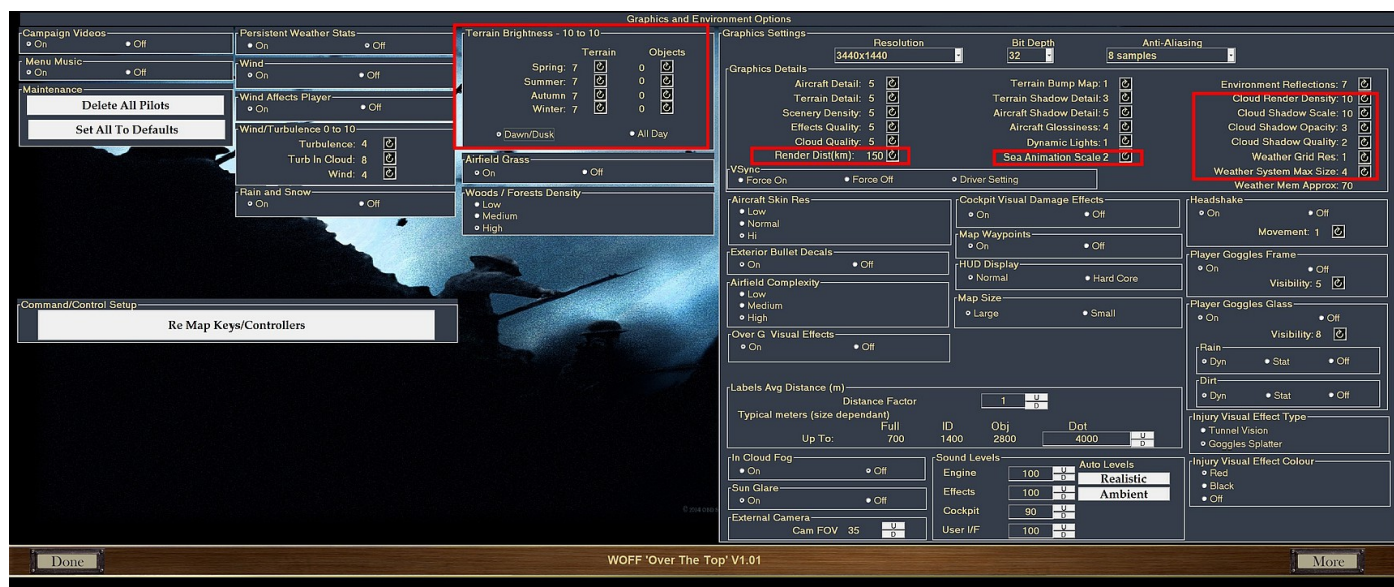
**Terrain Detail** (try 1 or 2).

**Render Dist(km)** try 50 initially.

Also **Weather Grid Res** set to 1, and **Weather System Max Size** to 2. Of course if all runs well know you can try slowly increasing these settings for better visuals until you find the best level to avoid issues. Most of these settings are explained below. *Also see the end of this section for more detail on troubleshooting missions quitting early or dropping back to WOFF manager early.*

"The following is a quick guide to some of the new settings found in the new Over the Top Expansion. Some years back when I first started working on lighting and clouds in CFS3, some of my screenshots made the rounds and there were some people who wanted to know how they could make WOFF look like that. Well, with the new workshop settings, you can, along with many other possible flavors. Mark (Winding Man) has gone to great lengths to give players a really unprecedented level of control over the visual aspects of this sim, and it can be a lot to make sense of. Take the following explanations and recommendations as a starting point, and get your sim looking the way you want it."

**Gecko's settings;**



## **Terrain Brightness Settings**

The terrain lighting in WOFF has been heavily modified from previous versions. This starts with a new sun effect which features greater brightness and more contrasting shadows. This will cause the lighting on everything to look somewhat brighter than before no matter what settings you choose. You can of course darken everything to look the same as before, or even darker using negative values if that's your preference, but I understand most people wanted to make things brighter.

## **Dawn/Dusk vs All Day**

This deals with how Ankor set up his shaders to handle sun lighting on the terrain, and you get to choose between two possible methods. The All Day setting does exactly what you would expect from a Terrain Brightness setting. Using higher values will cause the terrain to appear brighter at all times of day. So if the above mentioned update to the sun brightness didn't brighten the terrain enough for you, you will want to use the All Day option.

The Dawn/Dusk setting caps the brightness the terrain can reach, and so adjusting the individual values changes how fast the terrain lighting reaches that limit as the sun rises, and you will not see much change in brightness at midday. This results in a somewhat more intense/brighter/more colorful lighting on the terrain when the sun is low in the sky. It tends to bring terrain elevation changes into higher contrast at those hours and really brings out the subtle folds in the land. I also think it gives the textures a richer depth throughout the day as this effect plays out in the bump mapping of the textures, though it is so subtle I can't be sure.

To summarize, if you are happy with the lightness of the terrain or only want a very small increase at mid day, but would like to see greater contrast when the sun is low, use the Dawn/Dusk setting and increase terrain brightness. If you want the terrain to be lighter at all times, use the All Day setting and increase terrain brightness. If you were happy with how it was before Over the Top, set the brightness values to 0. Dawn/Dusk or All Day setting does not matter at this setting.

## **Season-Specific Lighting Settings**

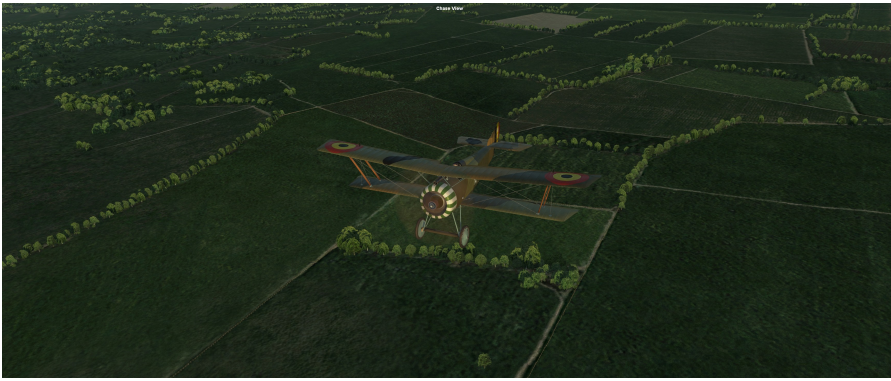
They go from -10 to 10, and allow you to tune just how bright or dark you want the terrain (All Day setting), or how strongly you want the morning and evening sunlight to bring out the elevation changes and texturing (Dawn/Dusk setting), as described above. And, you can set it up uniquely for each season! This is probably most useful if you find a nice summer setting you like, but you don't like how that setting looks on snow-covered terrain. Personally, I was happy to set it the same for all seasons.

The Objects setting allows you to do this same thing to trees and buildings and other objects you find on the ground. I prefer to see my trees noticeably darker than the terrain, so I set them all much lower than the values I chose for terrain. This is a great way to fine tune the contrast you see between the ground and the objects. Object lighting is handled the same no matter whether you are using Dawn/Dusk or All Day settings.

Some examples are shown below. Object setting has been left at 0 in each of these.

## **Dawn, Terrain Setting 0 (Looks the same with both Dawn/Dusk and All Day)**

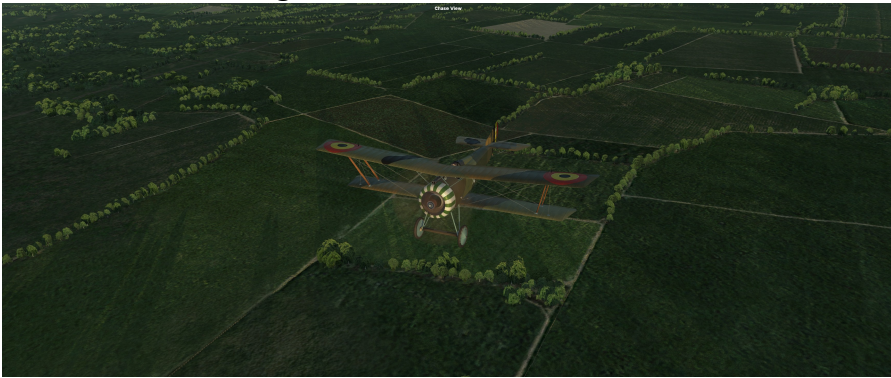




**Dawn, Terrain Setting 7, All Day;**



**Dawn, Terrain Setting 7, Dawn/Dusk;**



**Mid Day, Terrain Setting 0 (Looks the same with both Dawn/Dusk and All Day)**



**Mid Day, Terrain Setting 7, Dawn/Dusk**



### **Mid Day, Terrain Setting 7, All Day**



### **Render Distance**

The render distance has probably the biggest impact on performance of the new settings as well as being one of the most noticeable improvements. If you are having performance issues, this is a good place to start. The good news is, that even at the lowest setting, it is still a greater render distance than what we had in the previous version. When you think in terms of the area being rendered, each 25km increase in viewing distance results in exponentially more square kilometers being rendered at once, so even a small reduction can make a large difference. Visually, you will see bigger changes the higher you fly. If you never find yourself above 10,000ft, 150km, or even 125km may not be worth it because the extra rendered area is visible only in a narrow band at the horizon when at lower altitudes. But if you are flying high, or, once these improvements make their way into WOTR, the 150km render distance really comes into its own. Of course, if your PC can handle it, you may as well max it out and enjoy it at its best. The best part of using the 150km render distance is that there is no fog wall at all at this setting, giving you an actual horizon. The lower settings have a progressively thicker fog wall.

Those who noted experiencing increased cloud popping may find that reducing this setting helps. There are MANY more clouds being rendered at once now, which your GPU has to keep track of. At least some cloud popping is likely caused by a GPU shedding clouds as it prioritizes something else. The better your graphics card, theoretically the less this should happen and the higher render distance you can use.

### **Terrain Bump Map**

This turns the bump map effect on the terrain on or off. 1 for On, 0 for Off.

### **Cloud Render Density**

This setting is a scaler for the number of clouds generated at any given time. A setting of 10 will generate 100% of the clouds intended to be used for any given set of weather conditions. For example, if the weather is calling for overcast skies, all of the clouds needed to create overcast conditions will be generated. Lower



values will generate lower percentages. This will have the effect of reducing cloud cover, but improving performance. I recommend not significantly reducing this value unless other means of improving performance have been exhausted.

### **Cloud Shadow Scale**

This setting controls the size of cloud shadows on the ground. A value of 10 means the shadows will be 100% the size of the clouds that created them.

### **Cloud Shadow Opacity**

This setting controls how dark the cloud shadows are. Note that this will mainly be noticeable with smaller individual clouds. As clouds pile up on top of each other, their shadows combine and the darkness increases. Reducing cloud shadow scale may help lighten shadows of thicker cloud cover by reducing the amount of overlap of shadows, but may also break up the shadows too much by making them too small. I've not tried to do it that way myself.

### **Cloud Shadow Quality**

This setting changes the resolution of the cloud shadows. Because this resolution covers all the clouds collectively instead of being applied to individual clouds, the appearance is also affected by the Render Distance Setting. For example, a setting of 4 here equates to a collective cloud shadow resolution of 8,192 x 8,192. When you stretch that over a 150km render distance, the individual cloud shadows will appear less detailed than if it is only stretched over a 50km render distance. So, set your Render Distance, see what your cloud shadows look like, and then adjust your Cloud Shadow Quality as desired. On my PC, very high shadow quality has given me some stutters, and I have found that a quality of 2, even when using 150km render distance, still looks quite good.

### **Weather Grid Res**

This sets the size of the individual areas, or cells, of like weather. As you fly along your route, you will pass into different weather cells and encounter different weather conditions. They may be variations of one another forming part of the same weather system, or you may cross from one system into another and find very different conditions. A setting of 1 will have larger cells, enabling very widespread weather, and a setting of 2 will have smaller cells, and a lot more of them, allowing you to encounter more variety in a smaller area.

### **Weather System Max Size**

This setting determines how many different weather cells are generated in the mission area. Note that the setting number does not indicate the actual number of cells generated. There will be many more than that! When you take the above two settings together, this influences the size of the physical area taken by all the weather cells, and also the memory load on your system. **More cells equal more memory used.**

### **Sea Animation Scale**

This changes the scale of the waves on bodies of water. A setting of 2 may be more appropriate for smaller inland bodies of water, while higher numbers may be better for the ocean. One thing that I don't think has been mentioned is that the water appearance has been redone with much higher resolution. Wave sizes now are a reflection of the wind speed (but not necessarily the direction), set to correspond approximately with the Beaufort Scale for sea states."

## **78) Troubleshooting fps issues compared to WOFF BH&HII, or missions quit early.**

**WOFF Over The Top**, with its new cloud rendering and terrain rendering up to 150Km, as well as the new weather system and atmospherics, is naturally much more CPU and GPU intensive.

So of course it requires significantly more CPU processing, GPU usage, and memory use to achieve this compared to BH&HII. In terms of running in a similar fashion to the old BH&HII we recommend:

Scenery Density : 1 or 2  
Terrain Detail : 1 or 2  
Render Distance: 50km or max 75km  
Weather Grid Res : 1  
Weather System Max Size : 2  
Cloud Render Density : 4

As a base start. You can increase settings slowly once it's stable, to get to your sweet spot.

To run at the higher settings available now you really need an up to date sim rig of course. *Also note not necessarily the highest settings may be useable by all as there is some future headroom in there too.*

## 79) LAPTOP USERS' NOTES

Although though we do not recommend laptops generally, it is usually possible to run WOFF on a gaming laptop. Read on for more info.

If you get an error as above in section 16), check if you have DUAL video cards. Some higher spec Laptops have Intel and NVidia M series (mobile) cards which usually 'switch on' as required by applications.

For example if you have and Intel 4600 & NVidia 740M the **Intel** graphics card is being presented to WOFF by the system, but we need the **NVidia** to do the 3D work! Although we don't specifically support this combination, you can try going into NVidia Control Panel and force the NVidia card to be used rather than the Intel one. Under the "Manage 3D Settings" tab go to Global Settings. Try setting 'Preferred graphics processor' to *High-performance NVIDIA processor*. Then under the 'Program Settings' tab (next to 'Global'). Add a profile for Combat Flight Simulator 3 (add one if it's not there, and point it to cfs3.exe in C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields (default install location for WOFF) and do the same for Preferred settings choose *High-performance NVIDIA processor*..

Also note WOFF will tax your CPU very much, on some laptops cooling is a problem and you may see errors if the CPU or other related components overheat. We recommended NOT overclocking the laptop CPU or GPU.

There are NVidia tools you can get to test which GPU card a program is using currently, available at: <http://forums.laptopvideo2go.com/topic/26992-optimus-test-tools-finally-in-users-hands/>

One other thing to try, find the CFS3.exe in the C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields folder, right click, and look for an option to force it to use Nvidia graphics (or AMD GPU if a dual AMD GPU/Intel GPU laptop although we do not currently recommend AMD GPUs).

**Another important thing to do is install DirectX 9.** See section 2a for this, and **also see the Troubleshooting Guide, section 6.**

Also note, low screen resolution screens found on some laptops may cause problems with the WOFF keyboard/controller configuration tool (needs basic screen size preferably over 1400 width), otherwise you will need to configure on another PC then copy WOFFkeys.xca settings file from the C:\Users\\*YOUR USERNAME\*\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields folder to the same folder on your laptop.

On the next pages “Contacting Support.” This includes our support email address and what is required from you if contacting us with an issue ;

## 80) CONTACTING SUPPORT

<http://www.overflandersfields.com/support.html>

**Firstly, for all initial Payment or Order or Delivery issues - for example payment failed, or order/download link email not arrived, or download link not working etc, please contact our distributor at [support@2checkout.com](mailto:support@2checkout.com) or [support@verifone.com](mailto:support@verifone.com)**

However for all other issues such as problems installing or running WOFF, please read on...

If you have lost your download link, or installation software you can contact us at the email address shown in step 5 below.

Remember our support page on our website has basic tips, and this WOFF BH&H II FAQ (tips, fixes etc) and forum links.

If contacting OBD Software for support, please note it is important to first read through this FAQ (Frequently Asked Questions) document. Any Support queries received that are already answered in this FAQ may not receive a reply. **Also to speed up reply and resolution in your initial email, please provide all of the following;**

**Immediately** after the first error you have,

**1) First take a screenshot of it**, to send with the following (or carefully note it down if you are unable to screenshot it). **Then EXIT WOFF and do the following ...**

a) Gather **ALL** files in C:\OBDSOFTWARE\WOFF\Logs  
(find the WOFF\Logs folder in your install if you installed to a different drive or elsewhere). Copy them to a new temporary folder with all the other files below.

**NEVER post these online or on a forum as they contain your unique order number, only send to our email address as below.**

b) Gather **outcomes.xml** from  
C:\Users\<YOUR LOGIN NAME>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields

c) Gather the latest pilot dossier files from  
C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\campaigns\CampaignData\Pilots  
- Find latest pilot files, view the folder sorted by "Date modified", then make a note of the Pilot number, now find all four of that pilot's files. For example if the latest pilot is pilot 3 then get four files;  
**Pilot3Dossier.txt Pilot3Log.txt Pilot3Squads.txt Pilot3Claims.txt**, and then put all these files into a folder with the other as above.

d) Send the mission you just flew

- If this was a campaign mission the file we need is "OFF\_Camp\_Mission.xml"
- If this is a Quick Combat you flew, then the file we need is "OFF\_QC\_Mission.xml"

These are found in your WOFF install in

C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\missions\historical  
(the default install location, yours may vary if you chose to install elsewhere). If you flew again after the error, you will have overwritten it with a new mission and that won't help us.

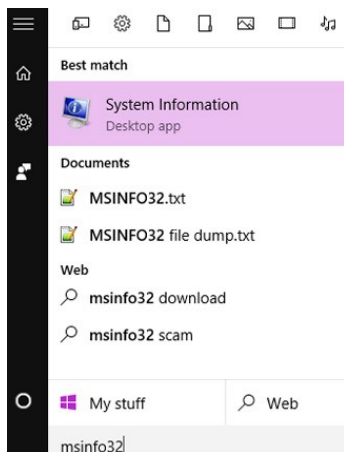


2) Send your original order number ! **NEVER post this online or on a forum, only send to our email address as below.**

3) Your system hardware, CPU make, and model/speed, Graphics Card (GPU) make and model, and system information including your version of Microsoft Windows.

**The easiest way to do this is :** Run **MSINFO32**. To do that type MSINFO32 into the Windows Run/Search box to find it. How? In Windows 10 left mouse click the Start button once, then without doing anything else just start typing **MSINFO32**. In Windows Vista, or Windows 7, when MSINFO32 appears click on it to launch.

Note in **Windows 10 and 11**, it will show as '**System Information**' (see image on the right – please launch that instead). (NOTE it is specifically '**System Information**' and not System Configuration).



Once the MSINFO / System Information program launches, from its menus choose the "**File**" menu, then choose "**Export**" to save the info to C:\OBDSsoftware\WOFF\Logs or wherever your WOFF install is – save in \Logs. Give the file a useful name such as MSInfo.txt ( PLEASE save as a .txt file this will be easier for us to read and will help us help you).

Now do the same for **DXDiag**. Clear the Windows start search box, and type **DXDiag**. Above, the program should appear at the top, so run it, and then in DXDiag click "Save all information", save to dxdiag.txt and also copy that to the Logs folder - ready for zipping with all files as below...

**Next, it's then important to compress ALL of those files into ONE zip file** - as files may be quite large. Zipping will compress them and make them easier to email. Attach the zip to your email.

Now put all these files into a zipped file.

*How to zip? See:*

<http://windows.microsoft.com/en-gb/windows/compress-uncompress-files-zip-files#1TC=windows-7>

4) In your email state the problem as accurately as possible so we can understand. If you have an error message please tell us the **EXACT error** you saw, and exactly where the first error occurred.

Send the error screenshot saved as a jpeg, and please tell us all the steps you did to reproduce your error. For example just saying "*it doesn't work*" won't help anyone we won't be able to diagnose that. So you need to be precise about what you saw. Remember we are not on your PC and may have no idea where the error occurred. **We will also need you to answer all questions asked, clearly, and follow all steps we ask or we won't be able to help.**

5) Send **ALL** of the above information in your email with attachment of files as above, to:  
[support@overlandersfields.com](mailto:support@overlandersfields.com)