

# WINGS: OVER FLANDERS FIELDS ULTIMATE EDITION - FAQ

[HTTP://WWW.OVERFLANDERSFIELDS.COM/](http://www.overflandersfields.com/) UPDATE 21 MARCH 2021 v 2.09 HELP DOCUMENT

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*Here you can view latest help, info, and Frequently Asked Questions (FAQ). It covers all versions of WOFF, extensively updated and contains all the known issues, fixes, tips etc. Please read carefully, and see the last section on how to contact support.*

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## 1) What do I need, so I can fly 'WOFF UE' and/or 'WOFF PE'

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

### **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 **GPU**s 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 4 below for step-by-step).

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

Read through the FAQ section 4 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. 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 higher depending on system and settings.

We do not recommend 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 4 below for step-by-step).

**You need to own Microsoft's Combat Simulator 3 for licensing purposes. We don't physically check, i.e. it is not needed to install or run WOFF but please make sure you own a copy.**

**DirectX9 must be Vista or Windows 7 or 8 or 10. Please install it, and please use version in the link given in section 4 of this FAQ and follow the instructions for its installation carefully and fully.**

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.

You can upgrade a WOFF1, WOFF2, or WOFF3 installation to WOFF UE, although a clean install is recommended.

However, you CANNOT upgrade the old OFF:BH&H product at all.

**IMPORTANT WINGS OVER FLANDERS FIELDS PLATINUM EDITION REQUIREMENTS;** to fly **WOFF PE** you need to have purchased and installed WOFF UE first!

## 2) How to install WOFF UE and PE: INSTALL MINI GUIDE

Important: WOFF UE is standalone in that you do not need to install a previous WOFF first. So you can install WOFF UE clean, or upgrade WOFF 1, or WOFF 2, or WOFF 3.

Make sure you are logged in as an **Admin user** !

(NOTE read section 7) regarding anti-virus programs that can interfere with WOFF before continuing, then come back here to continue).

Install Mini Guide table :

| <b>INSTALL MINI GUIDE FOR WOFF ULTIMATE EDITION and WOFF PLATINUM EDITION!</b>  |   |
|---|---|
| 1) WOFF UE  | <b>Refer to the above section for detailed instructions.</b>  |
| 2) WOFF SKINS PACK  | <b>This is optional.</b> Install early in the process after step 1<br>See the Store page to download this and the Music in step 3.<br><i>Note: this add-on does NOT appear as installed in the Workshop list of installed add-ons.</i>  |
| 3) WOFF MUSIC   | <b>This is optional.</b> This contains music files that could not fit on the original release. Install these then more music will randomly play on the WOFF UE Manager screens. <i>Note: this add-on does NOT appear as installed in the Workshop list of installed add-ons</i>   |
| <b>4) WOFF UE UPDATE/PATCH.</b><br><b>Important for new orders : You must do this to allow your order numbers to be entered into WOFF when first run.</b>   | Currently at the time of writing patch 4.24 is available. Go to the WOFF Downloads page, choose WOFF UE and then see what is available. Download, unzip, run it to install. See <a href="http://www.overlandersfields.com/downloads-woffue.html">http://www.overlandersfields.com/downloads-woffue.html</a><br><br><b>YOU CAN SKIP THIS STEP IF INSTALLING WOFF PLATINUM EDITION IN THE NEXT STEP AS PE INCLUDES ALL PREVIOUS UPDATES.</b> WOFF PE is a DLC/Expansion for WOFF UE . |
| 5) Install WOFF PLATINUM EDITION if you have it.  | It is a single executable inside the zip you download when purchased. Open the <b>“WingsOverFlandersFieldsPE_UpgradeV5.00”</b> zip and copy out the contained file into a new folder.<br>Launch WingsOverFlandersFieldsPE_UpgradeV5.00 executable to install. Follow the prompts. until the installation reports it has finished.   |
| 6) Install the latest WOFF PE patch   | Currently at the time of writing WOFF PE V5.02 is available. Go to the WOFF Downloads page, choose <b>WOFF PE</b> and then see what is available. Download, unzip, run it to install. See <a href="http://www.overlandersfields.com/downloads-woffpe.html">http://www.overlandersfields.com/downloads-woffpe.html</a>   |
| 7) When you are installed and patched please go to section 4 regarding other necessary requirements before launching WOFF UE. Also then read <b>How to Get Started in WOFF</b> section at the end of this document for the basics to get up and running in the sim.                             |   |
| <b>NOTE: The first time you launch WOFF it will ask you to enter your unique ORDER NUMBER to verify the purchase. New customers using WOFF UE only, please install the latest update from our website downloads page for WOFF UE (currently v4.24) to allow the order number to be entered!</b> |   |

<http://www.overflandersfields.com/downloads-woffue.html>

**WOFF PE does not need to be patched to accept order numbers (but of course we recommend you download and install the latest update for PE (currently V5.04).**

<http://www.overflandersfields.com/downloads-woffpe.html>

See the “HOW TO GET STARTED IN WOFF” section near the end of the FAQ (around page 56) for more help.

Section 3 below will give more install help.

**Note you need own Microsoft Combat Flight Sim 3 for licensing, however you no longer physically need to insert CFS3's CD, or to install it, for the install or running of WOFF UE.**

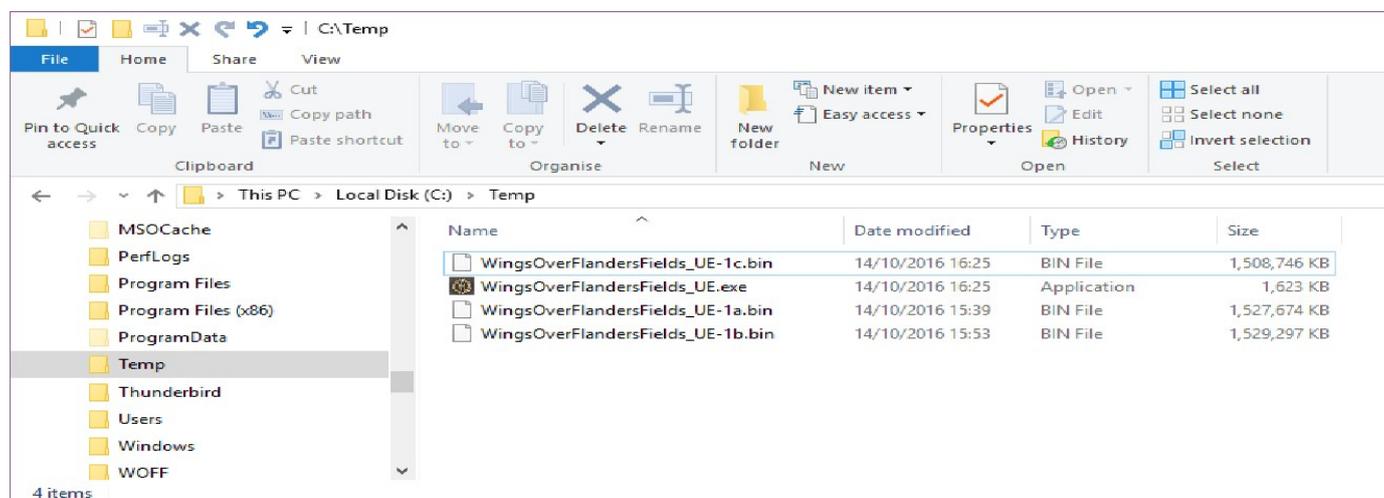
Also see section 4 for important steps such as installing Direct X 9

### 3) Installing WOFF UE - in more detail

#### Digital Download version

If you have the **Digital Download version**, then download the large compressed “zip” file. Windows 7, 8 and 10 can open the file usually without help from a compression program. However **you must still COPY (or unzip) all of the 4 files 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 below):**



Next run the **WingsOverFlandersFields\_UE** Application to install WOFF.

Follow carefully as the instructions are displayed by the installer.

Notes:

1) *Make sure you save the download onto a disk drive with plenty of space to store the large zip (4.5GB and another 4.5 GB to unpack the files to allow install). Make sure you have plenty of free hard drive space to allow the program to install too also.*

WOFF UE install packs will need at least approximately 44GB including the free extra skins and music pack.

FAT32 formatted hard disk drives will not allow a file this large to be saved on there. Use a NTFS formatted disk or to save your download and unpack the files too.

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..** Make a backup! This is to avoid needing new links to be generated to re download files. If 3 months have passed since the purchase a \$5 charge **per link** to cover costs will apply to reactivate links. So PLEASE backup your files somewhere safe to avoid this (backup to USB drive, written to DVD...)

**If you have trouble unpacking or installing WOFF UE ;**

Firstly read section 7) on Anti Virus then return here if you still have a problem.

i) Make sure you have enough free disk space to unpack it too (you will need at least 4.5 GB free to unzip and at least 35 GB free to install to, depending on how many addons/skins you choose.

ii) Scan you disk for errors see

<http://www.tomshardware.co.uk/faq/id-2080276/run-chkdsk-windows.html>

iii) 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>

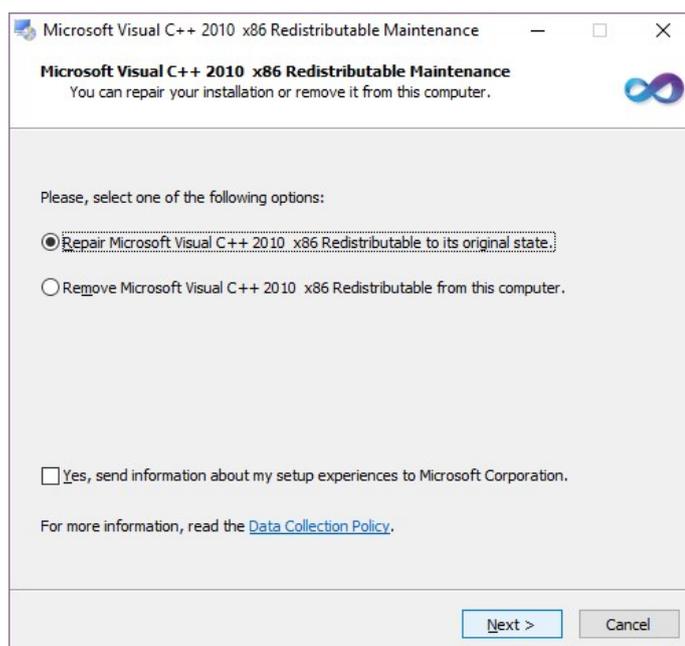
Windows Memory Diagnostics - how to run it manually :

Open Memory Diagnostics Tool by clicking the Start button, and then clicking Control Panel.

In the search box, type Memory, and then click Diagnose your computer's memory problems.

If you're prompted for an administrator password or confirmation, type the password or provide confirmation. Any problems installing or running WOFF after this please see section 35 and 17.

Just before the end of the install, a small window will pop up usually to the left of the screen, and here the aircraft will be show as they are setup (known as 'cloning'). After that has finished successfully, the install will finish. After clicking finish, you **may** then get a pop up from Microsoft Visual C++ 2010 x86 redistributable (see next image below).

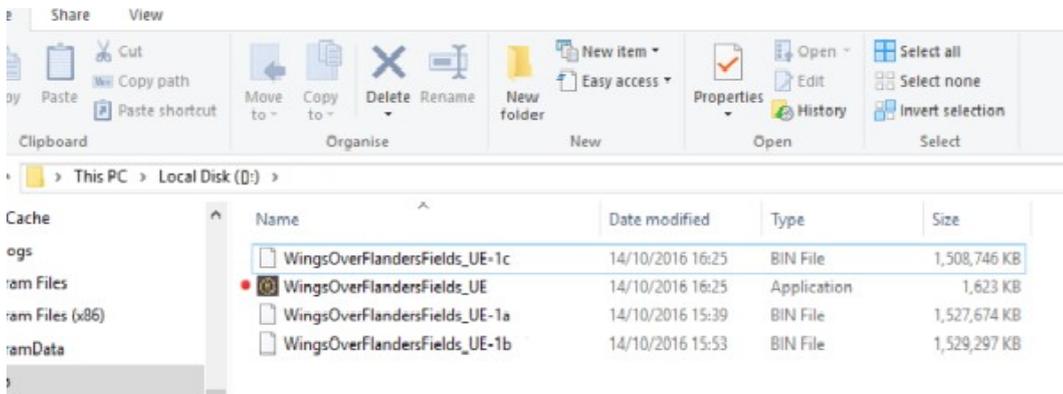


Just leave it on "Repair Microsoft Visual C++ 2010 x86. ..." and click Next to complete the install. Otherwise if you do not have Microsoft Visual C++ 2010 x86 Reistributable installed it will install those components.

## DVD Version

Simply insert the DVD into your DVD drive. If it doesn't automatically open, then browse to the DVD in Windows Explorer, or browse via "My Computer" (or "This PC" on Windows 10).

Next run the **WingsOverFlandersFields\_UE** Application (as marked in red in the image example) to install WOFF. Follow carefully as the instructions are displayed by the installer.



## WOFF PE Install:

Once complete, you can install the latest update for WOFF UE, - OR - if you have purchased the WOFF PE (Wings Over Flanders Fields Platinum Edition) expansion you can simply install that directly instead.

To do so; Unzip the PE installer and copy the WingsOverFlandersFieldsPE\_UpgradeV5.00.exe to a temporary folder. Double left click on it to run PE install and follow the prompts. After install download the latest WOFF PE update from the Downloads menu on our website, unzip and install it following a similar procedure i.e. download, unzip/copy the file out of the zip to a temp folder, run it.

KEEP YOUR INSTALL FILES SAFE for future use.

If you do not own WOFF PE yet, then remember to at least install the latest WOFF UE update from the WOFF UE downloads page on [www.overlandersfields.com](http://www.overlandersfields.com).

After install go to section 4 here and read the next steps...

## 4) After Install, the Next Steps (before running WOFF UE for the first time)

Important: Always make a backup of your download file if you ordered only the digital download version. Put the files away safely on an external hard drive or DVD disk that you put somewhere safe and won't lose... we cannot reissue downloads later!

See the rest of the FAQ for important help if you have any problems, and when you are installed and patched go see **How to Get Started in WOFF** section at the end of this document for the basics to get up and running in the sim, how to create a pilot and so on. Enjoy!

## **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 or 10. Yes even if Windows tells you not to, and yes even if you think it's already included/built-in/installed whatever, no excuses you must do this!**

Follow these 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 elsewhere look for the Toolbox\DX9Redist folder there).*

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

Or download from SIMHQ.com:

[http://simhq.com/forum/ubbthreads.php/topics/3555696/Direct\\_X9\\_June\\_2010\\_Redist.html](http://simhq.com/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 the files contained inside itself into a temporary folder of your choice. Accept the license that pops up, then enter a path and folder, for example C:\Temp\DX9.

It will usually say "folder (C:\Temp\DX9 or whatever you chose) 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 still NOT installed.

Important: Next 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 to install 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 10 may block or try to warn you not to run DX9 but it's absolutely fine. Please continue.

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, **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 UE (currently v4.24) to allow the newer order number to be entered!**

Direct link <http://www.overflandersfields.com/downloads-woffue.html>

### **C) IMPORTANT NOTE:**

**THE FIRST TIME YOU LAUNCH WOFF UE IT WILL ASK YOU TO ENTER YOUR UNIQUE ORDER NUMBER TO VERIFY THE PURCHASE. SEE THE "HOW TO GET STARTED IN WOFF" SECTION NEAR THE END OF THE FAQ (AROUND PAGE 56) FOR MORE HELP.**

**NEW Customers Please install the latest update from our website downloads page for WOFF UE (currently V4.24) to allow the ORDER NUMBER to be entered !**

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

#### 4a) HOW TO INSTALL WOFF PLATINUM EDITION (UPGRADE for WOFF UE)

Once you have successfully installed WOFF UE and checked it runs correctly (and you have disabled any MODS you may have installed!)... Next unzip your downloaded WingsOverFlandersFieldsPE\_UpgradeV5.00.zip. Ensure you copy the file that is inside the zip (WingsOverFlandersFieldsPE\_UpgradeV5.00.exe executable file) to a new folder. Now double click on that file to launch it. It should find your WOFF UE installation and install. Finally it will configure the aircraft (“clone”) and when done you can click Finish. Now you can launch WOFF as usual. Next download the latest WOFF PE update from the WOFF PE Downloads page on our website [www.overflandersfields.com](http://www.overflandersfields.com). Then copy the contained file out of the downloaded zip (or unpack if you use a zip program such as Winrar) and then install it by double clicking on the file you unzipped/copied out of the zip.

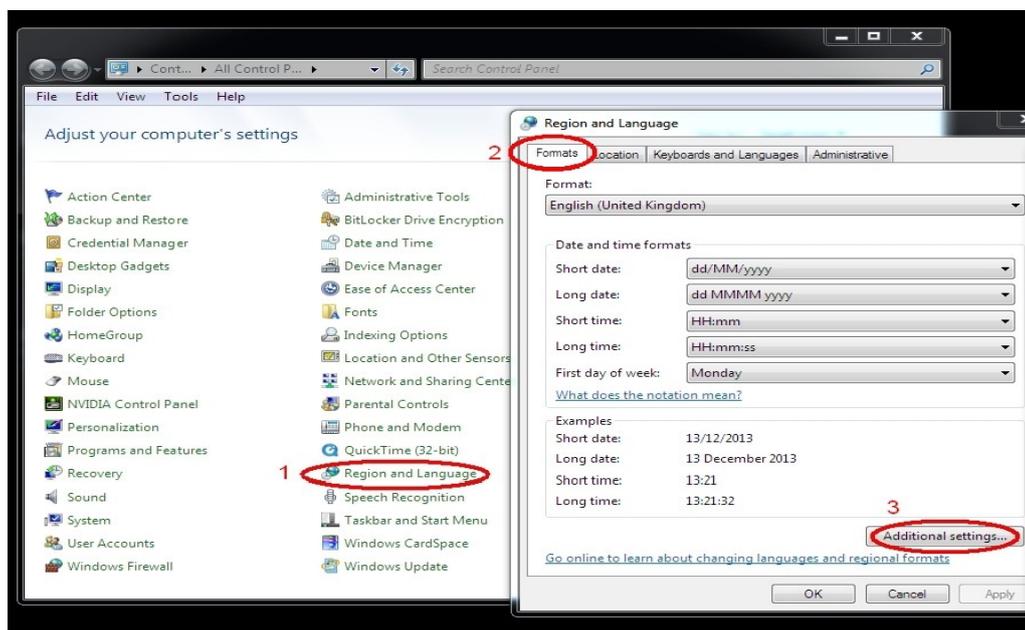
#### 5) For those users with NON-ENGLISH Windows Operating Systems.

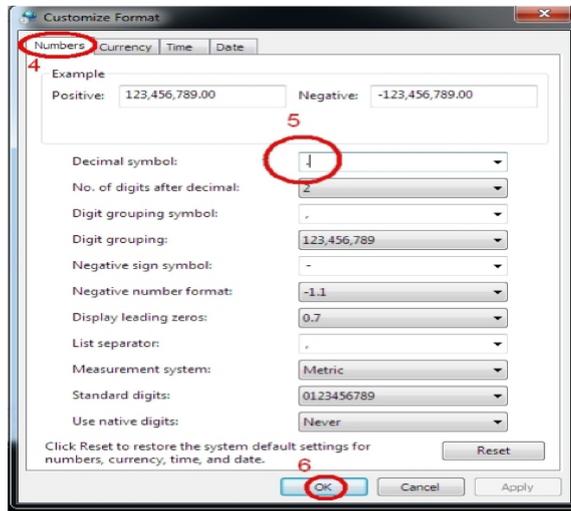
Please make sure you **update WINGS: Over Flanders Fields to the latest version** as it has fixes to allow WOFF to run on most Non-English Windows systems better. Please install the latest patch from our Downloads page on the website and you should no longer need these settings!

**However ONLY if you still have problems** - for example depending on settings and language you may occasionally have random problems others do not see.. then *Go to your Control Panel, and find Regional Settings and follow the instructions below.*

The example pictures here 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 marked areas/numbers on the following pictures below indicate where to click or select...

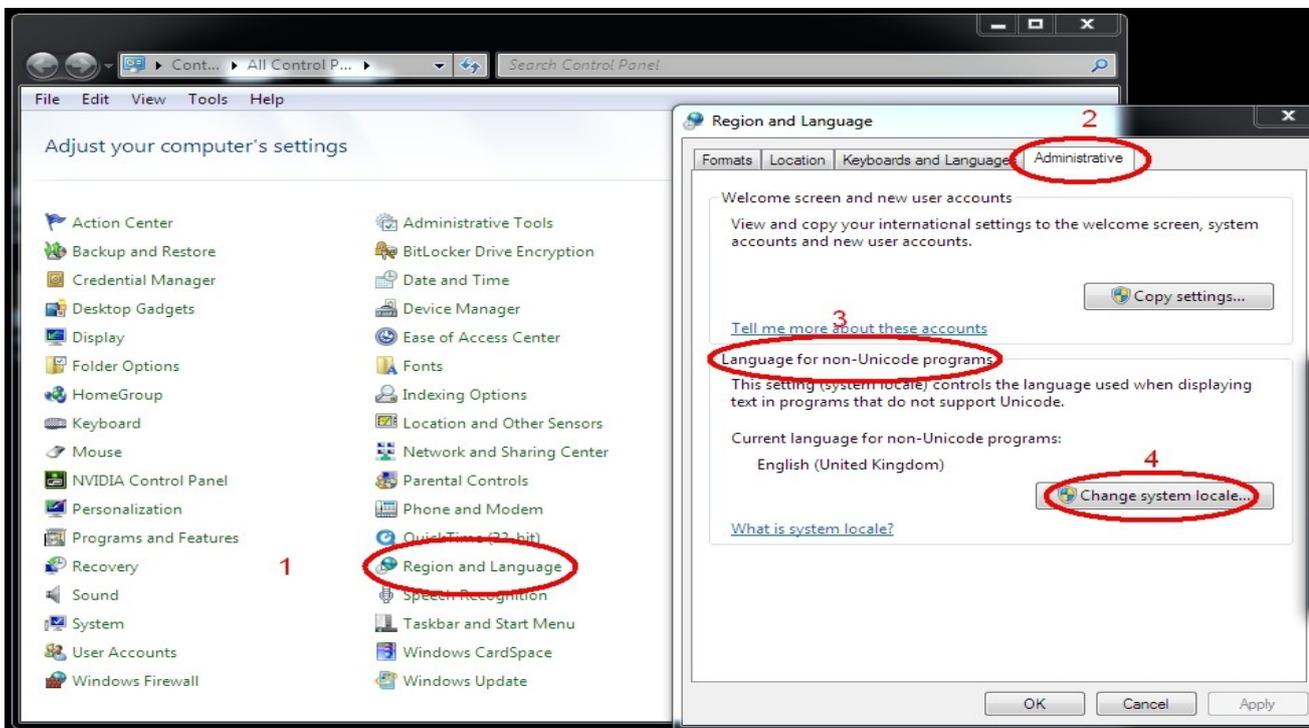
On step 5 for the **Decimal symbol**, replace the comma with a dot ( , to . ) - See the following images:





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) :

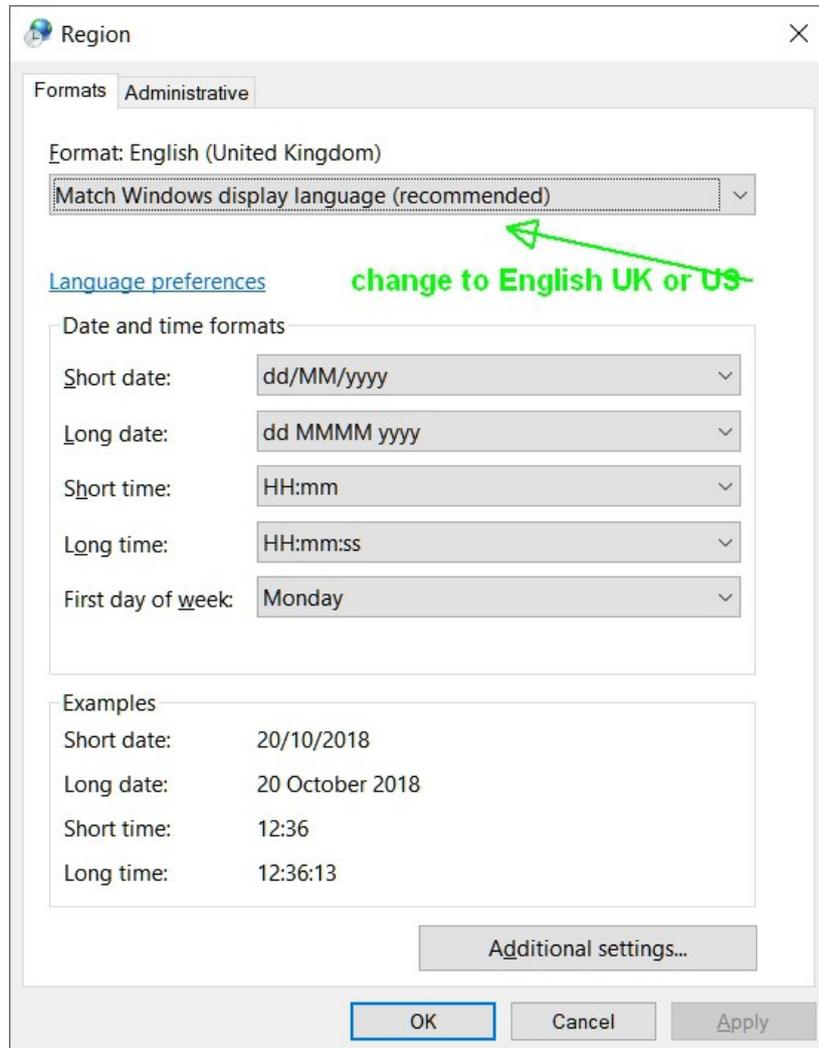


Then change to this;



**IMPORTANT: Now Reboot.**

Again, please make sure you download and update WOFF to the latest available version and test *before trying these above settings*. 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. So in Windows 10, go to Settings, Region, 'Additional date, time & regional settings', Region, Formats. In the pull down box change 'Format:' to English US - see image:



## 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 anymore 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.

a) **Check your System Specs against the [recommended](#) requirements for WOFF!**

b) **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>

c) **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.

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

e) **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.

e) **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.

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

[http://simhq.com/forum/ubbthreads.php/forums/372/1/Wings:\\_Over\\_Flanders\\_Fields](http://simhq.com/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.

g) 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 **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.

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.

**With any Anti-Virus programs showing this behaviour, exclude WOFF's install folder from scanning in your AV settings. Download the patch, disable AV, install. Fly see if that works. Re-enable AV.** 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 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).*

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

## Submission details

wingoverflandersfieldsue\_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     |
|---|---------------------|-----------------|--|------------------------|
| wingoverflandersfieldsue_patchv4.21.zip | Not malware         | Cloud<br>Client | No malware detected<br>No malware detected | Online<br>1.279.1233.0 |
| wingoverflandersfieldsue_patchv4.21.exe | Not malware         | Cloud<br>Client | No malware detected<br>No malware detected | Online<br>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. 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.

Note WINDOWS XP 32 bit and 64 bit are not supported and are officially 'end of life' as of APRIL 2014 by Microsoft. I.e. no longer supported or updated at all even under the extended support.

## 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.

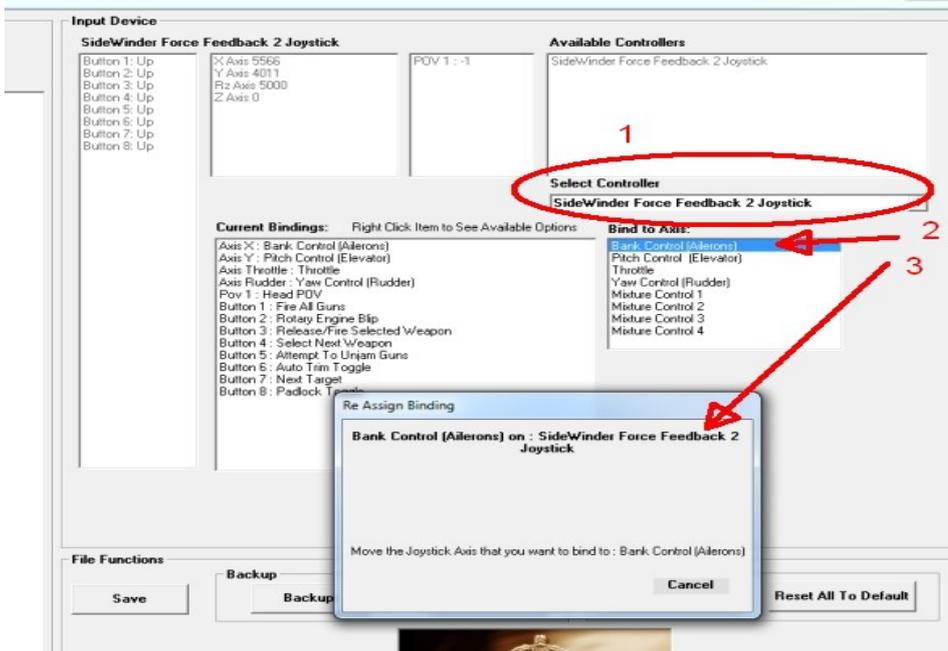
If so you **need to install** the CH Control Manager although you don't need to actually use it. When you install the software, the control manager installs device drivers that allow Windows to correctly see and identify the CH Pro Throttle.

Read more:

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

### Setting Up Controllers

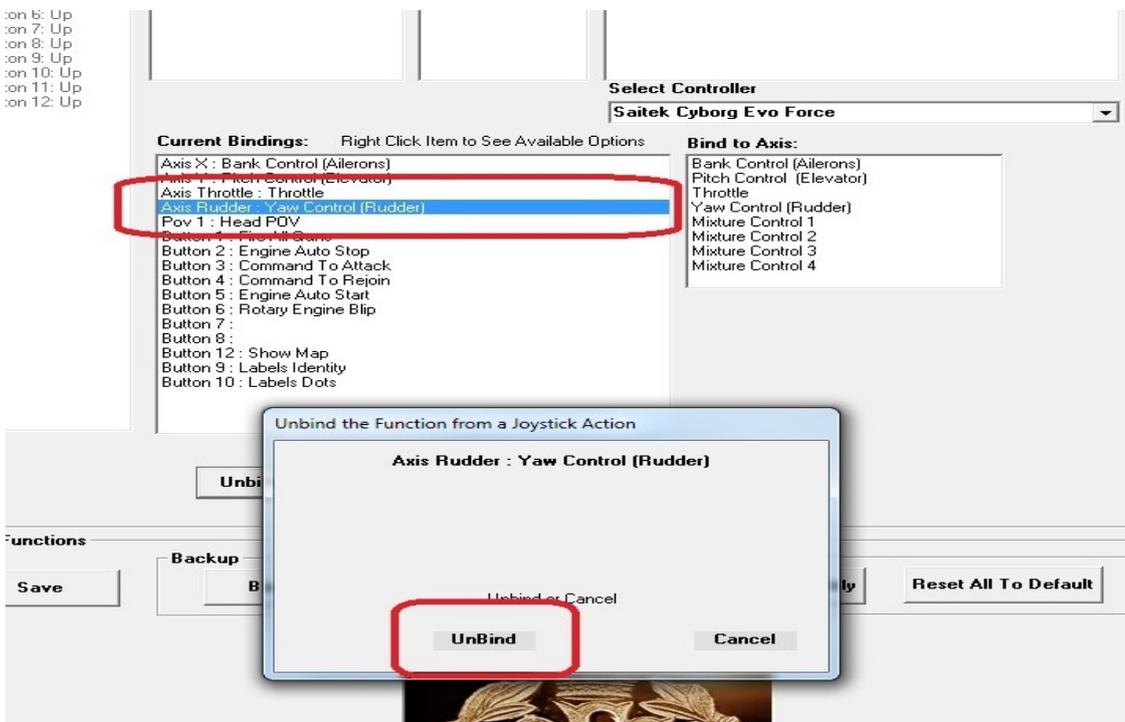
Under 'Select Controller' make sure you choose the controller you want to configure from the pull down menu (marked '1' in picture). Setup your Joystick first. From the Bind to Axis menu choose a setting you want to configure by clicking on it (2). For example click Bank Control (Ailerons), now the Re Assign Binding appears (3). See the next image ;



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.

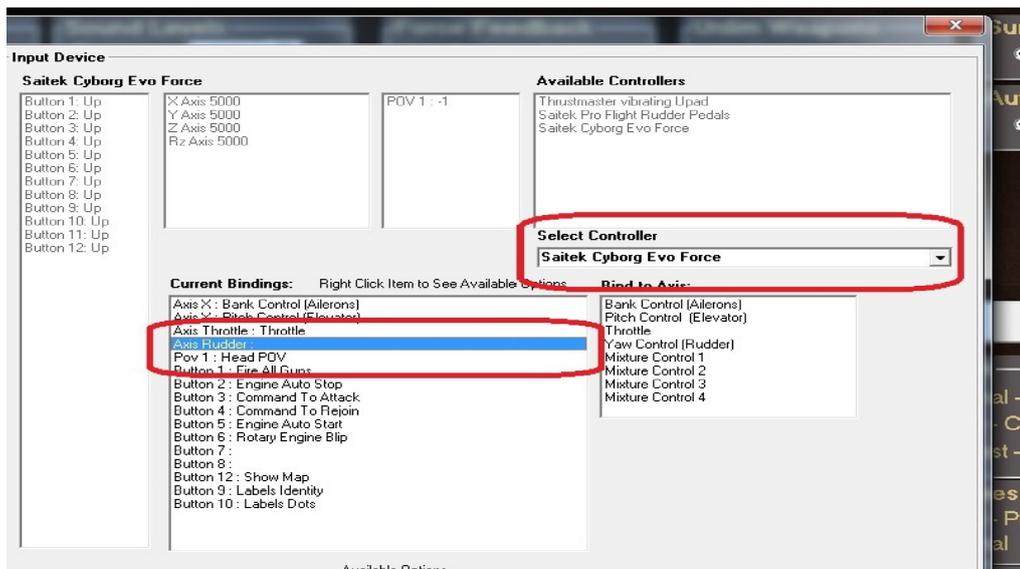
Now when you are finished binding those you need, you must then UNBIND any **other** axis that you do **NOT** want to use with this controller:



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).

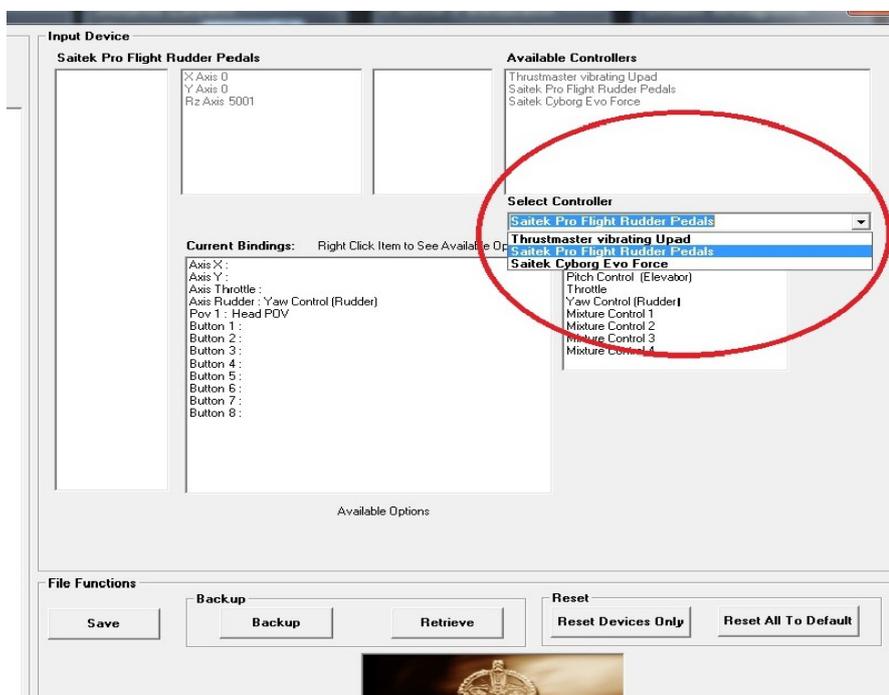
The next picture shows the Joystick's Axis Rudder unbound, ready to use later:



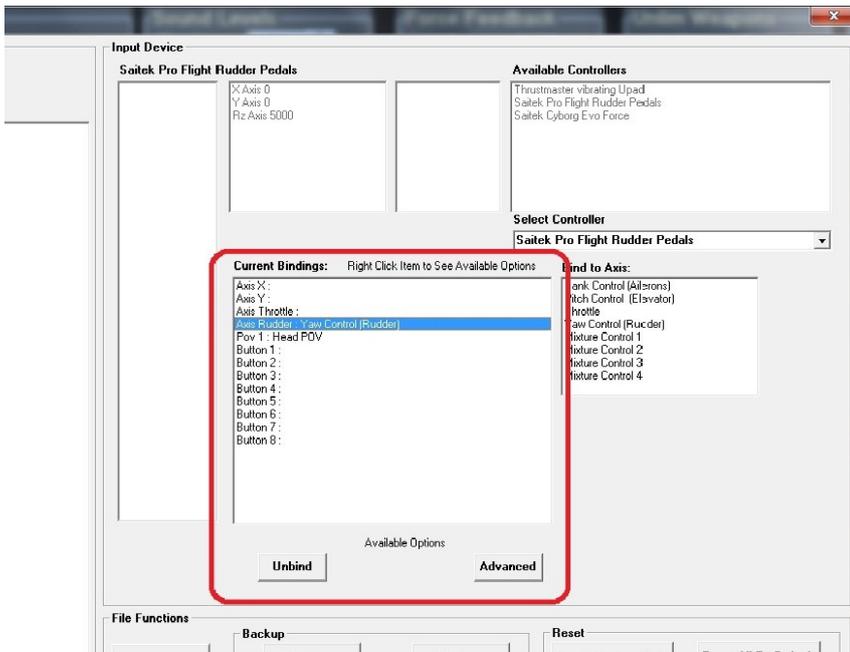
**IMPORTANT:** Repeat the UNBIND for **all other bindings** that are NOT being used on this controller. Keep only the ones you want to actually use on this controller.

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 picture below).

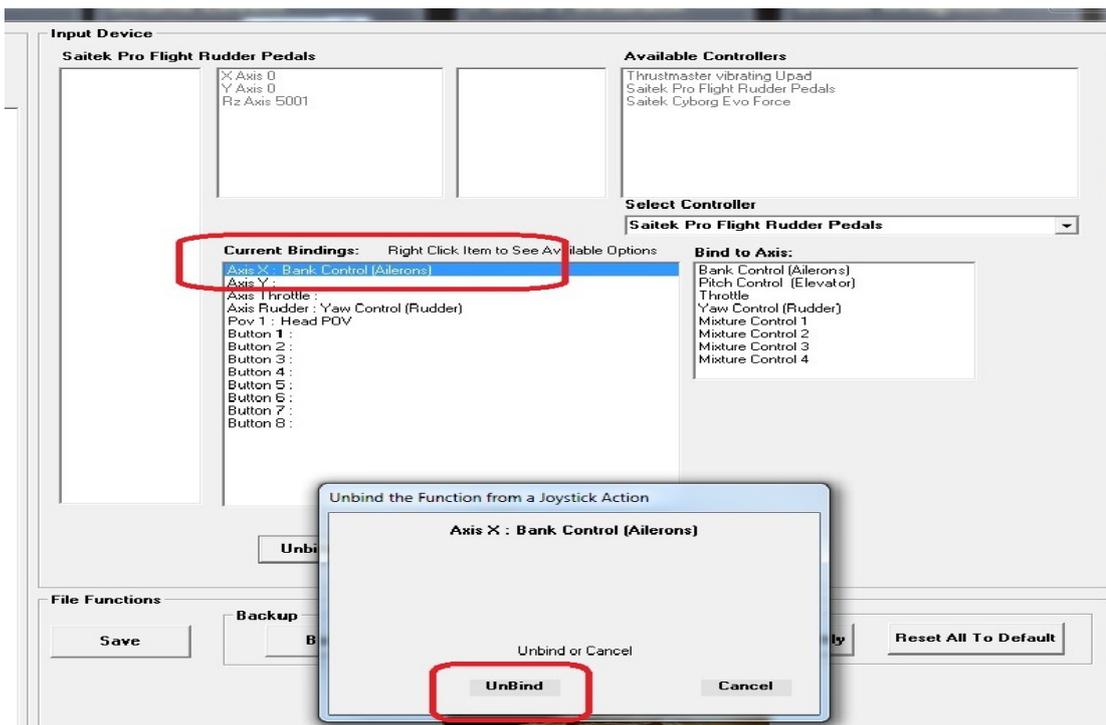


Next click Yaw Control (Rudder) under **Bind to Axis**, now move your rudder pedals fully left or right. This will assign the rudder Z movement to Yaw Control (Rudder) :



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 where you need to remove the ailerons from the Rudder Pedals controller:



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" 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-UE, do not despair, there is a workaround.

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=FdZ7O6kKQm4>

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

When using WOFF V4.19 or later (with newer WOFFKeys utility for Function bindings).

**Updated 9 September 2018:** Please use these new instructions (from this forum post from BirdDogICT: <http://simhq.com/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

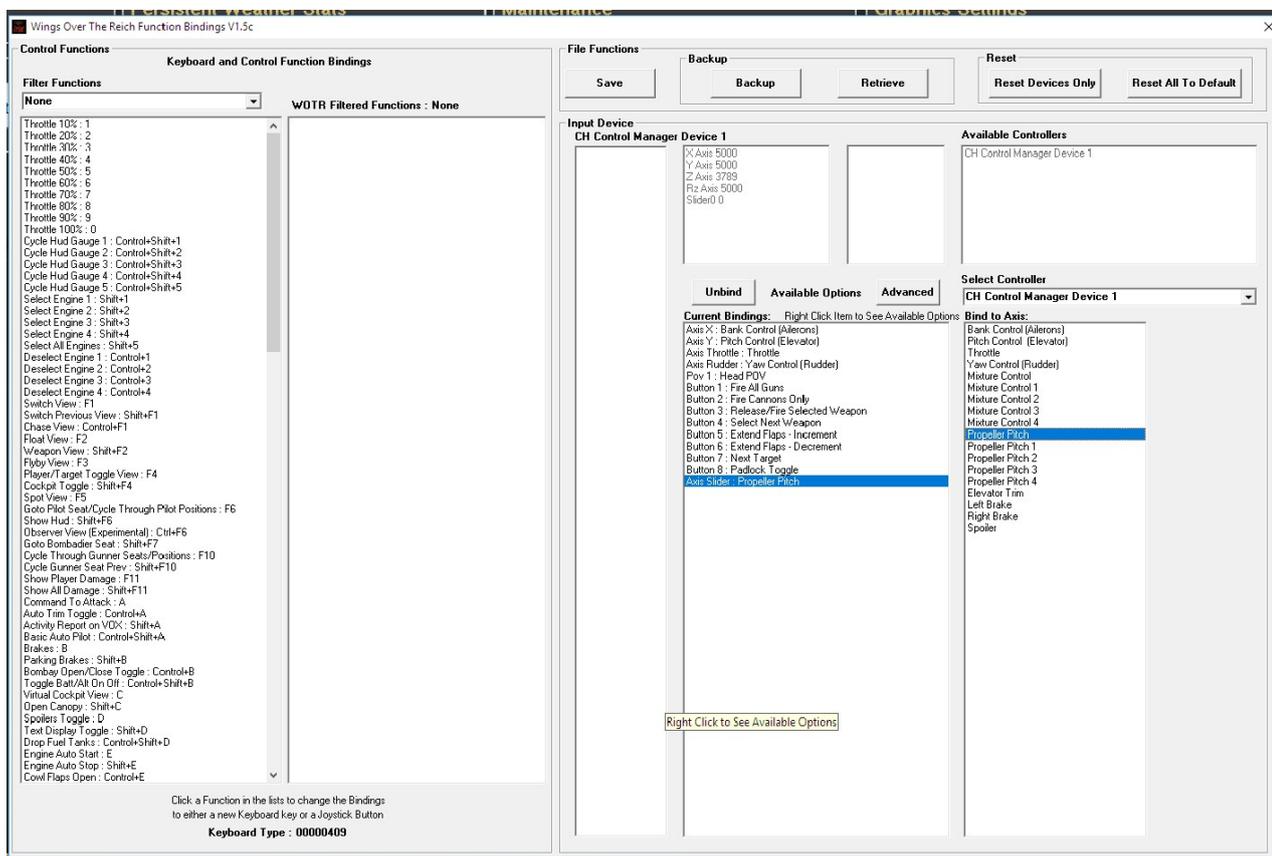
b. You should see that your available axes/sliders are X Axis, Y Axis, Z Axis, Rz Axis, and Slider 0 (by default DirectX assigns sliders as 0, 1, 2, etc., which may not match your assignment in CH Manager)

c. Since we have set everything on one controller and used standard joystick axis assignments (e.g., X, Y, Z, R), WOTR 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:



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\OBDWW2 Wings Over The Reich** and delete **WOTRkeys.xca**. This will clear all keys and controller assignments.

Launch WOTR, 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 WOTR.

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 **WOTRBackupKeys.xca** file from **\OBDsoftware\WOTR\OBDWW2 Wings Over The Reich\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 WOTR and unplugged your controllers, stick, throttle, and pedals. Then plug them back in. Then in WOTR 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 Wings Over The Reich Function Bindings program.

See <http://simhq.com/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.

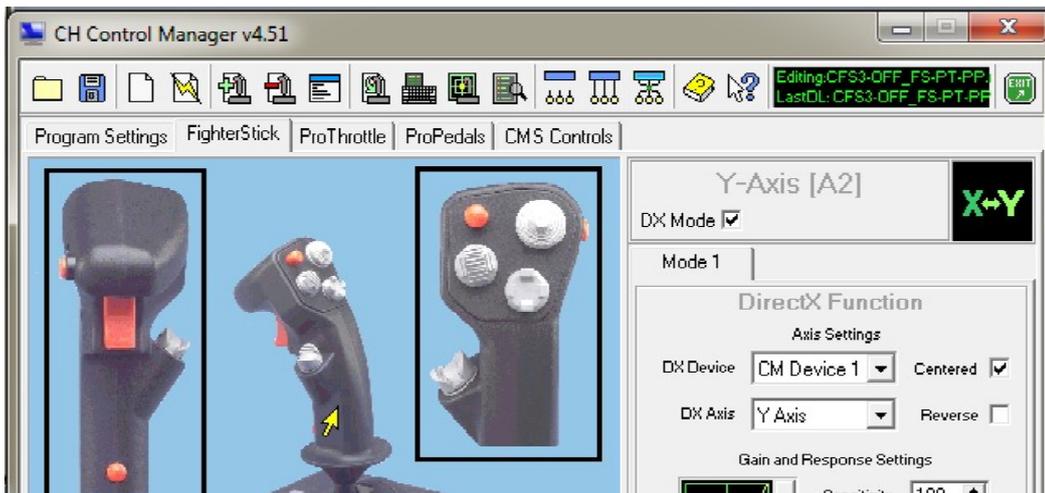
Install CH Control Manager. V4.51 seem to work best if you have problems with other versions look for it. (also 4.55a works well). Note if you install the V4.21 update for WOFF see the alternative instructions in section 10A that follows this section).

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.

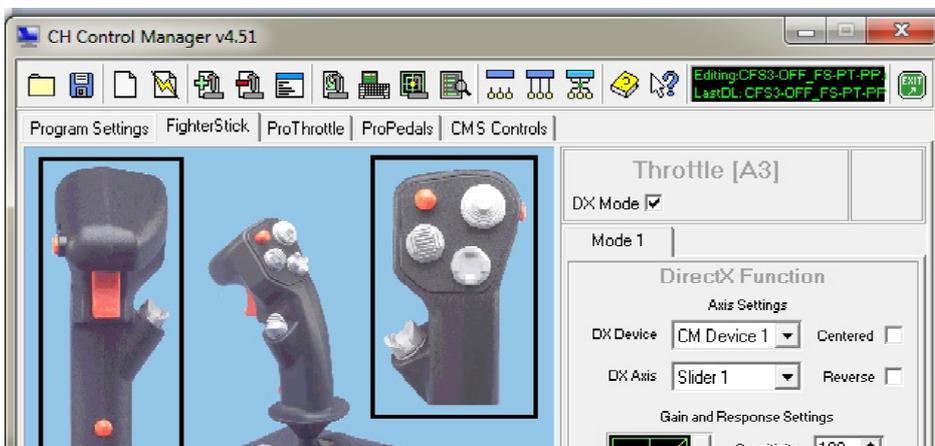
See below;



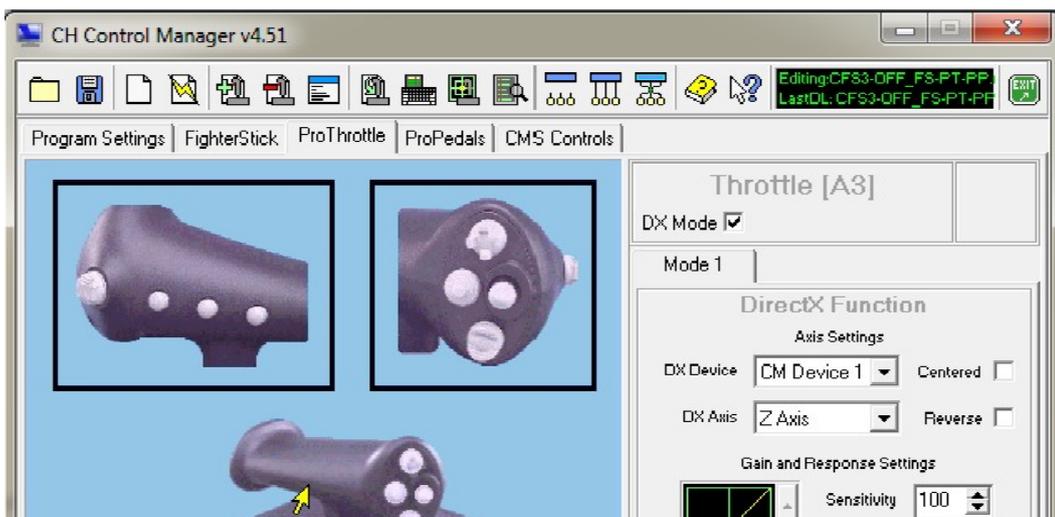
Then, set the **FighterStick Y Axis**.



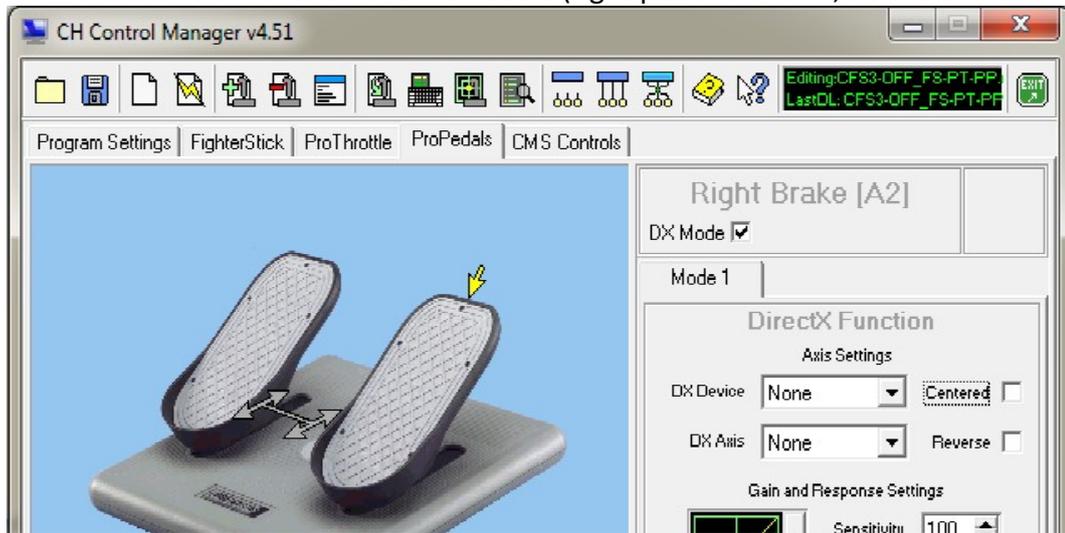
Set the **Fightersstick Throttle Slider** to Slider 1 if you wish to use it.



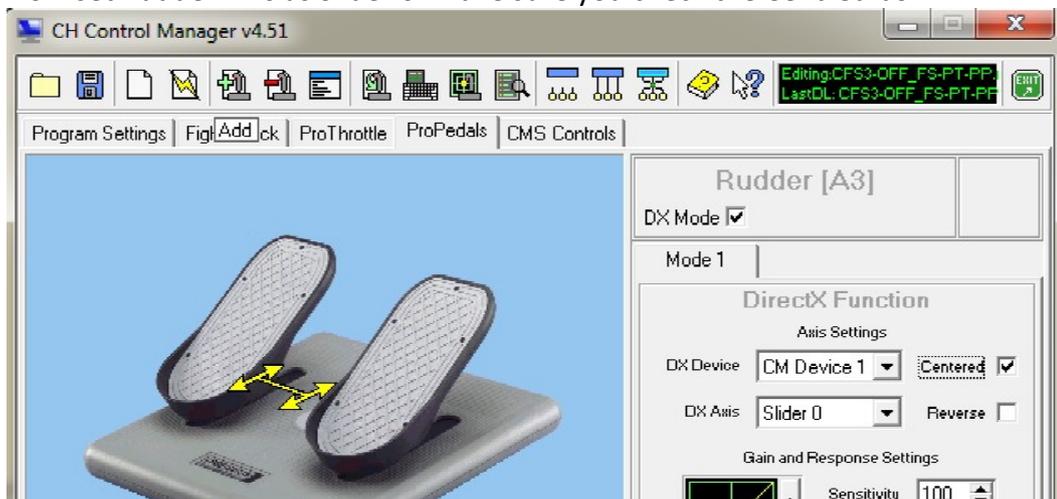
Next, set the **ProThrottle Throttle Axis** to Z Axis.



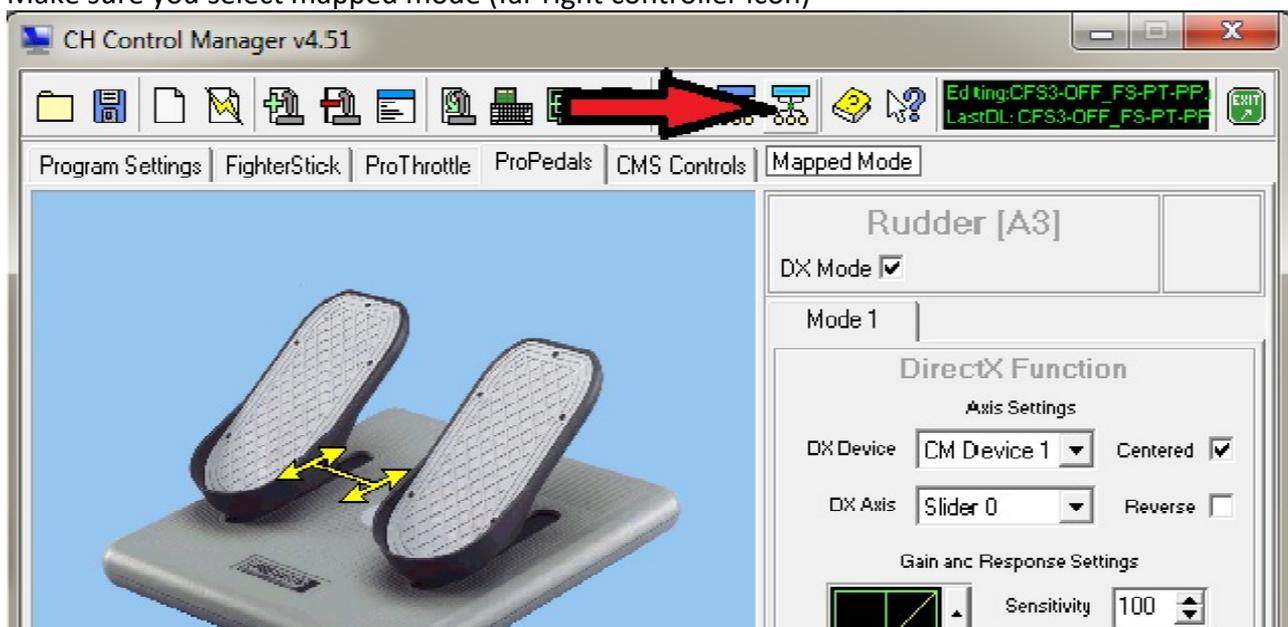
Now disable Toe Brakes on the Pro Pedals (right pedal is shown, do the same for left pedal).



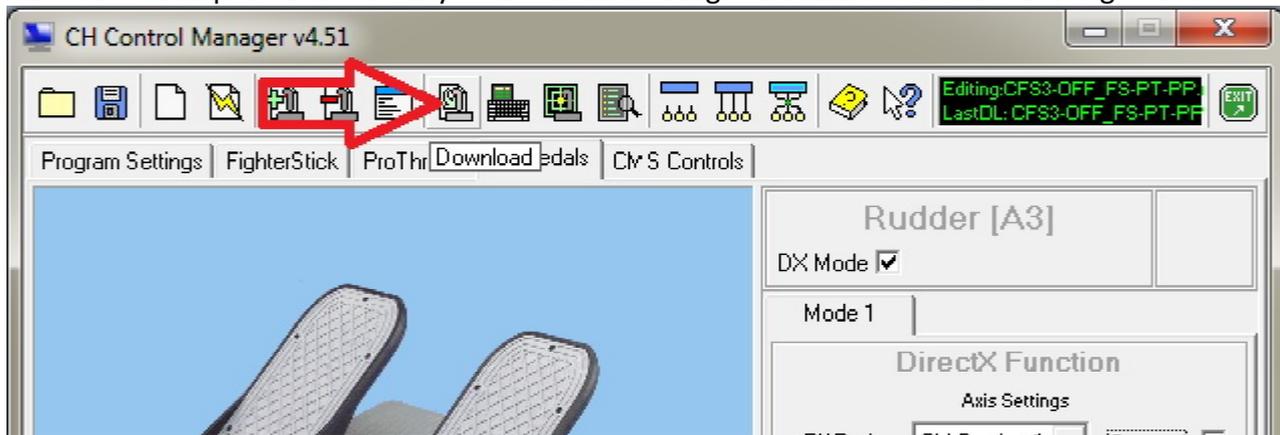
Now set Rudder Axis as Slider 0. Make sure you check the Centred box.



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 the main profile or CFS3 profile to "Enhance the application setting" 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 - although there are still one or two Nvidia bugs there. 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" in sim (i.e if AA seems to not be working set Nvidia to "Enhance the application setting". ATI users have similar settings.

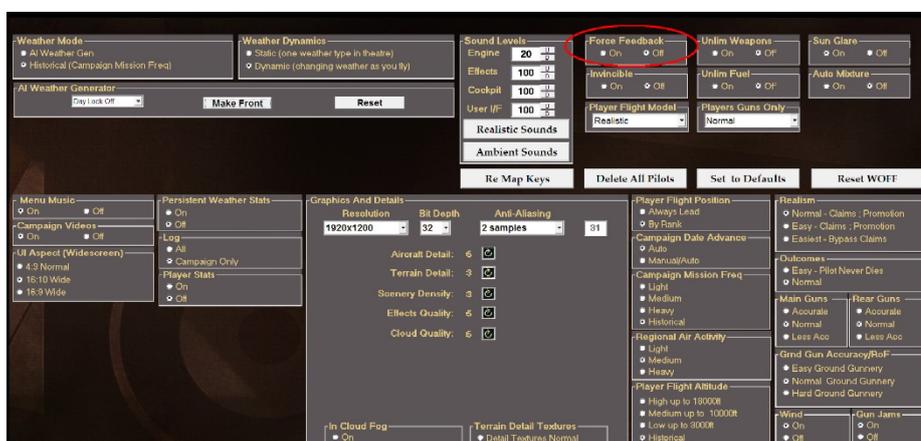
Also we will provide an NVidia tool that sets up full SSAA and makes the distance views much better less visual artifacts and so on - so this is recommended. It does hit FPS so test with 2X 4X and 8X (re-run the tool to change or disable SSAA).

## 13) How do you enable Force Feedback in WOFF? Or G940 centring / FF 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

Also note: Joystick Force Feedback for WOFF is enabled via the option (top right area) in 'Workshop' in the WOFF manager (see image):



NOTE: Your joystick may also require drivers or software from the manufacturer to enable FF.

## 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.

## 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 15) and 3) for details.*

*Also see Madmatt's excellent post here on our SIMHQ forum (cut and paste this URL into your browser):*

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

Still a problem ? Here are some other things you can try:

- A) Reduce Graphic load:** in WOFF main menu, click the “Workshops” button, under “Graphics and Options” or “Graphic Details” depending on the WOFF version, try reducing these in order; Disable **Dynamic Lights** in the Workshop this will help some users (WOFF Expansion 3 only). **“Regional Air Activity”** (in Workshop's “More Settings” page if WOFF Expansion 3) **“Terrain Detail Textures”** **“Woods/Forest Density”** (especially in WOFF 3 as shadows are drawn on all trees) **“Aircraft Shadow Detail”** try lowering the value (may require Terrain Shadow Detail lowering) **“Cloud Shadow Density”** - lower it. **“Cloud Shadow Scale”** set to 0 (disabled)

“**Scenery Density**” to a lower number (low specification PC system try 1 or 2).

“**Terrain Detail**” to a lower number (low PC spec system try 1 or 2).

“**Aircraft Skin Res**” reduce from Hi to Normal or Low.

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 [overlandersfields.com](http://overlandersfields.com)

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

**B) 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”. Note some NVidia drivers caused stuttering on ALL windows OS’s which apparently was fixed in recent drivers (May 2016).

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](#) here with good advice;

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

Also it is important to setup your Anti-Aliasing filtering on your Graphic Card settings as per Section 11).

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.

**C) 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.

**D) 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.

**E) Overclocking:** Many people overclock their CPU, but this MUST be carefully researched and properly implemented and cooled (get some professional IT help if unsure). Also overclocking can actually SLOW

the memory speed down or affect bus speeds as timings 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 heatsink, 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.com/forum/ubbthreads.php/forums/374/1/Wings:\\_Over\\_Flanders\\_Fields\\_-\\_](http://simhq.com/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 where 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 now not optimised or unable to cope with the new speeds. However it proves the point that overclocking even though seemingly running well and faster can cause a great deal more stuttering.

**F) 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 flier 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.com/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:\OBDSsoftware\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*

**G) 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.

**H) 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.

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

**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.

**G) 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).

## 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:\OBDSsoftware\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.**

## 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.
2. Select UNINSTALL WOFF at the bottom of the WOFFToolbox menus.
3. Close the toolbox.
4. Browse to C:\OBDSOFTWARE\ and delete the WOFF folder and its contents. (default location, your install may vary if you changed the default location during install).
5. Browse to C:\Users\\AppData\Roaming\OBD\_Games select it 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 AntiVirus, Bidefender for example have been known to cause issues. For **BitDefender AntiVirus 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 UE again, do not click anything once it starts to install.
8. Make sure the Aircraft Cloner starts and completes at the end of the install, and then the installer program's button should change to "Finish". Click that button to complete the install.
9. Now try to Run WOFF UE again now (Anti-Virus still disabled temporarily to test).

If there is still a problem;

10. Try installing the full direct X 9 install, (even in Windows 8) and the latest clean fresh video drivers

from NVidia or ATI depending on your Graphics card. See section 40) on exactly how to install DX9 properly for WOFF UE.

11. Uninstall WOFF UE as above in 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 in your normal user is causing a conflict.

12. Do not forget to install the **latest update patch** from our Downloads page for WOFF UE and if you have WOFFPE install the latest patch!

13. Now install any NEW WOFF UE Expansions or addons (when available) in order, (See the install guide in section 3). Do NOT install any old Expansions (WOFF Expansion 2 or 3) these are already included now!

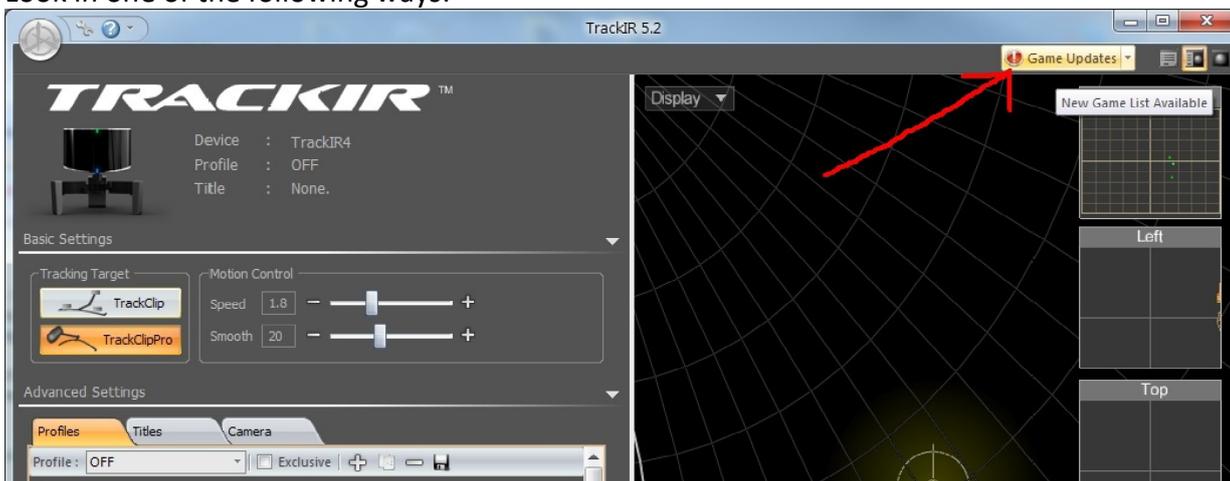
14. For some Windows 10 users, try setting compatibility of WOFF.exe and CFS3.exe to Windows 7 SP1, or Windows 8/ 8.1. To do this go to your WOFF install folder, find WOFF and CFS3 executables. Right click on CFS3.exe and choose Properties, Compatibility, then under 'compatibility mode' section select/tick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

15. if th steps in 14. do not work then undo the compatiblity setting, but also try setting them to "run as an Administrator" instead from that compatibility tab, and click Apply, OK and test again.

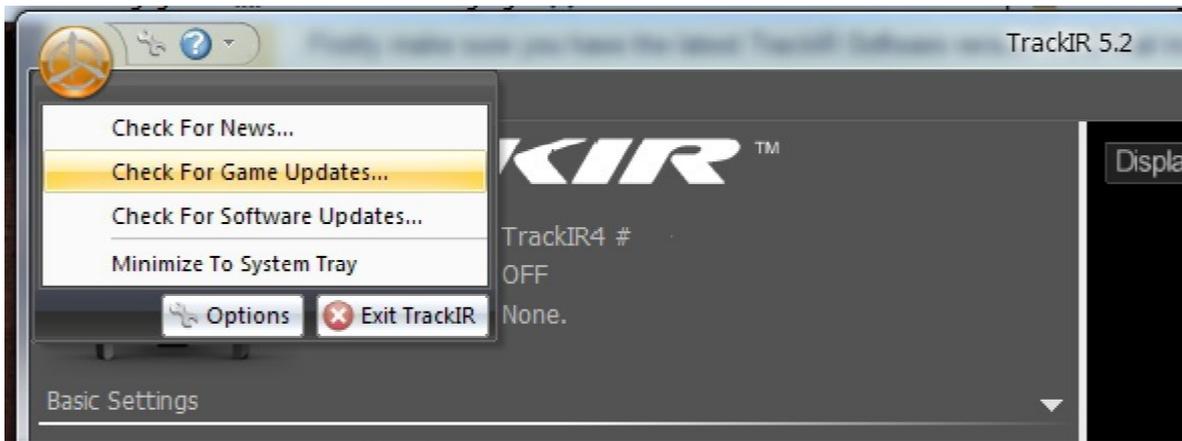
## 18) TrackIR does not work?

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) :



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" on TrackiR. 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?

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 so, 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?

Saying that some errors were corrected in V4.14 and later of WOFF UE this may help somewhat. See the downloads page on our website for details.

## 20) "WingsOverFlandersFields Skins Pack" does not install, or seems very slow?

If you have Microsoft Security Essentials Anti-virus you must disable it temporarily, allow the install of the pack, and wait for it to finish (especially) during install before re-enabling it. Also the unzipped / unpacked 'WingsOverFlandersFieldsPhase4\_Skins Pack1.exe' file in a folder after installing WOFF and any patches

could be scanned by MSE and take a long time. Simply keep the zip file saved somewhere very safe for a re-install later.

Also note it does not install into the Addons section in Workshop. Don't worry it has installed if the installer finished normally. If in doubt check your

"...OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\campaigns\CampaignData\skins" folder. If you have approx. 6000 skins or more then it's installed ;)

## 21) \*Gameplay\* '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 engine off temporarily;

Of course for those who want to, they can fly rotaries, using throttle like in previous versions of 'OFF', but that is not realistic and not how it was. 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 WOTR 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.
7. If you now fly a rotary engine aircraft (example Sopwith Camel), you no longer would use the throttle lever anymore when flying rotaries. 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 or OFF, with a blip 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)

There are some rotaries where you had also partial throttles so rather than 100% power always + blip, you could also set them to say ¼, ½, ¾ power. i.e. reduce the overall power and then still blip it down. In WOFF you can use the top row keyboard numbers and select 1, 4, 7 or 0, 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) \*Gameplay\* How do I select a View from Target-to-Player?

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 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.

Now 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. 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*.
2. In the Function key map tool select Controller: Saitek Quadrant
3. Delete Axis X and Axis Y bindings from "Current Bindings Screen".
4. Also delete all of the other bindings as well, then...
5. Select Throttle from the "Bind to Axis" box and move one of your levers all the way up (or down) - be careful that it's 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 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"/>
<Button ID="15" Action="INC_COWL_FLAPS" FriendlyDesc="Albatros Radiator Open" Category="EngineControl"
P4Use="n"/>
<Button ID="14" Action="DEC_COWL_FLAPS" FriendlyDesc="Albatros Radiator Close" Category="EngineControl"
P4Use="n"/>
P4Use="n"/>
<Button ID="22" Action="GEAR_PUMP" FriendlyDesc="Gear Pump" Category="AircraftControl" P4Use="n"/>
```

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

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

Observer mode is experimental NEW mode – it has rendering issues when far out from the player, so please don't use it if this bothers you.

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.

And remember it is experimental if it doesn't work well or you find issues **do not report them will not respond or discuss**. Just because an aircraft is rendered oddly 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** ! PS tip – you can also move that and the 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 and Windows 8, and 10 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.

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

To solve it, 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) \*Gameplay\* 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, like the Camel at full load of fuel its nose would pull up. Then eventually as the fuel was exhausted and therefore the balance of weight moved dramatically sometimes (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. Some were designed for specific jobs, intercept, long range and others etc.

But 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, others had some that could only be used on the ground, some 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 but not good for fighting in of course. See the section 10) for more info on setting/binding keys, or the key chart in “workshops” available from the main menu in WOFF interface.

## 29) \*Gameplay\* 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. If no one in the squadron has a high enough rank then no craft of a type will be assigned or shown. Try joining manually as a high rank pilot instead and YOU will be given the special aircraft.

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

Yes look on the Campaign Auto Deployment screen lower right, 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 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. It is also 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!

#### ***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:\OBDSsoftware\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 when using the new Direct9 Shaders by Ankor found in WOFF UE V4.14 and later. 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, it works very well indeed). This totally transforms how you feel in the craft, very recommended for immersion and ease of looking around plus sense of flight is increased.

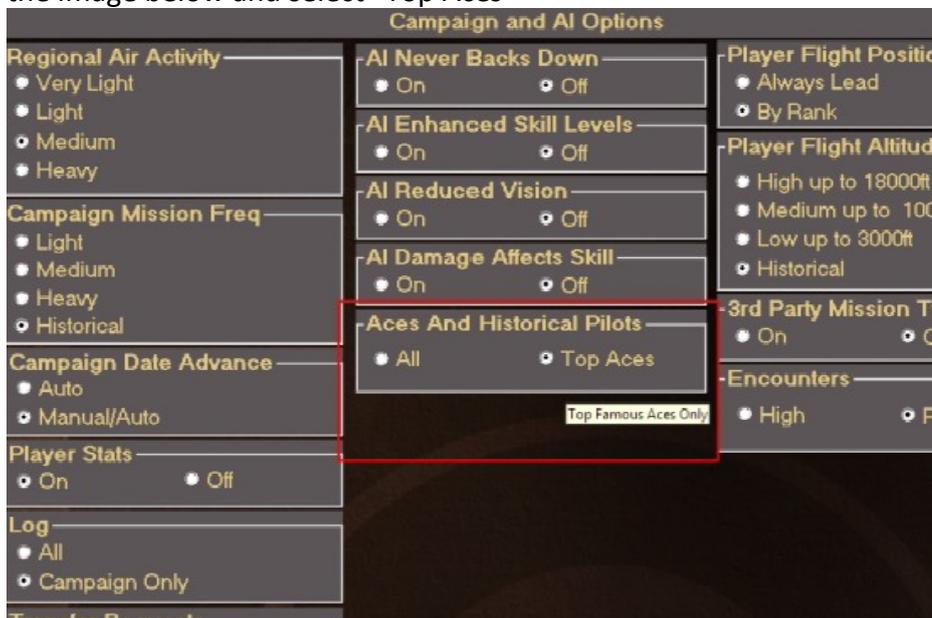
In WOFF we improved TrackIR response greatly, so looking around is much smoother and cleaner than it would normally be. Also some have been using free programs such as FaceTrackNOIR with WOFF that just uses a web camera instead of more expensive hardware – so it is a much cheaper alternative than TrackIR.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

See section 53 for more detailed info on Mouse Look.

### 34) \*Gameplay\* 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 cannot be dead 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 them 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 much less, and but there are generally 1000s less so more generic pilots who will 'die' when shot down! Click "Workshop" from the main menu then click on the "More Settings" button bottom right of the screen, now you will see extra options. Look for this one as in the image below and select "Top Aces"



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

Firstly... it is important always install the latest update available from our website downloads page. See the Downloads page on the WOFF website. <http://www.overflandersfields.com/downloads.html>.

Secondly, your issue is likely related to Direct X - yes you NEED to install DirectX9 on any Windows PC (even Windows 10) please see below! ...

### INSTALLING DIRECT-X 9 -

DO NOT SKIP THIS.

**1) You need to install the full DirectX 9 install from Microsoft, not the mini web installer (Yes even in Windows 7 or 8, or 8.1 or 10 - even if Windows tells you not to – it will be fine!)**

*(note if you installed the latest WOFF Update patch, the direct X 9 installation file is in your C:\OBDSOFTWARE\WOFF\Toolbox\DX9Redist folder. The file is called **directx\_Jun2010\_redist.exe** (if you installed elsewhere look for the Toolbox\DX9Redist folder there) - or download from: <http://www.microsoft.com/en-us/download/details.aspx?id=8109>*

How to install it properly:

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

It will usually say “folder .. 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 installed.

Important: Next you must now go to that temporary folder you chose (C:\Temp\DX9 for example) and run the **DXSETUP** application to install it. So double click on DXSETUP application and it should launch Direct X setup. Agree to the license and click Next and then Next. **You must do this step or it won't be installed!**

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, **do not skip this step**, even if you think you already have DX9 installed.

**2) Turn DX Enhanced Shaders back on in the Workshop and fly to test.** If you still have a problem, 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 below DX9 Enhanced Shaders section to lower values, and if that also fails, then try other options below:**

4) Try setting 'cloud shadow' scale to 0 (disables cloud shadows) and also lower down turn off sun glare and test :



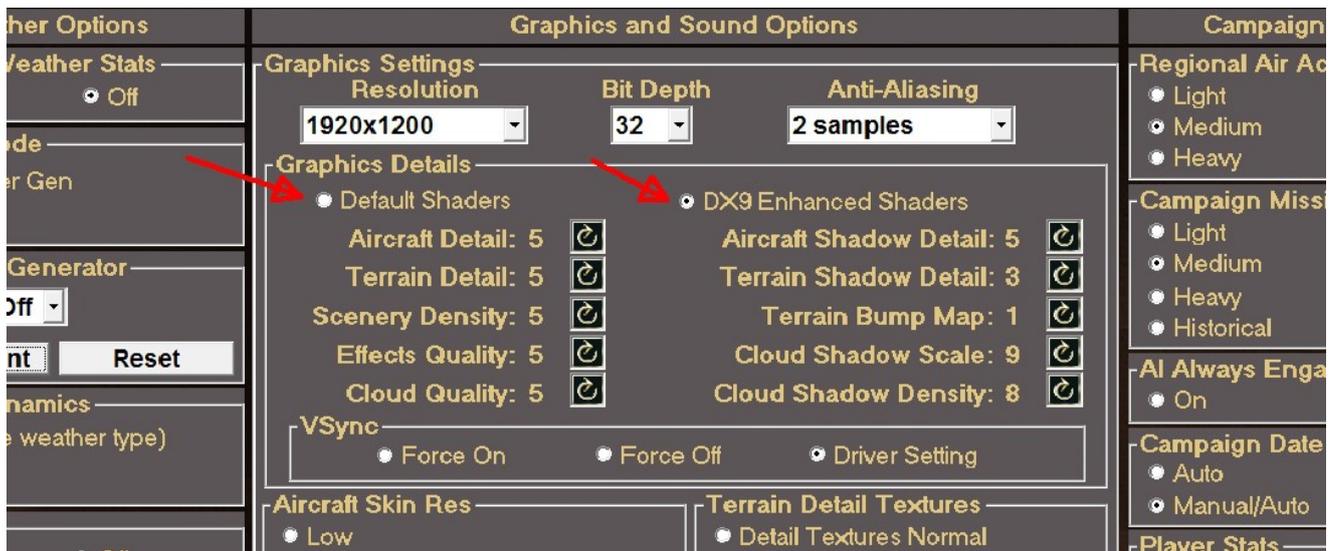
If that does not work, also try the following;

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 (MSI afterburner, D3Dgear, or other game recording software) try **uninstalling** those then test.

8) **Windows 10? Disable BitDefender AntiVirus** if you have it, or preferably add both **CFS3.exe** and **WOFF.exe** in Bitdefender trusted applications then it should work.

9) Finally you can disable the DX9 Enhanced Shaders option and choose Default Shaders instead. See the image below.



Options in "Workshops". Access Workshops from the button far right of the Main menu in WOFF.

It will look worse but may run and at least you will know your issue iw with GPU/GPU drivers/DirectX or other 3D issue (incompatible card etc?)

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

Also see section

### 36) I do not see a Claim Form pop up after a mission?

Correct, with Normal Claims set in the Workshops, no details are shown for you in the Details Page of the after Mission Summary. Nor will you be prompted with a *claim form* automatically when you have shot a craft down. This is to avoid the obvious indicator that you had in fact got a kill ;). So if you think you did



## 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 very bad throughout WW1 (possibly due to massive bombardment affecting the eco system!) Also 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 and it took me quite a few hours to find a fix for that.

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.

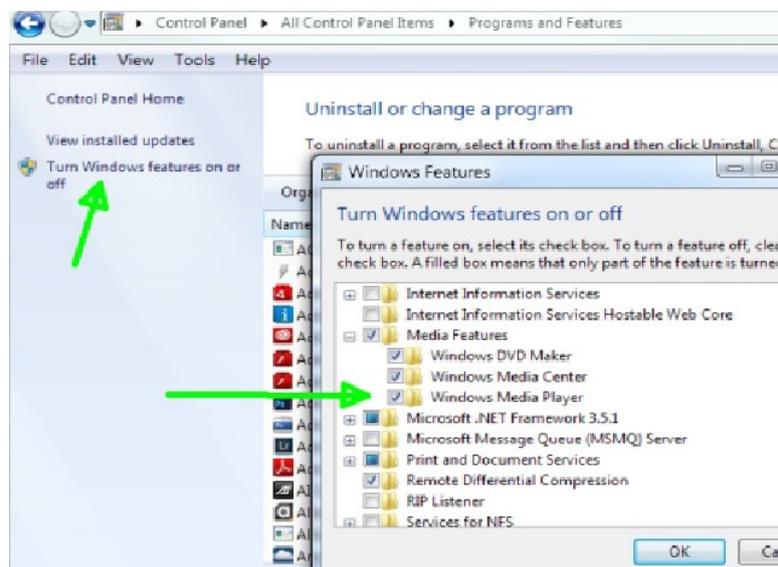
0 turns this off.

## 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) \*Gameplay\* 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) \*Gameplay\* 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 anymore. 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 - known issues.

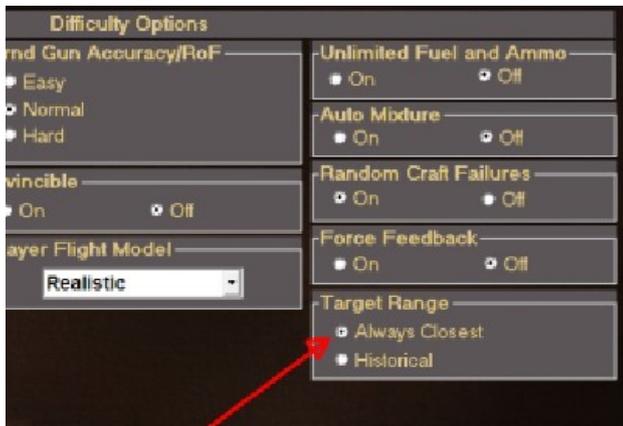
If you see a WOFF.dll crash when going to fly, make sure you have installed Direct X 9 properly as exactly as described step by step in section 35 of this document (see step 1 there). You must do this!

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.

Try setting Cfs3.exe to run as administrator - to do this go to the \OBDWW1 Over Flanders Fields folder in



the WOFF install and find cfs3.exe. Right click, choose Properties, Compatibility, and tick/check "run this program as administrator". Apply, OK.

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 UE or any Addons 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) \*GAMEPLAY\* CAN I CHOOSE SHORTER MISSIONS IN CAMPAIGN

If you don't always have time to fly full length missions you can try setting the "Target Range" option (found in Workshop, More Settings menu) to "Always Closest".

This means campaign missions will be generated always choosing the nearest target possible for that particular mission type and so make the mission shorter.

See the image ;

Also you could try "Air Start" option (this is found on the mission briefing page).

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 if necessary. For using the TAC to order flight see section 22, 36 for more info.

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

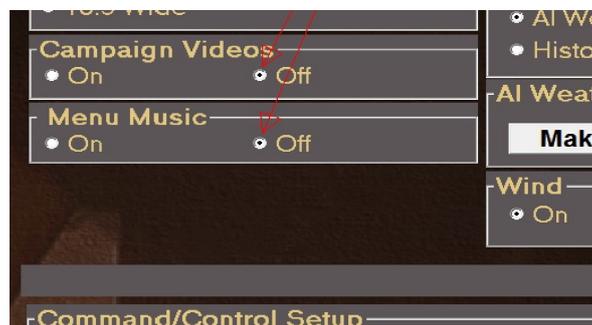
## 46) Can I upgrade my old “Over Flanders Fields: Between Heaven and Hell”?

**No you cannot.** That version was released around 2008 and is totally incompatible with WOFF UE. WOFF is a massive change to OFF (see our Website Features page list). You can only upgrade WOFF1, WOFF2 or WOFF3, to WOFF UE.

WOFF is “**WINGS: Over Flanders Fields**” - note the different product name. Just as you cannot upgrade Battlefield 1942 to Battlefield 4 .. same thing ;)

## 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!**

**and the Laptop USERS's section near the end of the FAQ for installing Windows Media Player.**

## 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.

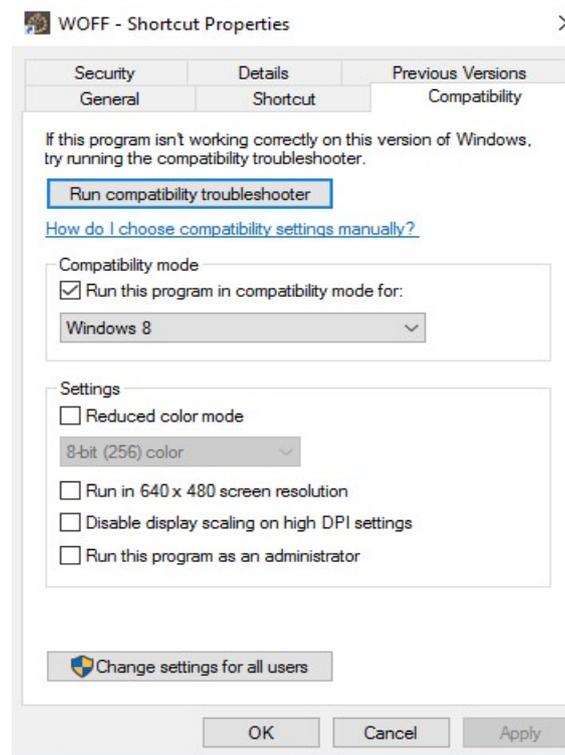
See also section 47.

However 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.

Set it as the next image ;



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

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.com/forum/ubbthreads.php/topics/4302656/Re:\\_A\\_qwirky\\_black\\_screen\\_issu#Post4302656](http://simhq.com/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>

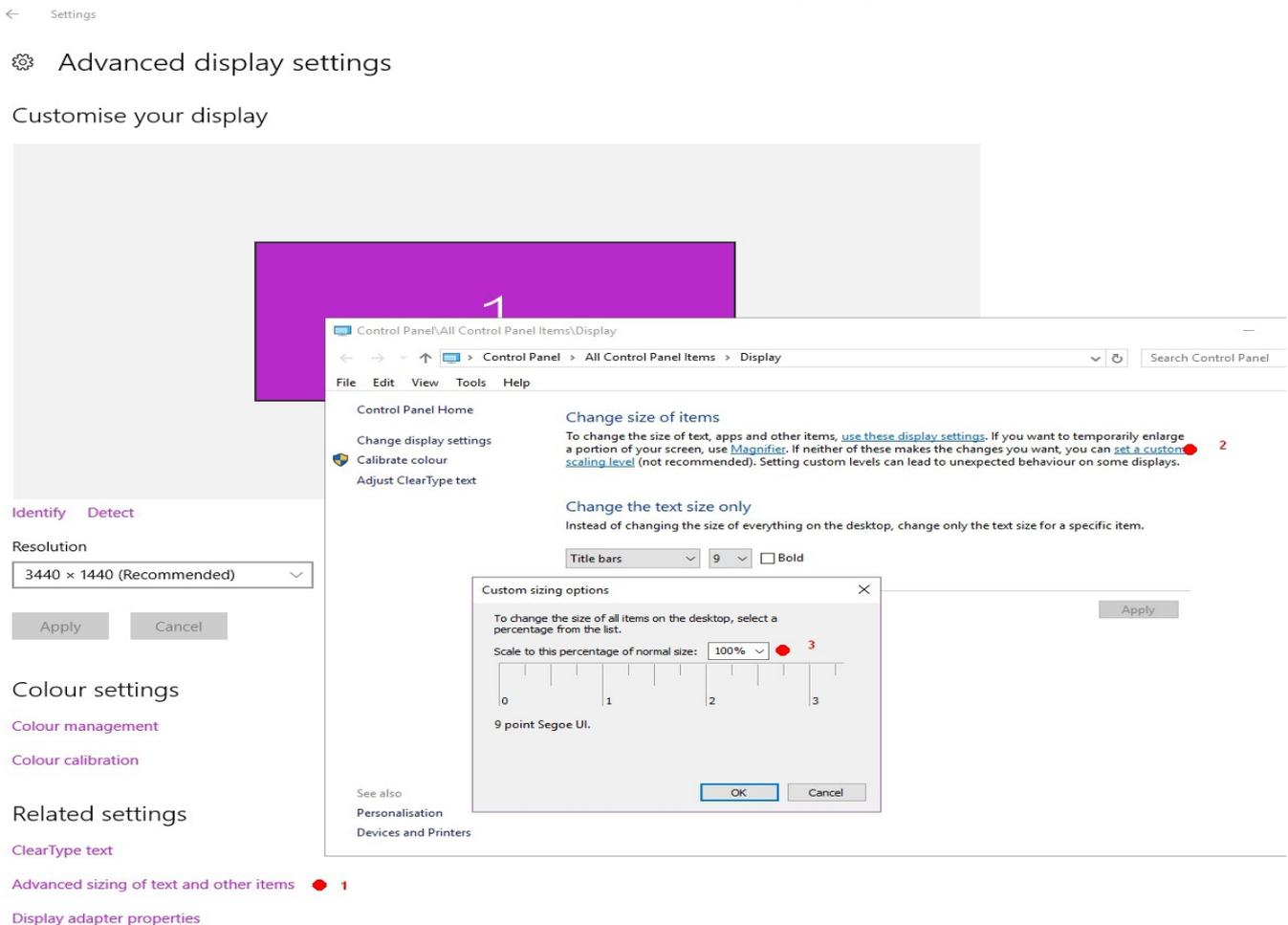
## 49) WOFF's Menu buttons are missing from the bottom of the screen?

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.

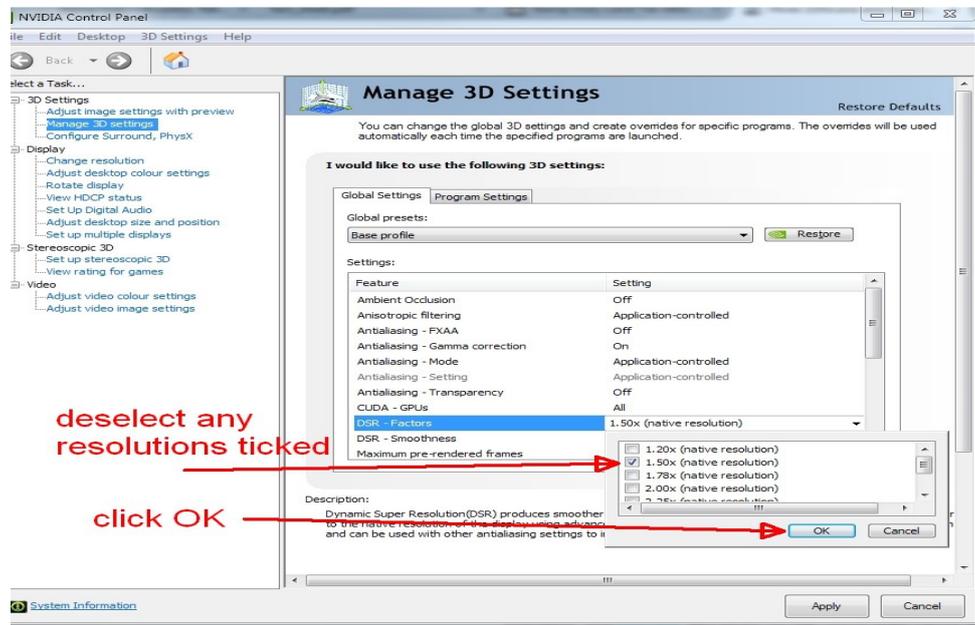
UPDATE: Firstly, please install the latest WOFF UE Update from our website then try to run WOFF UE again. If it works great, if not please try setting your Display settings DPI or font scaling to 100% (default) this should solve the problem.

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 released 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 WOFF for some users. 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?

Note from epower (simhq.com member):

“... 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.com/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.com/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: “I finally have a TM16000 TARGET configuration that gets the rudder mapped properly and avoid a conflict with the buttons. This last one was harder than I realized because 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.com/forum/ubbthreads.php/ubb/download/Number/13056/filename/TM1600\\_AllCombined.txt](https://simhq.com/forum/ubbthreads.php/ubb/download/Number/13056/filename/TM1600_AllCombined.txt)

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

If you are manually advancing the missions (after setting mission advance to auto/manual in workshops) you need to actually FLY the missions. Just generating a new mission by manual time advance whatever means your Commanding Officer in WOFF will insist you actually go do one of those mission types! Until you have had a good try at it, you will not usually be assigned another type.

Also some squadrons historically do certain types for some time, before switching or doing others.

## 52) Some Quick Scenarios give an error when loading?



If you receive an error when launching a QUICK SCENARIO mission such as ;  
**DOGFIGHT OVER THE LINES! - BE12s & Sopwith Pups vs Albatros and Halberstadts**  
**BALLOON ATTACK! - Albatros DV & Fokker DR1 v SE5 & Sop Triplane.xml**

Then you need to rename the missions.

To do this in windows explorer browse the scenarios folder in your WOFF install

**C:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields\missions\scenarios\Britain**

(this is the default location yours may vary if you installed somewhere else)

Replace the **&** with **and** instead, in the file name and it will work.

So right click on the file, and choose *Rename*.

Then change

DOGFIGHT OVER THE LINES! - BE12s & Sopwith Pups vs Albatros and Halberstadts.xml

to

DOGFIGHT OVER THE LINES! - B1E12s **and** Sopwith Pups vs Albatros and Halberstadts.xml

*and then go to*

**C:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields\missions\scenarios\Germany**

Rename (note in two places in this file) :

BALLOON ATTACK! - Albatros DV & Fokker DR1 v SE5 & Sop Triplane.xml

to

BALLOON ATTACK! - Albatros DV **and** Fokker DR1 v SE5 **and** Sop Triplane.xml

It seems recently the & symbol which worked fine before, is now not loading properly due to something changing in the Operating System - possibly only in Windows 10 – we have not tested this with other OS's.

## 53) How to use Headshake and Mouse-Look Features in WOFF UE?

Since WOFF UE V4.14 we have included new DirectX9 shaders from AnKor for more improved graphics and visuals (see downloads page on our website to download any updates).

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: Basically you use the right mouse button click is a toggle 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 headtracking 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 ...\**OBDSsoftware\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 behavior 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 UE on a MAC?

*NOTE: This information was kindly posted by VonS on our forum. 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 UE 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 menubar)

### 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 Ultimate Edition)

(\*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 Ultimate Edition)

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 popup 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 Ultimate Edition; 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 "menubar name" box, something like WOFF or WOFF UE, 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) \*Gameplay\* How to avoid stalling the Albatros (or other aircraft) in dogfights?

This advice can apply to some other aircraft too.

1. You must install the latest update patch to ensure you have the latest Flight models.
2. If after that you cannot fly without stalling the Albatros, then you are flying it incorrectly!

Follow these tips;

3. Keep your forward speed high. Loose speed and you lose capability to perform tight manoeuvres.
4. Avoid fast or jerky movements on the control stick. It likes 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.

5. 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. Push and keep the nose down slightly if it's rising too much as this will otherwise cause a stall in a turn.
6. 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) When I go to fly it hangs at a white or black/blank screen?

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!

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 splash movie as a recent Windows 10 update seems to have broken playback on laptops for some reason. See LAPTOP USERS' NOTES section near the end of the document for more info on that.

### 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.

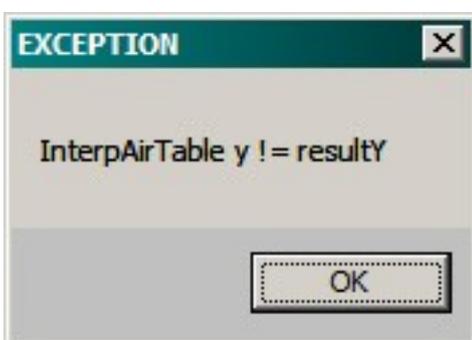
You can also simply move your mouse off the edge of the screen

PS you can also turn off some of the messages text at the top of the screen.

### 58) I cannot enter my order number when WOFFUE requests it, on first run!

Install the latest update from our website (see the downloads page for WOFF UE). Unpack, and install that and you will be able to enter your order number.

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



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 UE on a Windows 10 PC the installation stops with the above error, try using WINRAR to unzip the files before installing. Windows 10 has 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 UE?

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;

GunsightIncreaseSize=SHIFT+]  
GunsightDecreaseSize=SHIFT+[  
GunsightIncreaseBrightness=CTRL+]  
GunsightDecreaseBrightness=CTRL+[

Some common commands

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**

**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.

## 62) \*Gameplay\* Lone Wolf Missions explained.

In WOFF PE (WOFF Platinum Edition) Lone Wolf missions are available. With the update patch applied version 5.02, 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) \*Gameplay\* Balloons and Railyards and other ground attacks explained.

In WOFF PE (WOFF Platinum Edition) 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. Also 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).

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

### 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 PE, we have removed tracers - 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 in 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 not you.

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 even if you fail to destroy supplies

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.

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 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 not easy.

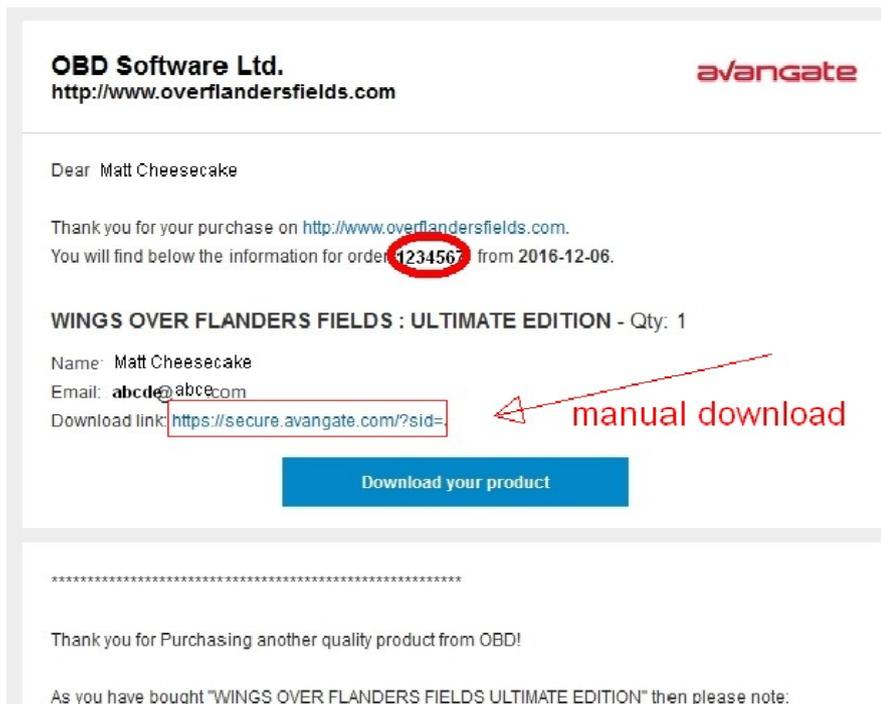
2) Next time a balloon seems to be indestructible, see 1) and if you still think it's indestructible, try colliding with it. It will blow up.

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" but various timings or tricks. This is NOT how WOFF is at all.

We do not want it to take exactly X bullets to kill a balloon or whatever. 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.

## 64) 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.

## HOW TO GET STARTED IN WOFF UE?



Ok so you have successfully installed **Wings Over Flanders Fields Ultimate Edition**, and you have installed the latest patch from our website (if there is any).

What now? OK double click on the “Wings Over Flanders Fields Ultimate Edition” icon on your desktop to launch WOFF.

The WOFF menu system (called “WOFF Manager”) will launch. The manager creates everything you see in the world when flying in WOFF. From campaigns, missions, squadrons, quick combat you name it. It handles our own unique campaign engine functions, settings and much more.

After the WOFF Manager’s Splash screen and so on has displayed, before the main menu appears on the very first run only after install, you will be asked to enter your Order Reference number.

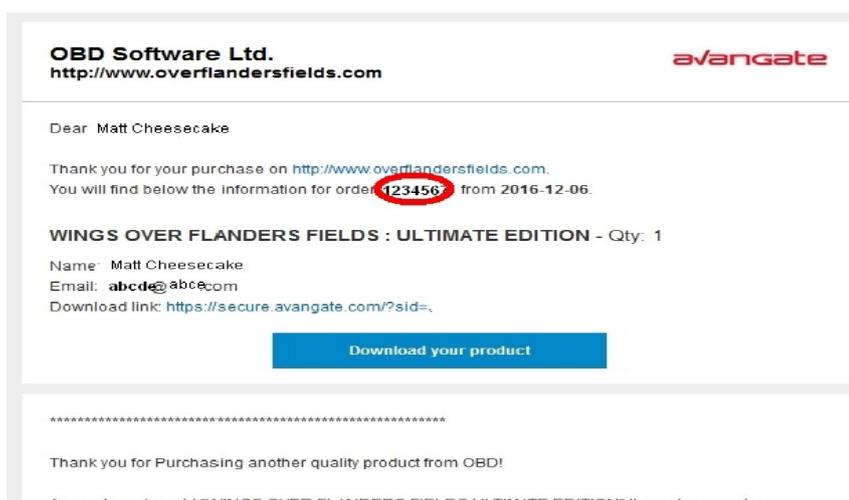
**New customers please install the latest update from our website for WOFF UE (currently v4.24) to allow the order number to be entered! WOFF PE has all of UE including its updates so works fine in this regard.**

<http://www.overflandersfields.com/downloads-woffue.html>

**Download the update, unpack it, and run it to install.**

This is the order shown on all emails sent to you regarding your purchase. For example this one has the subject “Your order on www.overflandersfields.com: Product/subscription information”:

(see following image) :



The area the order number is shown is highlighted in red in the image above. Yours will likely now say “2checkout” not Avangate etc but the basic email is very similar.

Next enter the number carefully and then mouse left click on the check/tick icon. You will only need to do this again on a clean install usually.

**[KEEP A COPY OF YOUR ORDER PURCHASE EMAIL OR NOTE THIS 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 DVD etc.]

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

Once you are in 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 oddly ;)

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

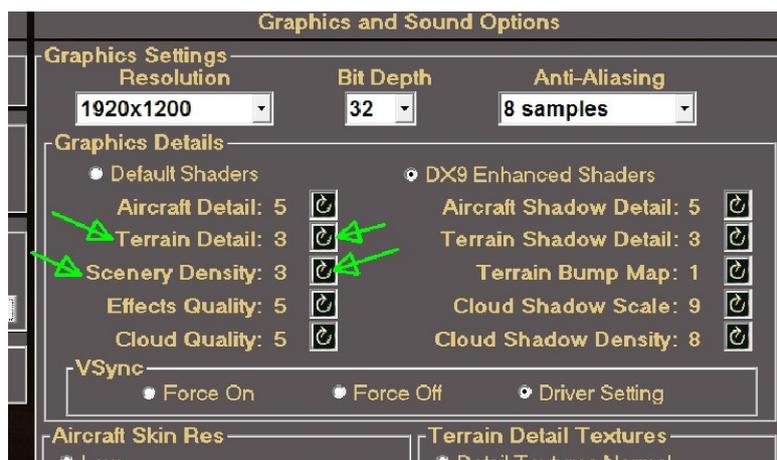
High End system to “4”

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.

(see picture below)



You can also from Workshop click **“Default Key Guide”** button (far left) to see an image of keyboard control and joystick default settings.

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 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.

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



**C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\documentation**

(this is the default install location you may have changed this).

See the next pages for Laptop troubleshooting, and contacting OBD support.

# LAPTOP USERS' NOTES

Although though **we do not recommend** laptops, it may be possible to run WOFF.

1. If you get an error as above in section 16), check if you have DUAL video cards. Some higher spec Laptops have Intel 4xxx and NVidia 6xx M or 7xx 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. Although we don't specifically support this combination, you can you 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 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.

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:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields folder, right click, and look for an option to force it to use Nvidia graphics (or ATI if a dual ATI/Intel laptop).

2. Occasionally WOFF can stop right at the beginning on laptops - the WOFF menu quits before it loads up, this is because Laptop versions of Windows 10 have a problem playing the basic opening splash movie (OBDSplash.wmv) which is a simple windows media movie file. If you launch and the WOFF menu seems to quit or hang, try renaming **OBDSplash.wmv** found in **C:\OBDSsoftware\WOFF\OBDWW1 Over Flanders Fields\campaigns\CampaignData\ShellMusic**

Rename it, something like OBDSplash\_**Disabled**.wmv instead and it will be ignored WOFF menu will load.

(the path shown is the default, you may have installed it elsewhere).

If this is the cause, also you may need to also disable campaign videos in Workshop. So relaunch WOFF, then go immediately to **Workshop** menu, and top left Set **Campaign Videos to Off**. These movies are simple microsoft.wmv movie files, but for some reason laptops do not like to play them - likely Windows media needs configuring.

Some Windows 10 builds such as K and N versions have Microsoft media software removed. This could be the problem for some: Alternatively you could try configuring microsoft media player if installed, or try installing it. See <https://www.youtube.com/watch?v=vglf24QGmUg>.

For more detail on K and N and how to install Windows media player 10 and media pack (which includes things like Skype so be careful if you already have Skype installed as this may give you another install from Microsoft!). <https://www.youtube.com/watch?v=kaaKFz3xcns>

Another important thing to do is install DirectX 9. See section 4 for this, and **also see the Troubleshooting Guide, section 6 (page 10)**.

# CONTACTING SUPPORT

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

See here for basic tips, the WOFF UE 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 there may not receive a reply. **Also to speed up reply and resolution in your initial email, please provide all of the following;**

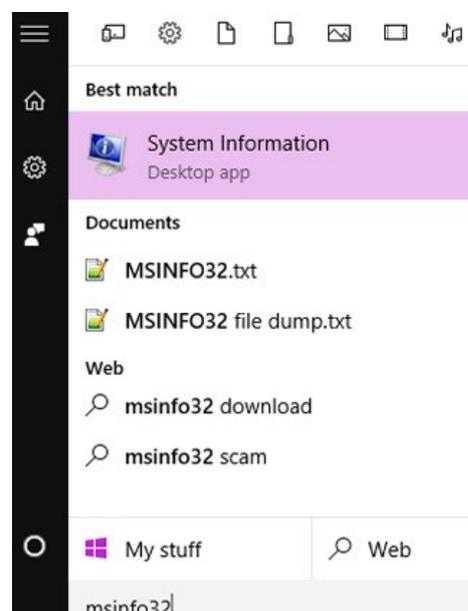
1) Your original order number !

2) 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** (type MSINFO32 into the Windows Run/Search box to find it). Then when MSINFO32 application appears as a choice above your search, left click on it to launch.

Note in Windows 10 it will show as 'System Information' (see image on the right – launch that instead).

Once the MSINFO / System Information program launches, from its menus choose the "**File**" menu, then choose "Export" to save the info to C:\OBDSOFTWARE\WOFF\LOGS or wherever your WOFF install is – save in \LOGS. Give the file a useful name such as MSInfo.txt (Save as a .txt file this will be easier for us to read).



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.

3) Immediately after the error you have, **exit WOFF first**

(a) Next gather all files in C:\OBDSOFTWARE\WOFF\LOGS (or find the Logs folder in your install if you installed elsewhere). Copy them to a temporary folder with all the other files below.

(b) gather **outcomes.xml** from  
C:\Users\<YOURNAME>\AppData\Roaming\OBD\_Games\OBDWW1 Over Flanders Fields

(c) and the latest pilot dossier files from  
C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\campaigns\CampaignData\Pilots  
- Find latest pilot file sorted by "modified date", then make a note of the Pilot number, now find all 4 of that pilot's files. For example if the latest pilot is pilot3 then get;  
**Pilot3Dossier.txt; Pilot3Log.txt; Pilot3Squads.txt ; Pilot3Claims.txt** and then put all these files into a

folder with the other as above. 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>

d) the mission you just flew. Only useful if you have just quit immediately after seeing the problem.

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"

found in your WOFF install in C:\OBDSOFTWARE\WOFF\OBDWW1 Over Flanders Fields\missions\historical (the default install location),

**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.

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 where the first error occurred. Send a screenshot of it saved as a jpeg, and all the steps you did to reproduce your problem. For example just saying "*it doesn't seem to work*" won't help anyone! So you need to be precise about what you saw. **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.** Remember we are not sitting at your PC, so cannot see all that you see. If you are vague so will be our answer!

5) **Send the information in your email with attachment of files as above, to:**

[support@overlandersfields.com](mailto:support@overlandersfields.com)