Instructions for using a downloaded MapsAlive tour

Last updated July 23, 2021

All of the files needed to run a downloaded MapsAlive tour are contained in the download zip file (the one where you found this ReadMe file).

All of the files extracted from the zip file must be kept together in the same folder.

To run the tour on your web server

1. Unzip the files into a folder on your computer

2. Give the folder a meaningful name such as "museumtour"

3. Upload the folder to your web server

4. Open a browser window

5. Type the URL of the folder that you copied to your web server

   For example:

   ```
   https://www.mywebserver.com/mytours/museumtour
   ```

   Note that when the last component of the URL is a folder name, most web servers will automatically send either the index.htm file or the default.htm file to the browser. If this is not the case for your server, you will need to include index.htm in the URL like this:

   ```
   https://www.mywebserver.com/mytours/museumtour/index.htm
   ```

Using a local web server on a PC or Mac

You can run tours using a local web server running on a PC or Mac. To learn how to install and set up a local web server, do an online search for "windows local web server" or "mac local web server" and choose an option that seems easy enough to setup and use. Once your local web server is set up, follow the steps above.

To run a V3 Compatibility Mode tour without a web server on a PC or Mac

Tours created with the V3 Compatibility Mode option enabled can be run from a PC or Mac computer without using a web server.

1. Unzip the files into a folder on your computer

2. Double-click on the file named index.htm (or the file named default.htm)

3. A browser window will open to run the tour

Only tours that use V3 Compatibility Mode can run this way. Tours that don't use V3 Compatibility Mode can only be run on a web server.