



## Interactive Map Mod Installation

Wait until you try it.... this includes all coordinates for 1-70 so if you look at your map you should see the dots. It is also very good to know this mod will not get you banned. This mod does nothing for you automatically. It will not play your character or make decisions without you. If it was an unapproved mod then Blizzard would have blocked it with a patch long ago. The only way to get banned from a mod in WoW is to have it automate your character by playing for you or making decisions without you choosing.

1. Download MetaMap here: <http://ui.worldofwar.net/ui.php?id=3331> but note that it might need an update after any patches. If there was a patch in the game then first check for an update of MetaMap. If there is no update then on your character selection screen click addons and load out of date mods at the top. The version shouldn't matter, as long as it works.

To install it you should click download on the link above and save it to your desktop. Then unzip the contents into your World of Warcraft folder in the directory [C:\Program Files\World of Warcraft\Interface\AddOns](#)

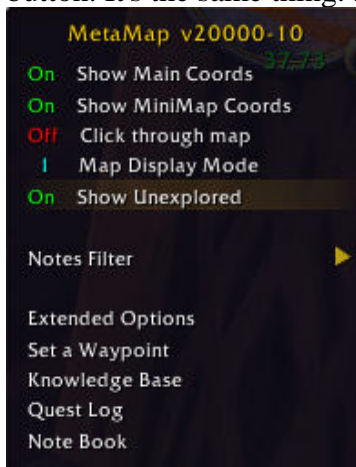
It is important that all of the MetaMap folders go into \Interface\AddOns\ (put MetaMap Folders Here)  
Make sure you do not have the MetaMap folders here \Interface\AddOns\MetaMap\ (MetaMap Folders Here)  
because if you do have them like this, you will not see an addons button and you will not see the mod in game.

If you require additional assistance with installing mods and addons please visit  
<http://www.atomicmpc.com.au/article.asp?CIID=73556> for great detail on mods as well as the official World of Warcraft UI forums PLEASE LOOK THESE OVER BEFORE ASKING FOR HELP

2. DO NOT SKIP THIS STEP OR YOU WILL NOT HAVE COORDINATES There is a file named MetaMapEXP.lua that was included in your guide zip you downloaded from the site and is in the same folder you opened these instructions from. Do not open this file because it is a data file. Put it into your WoW folder in the directory as mentioned above at [C:\Program Files\World of Warcraft\Interface\AddOns\MetaMapCVT](#) folder. If this file is not in here then you cannot import the coordinates

3. Start WoW. If WoW was running then close it and restart it because no checks for new mods are made until the game is started. Once you enter your login info and go to the character select screen you should see a red button in the bottom left called AddOn. Click it to open the addon screen. DISABLE ANY MAP MODS YOU ARE USING NOW BESIDES METAMAP, PARTICULARLY CT MAP MOD AS THIS WILL AFFECT THIS PROGRAM FROM WORKING AND IMPORTING PROPERLY. You'll notice the map looks a bit different and there's an icon around the minimap between the + and - buttons. If you do not see this then open your map and click the options

button. It's the same thing. Mouse over it and select show unexplored ON.



(version in picture is the same for all versions I've seen and just used as reference)

then click extended options from the dropdown menu and click the 2nd tab MetaNotes and make sure Highlight last created note in red is unchecked then click the next tab Modules and check MetaMapFWM so that your map is always loaded uncovered. If you want mines and herbs to be shown always click MetaMapTRK as well then click database

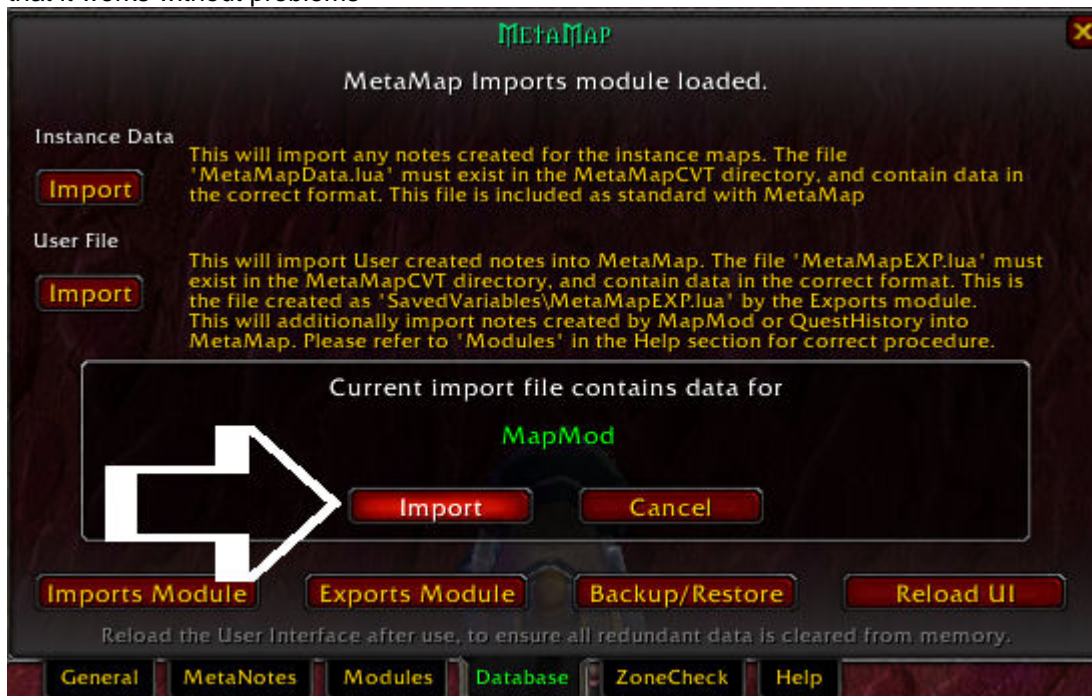
Click Imports Module.



Click Import under user file (the 2nd one down) Note that this will not be clickable if you skipped step 2 above. Make sure you disabled other map mods and correctly put the MetaMapEXP.lua file in the right folder.



Once you click this a new window pops up saying Import or Cancel, click Import then click Reload UI to be safe that it works without problems



4. Now when you bring up the map you should see a list of all the coordinates for that zone. If you don't see the list, right click on the white and yellow globe next to options and it will toggle. To sort the coordinate list, if it already isn't, click the red bar above the list on the right that says sorted or unsorted list. Then click a coordinate in the list and it will highlight on the map to show you where it is, not needed to select it for a waypoint, and then you can right click it on the map and set it as a waypoint. With the list being sorted it's easy to find the coords. See pic:





5. Once you set a waypoint exit the map screen and you will have the arrow showing where to run and the distance. You can move it around if you right click it and drag it. When you get close to the location, it will disappear. You can also clear the destination by left clicking the arrow and clicking clear or you can select another location without opening the map. Additionally, you'll see the destination on the minimap in the picture below in the NE corner next to the sun. See pic:



Once you have imported the coordinates, you can disable all the metemap modules in the addons button at the character select screen except metemap and metapbwps I think, because the other ones aren't necessary. You can add your own notes by ctrl + left clicking the map and you can edit any note by simply clicking on it. Right clicking and selecting set waypoint sets one. I color coded them so

red = mobs

purple = NPC

Yellow = location

Green = item

It's not 100% correct with the colors, maybe 95%. The creator of the note (shown on left click) may show the name of the alt that they were made with on some waypoints if I didn't delete it on all. Ones that say created by MetaMap are default ones such as raid bosses and pvp vendors

You can also click instances on the map to see any instance. If you open your map in an instance it also shows you a map of it.

That's it.

[Martin Malmberg](#)  
<http://www.wow-strategy.com>

Please do not email Martin about technical issues. He is not the creator of metamap. I, Brian Kopp, try to help everyone out to the best of my knowledge if you email me but please look on the official UI forums or on the metamap notes in the above link to d/I

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