Enabling Rooms Only While In View

Enabling Rooms Only While In View

All Dungeon Rooms Active
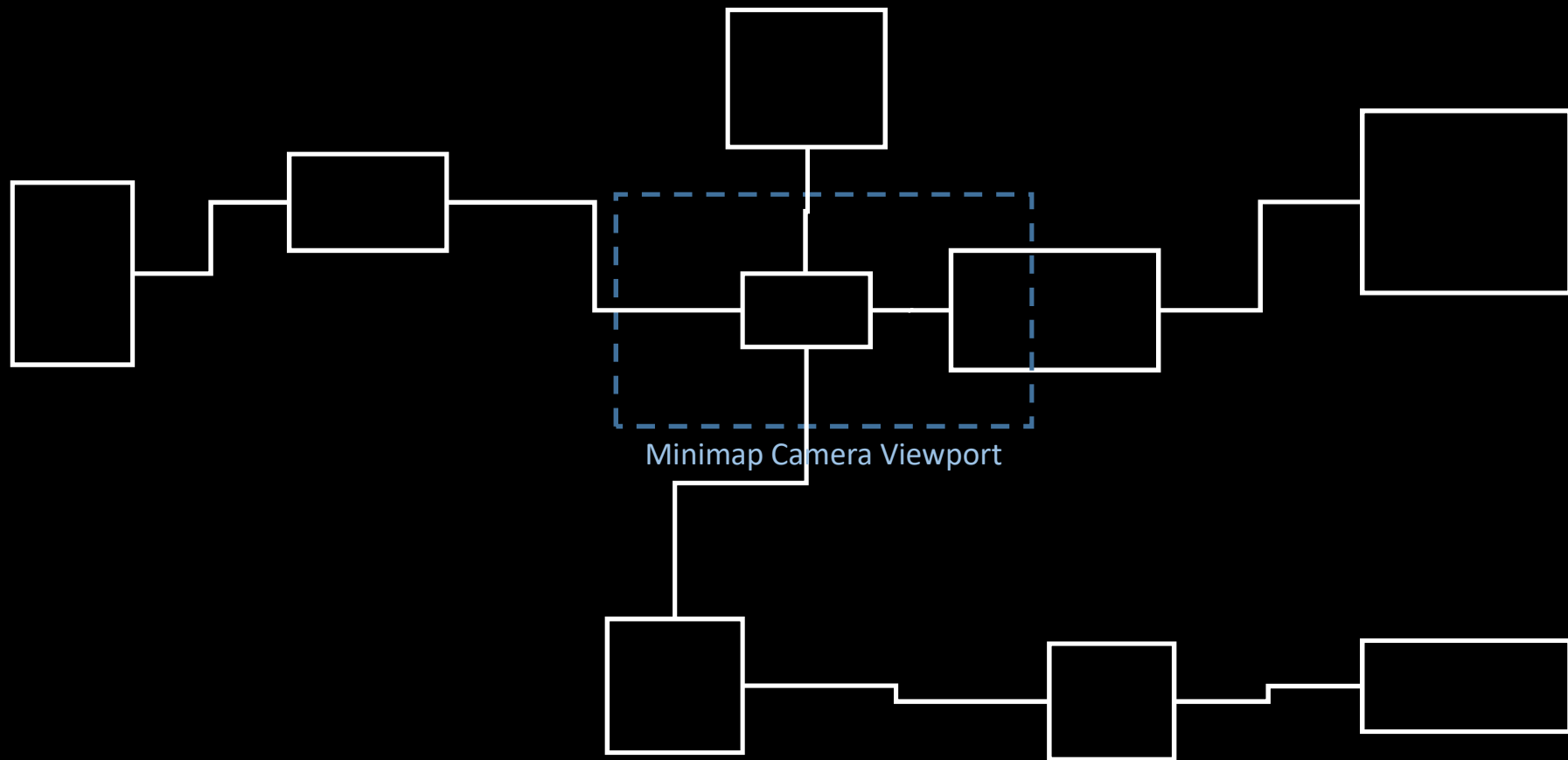
Minimap Camera Viewport

Enabling Rooms Only While In View

Only Dungeon Rooms In The Minimap Camera Viewport Active

Minimap Camera Viewport
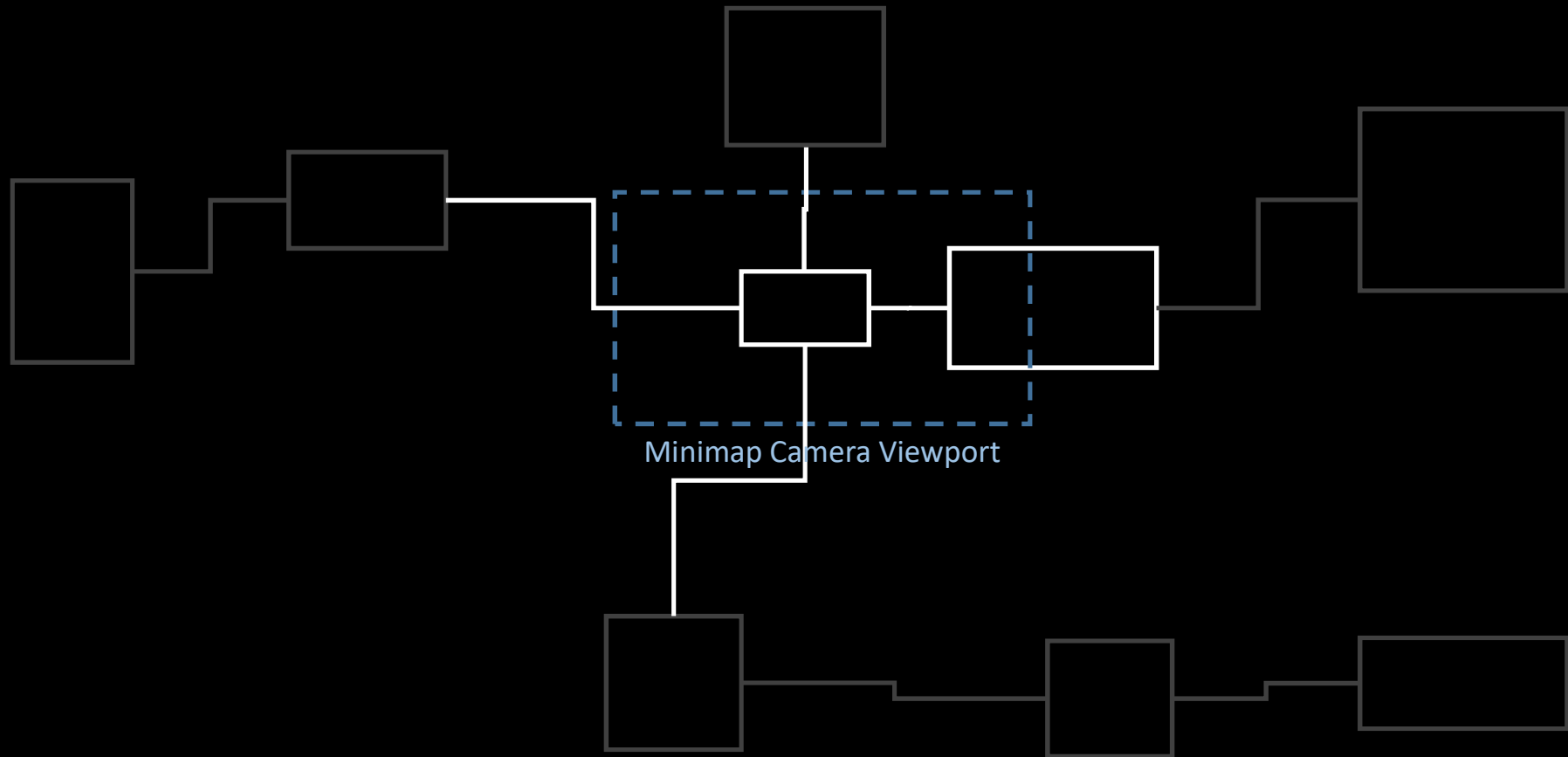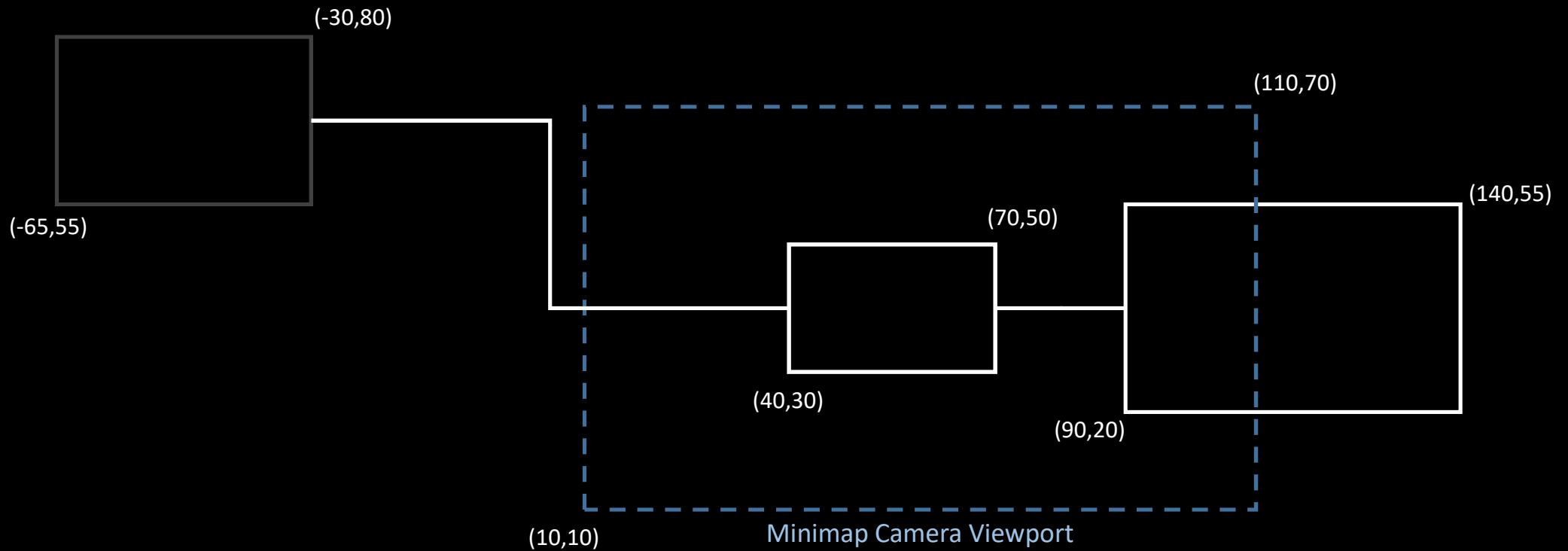
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Enabling Rooms Only While In View

Only Dungeon Rooms In The Minimap Camera Viewport Active

(-30,80)

(110,70)

(140,55)

(-65,55)

(70,50)

(40,30)

(90,20)

(10,10)

Minimap Camera Viewport

A room is visible in the viewport if :-

(Room Lower Bounds < =Viewport Upper Bounds)
AND
(Room Upper Bounds > = Viewport Lower Bounds)

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