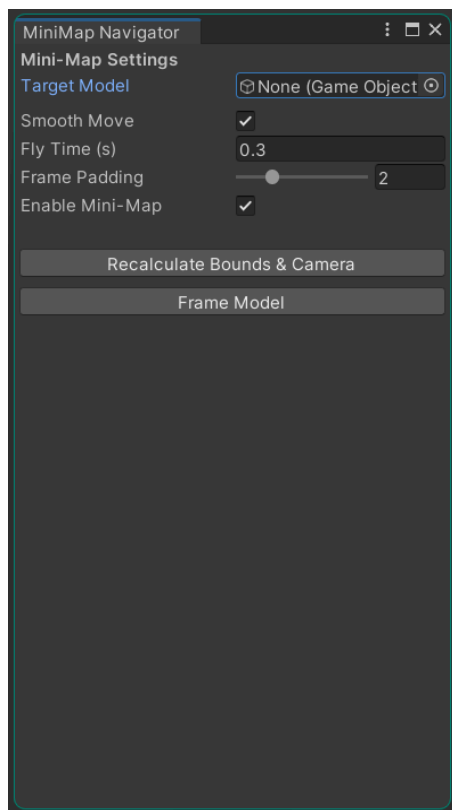


Minimap Navigator Tool

Documentation

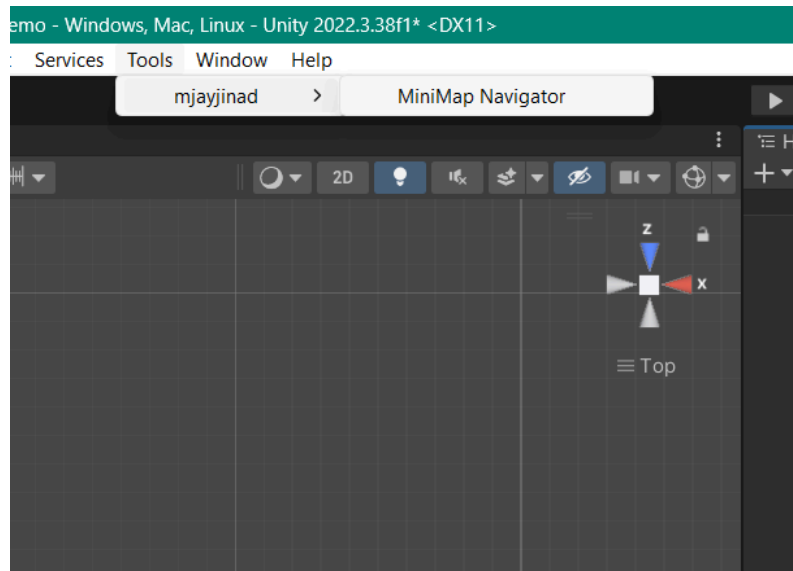
Overview:

The MiniMap Navigator is an Editor Window for Unity that provides a top-down mini-map of a selected model directly in the Scene View. It allows you to click on the mini-map to reposition the Scene View camera pivot within the model's bounds, frame/zoom on the model, and visualize the model's bounding box.



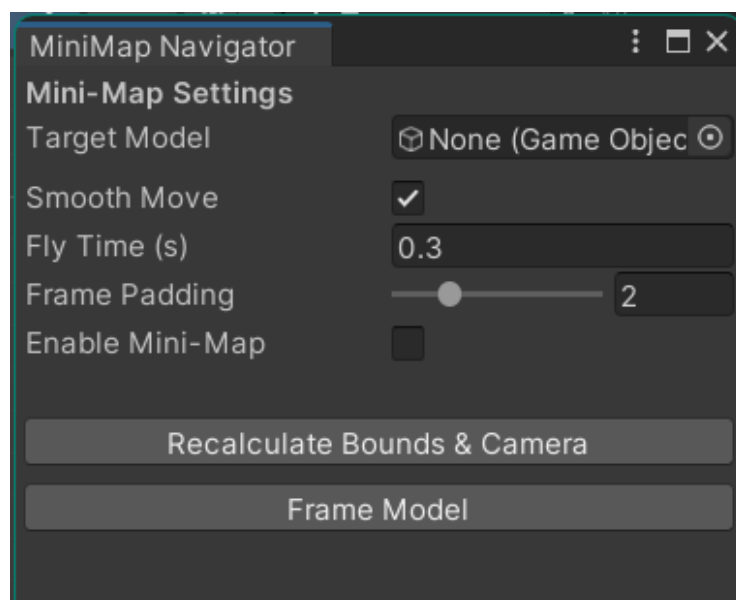
Installation:

1. Place `MiniMapNavigatorWindow.cs` in an `Editor` folder in your Unity project (e.g., `Assets/Editor/`).
2. Open the tool via Tools/mjayjinad/MiniMap Navigator in the Unity Editor menu.



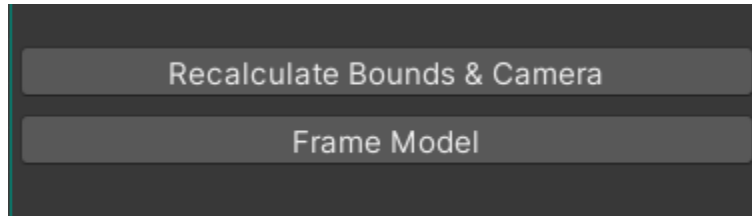
Usage:

1. **Target Model:** Assign a GameObject with a Renderer (MeshRenderer, SkinnedMeshRenderer, etc.) as the target model.
2. **Smooth Move:** Toggle smooth camera transitions when clicking the mini-map.
3. **Fly Time:** Set the duration (in seconds) for the smooth camera effect.
4. **Frame Padding:** Adjust how much margin is added around the model when framing or sizing the mini-map.
5. **Enable Mini-Map:** Toggle to activate the mini-map overlay in the Scene View.



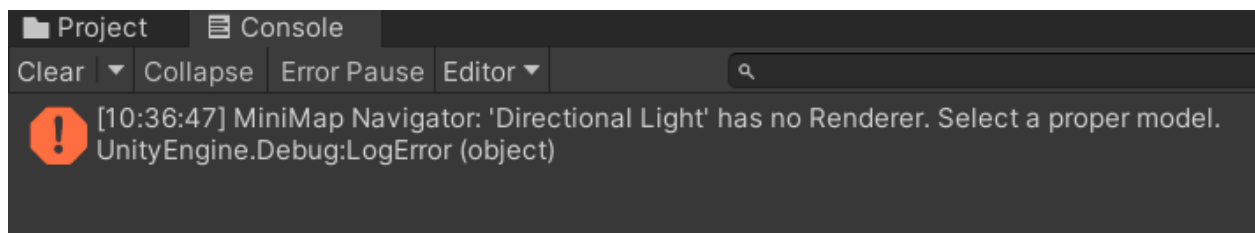
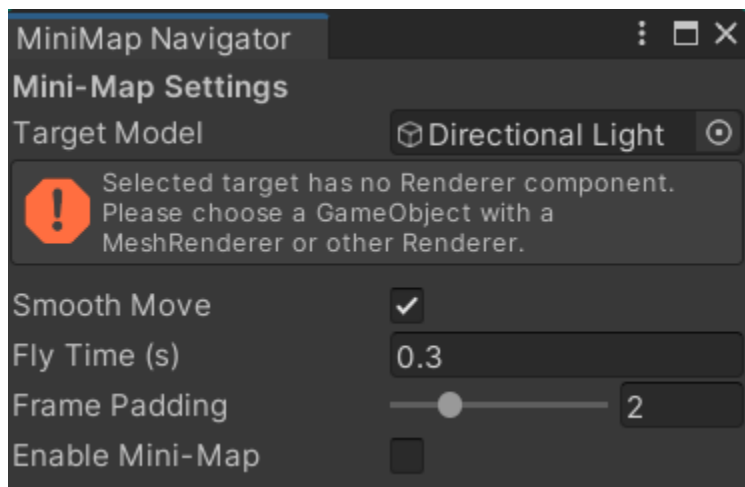
Buttons:

1. **Recalculate Bounds & Camera:** Manually recalculate the target model's bounds and update both the mini-map and Scene View framing.
2. **Frame Model:** Zoom and center the Scene View camera on the target model's padded bounds



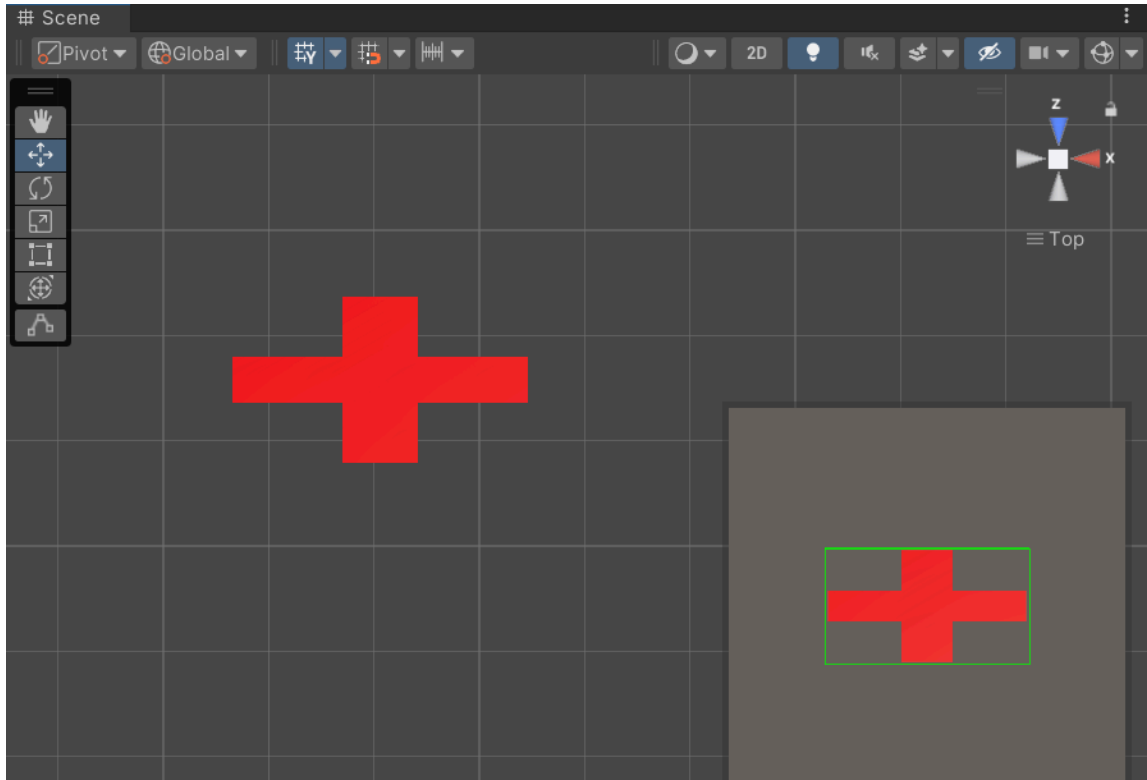
Validation:

1. If the selected Target Model has no Renderer, an error message appears in the tool window, and a console error is logged.
2. The mini-map disables itself and does not render if no valid model is assigned.



Scene View Overlay:

1. The mini-map appears in the bottom-right corner of the Scene View at 256×256 pixels.
2. A green wireframe outlines the model's bounding box in the mini-map.
3. Clicking inside the mini-map moves the Scene View pivot to the corresponding world position within the model bounds.



Automatic Updates:

Bounds and camera recalculations occur automatically when the target model's transform changes or when you swap the target model in the tool window.

Troubleshooting:

1. If the mini-map does not render initially after opening the window, click in the Scene View or reassign the Target Model. The tool forces a repaint on open and on changes.
2. Ensure your Unity Editor supports `SceneView.duringSceneGui` (Unity 2019.1+).