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Interactive Map Mod Installation - 9 steps

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> 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 If there is no update then on your character selection screen click the addons button and load out of date mods at the top. The version shouldn't matter, as long as it works. **I cannot stress enough how important checking this box is after a patch. The developer of MetaMap doesn't update it right away so you will need to check the box if it says it's incompatible. Please do not email me and ask me about this**

To install MetaMap 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> Once you click unzip in the addons folder everything will be placed in their correct spots to ensure it works without flaws. The only thing that will not allow it to work is having other map mods activated such as cartographer, CTmapmod, etc.

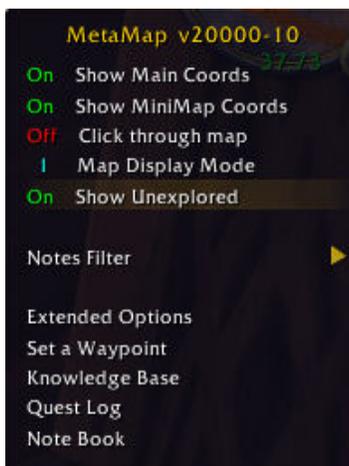
It is important that all of the MetaMap folders go into \Interface\AddOns\ (put MetaMap Folders Here)
Make sure you do not have the MetaMap folders here \Interface\AddOns\MetaMap\ (MetaMap Folders Here)
because if you do have them like this, you will not see an addons button and you will not see the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

2. DO NOT SKIP THIS STEP OR YOU WILL NOT HAVE COORDINATES There is a file named MetaMapEXP.lua that was included in the zip file that contained your leveling guide. It's actually in the folder from where you opened this document. 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 when you unzipped MetaMap then you must restart it because WoW only scans for mods when it is loaded. 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 there is nothing here then do not worry. Simply press M for your map and click on the globe for the options menu. Mouse over it and select show unexplored ON.



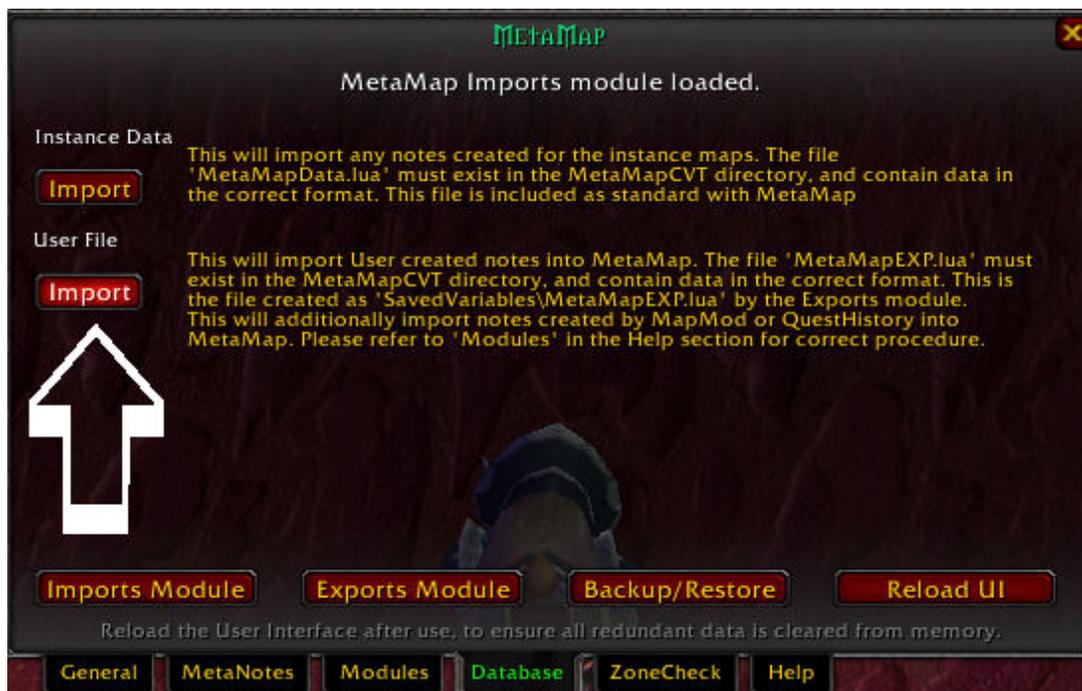
(The image above may be different with newer versions. It's to give you a general idea of what to look for)

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

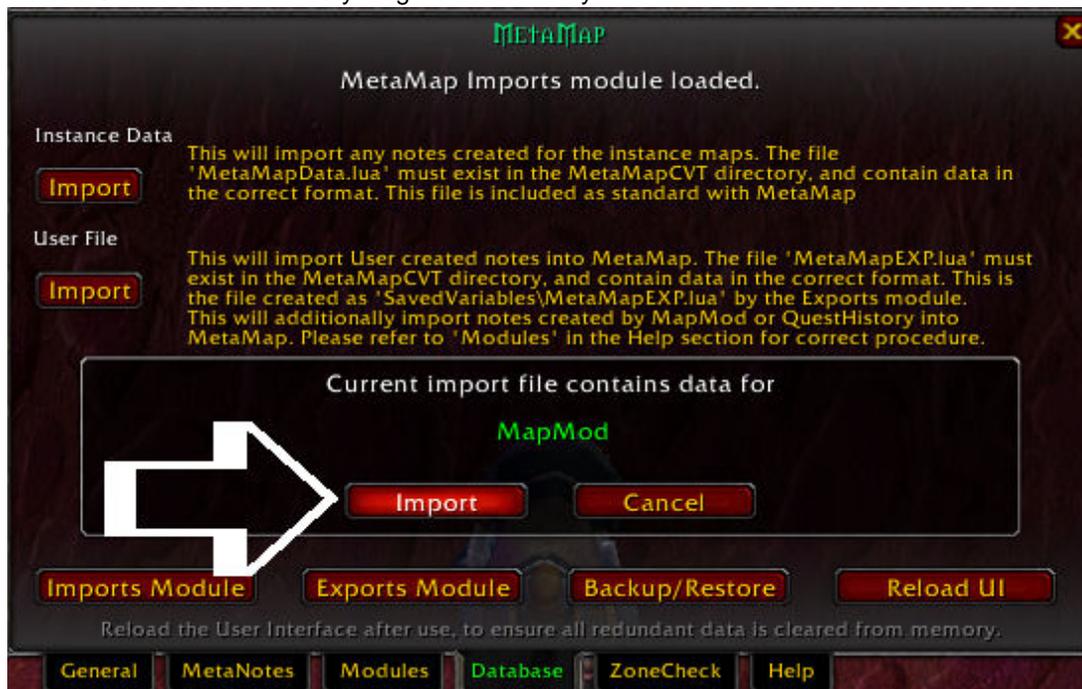
4. Click Imports Module.



5. 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. If only the Instance Data button lights up then you need to go back and check your steps as you either didn't put the .lua file into the right folder, or you have another map mod enabled that is interfering. Please don't email about User File not lighting up as the only thing that I can tell you to do is what I have already told you.



6. Once you click Import under User File a new window pops up saying Import or Cancel. Click Import then click Reload UI to ensure that everything works smoothly



7. Now when you bring up the map you should see a list of all the coordinates for that zone on the right side of the map. 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, if you don't know where that is, and then you can right click the dot and set it as a waypoint. With the list being sorted it's easy to find the coords. See pic:



8. 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:



9. Once you have imported the coordinates, you can disable all the metamap modules listed under the addons button at the character select screen except metamap and metamapbwp because the other ones aren't necessary. You don't have to disable these, that is only if you want to or are experienced enough to do it. 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 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. The only downside to this is that you will not see your character arrow while in an instance since you aren't supposed to have a map here. The easiest way to find your way is find the entrance and trace how you travelled.

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 and neither am I. I try to help everyone out to the best of my knowledge. I'm most likely going to tell you to try what I've already told you here. If you

follow these instructions the mod will work for you. So please don't get upset if you get a response from me about what I say on these instructions. You can email me but please look on the official UI forums or on the metamap notes in the above link to d/l

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D I S C L A I M E R

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