

## Radar Documentation

Layers:

- Player is on an Invisible layer
- Player position on a Radar layer
- Radar camera on the Radar layer

If the layers are not there make the invisible layer on the 6th slot and the radar layer on the 7th, starting with capital letters.

“Look” and “Radar” scripts are attached to the first person player, along with a character controller component. The “mouseLook” script is attached to the main camera.

The radar camera should show depth only for clear flags and radar layer for the culling mask. The projection should be orthographic with a size of 10.

The main camera has a depth of -1 and the radar camera has a depth of 1.



