

How to Use Navigation Mods With Map Mods

As you all know, my navigation mods use the original game map data. Therefore, it does not work properly with map mods. I've released special versions for ETS 2 ProMods and ATS ProMods Canada map mods before. Now, I have prepared customization addons for other map mods. Explained how you can customize these addons below.

1. Download the customization addon you want to use:

Customization Addons for **ETS 2**:

- [Download](#) Google Maps Navigation Customization Addon
- [Download](#) Google Maps Navigation Night Version Customization Addon
- [Download](#) Yandex Navigator Customization Addon
- [Download](#) Yandex Navigator Night Version Customization Addon

Customization Addons for **ATS**:

- [Download](#) Google Maps Navigation Customization Addon
- [Download](#) Google Maps Navigation Night Version Customization Addon
- [Download](#) Yandex Navigator Customization Addon
- [Download](#) Yandex Navigator Night Version Customization Addon

2. Which map's def file(map_data.sii) is active at the top in the mod manager?

For example:

Mod Manager

Navigation Mod
X Map
Y Map
Z Map
T Map

We need map data of the X Map mod. We will solve the problems on the world map using the X Map mod data.

Important Note: There is no such thing as every map will have its own *map_data.sii*. For example, if the X Map has no *map_data.sii*, you should check the Y Map's *map_data.sii*.

3. Copy the map data of your map mod.

Go to *def/map_data.sii* file of your X Map mod. Copy this data:

<https://i.imgur.com/9pcOSB5.png>

4. Paste map data of your map mod into customization addon.

Go to *def/map_data.sii* file of customization addon. Paste map data of your X Map mod here:

<https://i.imgur.com/vvpKKBk.png>

Then save it. Your customized addon is now ready.

5. Activate the customization addon.

Copy the customized addon zip file in *My Documents/Euro Truck Simulator2/mod* folder. Now you can activate in Mod Manager. Place addon at the top in the mod manager.

Finally your mod manager should look like this:

Mod Manager

Navigation Customization Addon
Navigation Mod
X Map
Y Map
Z Map
T Map

That's it.

Additional Info

If you use a different map/zoom system that separates colors and map data (like BenganJ's Universal World View map mods) you only need color addons.

1. Download the color addon you want to use:

Color Addons for **ETS 2**:

- [Download](#) Google Maps Navigation Color Addon
- [Download](#) Google Maps Navigation Night Version Color Addon
- [Download](#) Yandex Navigator Color Addon
- [Download](#) Yandex Navigator Night Version Color Addon

Color Addons for **ATS**:

- [Download](#) Google Maps Navigation Color Addon
- [Download](#) Google Maps Navigation Night Version Color Addon
- [Download](#) Yandex Navigator Color Addon
- [Download](#) Yandex Navigator Night Version Color Addon

2. Activate the color addon.

Copy the color addon zip file in *My Documents/Euro Truck Simulator2/mod* folder. Now you can activate in Mod Manager. Place addon at the top in the mod manager.

Finally your mod manager should look like this:

Mod Manager

Navigation Color Addon
Universal World View
Navigation Mod
X Map
Y Map
Z Map
T Map

Important: These color addons were made to be fully compatible with the BenganJ’s mod. Some different mods using this method (like ProMods High Quality Map Background) may make the name of the *.sui* color file different. All you have to do is just rename the *.sui* color file (*def/map_data/map_color_config.sui*) in my color addon(s).

For example, ProMods High Quality Map Background mod uses the name *colour_data.sui*. Then you should rename the *map_color_config.sui* file in my color addon to *colour_data.sui*. So you just need to change the *.sui* file name. Then you can activate my color addon:

Mod Manager

Navigation Color Addon
ProMods High Quality Map Background
Navigation Mod
X Map
Y Map
Z Map
T Map