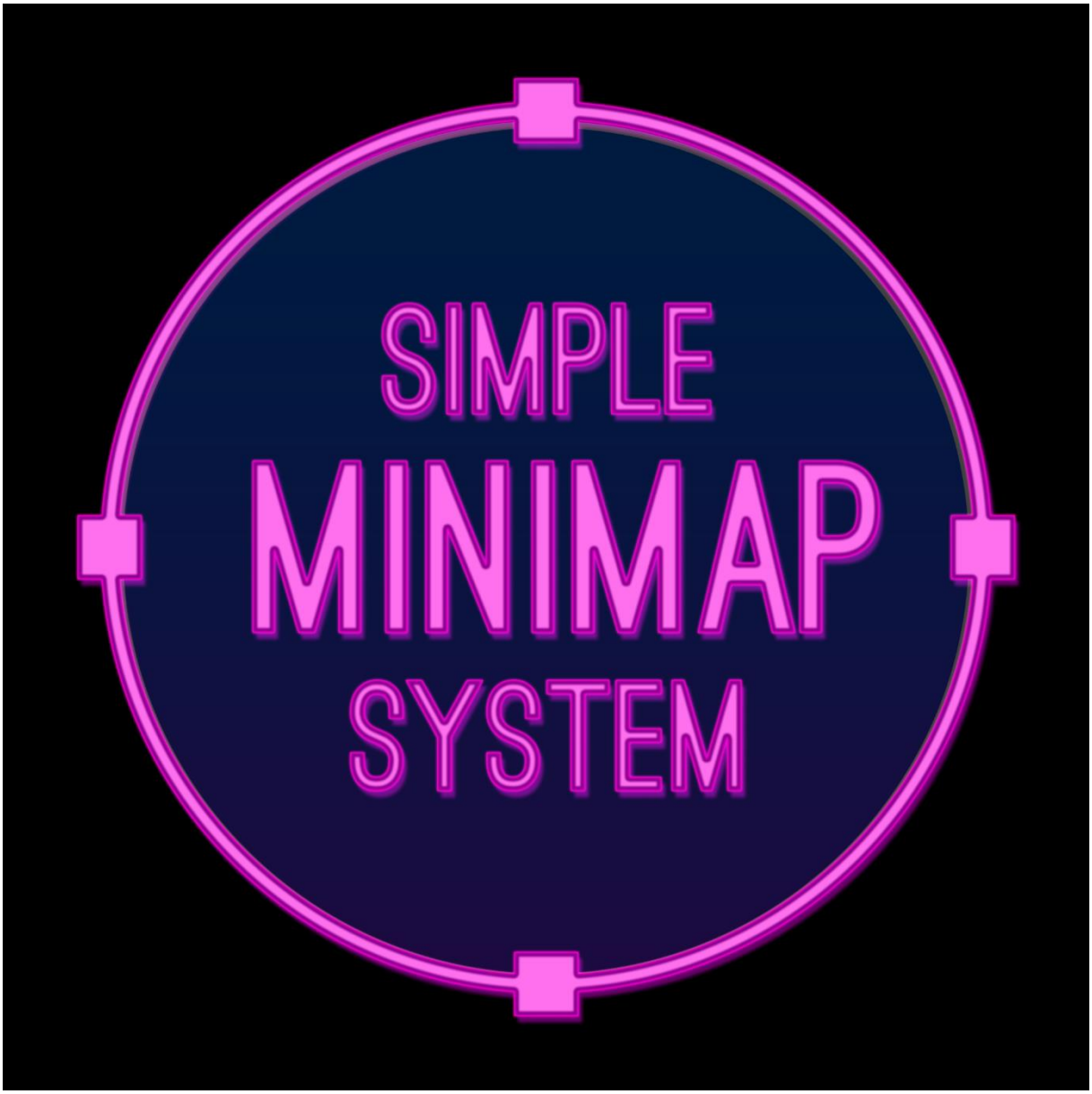


Description

Simple MiniMap System is a leightweight and easy to you use MiniMap System for Unity3D.

If you have any questions feel free to mail me bilginsahin@online.de

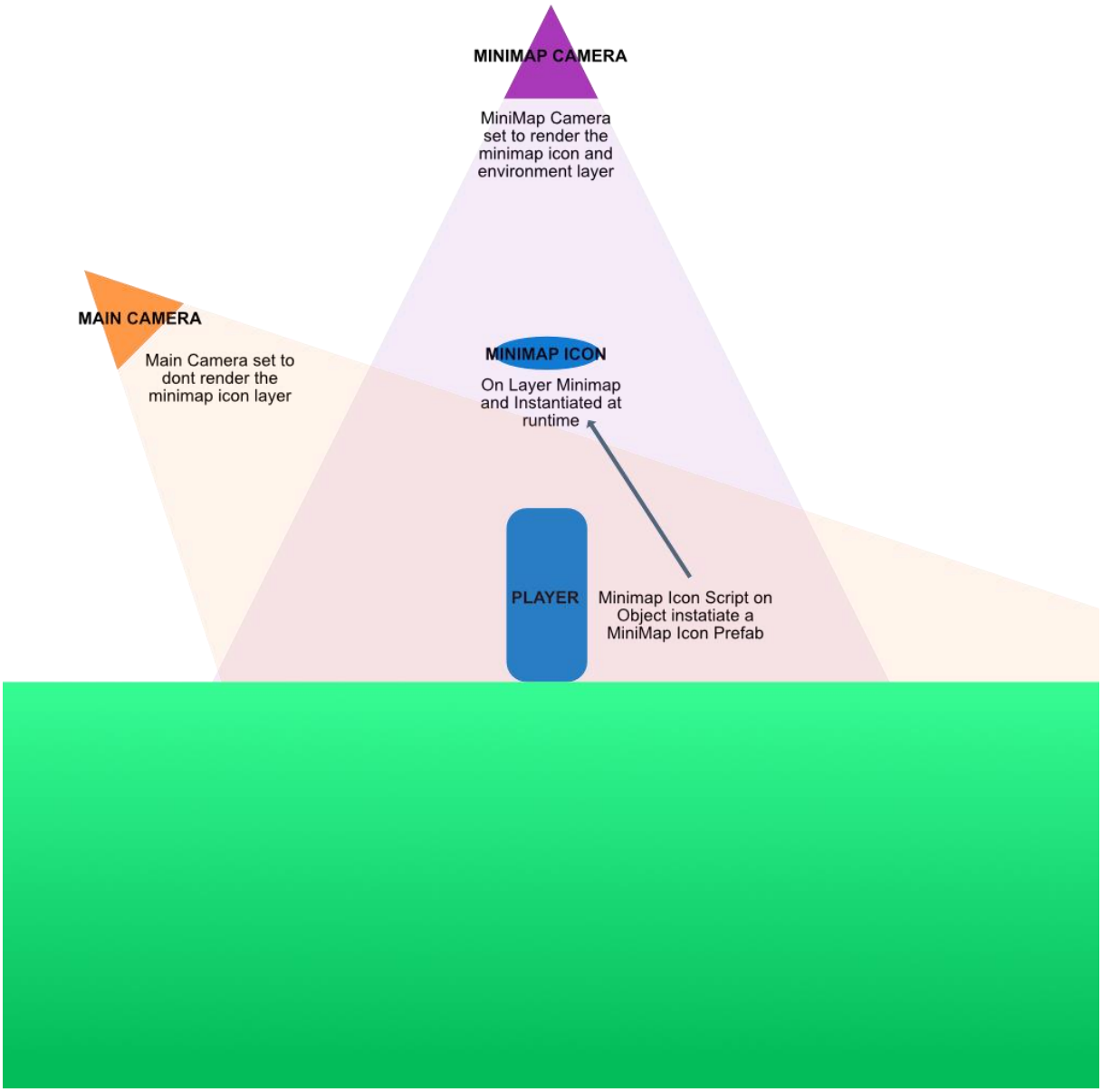
Version: 1.0.1

Installation

1. Import the plugin package into your project
2. Drag a Simple MiniMap Prefab from ***\Assets\Simple MiniMap System\Prefabs*** to your scene
3. Assign a target fort the **MiniMap Camera** Component
4. Add the **MiniMap Icon** Component to the objects you want to be shown

How the System works

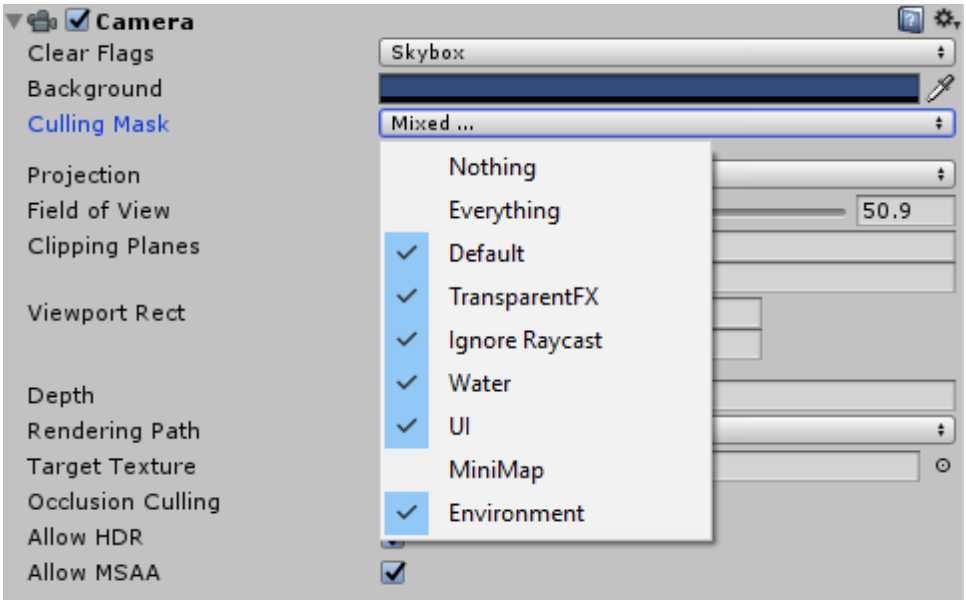
Simple MiniMap System uses two Cameras. The main camera which renders the screen and a minimap camera which renders the minimap to a render texture and has the **MiniMapCamera** script on it. The layers of the cameras have to be set so you don´t see the minimap icons on the main camera. The **MiniMapIcon** script instantiates a prefab above the tracked object which is set in the **MiniMap Icon Container** asset. Placing a MiniMapIcon script on a object lets you choose which icon will be instantiated. The icon itself is a sprite, but you can use any kind of object to be instantiated for example an animated sprite or a gameobject etc.



MainCamera

This Camera you have anyway in your scene. Set it that way so Culling Mask don´t render the Minimap Icons Layer. You dont want to see them on your Main Camera.

Example:

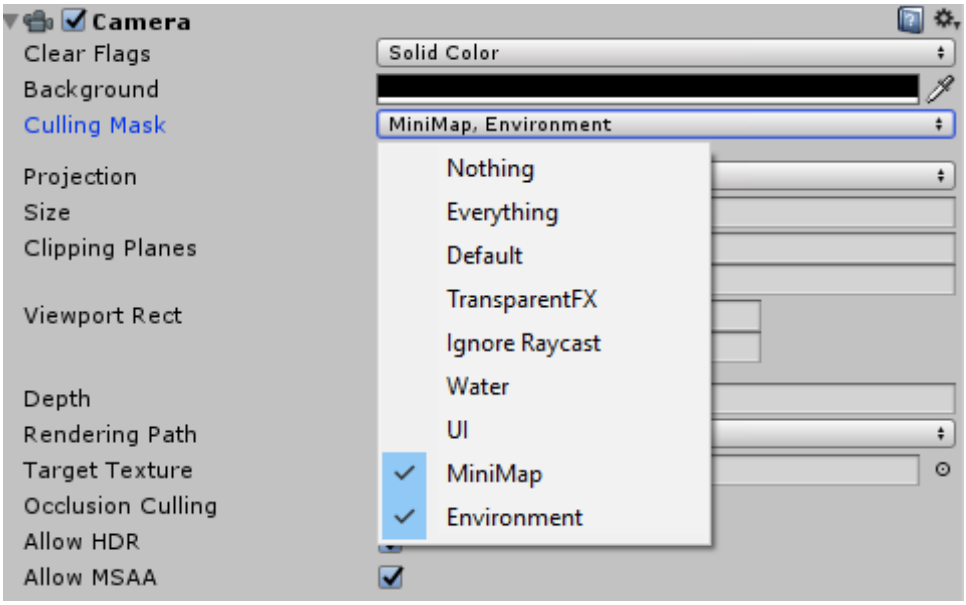


Screen 1: Main Camera does not render the MiniMap Layer.

MiniMap Camera:

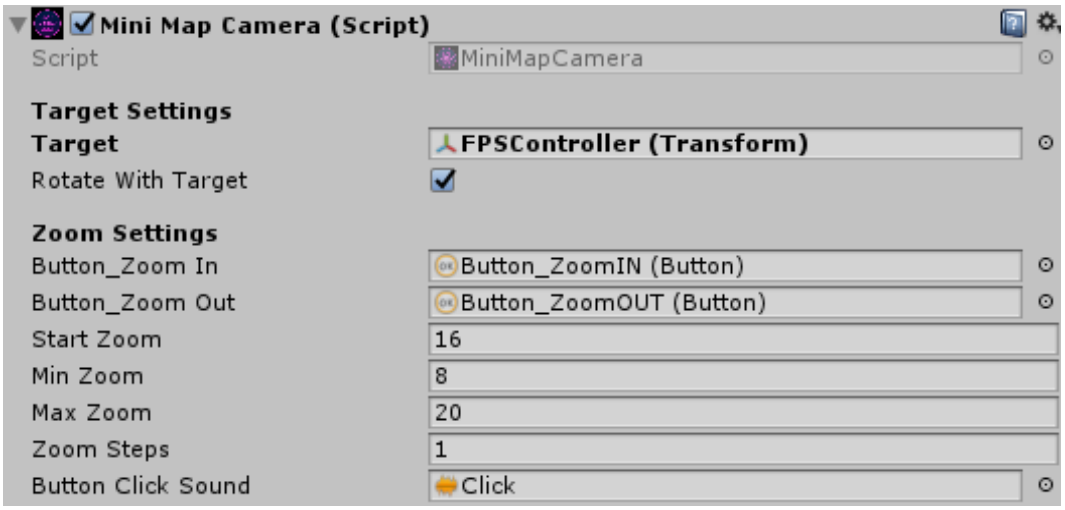
This is the core of the system and used with a render texture. Set it that way it only renders the MiniMap Icons Layer. It is free which it also renders but mostly it is the environment.

Example:



Screen 2: MiniMap Camera only renders the environment and minimap layer

Every MiniMap Camera needs a MiniMap Camera Script:



Screen 3: The MiniMap Camera Script

Target Settings: The target to track

Rotate With Target: Should the camera roate with the target?

Optional settings you can left them free:

Button Zoom IN: The Button to zoom in

Button Zoom OUT: The Button to zoom out

Start Zoom: The start value of the zoom

Min Zoom: The minimum you can zoom

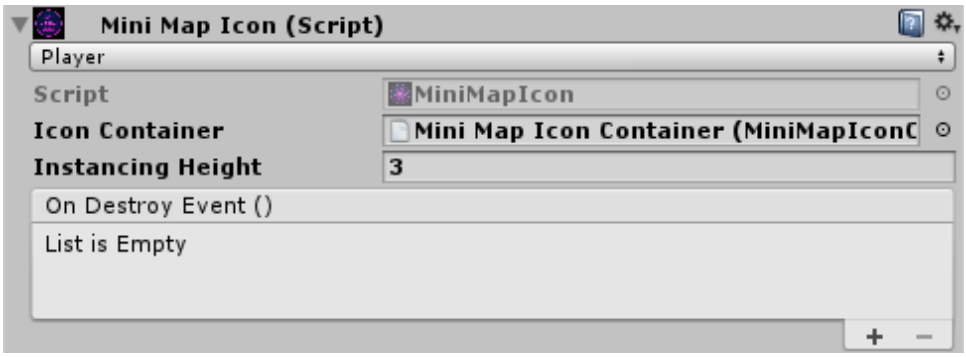
Max Zoom: The maximum you can zoom

Zoom Steps: How fast you zoom

Button Click Sound: A sound to play when zoom buttons are clicked

MiniMap Icon

Place the script on any object you want to be visible on the minimap camera then select with the drop down the icon to instantiate.



Screen 4: The MiniMap Icon Script on the player is set to Player at a height of 3. It has no OnDestroyEvent set.

Dropdown: Choose the MiniMap Icon to instantiate.

Icon Container: The Asset which holds the names and prefabs to instantiate.

Instancing Height: The height the prefab will be instantiate.

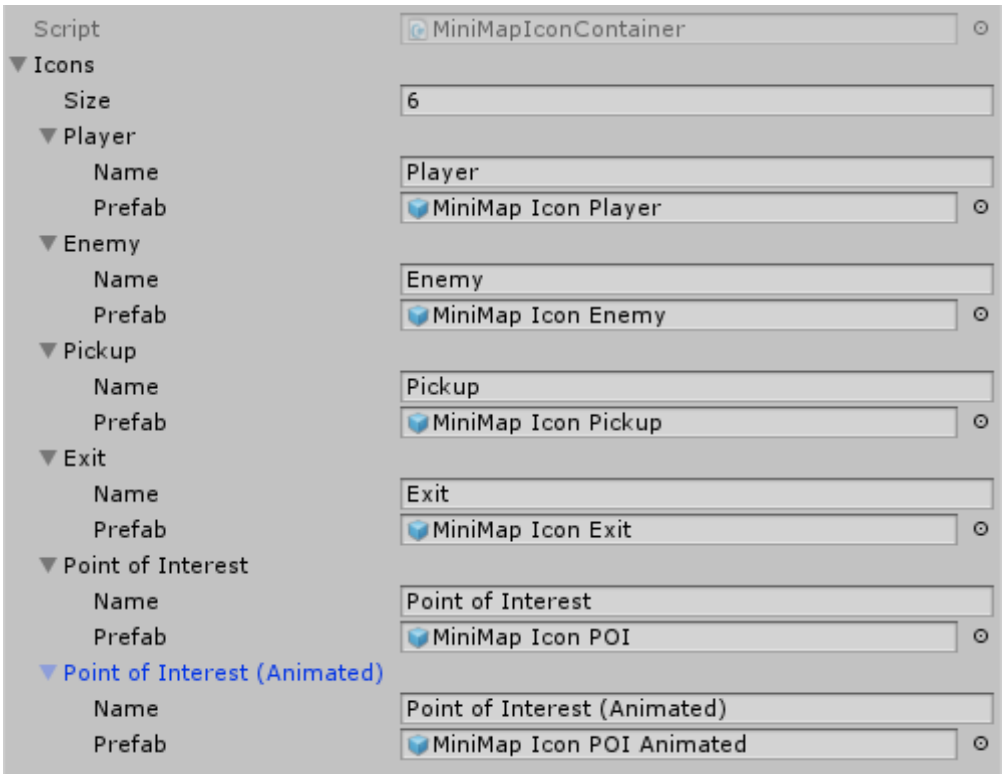
Optional settings you can left them free:

OnDestroyEvent: Fire a event on destory

MiniMap Icon Container

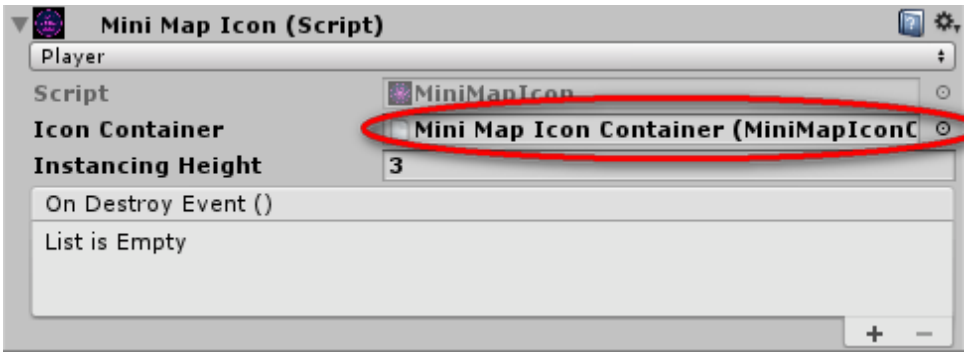
The Container is a asset in the project folder and holds the icon graphics for the minimap system.

To create a MiniMap Icon Container **right click** in the **Project Folder** -> **Create -> MiniMap Icon Container**



Screen 5: A MiniMap Icon Container with prefabs to instantiate

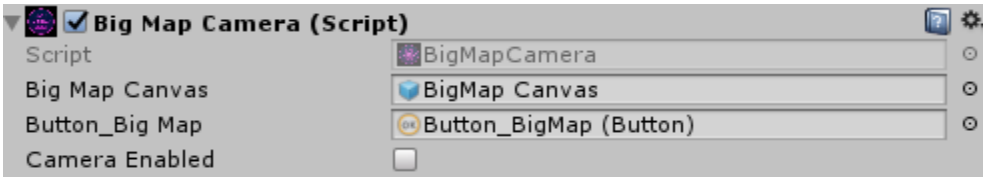
Assign the MiniMap Icon Container to the MiniMap Icon Script



Screen 6: The minimap container assigned to the minimap icon script

Big Map

The Big Map works as same as the MiniMap. It uses a second camera to render the environment and has layers set to only render some elements.



Big Map Canvas: If the canvas is disabled, this will enable the canvas gameobject. This is useful if you don´t want to see the big map all the time in the game view.

Button Big Map: A button you can assign to activate or deactivate the big map.

Camera Enabled: Should the Big Map be enabled?

How to customize the graphics

Simple MiniMap System uses **uGUI** for the graphics and you can customize them easily by **replacing** the certain images in the prefabs or you use the **Template**.

How to create a minimap icon

Any object can be used to instantiated above the object. If you use a own Object than check the rotation so the MiniMap Camera can see it.

Simple MiniMap System uses Sprites for performance. In the **prefab folder** you can find a **MiniMap Icon Template Prefab** which you can use to create your own Icons.

How to change a Icon on the fly

The MinimapIcon Script has the function ChangeMiniMapIcon where you can paste a index of your MiniMapIconContainer.

Minimap Arrow

The Minimap Arrow is a script that provides a GPS like system for your Minimap. It`s pointing to a transform of your choice.

You can simple parent the prefab on a character and change the icon on the child object.

If you want to change the CurrentTarget of the Minimap Arrow you can use the method:

MiniMapArrow.Instance.SetTarget(Transform target);

For Example after a quest is offered change the target.

Checkout the Demo Scene to see the arrow in action.

Changelog

1.0.1

- Added Minimap Arrow

1.0.0

- Fixed some little bugs
- Changed methods to virtual for easy override
- Added .asdmf files

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