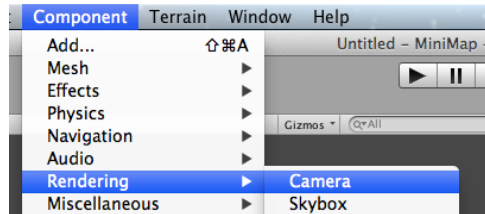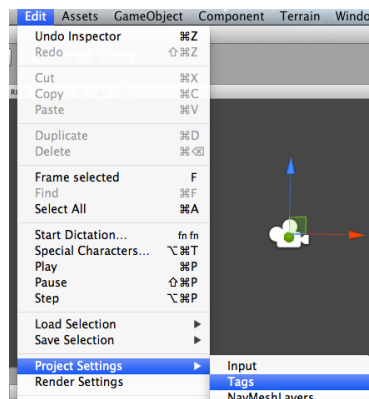# RPG Minimap

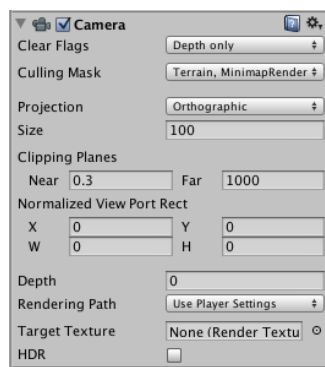Create a new GameObject and call it Minimap.

Add a Camera component to the minimap.

Add two new layers – Terrain and MinimapRender. And also a tag called MinimapCamera.
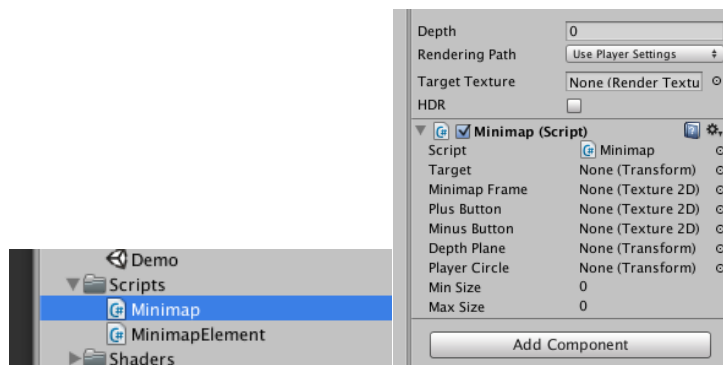

On the camera set the: *Clear Flags* – Depth only, *Culling Mask* – Terrain + MinimapRender, *Projection* – Orthographic, *Normalized view port rect* – (0,0,0,0), *Depth* – (-1).
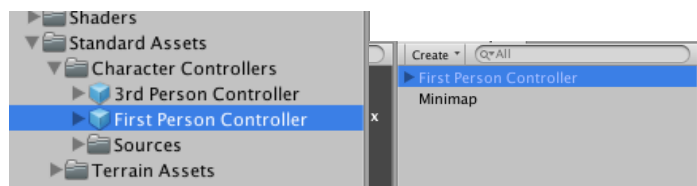

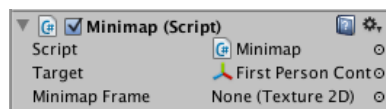Tag the Minimap object MinimapCamera.

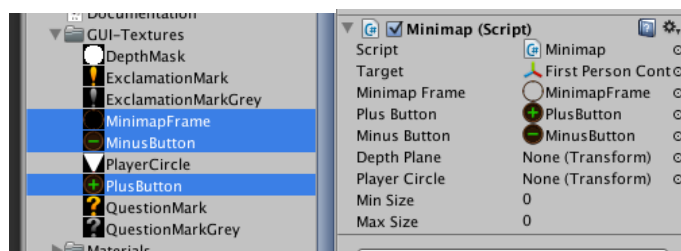Drag and drop the Minimap script on top of the Minimap GameObject.

Go to Standard Assets – Character Controllers and drag a First Person Controller to the scene.

Drag and drop the First Person Controller GameObject to the *Target* field on the Minimap script.
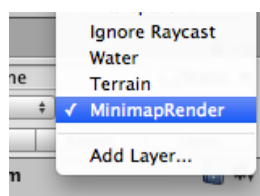
From the GUI-Textures folder drag and drop the MinimapFrame, PlusButton, and MinusButton to the fields on the Minimap script.
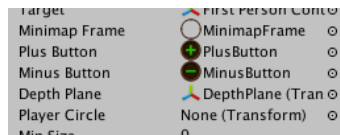
Go to the Plane Models folder. Drag and drop the DepthPlane model onto the Minimap GameObject. Set the position to (0,0,1) and set the rotation to (-180,0,0).
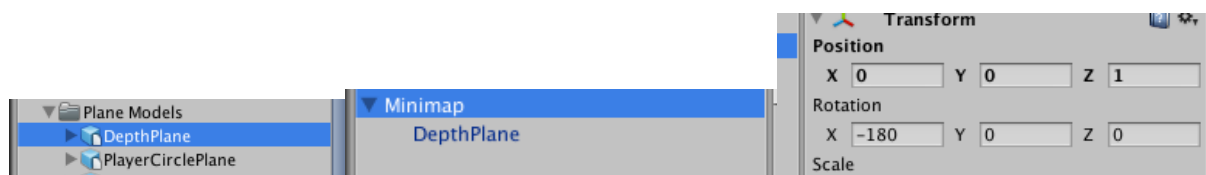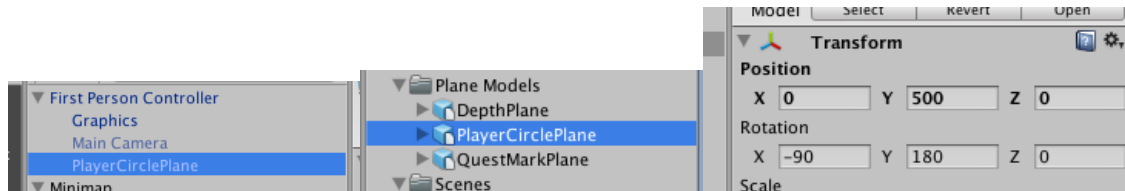
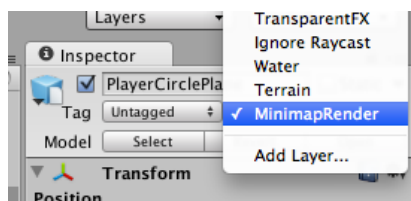Set the layer of the DepthPlane to MinimapRender.

Drag and drop the DepthPlane GameObject to the *DepthPlane* field on the Minimap script.
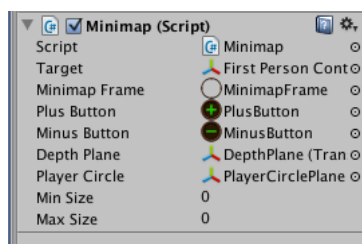

Go to the Plane Models folder. Drag and drop the PlayerCirclePlane model onto the First Person Controller. Set the position to (0, 500, 0) and the rotation to (-90, 180, 0).
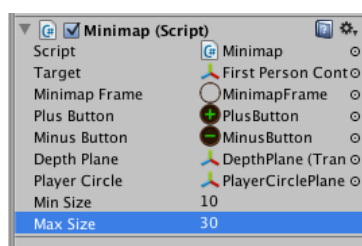

Set the layer of the PlayerCirclePlane to MinimapRender.

Drag and drop the PlayerCirclePlane GameObject to the *Player Circle* field on the Minimap script.

Set the min size to 10 and the max size to 30.

Now make a terrain, add some different terrain textures, and some trees + a directional light. Position the First Person Controller at ground level and press play. You should now have a working minimap. **Note! Set the layer of the terrain to Terrain.**

Congratulations! You've successfully installed the RPG Minimap!

Now if you want to make icons that displays over an NPC. Drag and drop the QuestMarkPlane from the Plane Models folder onto the desired NPC object. Drag and drop your textures onto the NPC object. Set the rotation to (-90, 180, 0). Set the layer to MinimapRender. Change to shader of the material to Unlit/Transparent. Drag and drop the MinimapElement onto the QuestMarkPlane.