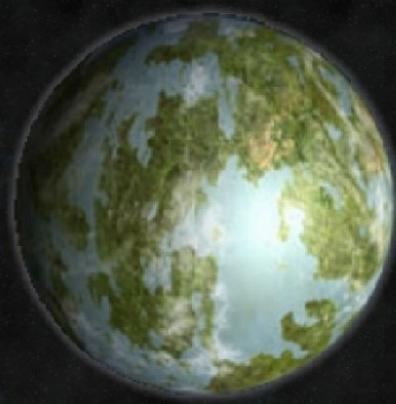


# Dandjinni™ Archives

Volume 3 – For CC3+, Version 1.0  
Extension for Cosmographer 3



Installation  
and  
User Guide

From the Dandjinni Forum Archives







# Dundjinni™ Archives

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## Installation and User Guide for CC3+

Front Cover: Archive books from the Stift Altenburg Abbey in Lower Austria (Niederösterreich)

Rear Cover: Imperial City Festival in Rothenburg ob der Tauber in Northern Bavaria



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## Required Software

- **Campaign Cartographer 3+** from *ProFantasy Ltd.* with **Update 9** (Version 3.75) or higher.
- **Cosmographer for CC3+** from *ProFantasy Ltd.*
- **The CSUAC 2 free add-on for CC3+.** The Dundjinni Archives Vol. 3 is an extension of the Modern/SciFi element of the *CSUAC 2.0*. Without the *CSUAC 2* this extension will not function properly.
- **The Dundjinni Archives Vol. 3 free add-on for CC3+.** The Dundjinni Archives Vol. 3 is an extension of the Modern/SciFi element of the *CSUAC 2.0*.
- **An operating system** that supports CC3+.



**Please Note! This is not a standalone product! It is a special add-on extension of the *Dundjinni Archives Vol. 2 for CC3+*, intended to integrate the *CSUAC 2* and the *Dundjinni Archives* into *Cosmographer for CC3+*. If you install this extension without having installed all of the required software listed above, the result will be a large collection of red Xs in your work with CC3+ and the *Cosmographer*.**

This package **is not** compatible with *Campaign Cartographer 3*. It works **only** with *Campaign Cartographer 3+*.

## Knowing Where Your Data Folders Are



During the installation of the *Dundjinni Archives Cosmographer Extension*, you will have to direct the Setup program to the location of your CC3+ data folders. CC3+ installs into two separate locations, one for the *program* files and one for the *data* files. **The program files usually are in C:\Program Files (x86). This is the wrong location for this installation!**

You need to install in the data folders file. If you installed in the CC3+ default location, your installation goal is:

*C:\ProgramData\Profantasy\CC3Plus*

However, *ProFantasy* gives users the option of installing the CC3+ data into a folder of their choice. If you used that option, you need to tell setup what that location is. If you have forgotten where you installed the CC3+ data files, do the following:

1. Open the *Windows File Explorer*, in some lingual versions simply called the *Explorer*.
2. Open the folder *C:\Program Files (x86)\ProFantasy\CC3Plus*.
3. Locate the file named *@.ini*.
4. With the left mouse key, make a double click on the symbol to the left of the file name *@.ini*.
5. That will open the *Windows Notepad* and it will show you the location where you installed the CC3+ data folders. This is where you need to install the *Dundjinni Archives Cosmographer Extension*.

## Installation under Windows

*Mac* and *LINUX* users need to use their version of the setup, available from the *Vintyri* download site. To install the *Dundjinni Archives Cosmographer Extension* on a *Windows* computer:

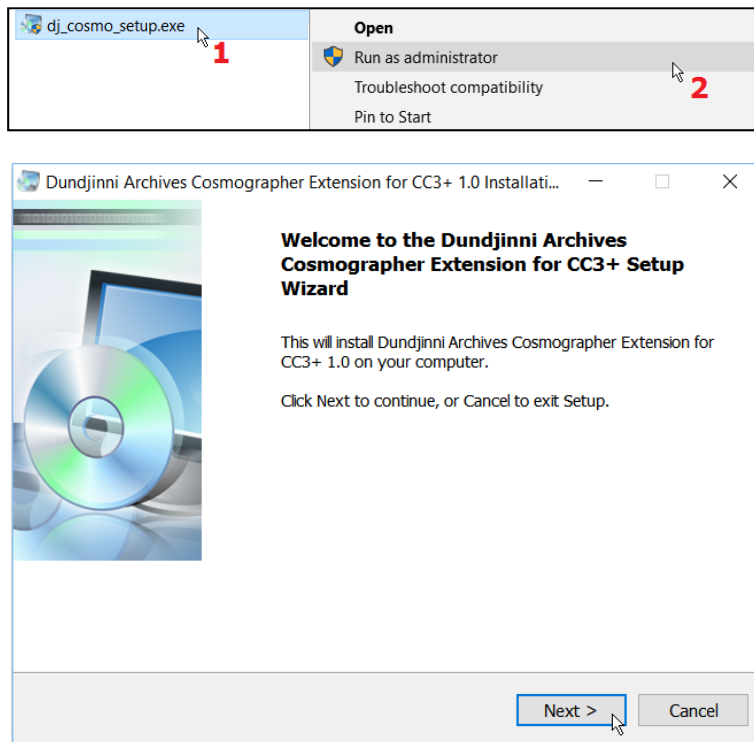
- Close CC3+ if it is open.

- It also is recommended that you temporarily turn off your anti-virus software.
- Open the *File Explorer* of *Windows* to the folder that contains the setup file named *dj\_cosmo\_setup.exe*.
- Using the upper screen shot below as a guideline, take these steps in the *File Explorer*:
  - ◆ 1. Click the symbol for the file *dj\_cosmo\_setup.exe* with the left mouse key to mark it and then with the right mouse key to open the context menu.
  - ◆ 2. Pick the menu option *Run as Administrator*.

**NOTE:** Under certain circumstances, modern *Windows* versions will refuse to run this installation if it is done without administrator privileges active. It is better to take these steps and to avoid such problems.



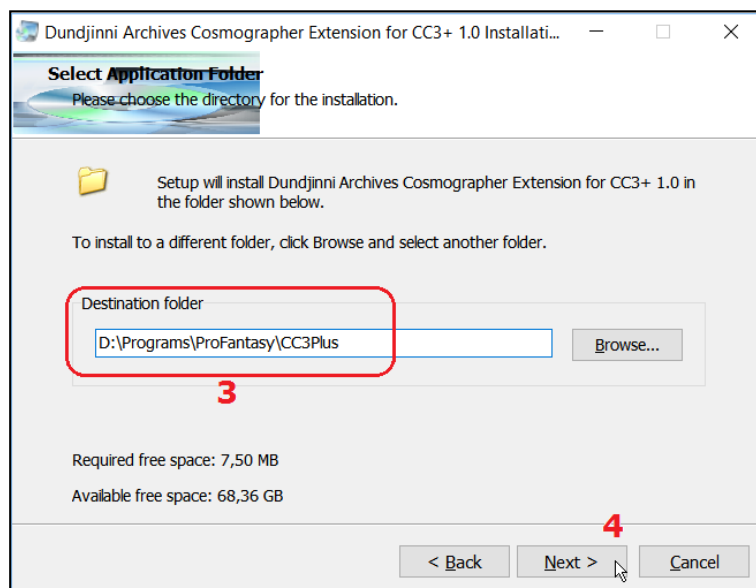
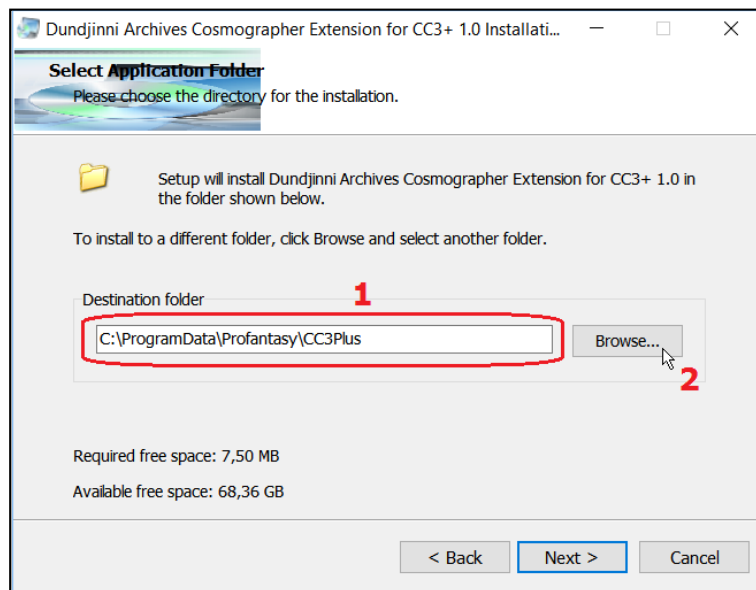
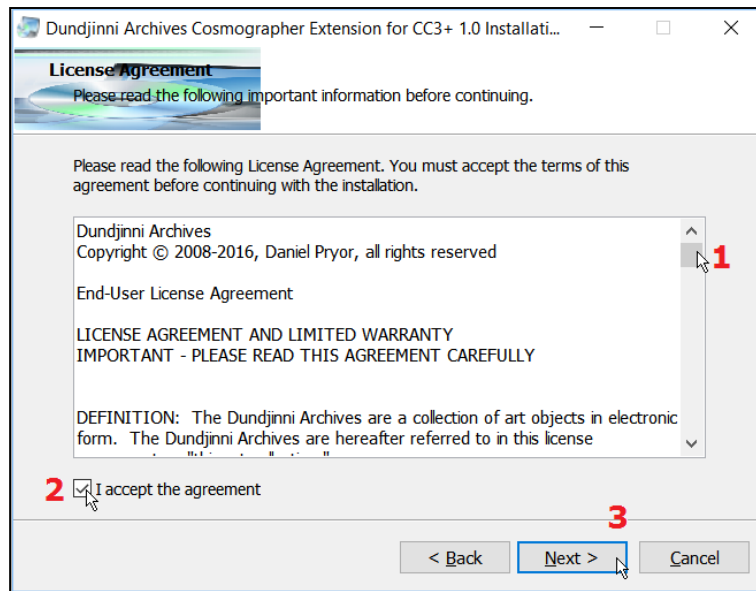
- After the installation program begins running, simply click the command button **Next >** on the first page of the Setup routine (see the lower screen shot below).



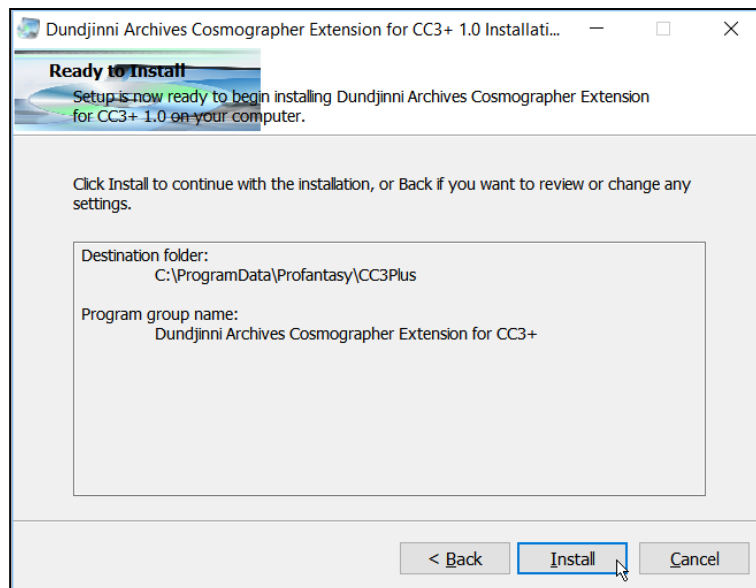
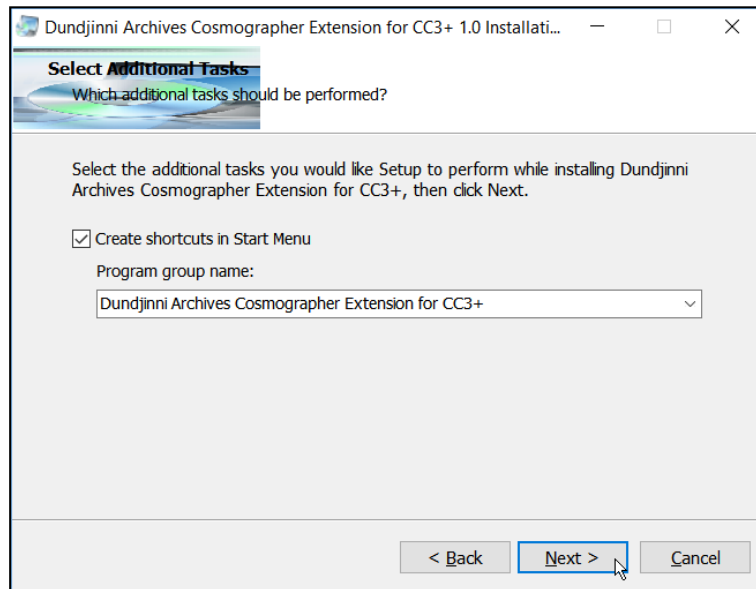
- On the second page (see the upper screen shot on the following page):
  - ◆ 1. Scroll through *End User License Agreement*. This is a legally binding agreement. It is to your advantage to read it before you accept it.
  - ◆ 2. Click the check box *I accept the agreement*.
  - ◆ 3. Click the command button **Next >**.
- Using the middle screen shot on the following page as a guideline:
  - ◆ 1. You need to enter the path to your *CC3+* data folder installation in the text field named *Destination folder*. If the default value *C:\ProgramData\ProFantasy\CC3Plus* is not the correct path, erase it.
  - ◆ 2. Then click the command button **Browse**.

**Continued on Page 5**





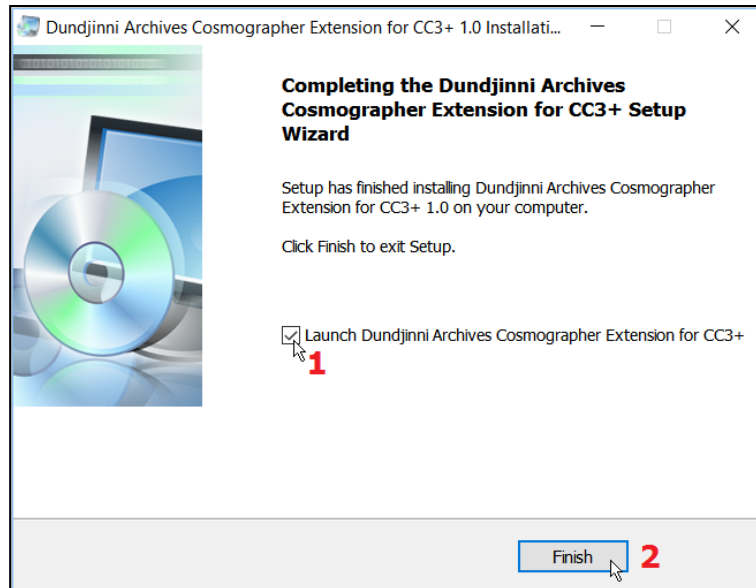
- 3. Select the folder that holds your CC3+ data installation. This is the folder that you chose for the data and learned to find on Page 2. The example shown in the lower screen shot on the previous page – *D:\Programs\ProFantasy\CC3Plus\* - is only an example. You need the folder that contains **your** CC3+ data files.
- 4. Click the command button **Next >**
- On the next page, using the upper screen shot below as a guideline, we recommend that you:
  - ◆ 1. Click the check box named *Create shortcuts in Start Menu*
  - ◆ 2. Click the command button **Next >**.



- The next page (lower screen shot above) lets you review the settings that you've made. Once you've done that, click the command button **Install**.
- The setup program now shows you the status of the running installation. You need do nothing.
- The final page of the setup program (following page) reports that the installation is finished. If you:

- ◆ 1. Click the check box named *Launch Dundjinni Archives Cosmographer Extension for CC3+ ...*
- ◆ 2. ... and click the command button **Finish** ...

... setup will open a DOS-type window briefly and then automatically open *CC3+* to let you check if your installation was successful. **Do not close this DOS window!**



## The *Vintyri* Toolbar

The *Vintyri* toolbar is a third, common toolbar shared by the following add-ons that are distributed free by the *Vintyri Project*:

- *Bogie's Mapping Objects*
- *The CSUAC 2*
- *The Dundjinni Archives*
- *the Vintyri Cartographic Collection*

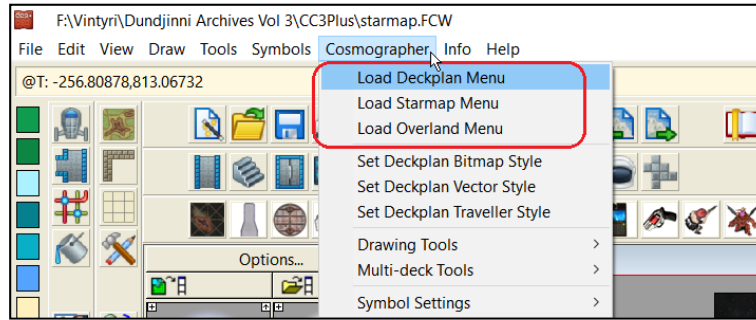
The *Vintyri* toolbar integrates into the following *ProFantasy* products:

- *Campaign Cartographer 3+*, when operating in its native overland mode
- *Dungeon Designer 3*
- *City Designer 3*
- *Symbol Set 3 (Modern)*
- *Symbol Set 4 (Dungeons of Schley)*
- *Cosmographer*

The *Vintyri* toolbar has a different appearance with each of these products. It shows only those buttons with graphical icons that are appropriate for the mode and add-on that is activated at the time.

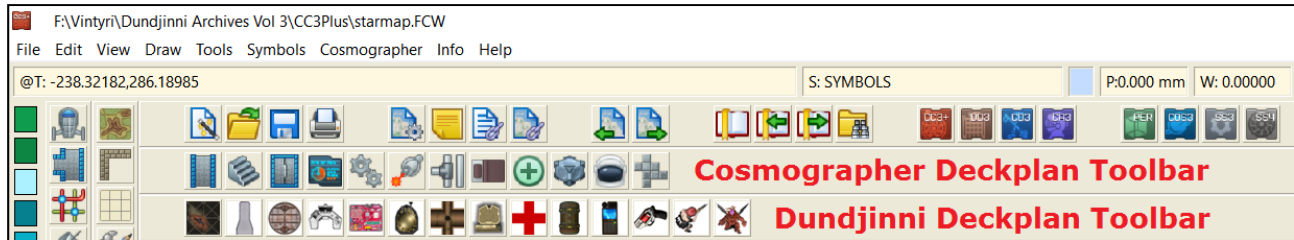


## The *Dundjinni Archives* Integration in *Cosmographer* for CC3+:



*Cosmographer* has three different operating modes: *Deckplan*, *Starmap* and *Overland*. One chooses the mode by clicking the menu option *Cosmographer* and then choosing the desired mode. See the screen shot above. This menu also allows one to choose between bitmap (raster), vector and *Traveller* styles. There are no *Dundjinni* objects for *Overland* mode, nor are there *Dundjinni* objects for the vector or *Traveller* styles.

## The *Vintyri* Toolbar for *Cosmographer* in *Deckplan* mode:



The *Dundjinni Archives* toolbar for *Cosmographer* offers a wide variety of new symbols that not only extend those offered by the *Cosmographer* toolbar but also offers new symbol categories. Looking at them from the left, the first 11 buttons in the *Vintyri* toolbar offer the same types of symbols as those in the *Cosmographer* toolbar:

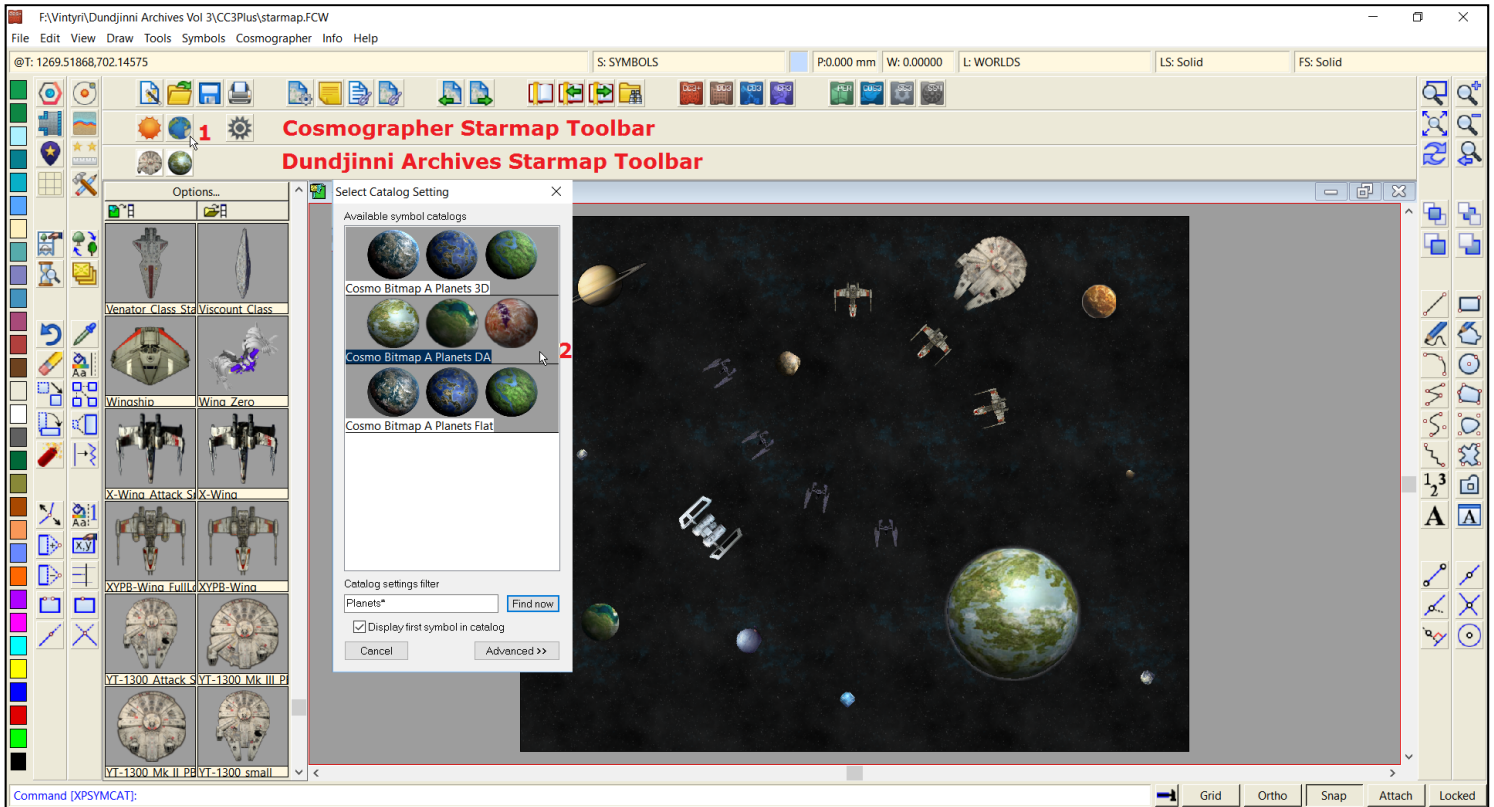
- Passageways
- Up and Down
- Wall Features
- Command Stations
- Engineering Systems
- Weapons Systems
- Pipes and Cables
- Furniture
- Medical Systems
- Cargo
- Personal Items

Beginning with the 12<sup>th</sup> button – *Space Geomorphs* in the *Cosmographer* toolbar – each of the toolbars goes its own direction. The *Dundjinni Archives* contain no space geomorphs, but they do contain types of symbols not available in the *Cosmographer* package but that nonetheless are useful with *Cosmographer* deckplans and that can extend their possibilities. Observed from the left and beginning with the 12<sup>th</sup> button, the *Vintyri* toolbar offers:

- Personal Weapons
- Humans
- Aliens

These three new symbol groups make it possible to populate the decks of spaceships.

## The *Vintyri* Toolbar for *Cosmographer* in *Starmap* mode:



The *Cosmographer* and *Vintyri* toolbars in *Starmap* mode offer somewhat different possibilities. The *Cosmographer* toolbar offers these options, beginning at the left:

- **Stars.** There are no star symbols in the *Dundjinni Archives*.
- **Planets**
- **Traveller Symbols.** There are no *Traveller* symbols in the *Dundjinni Archives*.

The *Vintyri* toolbar offers two buttons from the *Dundjinni Archives*, again, from the left:

- **Spaceships.** There are no spaceship symbols in the *Cosmographer* installation. This option gives cosmographers the opportunity to add spacecraft and spaceship encounters to star fields and planet maps.
- **Planets.** This button extends the selection of planets offered by the *Cosmographer* toolbar. This option also includes a symbol for the earth.

There is yet another hybrid option. The *Cosmographer Planets* button opens the *Select Catalog Setting* dialog box and let's the user choose between planet symbols in 3D and flat versions. We've added the *Dundjinni Archives* planet symbols to this selection. (See the screen shot above.)

## Maintaining and Fixing Toolbars

CC3+ has a single custom toolbar. The *Dundjinni Archives* and the *Bogie's Mapping Objects*, *CSUAC 2* and *Vintyri Cartographic Collection* add-ons make extensive use of that one custom toolbar. However, other third party creators of add-ons for CC3+ also can program this toolbar to serve their applications.

This can lead to serious conflicts. The programming decisions of another third party vendor well might overwrite and therefore destroy the *Vintyri* toolbar system that is installed with this product. There also may be other things at times that lead to both your *Vintyri* and CC3+ toolbars being damaged or disappearing.

In addition, reinstallation of another *Vintyri* release – *Bogie's Mapping Objects*, the *CSUAC 2*, *Dundjinni Archives* volumes or the *Vintyri Cartographic* collection – that were downloaded before the release of this *Dundjinni Cosmographer* extension – all might destroy the *Vintyri* toolbar for *Cosmographer*.

In your CC3+ data folder – (*Data Folders*)\ProFantasy\CC3Plus\ – is a file named *cosmo\_recovery.bat*. If you open the *CC3Plus* folder with your *Windows File Explorer* and make a double click with the left mouse key on this symbol's file, it should correct those problems in most cases.

**However, if you have installed** a third party add-on from a provider other than the *Vintyri Project* that causes a toolbar conflict, we suggest that you contact us at:

[info@vintyri.org](mailto:info@vintyri.org)

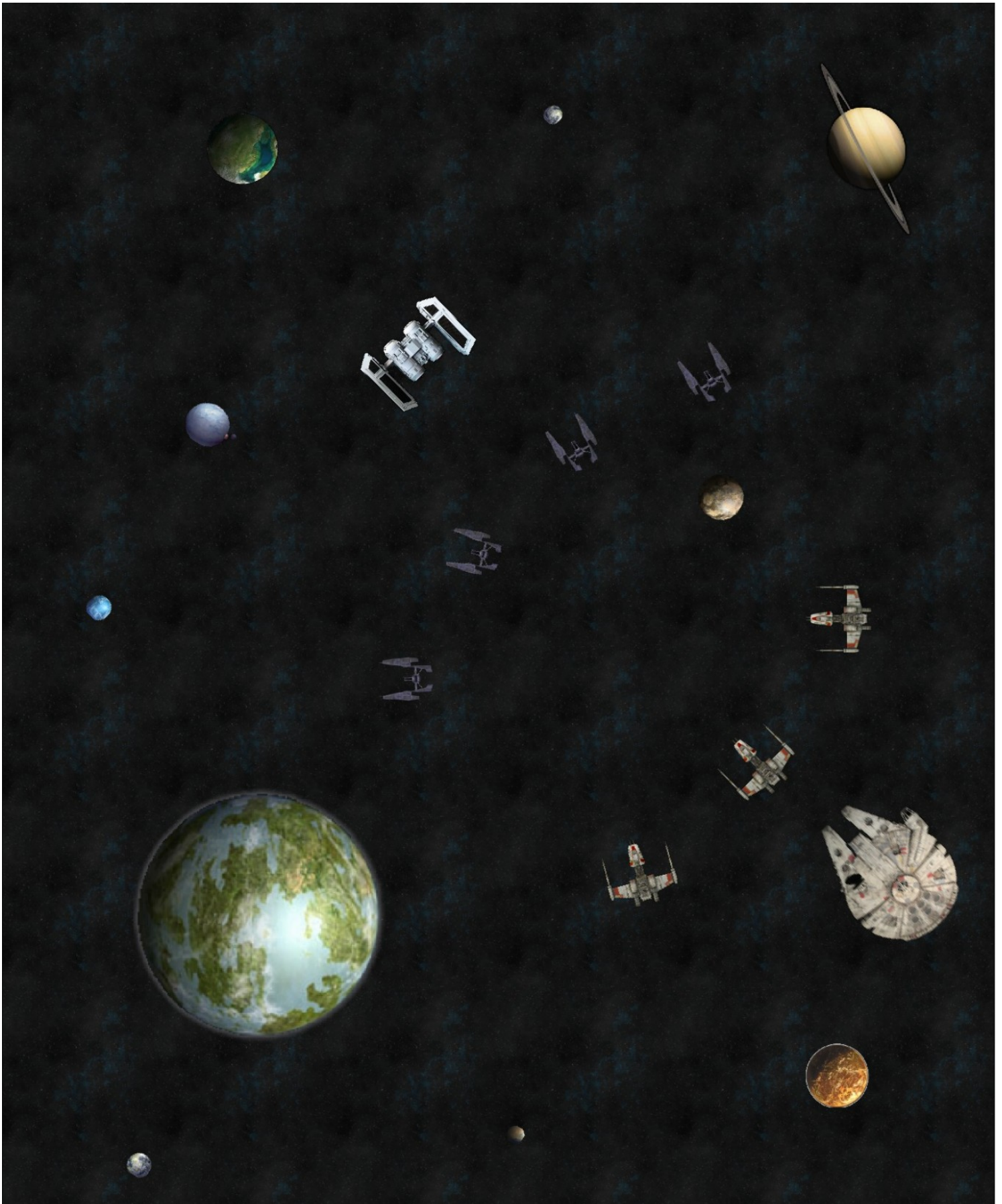
for help in combining the conflicting toolbars into a working model.

Destruction of the *ProFantasy* toolbars is another matter. One usually can restore *ProFantasy*'s toolbars by running the utility *CC3MenuConfig.exe*, which can be found in (*Data Folders*)\ProFantasy\CC3Plus. However, that is a cure that does not always work. If *CC3MenuConfig.exe* fails to restore damaged toolbars or menus, it's best to do the following:

- Download the latest update for CC3+ from your registration page at <http://www.profantasy.com>.
- Run the update. If asked, choose the *Repair* option.

That will download *ProFantasy*'s current configuration file and run it, which usually will restore all defective *ProFantasy* toolbars and menus.





***Battle over Earth, with Dundjinni planet and spacecraft Symbols***



# Dundjinni Archives™

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# JÖRÐGARÐ

A campaign setting for  
Dungeons Daring and  
OGL 3.5 Campaigns

