

Instructions for using a downloaded MapsAlive tour

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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). The tour does not need access to the internet, a database, or a web server. All it needs is a browser like Internet Explorer, Firefox, Chrome, or Safari.

You can run the tour from a PC or Mac computer, or you can upload it to a web server and run it online. In both cases, all of the files extracted from the zip file must be kept together in the same folder.

To run the tour online

1. Copy the folder containing the unzipped tour files to your web server.
2. Open a browser window.
3. Type the URL of the folder that you copied to your web server.

For example:

```
http://www.mywebserver.com/mytours/mapsalivetour1234
```

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:

```
http://www.mywebserver.com/mytours/mapsalivetour1234/index.htm
```

To run the tour from a PC or Mac

1. Go to the folder containing the unzipped tour files.
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.

You might see a dialog saying that Flash has stopped a potentially unsafe operation. Or, the tour may appear, but no hotspot content is displayed when you mouse over the map markers. This is normal and can be remedied by modifying your computer's Flash Security Settings as explained in Appendix A of the MapsAlive User Guide for Integrating Interactive Maps. The guide is located here:

<http://www.mapsalive.com/UserGuide/IntegratingInteractiveMaps>

You can also find the guide in the User Guides section of the MapsAlive web site.

IMPORTANT:

If nothing happens when you move your mouse over the hotspots on your map, you need to change your Flash security settings by adding a trusted file location as explained in Appendix A of the *MapsAlive User Guide for Integrating Interactive Maps*.