Minimap
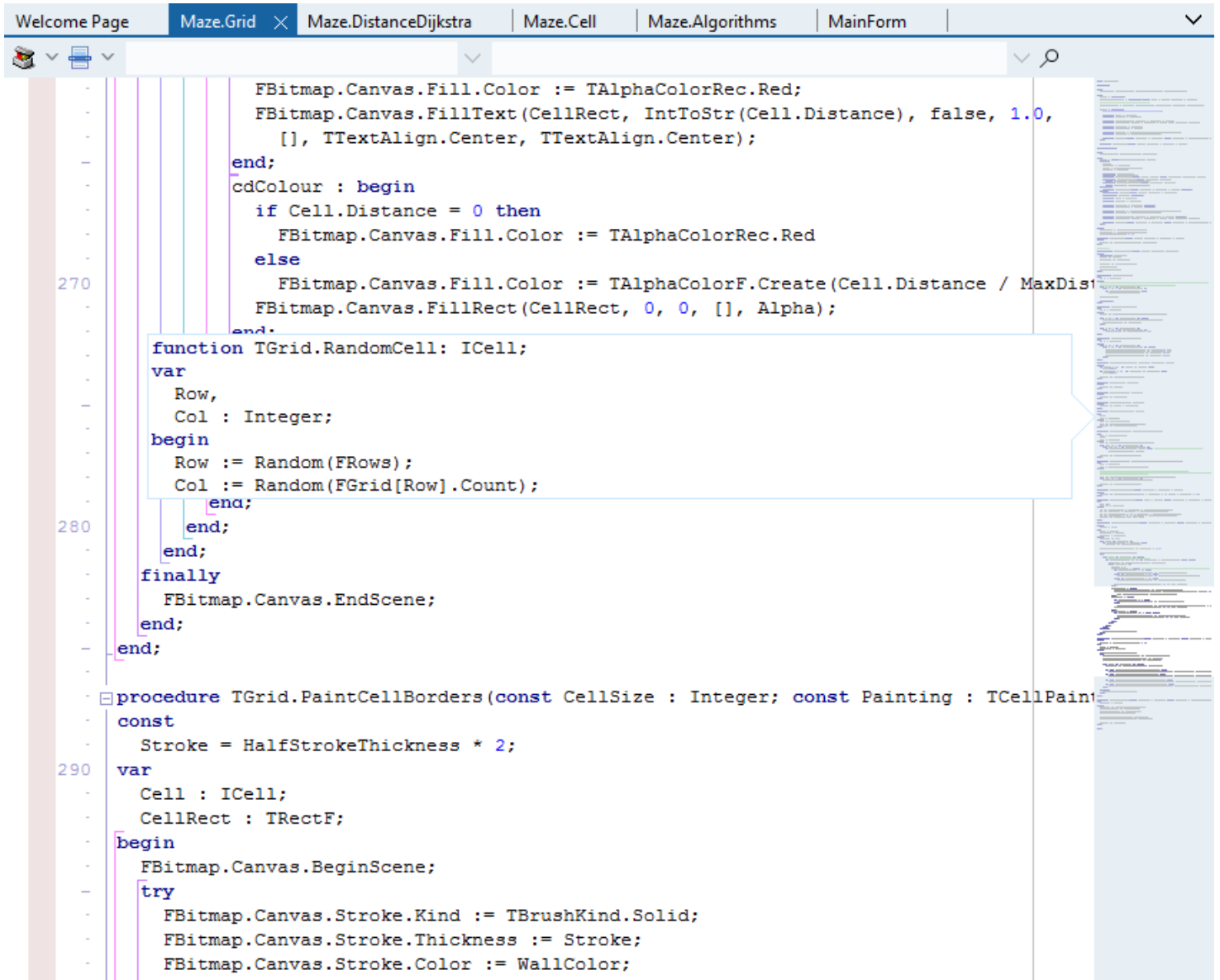
The Minimap is a small preview of the entire code file and it can replace the vertical scroll bar. It highlights the section you are working on and the most accurate results when you use the Go To search.

Using the Minimap

The Minimap shows the entire file in a small form on the right side of the editor. You can place the cursor anywhere over the Minimap and a popup hint window appears showing you the code at that location. Click anywhere on the minimap to navigate to that location in the source, or click and drag to use it as a scroll bar.
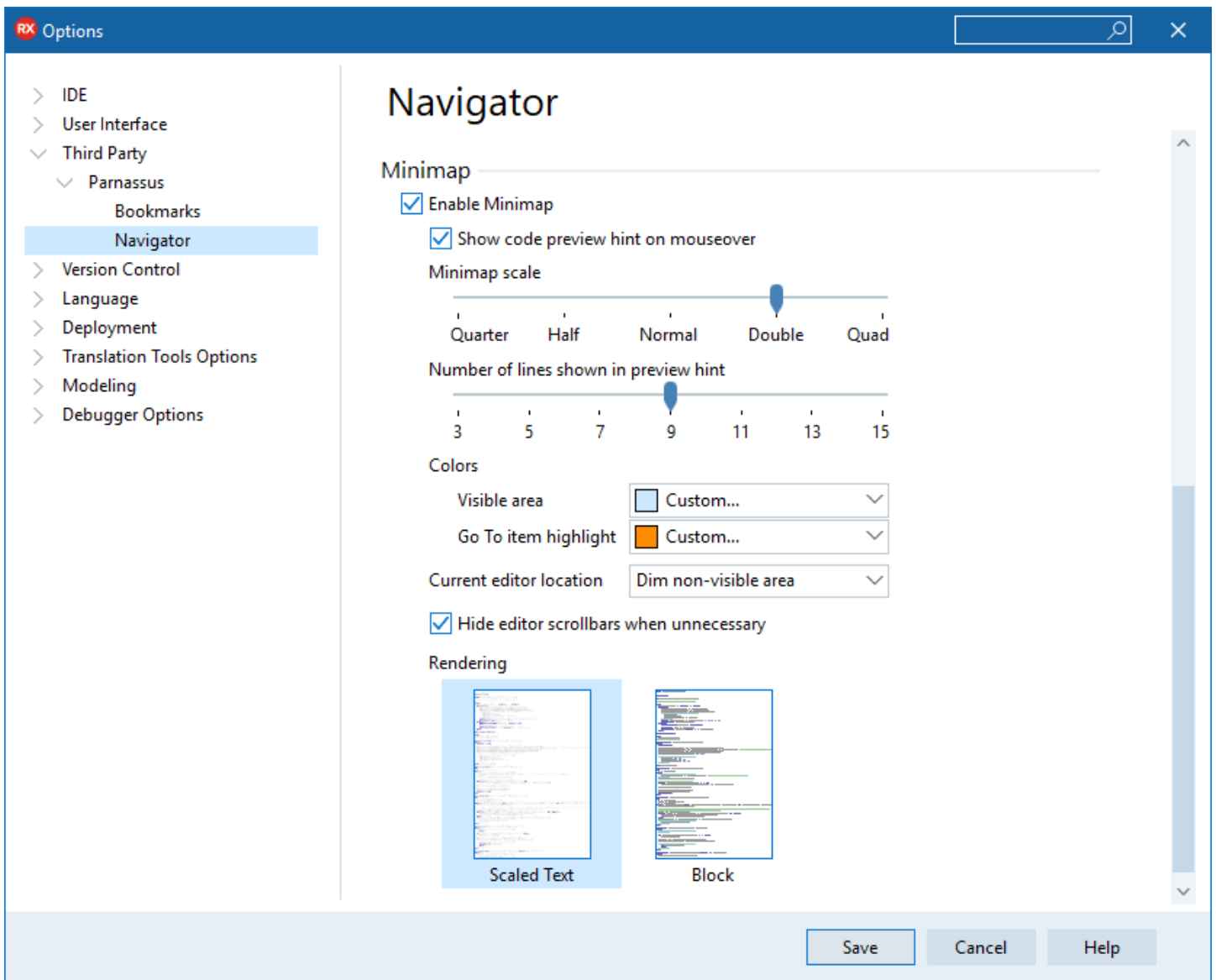
The minimap syntax highlights for both Delphi and C++, both in the minimap and in the popup hint.

```
            FBitmap.Canvas.Fill.Color := TAlphaColorRec.Red;
            FBitmap.Canvas.FillText(CellRect, IntToStr(Cell.Distance), false, 1.0,
               [], TTextAlign.Center, TTextAlign.Center);
          end;
          cdColour : begin
            if Cell.Distance = 0 then
               FBitmap.Canvas.Fill.Color := TAlphaColorRec.Red
            else
               FBitmap.Canvas.Fill.Color := TAlphaColorF.Create(Cell.Distance / MaxDist
            FBitmap.Canvas.FillRect(CellRect, 0, 0, [], Alpha);
          end;
        function TGrid.RandomCell: ICell;
        var
          Row,
          Col : Integer;
        begin
          Row := Random(FRows);
          Col := Random(FGrid[Row].Count);
            end;
          end;
        end;
    finally
      FBitmap.Canvas.EndScene;
    end;
  end;

  procedure TGrid.PaintCellBorders(const CellSize : Integer; const Painting : TCellPaint
  const
    Stroke = HalfStrokeThickness * 2;
  var
    Cell : ICell;
    CellRect : TRectF;
  begin
    FBitmap.Canvas.BeginScene;
    try
      FBitmap.Canvas.Stroke.Kind := TBrushKind.Solid;
      FBitmap.Canvas.Stroke.Thickness := Stroke;
      FBitmap.Canvas.Stroke.Color := WallColor;
```

When the **Go To** window is open all filtered results are highlighted in light orange on the **Minimap** and the currently selected one in more solid orange. This helps you visually identify where the elements you search for are located.

Configuring the Minimap

You can access the configuration options for Navigator by clicking the gear button at the bottom of the Minimap or by going to Tools > Options > Third Party > Parnassus > Navigator.

Navigator

Minimap
- [x] Enable Minimap
  - [x] Show code preview hint on mouseover

Minimap scale

| Quarter | Half | Normal | Double | Quad |

Number of lines shown in preview hint

| 3 | 5 | 7 | 9 | 11 | 13 | 15 |

Colors

Visible area	Custom...
Go To item highlight	Custom...
Current editor location	Dim non-visible area

- [x] Hide editor scrollbars when unnecessary

Rendering

Scaled Text   Block

[Save] [Cancel] [Help]

In this section, you can choose to disable the **Minimap** functionality and the popup hint window.

The scale of the **Minimap** can be adjusted as well as the number of lines shown in the popup hint window. You can customize the colors for the **visible area** and the **Go To item** highlight.

The configuration lets you decide if you want to highlight the visible area or dim the non-visible area. Lastly, there is the option to render it as a scaled text or a block. The block render emphasizes the syntax highlighted colors.

> *Tip: If you still want to see the scroll bar, you can uncheck the box for* **Hide editor scrollbars when** *unnecessary*

See Also

- GetIt Package Manager
- Third Party Software Add-Ins