

Contacting Locus Team

I've got a question, where can I ask?

1. first, try to find your answer in our [User Guide >>](#). If you don't have time or energy for browsing, try **SEARCH**:



2. if User Guide or searching didn't bring any help, visit our [HELPDESK >>](#)

3. try to find your answer among [other similar questions](#) (don't miss the search box 😊)
4. still nothing? Then [insert your own question here >>](#) and click **Submit**. Someone answers it for sure!

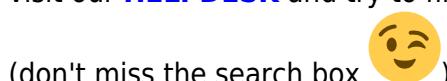


I've got a problem, whom to ask for advice?

If your **Locus Map crashed, stopped responding or apparently doesn't work correctly**, please [FOLLOW THESE INSTRUCTIONS >>](#)

Otherwise, try this:

1. visit our [HELPDESK](#) and try to find out if somebody else has already reported the same trouble
(don't miss the search box 😊)
2. if you find nothing of that sort, [make your own problem report >>](#). Describe precisely the steps that lead to the issue and write them down step by step. Please describe the procedure in tiniest detail so that we can repeat the steps you have taken - **simulate your problem**. Then click **Submit**. Someone will solve it immediately.



I've got an idea how to improve Locus. Whom should I tell?

Many ideas that pushed our app forward a lot came from its users. This is the best way how to tell us and the Locus community:

1. visit our [HELPDESK](#) and find out if there hasn't already been someone with the same genial



idea before (don't miss the search box)

2. if not, don't hesitate and **post your own idea as a new topic!**
3. your idea has started to collect votes from other users who like it as much as you do
4. the more collected votes, the higher probability that the idea will come into reality!

Is this post useful for you? Please rate it: {(rater>id=1|name=faq_question|type=rate|headline=off)}

From:

<https://docs.locusmap.eu/> - Locus Map Classic - knowledge base



Permanent link:

<https://docs.locusmap.eu/doku.php?id=manual:faq:question&rev=1486391226>

Last update: **2017/02/06 14:27**