

# This Week's Wisdom:

## Part 2: Considerations when moving to 64-bit

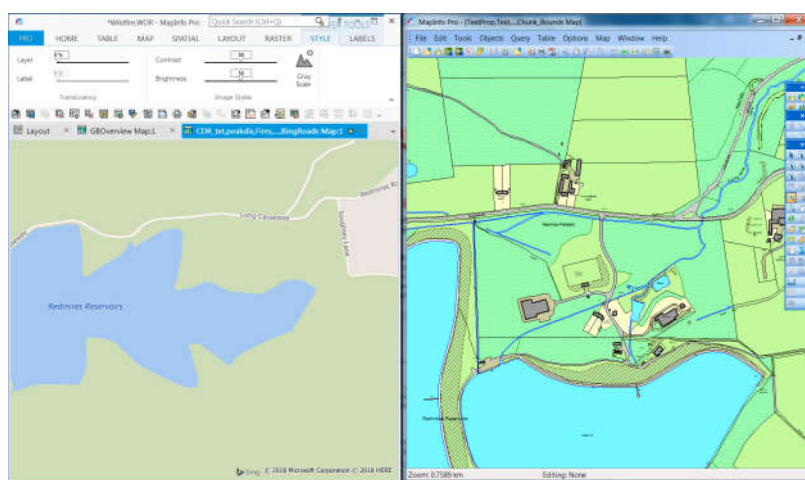
There's a few questions your GIS and IT department need to consider before switching to 64-bit. Here's our top four to ensure you have a smooth and troublefree transition:

### Can all your users make the switch?

Are you going to make a 100% switch or do you need to keep an older version for legacy tools and systems that haven't been updated?

If you use a custom MapBasic application or third party software with your MapInfo you'll need to check that they're 64-bit compatible before making the switch. If they're not, make sure that the correct users still have access to an old version. (See Part 1 where we detail how you can install legacy versions on your computer under the same licence).

*A screenshot showing both 64-bit (v17.01) and 32-bit (v15) versions being used side by side >*



### Will your layouts still work?

MapInfo v17 allows you to save and reuse layout templates with a new built in tool. You can now send these templates to colleagues for them to directly import into MapInfo. If you're making the jump from v12.5 or higher, you will already be using the new layout designer and your existing layouts will open perfectly in v17. If you're using an older version than v12.5, you will need to check each workspace to see if any layouts need tweaking. The layout features have changed a lot since then (eg, we now have margins!) and you may need to make a few minor changes. You may see an extra folder being generated when you now create layouts called 'Custom Frames'. This is normal - MapInfo generates additional files for key layout items such as the scalebar.

Name	Type
Wildfire_CustomFrames	File folder
Wildfire.WOR	MapInfo Workspace
Wildfire.wox	MapInfo Workspace Docking File

### What will you do with your existing Workspaces?

MapInfo is completely backwards compatible - no matter which version you're coming from, your workspaces will still open in 64-bit. The new workspaces will generate a .WOX file in addition to the usual .WOR file. This is an XML file with additional settings (the bits that make the new workspaces so super-duper!) so don't be alarmed when you see it

in your file directories. If you will still be using an old version, we recommend keeping your workspaces separate. Once you make changes to your workspaces in the new MapInfo, they may start to open differently in older versions. As to be expected, if you utilise a v17 feature in your workspace, v12 won't have a clue how to open it!

### Will your MapBasic tools and routines stay the same?

Most MapBasic scripts will work in 64-bit without modification but some may need tweaking to become fully optimised for the new interface. MapBasic scripts based on 32-bit menus will need to be recompiled for the new 64-bit ribbons.

**Once you've answered these you're good to go... and if you get stuck we're here to help you.**

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