# Interactive Map Mod

Wait until you try it.... this includes all coordinates for 1-70 so if you look at your outlands map you should see them
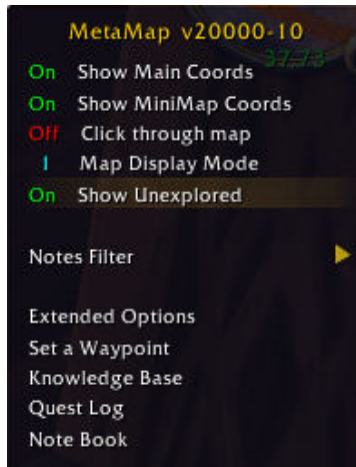
1. Download MetaMap here: http://ui.worldofwar.net/ui.php?id=3331 but note that it might need an update after any patches so this won't work right after one, if this is the case on your character selection screen click addons and load out of date mods at the top. The version shouldn't matter, as long 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 and all the metamap folders will be on their own in here, not all in one folder within the addons folder. If you've never used a mod you might not have the folders, so make them.

If you require additional assistance with installing addons please visit the official World of Warcraft UI forums

2. DO NOT SKIP THIS STEP OR YOU WILL NOT HAVE COORDINATES The file MetaMapEXP.lua was included in your guide zip. Put it into your WoW folder in the \interface\addons\metamapcvt directory
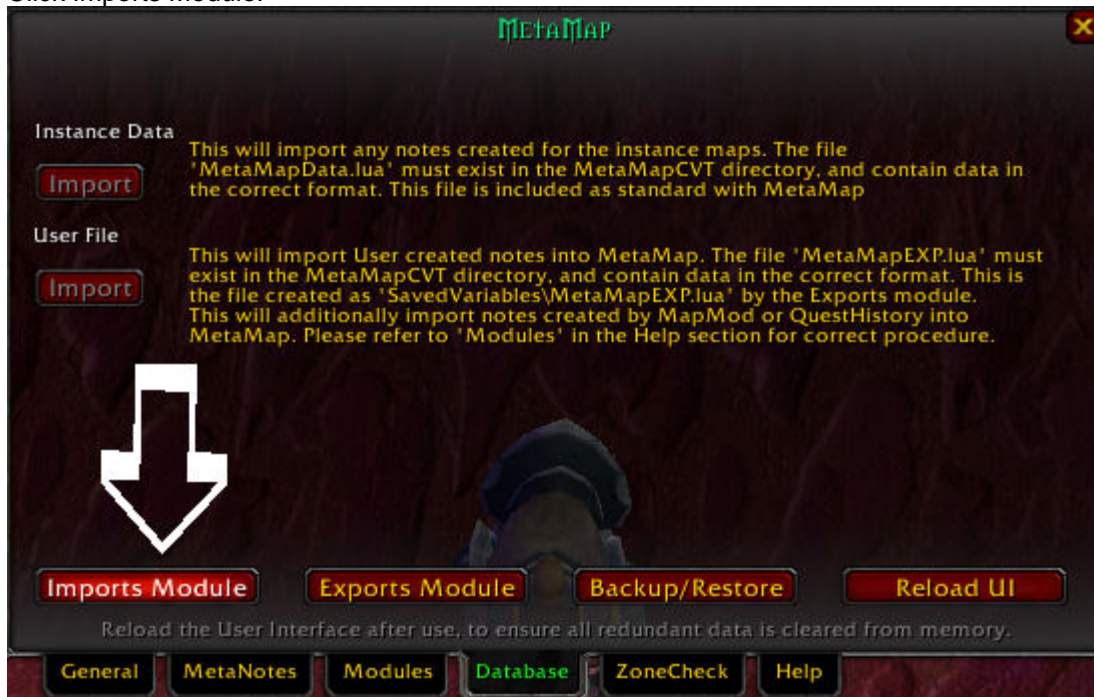
3.Start WoW. If WoW was running then close it and restart it. Click the addon button in the bottom left first. DISABLE ANY MAP MODS, PARTICULARLY CT MAP MOD AS THIS WILL AFFECT THIS PROGRAM FROM WORKING AND IMPORTING PROPERLY. You'll notice the map looks a bit different and there's an icon around the minimap between the + and - Mouse over it and select show unexplored ON. This may not show here if you use fubar or titan, but on that bar instead

(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
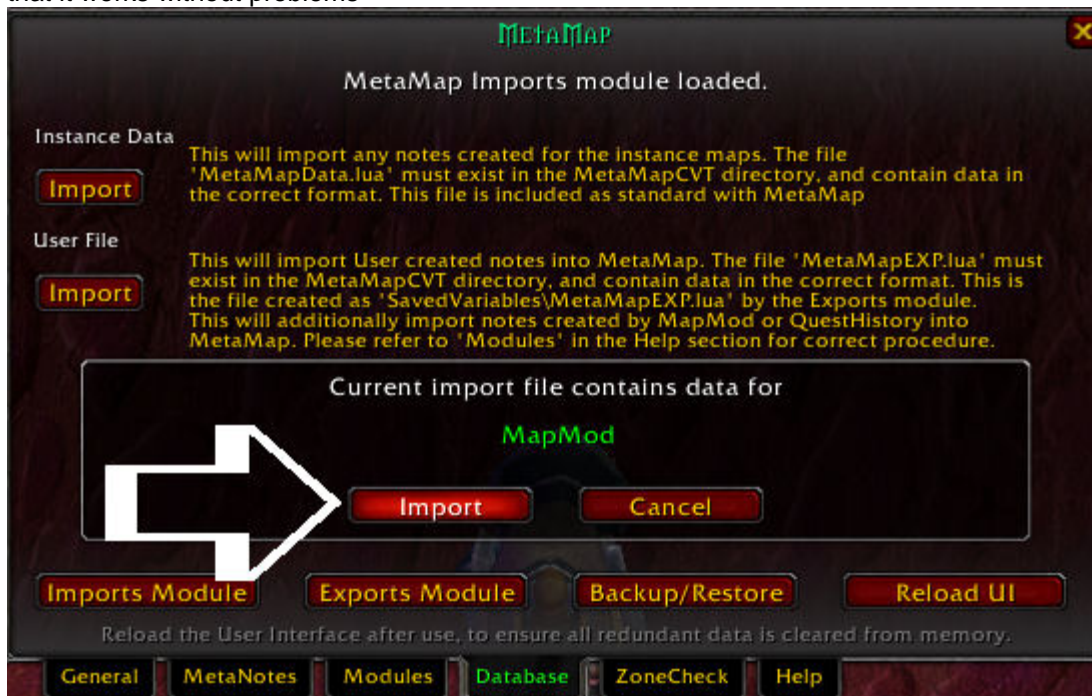
Click Imports Module.



Click Import under user file (the 2nd one down) Note that this will not be clickable if you skipped step 2 above

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 and then you can right click it on the map and set it as a waypoint (you don't have to highlight it to set it as a waypoint, but it lets you see where it is). The list is sorted, too, so it's easy to find

the coords. See pic:



5. 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 something like that. Additionally, you'll see the destination on the minimap, if you look closely. See pic:

Once you have imported the coordinates, you can disable all the metamap modules except metamap and metamapbwp 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, but maybe 95%. The creator of the note (shown on left click) may show the name of my alt on some waypoints if I didn't delete it on all.

You can also click instances on the map to see any instance or raid map with everything 1-60 marked as well

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 try to help everyone out to the best of my knowledge if you email me (Brian Kopp) but please look on the official UI forums or on the metamap notes in the above link to d/l

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