

Installation Instructions for MapForge Add-Ons

Place the Add-On file/s that you wish to use/install in the “Add-Ons” folder, which is located in your MapForge folder. MapForge Add-Ons are named in the format “<some name>.txt”. Do *not* copy over the entire Add-On distribution package. Add-On files that reside inside a subfolder of the “Add-Ons” directory cannot be accessed by the program.

If it is a free Add-On, you can start using it right away the next time you launch MapForge.

If it is a commercial (i.e., purchased, not free) Add-On, you will need to register it before you can access the Add-On’s contents.

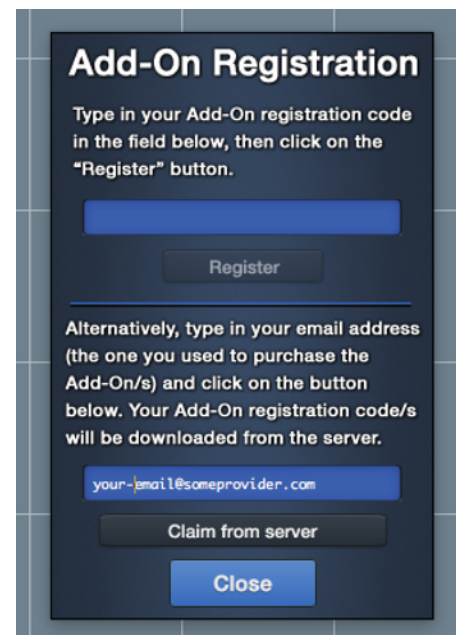
How to Register Commercial Add-Ons

Launch MapForge, move your cursor towards the top of the window to make the menubar appear, open the Window menu, and select “Add-On Registration”. The Add-On Registration panel will open.

There are two ways to register a commercial Add-On:

The first is to enter in your Add-On’s registration code (which you should have received in an email) in the top-most text field (click on it to make it editable) and then click the “Register” button. Internet access is not required to register Add-Ons in this manner.

The second method is to enter in your email address in the bottom-most text field (click on it to make it editable), then press the “Claim from server” button. Assuming you have internet access and the MapForge server is not currently down, all your purchased Add-Ons will be instantly registered. This server-based registration method makes it quick and convenient to register potentially dozens of Add-Ons all at once. Note that the email address you submit must be the one associated with your Add-On purchase, or registration will fail.

The image shows a screenshot of the 'Add-On Registration' dialog box. It has a dark blue background with white text. At the top, the title 'Add-On Registration' is in a bold, sans-serif font. Below the title, there is a paragraph of instructions: 'Type in your Add-On registration code in the field below, then click on the "Register" button.' This is followed by a large, empty text input field. Below the input field is a button labeled 'Register'. A horizontal line separates this section from the next. The second section starts with another paragraph: 'Alternatively, type in your email address (the one you used to purchase the Add-On/s) and click on the button below. Your Add-On registration code/s will be downloaded from the server.' Below this is another large, empty text input field. Below the input field is a button labeled 'Claim from server'. At the very bottom of the dialog is a button labeled 'Close'.

You can now close the Add-On Registration panel. Your Add-On’s content will be accessible the next time you launch MapForge.

If you would rather begin using the Add-On/s immediately, you can hold down the Shift key and click on the “Add-On” pulldown menu at the top right of the MapForge window. There will be a short delay while thumbnails are dynamically generated.

Add-On Management

As a general rule, only activate Add-Ons that you intend to use in a given mapping session. Minimizing the number of active Add-Ons helps ensure that you won't experience out of memory errors in MapForge. To disable one or more Add-Ons, simply move them into the "Disabled Add-Ons" folder, which resides in the "Add-Ons" directory. This must be done while MapForge isn't running.

An Add-On's file size (in MB or GB) is a good indication of how resource-intensive it is on your computer. Add-Ons that make extensive use of Items tend to use the most memory, because Item thumbnails are dynamically generated at runtime and stored in RAM.

Uninstalling an Add-On/s

To permanently uninstall an Add-On/s, move the Add-On file/s to the trash can or recycle bin and empty it. This must be done while MapForge isn't running.

Want more Add-Ons?

If you like the convenience of the Add-On format and the quality of the content, please consider purchasing one or more of the commercial Add-Ons available on the [MapForge Store](#) page.

Sales of commercial Add-Ons help drive continued development of the MapForge software, and more importantly, help finance the artists and content developers responsible for creating such awesome mapping content, which will hopefully result in them creating even *more* awesome content and offering that content in MapForge Add-On format.