

Important Information

Support and Full Documentation

- Full documentation and examples can be found at [our website](#)
- Support for this asset can be found at [our Github](#)
- Contact us at support@quantumtekhub.com for problems with the asset

Installation

1. Package Requirements

You do not need to install any extra packages for Quantum Travel.

2. Install

After you meet the package requirements you can install Quantum Travel.

3. Demo Scenes

There is six demo scenes: the 2D Map Demo, 3D Map Demo, 2D Minimap Demo, 3D Minimap Demo, 3D Compass Demo, 3D Masked Compass Demo, located under the Demo folder. The 2D Map Demo showcases the full map in a 2D environment. The 3D Map Demo showcases the full map in a 3D environment. The 2D Minimap Demo showcases the minimap in a 2D environment. The 3D Minimap Demo showcases the minimap in a 3D environment. The 3D Compass Demo shows the compass bar in a 3D environment. The 3D Compass Demo shows the compass bar in a 3D environment. The 3D Masked Compass Demo shows the compass bar with a mask in a 3D environment. In each demo, use W to move forward, S to move backward, A to turn left, and D to turn right.

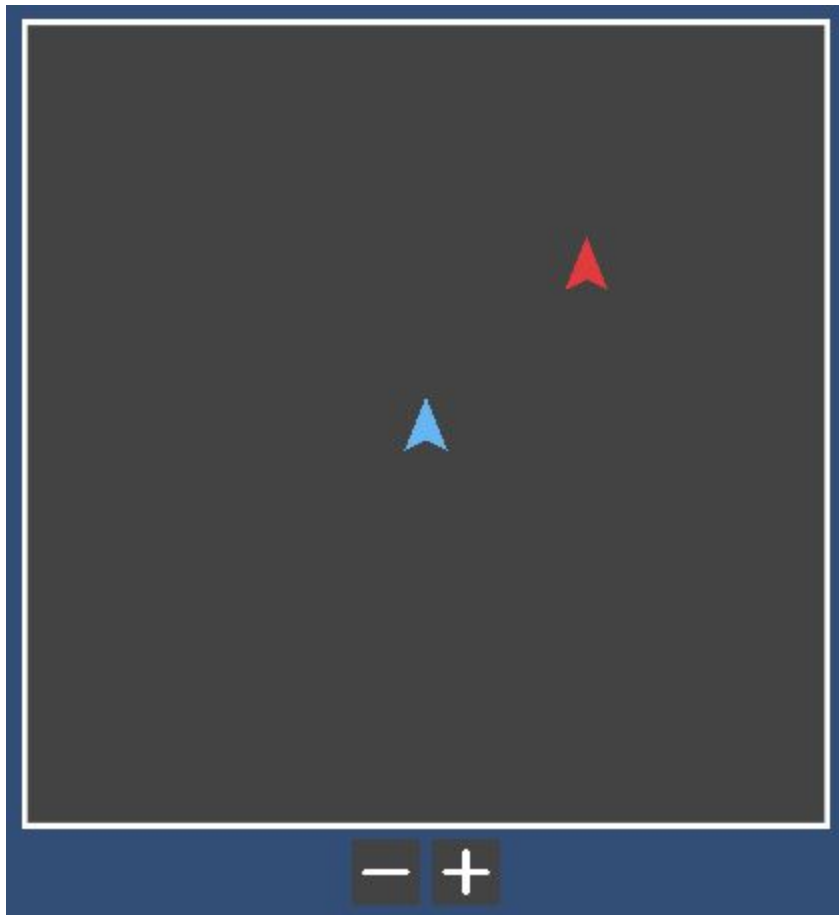
Getting Started

Basics

Quantum Travel is a map system that can make maps, minimaps, and compass bars in a simple way. There are many options to customize the three components as well.

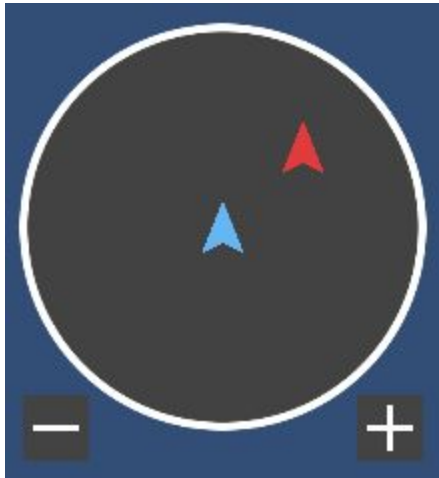
A major component in this asset is the marker, and marker object. Markers are UI images representing a marker object. They can have different rules: “ShowOnCompass”, “HugBorder”, and “ShowRotation”. ShowOnCompass determines if the marker appears on a compass. HugBorder determines if a marker should always show on the minimap, but stay on the border of the minimap if too far away. ShowRotation determines if a marker’s rotation (y in Map3D, and z in Map2D). Marker objects are any objects that should show on a map, minimap or compass bar. In order to show a marker on any of these elements, they must be put in the correct variables. Reference object would be the QT_MarkerObject script on the player (or other reference point). Objects should contain all other objects, not including the player/reference. Examples of the elements are shown below.

Map



Maps show the player's marker in relation to other important markers, such as enemies, waypoints, quests, etc. The player's rotation can be shown, based on marker rules. The same goes for all other markers. Maps can also zoom in or out (usually clamped at 1x zoom out). Both maps and minimaps have a type: either 3D or 2D. 3D means position is based on X and Z, and rotation is based on Y. 2D means position is based on X and Y, and rotation is based on Z. They also show a certain size of the world in Unity's units, by default a 5 by 5 square. This can be adjusted to show more or less of the world on the map/minimap.

Minimap



Minimaps are made to usually be in the corner of the screen, showing the player and any other relevant objects with markers. However, they differ from maps because their markers can “hug” the border of the minimap, meaning if the marker is out of viewing range for the minimap, it will be shown on the border of the minimap.

Compass Bar



Compass bars are small bars usually shown at the top or bottom of the screen to show the direction the player is facing, along with any important markers/locations. They can also be easily masked to not show the full bar, such as just showing the 180 degrees in front of the player, as shown below. This uses the `ShownCompassSize` field.



Compass markers scale with distance from the player (reference object), between a min and max. Compass markers only show when their object is within the max distance of the player.

Compass bar graphics have to be setup in a certain way. As shown above, the S for south is split in half on either side of the image. W for west is $\frac{1}{4}$ of the way through the image. N for north is $\frac{1}{2}$ of the way through the image. E for east is $\frac{3}{4}$ of the way through the image. It does not matter what is shown in the graphic, but make sure that positioning of text is as stated above.

Script Terminology

Quantum Travel contains custom scripts, with each outlined in the table below.

QT_Map - Represents any map of the world, and is the base for the minimap.

QT_Minimap - Represents a small version of the map, usually used in the corner of the screen.

QT_CompassBar - Used as a compass bar, showing travel direction in 3D space and any important markers.

QT_MapObject - Represents a physical object in the world that corresponds to a map marker.

QT_MapMarker - The UI map marker representing a map object.

QT_MapMarkerData - Used to create marker templates.