



AA Map and Minimap System **Documentation**

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1) What is AA Map and Minimap System?

AA Map and Minimap System is a **Unity Asset** developed by **Ahmet ALP**. With this asset, game developers can create customizable maps and minimap for their games.

2) How to Install?

Step 1: After purchasing the asset, in the Unity Editor window, go to **Window > Package Manager**.

Step 2: In the Package Manager window, on the top left corner, select **Packages : My Assets**.

Step 3: Locate **AA Map and Minimap System** in the list that is located on the left side of the window.

Step 4: Press **Download** and wait for the Package Manager to download the asset.

Step 5: Press **Import**.

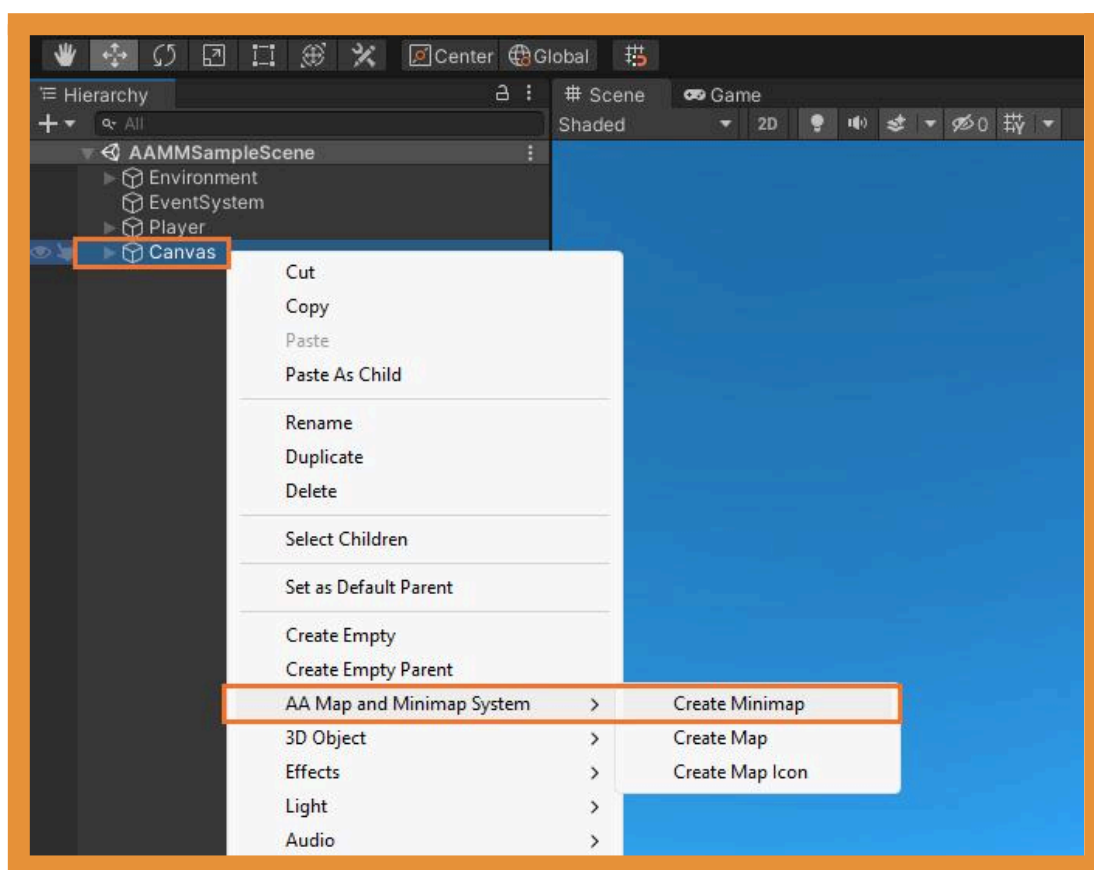
Step 6: On the **Import Unity Package** window, press **Import** and wait for Unity to install the asset to your current project. To avoid any installation bugs, do not exclude any files from the import settings.

✓ Installation has been completed!

3) How to Create A Minimap?

Step 1: In the Hierarchy, locate the **Canvas** in your scene.

Step 2: Right click on the Canvas and select **AA Map and Minimap System > Create Minimap**.

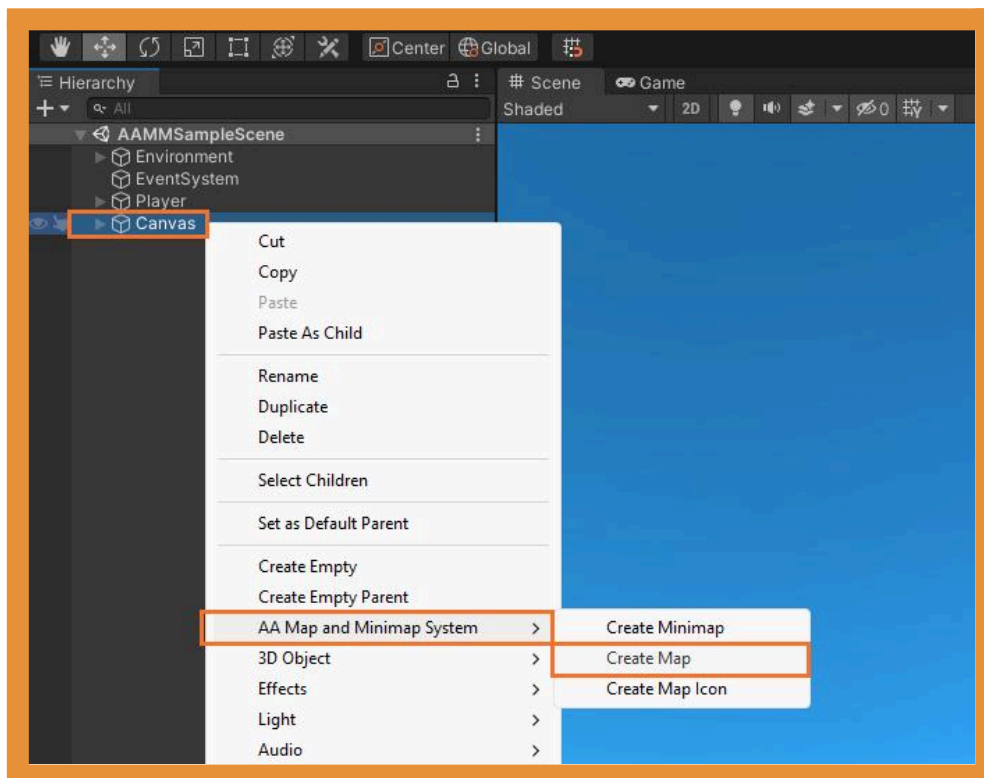


At this point, two new GameObjects have been created in the scene: **Minimap** and **Minimap Camera**. The Minimap GameObject is located under your canvas and it has a component called **Minimap Manager**. You will be using this component to adjust the minimap properties.

4) How to Create A Map?

Step 1: In the Hierarchy, locate the **Canvas** in your scene.

Step 2: Right click on your canvas and select **AA Map and Minimap System > Create Map**.

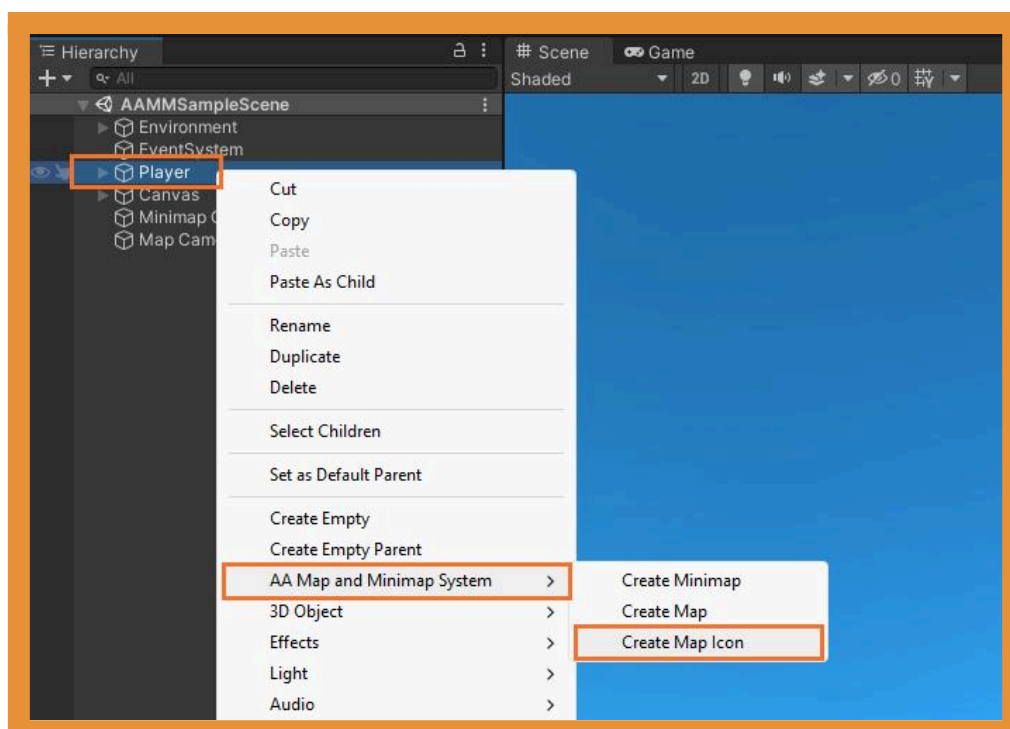


Two new GameObjects will be created in the scene: **Map** and **Map Camera**. The **Map** GameObject has a component called **Map Manager**. You will be using this component to adjust the map properties.

5) How to Create A Map Icon?

Step 1: In the Hierarchy, locate the GameObject you want to add a map icon to. For example: The player.

Step 2: Right click on the GameObject and select **AA Map and Minimap System > Create Map Icon**.



A new **GameObject** named **Map Icon** will be created as a child to the target **GameObject**. This **Map Icon GameObject** has a component called **Map Icon**. You will be using this component to adjust the map icon.

◆ Map Icons are visible both on the map and the minimap.

◆ All the classes in this asset are located in the **AAMAP** namespace. In order to access these classes in the code section, include **using AAMAP;** to the beginning of your code.

6) Map Properties

PROPERTY NAME	DATA TYPE	DESCRIPTION	METHODS
Enabled	Boolean	If this is true, the map will be active. If this is false, the map will be inactive. It is recommended to use this variable to enable and disable the map.	IsMapEnabled(); EnableMap(); DisableMap();
Enabling Shortcut	KeyCode	Shortcut button to enable the map during runtime.	GetEnablingShortcut(); SetEnablingShortcut();
Disabling Shortcut	KeyCode	Shortcut button to disable the map during runtime.	GetDisablingShortcut(); SetDisablingShortcut();
Map Shape	Sprite	Shape of the map inner display.	GetMapShape(); SetMapShape();
Map Opacity	Float	Opacity of the map inner display. Ranged from 0 (inclusive) to 1 (inclusive).	GetMapOpacity(); SetMapOpacity();
Map Color	Color	Color of the map inner display.	GetMapColor(); SetMapColor();
Display Directions	Boolean	If this is true, “North, East, South and West” directions will be displayed on the map.	AreDirectionsEnabled(); EnableDirections(); DisableDirections();
Directions Position	Vector 2	Position of the map directions.	GetDirectionsPosition(); SetDirectionsPosition();
Directions Distance	Float	Distance from the center of the directions to the positions of the direction signs.	GetDirectionsDistance(); SetDirectionsDistance();
Directions Rotation	Float	Rotation value of the direction signs.	GetDirectionsRotation(); SetDirectionsRotation();
Directions Text Font	Font	Text font of the direction signs.	GetDirectionsFont(); SetDirectionsFont();
Directions Text Font Size	Float	Text font size of the direction signs.	GetDirectionsFontSize(); SetDirectionsFontSize();
Directions Text Color	Color	Text color of the direction signs.	GetDirectionsTextColor(); SetDirectionsTextColor();

Directions Have Background	Boolean	If this is true, the directions are going to have background images.	DoesDirectionsHaveBackgroundImages(); EnableDirectionsBackgroundImages(); DisableDirectionsBackgroundImages();
Directions Background Image Scale	Vector 2	Background image scales of the direction signs.	GetDirectionsBackgroundScale SetDirectionsBackgroundScale
Directions Background Sprite	Sprite	Background image sprites of the direction signs. You can locate these sprites at “Assets > AA Map and Minimap System > Sprites > Direction Backgrounds”.	GetDirectionsBackgroundSprites(); SetDirectionsBackgroundSprites();
Directions Background Color	Color	Background image color of the direction signs.	GetDirectionsBackgroundColor SetDirectionsBackgroundColor
Display North	Boolean	If this is true, the North direction sign will be displayed on the map.	IsNorthEnabled(); EnableNorthSign(); DisableNorthSign();
Display East	Boolean	If this is true, the East direction sign will be displayed on the map.	IsEastEnabled(); EnableEastSign(); DisableEastSign();
Display South	Boolean	If this is true, the South direction sign will be displayed on the map.	IsSouthEnabled(); EnableSouthSign(); DisableSouthSign();
Display West	Boolean	If this is true, the West direction sign will be displayed on the map.	IsWestEnabled(); EnableWestSign(); DisableWestSign();
Have Border	Boolean	If this is true, the map is going to have a border.	IsBorderEnabled(); EnableBorder(); DisableBorder();
Border Sprite	Sprite	Sprite of the map border. You can locate these sprites at “Assets > AA Map and Minimap System > Sprites > Map Borders”.	GetBorderSprite(); SetBorderSprite();
Border Color	Color	Color of the map border.	GetBorderColor(); SetBorderColor();
Border Rotation	Float	Rotation value of the map border.	GetBorderRotation(); SetBorderRotation();
Have Zoom Buttons	Boolean	If this is true, the map is going to have zoom in and zoom out buttons on it.	AreZoomButtonsEnabled(); EnableZoomButtons(); DisableZoomButtons();
Zooming Sensitivity	Float	Zooming sensitivity is the strength of the zoom in and zoom out actions.	GetZoomingSensitivity(); SetZoomingSensitivity();
Minimum Range	Float	Minimum range the player can get while zooming in on the map.	GetMinimumRange(); SetMinimumRange();

Maximum Range	Float	Maximum range the player can get while zooming out on the map.	GetMaximumRange(); SetMaximumRange();
Zoom In Button Sprite	Sprite	Sprite of the zoom in button. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Zooming Icons ”.	GetZoomInButtonSprite(); SetZoomInButtonSprite();
Zoom Out Button Sprite	Sprite	Sprite of the zoom out button. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Zooming Icons ”.	GetZoomOutButtonSprite(); SetZoomOutButtonSprite();
Zoom In Button Position	Vector 2	Position of the zoom in button.	GetZoomInButtonPosition(); SetZoomInButtonPosition();
Zoom In Button Scale	Vector 2	Scale of the zoom in button.	GetZoomInButtonScale(); SetZoomInButtonScale();
Zoom Out Button Position	Vector 2	Position of the zoom out button.	GetZoomOutButtonPosition(); SetZoomOutButtonPosition();
Zoom Out Button Scale	Vector 2	Scale of the zoom out button.	GetZoomOutButtonScale(); SetZoomOutButtonScale();
Zoom In Button Color	Color	Color of the zoom in button.	GetZoomInButtonColor(); SetZoomInButtonColor();
Zoom Out Button Color	Color	Color of the zoom out button.	GetZoomOutButtonColor(); SetZoomOutButtonColor();
Display Grid	Boolean	If this is true, a grid will be displayed on the map.	IsGridEnabled(); EnableGrid(); DisableGrid();
Grid Sprite	Sprite	Sprite of the map grid. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Grids ”.	GetGridSprite(); SetGridSprite();
Grid Color	Color	Color of the map grid.	GetGridColor(); SetGridColor();
Grid Opacity	Float	Opacity of the map grid.	GetGridOpacity(); SetGridOpacity();
Grid Scale	Vector 3	Scale of the map grid.	GetGridScale(); SetGridScale();
Grid Rotation	Float	Rotation value of the map grid.	GetGridRotation(); SetGridRotation();
Map Camera	GameObject	“Map Camera” GameObject.	GetMapCamera(); SetMapCamera();
Map Camera Position	Vector 3	World position of the map camera.	GetCameraPosition(); SetCameraPosition();
Map Camera Rotation	Float	Rotation value of the map camera on the Y axis.	GetMapCameraRotation(); SetMapCameraRotation();

Map Camera Orthographic Size	Float	Orthographic size of the map camera. Increase this value to display larger parts on the map.	GetCameraOrthographicSize(); SetCameraOrthographicSize();
Map Camera Near Clipping Plane	Float	The closest point to the Map Camera where drawing occurs.	GetCameraNearClippingPlane(); SetCameraNearClippingPlane();
Map Camera Far Clipping Plane	Float	The furthest point from the Map Camera that drawing occurs.	GetCameraFarClippingPlane(); SetCameraFarClippingPlane();
Map Camera Clear Flags	Enum	What to display in empty areas of the map camera's view.	GetClearFlags(); SetClearFlags();
Map Camera Background Color	Color	The map camera clears the screen to this color before rendering.	GetCameraBackgroundColor(); SetCameraBackgroundColor();
Have Background Image	Boolean	If this is true, the map is going to have a background image.	IsBackgroundImageEnabled(); EnableBackgroundImage(); DisableBackgroundImage();
Background Image Sprite	Sprite	Sprite of the map background image. You can locate these images at “ Assets > AA Map and Minimap System > Sprites > Map Backgrounds ”.	GetBackgroundImageSprite(); SetBackgroundImageSprite();
Background Image Color	Color	Color of the map background image.	GetBackgroundImageColor(); SetBackgroundImageColor();
Have Exit Button	Boolean	If this is true, the map is going to have an exit button.	IsExitButtonEnabled(); EnableExitButton(); DisableExitButton();
Exit Button Sprite	Sprite	Sprite of the map exit button. You can locate these sprites at “ AA Map and Minimap System > Sprites > Map Exit Buttons ”.	GetExitButtonSprite(); SetExitButtonSprite();
Exit Button Color	Color	Color of the map exit button.	GetExitButtonColor(); SetExitButtonColor();
Exit Button Position	Vector 2	Position of the map exit button.	GetExitButtonPosition(); SetExitButtonPosition();
Exit Button Scale	Vector 2	Scale of the map exit button.	GetExitButtonScale(); SetExitButtonScale();
Disable Minimap	Boolean	If this is true, the minimap will be disabled when the map is enabled. If this is false, the minimap will NOT be disabled when the map is enabled.	DoesMapDisablesMinimap(); DisableMinimap(); DontDisableMinimap();
Minimap	GameObject	“Minimap” GameObject on the Canvas.	GetMinimap(); SetMinimap();

7) Minimap Properties

PROPERTY NAME	DATA TYPE	DESCRIPTION	METHODS
Minimap Shape	Sprite	Shape of the minimap inner display.	GetMinimapShape(); SetMinimapShape();
Minimap Opacity	Float	Opacity of the minimap inner display. Ranged from 0 (inclusive) to 1 (inclusive).	GetMinimapOpacity(); SetMinimapOpacity();
Minimap Color	Color	Color of the minimap inner display.	GetMinimapColor(); SetMinimapColor();
Display Directions	Boolean	If this is true, “North, East, South and West” signs will be displayed on the minimap.	AreDirectionsEnabled(); EnableDirections(); DisableDirections();
Directions Distance	Float	Distance from the center of the minimap to the positions of the direction signs.	GetDirectionsDistance(); SetDirectionsDistance();
Directions Rotation	Float	Rotation value of the direction signs.	GetDirectionsRotation(); SetDirectionsRotation();
Directions Text Font	Font	Text font of the direction signs.	GetDirectionsFont(); SetDirectionsFont();
Directions Text Font Size	Float	Text font size of the direction signs.	GetDirectionsFontSize(); SetDirectionsFontSize();
Directions Font Color	Color	Text color of the direction signs.	GetDirectionsTextColor(); SetDirectionsTextColor();
Directions Have Background Images	Boolean	If this is true, the direction signs will have background images.	DoesDirectionsHaveBackgroundImages(); EnableDirectionsBackgroundImages(); DisableDirectionsBackgroundImages();
Directions Background Image Scales	Vector 2	Background image scales of the direction signs.	GetDirectionsBackgroundScale SetDirectionsBackgroundScale
Directions Background Image Sprites	Sprite	Background image sprites of the direction signs. You can locate these sprites at “Assets > AA Map and Minimap Image > Sprites > Direction Backgrounds”.	GetDirectionsBackgroundSprites SetDirectionsBackgroundSprites
Directions Background Image Colors	Color	Background image color of the direction signs.	GetDirectionsBackgroundColor SetDirectionsBackgroundColor
Display North	Boolean	If this is true, the North direction sign will be displayed on the minimap.	IsNorthEnabled(); EnableNorthSign(); DisableNorthSign();
Display East	Boolean	If this is true, the East direction sign will be displayed on the minimap.	IsEastEnabled(); EnableEastSign(); DisableEastSign();

Display South	Boolean	If this is true, the South direction sign will be displayed on the minimap.	IsSouthEnabled(); EnableSouthSign(); DisableSouthSign();
Display West	Boolean	If this is true, the West direction sign will be displayed on the minimap.	IsWestEnabled(); EnableWestSign(); DisableWestSign();
Have Border	Boolean	If this is true, the minimap will have a border.	IsBorderEnabled(); EnableBorder(); DisableBorder();
Border Sprite	Sprite	Sprite of the minimap border. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Minimap Borders ”.	GetBorderSprite(); SetBorderSprite();
Border Color	Color	Color of the minimap border.	GetBorderColor(); SetBorderColor();
Border Rotation	Float	Rotation value of the minimap border.	GetBorderRotation(); SetBorderRotation();
Border Rotate With Inner Display	Boolean	If this is true, the minimap border is going to rotate with the inner display.	DoesBorderRotate(); EnableBorderRotation(); DisableBorderRotation();
Have Zoom Buttons	Boolean	If this is true, the minimap is going to have zoom in and zoom out buttons on it.	AreZoomButtonsEnabled(); EnableZoomButtons(); DisableZoomButtons();
Zooming Sensitivity	Float	Zooming sensitivity is the strength of the zoom in and zoom out actions.	GetZoomingSensitivity(); SetZoomingSensitivity();
Minimum Range	Float	Minimum range the player can get while zooming in on the minimap.	GetMinimumRange(); SetMinimumRange();
Maximum Range	Float	Maximum range the player can get while zooming out on the minimap.	GetMaximumRange(); SetMaximumRange();
Zoom In Button Sprite	Sprite	Sprite of the zoom in button. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Zooming Icons ”.	GetZoomInButtonSprite(); SetZoomInButtonSprite();
Zoom Out Button Sprite	Sprite	Sprite of the zoom out button. You can locate these sprites at “ Assets > AA Map and Minimap System > Sprites > Zooming Icons ”.	GetZoomOutButtonSprite(); SetZoomOutButtonSprite();
Zoom In Button Position	Vector 2	Position of the zoom in button.	GetZoomInButtonPosition(); SetZoomInButtonPosition();
Zoom In Button Scale	Vector 2	Scale of the zoom in button.	GetZoomInButtonScale(); SetZoomInButtonScale();
Zoom Out Button Position	Vector 2	Position of the zoom out button.	GetZoomOutButtonPosition(); SetZoomOutButtonPosition();
Zoom Out Button Scale	Vector 2	Scale of the zoom out button.	GetZoomOutButtonScale(); SetZoomOutButtonScale();

Zoom In Button Color	Color	Color of the zoom in button.	GetZoomInButtonColor(); SetZoomInButtonColor();
Zoom Out Button Color	Color	Color of the zoom out button.	GetZoomOutButtonColor(); SetZoomOutButtonColor();
Display Grid	Boolean	If this is true, a grid will be displayed on the minimap.	IsGridEnabled(); EnableGrid(); DisableGrid();
Grid Sprite	Sprite	Sprite of the minimap grid. You can locate these sprites at “Assets > AA Map and Minimap System > Sprites > Grids”.	GetGridSprite(); SetGridSprite();
Grid Color	Color	Color of the minimap grid.	GetGridColor(); SetGridColor();
Grid Opacity	Float	Opacity of the minimap grid.	GetGridOpacity(); SetGridOpacity();
Grid Scale	Vector 3	Scale of the minimap grid.	GetGridScale(); SetGridScale();
Grid Rotation	Float	Rotation value of the minimap grid.	GetGridRotation(); SetGridRotation();
Grid Rotates With Camera	Boolean	If this is true, the grid will rotate with the camera.	DoesGridRotatesWithCamera RotateGridWithCamera(); DontRotateGridWithCamera();
Target Object	GameObject	If a GameObject is assigned to this, the minimap is going to follow it. Most of the time, the Target Object is the player GameObject. Having a Target Object is optional.	GetTargetObject(); SetTargetObject();
Rotate With Target	Boolean	If this is true, the minimap camera is going to rotate on the Y axis with the target GameObject.	DoesCameraRotateWithTarget EnableRotationWithTarget(); DisableRotationWithTarget();
Default Rotation	Float	Default rotation value of the camera.	GetCameraDefaultRotation(); SetCameraDefaultRotation();
Minimap Camera	GameObject	The “Minimap Camera” GameObject. This GameObject is generated with the Minimap.	GetCamera(); SetCamera();
Camera Height	Float	Position of the minimap camera on the Y axis. It is recommended to set this value above the shadow distance in your scene.	GetCameraHeight(); SetCameraHeight();
Camera Near Clipping Plane	Float	The closest point to the Minimap Camera where drawing occurs.	GetCameraNearClippingPlane(); SetCameraNearClippingPlane();
Camera Far Clipping Plane	Float	The furthest point from the Minimap Camera that drawing occurs.	GetCameraFarClippingPlane(); SetCameraFarClippingPlane();
Camera Range	Float	Range of the minimap camera. Increase this value to display larger parts on the map.	GetCameraRange(); SetCameraRange();

Clear Flags	Enum	What to display in empty areas of the minimap camera's view.	GetClearFlags(); SetClearFlags();
Camera Background Color	Color	Minimap camera clears the screen to this color before rendering.	GetCameraBackgroundColor(); SetCameraBackgroundColor();

8) Map Icon Properties

PROPERTY NAME	DATA TYPE	DESCRIPTION	METHODS
Icon Texture	Texture	Texture of the map icon. You can locate these textures in "Assets > AA Map and Minimap System > Sprites > Map Icons".	GetIconTexture(); SetIconTexture();
Icon Color	Color	Color of the map icon.	GetIconColor(); SetIconColor();
Offset	Vector 3	Local offset position of the map icon, based on its parent GameObject.	GetIconOffset(); SetIconOffset();
Scale	Vector 3	Local scale of the map icon.	GetIconScale(); SetIconScale();
Rotation	Float	Default local Y rotation value of the map icon.	GetIconRotation(); SetIconRotation();
Minimap Camera	GameObject	"Minimap Camera" GameObject.	GetMinimapCamera(); SetMinimapCamera();
Rotate With Camera	Boolean	If this is true, the map icon is going to rotate with the minimap camera.	DoesIconRotateWithCamera(); RotateIconWithCamera(); DontRotateIconWithCamera();
Map Camera	GameObject	"Map Camera" GameObject.	GetMapCamera(); SetMapCamera();
Have Custom Rotation	Boolean	If this is true, the map icon rotation will change when the map is enabled to display the icon with a much better rotation value. This is recommended if you have set this map icon to rotate with the Minimap Camera. If this is false, the icon is not going to change rotation when the map is enabled.	DoesHaveCustomMapRotation EnableCustomMapRotation(); DisableCustomMapRotation();
Custom Rotation	Float	Custom global Y axis rotation of the map icon when the map is enabled. This value is added to the global Y axis rotation value of the map camera.	GetCustomMapRotation(); SetCustomMapRotation();
Material	Material	Material on this map icon. You can locate these materials at "Assets > AA Map and Minimap System > Materials".	GetIconMaterial(); SetIconMaterial();

9) BUG : Map Icon Color is Pink.

Map icons have materials on them. This asset tries to sync the material properties to your project's rendering pipeline. However, sometimes the material on the map icon is not compatible with the rendering pipeline. In this situation, you can manually create and assign a material to the map icon.

To do so:

Step 1 : Create a new material which is compatible with your rendering pipeline.

Step 2 : Assign this material to the map icon by using the “**Material**” field on the Map Icon inspector.

10) BUG : Map or Minimap Display is Blank.

This asset has been tested on many different aspects. If the map or the minimap displays are blank, it could be because of the scene adjustment or the map/minimap settings. Here are some of the reasons why the map or minimap display can be blank:

- Fog in the scene.
 - Camera's position is set way too high from its far clipping plane.
 - Camera's position is set under the target scene objects/terrain.
 - There could be a GameObject right in front of the map/minimap camera's view.
-

11) Developer contact.

AHMET ALP
<u>Asset Store Profile</u>
<u>Website</u>
<u>Email</u>