How to translate Riot’s Valorant game coordinates to location on the minimap. (examples at https://imgur.com/a/yormJyS)

1. Rotate the displayicon.png (from <https://valorant-api.com/v1/maps>) for each map 90 deg CW (right). Note that after rotation, three maps have T spawn on the bottom of the image, while Bind and Breeze have T spawn on the left, and Icebox has T spawn on the top. Don’t ask me why this is, but this is what you need to do to ensure that increasing X and Y is always to the right and up on your image. 😊
2. Translate all the X coordinates you want to map via the following function (see table below for constants)

*Xold* are the input location.x values with approximate range (-7000, 7000)

*Xnew* will be values with range (0-1) and refer to the position on the rotated .png that you can plot your symbol.

1. Repeat for Y coordinates
2. Happy plotting on the rotated .pngs! Note that the origin (0,0) on the rotated .pngs will be the lower left corner, and (1,1) will be the upper-right corner.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Map** | **Dimension** | **Kmultiplier** | **CRiot** | **Cliamera** |
| **Ascent** | X coords | 0.00007 | 0.813895 | -0.39 |
| Y coords | -0.00007 | 0.573242 | -0.39 |
| **Bind\*** | X coords | 0.000059 | 0.587554 | -0.553 |
| Y coords | -0.000059 | 1.032058 | -0.61 |
| **Breeze** | X coords | 0.00007 | 0.465123 | -0.3 |
| Y coords | -0.00007 | 0.833078 | -0.3 |
| **Haven** | X coords | 0.000075 | 1.09345 | -0.734 |
| Y coords | -0.000075 | 0.642728 | -0.736 |
| **Icebox** | X coords | 0.000072 | 0.460214 | 0.24 |
| Y coords | -0.000072 | 0.304687 | 0.235 |
| **Split** | X coords | 0.000078 | 0.842108 | -0.54 |
| Y coords | -0.000078 | 0.648073 | -0.49 |
|  | | | Legend |  |
| From Riot\*\* |  |
| From liamera |  |

\*the Kmultipliervalues for Bind that worked for me   
are different from what is provide in Riot’s API   
(Riot suggested +/- 0.000067 but that didn’t work for me)

\*\*https://valorant-api.com/v1/maps