



# Cartographic Collection

## Installation Guide for Campaign Cartographer™ 3+ and 3 Version 1.0



Compatible with the Dungeons Daring™ Role-Playing Game  
and the JÖRÐGARÐ™ Campaign Setting







**Vintyri Cartographic Collection**  
**Installation Guide**  
**for Campaign Cartographer™ 3+ and 3**  
Version 1.0

**Product Code: VCC\_IG\_1-0000**

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**Technical Data:**

- The graphical content of all symbols was created with *Fractal Mapper 8* from *NBOS Software*.
- Alpha transparency was added with *The GIMP* from Spencer Kimball, Peter Mattis and the *GIMP Development Team*.
- MAP files were created with *The GIMP* and *Paint.net* from *dotPDN.LLC*.
- CC3+, CC3 and CD3 files were created with *Campaign Cartographer 3* and *Campaign Cartographer 3+*.

**The front and back covers are Product Identity**

Front cover picture: Cartographical collection of building, external and part symbols  
Rear cover pictures: Rödelsee Gate in Northern Bavarian Iphofen.

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*Photo by Jaqen*

*This photo is not Open Game Content. See below.*

The Vintyri Cartographic Collection  
is dedicated to

**Larry Elmore**  
1948-

*Larry Elmore is the man who first made it possible  
for us to see our paper RPG adventures*

**Photo: Larry Elmore at Lucca Comics and Games, 2008**

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# I. Installing the *Vintyri* Collection

## Prerequisites

To get the full use of the *Vintyri Cartographic Collection*, you need:

- A working Version of CC3+ or CC3.

To get the *optimal* use of this symbol set, you also need:

- The *City Designer 3* add-on from *ProFantasy Ltd.*

## Previewing the Symbols

No doubt some readers are wondering if they want to install this collection of symbols, questioning whether it has any content that will suit one's mapping needs. The *Vintyri* website offers an online preview of all of the symbols and fill styles in this collection. In the Internet, go to:

[http://www.vintyri.org/vintyri/preview\\_01.htm](http://www.vintyri.org/vintyri/preview_01.htm)

## Finding Your Goal



Before you can install the *Vintyri Cartographic Collection*, you need to know where your CC3+ or CC3 data folder is. That's important, because it's the location where you'll unpack ZIP files that you'll download.

### CC3+:

During the initial installation, CC3+ gives you the choice between a default installation and a custom installation. You need to know how you installed CC3+ before you can determine where to unpack the *Vintyri Cartographic Collection* ZIP files that you will download.

### Default Installation

If you installed CC3+ as recommended – in other words, a *default* installation – your data folder is on the path *C:\ProgramData\ProFantasy\CC3Plus*, as shown in the screen shot at the top of the following page.

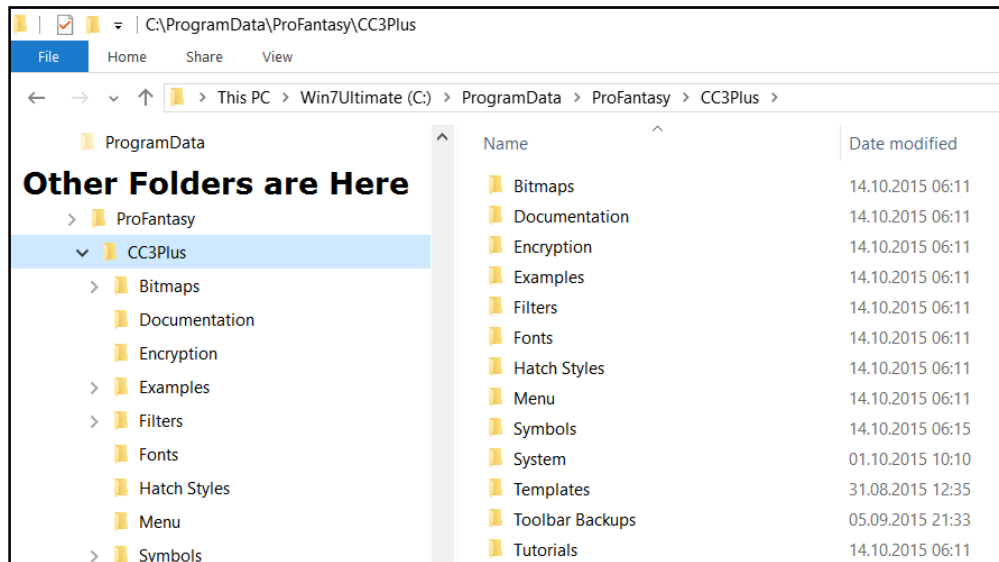
**PLEASE NOTE:** In the *Windows* structure, this is a *hidden* folder. To access it, sign in with an administrator account. Then you can open the *Windows Control Panel*, click *File Explorer Options* or *Folder Options*, depending upon your *Windows* version and then tell *Windows* to show hidden files and folders. See the bottom screen shot on the following page. You also can type %ALLUSERSPROFILE% into the location bar in the *File Explorer* or *Windows Explorer*, and it will take you to the hidden *ProgramData* folders. See the top screen shot on Page 10.

### Custom Installation

When you installed CC3+, it also gave you the option of installing the data files into a folder of your choice. If you used this option, that's the destination to which you must go for the installation. The second screen shot on Page 10 shows a custom installation in this path: *F:\Programme\ProFantasy\CC3Plus*



## Vintyri Cartographic Collection – Installation Guide



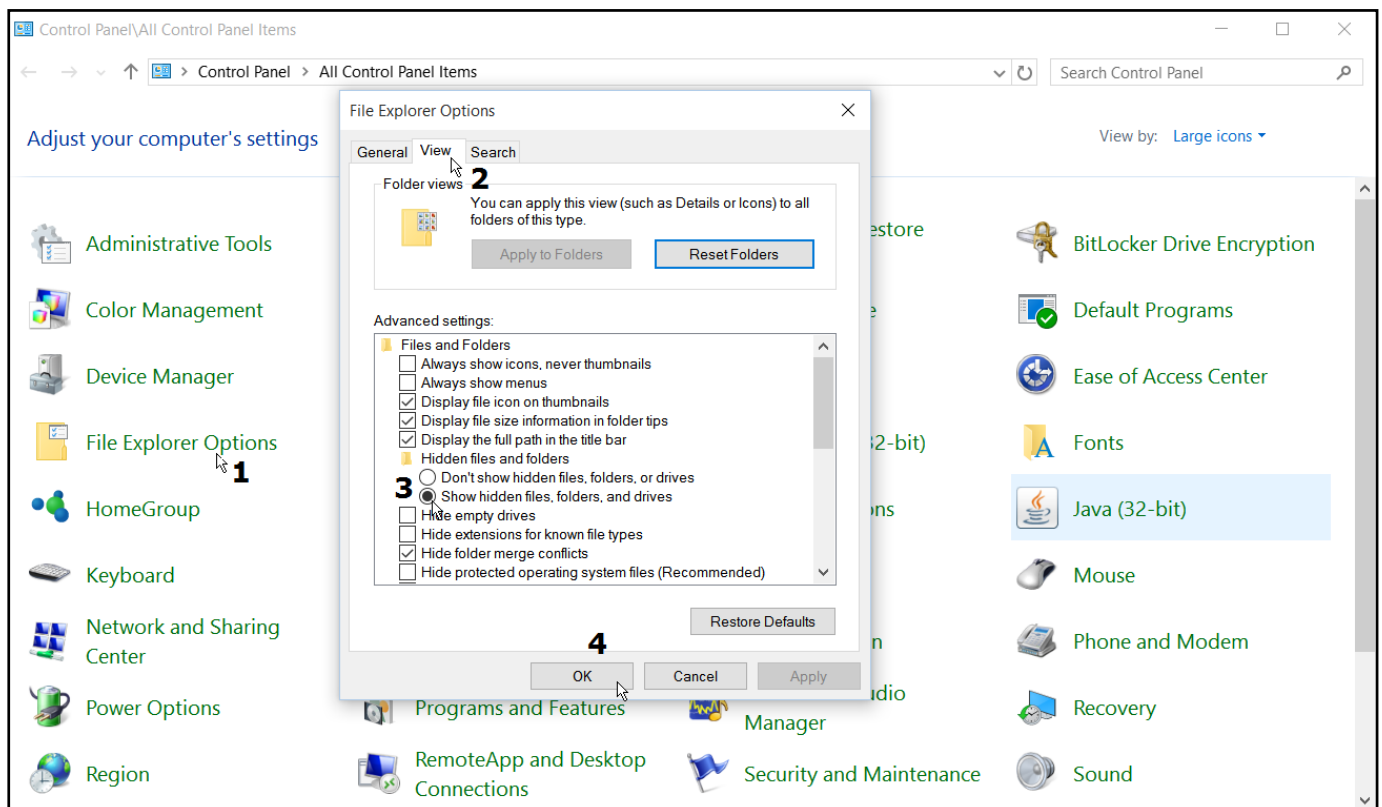
**Data Folder: CC3+ Default Installation**

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Or course, it might be that you've forgotten where you installed the data files. In that case, depending upon your *Windows* version, open the *Files Explorer* or the *Windows Explorer* (or in some language versions, simply the *Ex-plorer*) and:

- Go to the Folder named *C:\Program Files (x86)*.
- Open the folder *CC3Plus* under *ProFantasy*
- Open the file *@.ini*

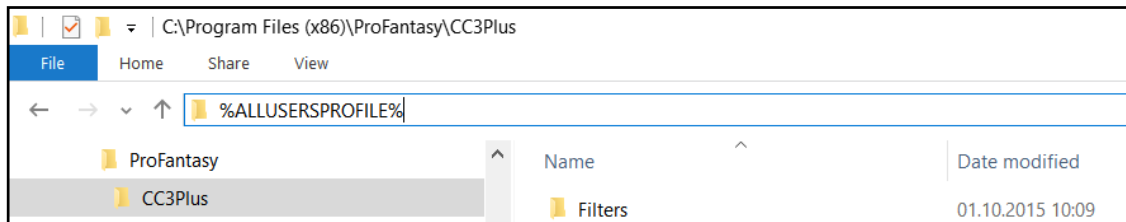
See the third screen shot on Page 10. If you open *@.ini*, it will show you the location of your CC3+ data folders. See the bottom screen shot on Page 10.



**Making All Hidden Folders Visible**

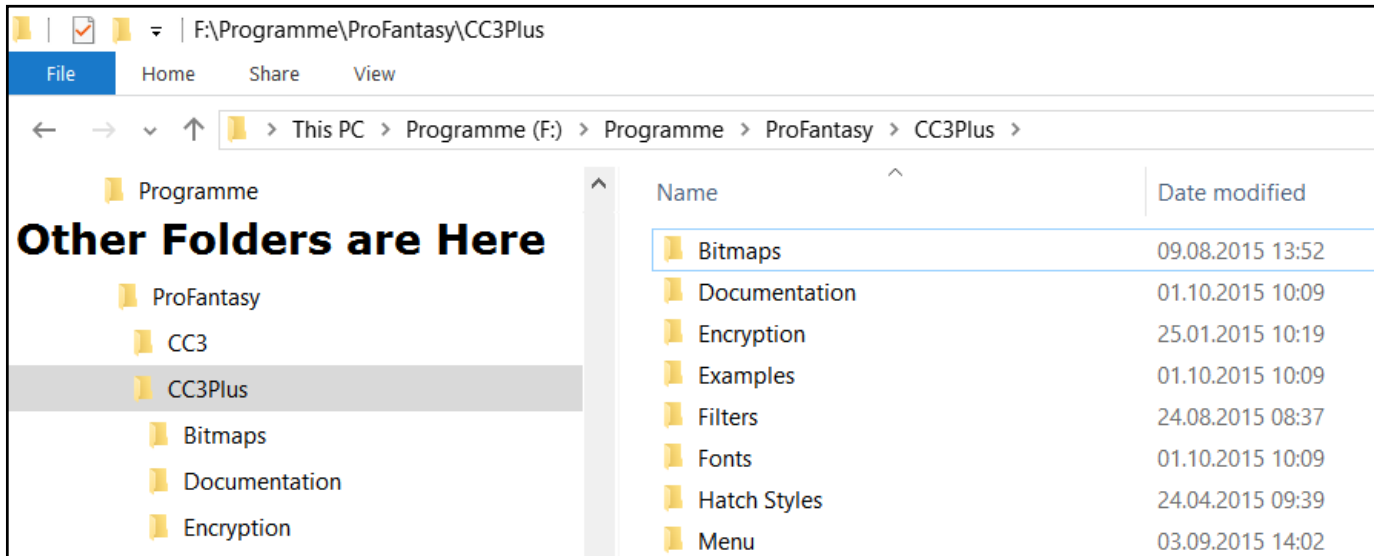
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## Vintyri Cartographic Collection – Installation Guide



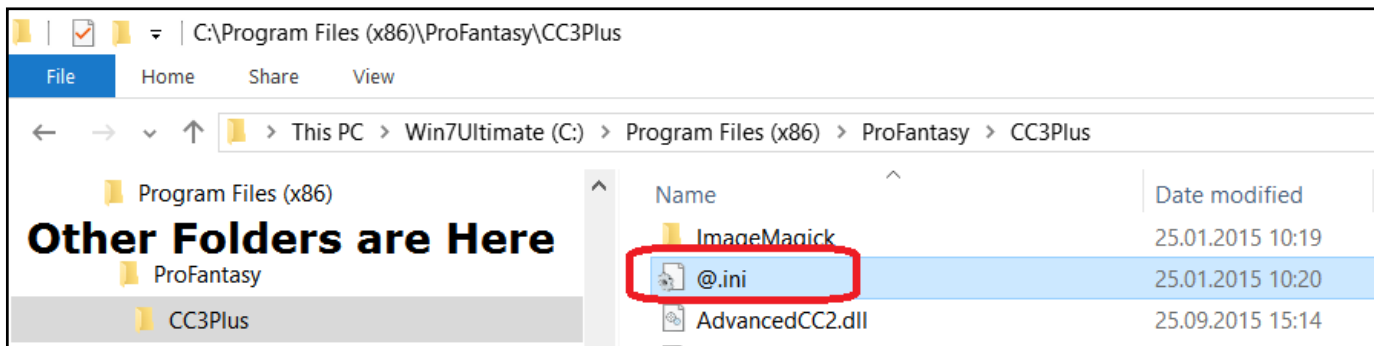
**Opening the Hidden Data Folders**

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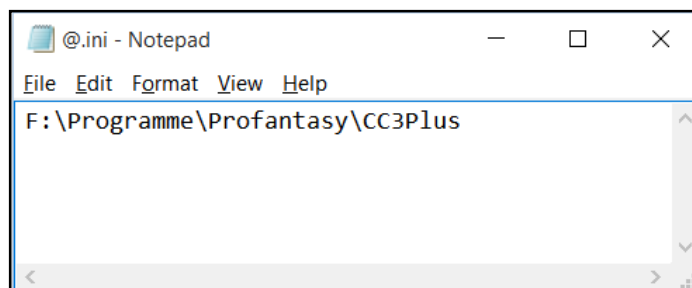
**Data Folder in a Custom Installation**

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**Opening @.ini, above, und the path, below**

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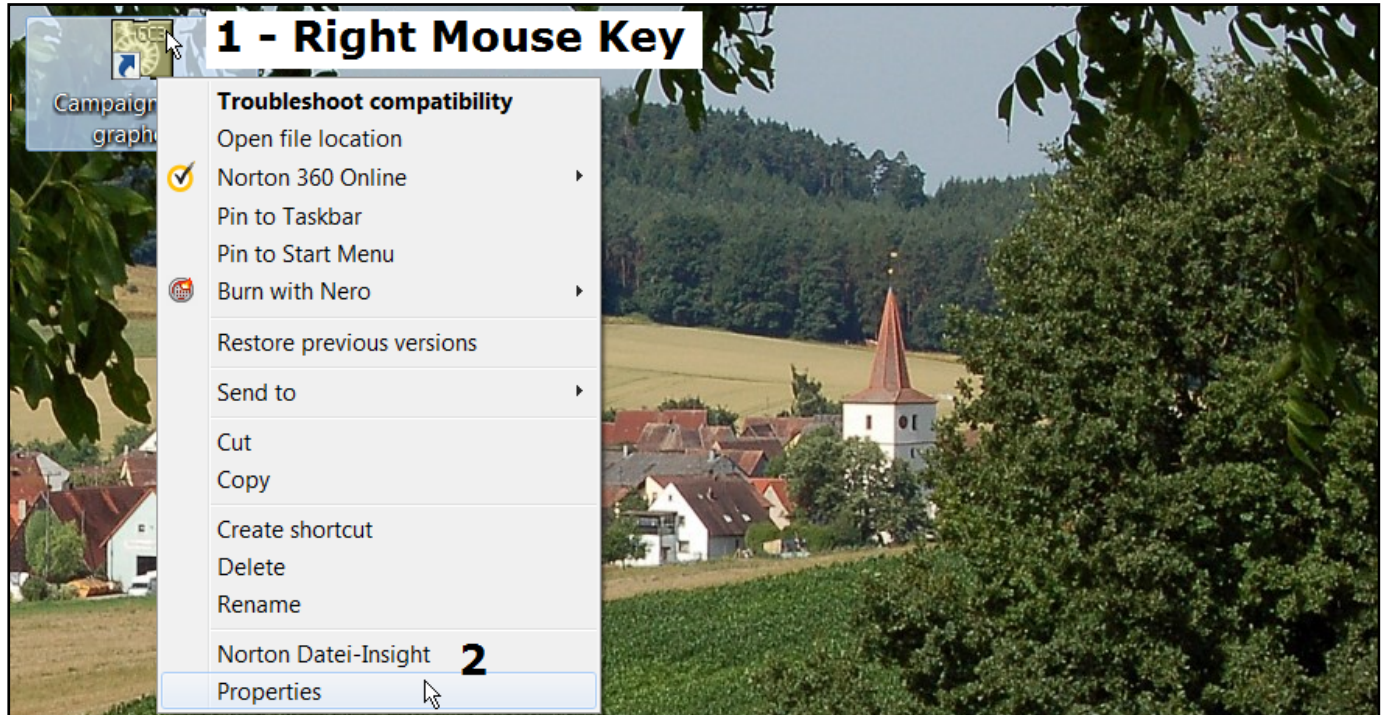




## CC3:

### Finding the Location

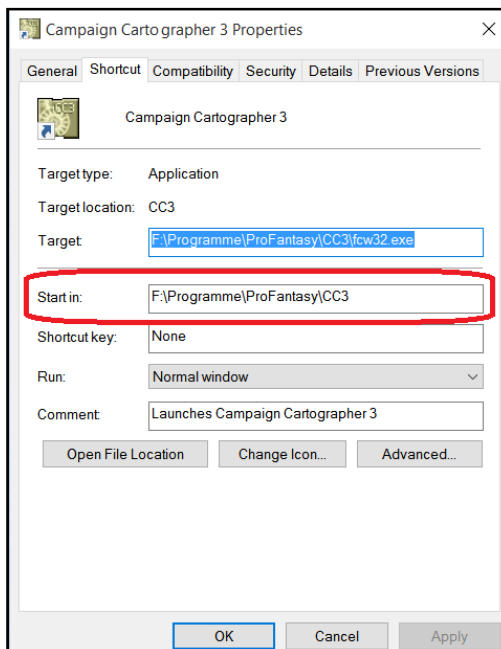
Regardless whether you used the default installation or chose your own location, you can find the data folder for CC3 with a few mouse clicks. Go to the *Windows* level where you have your CC3 program symbol and click the CC3 symbol with the right mouse key. That opens a context menu. Click *Properties*:



**Opening the Properties Dialog Box**

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The field *Start in* shows you where the CC3 data folder is:



**CC3 Data Folder Location**

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## Picking a Download Location

The files that you download all will be zipped files in ZIP format. When you download, you can save these ZIP files in any temporary location you choose. However, before you UNZIP or unpack them, you need to decide where the unpacked files should go. Basically, there are two options:

- 1. Some users don't like to install anything directly if they can avoid it but rather would unzip a file to a temporary location, inspect the unpacked files and only then move them to their permanent location. If you choose this option, you need to pick your own temporary folder.
- 2. Others prefer to unzip the files directly where they belong, unzipping and installing in a single operation.

Regardless which option you choose, the end destination for your unpacked files is the folder *CC3Plus* or *CC3* at your data folder location.



## Downloading the App Files for CC3+ and CC3

You can get the necessary files here:

[http://www.vintyri.org/vintyri/vccindex\\_cc.htm](http://www.vintyri.org/vintyri/vccindex_cc.htm)



You need to download the appropriate encircled app file below. Different app files are required for CC3+ and CC3!

	<p><b>Vintyri Cartographic Collection</b>  <b>App for Campaign Cartographer 3+</b>                  Version 1.0 (Released January 2016)</p> <p><b>This download is for Campaign Cartographer 3+ ONLY! There is a separate download for Campaign Cartographer 3!</b></p> <p>The following installation files are necessary for the cartographic collection to work properly in Campaign Cartographer 3+. See the installation guide for more information.</p> <p>Download the CC3+ app. <a href="#">Click here!</a>                  File: vcc_cc3plus.zip</p>
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### Downloading the CC3+ App File

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	<p><b>Vintyri Cartographic Collection</b>  <b>App for Campaign Cartographer 3</b>                  Version 1.0 (Released January 2016)</p> <p><b>This download is for Campaign Cartographer 3 ONLY! There is a separate download for Campaign Cartographer 3+!</b></p> <p>The following installation files are necessary for the cartographic collection to work properly in Campaign Cartographer 3. See the installation guide for more information.</p> <p>Download the CC3 app. <a href="#">Click here!</a>                  File: vcc_cc3.zip</p>
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### Downloading the CC3 App File

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## Downloading the Common Files for CC3+ and CC3

Again, you can get the necessary files here: [http://www.vintyri.org/vintyri/vccindex\\_cc.htm](http://www.vintyri.org/vintyri/vccindex_cc.htm)



The symbol and fill style files comprise a total of 4.4 GB of PNG graphical files in all four CC3+ and CC3 resolutions (VH, HI, LO, VL). To spare users problems downloading gigantic files, we have split them up into 13 separate ZIPs. All 13 ZIP files are needed. Download all of the ZIP files shown on the following pages.

	<p><b>Vintyri Cartographic Collection</b>  <b>Symbols and Fill Styles for CC3+ and CC3</b>                  Version 1.0 (Released January 2016)</p> <p><b>If you are using both CC3+ and CC3, download the ZIP files only once. The CC3+ and CC3 files are identical. The same ZIP files can be used for both programs. ALL of the following ZIP files are required for the cartographic collection apps to work correctly!</b></p>
	<p><b>Fills and Textures</b>, Version 4.2 (Current: Version 4.2, Build 018)                  Released October 2015                  Overland, Settlements and Structures</p> <p>This download contains the fill styles for the <i>Vintyri Cartographic Collection</i>.</p> <p><b>FOR CC3+ and CC3:</b></p> <p> Click here: <a href="http://www.vintyri.org/downloads/vss_ft_4_2_fill_styles.zip">http://www.vintyri.org/downloads/vss_ft_4_2_fill_styles.zip</a>                  (60 MB – 59.351 KB)</p>
	<p><b>Symbol Set 1</b>, Version 1.0 (Current: Version 1.0 Beta β 1.1 Build 16)                  Released December 2015</p> <p>Walls, towers, gates and gatehouses</p> <p> <b>For CC3+ and CC3</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss1_1_symbols.zip">http://www.vintyri.org/downloads/vss1_1_symbols.zip</a> (256 MB – 255.469 kb)</p>
	<p><b>Symbol Set 2</b>, Version 1.1 (Current: Version 1.1 Build 026)                  Released October, 2015</p> <p>Generic buildings &amp; building parts.</p> <p> <b>The Symbol Collection – for CC3+ and CC3</b></p> <p><b>Both ZIP files are required</b></p> <p><b>Part 1:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss2_1_1_symbols_01.zip">http://www.vintyri.org/downloads/vss2_1_1_symbols_01.zip</a> (1.2 GB – 1.150.636 KB)</p> <p><b>Part 2:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss2_1_1_symbols_02.zip">http://www.vintyri.org/downloads/vss2_1_1_symbols_02.zip</a> (1.25 GB – 1.214.500 KB)</p>

**Downloading the Files for CC3+ and CC3**

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	<p><b>Symbol Set 3</b>, Version 1.0 (Current: Version 1.0 Build 12) Released December, 2015</p> <p>Artisans' &amp; Commercial Structures</p> <p>(14 MB – 13.189 KB)</p> <p>  <b>For CC3+ and CC3</b></p> <p><b>Both ZIP files are required</b></p> <p><b>Part 1:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss3_1_symbols_01.zip">http://www.vintyri.org/downloads/vss3_1_symbols_01.zip</a> (540 MB – 539,074 KB)</p> <p><b>Part 2:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss3_1_symbols_02.zip">http://www.vintyri.org/downloads/vss3_1_symbols_02.zip</a> (375 MB – 374,924 KB)</p>
	<p><b>Symbol Set 4</b>, Version 1.0 (Current: Version 1.0 Beta B 1.1) Released November, 2015</p> <p>Agricultural &amp; Culinary Structures</p> <p>  <b>The Symbol Collection – for CC3+ and CC3</b></p> <p><b>All four ZIP files are required!</b></p> <p><b>Symbols – Part 1:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss4_1_symbols_01.zip">http://www.vintyri.org/downloads/vss4_1_symbols_01.zip</a> (496 MB – 495,972 KB)</p> <p><b>Symbols – Part 2:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss4_1_symbols_02.zip">http://www.vintyri.org/downloads/vss4_1_symbols_02.zip</a> (510 MB – 509,121 KB)</p> <p><b>Symbols – Part 3:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss4_1_symbols_03.zip">http://www.vintyri.org/downloads/vss4_1_symbols_03.zip</a> (324 MB – 323,609 KB)</p> <p><b>Symbols – Part 4:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss4_1_symbols_04.zip">http://www.vintyri.org/downloads/vss4_1_symbols_04.zip</a> (352 MB – 351,055 KB)</p>
	<p><b>Symbol Set 5</b>, Version 1.0 Released January 2016</p> <p>Institutional &amp; Military Structures</p> <p>  <b>The Symbol Collection – for CC3+ and CC3</b></p> <p><b>All three ZIP files are required!</b></p> <p><b>Symbols – Part 1:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss5_1_symbols_01.zip">http://www.vintyri.org/downloads/vss5_1_symbols_01.zip</a> (462 MB – 461,757 KB)</p> <p><b>Symbols – Part 2:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss5_1_symbols_02.zip">http://www.vintyri.org/downloads/vss5_1_symbols_02.zip</a> (546 MB – 545,627 KB)</p> <p><b>Symbols – Part 3:</b></p> <p>Click here: <a href="http://www.vintyri.org/downloads/vss5_1_symbols_03.zip">http://www.vintyri.org/downloads/vss5_1_symbols_03.zip</a> (426 MB – 426,186 KB)</p>

Downloading the Files for CC3+ and CC3

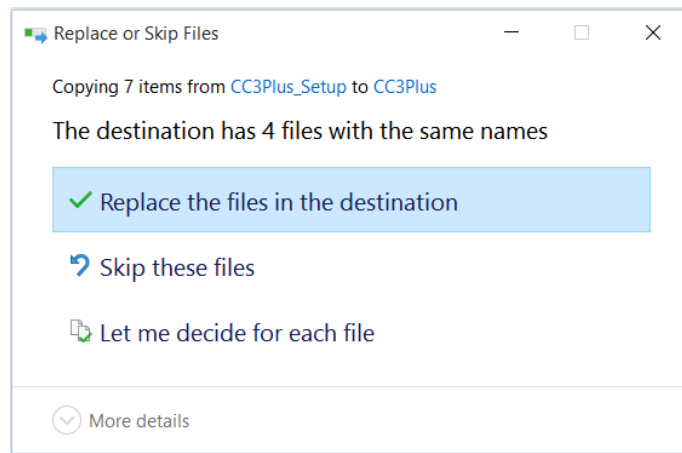
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## Installing the Downloaded ZIP Files

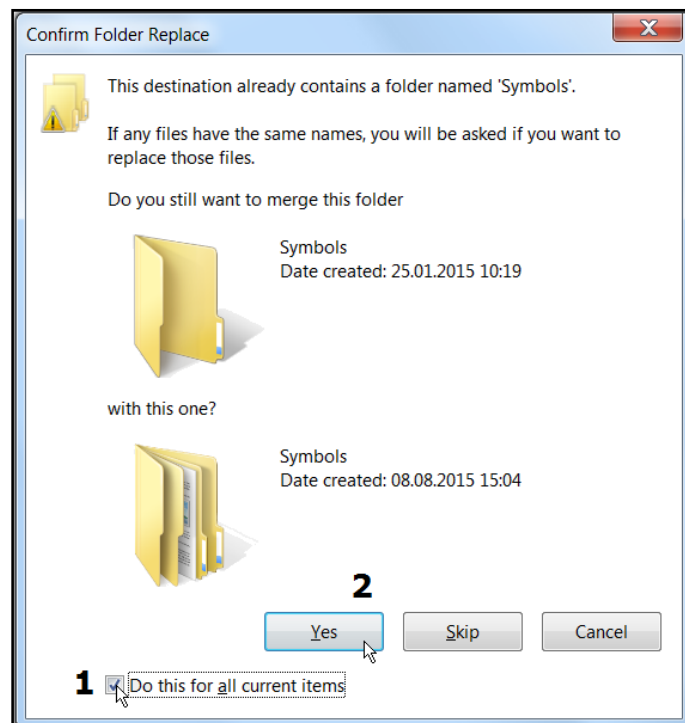
Once you've finished downloading, you should have 14 ZIP files if you're using only one version of *Campaign Cartographer* or 15 ZIP files if you're installing for both CC3+ and CC3. Specifically, there are two different ZIP files for the CC3+ and CC3 versions of the cartographic collection app and there are 13 common files that install the symbols and fill styles in both programs. The content of these ZIP files either must be unpacked or copied into the proper data folder. We've seen further above how we can locate our data folders. Proceed as follows:

- Move the unzipped CC3+ app files and folders into `\Data Folders\CC3Plus`
- Move the unzipped CC3 app files and folders into `\Data Folders\CC3`
- Move the unzipped common files and folders into `\Data Folders\CC3Plus` and `\Data Folders\CC3`, as applicable.



**Dialog Box for Folder Copies**

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**Dialog Box for Folder Copies**

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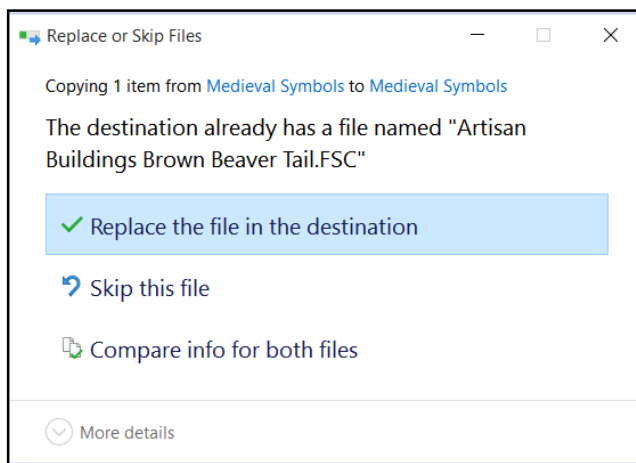
## Those Unsettling Messages

During installation of the *Vintyri Cartographic Collection*, you might see a dialog box like one of the two screen shots on the previous page, depending upon your *Windows* version. These appear when the ZIP file contains a folder with the same name as an existing *CC3+* or *CC3* folder.

If we see the first of these dialog boxes, we need to click the option *Replace the files in the destination*. If we see the second dialog box, we need to merge the contents of the new *Vintyri* folder with the contents of the old *CC3+* or *CC3* folder. To do that, we click the option box *Do this for all current items* and then the button **Yes**.

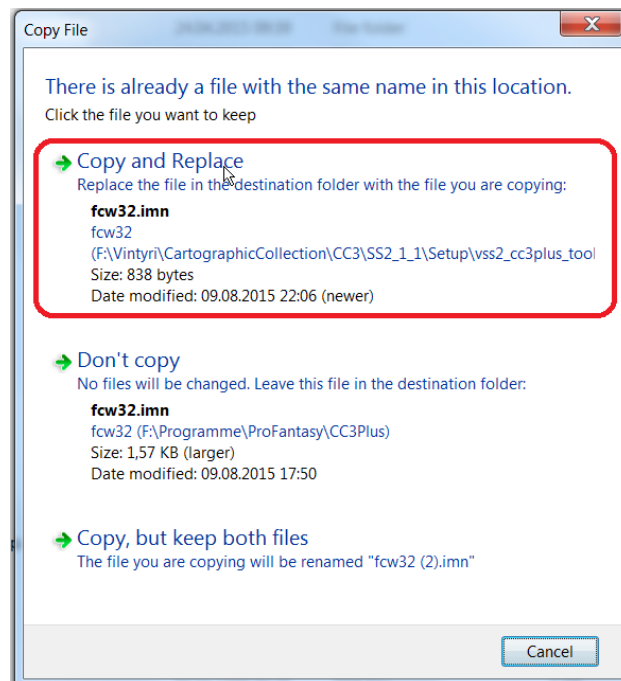
Again, dependent upon the *Windows* version, we also might see one of the two file overwrite dialog boxes, as in the screen shots below.

- If the first dialog box appears, we need to click *Replace the file in the destination*.
- If the second dialog box appears, we need to choose the *Copy and Replace* option.



**File Overwrite Dialog Box**

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**File Overwrite Dialog Box**

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After finishing the installation steps as outlined above, your basic CC3+ installation is finished. However, if you are installing in CC3, you still have one more step left.



## Finishing a CC3 Installation

**Before your CC3 installation will work correctly, you must enter it into the *Windows-Registry*.**

**IMPORTANT!** These steps should be done only for CC3 installations! CC3+ uses an entirely different method for registering symbol libraries. If you installed the CC3+-version, the equivalent of symbol registration took place when you moved the unzipped files into the CC3+ data folder.



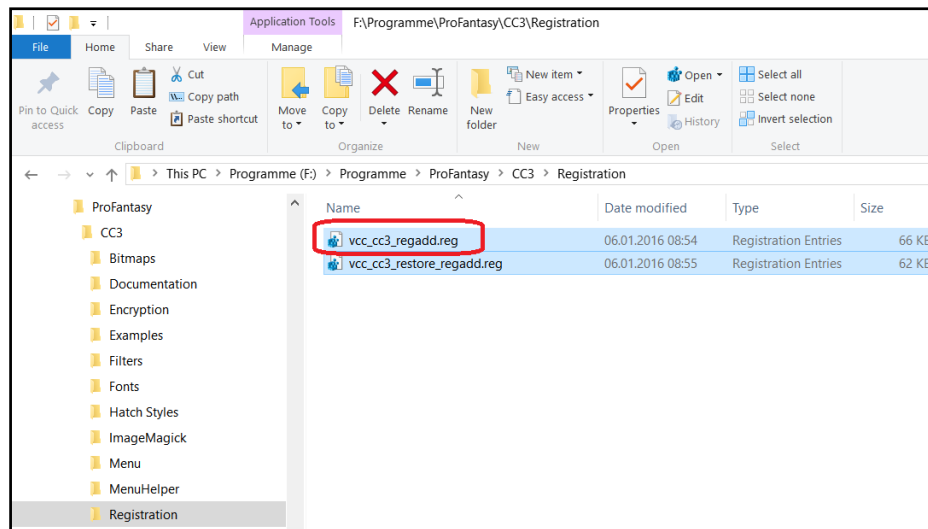
After a full installation, a new folder named *Registrations* will appear in your CC3 folder in the Data Folders path. Use the screen shots below and on the following page as a guideline.

- Use the file named *vcc\_cc3\_regadd.reg*.

To enter the symbol data into the *Windows Registry* data base, you must be running the operations as an administrator under *Windows® Vista, 7, 8, 8.1 and 10!*



Follow these steps, using the screen shots as a guideline:



**Registration File for a Full Installation**

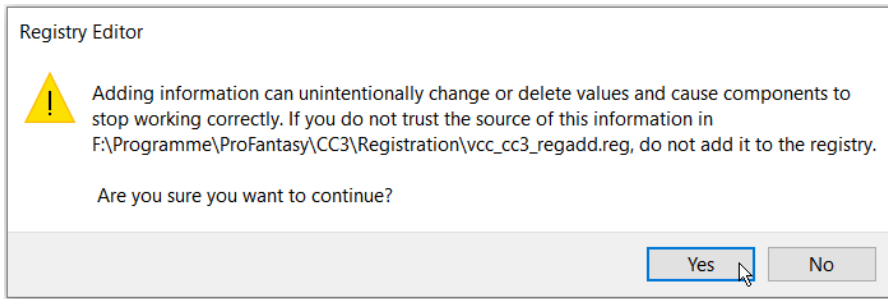
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- Open the *File Explorer* or *Windows Explorer*, dependent upon your *Windows* version.
- Go to and open your CC3 data folder.
- Click the second level folder *Registration* to show its contents on the right side of the *Explorer* screen.
- Double-click the **symbol** of the file *vcc\_cc3\_regadd.reg*.

*Windows Vista®*, 7, 8, 8.1 and 10 will ask you if you want to let the program *RegAdd* make changes to your computer. To proceed, you must click the button **Yes**.

After you've made your mouse click, *Windows* will display the following message.

## Vintyri Cartographic Collection – Installation Guide



### Confirming the Registration

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When this message appears, you must click the button **Yes**. The *Windows Registry* then will be updated, and *Windows* then will show you a message confirming the update. If you have *CC3* open, please close the program and reopen it to activate the new registry entries inside *CC3*. Once you've registered it, your installation is finished. There's nothing more that you need to do.





## Installing Extensions for the CC3+ and CC3 Add-Ons

The basic installation that you've run serves *CC3+* or *CC3*. It does not integrate the templates, fill styles and drawing tools into *Dungeon Designer 3* or *City Designer 3*. If you have *Dungeon Designer 3* and/or *City Designer 3*, you don't have to settle for these limitations. You can download and install additional templates and drawing tools that will integrate the *Vintyri* fill styles and drawing tools into both of these add-ons. Return to the Internet download page ...

[http://www.vintyri.org/vintyri/vccindex\\_cc.htm](http://www.vintyri.org/vintyri/vccindex_cc.htm)

... and download the ZIP files shown below, as appropriate. The installation routine is the same as for the main package; unpack the ZIP files into your *CC3+* or *CC3* data folder.

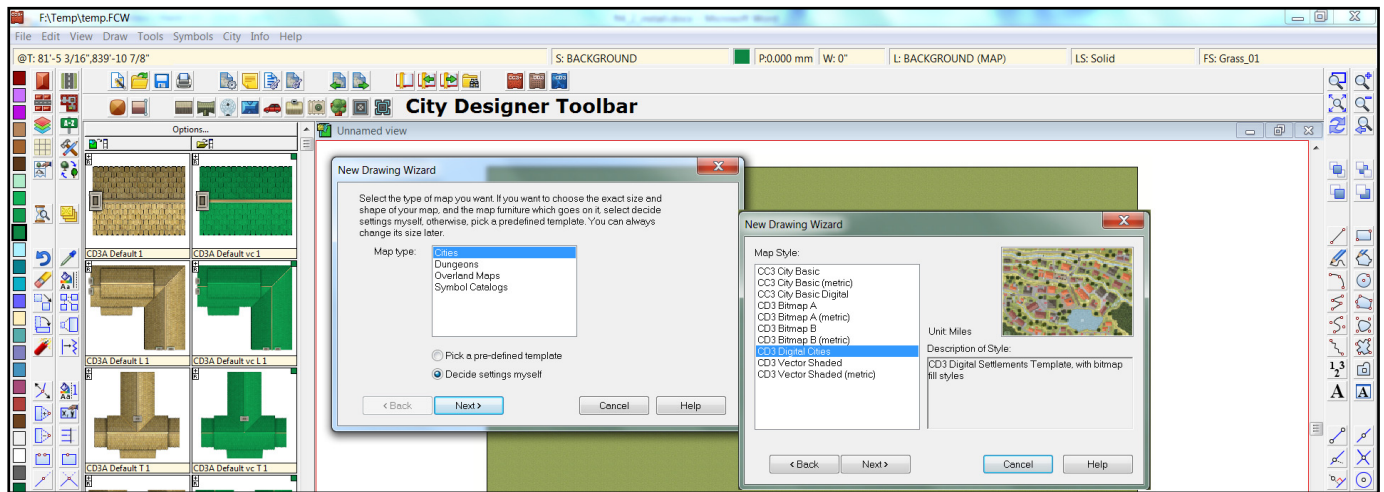
**The Add-On for DD3:**  
**FOR CC3+ ONLY:**  
 Click here: [http://www.vintyri.org/downloads/vss\\_ft\\_4\\_2\\_dd3\\_cc3plus.zip](http://www.vintyri.org/downloads/vss_ft_4_2_dd3_cc3plus.zip) (768 KB)  
**FOR CC3 ONLY:**  
 Click here: [http://www.vintyri.org/downloads/vss\\_ft\\_4\\_2\\_dd3\\_cc3.zip](http://www.vintyri.org/downloads/vss_ft_4_2_dd3_cc3.zip) (768 KB)  
**The Add-On for CD3:**  
**FOR CC3+ ONLY:**  
 Click here: [http://www.vintyri.org/downloads/vss\\_ft\\_4\\_2\\_cd3\\_cc3plus.zip](http://www.vintyri.org/downloads/vss_ft_4_2_cd3_cc3plus.zip) (631 KB)  
**FOR CC3 ONLY:**  
 Click here: [http://www.vintyri.org/downloads/vss\\_ft\\_4\\_2\\_cd3\\_cc3.zip](http://www.vintyri.org/downloads/vss_ft_4_2_cd3_cc3.zip) (667 KB)

### Downloading More Tools for DD3 and CD3

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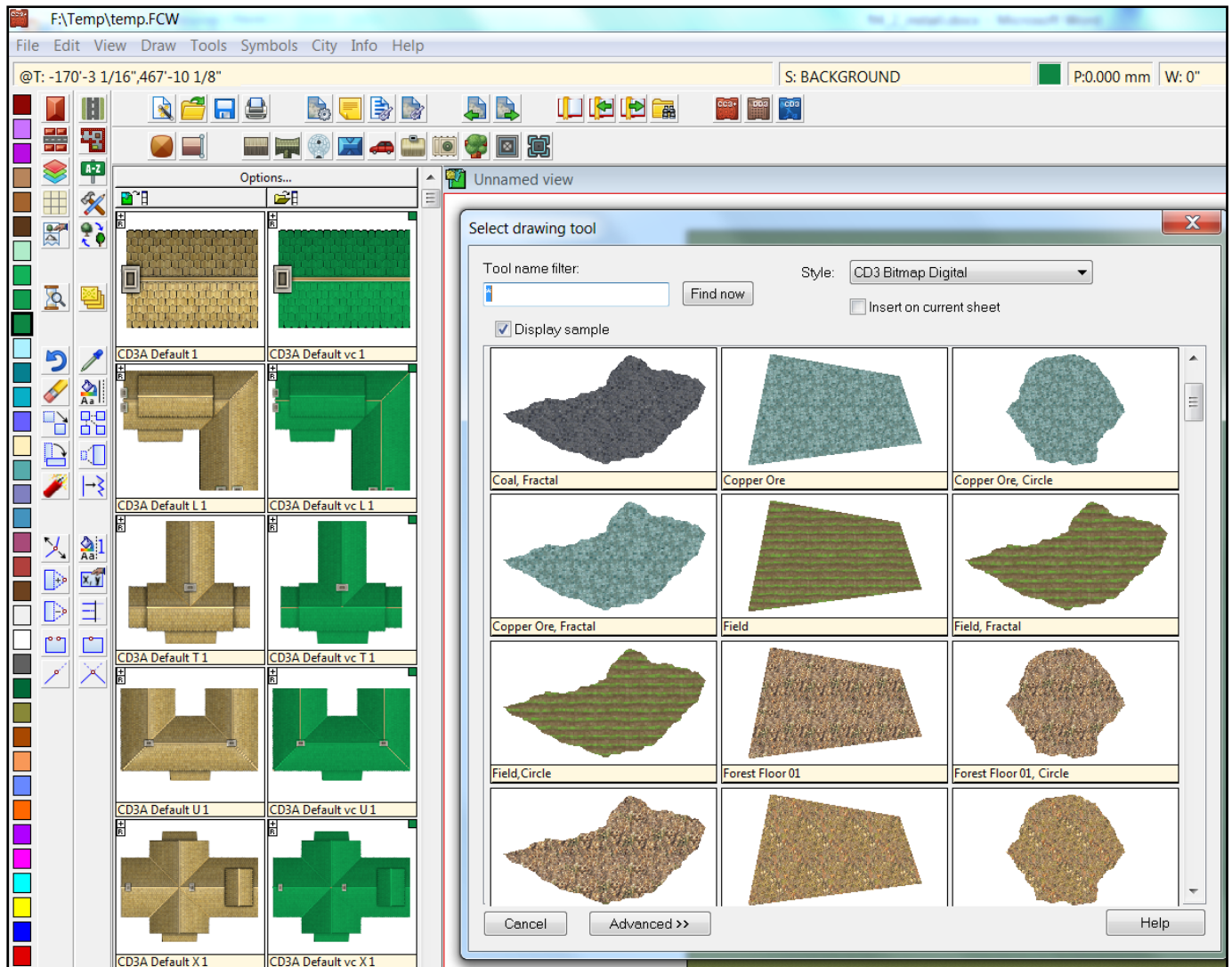
## Vintyri Cartographic Collection – Installation Guide

Once you've installed the add-ons for DD3 and/or CD3, using the new templates will let you use the *Vintyri* fill styles in DD3 and/or CD3 with the *Vintyri* templates and drawing tools. Within DD3 or CD3, you can use the *Vintyri* fill styles with the *Vintyri* drawing tools (see screen shot below).



### Using the Vintyri templates, fills and drawing tools with CD3

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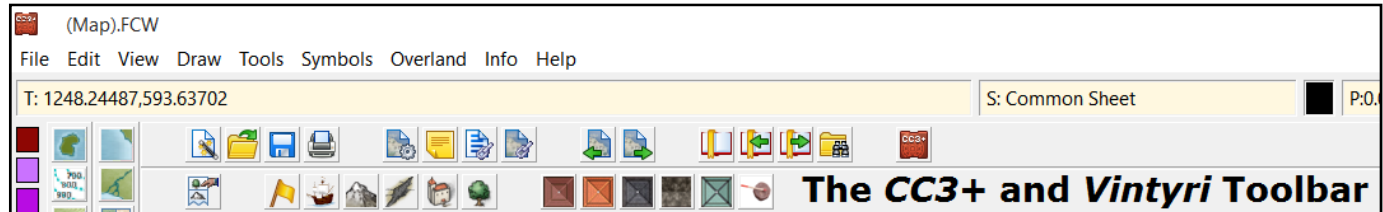




## Optional Toolbars

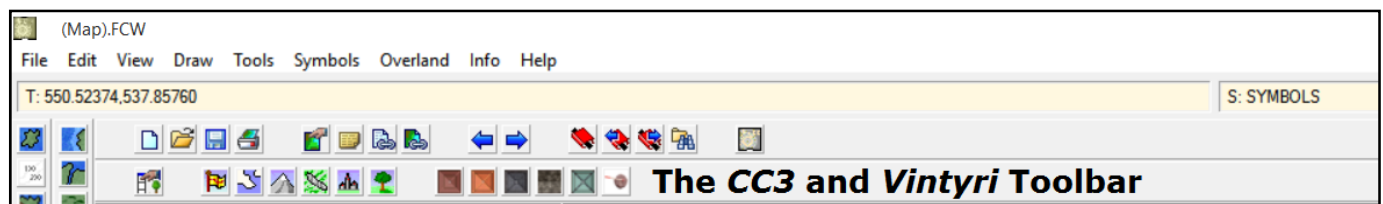
The *Vintyri Cartographic Collection* comes with optional toolbars that will be available only if you install them manually as well as two extended toolbars that can be used only with *City Designer 3*, which we'll discuss farther below. It is not at all necessary to install the optional toolbars, and they will be superfluous for most CC3+ and CC3 users. They are provided for those users who have requested them or who need them.

### The CC3+/CC3 and *Vintyri* Overland Toolbars



**The CC3+ and *Vintyri* Overland Toolbar**

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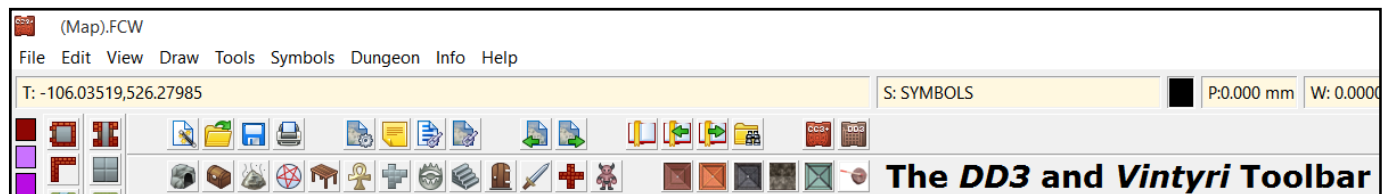


**The CC3 and *Vintyri* Overland Toolbar**

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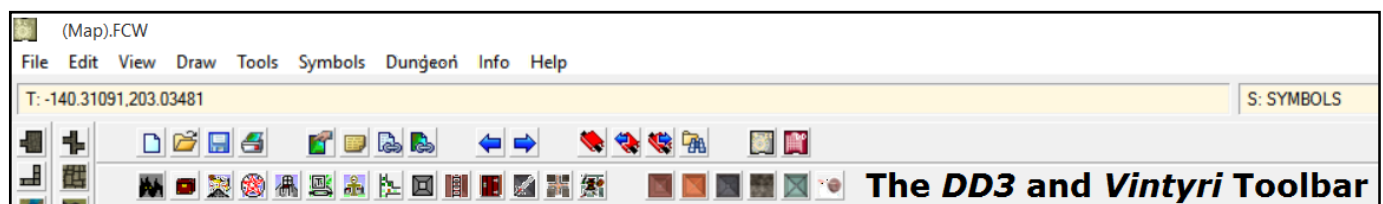
These toolbars were created at the request of CC3+/CC3 users who do not have *City Designer 3*. With the *Vintyri Symbol Sets*, CC3+ and CC3 users can create city maps with structures without having *CD3*. We deem this optional toolbar to be useless for CC3+ or CC3 users who also have *CD3*.

### The DD3+/DD3 and *Vintyri* Dungeon Toolbars



**The DD3 and *Vintyri* Dungeon Toolbar for CC3+**

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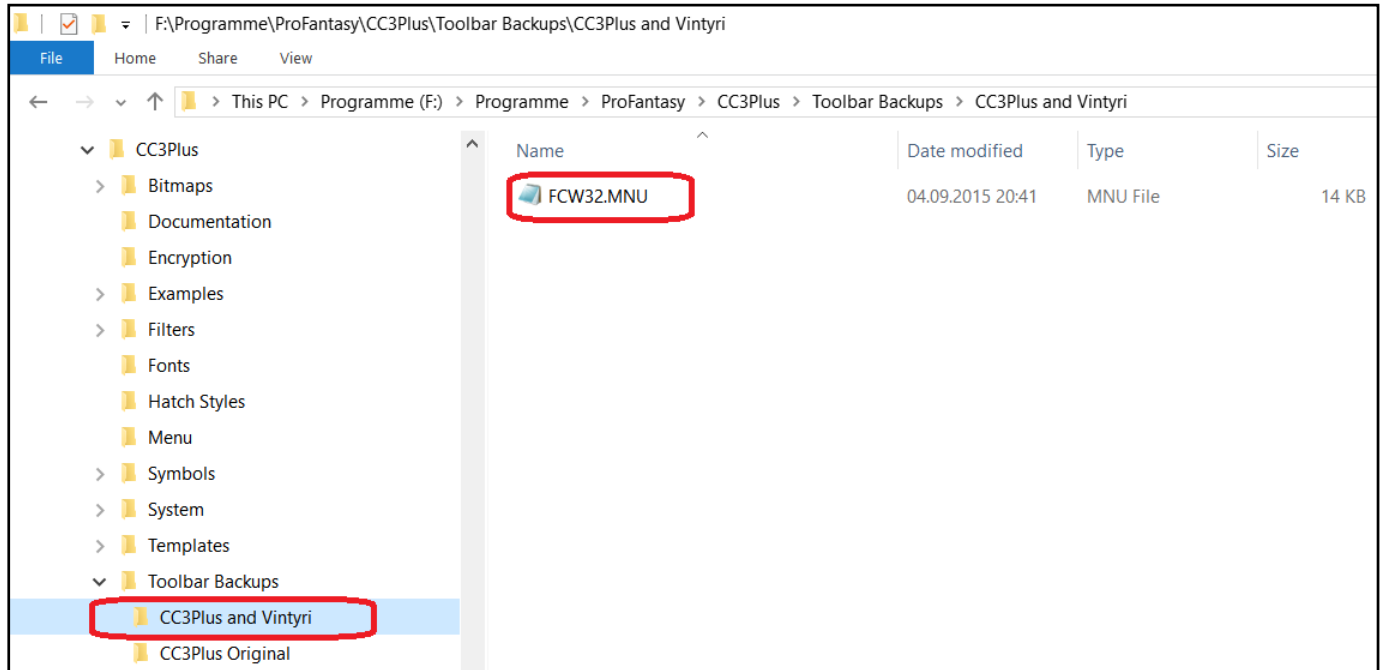


**The DD3 and *Vintyri* Dungeon Toolbar for CC3**

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This toolbar is intended for a very limited application, for those cartographers who prefer to use *Dungeon Designer 3* to make battlemat street areas. It can be opened *only* if *DD3* has been installed. The *Vintyri* symbols are quickly accessible for such an application. For most other *DD3* users, this toolbar will be absolutely superfluous. Who puts street buildings, like those in the *Vintyri* symbol sets, into the middle of a dungeon?

## Installing an Optional Toolbar



### Copying the Vintyri Overland Toolbar

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The installation of an optional toolbar is quick and easy. Use the screen shot above as a guideline. Then:

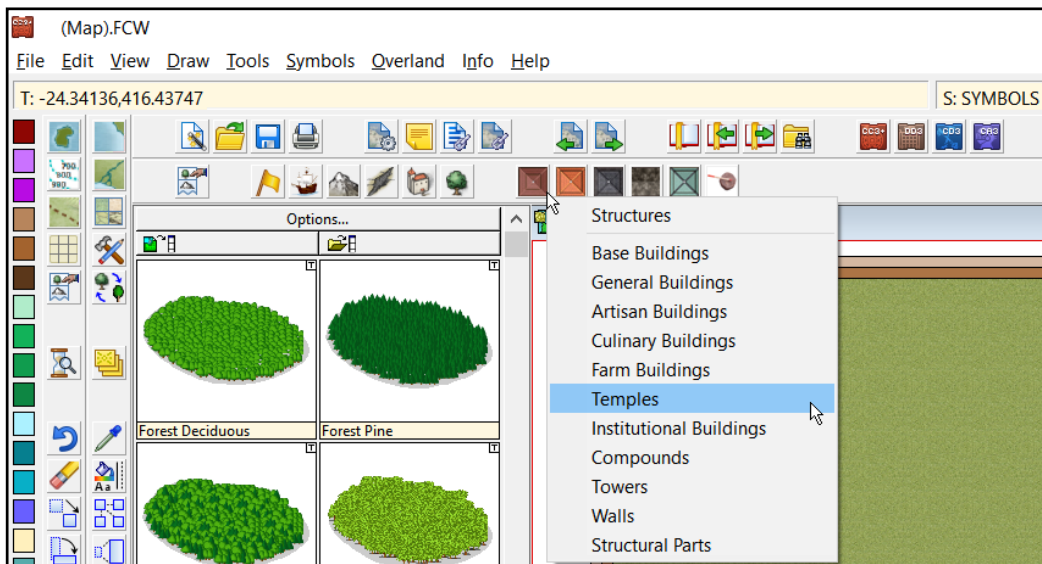
- Close CC3+ or CC3.
- Open the *File Explorer* or *Windows Explorer*.
- Open the folder *CC3Plus* or *CC3* in your data folders path, dependent upon your version.
- To install the optional toolbar for overland maps, copy the file *FCW32.MNU* from the folder *CC3Plus and Vintyri* (or *CC3 and Vintyri*) into the main *CC3Plus* or *CC3* folder and confirm overwriting the original.
- To install the optional toolbar for *DD3*, copy the file *dungeon.mnu* from the folder *DD3 and Vintyri* into the main *CC3Plus* or *CC3* folder and confirm overwriting the original.

## Restoring the Original Toolbars

It's possible that after installing an optional toolbar you might decide you rather would have the original toolbar again. The restoration of an original toolbar is just quick and easy:

- Close CC3+ or CC3.
- Open the *File Explorer* or *Windows Explorer*.
- Open the folder *CC3Plus* or *CC3* in your data folders path.
- To restore the original toolbar for overland maps, copy the file *FCW32.MNU* from the folder *CC3PlusOriginal* (or *CC3Original*) into the main *CC3Plus* or *CC3* folder and confirm overwriting the optional toolbar.
- To restore the original toolbar for *DD3*, copy the file *dungeon.mnu* from the folder *DD3 Original* into the main *CC3Plus* or *CC3* folder and confirm overwriting the optional toolbar.

## Using the Optional Toolbars



**Opening the menu for brown beaver tail clay tile symbols**

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Both of the optional toolbars add an identical set of icons to the original *ProFantasy* toolbars. See the screen shots above. The six icons:

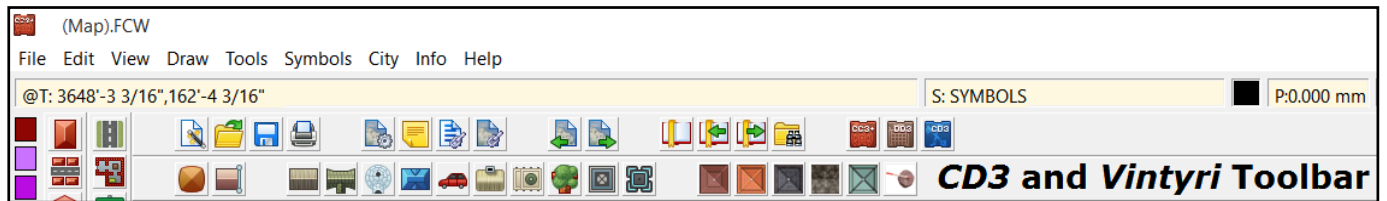
- 1. Open a menu for structural symbols with brown beaver tail clay roof tiles.
- 2. Open a menu for structural symbols with light beaver tail clay roof tiles.
- 3. Open a menu for structural symbols with slate roof tiles.
- 4. Open a menu for structural symbols with wooden shingle roofs.
- 5. Open a menu for structural parts with corroded copper parts and miscellaneous structural parts.
- 6. Open a menu for miscellaneous mapping objects.

When an icon is clicked, the menu appears, offering choices within a particular roof style.

## The Extended CD3 Toolbar

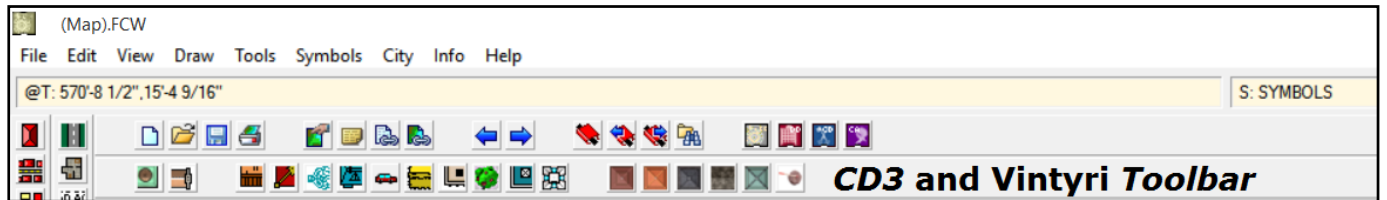
As mentioned above, there also are two other new *Vintyri* toolbars for *City Designer 3*. One is an alternative requested by users. The main version installs automatically. On the surface, it appears to be the same type of expansion as in the two optional toolbars:

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**The New, Extended Vintyri Version of the CD3 Toolbar for CC3+**

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**The New, Extended Vintyri Version of the CD3 Toolbar for CC3**

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Although the *Vintyri* icon set is identical to the icon sets in the two optional toolbars and it leads to similar but not identical results, the extended *CD3* toolbar is a different kind of object internally:

- The *Vintyri Symbol Set* installation automatically defines this toolbar as the default for *CD3*. You do not need to install it. (However, you can restore the original *CD3* toolbar if you wish.)
- The extended *CD3* toolbar is a part of the integration of the *Vintyri Cartographic Collection* into *CD3*.
- It gives you the same file selection options for the *Vintyri* symbol sets as the *Bitmap A Style Catalogs* and *Bitmap B Style Catalogs* icons do in the original *CD3* toolbar.
- It appears and can be opened *only* if *CD3* has been installed.
- The templates for *CD3* maps work with the extended toolbar.

Let's look again with the screen shots on the following page at how the original icons in this toolbar work:

Clicking either a *CD3* bitmap icon or one of the six *Vintyri* icons opens a selection in the *Select Catalog Settings* box that offers a graphical selection of the chosen type. This system has advantages for you:

- When making maps of cities or settlements, you can switch quickly between roof types and building types. Most maps show settlements with various types of roofing. The *CD3-Vintyri* toolbar system gives you not only the ability to switch between *Vintyri* styles and types quickly but also to include in your selection *CD3 Bitmap A* symbols, some of which complement the *Vintyri* symbols well.

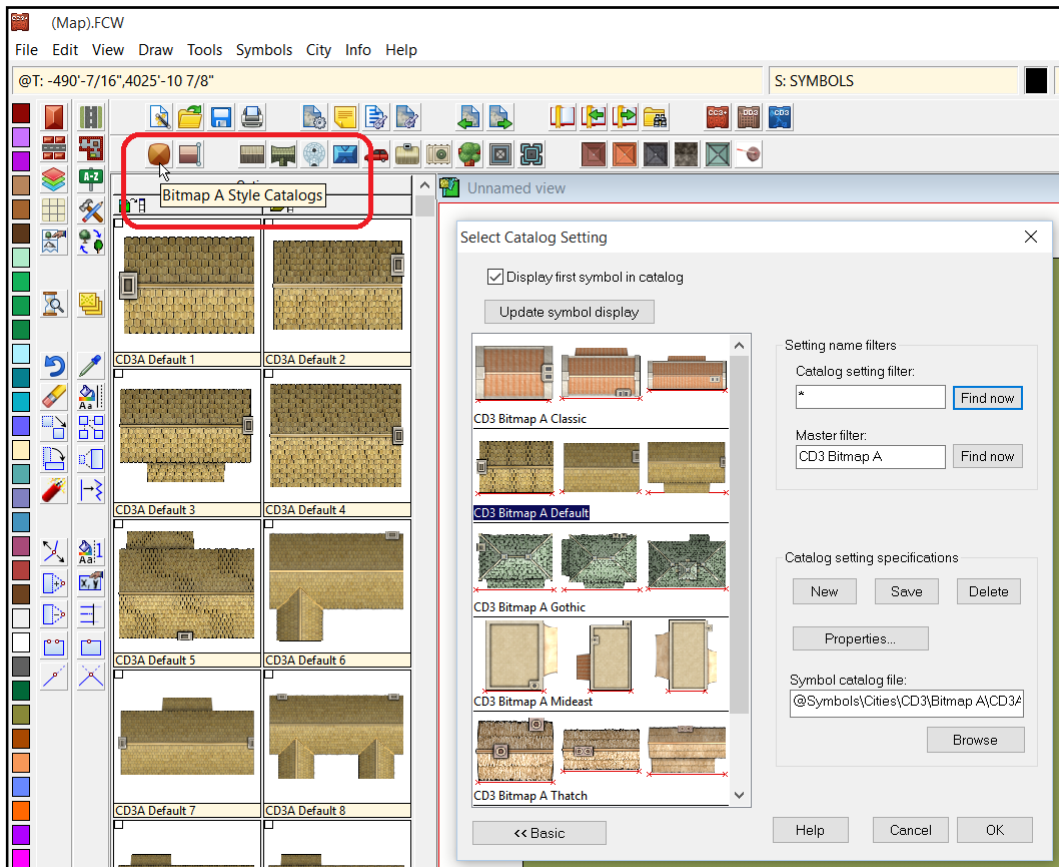
## Restoring the Original CD3 Toolbar

Because the extended *Vintyri* version of the *CD3* toolbar removes none of the original functionality, it would make little sense to restore the original and thereby eliminate the six *Vintyri* icons. However, special circumstances might make this necessary for certain users. If that's the case, then:

- Close *CC3+* or *CC3*.
- Open the *File Explorer* or *Windows Explorer*, dependent upon your *Windows* version.
- Open the folder *CC3Plus* or *CC3* in your data folders path.
- To restore the original toolbar for *CD3*, copy the file *city.mnu* from the folder *CD3 Original* folder into the main *CC3Plus* or *CC3* folder and confirm overwriting the extended toolbar.

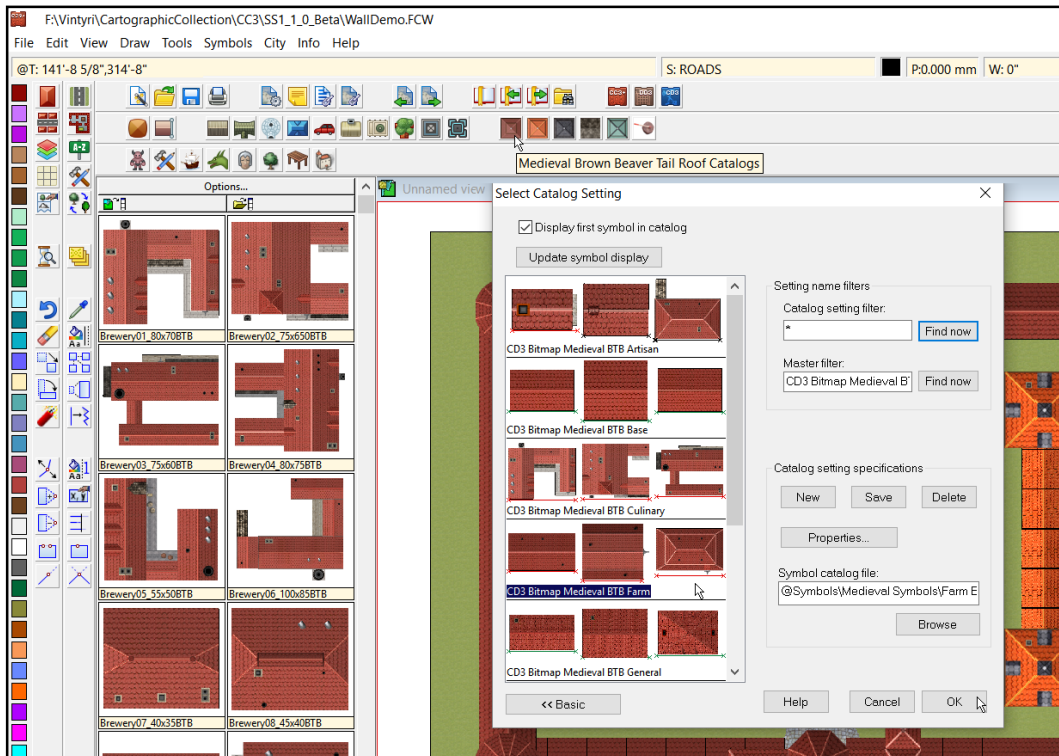


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**The Bitmap A Style Icon for CD3 opens the Selection Box**

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**The Vintyri Icons do the same**

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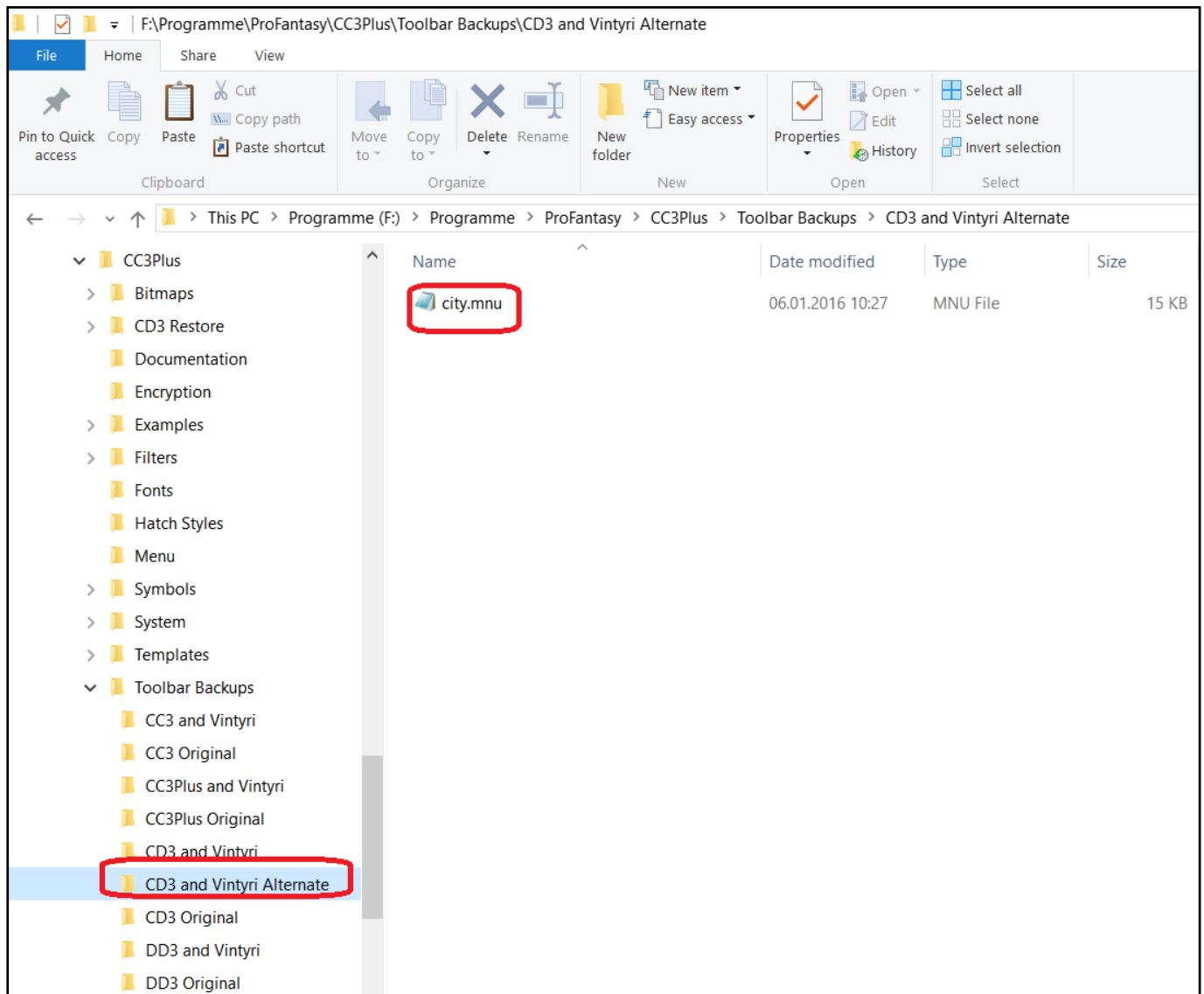
## Vintyri Cartographic Collection – Installation Guide

If you decide later that you want the extended *Vintyri* toolbar for *CD3* back, simply copy the file *city.mnu* from the folder *CD3 and Vintyri* folder into the main *CC3Plus* or *CC3* folder and confirm overwriting the original toolbar.

### The Alternate *CD3* + *Vintyri* Toolbar

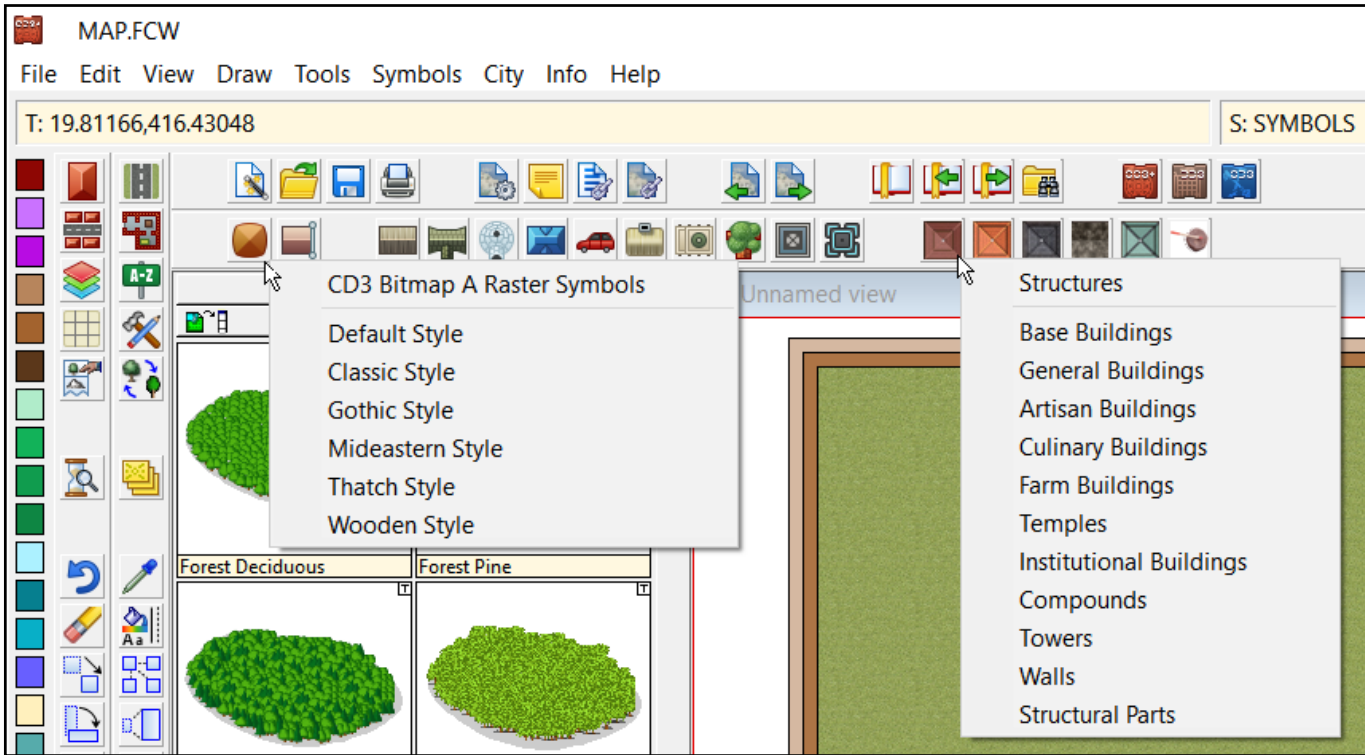
**PLEASE NOTE:** This alternate toolbar was created at the request of *CD3* users who also are using the *Vintyri* collection. We agree that this toolbar is somewhat friendlier to use than the standard *CD3* toolbar or the extended *CD3* + *Vintyri* toolbar. However, we **cannot recommend** using this alternate version. Despite its convenience, it disables certain features of *CD3*, among them the automatic layer selection.

During beta testing and in working with individual preliminary releases, several users told us that they dislike working with the *Symbol Catalog Settings* dialog in *CC3+* and *CC3*, regardless of whether it is called directly, by the extended *Vintyri* toolbar for *CD3* or by the original *CD3* toolbar.



**Locating the alternate toolbar**

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**Using the alternate toolbar**

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Once you've installed the alternate toolbar, you have menu access not only to the *Vintyri Cartographic Collection* symbols but also to the CD3A and CD3B symbols from *City Designer 3*. See the screen shot above.

Instead of calling the *Symbol Catalog Settings* dialog, the alternate toolbar opens menus, just as the optional DD3 and CC3+/CC3 toolbars do. To install it, go into the folder `\Data Folders\CC3Plus\Toolbar Backups\CD3 and Vintyri Alternate` (or `\Data Folders\CC3\Toolbar Backups\CD3 and Vintyri Alternate`), where you'll find the file *city.mnu*. Replace the file of the same name in `\Data Folders\CC3Plus\` or `\Data Folders\CC3\` with the alternate file.

Some said they considered the *Symbol Catalog Settings* dialog to be cumbersome while others were irritated by the vanishing catalogs problem that occurs at times with this dialog box. This problem is described in the *Known Issues* section of the cartographic collection manual. The manual is a bookmarked PDF booklet called the *Vintyri Cartographic Collection Guide* that you'll find in the folder *Documentation* within your CC3+ or CC3 data folder after you've installed the cartographic collection.

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