

# Drawing of minimap items

As has been noted in the mapmaker's thread, when some objects are placed on the adventure map, the game engine consequently darkens the minimap's pixels of their footprint. Mapmakers have used some clever tricks in the past to make both the map and the minimap look *good*, such as removing the impassability of mountains or replacing their object type by another that does not darken the minimap (or vice-versa).



I'd never seen a thorough list of which objects were responsible for this behaviour, (obviously flagged items will result in the owner's color) so I set out to find the code responsible and was surprised to find that there are 3 different standards:

[0] Mapeditor rules

[1] HDmod rules

[2] Game rules

As a result of this discrepancy, I have added a new option, **MinimapItems**, which will match the specified drawing rules set above.

On the next page you can find an overview of each items that result in darkened pixels for each of the rule modes.

<b>Description</b>	<b>ID</b>	<b>Mapeditor</b>	<b>HDmod</b>	<b>Game</b>
<b>Cactus</b>	<b>116</b>	X	X	X
<b>Crater</b>	<b>118</b>	X	X	X
<b>Dead vegetation</b>	<b>119</b>	X	X	X
<b>Frozen lake</b>	<b>121</b>	X	X	X
<b>Hill</b>	<b>123</b>	X	X	X
<b>Lake</b>	<b>126</b>	X	X	X
<b>Lava lake</b>	<b>128</b>	X	X	X
<b>Mandrake</b>	<b>131</b>	X	X	X
<b>Mound</b>	<b>133</b>	X	X	X
<b>Mountain</b>	<b>134</b>	X	X	X
<b>Oak trees</b>	<b>135</b>	X	X	X
<b>Pine trees</b>	<b>137</b>	X	X	X
<b>Sand dune</b>	<b>148</b>	X	X	X
<b>Sand pit</b>	<b>149</b>	X	X	X
<b>Stalagmite</b>	<b>152</b>	X	X	X
<b>Stump</b>	<b>153</b>	X	X	X
<b>Tar pit</b>	<b>154</b>	X	X	X
<b>Trees</b>	<b>155</b>	X	X	X
<b>Volcano</b>	<b>158</b>	X	X	X
<b>Willow trees</b>	<b>159</b>	X	X	X
<b>Yucca trees</b>	<b>160</b>	X	X	X
<b>Cactus</b>	<b>167</b>	X	X	
<b>Crater</b>	<b>169</b>	X	X	
<b>Dead vegetation</b>	<b>170</b>	X	X	
<b>Frozen lake</b>	<b>172</b>	X	X	
<b>Hill</b>	<b>174</b>	X	X	
<b>Lake</b>	<b>177</b>	X	X	
<b>Lava lake</b>	<b>179</b>	X	X	
<b>Mandrake</b>	<b>182</b>	X	X	
<b>Mound</b>	<b>184</b>	X	X	
<b>Mountain</b>	<b>185</b>	X	X	
<b>Oak trees</b>	<b>186</b>	X	X	
<b>Pine trees</b>	<b>188</b>	X	X	
<b>Sand dune</b>	<b>192</b>	X	X	
<b>Sand pit</b>	<b>193</b>	X	X	
<b>Stalagmite</b>	<b>196</b>	X	X	
<b>Stump</b>	<b>197</b>	X	X	
<b>Tar pit</b>	<b>198</b>	X	X	
<b>Trees</b>	<b>199</b>	X	X	
<b>Volcano</b>	<b>202</b>	X	X	
<b>Willow trees</b>	<b>203</b>	X	X	
<b>Yucca trees</b>	<b>204</b>	X	X	
<b>Desert hills</b>	<b>206</b>	X		
<b>Dirt hills</b>	<b>207</b>	X		
<b>Grass hills</b>	<b>208</b>	X		
<b>Rough hills</b>	<b>209</b>	X		
<b>Subterranean rocks</b>	<b>210</b>	X		
<b>Swamp foliage</b>	<b>211</b>	X		