Configuring Shortcuts for the MapToolLauncher

The MapToolLauncher program must be located in the same folder as the MapTool jar file (e.g. maptool-1.3.b50.jar) but you can create shortcuts to it that can sit on your desktop or the QuickLaunch panel in the Windows Taskbar. You can also add optional arguments in the shortcuts to increase the allocated memory size and enable the the command prompt window to see any error outputs.

Creating a Shortcut on the Desktop

There are several methods to create shortcuts to programs in Windows. One way is to hold down the Alt key and then right-click-drag from the MapToolLauncher icon to your desktop. This will create a shortcut that looks like *Screenshot 1*. Once placed on the desktop the shortcut can be renamed in the normal manner.



Screenshot 1: Shortcut on desktop.

Increasing Memory Allocation in the Shortcut

Right-click on the shortcut and select Properties from the pop-up menu that appears. The Properties dialog will open with the Shortcut tab active as shown in *Screenshot 2*. To

start MapTool with 1024 MB for the Java Virtual Machine (JVM), locate the Target text field in the

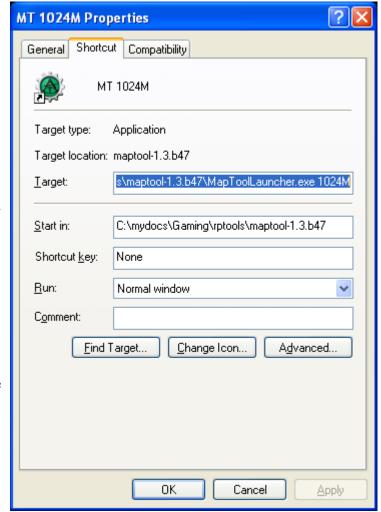
Properties dialog then add a space and **1024M** to the end of the line. This can also be seen in *Screenshot 2*. The memory argument takes the same form as is used by the -Xmx Java command line argument.

Enabling Debug Output

Enabling debug output is done in the same manner. Simply add a space and the word **debug** to the end of the Target line. Note that you must have both a memory allocation size and the word **debug** for this to work.

Requirements

The MapToolLauncher relies upon a correct and working Java installation. This means that the Java executables must be in the System path. The launcher works in the same manner as the batch files included in the MapTool zip files. If those work then the launcher will work.



Screenshot 2: Properties