



"Real World" Map

Pre-Drawn or Drawn as Player Moves Through Map



"Hand Drawn" Map

Pre-Drawn or Drawn as Player Moves Through Map

Hand Drawn & Real World Mini Maps

Setup Guide

What It Does: This package will add a "Mini Map" to the top right corner of your game. The position can be moved, and resized, and with a little coding can even be full screen. There are two built in modes and two built in options.

Hand-Drawn Option: This gives the mini map a hand-drawn look, as if the player were drawing the map on paper. It uses the edges of objects in the screen, so the more details in your scene, the more details in the map. This is best for dark maps and/or non-terrain based maps, such as dungeons or interiors. [Requires Pro]

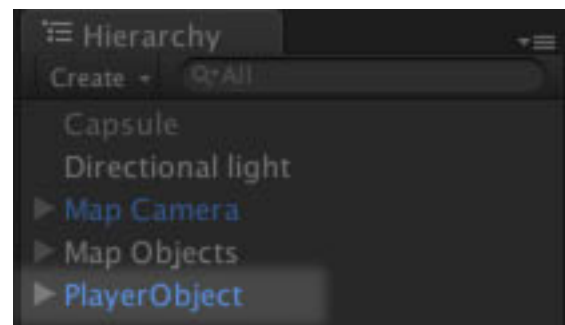
Real-World Option: This option shows an overhead view as seen from the sky. This is best used for outside/terrain locations, and can easily show everything on the map including enemies and pickups. [Does not require Pro]

Pre-Drawn or Not: The package can be set up to have all maps pre-drawn, or to start out empty and fill in the map as the player moves through the scene.

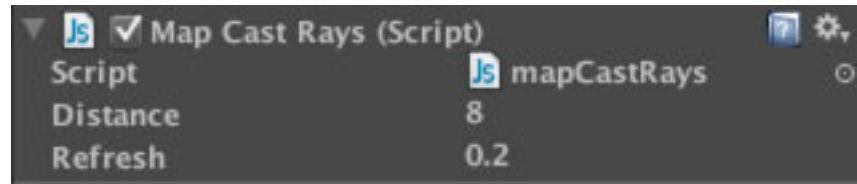
Initial Setup

After importing the package, there are a few steps required.

1. Name your player "PlayerObject" in the Hierarchy. The scripts expect this. If you prefer, you can simply change the code to match your current player object name.



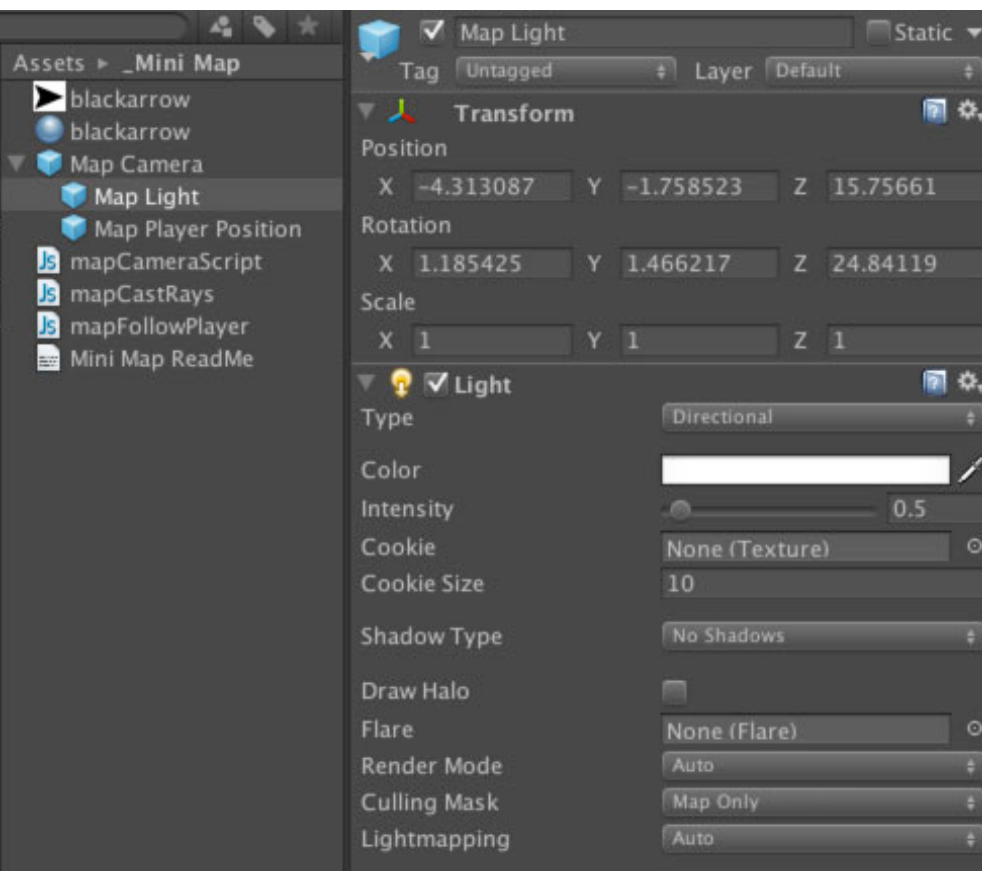
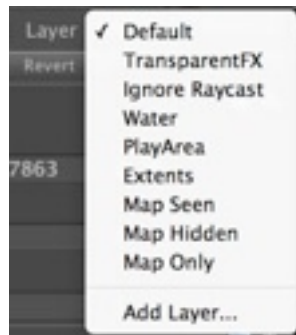
2. Attach the "mapCastRays" script to your PlayerObject. This script sends out rays as the player progresses through a map. *If map is pre-drawn, turn this script off.*



distance : float
refresh : float

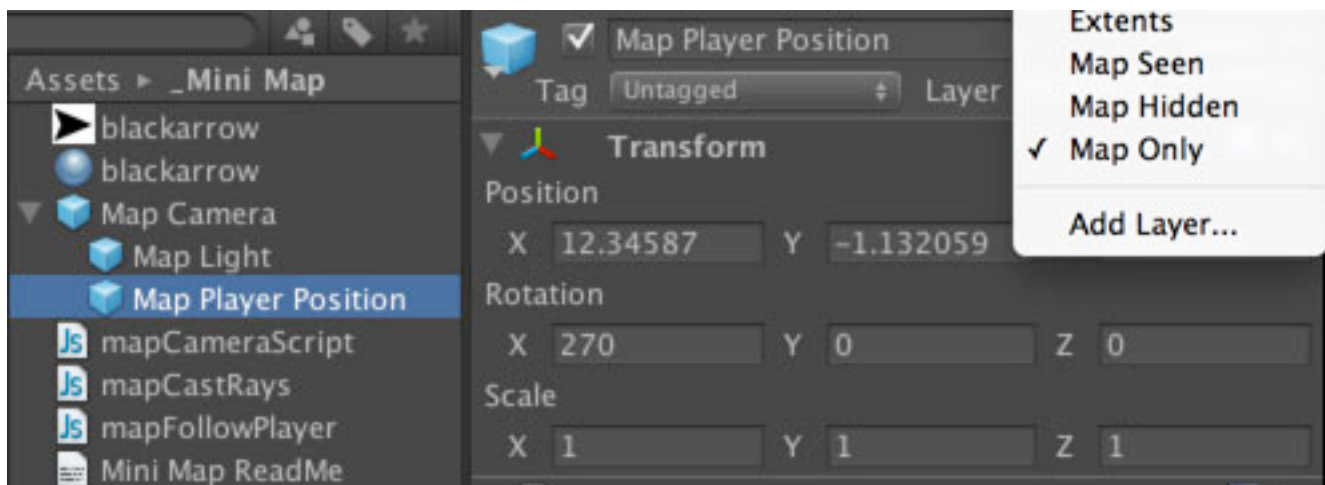
*How far from player will the script search
1 = Refresh every second. 0.2 = 5 times per second*

3. Set up three new layers:
• "Map Seen"
• "Map Hidden"
• "Map Only"



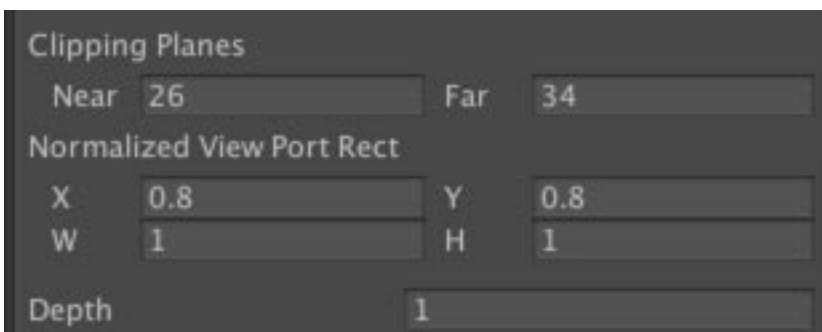
4. Select "Map Light" (child of "Map Camera"), and set the Culling Mask to "Map Only". This light will only affect arrow indicator showing where the player is located.

5. Ensure that "Map Player Position" (and it's child "Map Arrow") are in the "Map Only" Layer, so they will not be visible to your play camera.



6. Ensure that "Map Camera" Culling Mask is set to "Map Only" & "Map Seen".

Also, make sure your other cameras exclude "Map Seen" from their Culling Mask.



7. Ensure that the "Depth" of Map Camera is greater than that of other cameras.

OPTIONAL: "Clipping Planes" changes how much vertical distance will be shown in the mini map. For maps that are more flat (hills notwithstanding), a

larger field may be more ideal. For dungeon maps with multiple levels, where the player may walk down stairs and eventually underneath other parts of the map, keeping the clipping planes set to 26 & 34 will allow the mini map to show only the level the player is currently on. In game, with the mini map camera selected, the thin-white box shows the clipping planes.

OPTIONAL: "Normalized View Port Rect" controls the size and placement of the mini map. If you'd like to adjust this, feel free.

Pre-Drawn, Real-World Setup

This is perhaps favorable for an "Overworld" map, with a terrain, that is not dark.

1. Turn off "mapCastRays" from the PlayerObject.
2. In the Hierarchy, select "Map Camera"
 - Turn off both "Edge Detect Effect Normals" scripts.
 - Adjust "Clipping Planes" to "Near = 0" & "Far = 50".
 - Change "Culling Mask" to "Everything".

Pre-Drawn, Hand-Drawn Setup

This is best for dungeons or dark maps, where the mini map will show the outline of the map, rather than the actual map itself.

1. Turn off "mapCastRays" from the PlayerObject.
2. Set all map object layers that you want to be shown in the mini map to "Map Seen".
3. In the Hierarchy, select "Map Camera"
 - Turn on one of the "Edge Detect Effect Normals" scripts.
 - Adjust "Clipping Planes" to "Near = 26" & "Far = 34".
 - Change "Culling Mask" to "Map Seen".

Pre-Drawn, Real-World Setup

This is also great for dungeons or dark maps. This setup will start hidden and will be revealed as the player walks through the map.

1. Turn off "mapCastRays" from the PlayerObject.
2. Set all map object layers that you want to be shown in the mini map to "Map Hidden".
3. In the Hierarchy, select "Map Camera"
 - Turn on one of the "Edge Detect Effect Normals" scripts.
 - Adjust "Clipping Planes" to "Near = 26" & "Far = 34".
 - Change "Culling Mask" to "Map Seen".

Other Options / Settings

"Clipping Planes" on the Map Camera can be adjusted based on your individual map needs.

Adding or removing layers from the "Culling Mask" of the Map Camera will show or hide those layers from the mini map.

You can remove or change the material of "Map Player Position" to change the look of the arrow in the Mini Map.

Adjusting the settings in "Edge Detect Effects Normals" can change the look of the hand-drawn map, but please make changes only on a copy, to avoid losing the original settings.

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