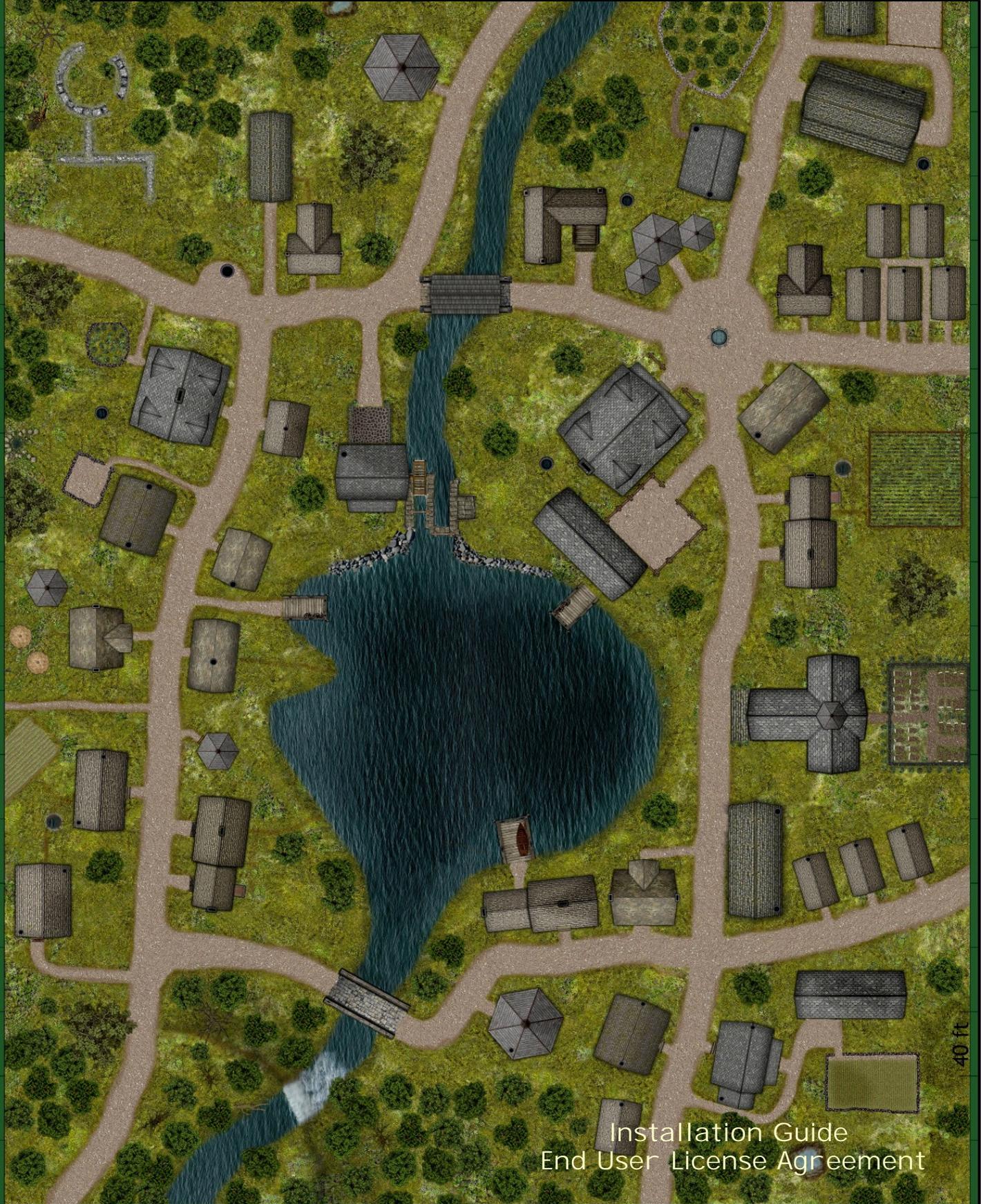




Bogie's™ Mapping Objects

Installation Guide for CC3+ - Version 1.3



Installation Guide
End User License Agreement



Bogie's Mapping Objects

Version 1.3 – February 15, 2021

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End User Agreement and Installation Guide for CC3+

Front Cover: Bogie's Milton Mills Village

Rear Cover: Bogie's Black Market



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Required Software

- **Campaign Cartographer 3+** from *ProFantasy Ltd.* with the current update (see <https://forum.profantasy.com/>).
- **An operating system** that supports CC3+.

Recommended:

- **City Designer 3 for CC3+** from *ProFantasy Ltd.*
- **Dungeon Designer 3 for CC3+** from *ProFantasy Ltd.*

CC3+ users who do not have *City Designer 3* and/or *Dungeon Designer 3* can install this package, but some tools will not be available.

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

Avoid Problems *Before* You Install!



Please do not skip this step! (See the screen shot below.) If you have them, make copies of these three important files, which you'll find in **(Data folders)\ProFantasy\CC3Plus**, and keep the copies in a non-CC3+ folder:

- **city.mnu** – This file contains the toolbar for *CD3*. If you do not have *CD3*, you may not have this file.
- **dungeon.mnu** – This file contains the toolbar for *DD3*. If you do not have *DD3*, you may not have this file.
- **fcw32.mnu** – All systems have this file. It defines the CC3+ overland toolbar that is available in all CC3+ installations.

Name	Date modified	Type	Size
city.mnu	02.07.2016 07:05	MNU File	16 KB
DD3PlusCfg.xml	24.02.2015 10:24	XML File	1 KB
dungeon.mnu	02.07.2016 07:05	MNU File	15 KB
FANCY.FNT	05.04.1988 06:26	FNT File	6 KB
fcad32.chm	07.01.2015 09:14	Compiled HTML H...	4,544 KB
FCAD32.chw	24.08.2015 14:10	CHW File	424 KB
fcw32.imn	02.07.2016 14:30	IMN File	1 KB
Fcw32.mac	23.03.2015 15:21	MAC File	25 KB
FCW32.MNU	02.07.2016 07:05	MNU File	15 KB
finish_vp.bat	02.07.2016 07:03	Windows Batch File	1 KB

Knowing Where Your Data Folders Are



During the installation of *Bogies Mapping Objects*, 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 icon 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 also is the location where you need to install *Bogie's Mapping Objects*.

Installation

To install *Bogie's Mapping Objects*, download one of the following files and unzip it into a desired temporary location:

WINDOWS: https://www.vintyri.org/downloads/bogie_1_3_setup.zip (393 MB).

APPLE/LINUX: https://www.vintyri.org/downloads/BMO_CC3P_LM.zip (370 MB).

Apple/LINUX Users:

Skip ahead to Page 8.

Windows Users:

After unzipping, you will find a new file named *bogie_1_3_setup.exe* in your temporary location. Run this file **only after** securing your *.mnu* files, as explained farther above. **This is your initial installation step. Afterward, you still must activate your toolbars!**

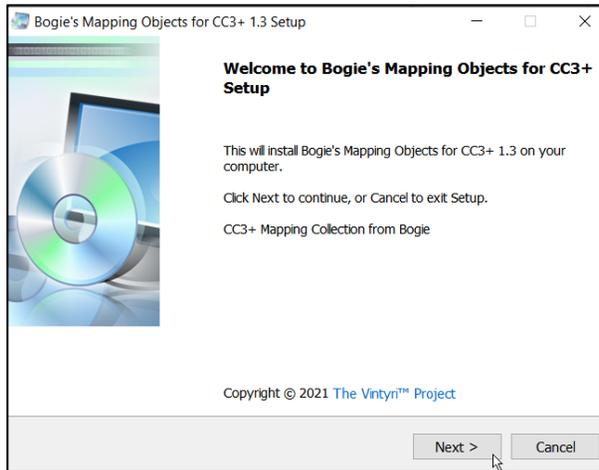
To install this product:

- 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 your temporary folder that contains the setup file named *bogie_1_3_setup.exe*.
- Take these steps in the *File Explorer*:
 - ◆ 1. Click the icon for the file *bogie_1_3_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*.

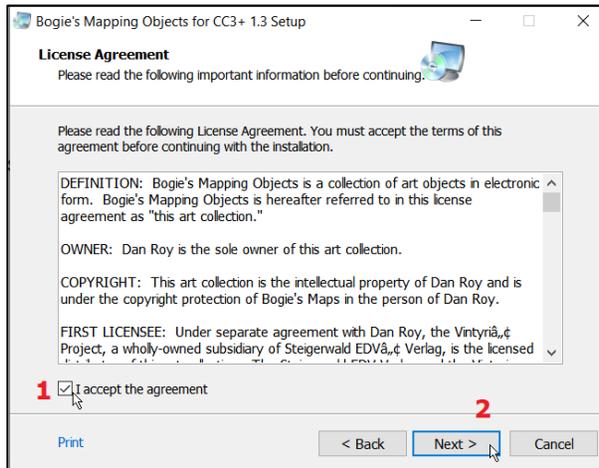


NOTE: *Bogie's Mapping Objects* can be run only from a *Windows* administrator account.

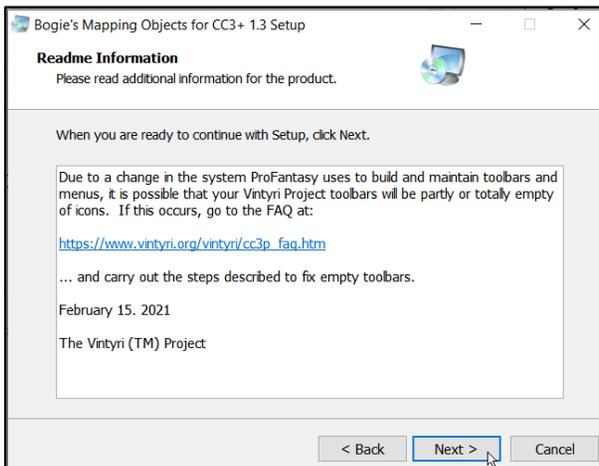
- After the installation program begins running, simply click the command button on the first page of the Setup routine.



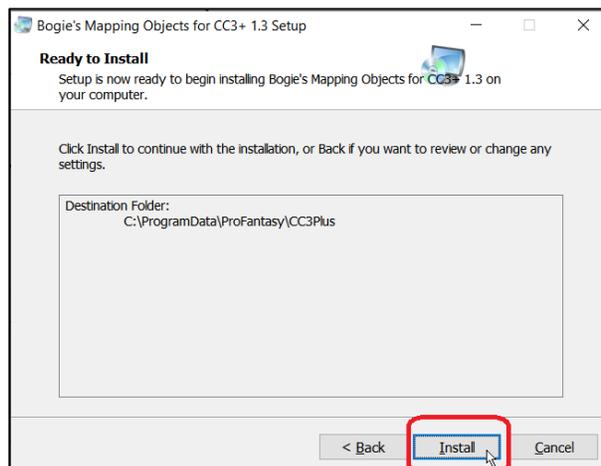
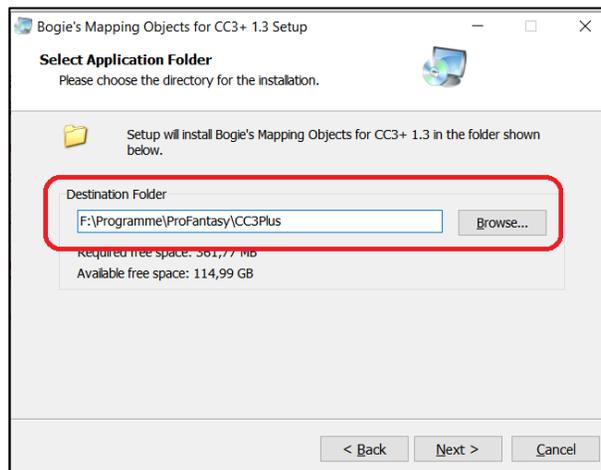
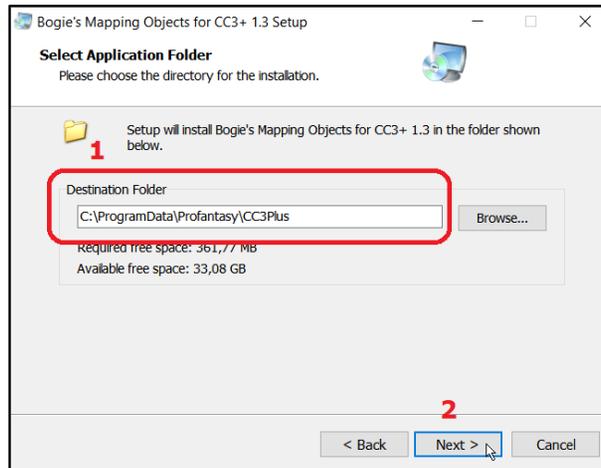
- On the second page:
 - ◆ Scroll through Bogie's *End User License Agreement*. This is a legally binding agreement. It is to your advantage to read it before you accept it.
 - ◆ 1. Click the check box *I accept the agreement*.
 - ◆ 2. Click the command button **Next >**.



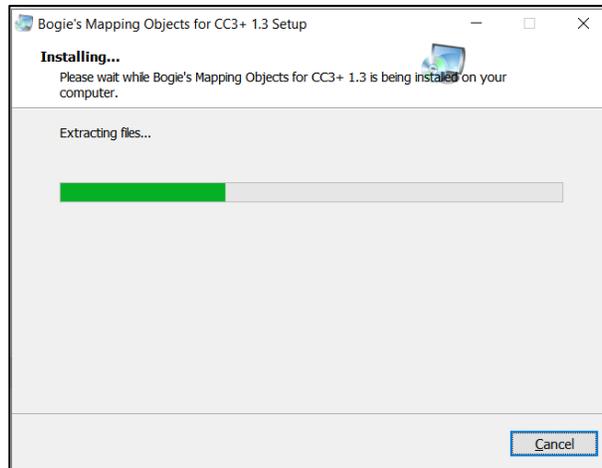
The third page contains *important information*. **More than 80% of the support requests that we receive come from users who ignore this information! Save yourself time and problems; read it!** Afterward, click the command button **Next >**



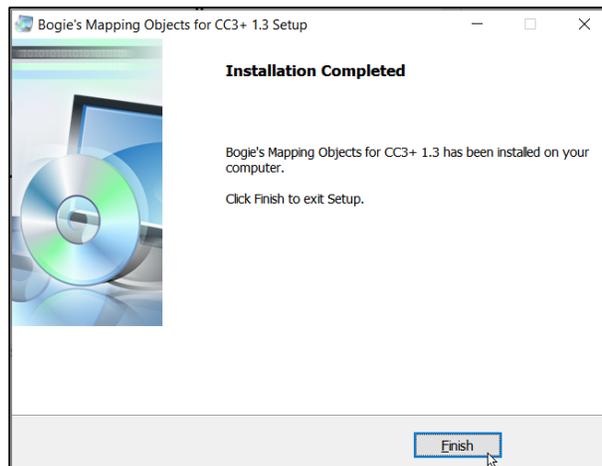
- Use the top screen shot below as a guideline:
 - ◆ 1. You need to enter the path to your CC3+ data folder installation in the text field named *Destination folder*. If the default value *C:\ProgramData\ProFantasy\CC3Plus* is not the correct path, **erase it**.
 - ◆ Then click the command button **Browse**. (You also may type in the correct path manually.)
 - ◆ Select the folder that holds your CC3+ data installation. This is the folder that you chose for the data and learned to find on Pages 2 and 3. The second screen shot below shows the entry *F:\Programme\roFantasy\CC3Plus*. This is only an example of an entry for a custom definition of the data folders. **You need the folder that contains your CC3+ data files**.
 - ◆ 2. Click the command button **Next >**



The next dialog box lets you review your installation folder choice to make certain that it is correct. See the bottom screen shot on the previous page. Once you've done that, click the command button **Install**. The next dialog box shows the progress of your installation.



- The final page of the setup program (below) reports that the installation is finished. Click the command button **Finish**



 **NOTE:** Your installation of *Bogie's Mapping Objects* is not yet finished! Next you need to activate the new *Bogie* toolbar!

Activating and Building the Toolbar

If this is your first installation of a *Vintyri* add-on, you usually will not see at first whether your installation succeeded, because it now operates with a custom toolbar, and it has not yet been activated. We'll activate it now, using the screen shots on the following page as a guideline:

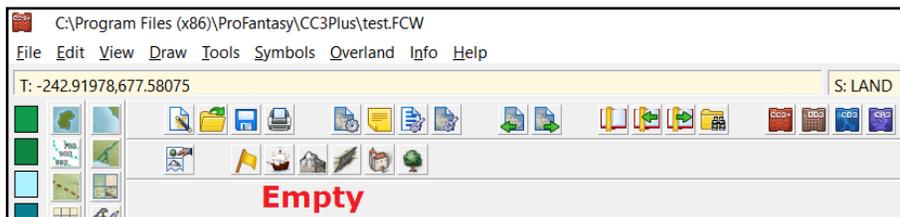
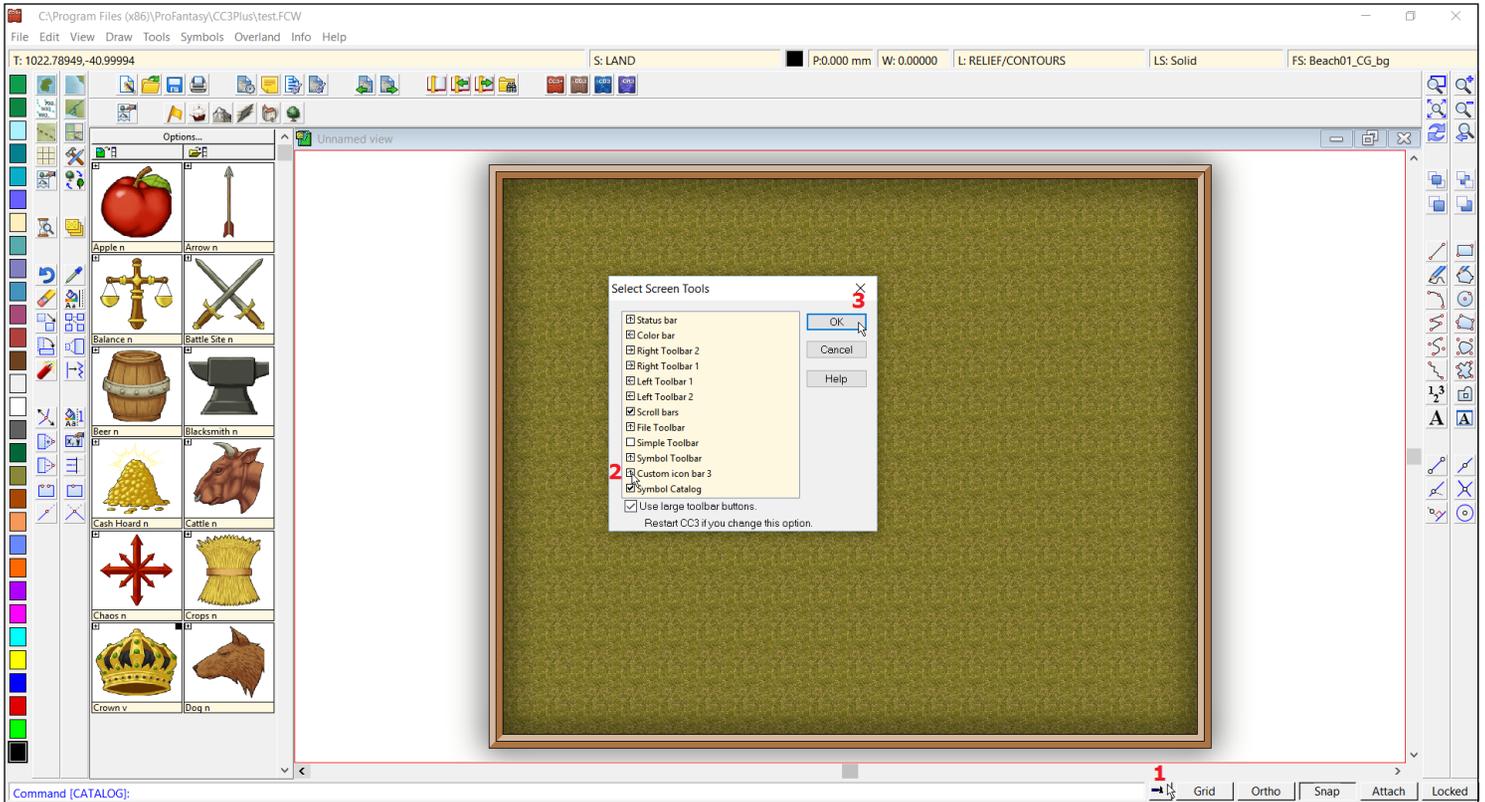
- 1. Click the symbol with a hammer at the lower right of the screen. That should open the dialog box named *Select Screen Tools*.
- 2. Click the check box by *Custom icon bar 3* until the arrow points upwards (or in a different direction, if you prefer).
- 3. Click the command button **OK**.

CC3+ often will show only an empty custom toolbar at this point. If that happens with your installation:

- 1. Close CC3+.

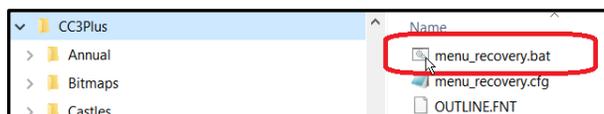
- 2. Open CC3+ again.

Depending upon the add-ons you've installed, **your custom toolbar still might be partly or totally empty!**

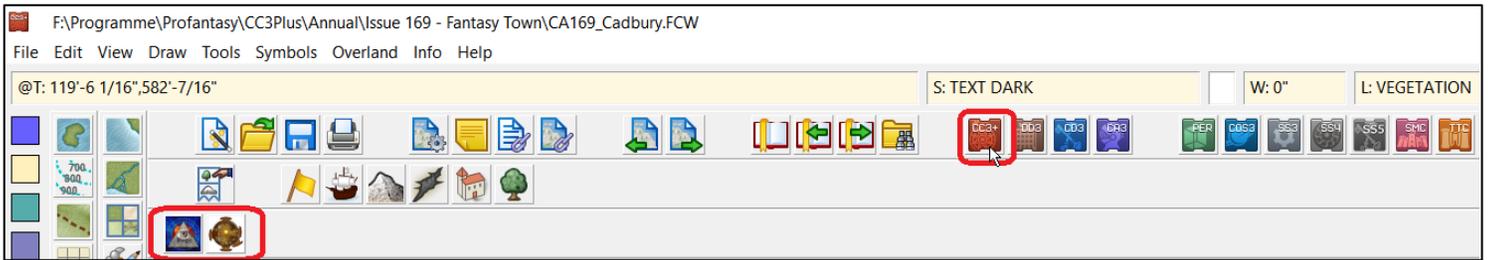


The system that *ProFantasy* uses to build and maintain *CC3+* toolbars and menus is curious and unusual, but the final steps that need to be taken are necessary, according to *ProFantasy*. If your *Vintyri* toolbar still is empty, or if some of the icons are missing, you need to do the following:

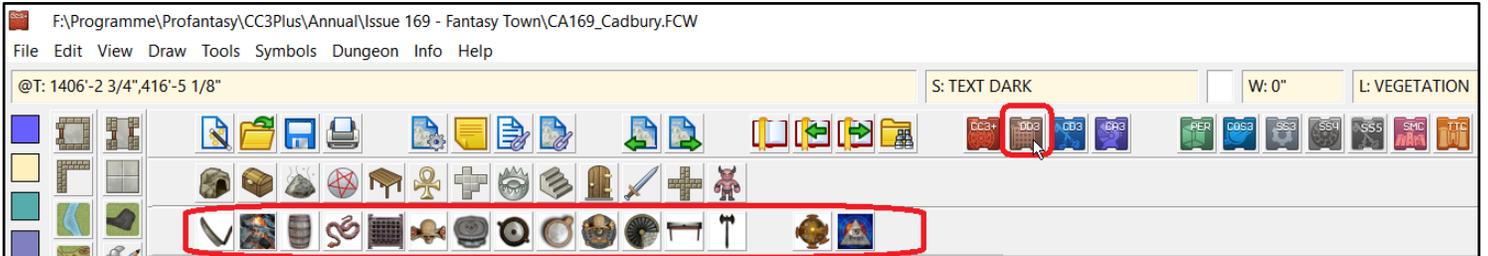
- Run the latest update for *CC3+*. Even if you have installed it already, **run it again!** This is **a necessary step**. For information on obtaining this update, go to <https://forum.profantasy.com/>. After running the update again ...
- open the *Windows Explorer* in your data folders, in other words @, as described on Pages 2 and 3 above.
- Find the file named *menu_recovery.bat*.
- Make a double click with the left mouse key on the icon to the left of the file name. That will run the file.



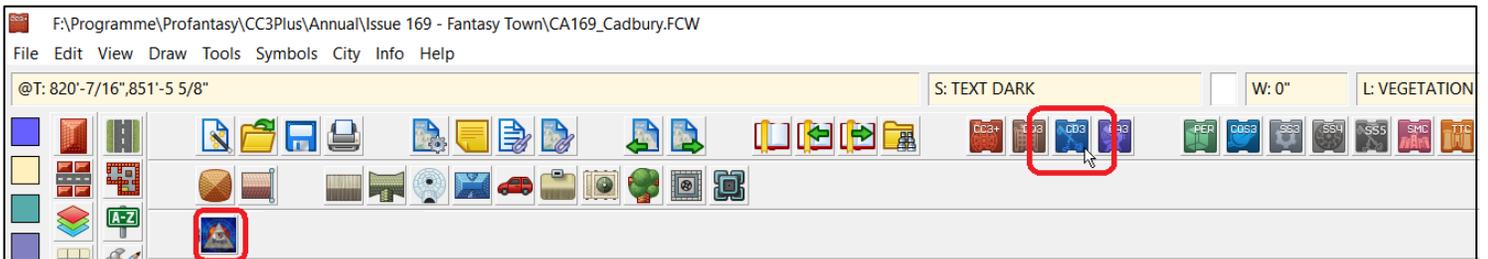
- Your toolbar now should appear if your *CC3+* installation is active in *Overland*, *DD3*, *CD3* or *SS4* mode. If it is active in any other mode, the *Bogie's* part of the *Vintyri* custom toolbar will be empty. The *Bogie's* toolbar appears in different perspectives, dependent upon the active *CC3+* mode. The following shows these perspectives. Please note that if you have installed other *Vintyri* add-ons, additional icons may appear in the *Vintyri* custom toolbar.



The Bogie's toolbar in Overland and SS4 modes.



The Bogie's toolbar in DD3 mode.



The Bogie's toolbar in CD3 mode.

Apple and LINUX Users

We learned during beta testing that *Apple* and *LINUX* users who run *Campaign Cartographer 3+* over a *Windows* emulation cannot run the *ProFantasy* file named *CC3MenuConfig.exe* successfully. This file is necessary to set up the new toolbar system. To resolve this problem, *Apple* and *LINUX* users must use the patch file *LinuxMacPatch.zip* (650 KB). After installation, you'll find this patch in the folder *(Data Folders)\ProFantasy\CC3Plus\LinuxMacPatch*.

When installing, do the following:

- Do not start **CC3+**.
- Unzip the file *linuxmacpatch.zip* into *(Data Folders)\ProFantasy\CC3Plus*
- Start **CC3+**.

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Bogie's Black Market

