

WINGS: OVER THE REICH – FAQ.

This FAQ now includes WOTR Expansion Battle of France.

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

16 April 2024 v1.66

Here you can view latest help, info, and **Frequently Asked Questions (FAQ)**. It covers all versions of WOTR and is updated often. It contains all the known issues, fixes, tips etc. **Please read carefully before contacting support (see page 75 for how to contact)**

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1) System Requirements: What do I need, so I can fly 'WOTR'?

A PC computer running Windows 64 bit operating system (Windows 10, 8, 8.1, 7 or Vista).
Windows XP or 32bit operating systems are **not supported**.

MINIMUM SYSTEM;

CPU: Intel 2.9 GHz CPU or higher.

GPU: Nvidia Graphics card, 660 GTX or above or equivalent ATI/AMD GPU. 1.5GB or more of GPU on the card is recommended.

Memory: 4GB PC RAM or higher.

Other: You need a PC Joystick for controlling the aircraft.

You must also be a full Admin user.

Direct X 9 must be installed (see section 4).

Read through the FAQ section 4 for more step-by-step details on installing DirectX and elsewhere for other help.

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

Note to run with a lower system specification, using lower graphic settings in Workshop – see section 13.

Licensing: We ask you please make sure you own a copy of Microsoft's Combat Simulator 3 for licensing purposes. It is not needed to physically install WOTR, and you do not need to install or load from the CFS3 disk etc, but you need to own it for licensing reasons.

RECOMMENDED SYSTEM;

CPU: Intel 3.6+ GHz CPU or higher. RAW CPU speed is better than multi-core for WOTR. Multi-core will only help speed slightly.

GPU: Nvidia 970 GTX or 1080 GPU or higher for best performance with more than 2GB VIDEO RAM. High resolutions like 3440x1400 or 4K will require 1080 GTX or higher depending on system and settings and more RAM. Equivalent ATI graphics card with 2GB + RAM should be fine but not recommended.

Memory: 8GB PC RAM or higher.

Other: A PC Joystick is required, and optional rudder pedals can help immersion and control.

Direct X 9 must be installed (see the section 4).

Naturalpoint's TrackIR head tracking hardware is very recommended to allow full immersion when looking around in virtual cockpit easily. We recommend you close all possible background tasks, AV scanners and other tasks that can take away from your CPU / HD usage. FaceTrackNOIR is a free alternative which works for some.

Other manufacturer's 3D cards MAY work but are not recommended and not tested and we cannot offer support using those.

Licensing: You need to own Microsoft's Combat Simulator 3 for licensing purposes. You do NOT need to physically install it, nor install the DVD when playing, but please make sure you own a copy for legal licensing.

You MUST also install DirectX9, yes even in Vista or Windows 7, Windows 8 or Windows 10. Please install it, and please use the version in the link given in section 4 below and follow the step-by-step 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.**

2) How to install WOTR: INSTALL GUIDE

Important: WOTR is standalone and should be installed into its own folders.

Make sure you are logged in as an **Admin user** then;

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

INSTALL GUIDE FOR WINGS OVER THE REICH	
1) WOTR	Unpack the install files downloaded to a folder and run the WingsOverTheReich_V1.00 Application to install Wings Over the Reich.
2) WOTR UPDATE/PATCH* <i>*NOTE this is NOT needed if you purchased WOTR Expansion "Battle of France" - install that instead, as it will include all of the fixes and previous new updates.</i>	<p>Next install the latest available update patch for WOTR. See https://www.wingsoverthereich.com/downloads-wotr.htm</p> <p>Patches or Updates fix, improve or add features so it is well worth downloading and installing the latest version. Note we have added many new features, and some fixes so well worth updating. Recently we added the Spitfire Mk IA flyable for free in a patch, so even more worth grabbing !</p> <p>Download, unzip to a folder (for example WOTR Install Files). From the folder run the patch by double clicking on it to install. The website Downloads page has more help.</p>
3) WOTR EXPANSION BATTLE OF FRANCE If you own the optional Expansion.	Unpack your downloaded WOTR EXPANSION install files into a folder and run the WingsOverTheReich_Expansion Application to install the Expansion onto your WOTR install.
4) WOTR EXPANSION BATTLE OF FRANCE UPDATE/PATCH.	If you have WOTR EXPANSION go straight to the update for that (instead of WOTR patch) if one is available; https://www.wingsoverthereich.com/downloads-bof.htm
Note although we ask you own a licensed copy of Microsoft Combat Flight Sim 3, you no longer physically need it to install or play WOTR. We do not ask you for the CFS3 license, nor physically need the CD, nor an install of it.	
3) Read section 4 below "After Install, the Next Steps.." for important steps such as installing Direct X 9 and <u>the first time you launch WOTR it will ask you to enter your unique ORDER NUMBER to verify the purchase – this is also covered in section 4.</u>	

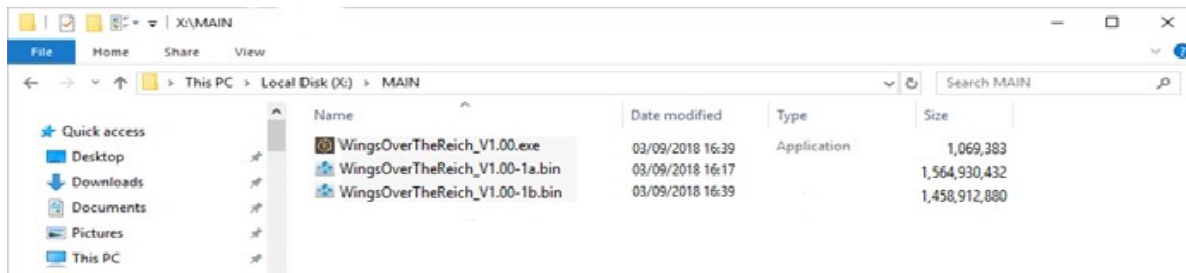
3) Installing WOTR - in more detail

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 the example image below;



Next run the **WingsOverTheReich_V1.00** Application from folder (by double left clicking on it) to install WOTR.

Follow carefully as the instructions are displayed by the installer.

Notes:

a) *Make sure you save the download onto a disk drive with plenty of space to store the large zip. 3 GB and is needed to store the download zip. and another 3 GB to unpack the files contained in the zip to allow install to start.*

b) *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.*

c) *Do not try to run from inside the download zip itself, copy the files first to a main hard drive (see above).*

d) *Make sure you have plenty of free hard drive space to allow the installer to unpack WOTR itself.*

(WOTR install will need at least approximately 8.22 GB (8,836,840,020 bytes) to install)

3) MAKE A BACKUP. *If you purchased the digital download, please note 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 you do lose your install files, we can usually help but note if 3 months have passed since the purchase a \$10 charge per product download link will be applied to cover costs when reactivating links from 7 August 2023.

If you have trouble unpacking or installing WOTR 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 to, as stated in the notes above.

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>

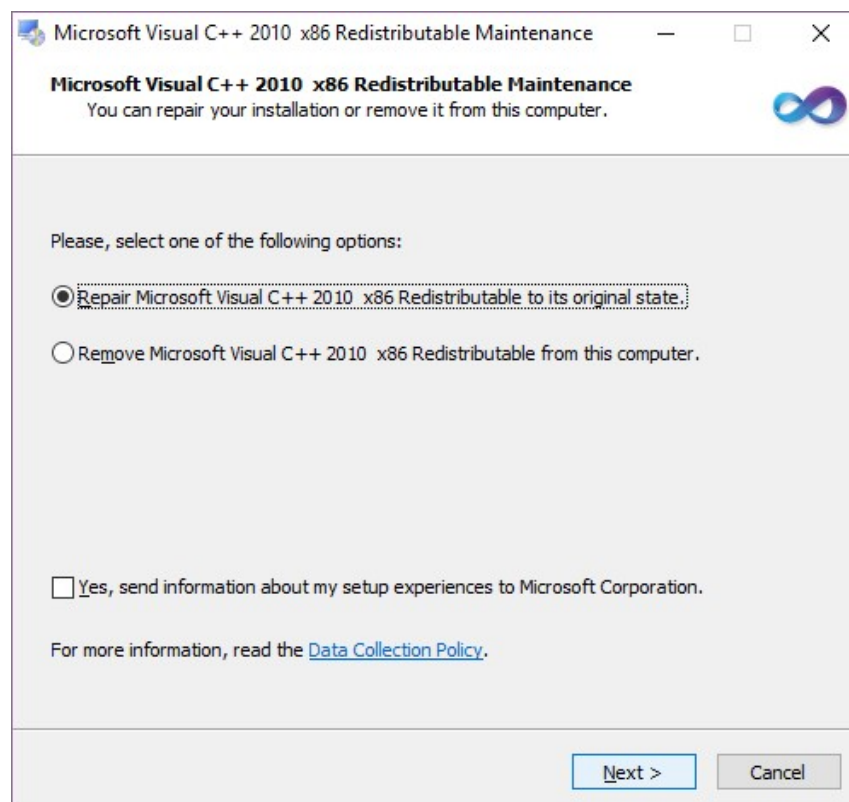
Windows Memory Diagnostics - how to run it manually :

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 WOTR after this please see section 35 and 17.

Just before the end of the install, a small window will pop up from Microsoft Visual C++ 2010 x86 redistributable (see next image below)



MS C++ 2010 x86 Redistributable will need to be installed if it is not yet on your system, do so. Otherwise the MS C++ installer may say "Repair Microsoft Visual C++ 2010 x86 Redistributable ..." so, click Next to complete the 'repair' install.

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

4) After Install, the Next Steps (before running WOTR for the first time)

A) Important: 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... if we have to re-issue download links later we may charge a small admin fee to cover our costs - see section 3 above.

B) Install the latest UPDATE available from our Downloads page on the WOTR Website * <http://www.wingsoverthereich.com/downloads.htm>. See section 2 above for more info. Important if you want the latest fixes, features, and of course the free flyable Spitfire MK IA!

**Not needed if you purchased WOTR Expansion "Battle of France" - install that instead, on top of the basic WOTR install, as it will include all of the previous updates too.*

C) IMPORTANT REQUIREMENT: INSTALL DIRECTX 9

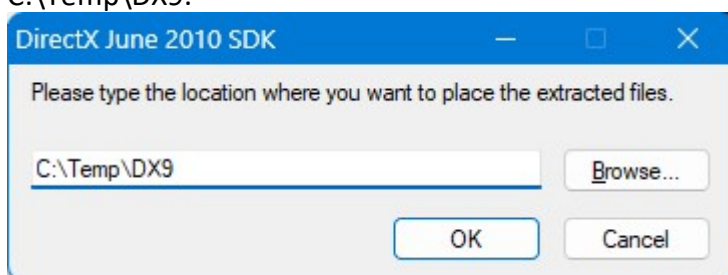
- You need to install the full DirectX 9 install from Microsoft. Yes, even in Windows 7, 8, 8.1, 10 or 11. Please do so even if Windows tells you not to, and even if you think you already have it installed. Below is an easy to follow step-by-step guide on installing this.

*Note the direct X 9 installation file is in your **C:\OBDSsoftware\WOTR\Toolbox\DX9Redist** folder. The file is called **directx_Jun2010_redist.exe** (if you installed elsewhere look for the WOTR\Toolbox\DX9Redist folder there.*

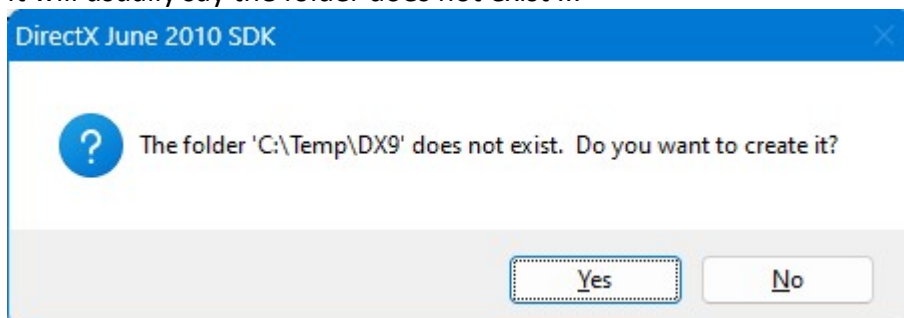
DIRECTX 9 STEP-BY-STEP INSTALL INSTRUCTIONS

There are two main steps.

Step 1: double click on the **directx_Jun2010_redist.exe** file to decompress it. It is a "self-extracting" compressed file. So 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 temporary path and folder, for example C:\Temp\DX9.

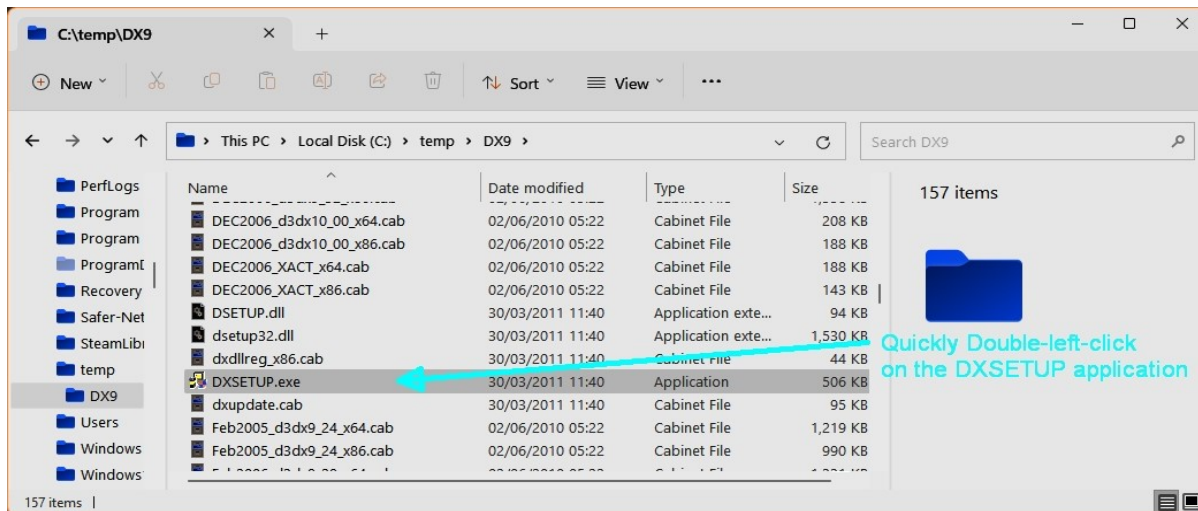


It will usually say the folder does not exist ...



Choose **Yes**. It will unpack the files to the chosen folder. DirectX9 is **NOT** installed yet, continue to step 2.

Step 2: In Windows File Explorer, browse to that temporary folder (C:\Temp\DX9 for example) and double click on the **DXSETUP** application to run it and this will actually install DirectX 9.



When DXSETUP launches agree to the license and Click Next and then Next and DXSETUP should install DirectX9.

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 and 11), which is meant to be compatible with DX9 but you will still need some components Microsoft chose not to include. So, please **do not skip this step**, even if you think you already have DX9 installed.

Alternative locations for Direct X9 download from:

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

Or download from SIMHQ:

http://simhq.com/forum/ubbthreads.php/topics/3555696/Direct_X9_June_2010_Redist.html

After this step, installing any new WOTR update patch from the Downloads page on our website (or you can skip that and install WOTR Expansion 'Battle of France' on top of WOTR if you own that, and then install the latest update for that from the WOTR BoF downloads page on our website).

Now you can launch via the Wings Over The Reich icon on the desktop!

NOTE: The first time you launch WOTR it will ask you to enter your unique ORDER NUMBER to verify the purchase.

See the "HOW TO GET STARTED IN WOTR" in section 5 below for help with entering your unique order number. and what to do next in the sim. Also see setting up your keys or controls section 9 and more.

If you have any problems see the rest of this FAQ (and there's some basic troubleshooting at the end) to get up and running in the sim, how to create a pilot and so on.

News Flash: f you have a frozen blank or white screen on launching WOTR, and especially if you have Windows 7 please see section 42 ! Otherwise Enjoy!

5) HOW TO GET STARTED IN WOTR (includes New Pilot Setup, and Campaign Help)



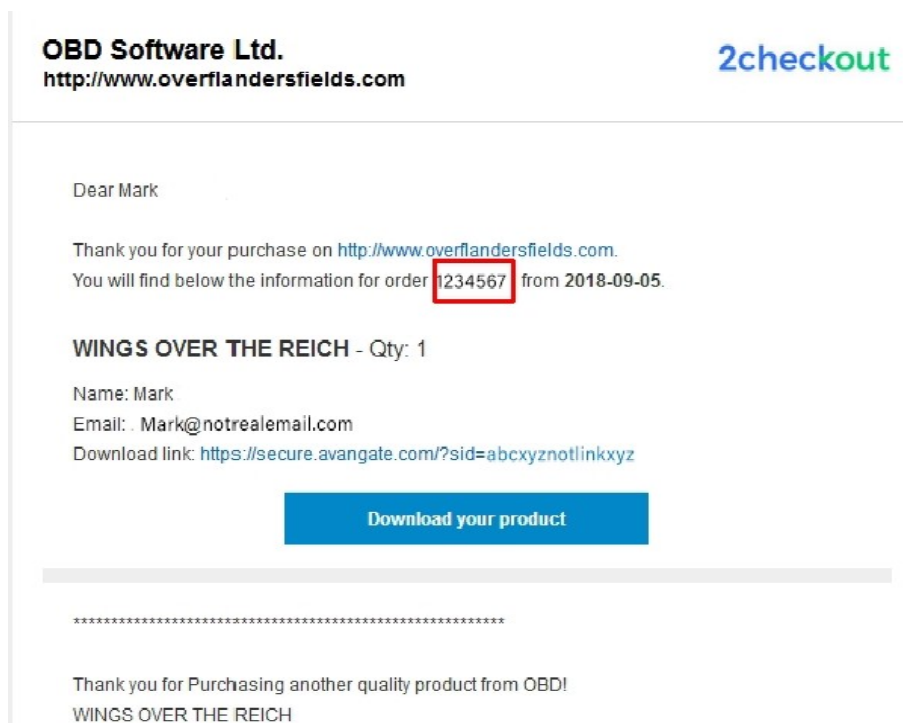
Ok so you have successfully installed Wings Over The Reich, and you have installed the latest patch from our website. It's important you do install the latest update. Check the downloads page on our website.

What now? OK double click on the "Wings Over The Reich" icon on your desktop to launch WOTR.

The WOTR Manager will launch - this is the main menu system for WOTR and more importantly creates everything you see in the world when flying in WOTR. From campaigns, missions, squadrons, quick combat you name it. It handles our own unique campaign engine functions, settings and much more.

After the WOTR 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.

This is the order shown on all emails sent to you regarding your purchase. In the example below with the subject: **"Your order on www.overlandersfields.com: Product/subscription information"** :



The order number is highlighted in red in the image above (test example shown)

KEEP A COPY OF YOUR ORDER PURCHASE EMAIL OR NOTE THIS NUMBER CAREFULLY FOR POSSIBLE FUTURE INSTALLS OF WOTR.

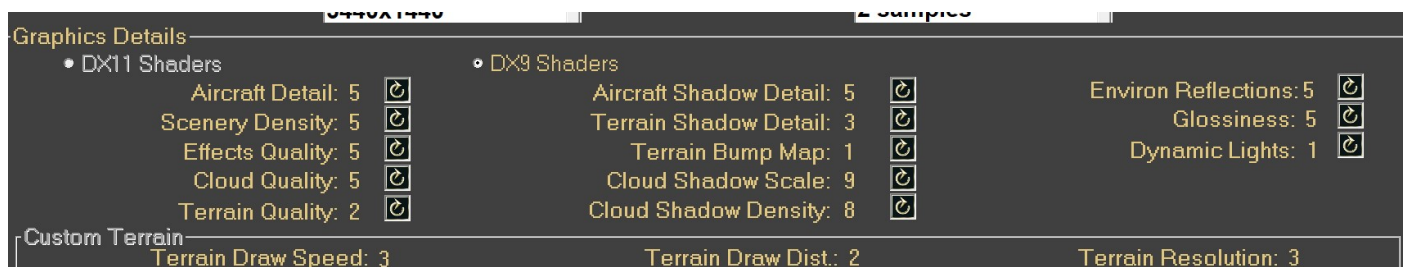
Enter the number carefully and then mouse left click on the check/tick icon. You will only need to do this once, unless you do a new install again later.

If you have the WOTR EXPANSION installed use that Order Reference number instead.

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 on the first Workshop page according to your system. **See section 13 for more detailed info on graphics settings.**

However it’s good practice to start with the following on a reasonably good PC system;



OR set Terrain Quality to “6” for Custom settings then set 5/2/3 or 5/2/4 on a high end PC.

On a lower spec PC lower these numbers.

Note the important setting Terrain quality. On a medium speed PC put Scenery on “3” as a good starting place, high spec PC you can try 5. Anyway best to see how things run, and if it runs smoothly, then come back and increase and test. Section 13 has more detailed help on this.

(NOTE DX11 is not available currently so is disabled).

Other than Scenery Density and Terrain Quality the rest of the graphic settings on the left side of that section you can normally leave set on 5. Scenery lower than “5” may cause details and landmarks to not be show (for example the cliffs of Dover will only be visible with Scenery Density on “5”).

You can come back to Workshops soon to click “Re Map Keys/Controllers” but probably best to check WOTR runs OK first before changing things further.

So click “DONE” bottom left of Workshop and then 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.

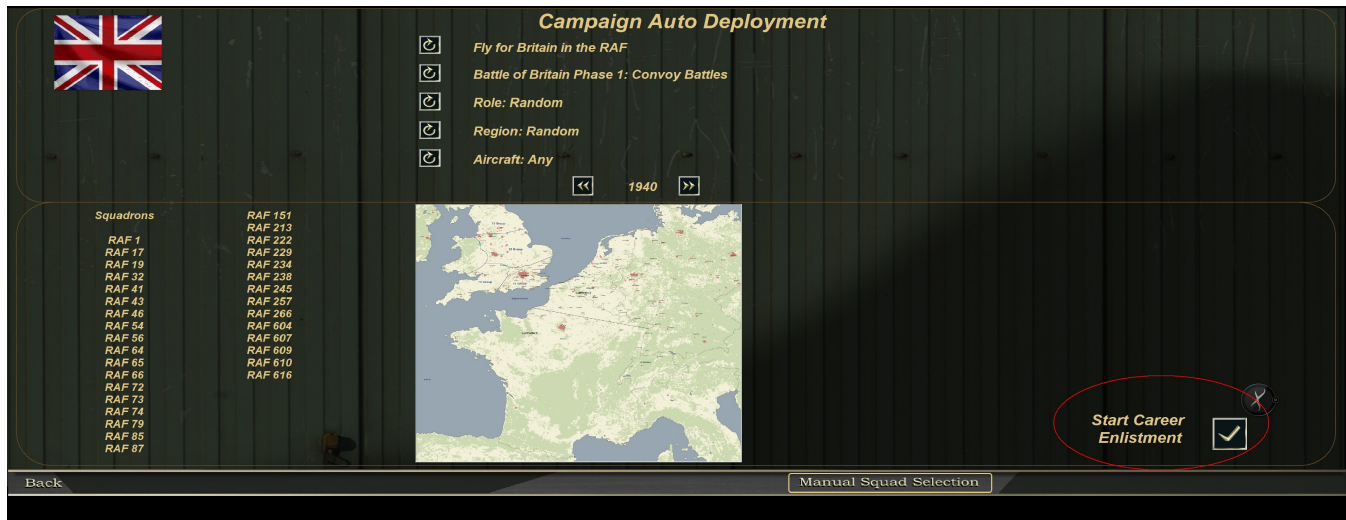
(P.S. The next time you go through this process you will already have a pilot or two, so you will see an intermediate screen of your current pilot dossiers. From there you can view your pilot or choose to create a new one to get back to the *Campaign Auto Deployment* Screen).

In **Campaign Auto Deployment** screen look at the top middle of the screen. There you can choose your pilot’s allegiance or nation by cycling with the icon.

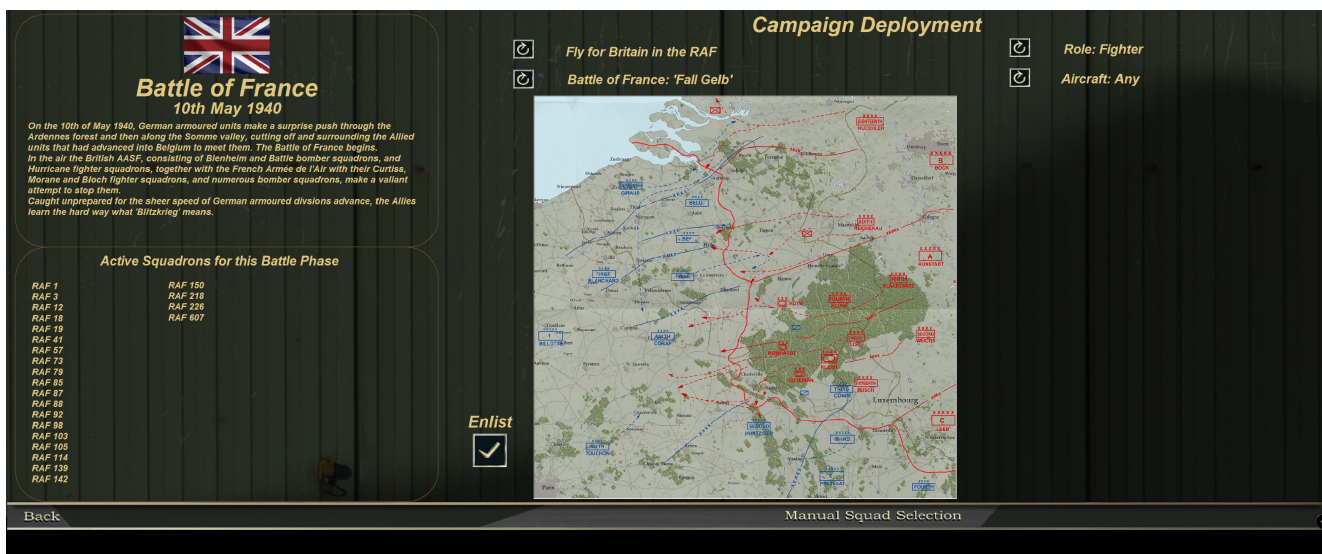
The next button down, **cycles** through the main battles available. With WOTR the Battle of Britain Main Phases are choosable, and with the WOTR Expansion installed you will see Battle of France phases first too

Other buttons provide other basic options such as which aircraft (if more are available, possibly in future packs too). Some buttons may not change at this time until other add-ons are available for WOTR

WOTR Career Enlistment (pilot creation) screen, see the image below:



Update January 2023: If you own the WOTR Expansion the screen will look slightly different, but operates in the same way, please see the next image:



Select options, then on far right choose “Start Career Enlistment” (or “Enlist” in the lower middle of the screen in WOTR EXPansion). Now the sim will choose squadrons as close to your selections as possible. It may not always work out how you want it depending on squads, ranks and dates, but clicking on the tick icon / check icon will accept the choice;

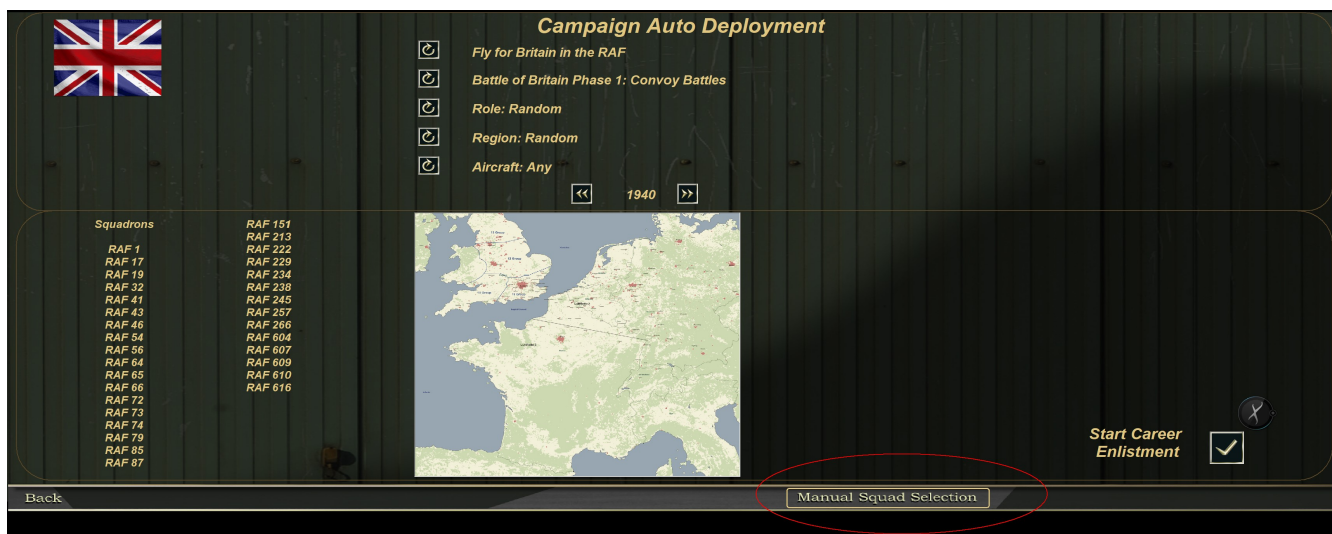


Clicking on the red X skips to another search choice, pressing ESC key will **quit** to the Deployment screen.



Next fill out details for your pilot. The final box you can choose Rookie or Veteran. This only affects how your pilot flies if you ever use Autopilot. It is recommended you choose veteran unless you want to simulate a rookie pilot when your craft is auto piloted. Fill in the details then click “Enlist Pilot” at the bottom of the screen.

The **Campaign Auto deployment** option is to give you more a realistic taste of being sent to a squadron and having no or little choice of where you go next and is quicker than manual deployment usually.



Note: For more advanced pilot creation there is also a **MANUAL SQUAD DEPLOYMENT** option, as per the image above, which gives you much more control of where you will go and a date and squadron choice! Also see section 26 of this document for more information.

If you created a pilot, then subsequent visits to the Pilot Dossier screen will allow you to view the pilot(s) and create new ones or delete them and so on, and can even make one of your other pilots the current active pilot.

After creating the very first pilot – you will be taken to the Campaign screen automatically. You can now start a campaign here - WOTR will be at its best immersive mode - or you can exit here by clicking “**Main Menu**” (bottom left), and go choose **Quick Combat** or another mode from the main menu. Note dying in

QC or QS modes will kill your pilot. You can set options to 'never die' in QC and QS should you wish, or create a pilot especially for QC, and others for campaign. Also you can always make a different pilot active from the Enlist Pilot screen if you prefer not to risk your pilot in QC/QS etc. Finally in "Workshops" menu click on "more" on the bottom right, then under Outcomes select "Easy" and then your pilots will never die.

Please note a Pilots nationality affects which planes he can fly in campaign and Quick Combat, and in Quick Scenarios. So if you want to fly a Bf109 in Qucik Combat you will need to create a German pilot and set him as the active pilot from the Pilot Dossiers menu on the main WOTR menu screen.

Campaign Mode

Assuming you want to fly in campaign for the moment below you see an example of the campaign main menu. **WOTR is a real time campaign system.** For example, if the campaign screen is left and you watch the screen after a certain time (perhaps hours!) the mission may auto launch. Hence you can skip to next event (mission) by pressing the >> icon button on the right - *OR - for more excitement you can use the auto/manual time advance button and then FAST time see further below for more information.*





You can check the duty room for information on pilots and so on, or you can use the



button to advance to the next event or mission. The next dialogues will ask if you want to continue





Here press the  mark to accept and continue.

Note Pressing the  symbol will cancel on this Next Event dialogue. (Pressing esc in the dialogue box will exit).

On the next screen you will be shown the next event date



You can again press the  mark to accept this event and continue to briefing. However note in this dialogue pressing the  symbol in this will not exit, but actually skip that event and move to the next one. (Pressing esc in the dialogue box will exit though).

Morning Briefing summary screen appears, read and click DONE.

Next Today's Duty Roster screen appears, read and click DONE.

Now you are in the mission briefing, you can adjust loadouts, aircraft skin, choose Air Start and more here. Read what the mission is, study the map, then click "Go To Field".

Now you are launching the flight sim and all being well you will appear in the aircraft once the simulator has loaded.

If on the field, you can press E to start engine easily, or do a manual start (see documentation folder for a document on how to do a manual start **WOTR Manual Engine Startup Procedure** text file. (found in OBDsoftware\WOTR\OBDWW2 Wings Over The Reich\documentation)

CTRL+Q exits the sim and returns to the WOTR manager and mission debrief. Watch out for the "Details" button on the debrief, here you can read what happened and make a claim for any possible kills!

One tip, from the main menu click on **Workshop**, click **More** (bottom right). On this 2nd Workshop screen where there are more options.

One is called "Campaign Date Advance". There enable Auto/manual option.


Now when you go back to Campaign you will see a new icon called T+ which is **Time Advance** mode:



(Update: in later Update patches, this is enabled by default).1

Clicking the T+ brings up the dialogue shown below. A new mode called Fast time which is selected by default (the other buttons are obvious).



With Fast Time highlighted, clicking the  will switch to an exciting mode where you wait for missions to come in, the clock will run fast. When a scramble or other mission comes in you will be taken there or to briefing automatically. Time is of the essence...

Pilots

Once you have one pilot created you can create more to have different careers if you wish. Go to **Pilot Dossier** from the WOTR main menu screen and "Enlist New Pilot". After creating more pilots, you switch between them by scrolling through pilots using the arrow keys either side of the identity book pages, and then "Select Pilot" on the pilot you want to make active.

Quick Combat and Quick Scenario modes

On the WOTR main menu area, apart from choosing **Campaign** with its dynamically generated missions, you can also choose **Quick Scenarios** –pre-made missions to put you right into a combat situation, and **Quick Combat** where you can set up a Scenario with numbers of aircraft, altitudes, extra flights, aircraft types, situations. locations and much more.

In QC Remember to set the altitude for BOTH you and enemy to be close enough to find each other!

Remember WOTR is a pilot-based sim, we want you to care about your virtual pilot – try to stay alive. If you die in QS, QC or Campaign mode you are dead and will need to create a new pilot, so be careful. You will enjoy the sim more if you play it this way. However, you can enable the "Pilot Never Dies" option in QC or QS.

You can also optionally set “Outcomes” to “Easy -Pilot never dies” in **Workshop** settings. So you can play the sim how you want to and will never die. If you have any problems refer to the rest of this FAQ for help. A copy of this can be found with other documents in your WOTR install in C:\OBDSsoftware\WOTR\OBDDWW1 Over The Reich\documentation

This is the default install location you may have changed this; however, the latest version is always held online in our Support page.

One important note: It's recommended you are the flight leader, so you can use the RDF data (calling Tower for a Vector to the enemy) and get regular updates by calling during your flight. This way you can direct your flight to the enemy directly. Otherwise you may have less contact with enemies. See section **20B** for more information about calling Vectors and how it works!

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.

For example see section 42 if you have blank black or white screen hangs when going to fly.

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) **Make sure you have the most current Update patch installed** for your product. See the Downloads page on the website.
- b) **Make sure you installed Direct 9** properly as describe step by step in section 4 above - this is important.
- c) **Check Section 30 and 40 too.** Includes steps on setting WOTR or CFS3 applications compatibility (needed for some users, on some Windows systems - especially Windows 10. If WOTR quits with an error early on launching a flight especially see these sections).
- d) **Check your System Specs against the recommended requirements for WOTR!** See Section 1, and on the website Support page
- e) **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 WOTR may be damaged. We usually insist on a full clean uninstall and reinstall of WOTR as per section 17 of this FAQ before we can try to help.
- f) **Reset WOTR Settings in the Workshop.** Put things back to defaults to see if that helps the issue.
- g) **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 WOTR (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.

h) **Try a fresh re-install of WOTR** 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.

i) **Look over the forums**

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. At the time of writing we do not have a specific WOTR forum, this will hopefully come soon.

j) Also check carefully through **section 13** in the FAQ above which has some good tips on optimising and will also help with troubleshooting.

Finally go through this FAQ again very carefully to find your issue or tips!
See sections 13, 14 for more tips.

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

Some Anti-Virus programs can incorrectly block the install of WOTR or its update patches, or even tools in the Toolbox folder. **If you get a virus warning on an update/patch it is a false positive!** Our files are constantly checked by ESET NOD32 Anti-Virus and other trojan and virus scanners others scanners and are clean.

Sometimes WOTR will not launch, and this can be down to some Anti Virus programs harshly blocking or deleting files (sometimes without even reporting it!).

With any Anti-Virus programs showing this behaviour, exclude WOTR’s install folder from scanning in your AV settings. Download the patch, disable AV, install. Re-enable AV. Update your AV to the latest definitions. So temporarily disable/pause your Anti-Virus when installing patches for WOTR if you have false detection or WOTR files are blocked or deleted. You may need to report the WOTRToolbox.exe or WOTRKeys.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, and occasionally Bitdefender, or Kaspersky all are known to interfere with WOTR. Random crashes or stuttering? Then turn off MSE real time protection. 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 WOTR files. Everytime we have reported a file as a false positive they have cleared – so there is no Virus.

Please exclude WOTR files and WOTR folders from scanning AND disable AV before download/install and running if you have problems and exclude WOTR folder after installation (Default location C:\OBDSsoftware\WOTR). Add an exclusion from scanning in your Anti-Virus settings for WOTR.exe CFS3.exe, WOTR.dll and OTR.dll too.

Reporting False positives.

Please help us by reporting false positives.

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/

AVG <https://www.avg.com/en-us/false-positive-file-form>

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 (we have no affiliation with them, simply we have used their superb Anti-Virus product NOD32 and others for years with no issue).

To update Microsoft Defender to the latest signature.

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 - this will force an update.

Alternatively, the latest definition is available for download here:

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

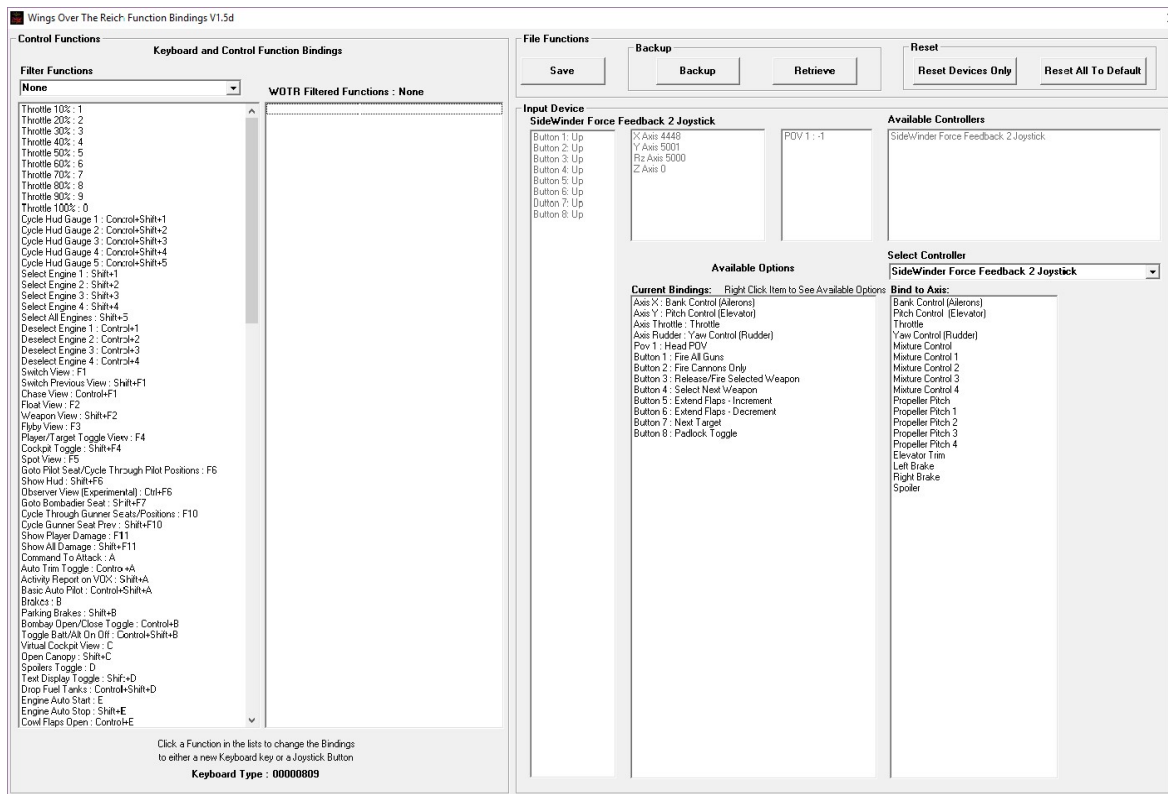
8) Operating Systems – latest info for WINGS: OVER THE REICH

OS Requirement: WOTR is designed to use 64-bit memory access, and so needs a 64 bit version of Windows operating system – Vista , Windows 7, Windows 8, Windows 8.1 or Windows 10.

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

- A. On WOTR's main menu go to Workshop Button on the far right. Click it, then click the 'Re Map Keys/Controllers' button. The excellent **Wings Over The Reich Function Bindings** program will open up.

Please see the next image;



Remember, click SAVE to save any changes before flying, and also close the program or you may hear it beep when flying.

- B. If you select a function and then click a key or button to use, if that key is in use already you will be asked if you want to go directly to that clashing key binding instead and un-map it first. Then you return to what you were doing and map to the newly freed up key. Save your configuration (and perhaps use the backup function too!).
- C. Also for CH Throttle to work properly it is likely you are **not** using the CH peripheral management software.

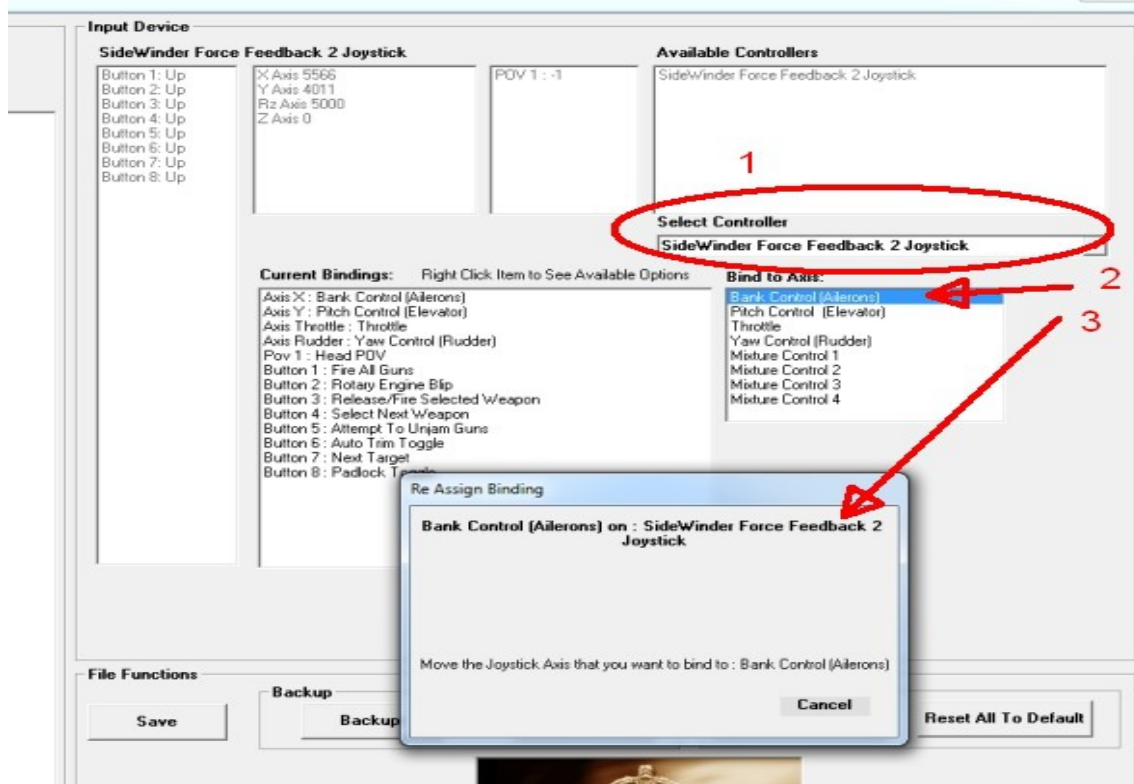
If so you **need to install** the CH Control Manager although you don't need to actually use it. When you install the software, the control manager installs device drivers that allow Windows to correctly see and identify the CH Pro Throttle.

- D. 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)

E. 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;

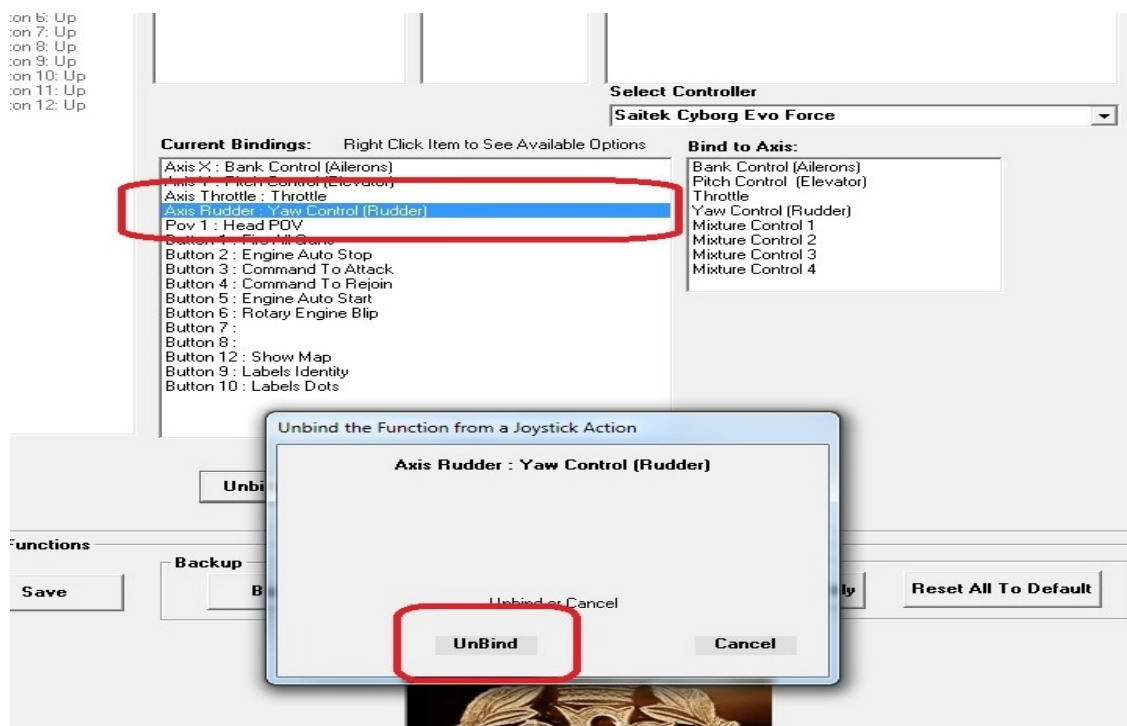


Move the stick left or right (X axis – the traditional aileron movement ;)). Now it will be assigned.

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.

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.

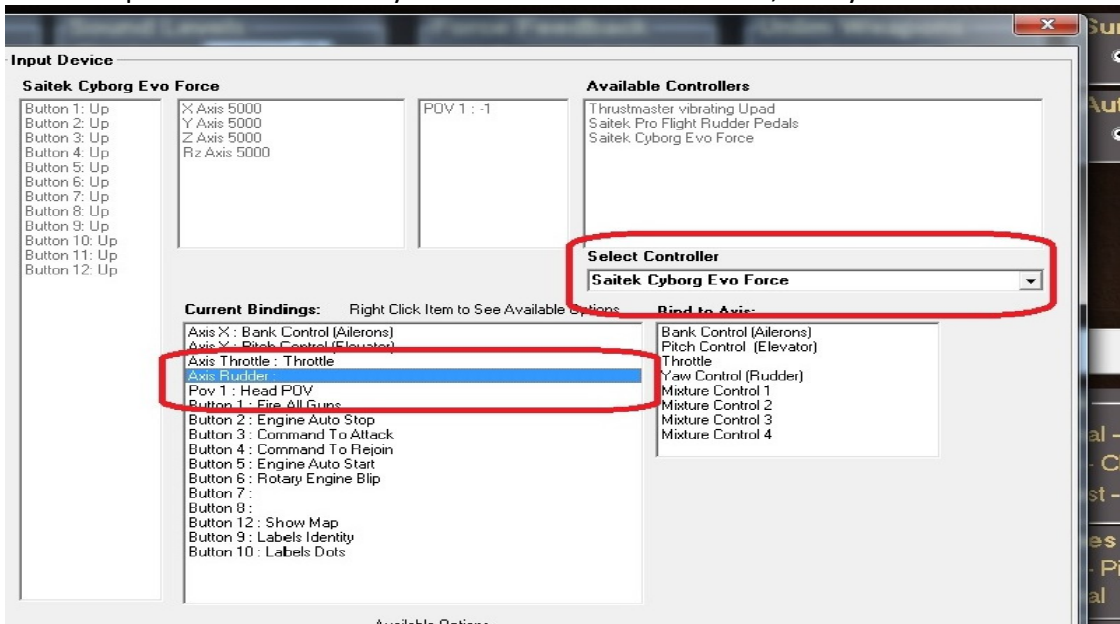
See following image;



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 if it is currently bound (maybe it is bound to your joystick's twist stick Z axis for example). Now Yaw Control is free and you can bind it to the Rudder instead. That means it will not clash with your rudder in the sim and avoids any undesired control clash to happen when flying.

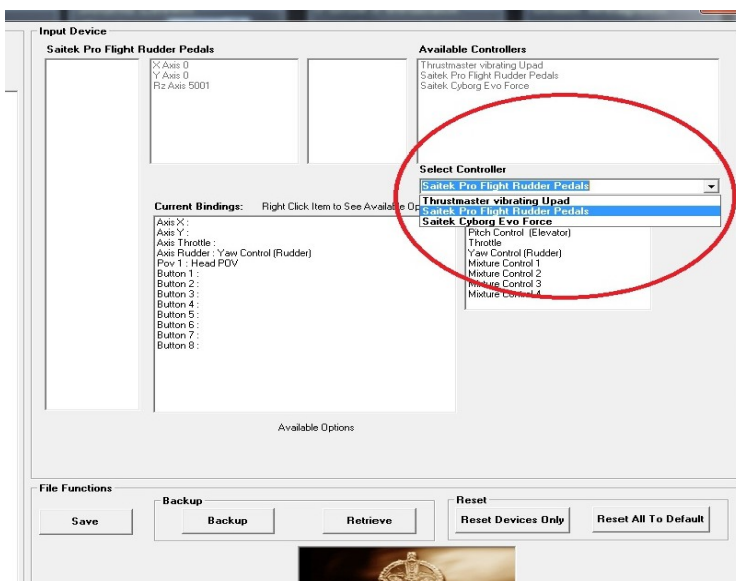
The next picture shows the Joystick's Axis Rudder unbound, ready to use later:



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**.

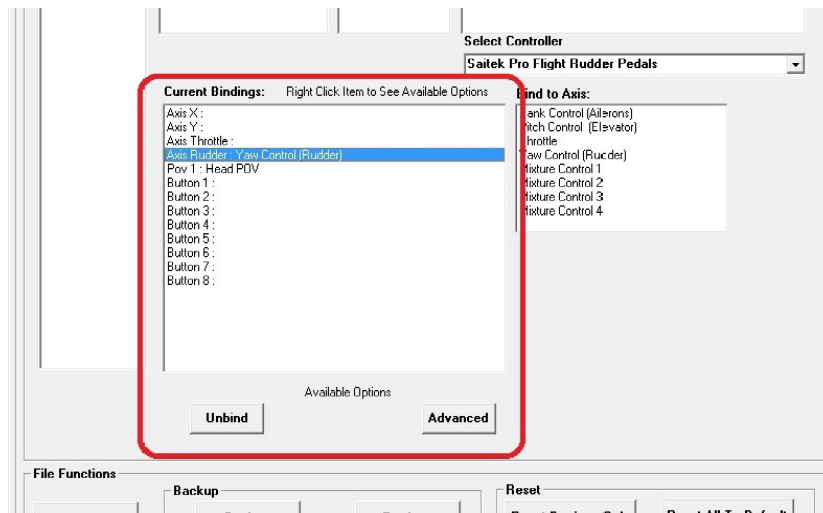
Select each in **Bind to Axis** again and click Unbind. Only keep the specific Bindings you want to use on this particular controller.

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).



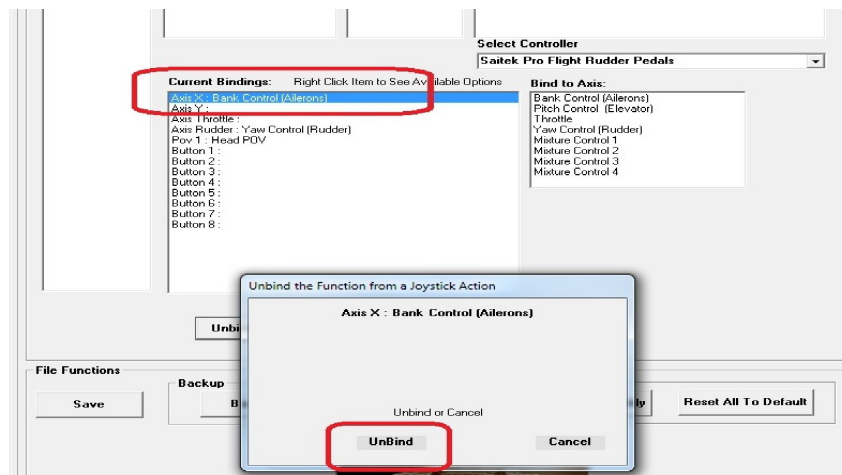
Next click Yaw Control (Rudder) under **Bind to Axis**, now move your rudder pedals fully left or right.

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 WOTR and can interfere with other controls.

Important: 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.

See further in the FAQ for more info and how to calibrate your joystick.

9A) VKB T-Rudders bind OK, but do not work in the sim?

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

Fix for VKB T-Rudders in Star Wars:Squadrons

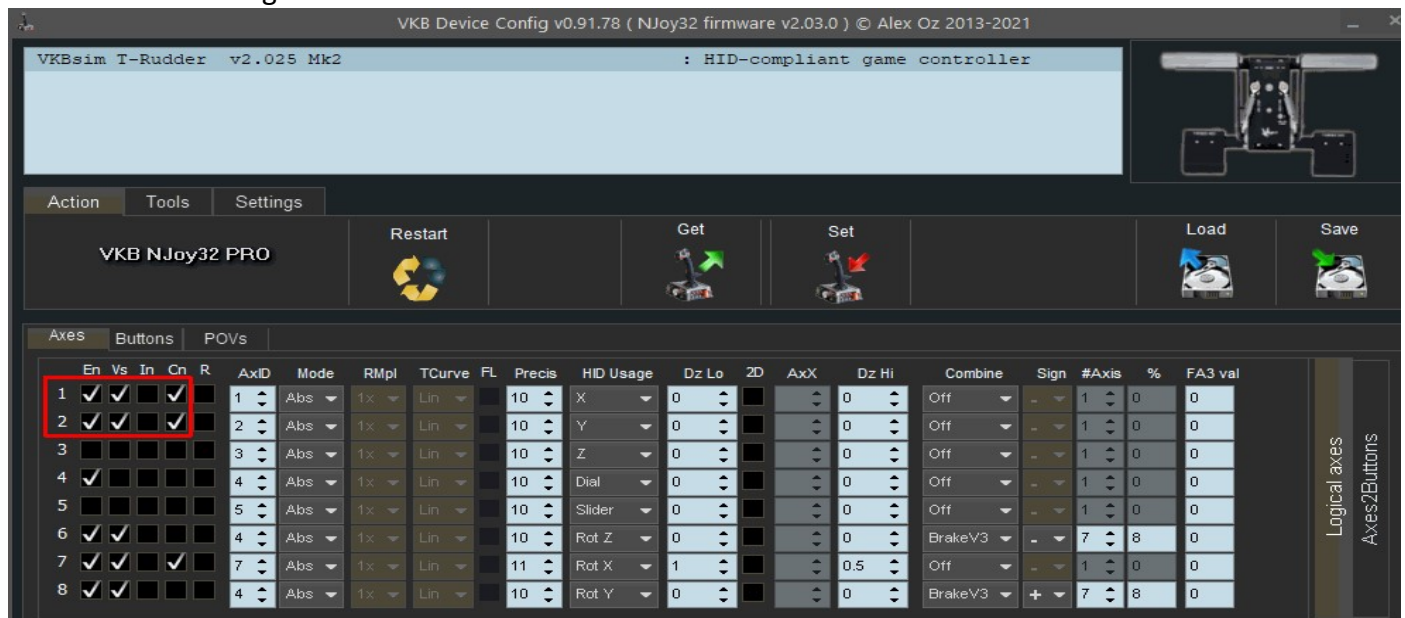
<https://answers.ea.com/t5/Technical-Issues/FIX-for-VKB-T-Rudders-first-post-removed-by-mods-as-spam/m-p/9668738>

Using VKBDevCfg-C:

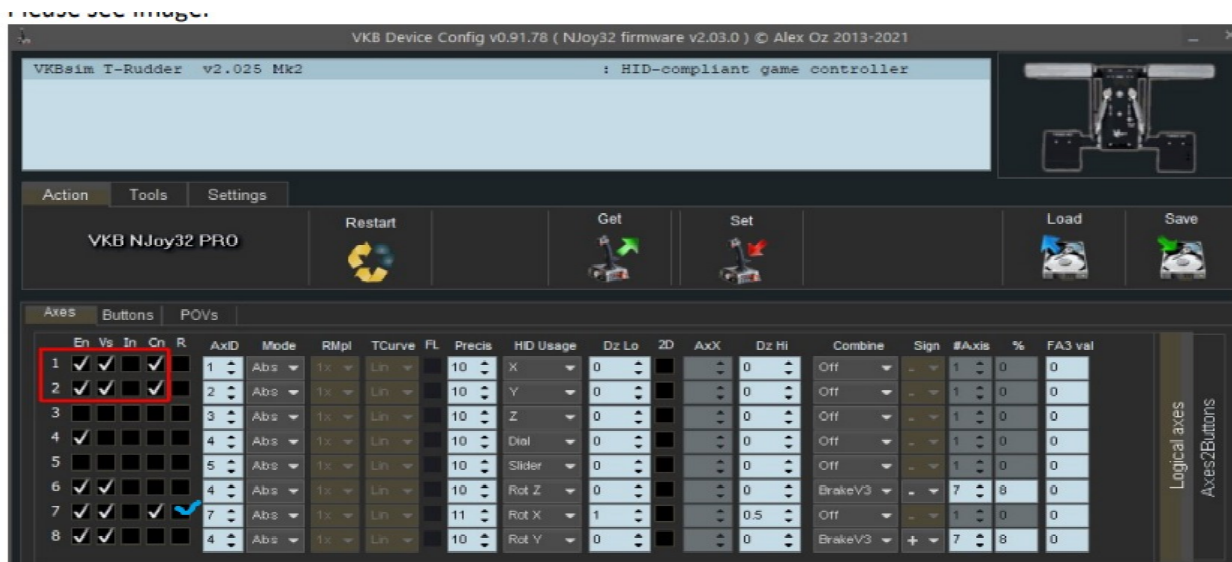
1. SAVE the current (default) PROFILE. This is your backup, although if things go horribly wrong, just use the TOOLS -> DEFAULT to put it back to factory settings (you'll need to do a calibration after resetting).
2. ADD in the fake X & Y AXES by ticking the 3 boxes I've highlighted for each axis.
3.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

Set the three checkboxes for the first two rows for X and Y and nothing else. Then click Set to restart the rudders and now the rudders work in WOFF."

Please see next image:



Another user, WangoTango, reported it may be needed to also tick/check the box as indicated in blue in the image below, to reverse the controls ...



9B) Binding VBK Pedals VKB Joysticks & RAVCORE JAVELIN Joysticks and others?

If 9A doesn't work try this..

Info is taken from a post by user Picchio in the forums:

If you are unable to map VKB pedals (Z axis) to the rudder axis:

Two Z axis on different controllers won't work. Do not use another Z axis as rudder - instead remap its HID Usage to Rot Z in VKB's software ...

VKB Joysticks & RAVCORE JAVELIN Joysticks

Update to the latest version of WOTR to map buttons on the joystick properly.

The Device ID of VKB joysticks and RAVCORE JAVELIN report an extra space on the end of their Device ID names. This causes a problem in runtime in the simulator.

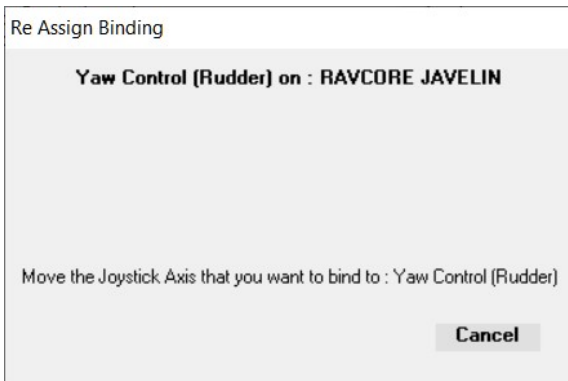
Install the latest WOTR update from the Downloads page of the www.wingsoverthereich.com website .

The latest update includes a new WOTR Key Bindings program that can fix this problem.

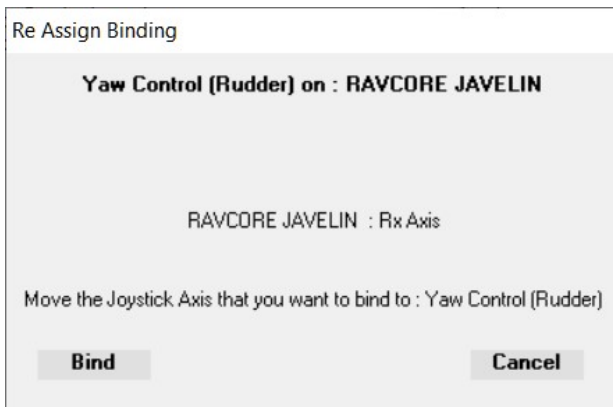
Note if you choose "Reset Devices Only" or "Reset All To Default" options with a Ravcore or VBK joystick selected, you will need to manually bind Yaw Control (Rudder) as thr axis for rudder on this stick is not the normal /default type. To do this, with the "Ravcore Javelin" (or VBK) stick selected under "Select Controller", click Reset Devices Only – this sets a basic range of controls and buttons.

Then under the "Bind to Axis:" column on the right click on Yaw Control (Rudder).

The Re Assign Binding box appears.;



Rotate the stick fully left and fully right - you should see the joysticks axis named in the box. Shown below is the example for “RAVCORE JAVELIN : Rx Axis” :

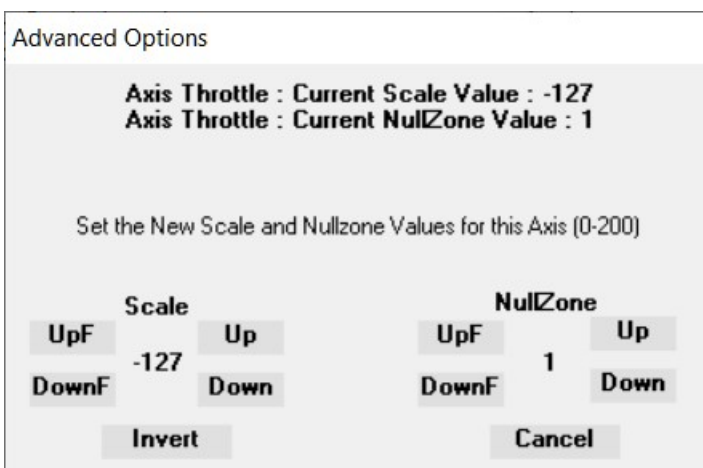


Now click the Bind” button.

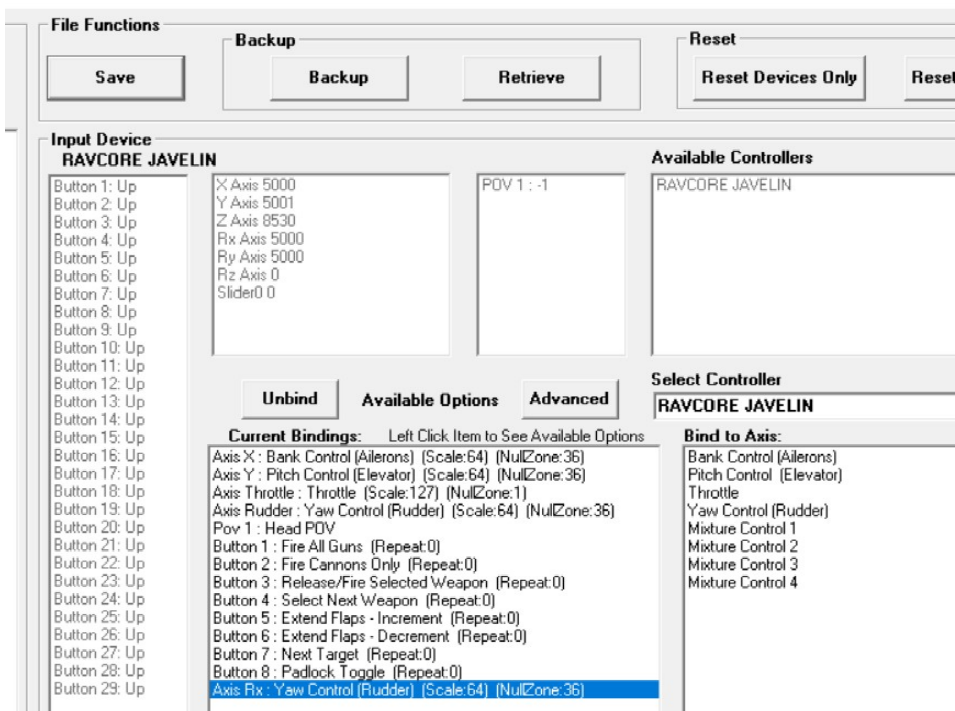
Click SAVE button at the top of the program.

You may also prefer to reverse the throttle action. To do this click on “Throttle” under the left hand **Current Bindings** column.

Click on **Advanced** above then click on “Invert” then click SAVE



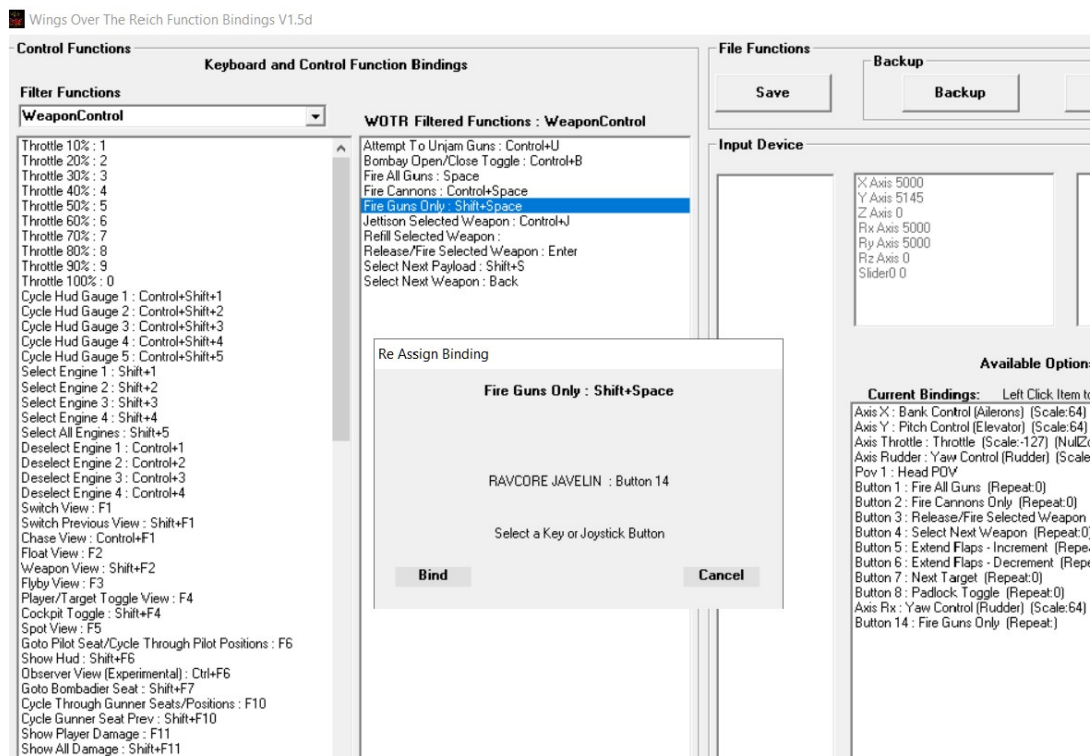
After saving, it should look something like this:



You can also add buttons by choosing an item on the far left column to assign to, then when the prompt appears to bind you click the button required.

This joystick may have other none standard items. For example its main front trigger is actually button 14. The Reset to Default will not assign that for you as it is not standard. So under Filter Functions (top left) select **WeaponControl** then click **Fire All Guns**. When prompted click the main front trigger (button 14) on the joystick to assign your main button to fire all the guns.

Click Bind then SAVE. See the next image example ...



Calibrate Controllers

If you still cannot map an axis on your controller - calibrate your controllers!

If you have a problem binding an axis on a controller (rudder, joystick etc) it may be because you have a controller that needs calibrating so it has a full range 0-10000 or whatever.

In Windows 10 : Click once on the start button and type "Control" and the Control Panel will appear at the top of the search list. Click on Control Panel. (In Windows 7 etc just go to control panel and open it).

Click Devices and Printers.

Find your Controller.

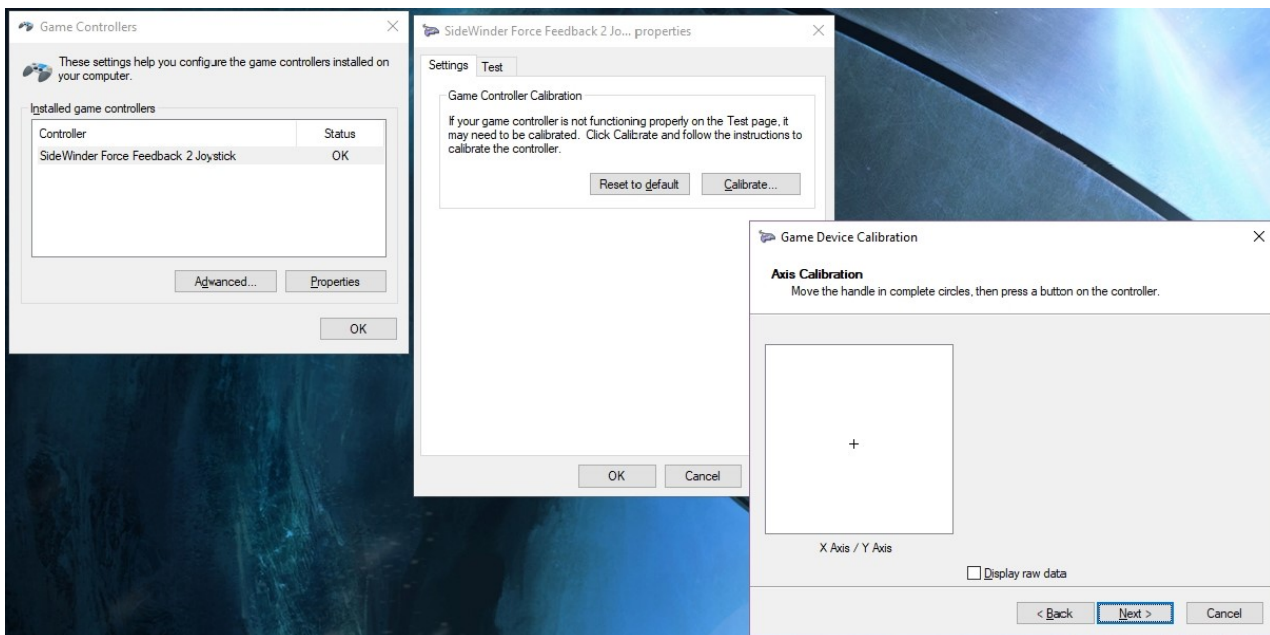
Right click on it, choose "Game controller Settings".

Click Properties, Settings, Calibrate.

Follow the prompts.

That should set the range correctly, basically hiding any errors in your controller range.

Now you can bind an axis (see next image):



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

Note: Some time ago Saitek X-52 and maybe other joysticks can have problems with sims in Windows 8.1 (i.e. nothing to do specifically with WOTR) – 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 below 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>

If you have issues binding the rudder pedals ... and how to disable twist stick:

<http://forum.vkb-sim.pro/viewtopic.php?f=25&t=7226&sid=d3ebc70a1f1ebbd19d3208c6aac42d9>

This is from;

<https://simhq.com/forum/ubbthreads.php/topics/4616560/vkb-t-rudder-pedals-not-working#Post4616560>

ALSO NOTE **Buttons over 128 cannot be used in WOTR runtime.** You must use your joystick software to make a profile for WOTR to limit them to 32 buttons. e.g. VBK Software.

Setting up VBKSim Gladiator joystick for 32 buttons.

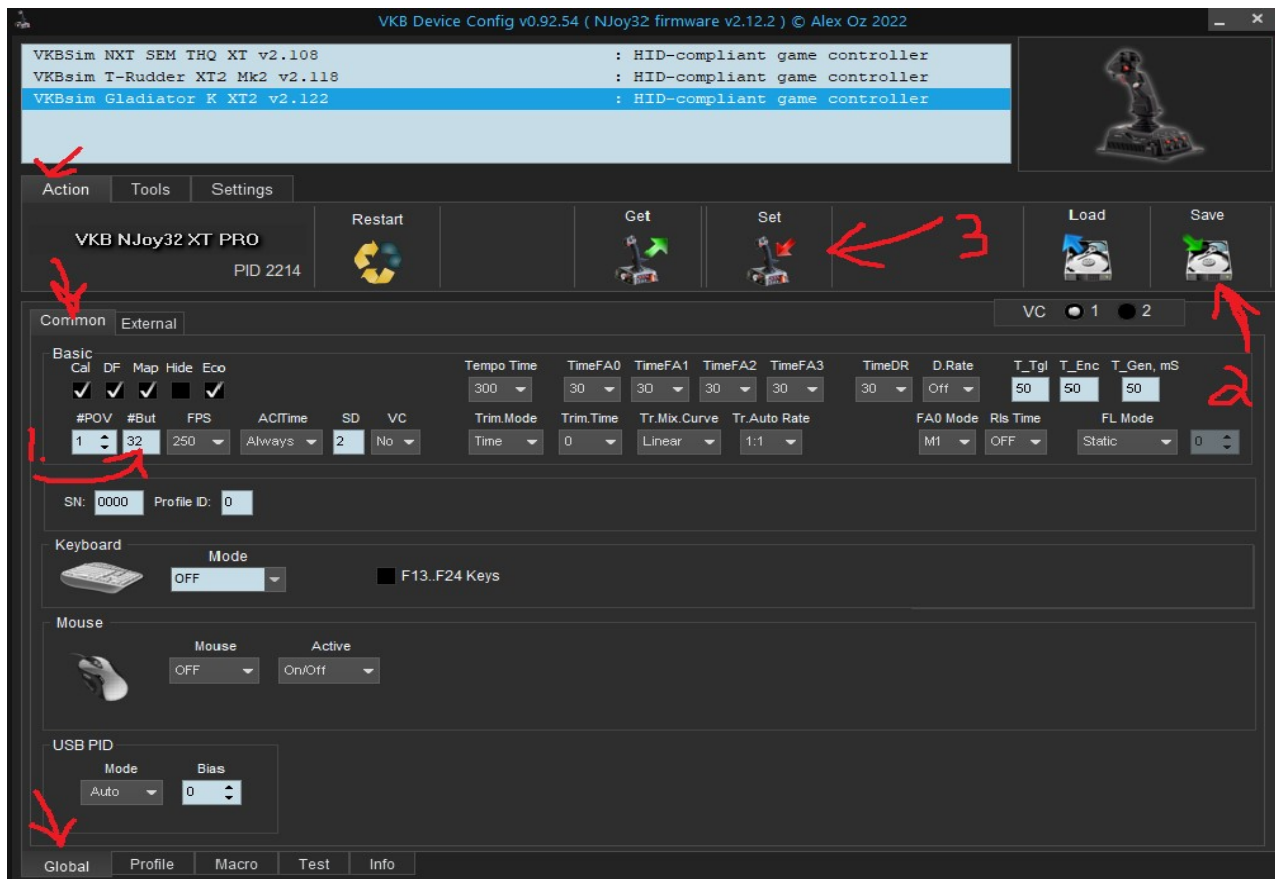
How to set up your VKB as a 32 button device (please refer to the following image!)

- * Make sure your device is highlighted in blue, in the game controller window.
- * Make sure you are on the Action/Global/Common tab

- 1- set button number to 32 (128 is default)
- 2- save 32 button profile as WOTR (for example) a window will open up.
- 3- While WOTR file is highlighted, click set. This will set the profile on your device.

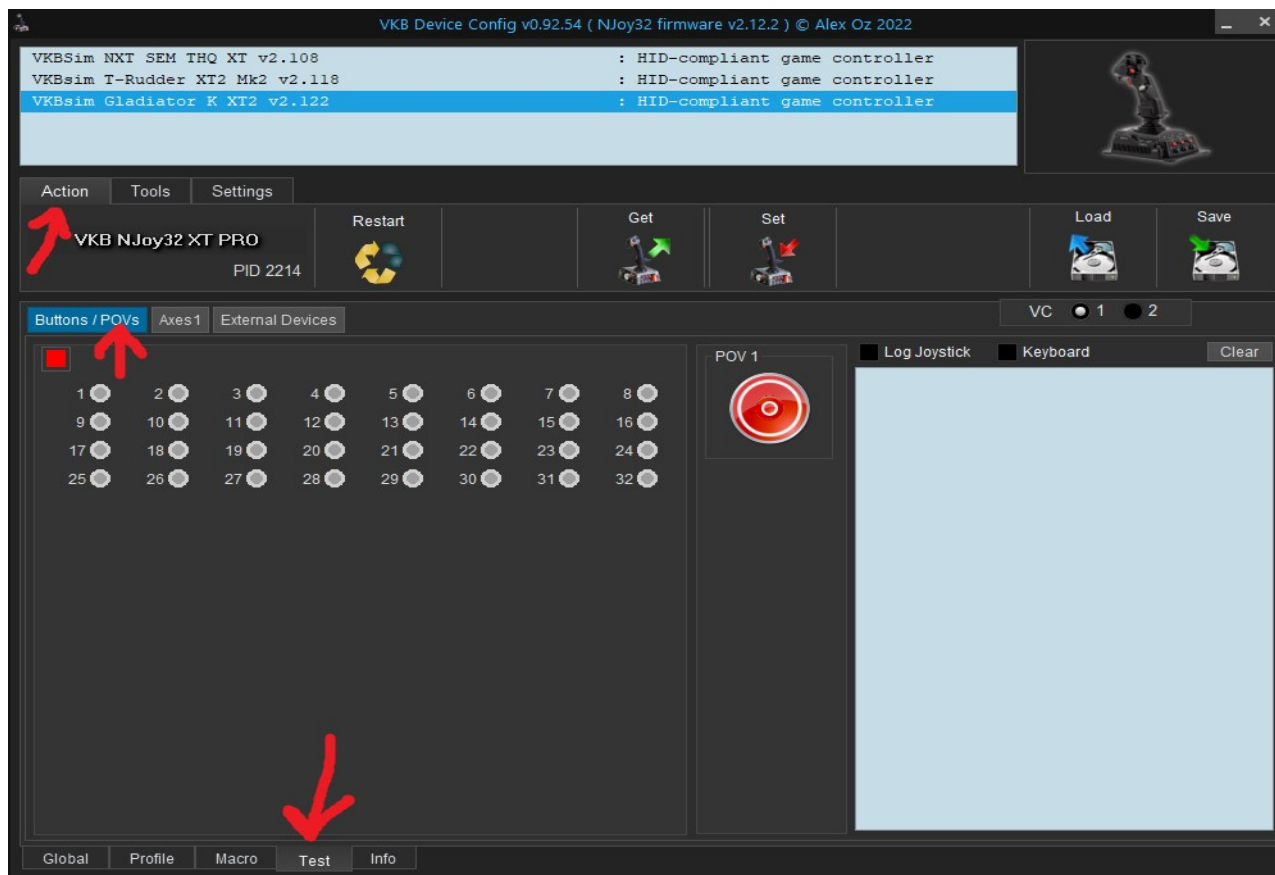
The profile will stay on your device even after unplugging USB. Setting the device to default for calibration purposes will return the device to a 128 button device.

If you set your device to default in the future, and you want your WOTR 32 button profile. Click on Load (window will pop up, select your WOTR profile) then click set. Go to test screen to be sure.



Now to test if the profile is working ...

Click on your device in the game controller window at the top. Make sure it is highlighted blue. Make sure you are on the Action/Test/Buttons POV tab. If the profile took, you will see 32 buttons as above. (as opposed to default 128)



Thanks to WangoTangop for that.

The See this thread for the whole discussion

<https://simhq.com/forum/ubbthreads.php/topics/4615089/re-vkb-gladiator-is-detected-as-new-device#Post4615089>

You could also use vJOY tool to create a 32 button stick, and then use UCR or Joystick Gremlin to bind buttons to those under 32 if your stick has no software.

10) Configuring CH Rudder pedals and Fighterstick in CH Software.

Updated 9 September 2018: Please use these new instructions (*originally 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 seems to work best – you may have problems with other versions.

BirdDogICT's instructions:

1. Download my WOFF Map from the downloads section as a starting point or create your own (see below at the end for download 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 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 (default install location shown).

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)

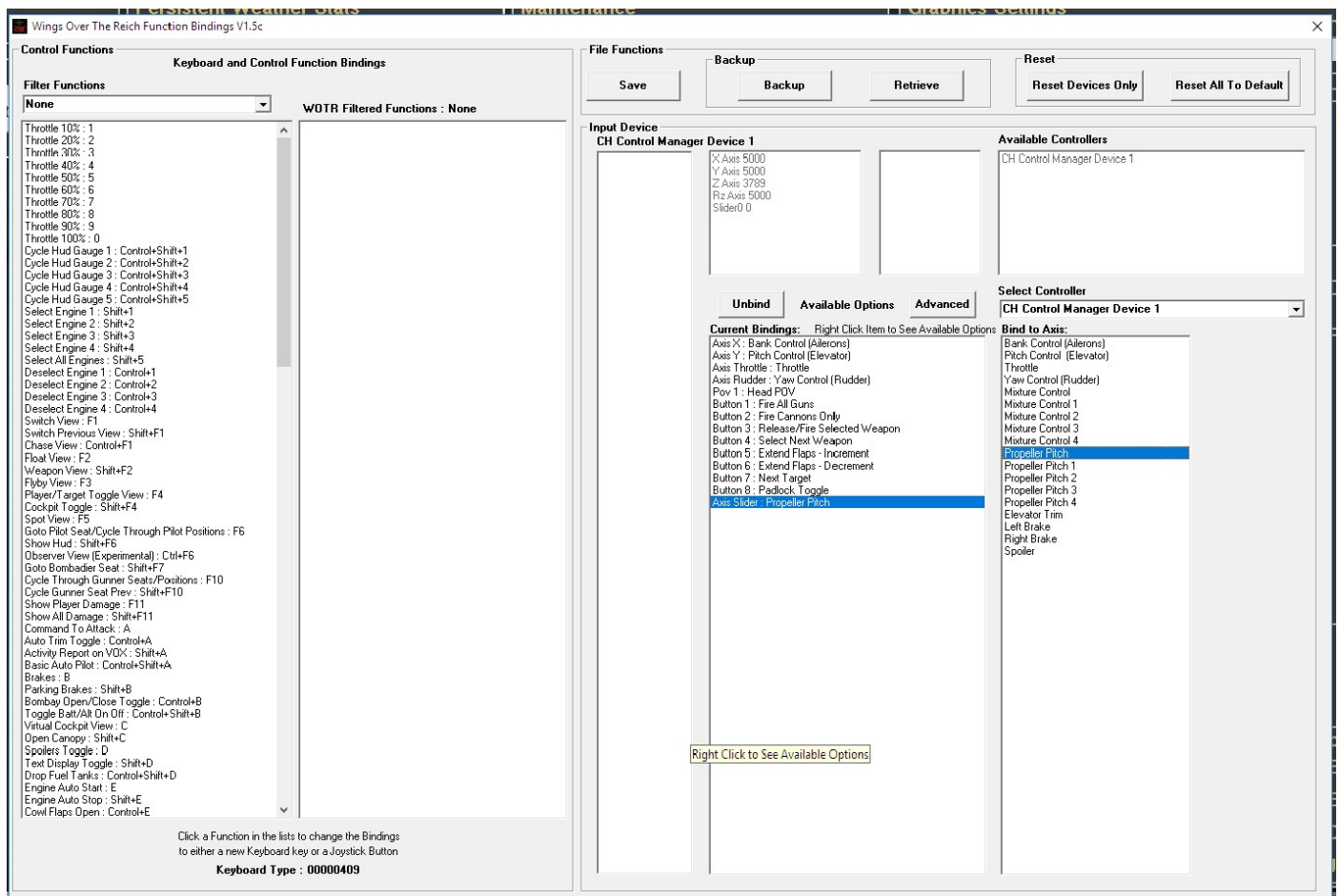
c. Since we have set everything on one controller and used standard joystick axis assignments (e.g., X, Y, Z,

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 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 as a backup.

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

Exit WOTR and unplug all 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.

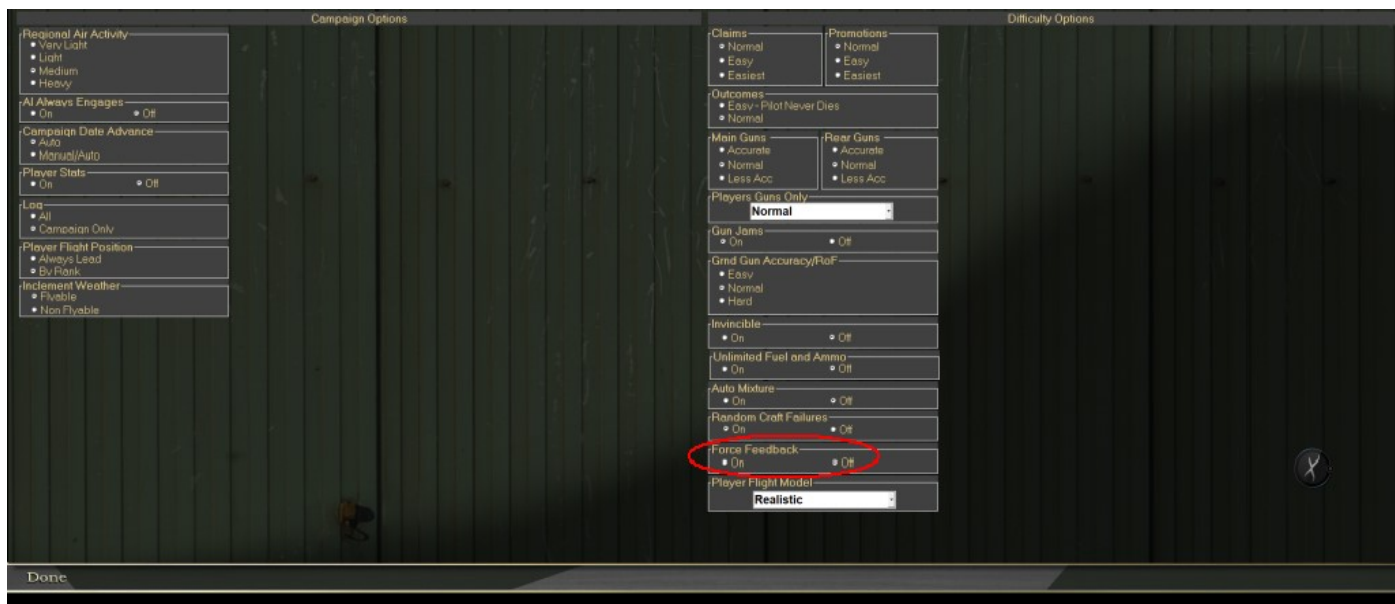
Also see the end of section 9 above for more tips, other ways forward.

11) How do you enable Force Feedback in WOTR? Or G940 centring / FF is odd?

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

(-Thanks to 'Wee' Mac)

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



NOTE: Your joystick may also require drivers or software from the manufacturer to enable FF. Also joysticks, pedals and other controllers **need calibrating** – this will often avoid issues when trying to map them for use in the flight simulator. See the end of **section 9** for more info.

12) 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 WOTR’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.

Also remember to save changes and close the program before flying otherwise the program will still be detecting controller movements or buttons and beep in the background.

13) Graphics Settings, Optimising your graphics, minimising stutters.

Firstly update to the latest version to have the maximum performance optimisations. See the downloads section on the website. www.wingsoverthereich.com

Note DX11 selection is greyed out as it is not currently available. It may become available at a future time.

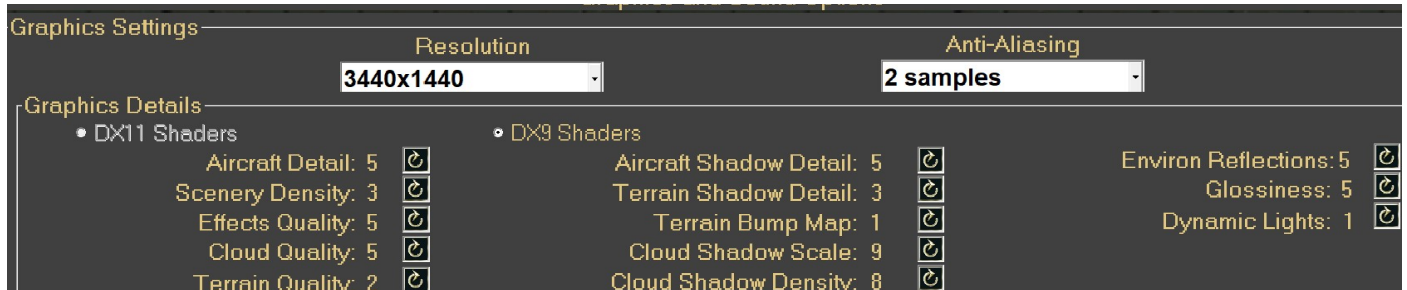
Click the WORKSHOP button on the bottom right main menu.

Then in Workshop, under the **Graphic Settings, Graphic Details** section, you can configure your graphics settings.

As always this is mainly speed/fps versus visual quality.

You can experiment with Terrain draw speed then if you see artefacts or blue triangles to reduce those.

A good start on a high end PC system is to have the options set to 5,5,5,5,3 and go from there this will give good visual quality and decent FPS see below:



Scenery Density can be set lower for fps improvements, however a setting lower than 5 may remove landmarks such as cliffs of Dover and other scenery to improve performance.

If you still have very good fps you can try increasing terrain quality to 4 or 5. If you have graphic problems or slow-downs, then reduce terrain quality again and test.

If you have problems, it is recommended you reset to the sliders to normal settings or lower settings first.

Recommended to leave aircraft and effects on 5, and lower terrain and scenery in the first instance if you have problems with slow performance or crashing due to overloaded GPU. Note some systems such as laptops had dual video cards (Intel and Nvidia for example) and you may need to force the laptop to choose the 3D GPU (Nvidia / AMD) and not use the Intel when running WOTR runtime. See the 'Laptop User's Notes' section at the end of this document.

To Optimise further and increase fps :

A) Reduce Graphic load:

Turn off extras such as 'labels', 'TAC', the HUD readout (Shift+F6), Z key readout. Each one of those will save 3-5 fps on most PCs.

Apart from the graphic settings which should be lowered on low end systems...

Please set these below to improve performance:

Airfield complexity: Med or Low

Campaign Air Activity: Medium

Large Formations: On

Regional Flights: Off

On Alert Flights: Off

Reduce Squad Complements Off

And if more performance is still needed change

Reduce Squad Complements to ON - however this will make smaller flights (for example player will go from 12 to 6 aircraft per flight) and will be less historically accurate.

Also see below;

Next in WOTR main menu, click the "Workshops" button, under "Graphics and Options" or "Graphic Details" depending on the WOTR version, try reducing these in order;

"Terrain Quality"

"Scenery Density"

"Regional Air Activity" (set to light or even very light if you still have problems)

"Terrain Detail Textures"

"Woods/Forest Density"

"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)

Disable **Dynamic Lights** in the Workshop this will help some users.

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!). WOTR'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 more recent drivers.

Some have mentioned setting **anti-aliasing gamma correction to "OFF"** can help smooth fps.

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 NVidia cards such as 970, 980, 1080 GTX or higher see this [forum discussion](http://simhq.com/forum/ubbthreads.php/topics/3879807/Re_Issues_with_New_GTX_780_Ti_#Post3879807) here with good advice;

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 often 1 or 3. Try "use application settings" or 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.

Also it is important to setup your Anti-Aliasing filtering on your Graphic Card settings as per Section 12).

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, most people can close some or all. We have found some Antivirus or anti-spyware programs can check your hard drive during flight or check for updates and cause stutters, as WOTR is using your CPU and hard drive too from time to time. Many other background processes in Windows and programs can do this too. Just because another app is fine does not mean WOTR likes the same settings or the same background 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: This is important and is often dismissed by overclockers. 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 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 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 WOTR, 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. WOTR 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 settings or resources. Research a little maybe read similar posts in our WOTR (see the website for forum details) ask for help there if you are still unable to get better performance.

P.S. **To prove overclocking can be problematic we tested an Intel i7-3820 3.6Ghz CPU on an ASUS RAMPAGE IV GENE motherboard (designed for overclocking) at a minor overclock of 3.8Ghz** with mostly auto settings with very good cooling. It 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 greater FPS but a great deal of very noticeable stuttering suddenly appeared. Temperatures were at just over 50 degrees for the CPUs throughout the test so very well within thermal limits! This noticeable stuttering could be due to memory timings or other chipset components now no longer properly optimised or timed, or unable to cope with the new speeds. However, it proves the point that overclocking even though minor, and 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:

1. **Reduce TrackIR's 'smoothing' setting to 3 or 4, and then test.**
2. **Set Compatibility.** Right click on cfs3.exe in C:\OBDSsoftware\WOTR\OBDWW2 Wings Over The Reich\

folder. Select properties -> compatibility, set it to disable visual themes and desktop composition. Do the same for WOTR.exe.

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

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 WOTR 3rd party mods if any are used. You cannot troubleshoot WOTR with ANY mod or graphics modification installed. Airfield mods, and others can cause un-optimised issues.

PCs are NOT consoles - every single PC is different. Software and hardware can be totally different on each, different hardware, motherboard revisions, BIOS settings and versions, different drivers and versions installed, different background programs, possible registry corruption, and so on. 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. This is a fact of PCs – great as they are, they have their compatibility problems.

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 whilst you are trying to fly smoothly).

*For some doing this next step first has helped and cannot be ignored. **DO A CLEAN INSTALL FROM SCRATCH. Especially if WOTR has been installed for some time, and you may have installed/uninstalled MODS or edited things manually, or even have corrupted files or registry on your PC. It's very simple process for most people (See section 17 for a clean uninstall and re-install). Then try the above.***

H) Some users have found their power supply to be lacking the required power output. This can effect maximum CPU and GPU performance under load. Check your power supply is a quality one and provides enough output for your CPU and GPU (and other accessories plugged in). Some cheaper power supplies can falsely report the proper output, and power on each "rail" from the supply can be lower than specification required. An example is discussed here:

<https://simhq.com/forum/ubbthreads.php/topics/4614723/need-help-with-frame-rate-issues#Post4614723>

G) Finally, in some rare cases, some users with issues finally rebuilt Windows OS from scratch and all worked fine afterwards. Tough to do but the only real fix for some issues.

14) Anti-Aliasing settings

There is no need to set to workshop Graphic settings to 0 (that's why there is no 0). Set Anti-Aliasing (AA) on your graphic card utility, and then set the main profile or CFS3 profile to **always override the application**. If you have problems with the CFS3 profile applying these settings, then try using the Global profile to ensure it works. Basically, for the CFS3 AA setting in workshops it is best to leave it at 2x AA and then set your GPU to **always override the application** in the GPU' settings.

However some have better performance using the following: Set the Anti-Aliasing value in WOTR's Graphic Settings in Workshop to a required value for example 4X (depending on PC performance) and then in NVIDIA control panel set:

Antialiasing Mode to "Application Controlled"

Antialiasing Setting to "Application Controlled"

Antialiasing Transparency to "Off"

Antialiasing Gamma correction to "Off" in your CFS3.exe profile, or in the main Nvidia settings.

Turning Antialiasing Gamma correction to "Off" is recommended for both the above scenarios.

15) I cannot end the mission!

Press CTRL+Q to end the mission. See above section 9 for how to configure or see key bindings. Also pressing the Esc key will pause the sim (toggle), as will the Pause key.

16) Cannot Get to Fly, I see error "WOTR DLL did not start or WOTR DLL runtime crash!"

Exit WOTR, and open in Mission.log in C:\OBDSsoftware\WOTR\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 WOTR, 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 WOTR 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 graphics 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 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 Afterburner make sure you set the application detection for CFS3.exe to none.

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

Firstly if you have random quits back to the manager from flying, especially on high settings you must check section 13 first. Otherwise please try a clean Uninstall and re-install following this guide carefully:

Make sure you are logged in as an Admin user. If your sim is not launching, or not working properly but it was working 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. WOTR uses CPU very much, so may strain an overclock or poorly cooled CPU 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 need to Uninstall WOTR *via the WOTRtoolbox* and then reinstall. Then run WOTR to test to see if the problem is still there – **see the steps below to do this;**

1. Run WOTRToolbox from the C:\OBDSOFTWARE\WOTR\Toolbox folder (default location yours may vary).
2. Select UNINSTALL WOTR at the bottom of the WOTRToolbox menus.
3. Close the toolbox.
4. Browse to C:\OBDSOFTWARE\ and delete the WOTR folder and its contents as the WOFFToolbox cannot delete itself! (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 **WOTR.exe** in Bitdefender trusted applications then it should work. See section 7 for more information.

7. Install WOTR again, do not click anything once it starts to install.

8. Make sure to let the install fully complete -- the installer program's button should change to "Finish". Click that button to complete the install.

9. Now try to Run WOTR again (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 4 on exactly how to install DX9 properly for WOTR.

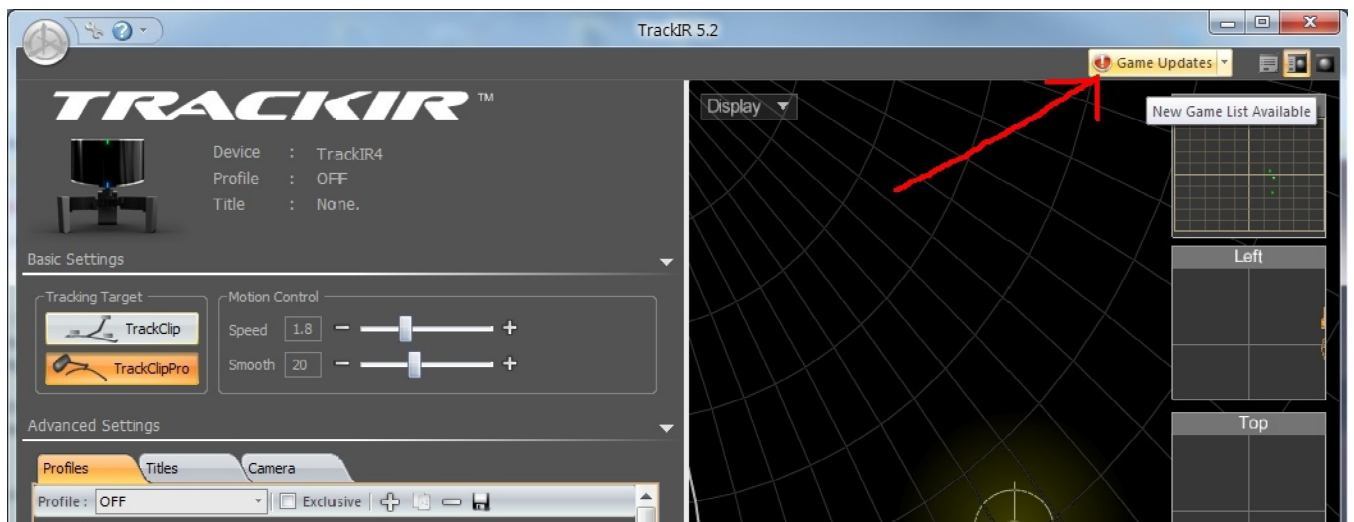
11. Uninstall WOTR as above point 2, then try creating a NEW windows user **with administrator rights**, log in as that new user, then try a fresh install. If it runs, some setting or program in your normal user profile is causing a conflict.

12. Do not forget to install the latest update patch from our Downloads page for WOTR.

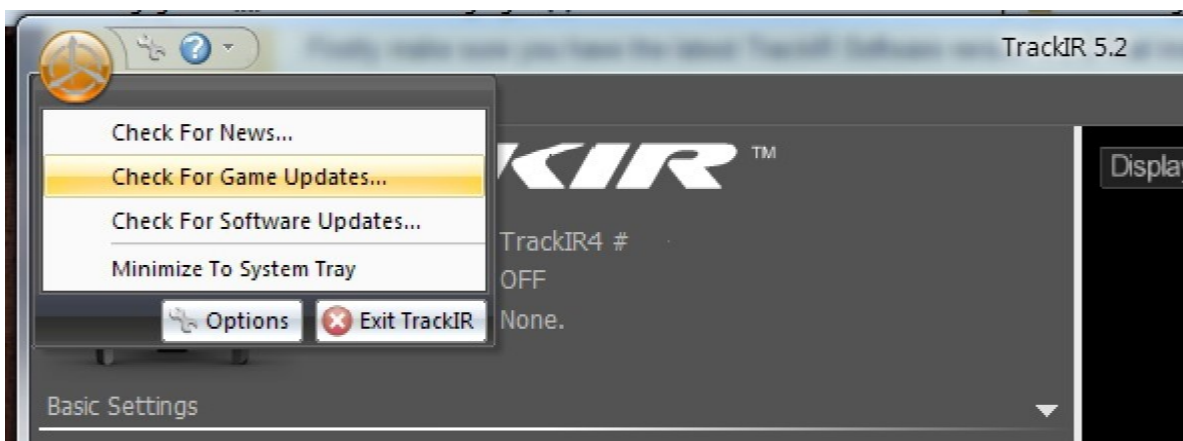
13. For some Windows 10 users, try setting compatibility of WOTR.exe and CFS3.exe to Windows 7 SP1, or Windows 8/ 8.1.

18) TrackiR does not work.

1) Look for Game Updates in your TrackiR 5.4.2 software. Look in one of the following ways:



Or click the large round grey start button at top left of the TrackiR interface (it turns yellow/orange when you go there - see image below) :



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 step 1) above after install.

3) Steps 1 and 2 should have fixed most issues. If you still have issues try unplugging your TrackIR device, and plug it back in, this should help it recognised WOTR. 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"). Note on some OS's you may need to have that setting on instead – try it if you have issues.

19) How do I use Flaps in the aircraft?

Hurricane flaps must be lowered under 136mph. Above 136 they will damage over time. Over 160mph they will blowout/jam etc within a time. Key F lowers flaps and Shift+F lowers it in incremental steps

PS the flap controls on the low right in the Hurricane say do not use under 120mph. If you are flying very slow and lower flaps, you may stall and crash. The nose dips down when lowering flaps on Hurricane so just a good idea to keep your speed above 120 and below 136 mph when flaps are deployed.

For the Spitfire Mk IA keep speed under 160 mph to use flaps. At higher speeds damage will likely occur.

ME109 flaps can be used at slightly higher speeds, keep speed under 169 mph (183+ blowout).

20A) *Gameplay* Using the TAC / How to select a View from Target-to-Player?

Bring up your TAC display press: **'Shift+T'** (toggle) i.e. with the Shift key held down, press the T key too.

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.

'**Ctrl+T**' turns on/off the Instructor or "advisor" messages under the TAC. This includes Vector replays etc. SO if you use the TAC best to leave this on **so you can call for a vector see below** - if you are a flight leader or on your own.

'**CTRL+Shift+T**' - changes the range of the TAC

To change the font sizes you can edit ui.xml in the root of the sim (default location is

C:\OBDSOFTWARE\WOTR\OBDWW2 Wings Over The Reich). See here for details:

<https://simhq.com/forum/ubbthreads.php/topics/4328916/4k-monitor-question-adjusting-font-sizes-in-tac-and-labels#Post4328916>

Note you can also call for a vector to an enemy flight using see the next section 20B

20B) How to call Control for a Vector to enemy aircraft? (Battle of Britain only)

'**CTRL+Shift+V**' - Call tower for a Vector to the main attacking Enemy flight. Note this is a real vector, but remember the enemy is a real flight so you may MISS them or arrive too early whatever - just like in real life. You need the TAC turned on to see the messages (and the advisor). Also note without labels on you could also easily miss some aircraft at different altitudes.

Here's some detailed information and instructions on use of the 'RDF' implementation in WOTR (free feature added since V1.19) from the release notes:

Implemented RDF data update for player: Controller 'Update RDF Data Request' if available.

Radio sounds are played as appropriate.

Currently in WOTR the command for this is set to "**Shift + A**"

Default key allocation post patch, should player reset key commands to Default, will be "**Ctrl + Shift + V**"

Player can bind to any preference as usual with the WOTRKeys app.

How it works:

1) Player must be leader to call for an RDF data update - an audio radio call is played.

2) If there is an enemy formation within nominal range of the player, updated RDF data is relayed via text in the TAC and or message display area and an audio radio call is played. You then set your direction heading to that reported. **Important: check in with Tower often for more updates in case the enemy changes heading!**

3) If no RDF data update is available then the player is informed that no RDF data update is available via text and an audio radio call to this fact is played.

4) The Player does not have to steer to the updated RDF contact and may continue to the mission search/target area, or the original briefing RDF vector as desired, however your chances of finding the enemy will be much reduced.

5) Requesting RDF data update does not only apply to Scrambles missions. Players can call for RDF data update at any time in any mission, and data will be relayed if enemy formations are within players nominal range.

6) Nominal Range: this to ensure that player is not directed to attack all/any enemy formations in the theater but only those within reasonable 'striking distance' of player.

7) If it is a Scramble mission then RDF data is available to assist player to get from Airfield to Target area (once airborne) and then provide more accurate RDF data to actual Target Intercept.

8) Does not apply to German aircraft.

Note calling a vector regularly is important as the enemy often may change direction so you need to find the next direction to fly, just flying to the target will often not be enough to find the enemy especially in the early phases of BoB with less traffic! You need to be leader to call a vector so we recommend you are leader. Since BOF version 1.04, you will get a pop up message on scrambles to remind you that vectors can only be called if you are flight leader. You can also set your pilot to be leader either by initially creating a pilot with a higher rank, or go to Workshops option, click on More, then under **Player Flight Position**, and set it to **Always Lead**.

Also note when calling a vector to the enemy, you need to manually steer that new heading, do not switch on autopilot, as that will just fly the rough mission waypoints with no updated info on the enemy whereabouts.

Note: Calling Tower for a Vector / RDF, is only available during the Battle of Britain, not in Battle of France of course.

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

1. From WOTR'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 WOTR 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 WOTRKeys.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 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;

C:\Users\\AppData\Roaming\OBD_Games\OBDWW2 Wings Over The Reich

with the lines indicated in red below in WOTRKeys.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)

22) *Gameplay* In 'Observer View' I see aircraft/objects above/in the ground?

Observer mode is **experimental** view mode (accessed via CTRL+F6). Although it can be fun, it can have rendering issues when far out from the player, so please don't use it if this bothers you. The mode will likely stay as experimental.

To use observer view, press CTRL key and F6 simultaneously, 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.

You can also use the left mouse button to cycle through objects (note after activating this you cannot switch back to the free moving view mode until next time).

And remember it is experimental if it doesn't work well or you find issues **do not report them we will not respond**. Just because an aircraft is rendered oddly doesn't mean it's not doing what it should be. As stated, Observer view is 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.

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

Yes in flight press **U** key! PS tip – you can also move that text and the dials around – press left mouse button on a dial, and with mouse button still held down, drag the dials with the left mouse button held down. For text, make sure you are nearer the top of the text, and with your mouse cursor on some of the text there, click and hold down the left button and drag the mouse. Let go of the button when done.

24) 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 **OBDWW2 Wings Over The Reich** folder.

So for Windows 7 and Windows 8, and 10 users:

browse to C:\Users*Your Logon Name*\Documents\OBDWW2 Wings Over The Reich

If you find no screenshots, or K is not working, make sure you don't have **mods** installed such as SWEetFX as it may override any game screenshots and stop K key 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\WOTR\ **OBDWW2 Wings Over The Reich**.

25) How can I reverse my Rudder Axis or Toe Brakes?

To solve it, go to:

C:\Users*<your profile>*\AppData\Roaming\OBD_Games\ **OBDWW2 Wings Over The Reich** \
and open WOTRKeys.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 WOTRKeys.xca before saving).

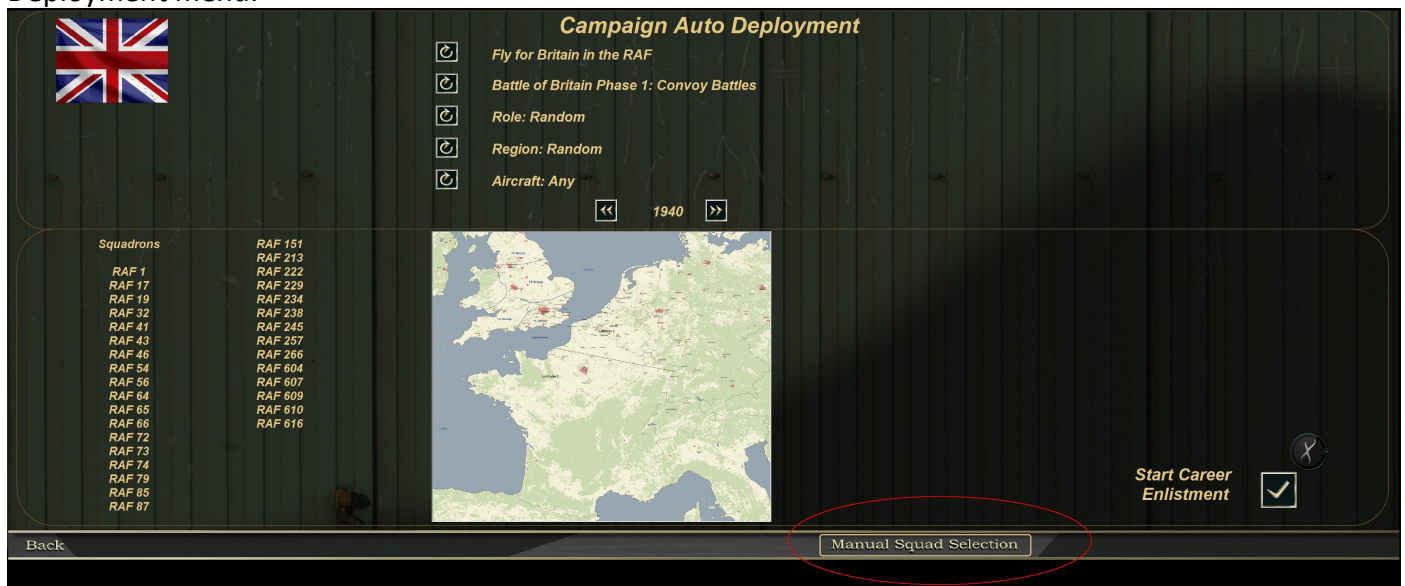
If you already adjusted sensitivity the value may be different, then just make it negative.

For Toe Brakes you can do the same change if they work in the opposite manner in sim than you require. For example:

```
<Device Type="CH PRO PEDALS USB">
  <GameMode Name="Player">
    <Axis ID="X" Action="AXIS_LEFT_BRAKE_SET" Scale="-64"/>
    <Axis ID="Y" Action="AXIS_RIGHT_BRAKE_SET" Scale="-64"/>
    <Axis ID="Z" Action="Set_Yaw" />
  </GameMode>
</Device>
```

26) *Gameplay* Can I choose my squadron manually?

From the main menu click Pilot Dossier option this will take you to this screen the Campaign Auto Deployment menu:



At the middle top area, you can click on the small circular icon to change options.

First choose a Nation/Country then choose a period of the battle, then a role if necessary and so on, or you can leave them on default. Then you can also scroll through the year. Click Start Career Enlistment. Various squadrons should pop up one at a time you can choose one or skip to the next auto choice.

continued on next page

Click the Tick/Check symbol to accept.



or hit the cross to cancel and a new squadron and location will appear if available..



Whilst doing this note your location, and also what aircraft are available at that date in that squadron.

Pressing Esc key will quit without choosing a pilot.

If you choose a pilot and create one by entering name and so on,



Also final choice of pilot is to select rookie or veteran, this only affects how the autopilot will pilot your aircraft. Choose novice or rookie only if you want to simulate being a raw new pilot (when maybe you are a seasoned hard core flight simmer guy). This affects AUTOPILOT only when flying in the sim. A Vet

auto pilot will use more skills. Once you have filled in details, click "Enlist Pilot" at the bottom menu under your pilot picture.

You will be taken to the campaign screen automatically to start your campaign. You can easily quit this and go back to the Main Menu using the button bottom right, and instead choose Quick Combat or other options instead. You can pick up the campaign again later by clicking Campaign on the main menu bar.

You can also choose a squadron directly using the "Manual Squadron Selection" button on the bottom right Campaign Auto Deployment screen lower right, click on the next screen you can choose all the details of your squad.



When manually creating a pilot you get to look through available squadrons. Also if more flyable aircraft become available in future addons you can choose a squadron and look for the aircraft used.

Choose options then click on the "Proceed to Enlistment" to create your pilot in your chosen squadron.

27) 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.

28) TAC display icon guide:

Press **Shift T** together to bring up the tactical display. This is NOT radar but an aid to the world and objects around the player, it is an awareness display i.e objects or aircraft you may be aware of (that are not in cloud cover) may be visible, but not necessarily all objects 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 20 for examples using this, and the key guide also in your WOTR install folders:

C:\OBDSsoftware\WOTR\OBDWW2 Wings Over The Reich\documentation is the default .

Section 20 goes over selecting the TAC and selecting targets and so on, and 48 goes over more HUD options.

29) It is hard to look around is there headtracking or a Mouse Look option?

YES there is a superb built-in Mouse Look due to the new Direct9 Shaders by Ankor . This adds various capabilities for DirectX shaders. Importantly here it adds mouse look and smooth scroll wheel zoom. **See section 40 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 WOTR 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 WOTR 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 40 for more detailed info on Mouse Look.

30) WOTR quits when I go to fly?

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

See the Downloads page on the WOTR website. <http://www.wingsoverthereich.com/downloads.html>.

2) For some, that use the Anti Virus Microsoft Defender - it blocks the runtime program cfs3.exe. Check the logs on Microsoft Defender, and allow cfs3.exe to run unhindered.

In Windows 11 at least, go to Settings, Windows Security on the Settings Page, then go to Virus and Threat Protection, open Protection History, and you will get a list of things it has blocked, it will likely say a folder was blocked. You then have to click on that, if asked, allow the App to change the device, and then you will see cfs.exe was blocked, hit allow and then you are good to go (thanks Mike).

3) If none of the above your issue is likely related to Direct X - yes you NEED to install DirectX9 on any Windows PC (yes even on Windows 10 and 11) see below!

INSTALLING DIRECT-X 9 -

DO NOT SKIP THIS.

You need to install the full DirectX 9 install from Microsoft, not the mini web installer

Yes install even in Windows 7, 8, 8.1, 10 or 11 - even if Windows tells you not to – it will be fine as it can easily co-exist with later DirectX versions! See below for instructions;

*(note if you installed the latest WOTR Update patch, the direct X 9 installation file is in your C:\OBDSsoftware\WOTR\Toolbox\DX9Redist folder. The file is called **directx_Jun2010_redist.exe** (if you installed elsewhere look for the Toolbox\DX9Redist folder there).*

How to install it properly:

First, double click on the **directx_Jun2010_redist.exe** file to decompress it. It is a “self-extracting” compressed file, so 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 .. 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.

You must do this next step or it won't be installed: 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 and DXSETUP should install DirectX9.

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.

4) 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.

5) If still a problem try the graphics options to reduce memory usage (see section 13 then come back here)

6) Try these troubleshooting steps one at a time, and test:

a) For WOTR.exe, right click on the application, Properties, Compatibility tab, then set to "run this program as an administrator" click Apply, OK. You may need to set CS3.exe to the same setting too.

The WOTR application is found in C:\OBDSsoftware\WOTR\OBDWW2 Wings Over The Reich (look to where you installed to, if different from the above default location).

b) Set CFS3.exe (in the same folder) Compatibility mode to Windows 7. (If this doesn't work also you can try the other OS's one by one, Vista SP2, Windows 8 etc)

c) Some installs of Windows seem to have permissions issues and may require CFS3.exe compatibility set to "run this program as an administrator" too. Only do this if you still have issues.

d) Set game resolution to different setting than maximum, try one notch lower, then 2 notches lower from max.

e) Turn off FreeSync (set to off) in AMD driver settings under Display.

f) Try editing WOTR\WOTRScenery\ShadersDX9\d3d8.ini and on the 3rd line add a semi colon before **UseD3D9Ex=1**

so it reads:

```
[D3D8]
; DX9 Extended Mode - Does not work on XP
; UseD3D9Ex=1
```

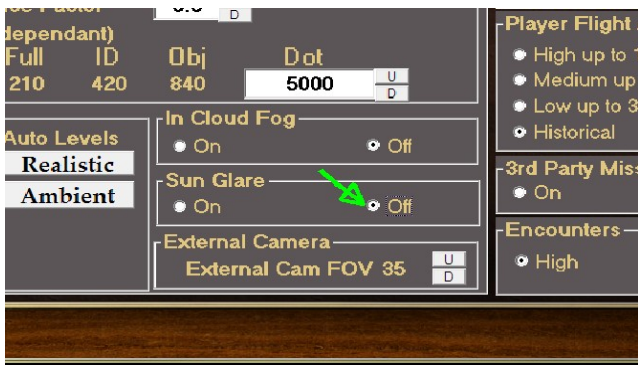
save, if using notepad change file type to *.* to allow saving as .ini (not .txt).

g) Try adding
WindowedMode=1
to a new line at the end of D3D8.ini

h) Uninstall following section 17 of this FAQ document very carefully.
Then Re-install and re-patch to the latest carefully following the instructions in section 2 - 4.

5) 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:

6) 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) Do you use Bitdefender Anti Virus? Disable BitDefender AntiVirus, or Microsoft Defender if you have it, or preferably add both **CFS3.exe** and **WOTR.exe** in Bitdefender trusted applications then it should work, also exclude \WOTR and its subfolders as bitdefender sometimes throws false positives on WOTRToolbox. (this has been reported to them). Microsoft Defender can also interfere in the same way.

9) If you use Riva Tuner RTSS or Afterburner make sure you set the application detection for **CFS3.exe** to none.

31) WOTR: 'DX9 SHADERS' SETTINGS EXPLAINED.

Shaders are a graphics process handled by Direct X. WOTR improved shaders available thanks to the fantastic work of 'AnKor.

When in the WOTR 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). **Note DX11 shaders are not currently available so not selectable – they may be available in the future.**

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 to optionally allow more sun on the ground. This does not affect performance unless you set it to 0.

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

To avoid a 'fish-eye' view in external camera. Default setting is 35 which looks quite good without fish-eye distortions.

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. For WOTR the setting is probably best at around 5 or 6 but it's a personal preference too.

GLOSSINESS: 1- 9 How shiny objects appear.

Default is 5. Recommended 5 or 6

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.

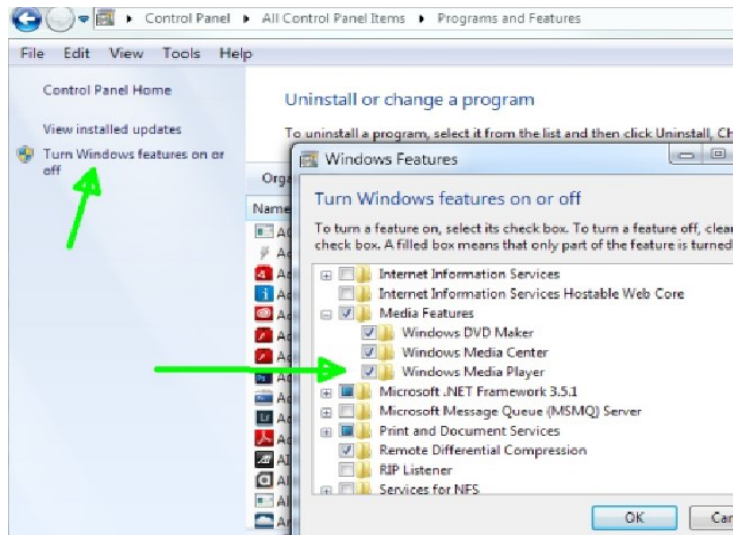
32) When I try to run WOTR I get an error "missing or invalid wmp.dll"

You need to install Windows Media Player – WOTR 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 36 for other Windows fixes for media issues. In some rare occasions customers have reinstalled Windows 10 and WOTR works perfectly, so some OS problem caused media player to not function properly.

33) In the sim my controllers are not working?

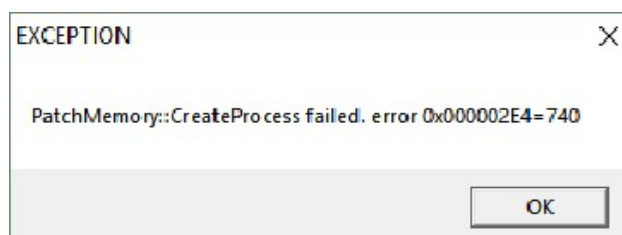
See the sections above in this document for configuring your joystick and controllers. Also check when flying in the sim that AUTOPILOT is not enabled! It's possible you accidentally turned it on. If so disable (default key Ctrl+Shift+A).

34) Windows 10 known issues, and Error 0x000002e4=740.

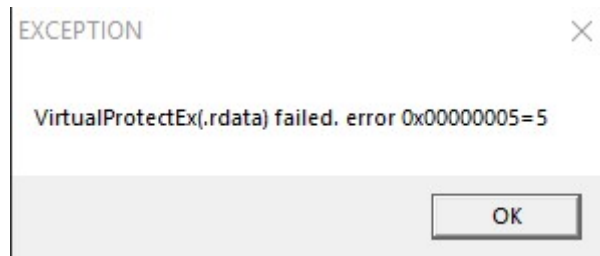
See section 30 if you see an exception or crash when going to fly, make sure you have installed Direct X 9 properly as exactly as described step by step in section 4 of this document. You must do this!

Also 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 0x000002E4=740".

see image for an example;



Or you get an error such as EXCEPTION VirtualProtectEx(.rdata) failed.



Then your system is preventing WOTR from accessing our OTR.dll or CFS3.exe when it is loading. This suggests an admin rights issue, happens on Windows 10 for some users. It can also sometimes be **anti-virus** program is blocking WOFF from running and accessing our files). Exclude WOTR folders programs from being scanned if you get this issue. (see section 7 too if the fix below does not work).

Also, go to your WOTR installed folder, in C:\OBDSsoftware\WOTR\OBDDWW2 Wings Over The Reich\ try setting the application WOTR.exe to run as administrator (right click, properties, compatibility tab, enable "run this program as administrator", click apply. If you still have the problem, then go back and also try setting CFS3.exe to run as administrator too. If the same error occurs see section 7 on disabling Antivirus to test or exclude WOTR's folders from scanning - this has helped some users, (Bitdefender, AVG).

Also see **section 42** if that does not work.

Other Windows 8, Windows 10 notes:

When installing WOTR 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 WOTR quitting or crashing directly after quitting a mission see sections 36 and 42.

ATI/AMD users if you have a drop to desktop during flight (and your WOTR graphics settings are not too high) try turning Enhanced Sync off in AMD driver settings under Display (thanks to user Wodin for that one).

35) *GAMEPLAY* Can I choose shorter missions in Campaign?

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.

36) After a mission is ended WOTR quits before the Mission Debrief screen?

In Windows 10, after flying a mission and ending it, if you have random quits from the WOTR program itself see <https://support.microsoft.com/en-us/kb/940029>.

Try method 1 and if still a problem try method 3 or 2 as shown in the article below;

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) Click on Windows start and in the start search bar type CMD. Next click the RIGHT mouse button on the command prompt icon that is found, it appears higher in the programs. Left click on '**Run as administrator**'. This step is important.

b) At the new command prompt type: **regsvr32 wmnetmgr.dll** and then press enter. Reboot the PC then test.

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

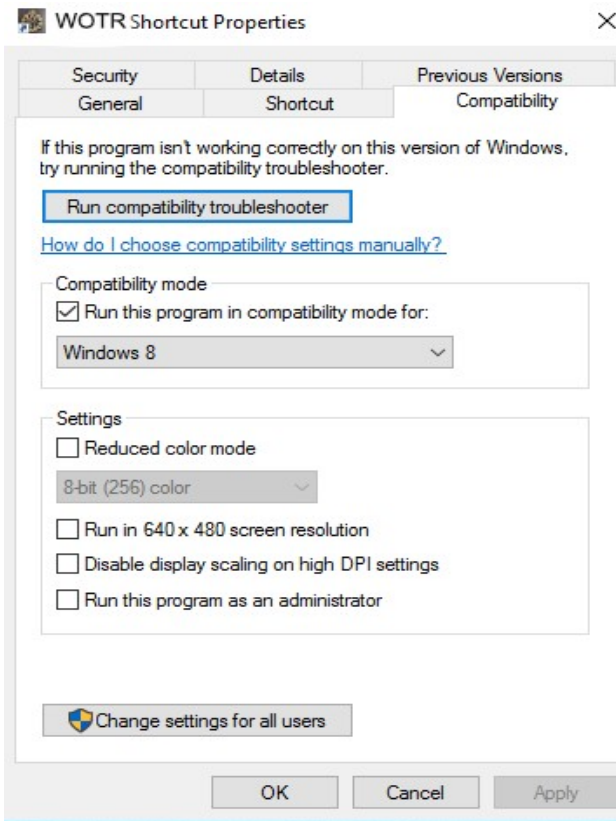
WOTR's code has not changed regarding the mission exit behaviour or media playing for a long time so this is very likely related to a Windows 10 update, however the "fix" needed in Windows is very inconsistent for some users ;

After flying a mission and ending it - if you then see a black screen in Windows 10 then set WOTR to Windows 7 compatibility, if still no go try Windows 8 compatibility instead.

Right click on the WOTR icon, left click on Properties, then click the Compatibility tab.

Look for "Compatibility Mode" and tick / check "Run this program in compatibility mode for " and choose Windows 7, Apply.

Set it as the image below;



It seems some large “TV/monitors” have this issue (related to HDMI or other issue).

Also see the LAPTOPS section

38) WOTR’s Menu quits, or buttons are missing from the bottom of the screen?

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

Firstly, please install the latest WOTR Update from our website then try to run WOTR again.

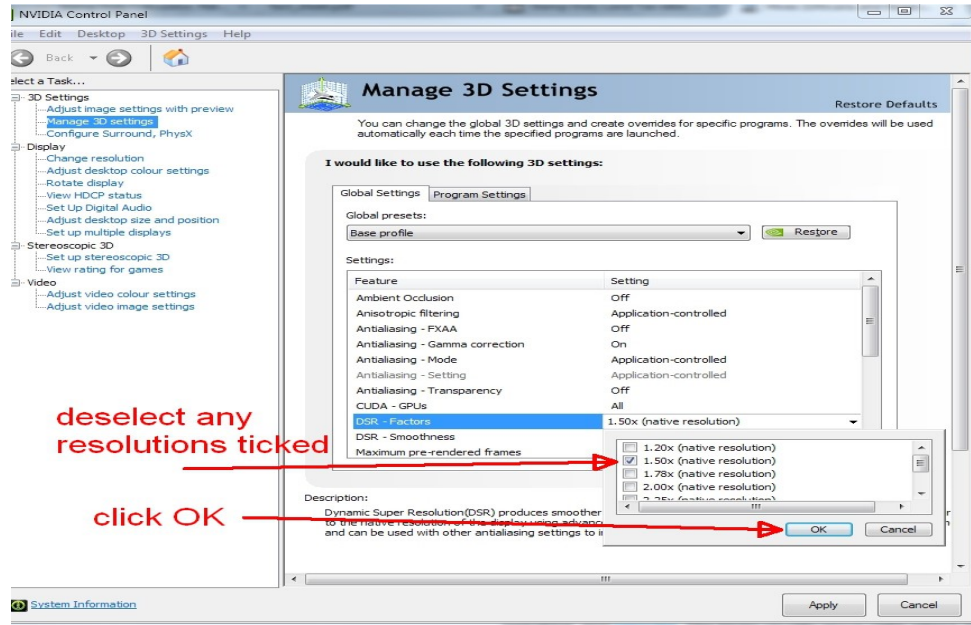
[If you have a gaming laptop dual GPUS (Intel and Nvidia GPUs) then as per the section LAPTOP USERS’ NOTES” at the end of this document: "If you launch and the WOTR menu seems to hang at a black/blank screen and doesn't get to the main menu, try renaming OBDSplash.wmv found in C:\OBDSsoftware\WOTR\OBDWW2 Wings Over The Reich\campaigns\CampaignData\ShellMusic (default install location). Rename OBDSplash.wmv to something like OBDXXX.wmv instead and it will be ignored WOTR menu will load.]

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 WOTR 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.

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 WOTR for some users. Install an older version of the ATI driver as that works for some that have a black screen when flying or dropping from mission for some.

Version 17.5.2 works for Windows 7 64 bit for ATI Radeon RX 470 (8GB) for example. Also try turning Enhanced Sync off in AMD driver settings under Display (thanks to user Wodin for that one).

Thanks to Trelawney for testing drivers.

39) TM Warthog / Slaw Device pedals – mapping 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>

40) Using Headshake and Mouse-Look Features in WOTR? How to move head?

WOTR has new DirectX9 shaders from AnKor for more improved graphics and visuals (see downloads page on our website to download any updates).

Included in these DX9 Shaders are "Headshake" movements for G forces during manoeuvres when in the cockpit view. They are currently disabled in WOTR but you can manually enable them in the Workshop settings menu.

Also it adds **Mouse Look** options and **Mouse Zoom** functions to WOTR when in cockpit view these are enabled by default.

Mouse Look Instructions:

The right mouse button click is a toggle to enable or disable the mouse look. 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** (very recommended for immersion) or other headtracking hardware 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\WOTR\WOTRScenery\Shaders** directory (default install location) will be updated with new settings as shown below. Do not bother editing the one in the root of WOTR 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 WOTR.

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. (Note this is now controlled by an option in the Workshop menu).

MouseLookResetDelay=5

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

SETTING A HEAD POSITION

To Set a perminant zoomed out (or in); If you use TrackIR head tracking (or possibly others) you can move your head back more perminantly by adjusting the Z axis in the TrackIR software.

Find your profile, then under the motion adjustment section, choose Z as the Axis and then raise the whole line using the Up arrow next to "Curve" heading. Contact Naturalpoint or check ther websitre for more info.

If you do not have TrackIR or similar, then you can temporarily set your seat position using the following keys;

CTRL+Backspace: Slide seat **FORWARD**

CTRL+Enter: Slide seat **BACK**

Shft+Backspace: Slide seat **DOWN**

Shft+Enter: Slide seat **UP**

CTRL+Shft+Backspace: Move head to the **LEFT**

CTRL+Shft+Enter: Move head to the **RIGHT**

Note : this is NOT saved, you would have to adjust per run using this.

41) How to run WOTR on a MAC

NOTE: This information was kindly posted by VonS on our forum and was specifically to get "WOFF" running but should be similar for WOTR. We have NOT tested WOTR on a MAC and so cannot say if this will work for you. We cannot not offer any support or refunds should you decide to try this. WOTR is only **supported** on 64 bit versions of

Windows 7,8,8.1,10. It may be possible to post in the WOTR forum for help from other users but OBD have not tested this.

Here is what VonS wrote to help others: (we have replaced "WOTR" for "WOFF" in the text..

"Here are the steps to take if interested in installing WOTR 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 WOTR)

(*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 WOTR 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 WOTR)

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:\OBDSsoftware\WOTR\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 WOTR 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 WOTR ; in "c drive," look for "OBDSsoftware" and scroll into there and keep digging until you find " WOTR.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 WOTR or WOTR, and also, later, don't forget to rename your wrapper/app to WOTR, 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 WOTR does not work that way).

STEP TEN: since you've now run the game successfully (in windowed mode), you will find a WOTR-related folder located in your Documents folder (of your user folder under OS X and/or macOS); in that folder your screen captures from WOTR 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 The Reich" directory of the WineSkin app into which you installed WOTR (see STEP SEVEN for how to cycle into that directory, or any of the folders for that matter) - and edit the WOTRKeys.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 WOTR; 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 WOTR.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 WOTR 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

42) When I attempt to fly the screen is black or white and hangs?

There are a couple of possibilities

1) As of June 2019, some people (mostly Windows 7 SP1 users but some Windows 10 too) have an issue with WOTR 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.exe (Edit: WOTR runtime using 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 as there is also a gamuex.dll in System32 folder 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

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, or unsure, please make backups of your registry and preferably get someone with good knowledge of editing the registry!

- Still have issues? Also see section 38 – the advice in there can also help with those with a blank screen on launch - especially if an ATI user).

43) 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

See the following pages for help getting started, how to contact support and more.

44) Can I fire different gun groups separately?

There are three modes to fire guns;

Fire all guns (default Space , or joystick Trigger 0)

Fire Cannon only (Ctrl+Space)

Fire MG only (Shift+ Space)

You need to bind these to whatever joystick trigger or keyboard press you need using WOTR's **Wings Over The Reich Function Bindings** program available via "Re Map Keys/Controllers" button in Workshop.

45) Occasionally aircraft get stuck on the field?

Either you or the AI will likely have "Split" from the formation. As a player do not use the **split** command (split from formation) when on the runway you will then cause an obstruction to other pilots, and you auto pilot will want to "go home" (even though you are already home). If so, you will need manually fly to take off the runway.

If you see AI pilots seemly stuck on the runway it could be one nearer the front has had a system failure, engine, oil etc and is aborting. This will cause the flight to abort and be blocked from take off by the damaged craft.

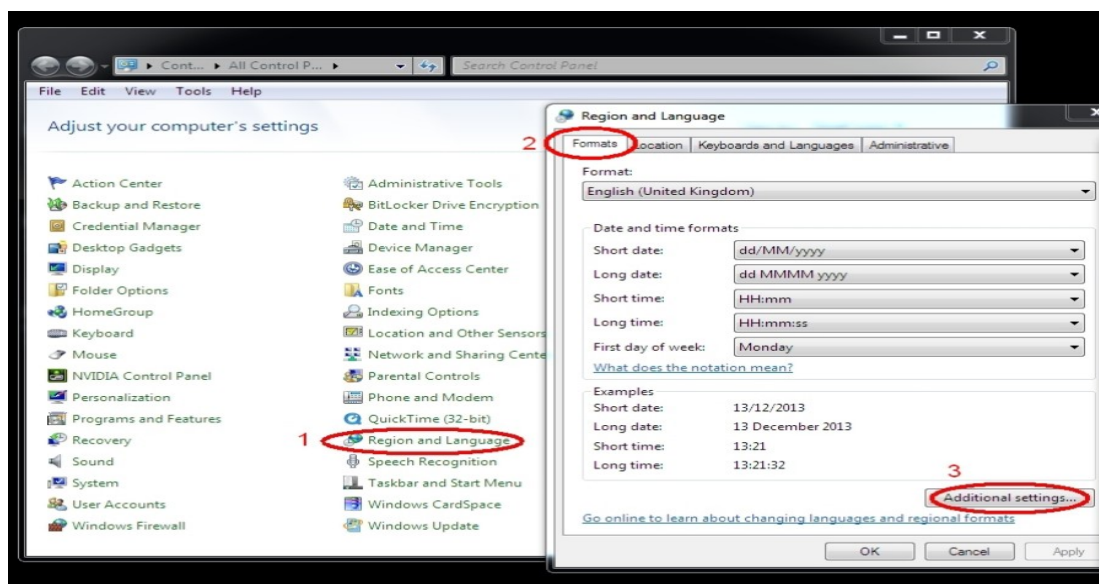
46) For those users with NON-ENGLISH Windows Operating Systems.

ONLY if you still have problems (after you have updated WOTR) - for example depending on settings and language you may occasionally have random problems others do not see.. then then set the following;

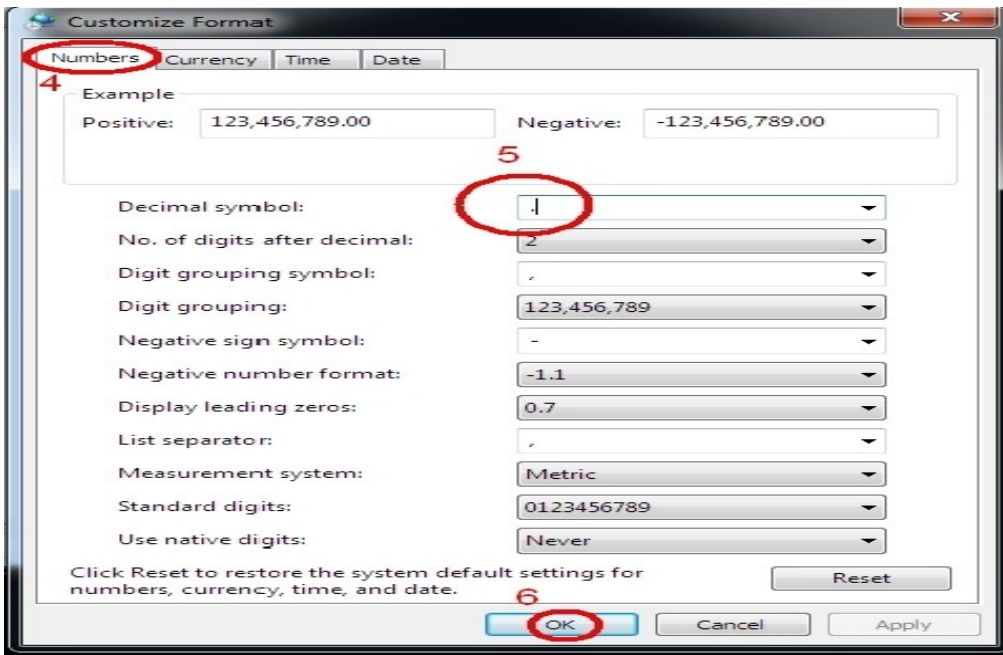
Go to your Control Panel, and find Regional Settings and follow the instructions below.

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 (numbered) marked areas on the following pictures below indicate where to click or select. See the following images:

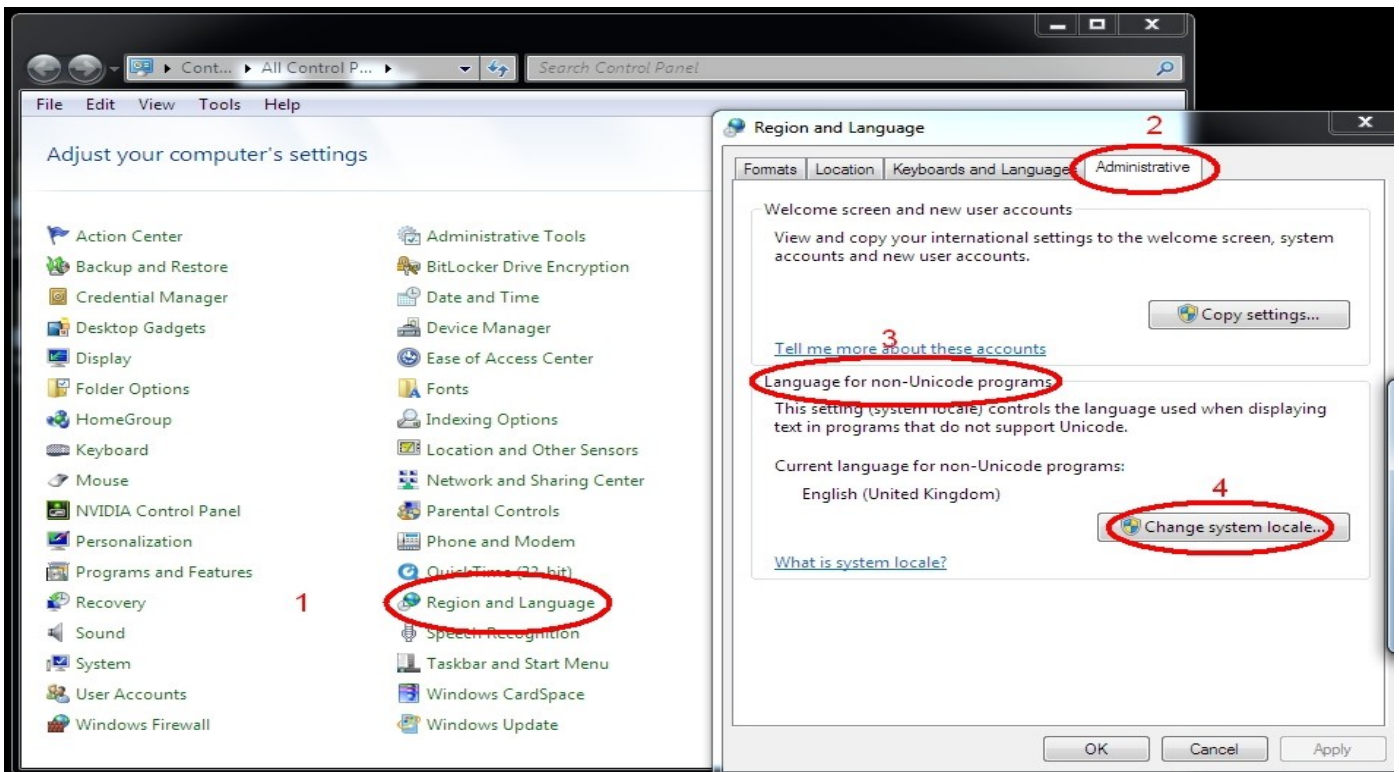


On step 5 for the **Decimal symbol**, replace the comma with a dot (i.e. change , to .)



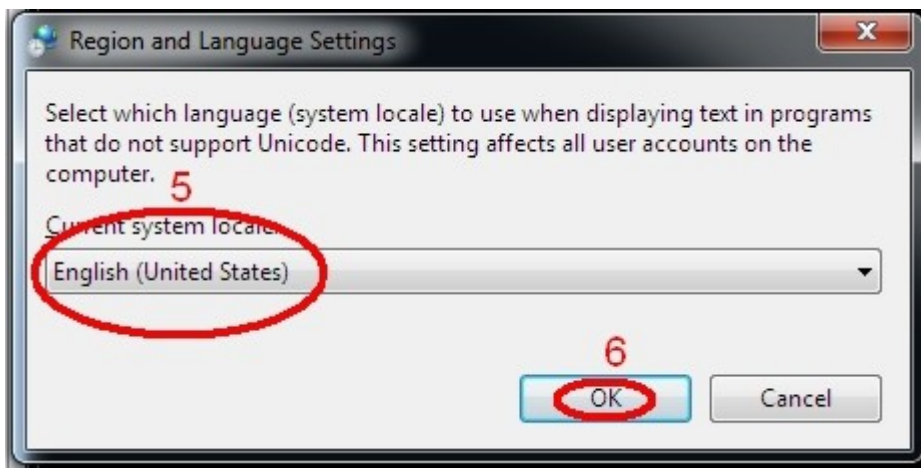
Apply that and restart Windows (you must do this). Go fly in WOTR and test it.

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);



see the following image...

Then change to this;



Reboot.

47) How to start the aircraft engines in WOTR ?

To auto-start the aircraft engines in WOTR simple press the **E** key to Auto Start and **Shift + E** keys to Stop the engine(s).

Players that want a bit more realism and immersion can execute the manual procedures:

To Start the Engine:

- 1) Close Throttle
- 2) Master Switch/Battery On (Ctrl + Shift + B) (toggle)
- 3) Magnetos On (Ctrl + M) three times (toggles through Left / Right / Both Mags)
- 4) Mixture Full Rich (Ctrl + Plus) or (Ctrl + Shift + Plus)
- 5) Open Throttle to between 5 and 10%
- 6) Crank (and Hold Crank) Engine (Ctrl + S)
- 7) Set Prop Fine (Ctrl+ Shift + P)
- 8) Allow engine to warm up
- 9) Set Flaps (F)
- 10) Release Brakes (B) (toggle)
- 11) Throttle Up

continued;

To Stop the Engine:

- 1) Close Throttle
- 2) Set Brakes (B)(toggle)
- 3) Set Prop Fine (Ctrl+ Shift + P)
- 4) Mixture Full Lean (Ctrl + Minus) or (Ctrl + Shift + Minus)
- 5) Magnetos Off (Shift + M) three times
- 6) Master Switch/Battery Off (Ctrl + Shift + B)(toggle)

To help with tactile feedback of these functions many visible animations are implemented in the cockpits. Players can also bring up the HUD display for statuses: (Shift + F6)

Remember to release the parking brake before take off! Press B

48) How to configure the HUD?

Almost all the HUD (on screen information display) is movable or removable, and there are several items that can be toggled on/off separately. Note turning each of these off will improve performance by 3-5FPS (frames per second).

Key Press	HUD Component / details
"Z"	Gives main basic flight info shown in blue text top left.
Shift+F6	Dials (bottom of screen) and blue text on right of screen for more detailed info and systems. Dials are movable - drag with mouse . You can also toggle on/off/change the type individually Shift+Ctrl+1 or 2,3,4,5 (yes you can have from none to 5 dials shown).
Shift+T	Toggles the TAC on/off (see Section 28 for more info),
L Shift+L	Labels can be turned on off changed etc
Shift+D	Status and urgent instructor messages toggle (shown top of screen in the middle).
	Also as a bonus turning most of that up will increase fps a little. Text can be dragged or toggled click the mouse.

49) If I manually chose some squadrons I get told I have survived the battle?

It depends on where the squadron is currently based, and where the action is. If you are based in the North of England they will not be flying far south where the action is. You are effectively too far from the action and resting. Choose another more southerly squadron, or **manually enrol** using the button bottom right of the pilot creation screen, then **scroll the date** when choosing that squad manually.

You will see often their location changes to the south east area controlled by “11 Group” RAF. When you see they are in a southern airfield it will be in the action area, join at that date. For example, 73 squadron are based too far in the North at Church Fenton for most of the early stages of the Battle of Britain but 1 Oct 1940 they move down to Castle Comps airfield much closer to the action. Enlist at that date and you will fly in the end of the Battle of Britain in 73 squadron!

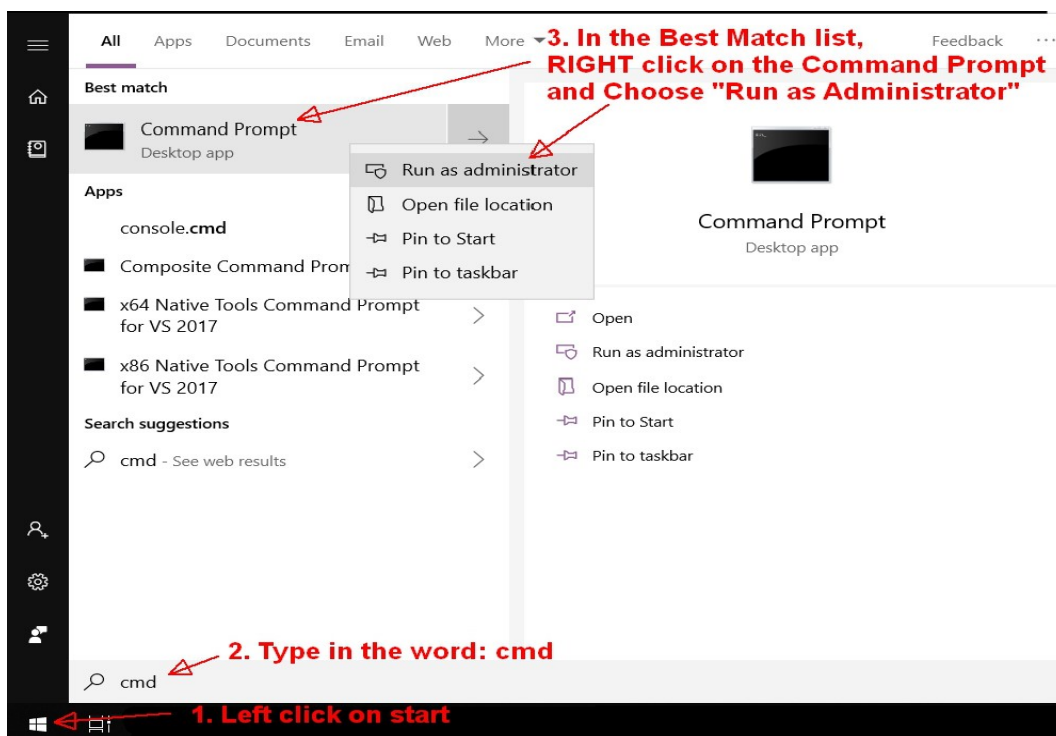
50) Configuring keys with WOTRKeys I get an error: “Error initialising DXinput”?



You need to install VBRuntimes located in C:\OBDSOFTWARE\WOTR\Toolbox\VB_Runtimes (default location your path may vary if you altered it during install).

If that doesn't work, then in Windows left mouse click on the Start button. Type in CMD, and right click on the Command Prompt that appears, and choose Run as Administrator.

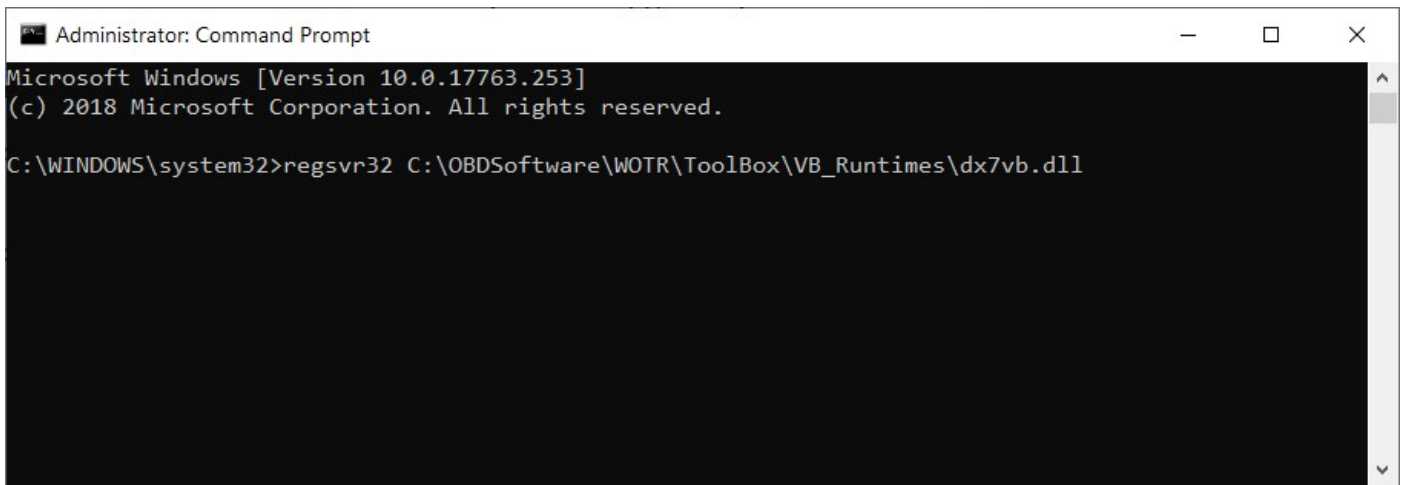
See the image below for more help:



Then at the C:\> prompt type:

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

See the example;



```
Administrator: Command Prompt
Microsoft Windows [Version 10.0.17763.253]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\WINDOWS\system32>regsvr32 C:\OBDS\Software\WOTR\ToolBox\VB_Runtimes\dx7vb.dll
```

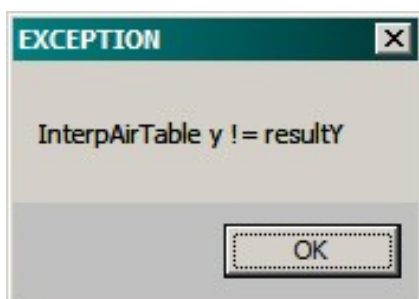
Then press enter/return.

(Change the path if you have installed WOTR elsewhere from default).

If successful you will get a message similar to the one below. If not check the path to the dx7vb.dll is correct and try again. Otherwise go through the steps carefully



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



If you see an error like this you are likely running MSI Afterburner. Set its detection level to 'None' should let you fly. If there is 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 WOTR 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.

52) During install I get “error occurred while trying to rename a file...”

The full error states; “**error occurred while trying to rename a file in the destination directory movefile failed code 32**”

If during installation of WOTR 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. You can get a trial of Winrar from <https://www.rarlab.com/download.htm> (for Windows 64 bit get “WinRAR x64 (64 bit) 5.80” or the latest version.

Also for some as per sections 7 and 17 your Anti Virus program could be blocking access, disable the AV or exclude WOTR folders WOTR.exe and CFS3.exe from scanning.

53) Extra keys you can use when flying WOTR

WOTR has some extra useful keys assigned that are not available in the WOTR Function Bindings configuration program (WOTRKEYS.exe in WOTR\Toolbox).

GunsightIncreaseSize=SHIFT+]
GunsightDecreaseSize=SHIFT+[
GunsightIncreaseBrightness=CTRL+]
GunsightDecreaseBrightness=CTRL+[
CTRL+G toggle landing headlamp for night landing (Hurricane only currently).

Some common commands

Flight Leader commands:

A = Attack Pilots in your flight will attack OTHER targets associated with your currently selected target in the TAC.

H = Help Me - flight members who are close in your area, who are able to help, will try to come to your aid.

Control+L = Land Here - commands the flight to land here but you must be physically over an airfield to use this.

R = Rejoin - only for Ground attack missions

Control+R = Return To Base

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

Obviously they may not be able to comply.



You may see comments in the TAC if you have it enabled and have instructor messages enabled.

54) *Gameplay* Why am I not seeing much combat action?

If you are in a British squadron note we enabled Northern airfields to be active in later patches for WOTR rather than totally inactive. We did this to improve your experience in Battle of Britain to stop it ending suddenly when your squad moves away from the South East of England for a rest, you can still fly. However, you will do basic routine patrols and not scrambles.

The status page when you go to campaign will usually say :

*We are no longer in the thick of the battle and are taking the time to recover and re-equip!
Chances of encountering the enemy now is very low and we will not be called to Scramble....
To return to Active duty in this Squadron you can Time Advance (T+ Button) 'To Active'*

You can choose advance to next event icon  to continue routine patrols, or on the Campaign main screen, use "Time Advance icon  to bring up the advance/adjust time options:



The main Battle of Britain action area was mainly 11 Group region on the Map (South East England). You can see the regions when viewing the map in the Briefing room before a mission. So if you don't fancy routine patrols, advance time, until you see your squadron move airfields into 11 group area, or choose the To Active option. Now you are in the thick of it. Note some squadrons move up North after fighting some time and never come back into the 11 Group main battle area. (Note you will only will go back to active duty if the squadron goes back to action in the South East of England historically).

Some squadrons start off based outside of the region and then at a later date enter the 11 Group area, so scroll dates when choosing a pilot to check through where they go throughout the whole battle period.

If the battle ends create a new pilot.

You can check some of the squadrons movements in advance by going to the Create Pilot menu, choose Manual Enlistment (bottom right). Now change squadron and then advance the time using the >> symbols and watch their home base location move over time. If you see them in 11 Group map area you will know that at that time /date they will be active if you choose to fly that squadron in that period!

Also note sometimes when you are in the North you may still get scramble missions, and these flights could be long distance (perhaps 11 Group is swamped and needs help from the other groups).

Also note the first period or phase of the Battle of Britain in WOTR, is Convoy Battles. This is also quieter historically than the later periods such as Airfield Attacks. So you can also choose to create a pilot in a later period (there are 5 main periods or phases of the Battle of Britain to choose from. **See 'How To Get Started In WOTR' section below for information on creating pilots.**

55) How to use engine management?

VonS has made a couple of quick guides on the simhq forum.

See these threads

<https://simhq.com/forum/ubbthreads.php/topics/4501461/re-ai-have-better-engines#Post4501461>

<https://simhq.com/forum/ubbthreads.php/topics/4501695/re-ai-have-better-engines#Post4501695>

56) Virpil Rudders getting them to be recognised in the sim.

The WOTRkeys program can detect and setup the Rudders, but it does work in the simulator when you go fly? To make it work in game (anywhere else there is no problem - even within the WOTR mapping tool, recognizing axis movement, giving you bleeps and everything)

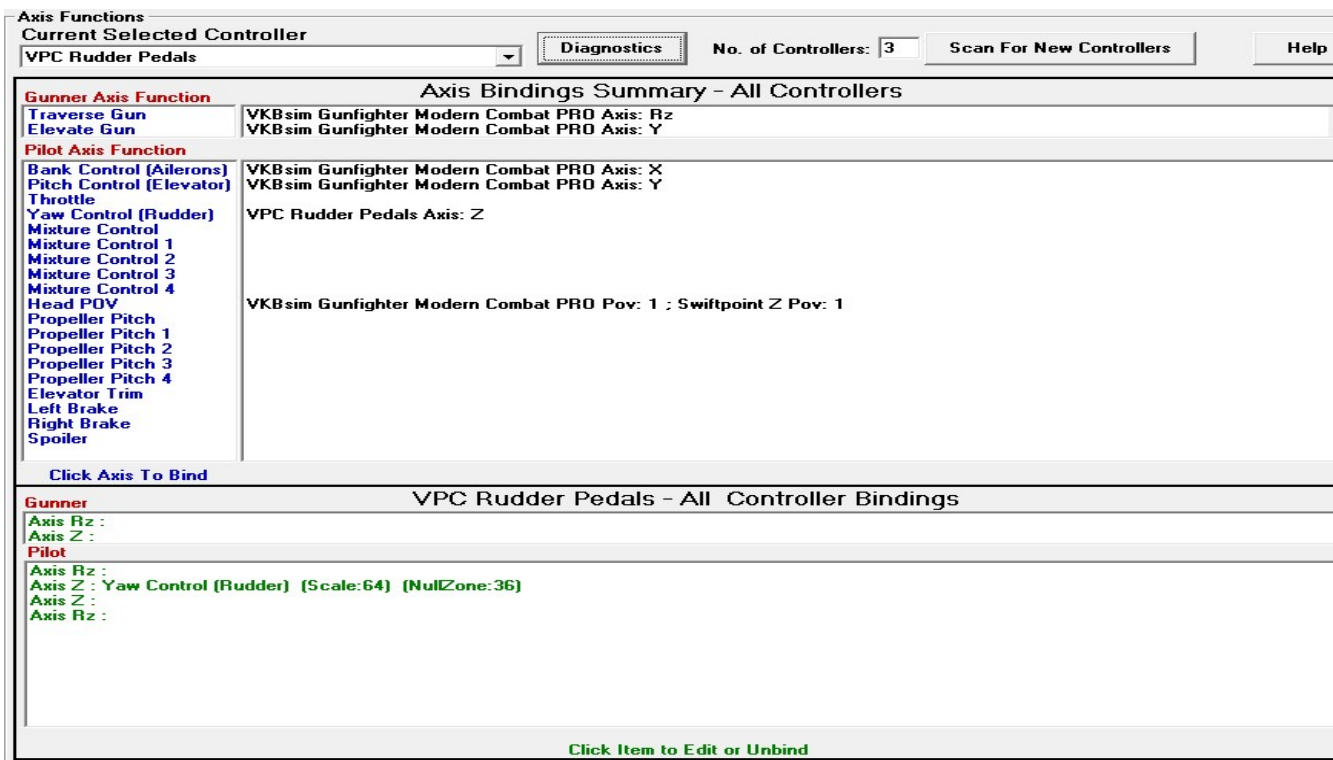
1. Within the VPC configuration tool, rename the axis according to the below screenshot, so pedals go on 'x' and 'y' and the rudder axis on 'slider'. Save this of course.
2. Start the game and go to workshops, Click Re Map Keys and Controllers to launch.
3. In the WOTR keys mapping tool, click Reset Controllers only.
4. Get rid of any doubled inputs e.g. joystick axis using rudders and such. See second screenshot as an example.
5. Save your configuration..

Thanks to pepsi_wings for this solution (edited here for WOTR).

Images of VPVC configuration program and WOTRkeys configuration;

Nun	Name	Value	Value(%)	Source	Port	Sub.Po	Inversi	Offset	Smooth	Raw Valu	Link err	Calibration	Cal.BEG	Cal.LOV	Cal.HGH	Cal.END	Log.BEG	Log.LOV	Log.HGH	Log.ENC	DZ BEG	DZ LOV
P1	Slider	30000	50%	VPC_Sens	3	0	True	False	x2	36081	0	With center	32735	36083	0	39267	0	50	0	100	5	5
P2	X	0	0%	VPC_Sens	2	0	True	False	x2	51551	0	No center	51517	0	0	55065	0	0	0	100	10	0
P3	Y	0	0%	VPC_Sens	1	0	False	False	x2	39799	0	No center	39783	0	0	42363	0	0	0	100	10	0
P4	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P5	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P6	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P7	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
P8	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
S1	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

also see image 2;



57) Can I fly in the Battle of France, and then continue into the Battle of Britain?

Yes! For owners of the fantastic WOTR Expansion **Battle of France** you can enlist and fight in the Battle of France, and then after it ends, you continue your pilot's career into the Battle of Britain!

Here is the list of squadrons that can continue on:

So enlist in the Battle of France into one of these squads below and they will continue in the following manner;

Britain, Hurricane career:	Britain, Spitfire career (Fighting BoF by assisting from England):	German, Bf 109s:
RAF1		JG1
RAF3	RAF19	JG2
RAF73	RAF41	JG3
RAF79	RAF92	JG20
RAF85		JG26,
RAF87		JG27
RAF607		JG51
		JG52

Use the manual enlistment option (bottom right of screen) in Pilot Dossiers, to more easily find these squadrons and enlist. See section 26 for help on manual enlistment.

LAPTOP USERS' NOTES

Although though we do not recommend laptops, it may be possible to run WOTR. 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 GPU & NVidia GPU dual system, the Intel graphics card is being presented to WOTR 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 for CFS3.exe if it's not there) and do the same for Preferred settings choose *High-performance NVIDIA processor*. You may need to do the same for WOTR.exe.

Occasionally WOTR can stop right at the beginning on laptops and some Windows 10 PCs and show a blank screen when trying to fly. This is usually due to having a problem playing the basic opening splash movie (OBDSplash.wmv which is a simple windows media movie file). If you launch and the WOTR menu seems to hang, try renaming **OBDSplash.wmv** found in C:\OBDSsoftware\WOTR\OBDDWW2 Wings Over The Reich\campaigns\CampaignData\ShellMusic

Rename it to something like **XXOBDSplash.wmv** instead and it will be ignored WOTR menu will load.

Alternatively configure Windows Media Player in Windows, or an alternative that plays .wmv files.

Also note WOTR will tax any CPU very much, and on some laptops cooling is a problem and you may see errors if the CPU or other related components overheat, or if your fans are not clean and running at maximum efficiency.

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\WOTR\OBDDWW2 Wings Over The Reich folder, right click, and look for an option to force it to use Nvidia graphics.

Up next Contacting Support. Also see section 6 for a **General Troubleshooting Guide**

CONTACTING SUPPORT:

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

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. To speed up reply and resolution in your initial email, **please read and supply all of the following (5 steps);**

1) Your original order number!

2) Your system hardware, CPU make and speed, GPU 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, click it to launch.

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

In the MSINFO / System information program choose the "File" menu, "Export" to save the info to C:\OBDSOFTWARE\WOTR\Logs or wherever your WOTR install is – save in \Logs.

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;

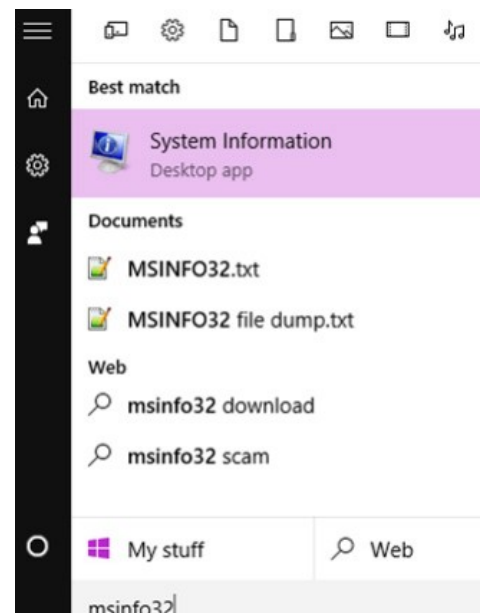
(a) take a screenshot if possible of the error (alt + prntscreen and then paste into MSword, or MSpaint etc, save.)

Then please EXIT WOTR and...

(b) Next gather all files in C:\OBDSOFTWARE\WOTR\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.

(c) gather **outcomes.xml** from C:\Users\<YOUR LOGON NAME>\AppData\Roaming\OBD_Games\OBDWW2 Wings Over The Reich (this may not exist if the problem is before flying a mission fully).

(d) and the latest pilot dossier files from C:\OBDSOFTWARE\WOTR\OBDWW2 Wings Over The Reich\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>
continued;

e) The last mission you flew that caused this. It is found in

C:\OBDSOFTWARE\WOTR\OBDWW2 Wings Over The Reich\Missions\Historical.

If it was a campaign mission you flew, it would be called OTR_Camp_Mission.xml - if you flew Quick Combat it would be called OTR_QC_Mission.xml

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 smaller 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 **first EXACT error** you saw, and where the first error occurred - we usually don't need any other error following, as the first error may cause those anyway. Please 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 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 or leave out details that may be important we will not be able to help.

5) Send the information in your email with attachment of files as above, to:
support@overflandersfields.com

Thanks!