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WFP

What:

WFP more than doubles the number of aircraft seen in a Red Baron campaign. To do this, aircraft models, cockpits, skins, historical research, and everything else that makes up a patch were begged, borrowed, or developed from scratch by/from people throughout the RB community.

Latest Release:

New Aircraft:

Flyable:

FE8

Fokker DIII

Non Flyable:

Complete Albatros C series: CI, CIII, CV/16, CV/17, CVII, CX, and CXII

Halberstadt CLIV

Rumpler CI

Junkers J1

AEG GII and GIV replace the Gotha

Updated Models:

FE2b

BE2c

Fokker DII

Halberstadt DII

Hanover CLII

SPAD XIV

DH5

N11

N16

Other:

Albatros skins redone using Mark Miller's profile.

White skins used on more early German models.

Bentley Camel gets its own slot.

Misc bug fixes

How:

WFP works by taking advantage of von Tom's Campaign Manager's date based capabilities. Files are swapped in and out based on the date registered in CM. CM works as follows:

- When a patch is loaded, any files in "cm11\patches\patchname\simpatch" are directly loaded to \data\simpatch.
 - These files are not date based.
- Anything in a date folder is loaded into \cm11\date\<date folder>.
 - From here they are loaded into simpatch when CM is told to change the date.
- Only when a date is specified in CM are files transferred from the CM date folder to \data\simpatch, where RB can make use of them.
- Date can be specified by using the "Set Game Date" function of CM.
- This MUST BE done before creating a new campaign.
- Date can also be specified by accessing a campaign in CM.
 - Once a campaign is underway this is how the date files should be maintained.
 - Do this often when running a campaign. After each mission is best. Certainly it should be done every time the game date starts a new month.

Installation:

- Unzip ALL WFP zips to SIERRA\RedBaron3D\cm11\patches
- Open Campaign Manager. Click "Patches and Files"
- Click on WFP which is now visible in "Patches Available" window. Patch will become highlighted.
- Click "Add" button and then click "yes". If it says to backup RB files, do this first and then repeat step #3.
- You will see files loading up at top of CM page. After loading is complete, the patch will appear in the "Patches in Use" window.
- Click "Main Menu" button. Then click "Preferences" button.
- Check box that says "Copy Files Based on Date". Click "OK"
- Click "Set Game Date". Put in a Date no earlier than 01 08 15. Any earlier won't work. Click "OK"
 - This step is EXTREMELY IMPORTANT!!! If this is not done the correct files will not be in place. DTDs DTDs (Drop to Desktop: program shut off returning screen to Windows desktop) will result. See the "How" section for details on CMs file handling.
- A message will appear that says "Dates are outside of RBII coverage". Don't worry about this. Just click "OK" and files will load up. You will see them loading at top of page. When they finish loading, the "Dates are outside of RBII coverage" message will appear once again. Click "OK".
- Click "Exit Program" and start up Red Baron.

Game Play:

Starting a campaign:

- Use CM “Set Game Date” function for the date that you actually want to start the campaign
- RB might not let you start a campaign as early as you want to.
- Pick the date that you want, not the date that RB lets you have.
- If RB lets you start a campaign on the date that you want:
 - Start a campaign on the date that you specified.
 - Play normally
- If you want to start a campaign earlier than RB will let you:
 - Create the campaign at the earliest possible date.
 - Exit RB
 - Enter the campaign in CM
 - Set the campaign date to the date that you really want.
 - Enter RB and start the first mission
 - End it immediately.
 - Now play normally

Normal game play:

Remember, WFP is a completely date based patch, so you have to maintain it a bit. It is recommended that you enter your campaign via CM after every mission to ensure that the proper date based files are in place.

Miscellaneous Notes:

- Lots of planes are swapped in and out to make this work. As a result, there are sometimes allied planes occupying German slots (I don't think the opposite was necessary).
 - Allied planes show up in German section of Fly Now.
 - Allied planes show up in German object preview.
 - This has no effect on the campaign.

Alternate/Optional Patches:

Alternate patches generally replace some aspect of WFP with a variation. Alternate patches should be installed after WFP, as they overwrite WFP files. Alternate patches are optional and generally a matter of personal taste. They are listed below:

- WvW FiF 7 FM:
 - Scouts FMs are from (or based on) WvW's FiF 7 FM
 - 2 Seater FMs are from (or based on) Wingstrut's 1918 Air War
- Royce FM:
 - All aircraft redone by Royce
- Zintech DM:
 - All damage models redone by Zintech.

- Delta K skins
 - These are “clean” skins done by Delta K.
- MvR Patch
 - Complete set of MvR skins from Ron Blair

Other Patches:

A word of caution: be very careful about (in fact, avoid) using other patches **that modify aircraft or aircraft behavior** unless they were specifically written to work with WFP. WFP uses date based swapping to bring aircraft in and out, so which plane occupies which slot changes over time. Using patches that are not meant for WFP will cause odd results. Patches that are meant for use with WFP generally say so.

The Promised Land patch and WFP are 100% compatible, as are all patches listed in the alternate section above.

WFP and MissionGen:

MissionGen is a program that alters mission files. It is not a patch. WFP is pre-configured to work with MissionGen. To use MissionGen with WFP do the following:

Put MissionGen.exe and MissionGen.ini in your campaign folder.

Open MissionGen.ini and make sure the paths are correct (they are set up for RedBaron3D)

Start RedBaron3d

Go to campaign

Press next mission

Do not fly it or modify it!

exit RedBaron

start MissionGen.exe

if you have not already done so, select the nation that you fly for and the region.

press open - select your mission file (campgn??.mis)

press message

press write

exit MissionGen

The mission has now been altered

Now fly the mission in RB

Who:

The original planners and developers of WFP are Beck, Panama Red, and Pat Wilson. Many others contributed in countless ways. I don't even want to begin to try to specify exactly who did what because, with thousands of files and all of the contributors listed below, there is no hope of ever getting all of the details right. I hope that a sincere thank you to all listed below and to the RB community will suffice.

Credits:

Baron von Benz

Baron von Helton

Beery

BlackJack

Captain Darwin

Charles de Thielt

DeltaK

Flybert

Greybeard

Hobbes

Ishmael

Kessler

Leviathan

Lowengrin

Mark Hutchinson

Mark W. Miller

Ron65Ron

Royce

Steve Fabert

Uhlan

Von Tom

Will von Bill

Wolfgang von Wellhausen

Wingstrut

Ziggy

Zintech

Zsolt