Minimap Script Package version 1.0 created by Song Tan

First of all, thanks for purchasing this minimap script package. This script should be iOS compatible. However the game performance is not guarantee. It's very simple to use this script, simply attached it to an object in the hierarchy and configure the gameObject need to be shown and tracked on the minimap. (It's recommended that the script is attached to an empty gameObject).

There are a script ("minimap") and a series of texture included in this package. The script is the core component in this package. The textures can be used as the blip in the minimap.

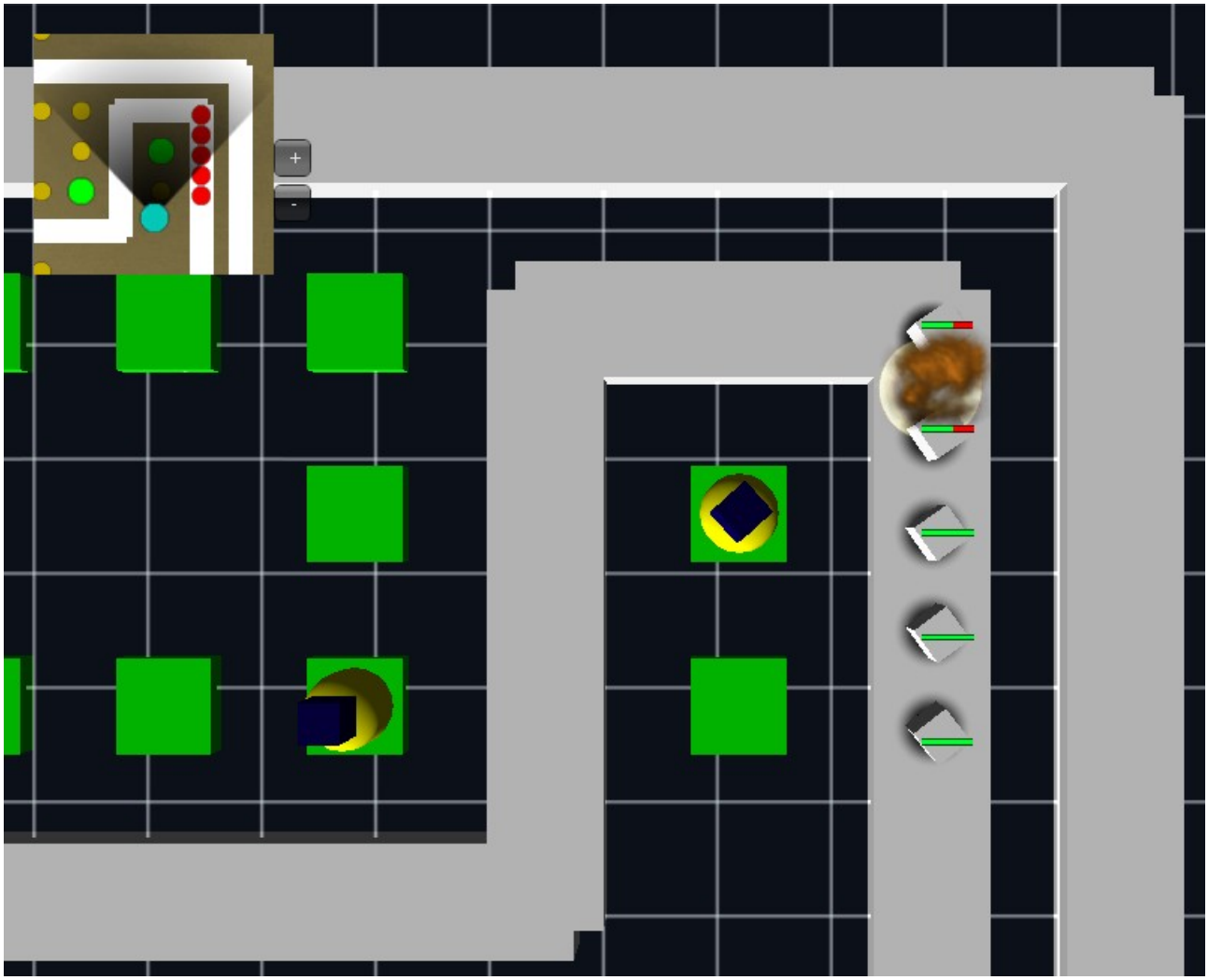
Using the script, there are two ways how an object can be tracked, either by using tag or collider. The script can be use to tracked multiple gameObject like in an RTS. Alternatively the script can also used as a radar/minimap in RPG where the minimap is centred around the character.

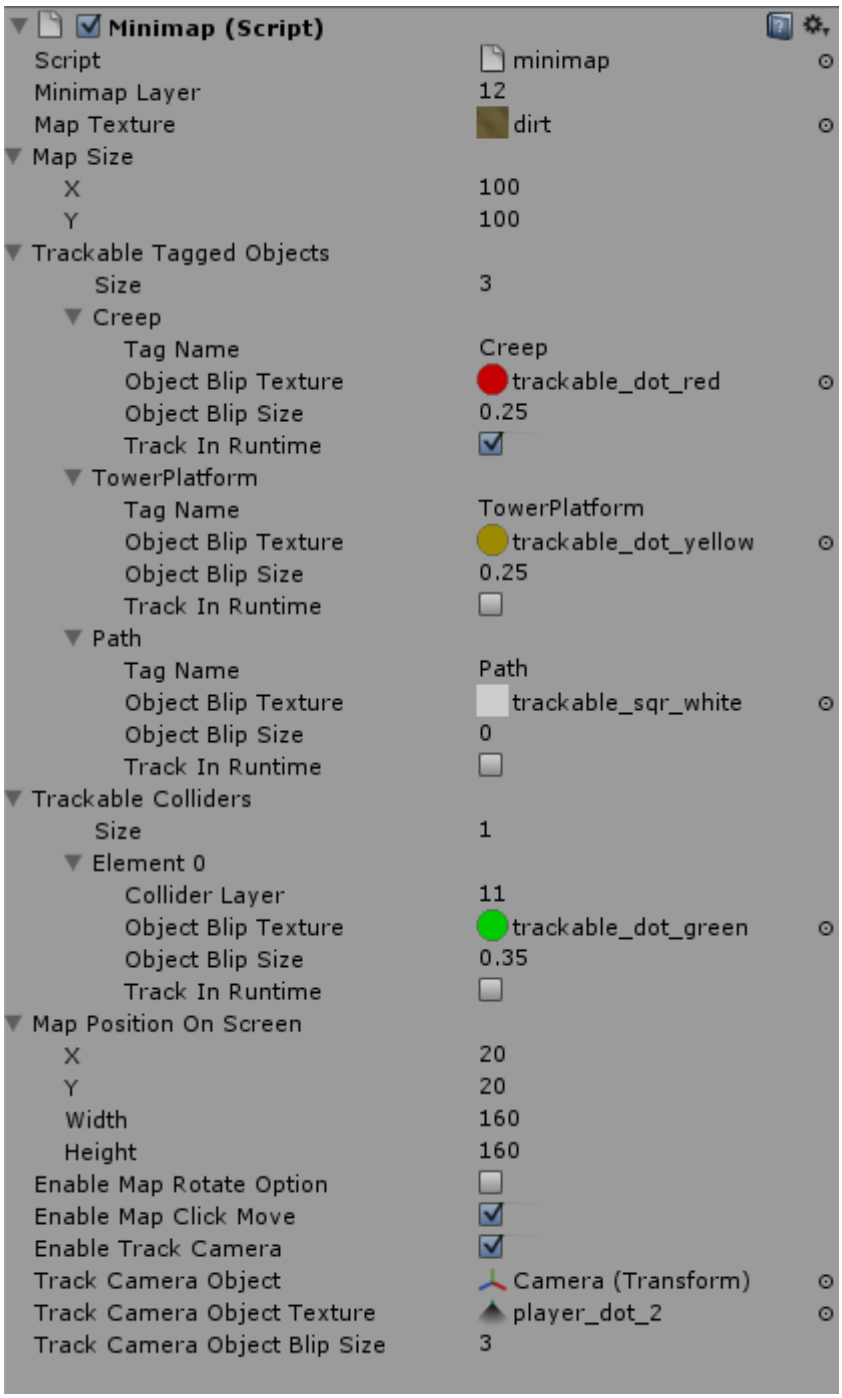
Following is the list of the configurable parameter of the script:

- **Minimap Layer**: The layer which the all the minimap relevant gameObject is given. It should be an integer between 8 to 30. Any layer should be fine as long as it's not been used.
- **Map Texture**: The texture which is used as the minimap background
- **Map Size (x, y)**: The size of the map
  - **X**: The length of the map
  - **Y**: The width of the map
- **Trackable Tagged Object**: This is a list of the tracked object type that is intended to be tracked using tag. The tracked object need to be assigned a tag. You can specify as many type of object type to be track as you want.
  - **Size**: number of type of object to be tracked
    - **Tag Name**: The tag of the object type to be tracked
    - **Object Blip Texture**: The texture of the blip appear on the minimap for the object type. If left unassigned, the tracked object type wont be visible on the ninimap
    - **Object Blip Size**: The size of the tracked object type's blip on the minimap. If left unassigned (value=0), it will use the scale value of the tracked object.
    - **Track In Run Time**: Check if this track object type change position during run time. Otherwise the object will remain static on the minimap.
- **Trackable Collider**: This is a list of the tracked object type that is intended to be tracked using collider. To be tracked using this mean, the collider must be assigned a custom layer. You can specify as many type of object type to be track as you want (however there's only a limited number of layer available).
  - **Size**: number of type of collider to be tracked
    - **Collider Layer**: The layer which the the collider-based track object is assigned
    - **Object Blip Texture**: The texture of the blip appear on the minimap for the object type. If left unassigned, the tracked object type wont be visible on the ninimap
    - **Object Blip Size**: The size of the tracked object type's blip on the minimap. If left unassigned (value=0), it will use the scale value of the tracked object.
    - **Track In Run Time**: Check if this track object type change position during run time. Otherwise the object will remain static on the minimap.
- **Map Position On Screen (rect)**:
  - **X**: The top-left corner of the minimap's x-coordinate on the screen
  - **Y**: The top-left corner of the minimap's y-coordinate on the screen
  - **Width**: The width of the minimap in pixel

  - **Height**: The height of the minimap in piexl
- **Enable Map Rotate Option**: Check to enable the the option of rotating the minimap around the camera.
- **Enable Map Click Move**: Check to let user to re-locate their camera position by clicking on the minimap.
- **Enable Track Camera**: Check to change of the minimap center based on Track Camera Object or the main camera object.
- **Track Camera Object**: The object to based on the minimap center on. If left unassigned, the default main camera object is tracked instead. Only takes effect if Enable Track Camera is checked.
- **Track Camera Object Texture**: The texture of the blip appear on the minimap for the camera track object. If left unassigned, the Track Camera Object wont be visible on the ninimap
- **Track Camera Object Blip Size**: The size of the Track Camera Object's blip on the minimap. If left unassigned (value=0), it will use the scale value of the Track Camera Object.

The image below show the minimap on the top left corner and the configuration is shown in the next next image.





Example Scene

There's one example scene included in this package. The main camera tracked as the centre of the minimap. There are two other tracked object type in the scene, one uses tag “Player” and the other uses collider layer 8. You can use w,a,s,d or arrow key to navigate the camera.

There's also two script that comes along with the example scene. “camera_control” is a simple script to move. “movement” is a simple script used to made one of the object moves in a fixed pattern.

Note:

Once again thanks for purchasing this package. I hope you this enjoy this package find the minimap script useful. If you have any question, feel free to contact me via k.songtan@gmail.com