UGUI MiniMap

1.3

Required:

- Unity 5.0++

- UGUI MiniMap 1.3++

Introducction:

UMiniMap is a complete MiniMap / WorldMap solution for Unity uGUI. You can easily create any type of minimap you want for any genre of game, like: race, fps, rpg games etc.

Features:

-UGUI Support.

- Border Maps Icons.
- Static or Dynamic rotation map.

- World map and mini map
- Support custom map masks
- Panning Tweening
- 3D and 2D Mode.
- Zoom In and Out
- Easy to use (Drag and Drop)
- Customize icon color, size, sprite
etc. - Animated Icons
- Zoom Levels
- Tooltips items.
- 2D and 3D Rendering
- Automatic bounds calculation
- Clean code - C#
- Well commented
- Unity and Unity Pro

Get Started:

- Import UGUI MiniMap into your project.

- In the level / scene where you want to put the minimap, drag the prefab of minimap Located in UGUI

MiniMap -> Content -> Prefabs -> Select MiniMap2D or MiniMap3D into scene.

- Assign the target of MiniMap, usually the player or the object controlled by the player in MiniMap -> bl_MiniMap -> Target.

- Assign the target of Compass, usually the player or the object controlled by the player in MiniMap -> bl_Compass -> Target

- Assign the PlayerIcon in bl_MiniMap, located this in MiniMapCanvas -> MiniMap -> MiniMap -> PlayerIcon

- Assign the MMUIRoot in bl_MiniMap, located this in MiniMapCanvas -> MiniMap

- if you edit the position or size of minimap UI, need update this variables with the new position and size.
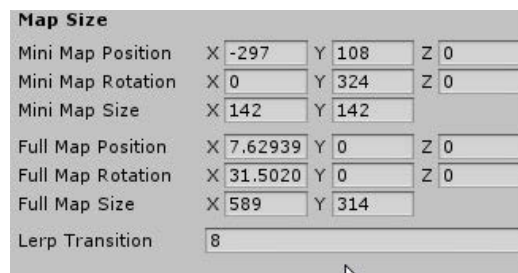
- To do it automatically, you simply place the "Mini Map" on the canvas as you want it, then go to the

context menu of bl_MiniMap, and you will see the following:
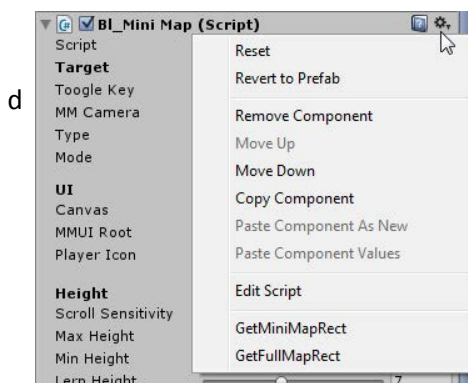
- select the option to take the information transform the

 MiniMap. (GetMiniMapRect and GetFullMapRect).

- Ready!

Create a new item:

- *when we want to add a UI to display on the minimap that references an object.*

-Add bl_MiniMapItem.cs script the object of the scena we want to show the minimap.

-Fill the variables required by following these instruc ons:

-**GraphicPrefab:** The UI prefabs which is instan ated to display in the minimap, it should contain a component Image in the root of prefab.

-**Target:** the object which will follow the UI, if the same as the one containing the component may leave empty.

-**OffSet**: edit the posi on of the target.

-**DeathIcon:** When we call to destroy the icon,this rts change the icon to a icon "death reference",then destroy in certain me.

-**Info Item:** when the items is the bu on type, click on the Icon, it will show this text.

-**OffScreen:** can the icon displayed on the edges.

Destroy the Icon:

-when we need to destroy the instan ated icon, for example when the player dies, we need to remove the minimap icon.

-we rst need to have a reference of bl_MiniMapItem icon you want to remove, eg:

Public bl_MiniMapIcon Icon;//here is the icon script

-then when we need destroy the icon, called this func on:

`public void DestroyItem(bool inmediate)`

where inmediate bool is equal to destroy inmediate call the func on or destroy incertain me and change icon to death icon.

Eg:

Icon.DestroyItem(true);

Take SnapShop in map.

- If you are using Picture mode, you will need a image of map for render, we include a easy solution for this.

- Go to UGUIMiniMap -> Content -> Prefabs -> Util -> SnapShotCamera.
- Drag this prefab to the scene / map.
-position the camera so that it covers the entire map and that this as central as possible as seen in this picture:

- Now you can take the snapShot, in the context menu of
bl_SnapShot.cs select "Take Snap Shot":
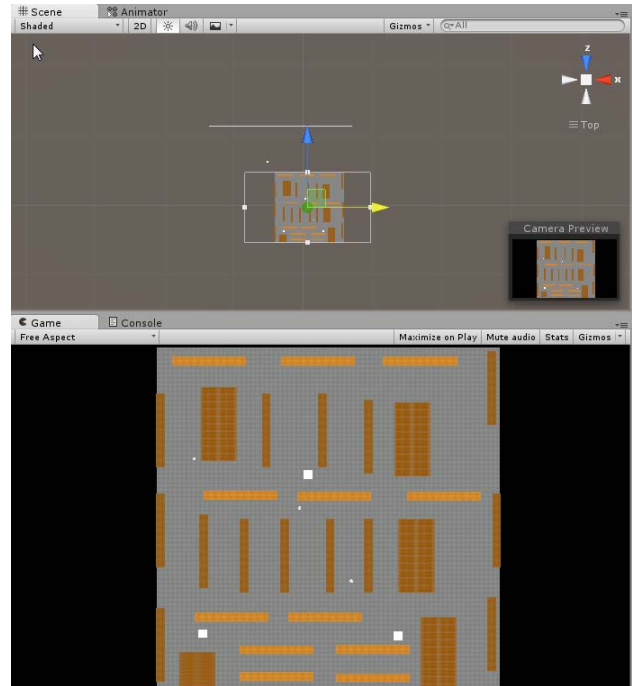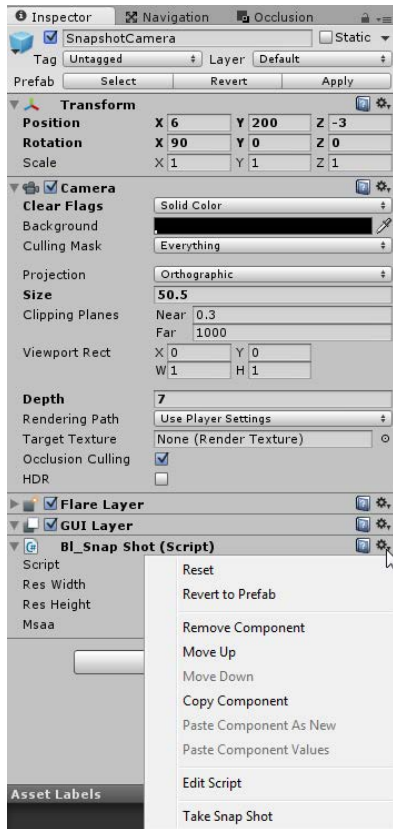
Change MiniMap Position and Size:

when we want to reposition the MiniMap

- in the editor, place the MiniMap on the canvas where you want to put it.

- Then, go to MiniMap GameObject of scene and in bl_MiniMap script open the contex Menu of component.

- In botton of menu you see two options GetMiniMapsRect and GetFullMapRect

- Select the op on what you need (is for minimap or the wordmap),this get the current anchored posi on and size delta of minimap in the editor.

Calculate Bounds Map.

For calculate the size and position of world map.

- Go to the MiniMap In scene ej: MiniMap2D o MiniMap3D -> World Space.

- Now you see in inspector a gizmo indicating the area that MiniMap taken as reference (note, this is only useful in Render Picture mode, it is not necessary in the RealTime mode)

-To change this, use the UI tool of inspector.

-Edit this just as the size and position of your world map, as seen in this picture: (blue area)
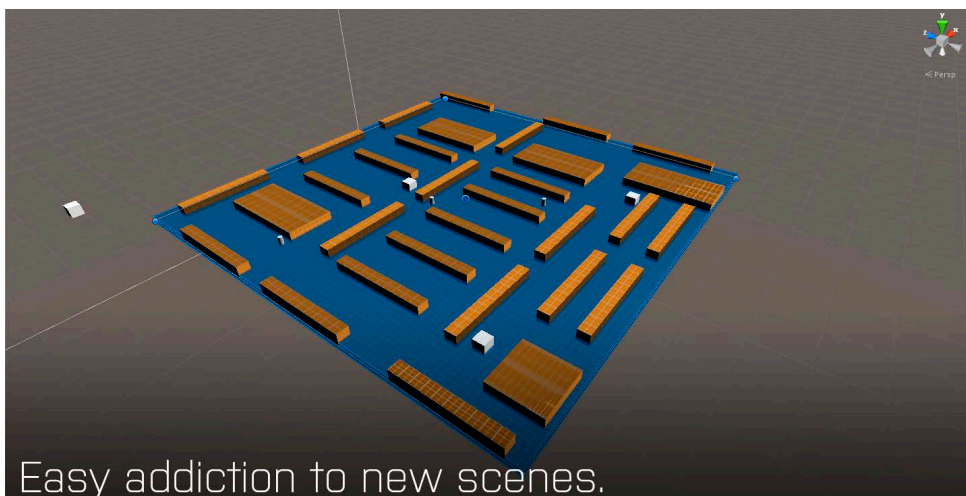
Contact / Support:

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Change Log:

-1.0

-Initial Version

1.1

-Added: Picture Renderer Mode (more optimized than realtime mode)

-Added: 3D Map Mode.

-Added: Word Space bounds.

-Fix: Icons rotation.

-Added: SnapShot Utils.