The Vintyri™ Project

Cartographic Collection

Installation Guide

for Campaign Cartographer™ 3+

Version 2.1

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

TM

Vintyri Cartographic Collection
Installation Guide
for Campaign Catographer™ 3+

Version 2.1

Product Code: VCC_IG_2-1000

Authored by the *Vintyri™ Project*
in Cooperation with Remy Monsen
Slate Roofing and Wood Shingles from the *Dundjinni Archives*

All artwork and photographs not designated specifically as Open Game Content are Product Identity of Steigerwald EDV™ Verlag. The terms *Vintyri™, Dungeons Daring™, Jörðgarð™, Joerdhgardh™* and *Steigerwald EDV™* and the graphical logos *Vintyri, Dungeons Daring*, *Jörðgarð,* and *Steigerwald EDV* are Trademarks and Product Identity of Steigerwald EDV Verlag. Photographs identified as Product Identity are **not** Open Game Content. All maps, diagrams and screen shots are Open Game Content unless they are specifically identified as Product Identity. All other elements of this publication are Open Game Content. The *Vintyri™ Cartographic Collection* is produced under the Open Game License 1.0a. The use and distribution of this product are restricted by the conditions of this license.

- *Dungeons Daring*™, the *Dungeons Daring*™ graphical logo, *Vintyri*™, the *Vintyri Project*, the *Vintyri* graphical logo, *Jörðgarð*™, *Steigerwald EDV™ Verlag* and the *Steigerwald EDV* graphical logo are trademarks owned by *Steigerwald EDV™ Verlag*.

- *Campaign Cartographer*™ and *City Designer*™ are trademarks of *ProFantasy Ltd*.

- *Fractal Mapper*™ is a trademark of *NBOS Software*.

- *Dundjinni*™ is a trademark of *Dundjinni Enterprises*.

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+* and *CD3* files were created with *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.

TM

Open Game Content

All of this publication that is not listed as Product Identity is Open Game Content. Product Identity includes:

- The trademarked graphical logo for the *Vintyri Project* - shown at the top of this page.
- All photographs and graphics in this publication that are marked as Product Identity.
- The words and word combinations *Vintyri, Dungeons Daring Jörðgarð* and *Steigerwald EDV*.
- The trademarked graphical logo for Steigerwald EDV, found on the rear cover.

These are the sole extent of content that *does not* qualify as Open Game Content. All other material *is* Open Game Content.

This product is the creation of the *Vintyri Project*. The sole copyright holder and intellectual property owner is:

Steigerwald EDV™ Verlag, Am Hasenlöhle 12, 91481 Münchsteinach, Germany
E-Mail: info@vintyri.org
Internet: https://www.vintyri.org/vintyri/

Photocopying:

The printing and photocopying pages of this book for use by the game master and players of this game are explicitly permitted.

Impressum:

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

Required Software

- *Campaign Cartographer 3+* from *ProFantasy Ltd.* with the current update.

- **An operating system** that supports *CC3+*.

Recommended:

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

CC3+ users who do not have *City Designer 3* can install this add-on, but some tools will not be available.

This package *is not* compatible with *Campaign Cartographer 3*. It works **only** with *Campaign Cartographer 3+*. There is no *Campaign Cartographer 3* version of this add-on.

Required Download Files

Before you can install or use the *Vintyri Cartographic Collection,* you must select or create a temporary folder on one of your computer drives, a high-capacity USB-Stick or other storage medium with sufficient capacity. Then download these file files into this folder:

- **WINDOWS USERS:** https://www.vintyri.org/downloads/vcc_2_1_setup.zip (1.2 GB)
- **APPLE/LINUX USERS:** https://www.vintyri.org/downloads/VCC2_CC3P_App_LM.zip (1.2 GB)

  ALL USERS:
- https://www.vintyri.org/downloads/VCC2_CC3P_1.zip (1.6 GB)
- https://www.vintyri.org/downloads/VCC2_CC3P_2.zip (1.4 GB)
- https://www.vintyri.org/downloads/VCC2_CC3P_3.zip (1.7 GB)
- https://www.vintyri.org/downloads/VCC2_CC3P_4.zip (1.2 GB)

Do not unzip or use these files yet.

Avoid Problems *Before* You Install!

Please do not skip this step! If you have them, make copies of these 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.

- **fcw32.mnu** – All systems have this file. It defines the *CC3+* overland toolbar that is available in all *CC3+* installations.

The *Vintyri Cartographic Collection* has no toolbar icons for *Dungeon Designer 3, Character Artist 3, Cosmographer, Perspectives or Symbol Sets 3, 4 and 5.* These add-ons will show blank toolbars.

Knowing Where Your Data Folders Are

During the installation of the *Vintyri Cartographic Collection*, you will have to direct the Setup program to the location of your *CC3+* data folders and unzip the graphics to that location. *CC3+* installs into two separate locations, one for the *program* files and one for the *data* files. The **program files** 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 the *Vintyri Cartographic Collection.* See the screen shot below.
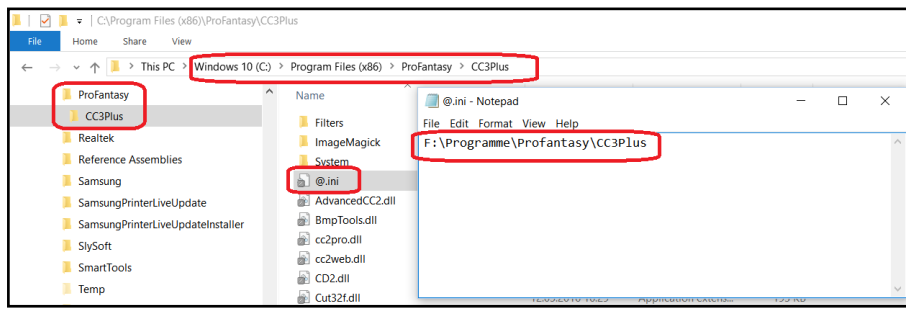
Installing the Downloaded Files

Step 1a: Installing the App in *Windows*

Apple and LINUX users should jump ahead to Page 12 and the Section *Step 1b: Installing the App with Emulators in Apple and LINUX Systems.*

Installation begins with the unzipped file named *csuac_2_3_setup.zip.*

- 1. Unzip this file into the temporary folder that you selected above. When unzipped, this file will yield a new file named *csuac_2_3_setup.exe.*

- 2. With your temporary folder open in the *Windows Explorer, c*lick the icon to the left of the file name *csuac_2_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: The *CSUAC 2* can be installed only from a *Windows* administrator account!

The installer's first dialog box will open:

Click the command button Next > .

In the next dialog box (below), scroll through the *Open Game License.* 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. (If you do not agree, click he command button Cancel . That will, of course, end the installation.)*

- 2. If you have accepted the license agreement, click the command button Next > with the left mouse key.
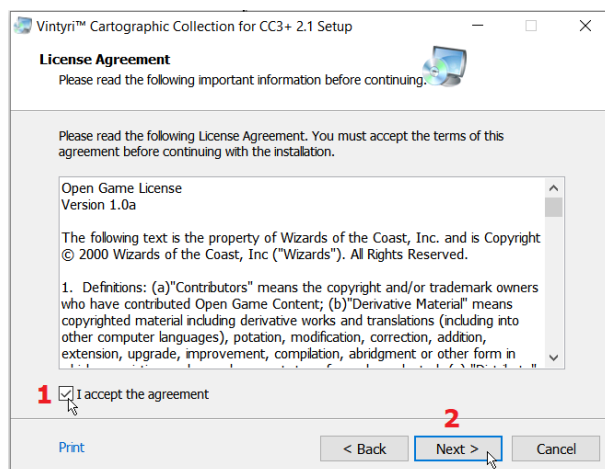
The third dialog box (top screen shot, next page) is a summary of the most important points made in this installation guide. It gives you reminders of the important steps that need to be done after you've run this application setup to successfully add the *Vintyri Cartographic Collection* to your *CC3+* installation.

This dialog box 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 > with the left mouse key.
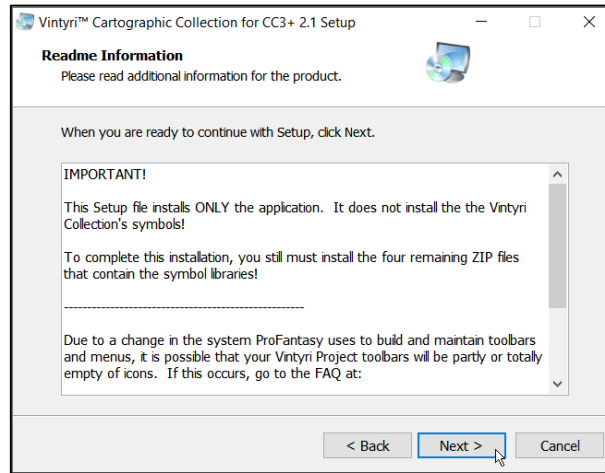
In the fourth dialog box, use the screen shot below as a guideline:

- 1. You need to have the path to your *CC3+* data folder installation in the text field named *Destination folder.* The default value is *C:\ProgramData\ProFantasy\CC3Plus.* If this is correct, skip Step 2.

- 2. If this is not the correct path, **erase it**. Then click the command button | Browse | and select the folder that holds your *CC3+* data installation.   *(You also may type in the correct path manually.)* This is the folder that you chose for the data and learned to find on Page 7. The top screen shot on the following page shows the entry *F:\Programme\ProFantasy\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**.

- 3. Click the command button | Next > | with the left mouse key.
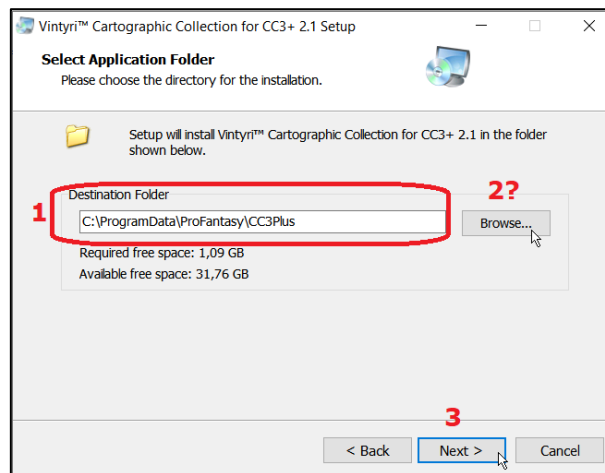
The second screen shot on the following page shows the fifth dialog box. It gives you a chance to double check whether you've picked the right installation folder. If this is correct, click the command button | Install | with the left mouse key.

The installation will begin. The setup program will show a green progress bar that indicates to what extent the installation of the application is complete. See the bottom screen shot on the following page.

Vintyri Cartographic Collection – Installation Guide
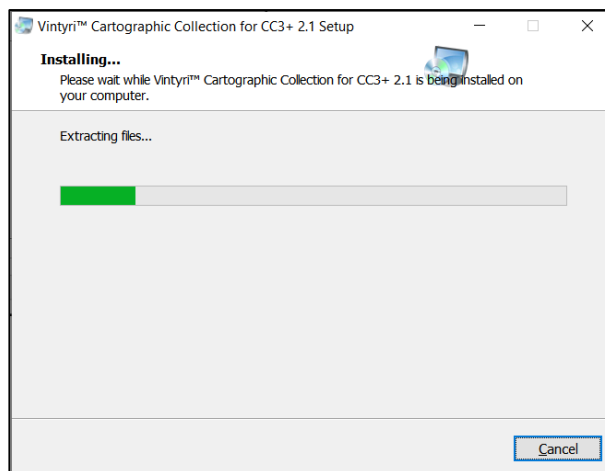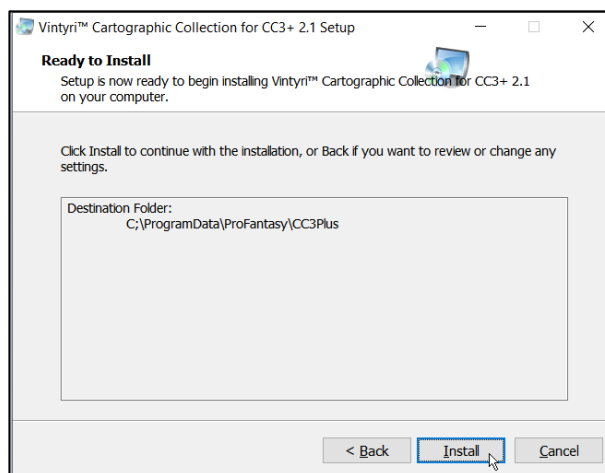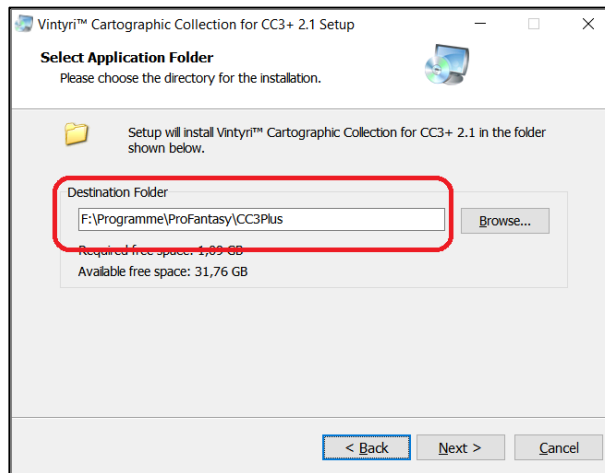
See the top screen shot on the following page. The final dialog box reports that the installation of the application is completed. Click the command button ⬚Finish⬚ with the left mouse key to close the setup program. **The basic application for the cartographiccollection has been installed. We still need to install the graphic libraries.**

Step 1b: Installing the App with Emulators in *Apple* and *LINUX* Systems

Windows Users: Skip ahead to the section *Step 2: Installing the symbols* below.

The *Vintyri Project* is not in the *LINUX* or *Apple* business. The information in this booklet for *LINUX* and *Apple* is provided in response to requests from *CC3+* users who also use emulators for these non-*Windows* systems. Some of these users have asked for a separate setup possibility because their emulators could not successfully run the *Windows* installer.

You use the tools and information here at your own risk. The information was provided by *Apple* and *LINUX* users of *CC3+*. If you have problems, we are unable to provide normal support services for *Apple* and *LINUX* systems. Your best choice in such cases is to seek help at the *ProFantasy CC3+ forum*.

To install the *Apple/LINUX*-import, download the file:

https://www.vintyri.org/downloads/VCC2_CC3P_App_LM.zip (1.2 GB)

… and unzip it into your data folders.
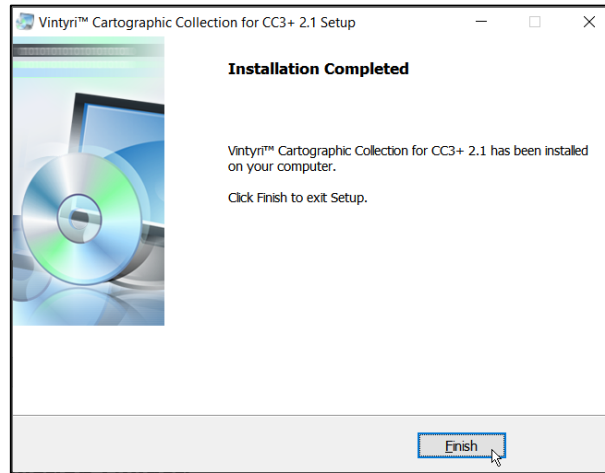
Step 2: Installing the Symbols *(Windows, LINUX* and *Apple)*

Next, you need to install the four additional ZIP files that you downloaded earlier *(See Page 7)*:

- VCC2_CCP3_1.zip
- VCC2_CCP3_2.zip
- VCC2_CCP3_3.zip
- VCC2_CCP3_4.zip

The rest is easy. Simply unzip each of these files into your data folders location, as we determined on Page 8 of this booklet. With a default *CC3+*-installation, that's:

C:\ProgramData\ProFantasy\CC3Plus

NOTE: **Your installation of the *Vintyri Cartographic Collection* is not yet finished! Next you need to activate the new *Vintyri* 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 below and 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 that you've installed, **your custom toolbar still might be partly or totally empty!**
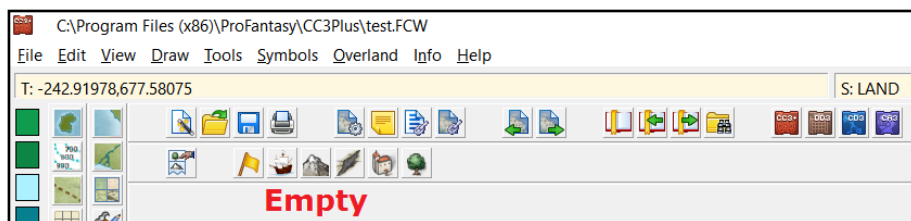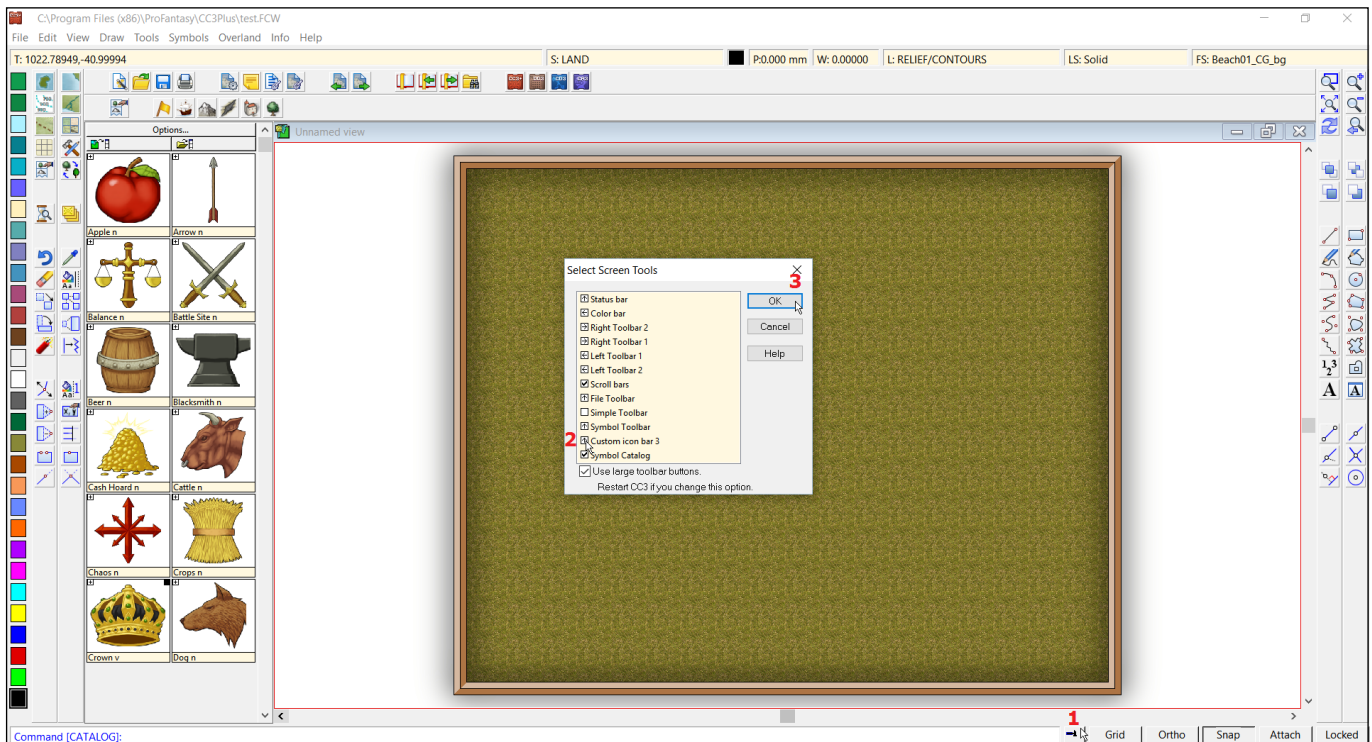
The system that *ProFantasy* uses to build and maintain *CC3+* toolbars and menus is curious and unusual, but the final steps that need to be taken are necessary, according to *ProFantasy.* If your *Vintyri* toolbar still is empty, or if some of the icons are missing, you still need to do the following:

- 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 Page 7 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. Then reopen *CC3+*.

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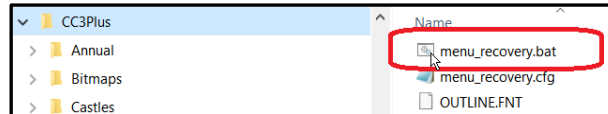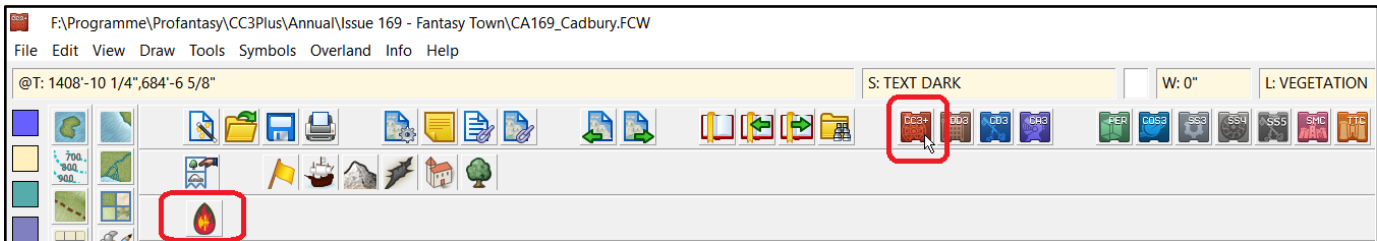ction* part of the *Vintyri* custom toolbar will be empty. The *Vintyri Cartographic Collection* toolbar appears in two different perspectives, dependent upon the active *CC3+* mode. The following shows these perspectives. Please note that if you have installed other *Vintyri* add-ons, additional icons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

The Vintyri Cartographic Collection *toolbar in Overland mode.*
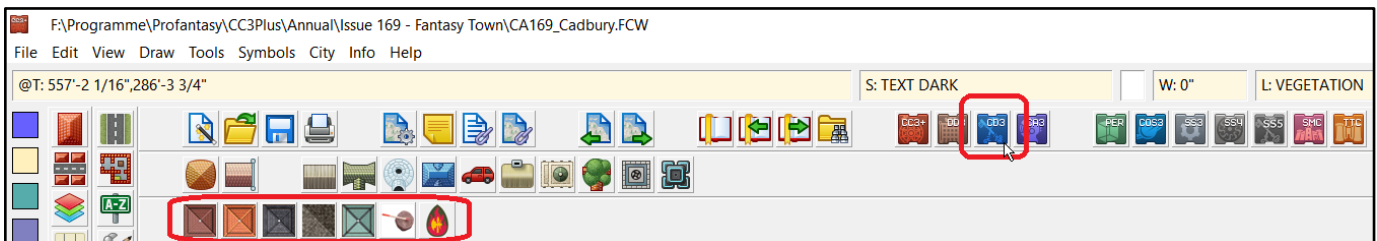
The Vintyri Cartographic Collection *toolbar in CD3 mode.*

LINUX/Apple: A Forced Cure for the Toolbar Problem

The following is an emergency solution that should be used **only** in emergency situations where nothing else works! Download the following file and unzip it into *(DataFolders)\ProFantasy\CC3Plus*:

> https://www.vintyri.org/downloads/linux_mac_toolbars.zip

This file will copy complete, pre-made toolbars into your installation overwriting those that already are there. You still will need to activate the custom toolbar, as described above, if it is not visible.

Disadvantage: This method will copy into your system toolbar information for all the *Vintyri* add-ons and also for the following *ProFantasy* add-ons: *Dungeon Designer 3, City Designer 3, Symbol Set 3, Symbol Set 4* and *Cosmographer.* If you have not installed some of these add-ons, your toolbars may show icons that do nothing because they are linked to the add-ons that have not been installed.

Open Game License
Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright © 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the enact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the enact tent of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

- Open Game License v 1.0a, Copyright © 2000, Wizards of the Coast, Inc.
- *Vintyri™ Cartographic Collection,* Copyright 2007-2021, Steigerwald EDV Verlag
- *Vintyri™ Cartographic Collection Installation Guide,* Copyright 2016-2021, Steigerwald EDV Verlag

END OF LICENSE

Open Game Content and Product Identity

Your right to use the Open Game Content within this product is contingent upon your agreement to abide by all of the provisions of the *Open Game License Version 1.0a* as found upon the preceding pages. We wish to draw your attention here to Section 7 of that license:

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

The following trademark symbols are Product Identity. Under the license terms, you _may not_ use these trademark symbols in or in connection with any product you derive from the Open Game Content in this publication.

The following trademarks and terms are Product Identity. Under the license terms, you _may not_ use these trademarks and terms in or in connection with any product you derive from the Open Game Content in this publication.

Steigerwald EDV™   *Dungeons Daring™*
Jörðgarð™   *Joerdhgardh™*
Vintyri™

All artwork and photographs not designated specifically as Open Game Content or otherwise are Product Identity. Under the license terms, you _may not_ use these artwork and photographs in any product you derive from the Open Game Content in this publication.

This original booklet in electronic PDF form contains product identity. Therefore, this electronic booklet, as issued, _is not_ Open Game Content and may not be distributed by you _in any form_. That includes distribution by downloading in Internet.

If you have a need to use Product Identity contained in this original booklet and/or wish to distribute the original booklet, please contact us regarding a separate license. We will issue such licenses when legal and other conditions are fulfilled at no cost to the licensee.

3. Contact Information

Steigerwald EDV™ Verlag   Internet: https://www.vintyri.org/vintyri/
Am Hasenloehle 12
91481 Altershausen   E-Mail: info@vintyri.org
Federal Republic of Germany

JÖRÐGARÐ

A campaign setting for
Dungeons Daring and
OGL 3.5 Campaigns