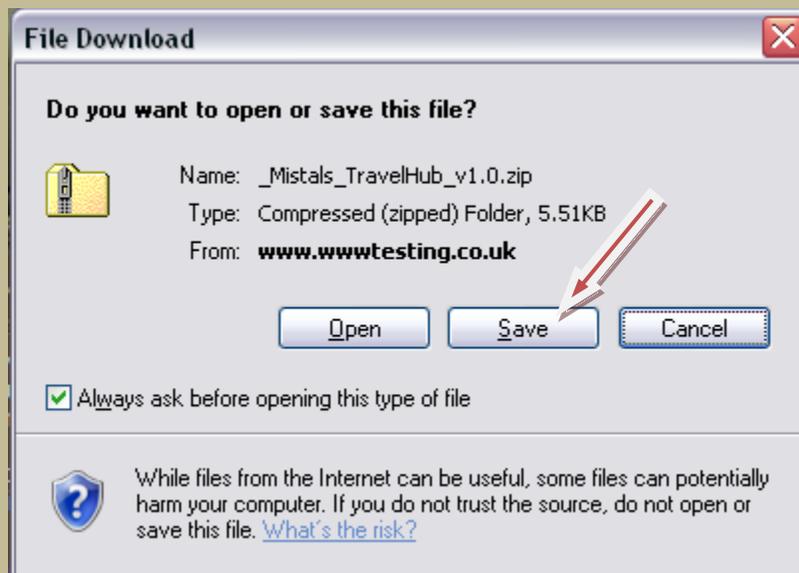


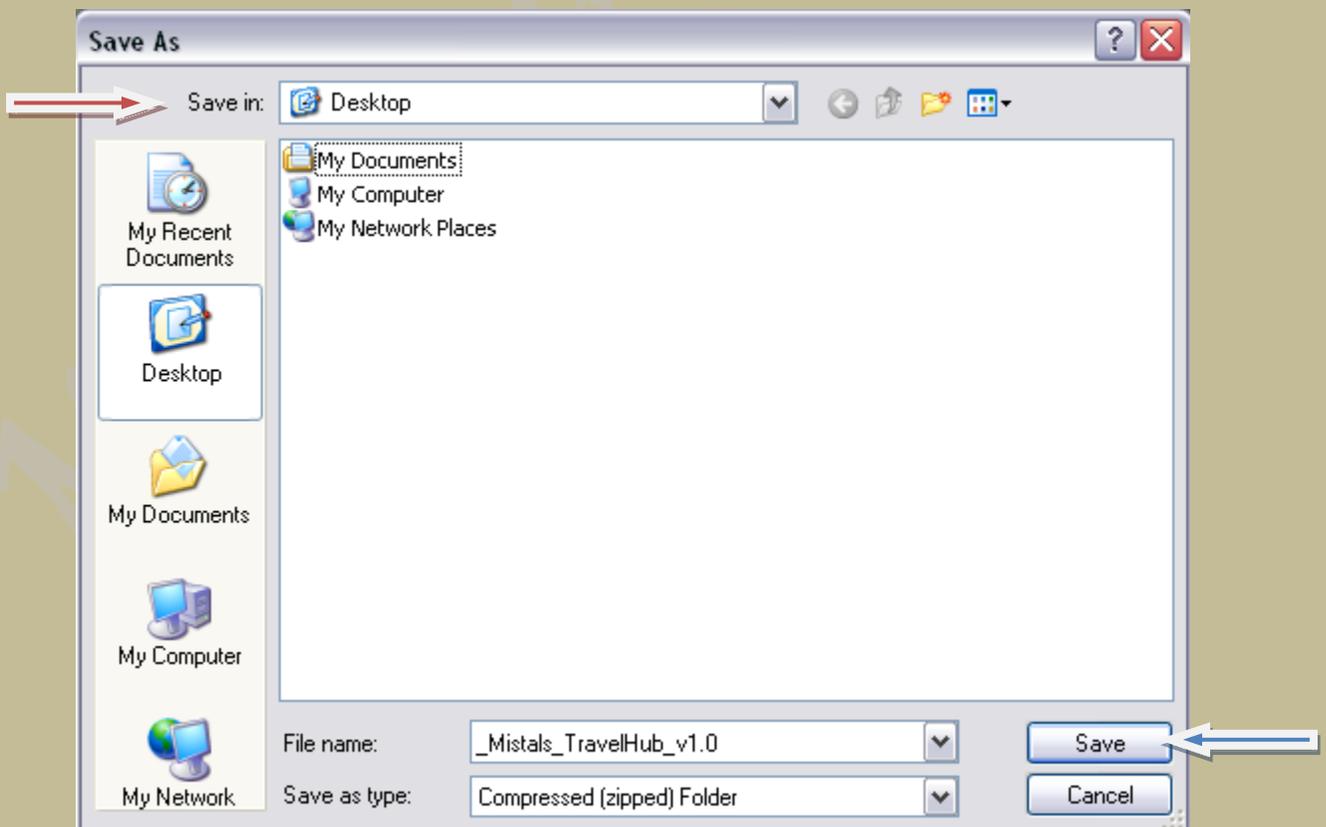
## Getting the ZIP FILE

Ok first we need to get the Travel Hub File onto your computer. Click the download Link

When the file opens click SAVE



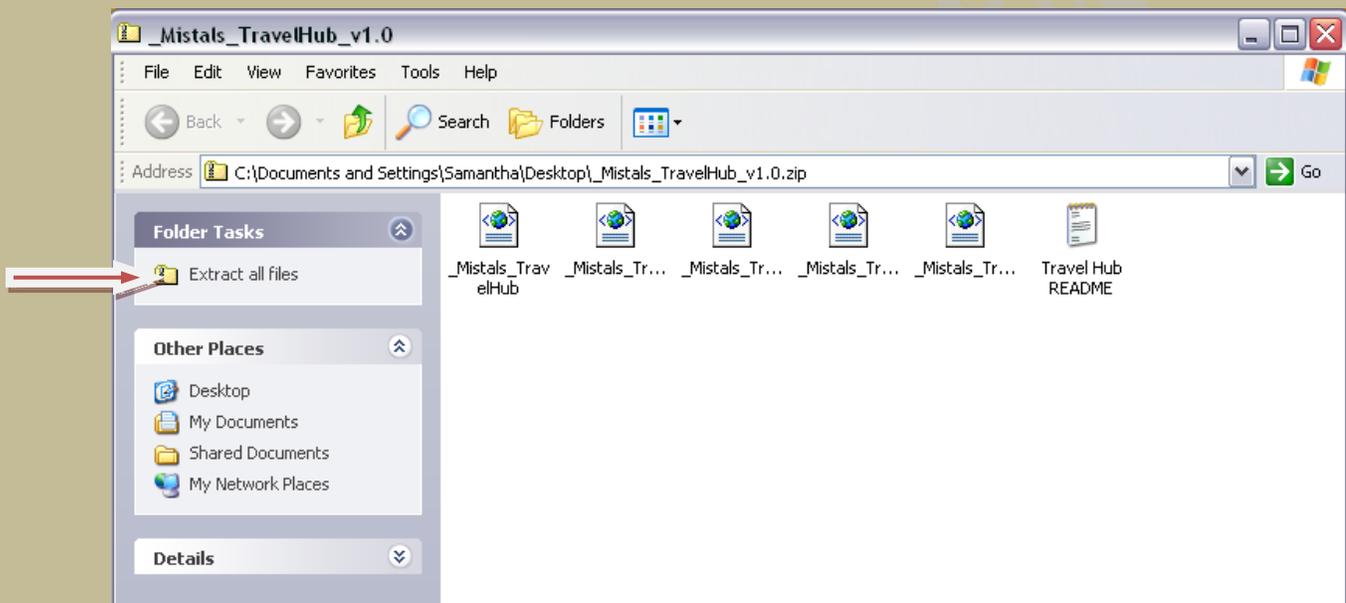
Next we are going to select the place to save the file ... for this step by step we are going to save it on the **DESKTOP**



Hit the **SAVE** button and the download will begin

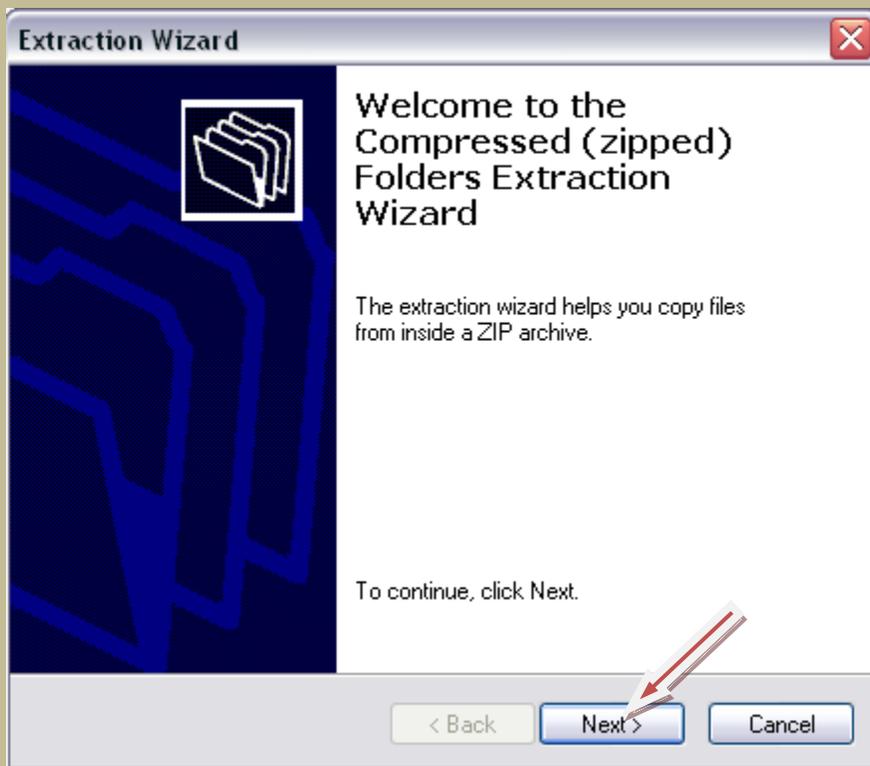


Here is our file on our desktop .. double click the file and it will open a new window

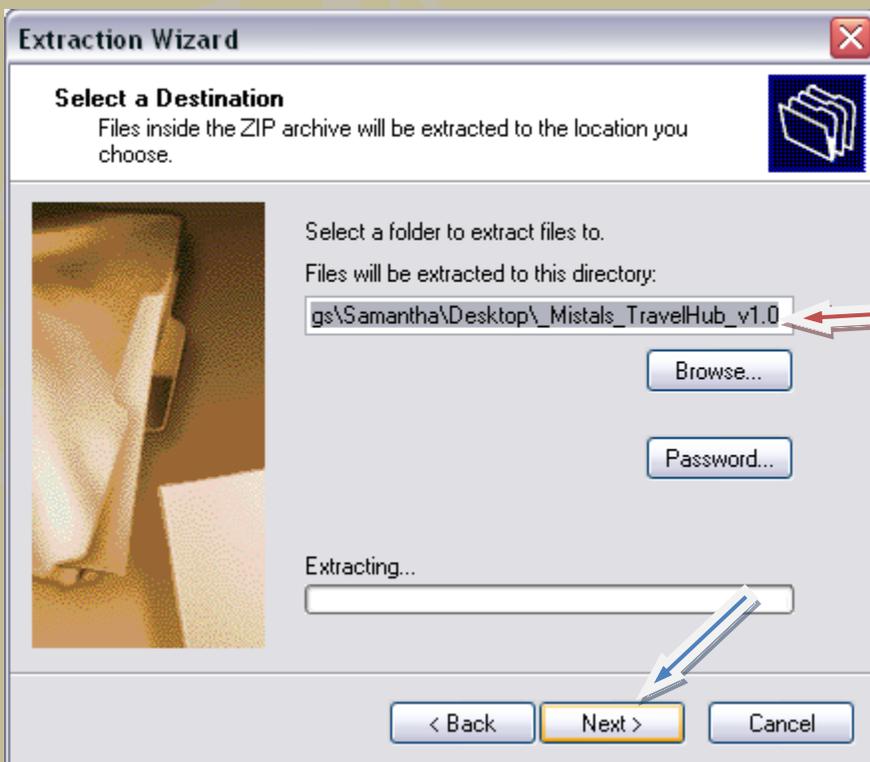


From here we are going to select the **EXTRACT FILES** link on the left of the window

After you select this another window will pop up

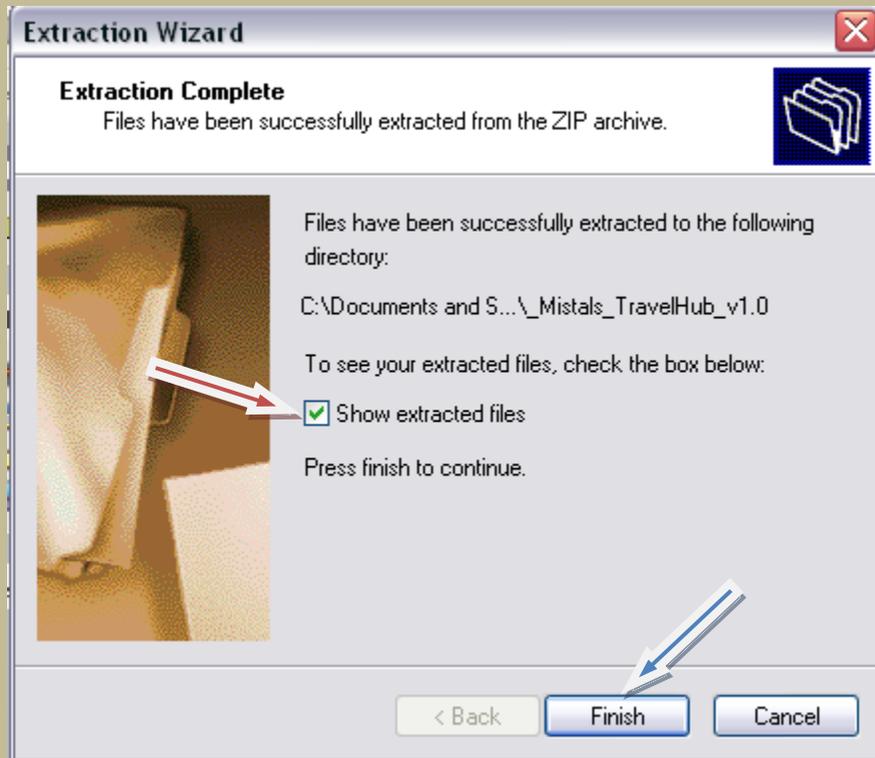


Hit **NEXT**



The wizard will create another folder on your desktop containing the extracted files.. hit **NEXT**

The last window gives you the option to **SHOW EXTRACTED FILES**



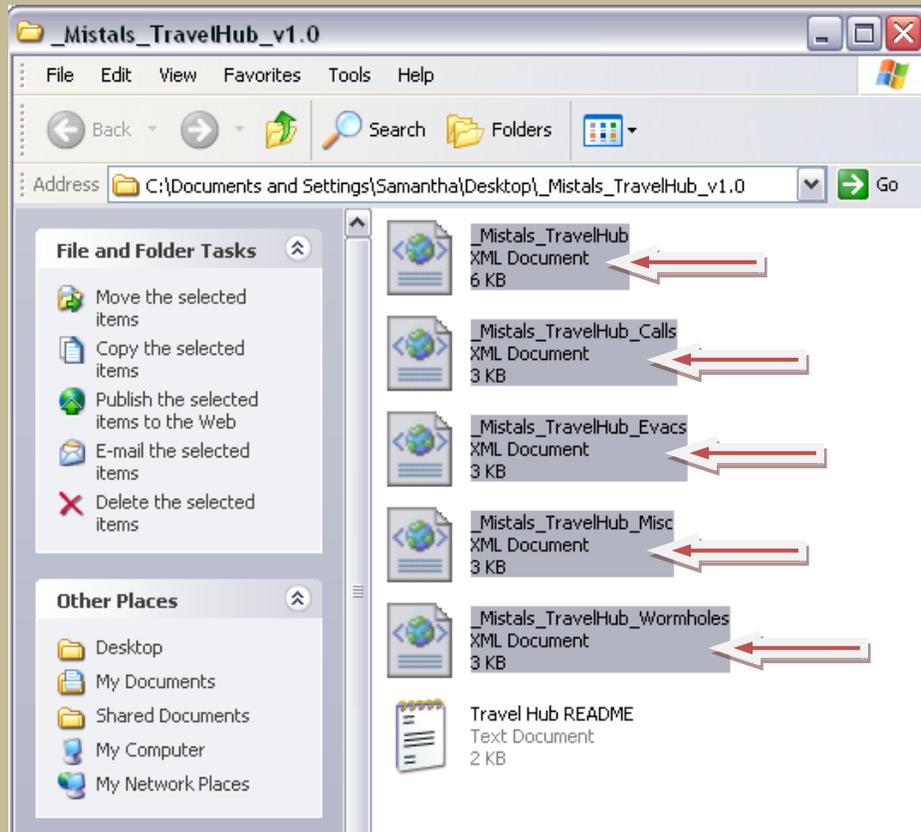
Hit **FINISH**, a new window will open containing the extracted files ready for you to use

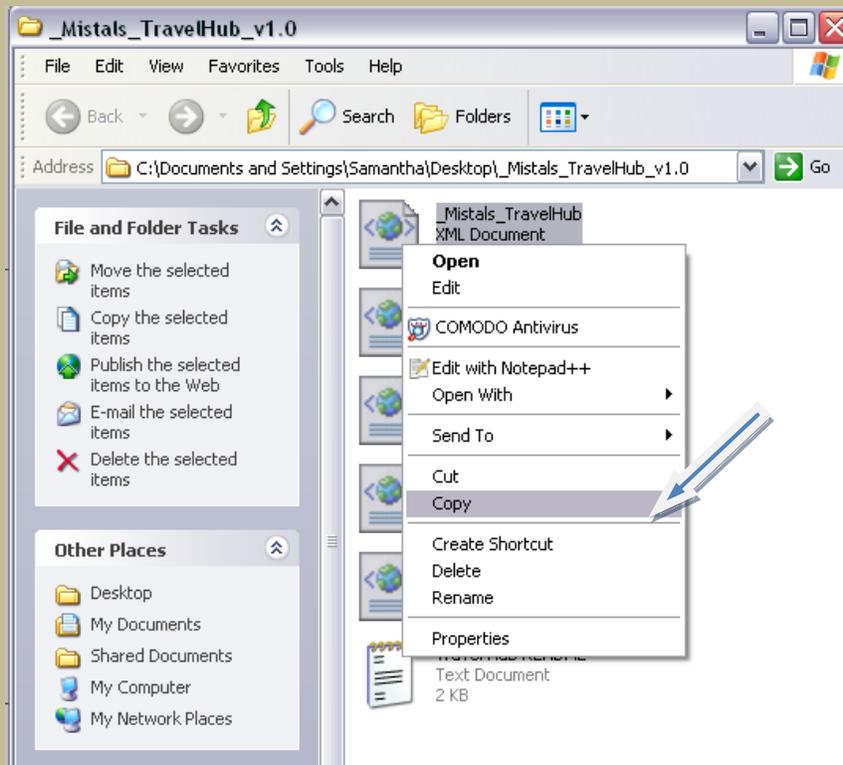


## GETTING THE FILES IN THE RIGHT PLACE

Now we have our files extracted and ready to go we need to put them in the right place on our computer

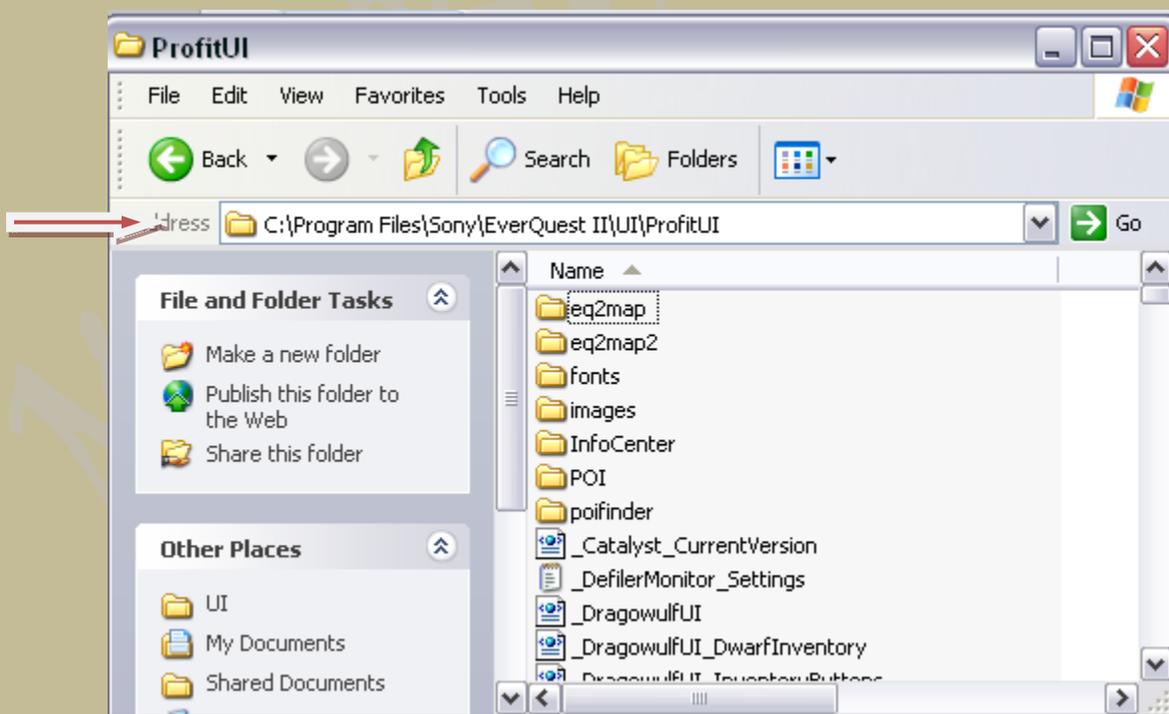
**SELECT** all the xml files in the folder.. Right click and **COPY THEM**



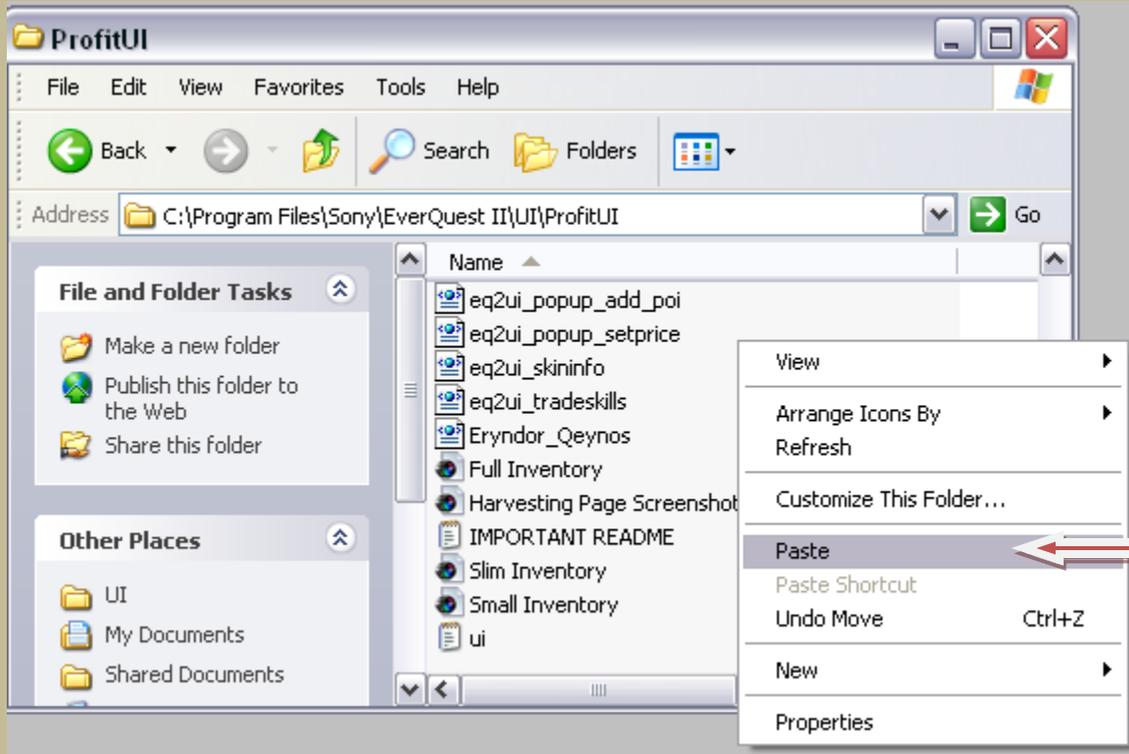


Now we are going to get into our game folder so open a browser window and go to the following location

C:\Program Files\Sony\EverQuest II\UI\ProfitUI



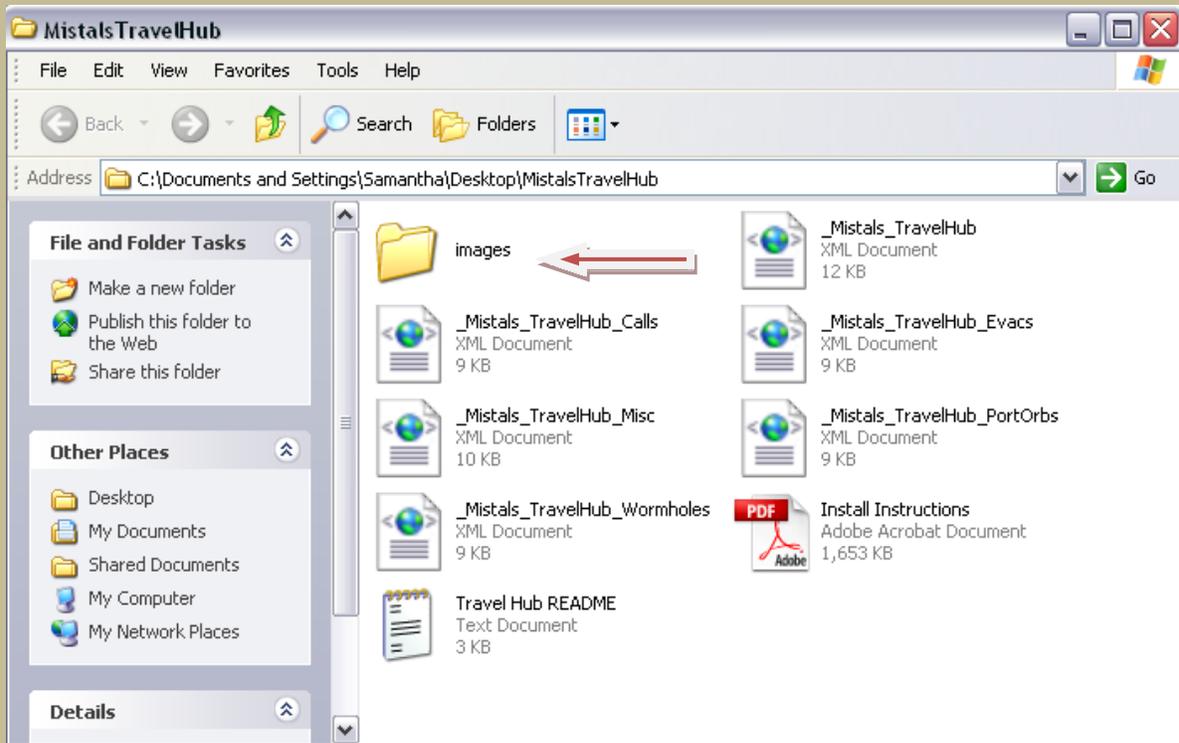
Scroll Down to the bottom of the window **RIGHT CLICK** and select **PASTE**



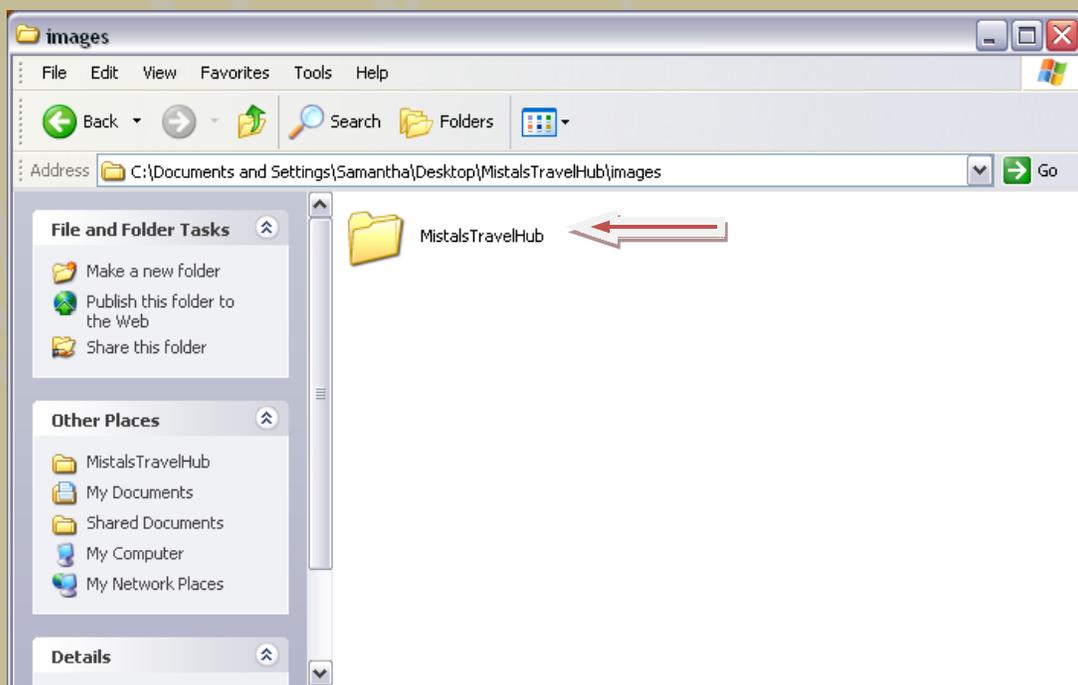
## IMAGES

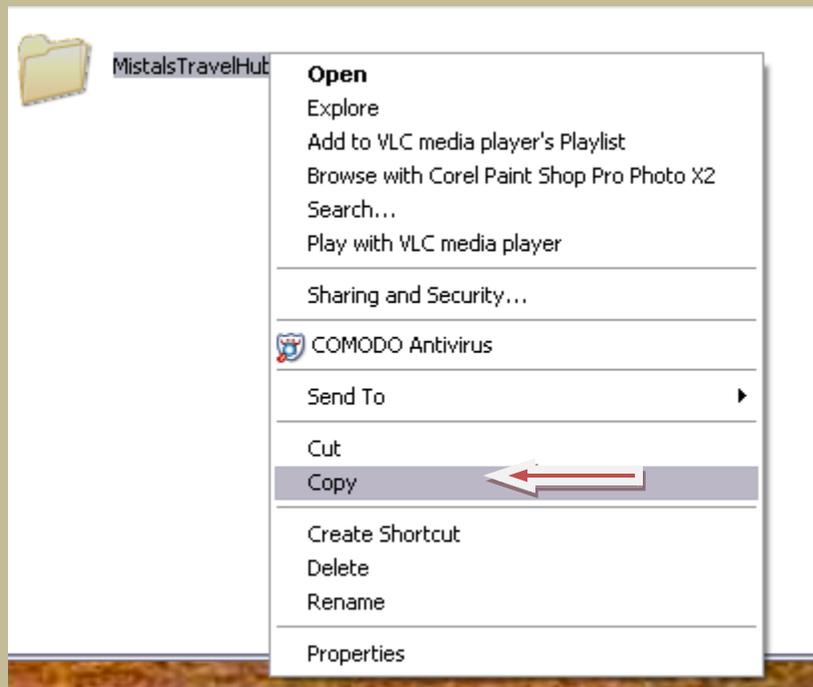
If my mod contains images then first open the images folder contained with your download by double clicking it.

In this folder you will find another folder, **COPY** this folder and past e it INTO your ProfitUI images folder.

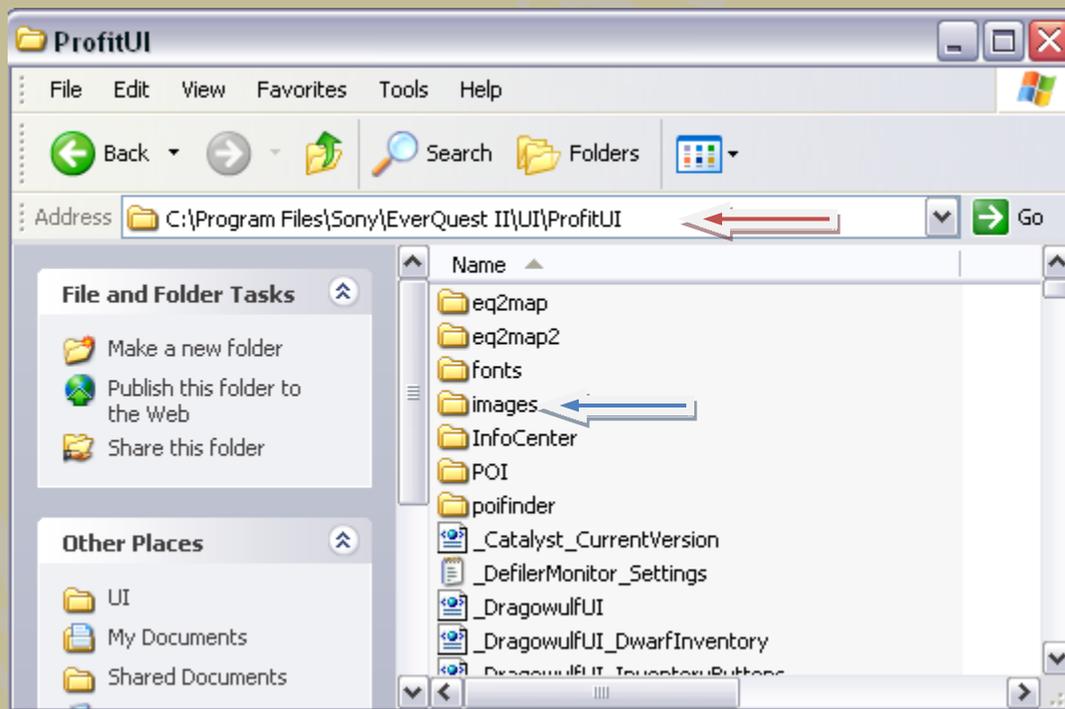


In this folder you will find another folder, **COPY** this folder.

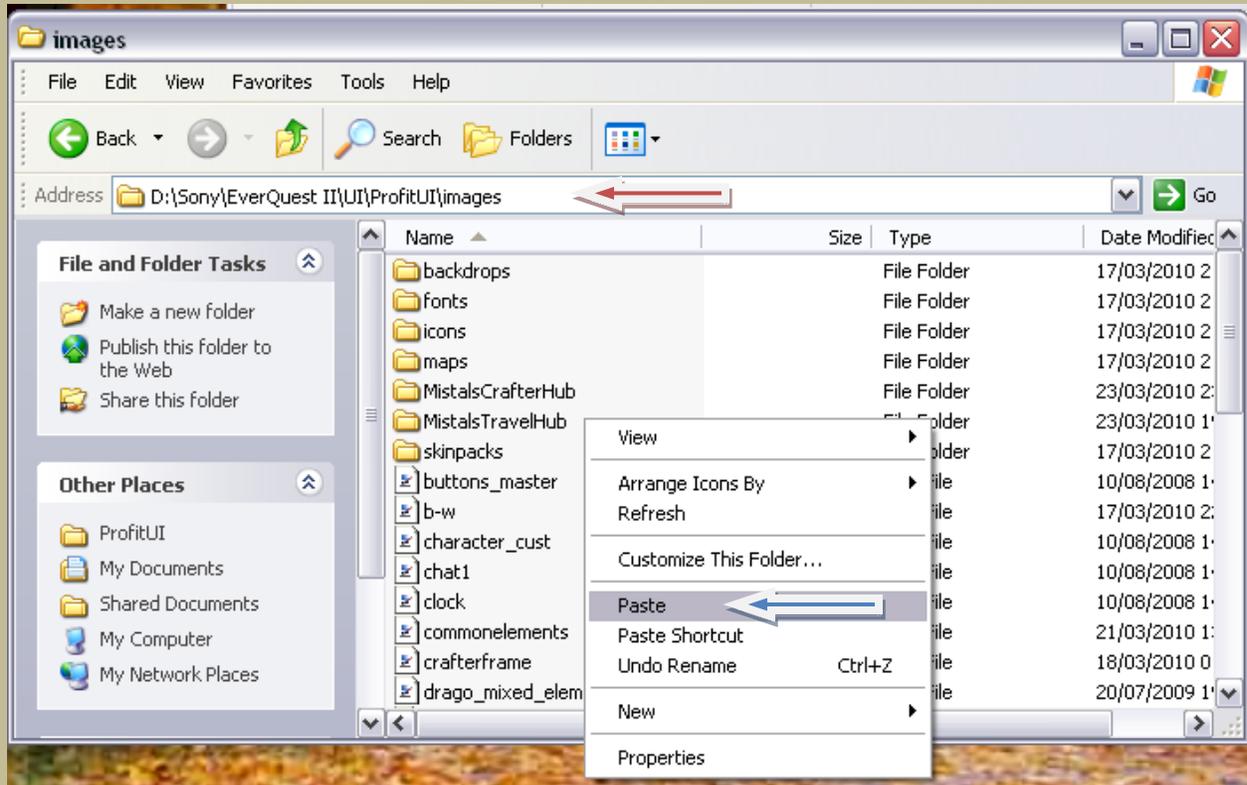




Next **OPEN** the **ProfitUI images** folder by double clicking it.



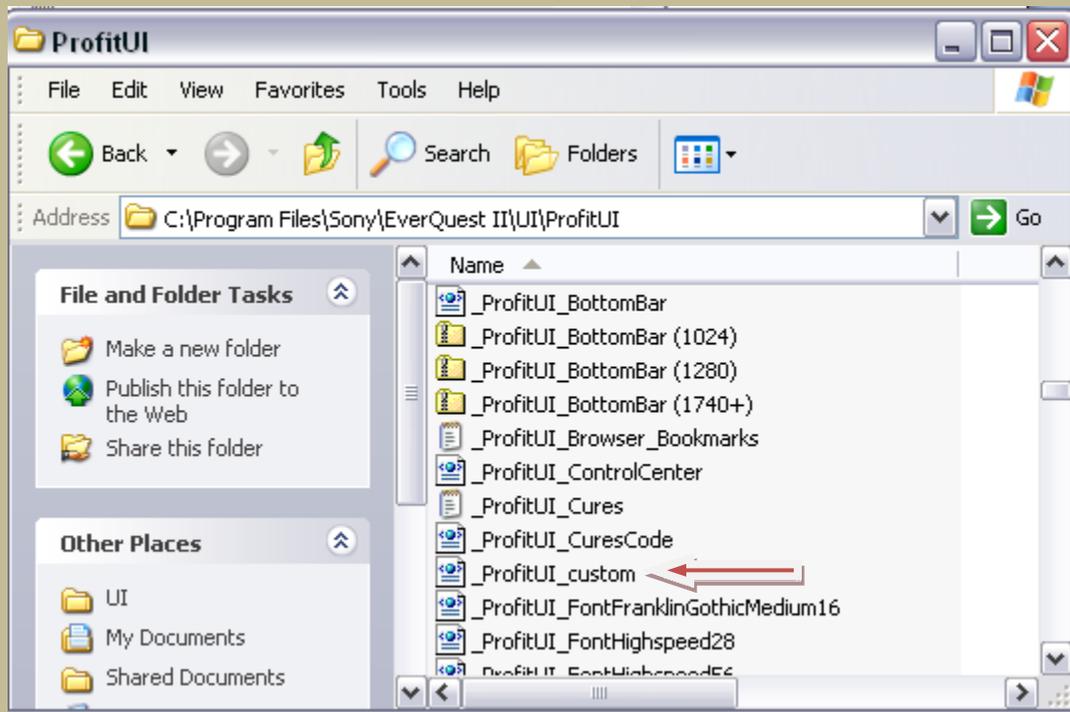
Then **PASTE** the folder into the directory.



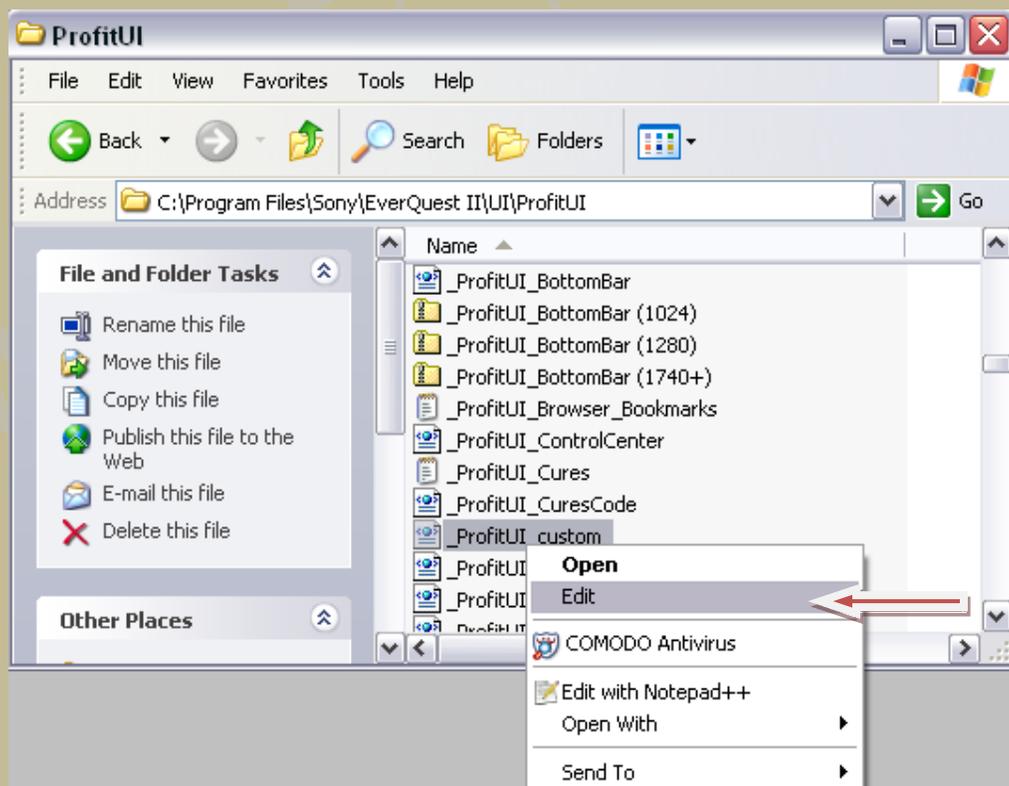
## EDITING THE CUSTOM FILE

Ok you have installed the files, there are just two more things we need to do

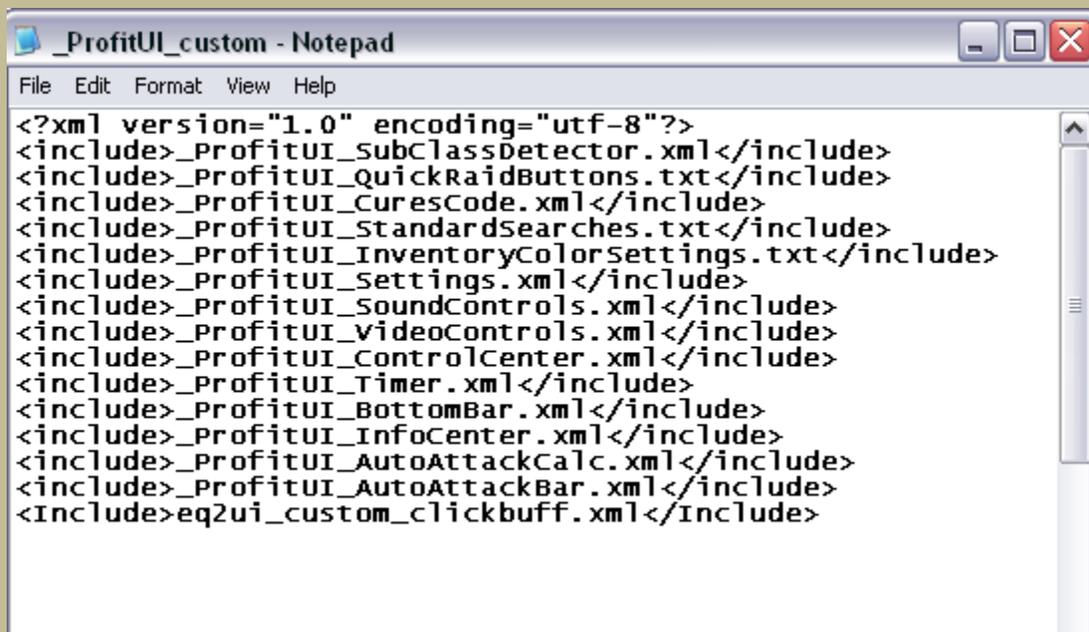
Still in your ProfitUI folder we need to open up a file called `_ProfitUI.Custom`



To do this RIGHT CLICK and select **EDIT ..** do not double click the file



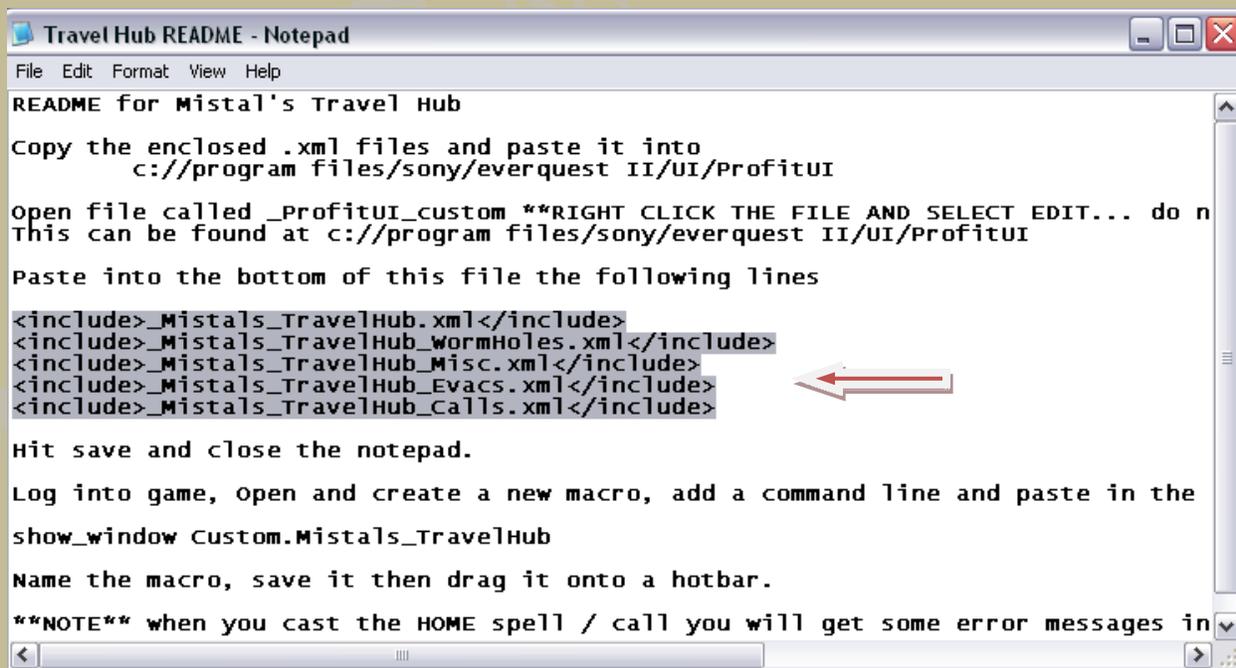
This will open up the file in Notepad and will look something like this...



```
<?xml version="1.0" encoding="utf-8"?>
<include>_ProfitUI_SubClassDetector.xml</include>
<include>_ProfitUI_QuickRaidButtons.txt</include>
<include>_ProfitUI_CuresCode.xml</include>
<include>_ProfitUI_StandardSearches.txt</include>
<include>_ProfitUI_InventoryColorSettings.txt</include>
<include>_ProfitUI_Settings.xml</include>
<include>_ProfitUI_SoundControls.xml</include>
<include>_ProfitUI_VideoControls.xml</include>
<include>_ProfitUI_ControlCenter.xml</include>
<include>_ProfitUI_Timer.xml</include>
<include>_ProfitUI_BottomBar.xml</include>
<include>_ProfitUI_InfoCenter.xml</include>
<include>_ProfitUI_AutoAttackCalc.xml</include>
<include>_ProfitUI_AutoAttackBar.xml</include>
<Include>eq2ui_custom_clickbuff.xml</Include>
```

Ok now we are going to go back to the EXTRACTED FILES that you have on your desktop and double click the enclosed README file. This will again open up in notepad .

Contained in the README will be one or several include files lines .. Highlight, right click and copy ALL of these



```
Travel Hub README - Notepad
File Edit Format View Help
README for Mistal's Travel Hub
Copy the enclosed .xml files and paste it into
    c://program files/sony/everquest II/UI/ProfitUI
open file called _ProfitUI_custom **RIGHT CLICK THE FILE AND SELECT EDIT... do n
This can be found at c://program files/sony/everquest II/UI/ProfitUI
Paste into the bottom of this file the following lines
<include>_Mistals_TravelHub.xml</include>
<include>_Mistals_TravelHub_wormHoles.xml</include>
<include>_Mistals_TravelHub_Misc.xml</include>
<include>_Mistals_TravelHub_Evacs.xml</include>
<include>_Mistals_TravelHub_Calls.xml</include>
Hit save and close the notepad.
Log into game, open and create a new macro, add a command line and paste in the
show_window Custom.Mistals_TravelHub
Name the macro, save it then drag it onto a hotbar.
**NOTE** when you cast the HOME spell / call you will get some error messages in
```

Now we are going to paste them into the Profit.Custom file

```
<?xml version="1.0" encoding="utf-8"?>
<include>_ProfitUI_SubClassDetector.xml</include>
<include>_ProfitUI_QuickRaidButtons.txt</include>
<include>_ProfitUI_CuresCode.xml</include>
<include>_ProfitUI_StandardSearches.txt</include>
<include>_ProfitUI_InventoryColorSettings.txt</include>
<include>_ProfitUI_Settings.xml</include>
<include>_ProfitUI_SoundControls.xml</include>
<include>_ProfitUI_VideoControls.xml</include>
<include>_ProfitUI_ControlCenter.xml</include>
<include>_ProfitUI_Timer.xml</include>
<include>_ProfitUI_BottomBar.xml</include>
<include>_ProfitUI_InfoCenter.xml</include>
<include>_ProfitUI_AutoAttackCalc.xml</include>
<include>_ProfitUI_AutoAttackBar.xml</include>
<Include>eq2ui_custom_clickbuff.xml</Include>
<include>_Mistals_TravelHub.xml</include>
<include>_Mistals_TravelHub_wormHoles.xml</include>
<include>_Mistals_TravelHub_Misc.xml</include>
<include>_Mistals_TravelHub_Evacs.xml</include>
<include>_Mistals_TravelHub_Calls.xml</include>
```

Hit **SAVE** and then **CLOSE** the file.

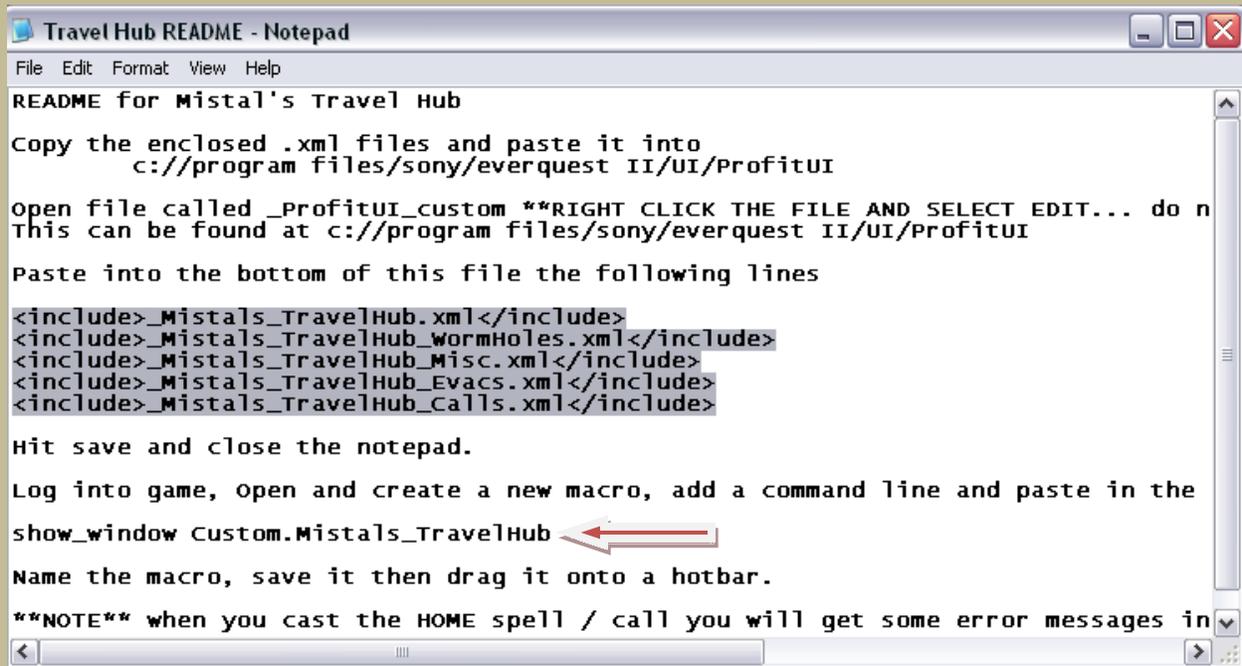
```
File Edit Format View Help
New Ctrl+N
Open... Ctrl+O
Save Ctrl+S
Save As...
Page Setup...
Print... Ctrl+P
Exit

.0" encoding="utf-8"?>
_Mistals_SubClassDetector.xml</include>
_Mistals_QuickRaidButtons.txt</include>
_Mistals_CuresCode.xml</include>
_Mistals_StandardSearches.txt</include>
_Mistals_InventoryColorSettings.txt</include>
_Mistals_Settings.xml</include>
_Mistals_SoundControls.xml</include>
_Mistals_VideoControls.xml</include>
_Mistals_ControlCenter.xml</include>
_Mistals_Timer.xml</include>
<include>_ProfitUI_BottomBar.xml</include>
<include>_ProfitUI_InfoCenter.xml</include>
<include>_ProfitUI_AutoAttackCalc.xml</include>
<include>_ProfitUI_AutoAttackBar.xml</include>
<Include>eq2ui_custom_clickbuff.xml</Include>
<include>_Mistals_TravelHub.xml</include>
<include>_Mistals_TravelHub_wormHoles.xml</include>
<include>_Mistals_TravelHub_Misc.xml</include>
<include>_Mistals_TravelHub_Evacs.xml</include>
<include>_Mistals_TravelHub_Calls.xml</include>
```

Close all your windows and start up EQ2

Once you are logged into your character there is just one final thing we have to do and that is set up a quick macro to call the files you just installed

In the README file there will be a line of text you will need to enter into a macro. Highlight this right click and COPY it.



```
Travel Hub README - Notepad
File Edit Format View Help
README for Mistal's Travel Hub

Copy the enclosed .xml files and paste it into
  c://program files/sony/everquest II/UI/ProfitUI

Open file called _ProfitUI_custom **RIGHT CLICK THE FILE AND SELECT EDIT... do n
This can be found at c://program files/sony/everquest II/UI/ProfitUI

Paste into the bottom of this file the following lines

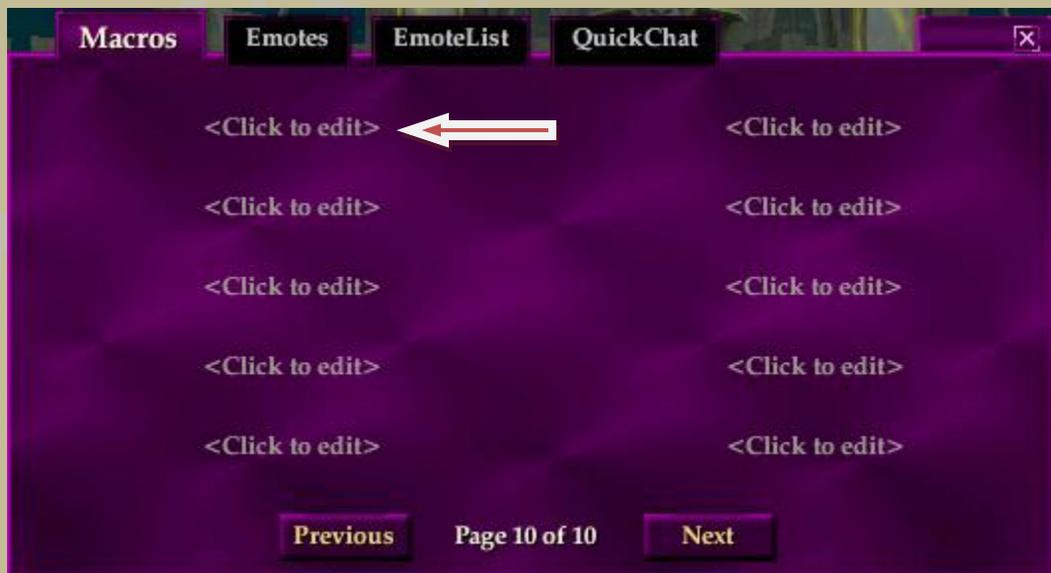
<include>_Mistals_TravelHub.xml</include>
<include>_Mistals_TravelHub_wormHoles.xml</include>
<include>_Mistals_TravelHub_Misc.xml</include>
<include>_Mistals_TravelHub_Evacs.xml</include>
<include>_Mistals_TravelHub_Calls.xml</include>

Hit save and close the notepad.

Log into game, open and create a new macro, add a command line and paste in the
show_window Custom.Mistals_TravelHub
Name the macro, save it then drag it onto a hotbar.

**NOTE** when you cast the HOME spell / call you will get some error messages in
```

In game open up your macros tab and click an empty space to edit a new macro



Give the Macro a **NAME**, make sure the Macro Step is set to **COMMAND** and hit **ADD STEP**

Then paste the copied text into the **command field** and hit **OK**



You can drag any **ICON** from a spell or item into the Icon picture

From the Macro Tab drag your new macro onto a hotbar



# MISTAL'S TRAVEL HUB

**Standard Calls** [X]

Guild Hall Home Call of Ro

**Portals**

Druid Portal Wizard Portal Rune of Portals

**Sentinel's Fate**

Panda's Quel'tule

**Other Items**

WormHoles Misc Items Calls

Evacs Mara Orbs Worker Mallet

Keep Window open

**Wormholes** [X]

WormHole Ant WormHole CL WormHole Moors

WormHole Odus

Keep Window open

**Misc Items** [X]

Barrel of BBM Stein of Recall Home'SHome

Call of Rime Stein of Ale Mirror

Keep Window open SplitPaw

**Racial Call's** [X]

HighElf DarkElf Erudite

**Other Call's**

TinkerCall SummonOrb Veteran Call

Keep Window open

**Various Evacs** [X]

Evac Spell Evac Totem Tinker Evac

Charm'of'Escape Void Portal

Keep Window open

**Uses TS Port Stones from Mara** [X]

Firemyst Shipyard Steamfont

Void Portal Mara

Keep Window open

Pop out windows from main hub

Mod's

Brought to you by Mistal  
Blind Guardians  
Everfrost Server