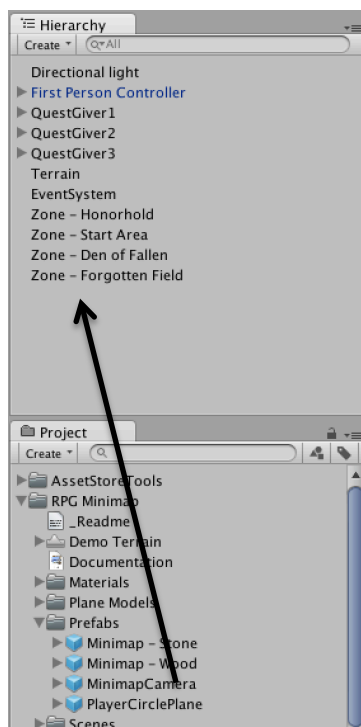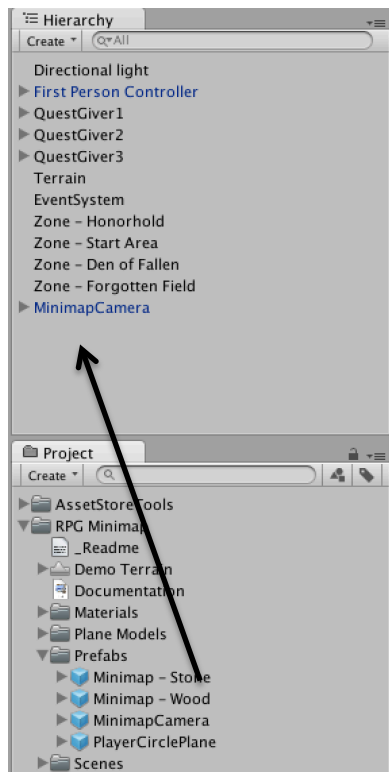# RPG Minimap – C#

## Setting up the minimap

Once the project have been properly imported you'll need to locate the prefabs folder the in the **RPG Minimap** folder.

There you'll find 4 different prefabs. 2 pre-setup minimap skins, the camera controller and the player circle.

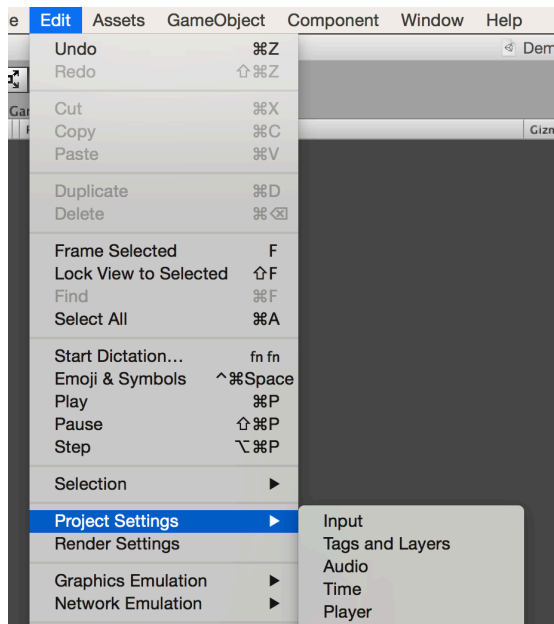First drag **MinimapCamera** into the hierarchy.



Now drag your preferred skin prefab into the project. I'll choose the **Minimap – Stone** for this demonstration.
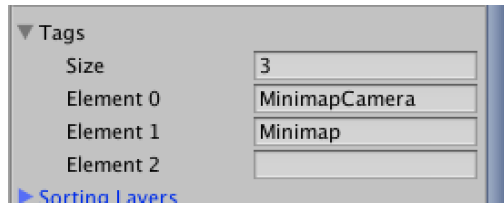
Drag the PlayerCirclePlane onto your player gameobject.

**Setting up tags and layers:**

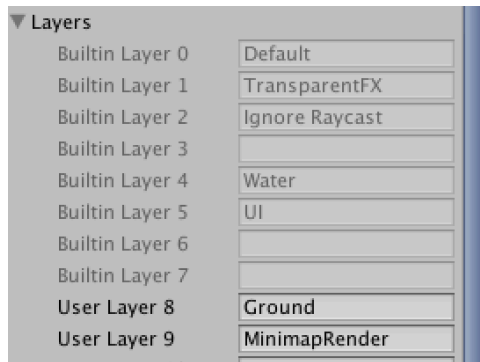First go to Edit -> Project Settings -> Tags and Layers.



Here we're going to make 2 new tags: MinimapCamera and Minimap.

Next we're going to make 2 new layers:

MinimapRender and Ground.



**Applying the tags and layers.**

Now first select the MinimapCamera gameobject and give it the **MinimapCamera tag.**

Next select the minimap prefab you chose and give it the **Minimap tag.**

Now select your terrain and give it the **Ground layer.**

Lastly select your PlayerCirclePlane Gameobject that's a child of your player and give it the **MinimapRender layer.**

Lastly make sure your **player** has the **Player tag!!**

That's it for layers and tags!

**Variables:**

Zoom amount specifies the amount of zooming clicking on the zoom buttons does.

Min and max size defines the min and max zoom amount.

Button size specifies the size of the zoom buttons.

Header offset controls the offset of the header.

You must add the buttons to the buttons list. First drag the button gameobject to the **trans** field and then specify the amount of offset based on the bottom right corner of the frame. This is also percentage based.

When changing the Size X and the Size Y in the **Minimap Offset Size** variables you'll need to change the size of the font of the header. Else it'll look too small or too big compared to the header itself.

## Adding marks above NPC's heads

All you need to do to add marks above a NPC's head is to add the **NPCMarkPlane** from the **Plane Models** folder to the NPC. Then add the wanted texture to the model. Also you must set the material shader to Unlit/Transparent for it to show up properly.

Now you need to add the **MinimapElement** script from the **Scripts** folder to the plane.

## Adding zones

When adding zones you need to make a new empty gameobject. Once you've made the gameobject add a box collider to the gameobject. Scale the gameobject as how large you want the zone to be. Now from the **Scripts** folder add the **ZoneChanger** script to the gameobject.

Now you can write your wanted zone name in the **Zone Name** field.