

MiniMap plugin

How to use:

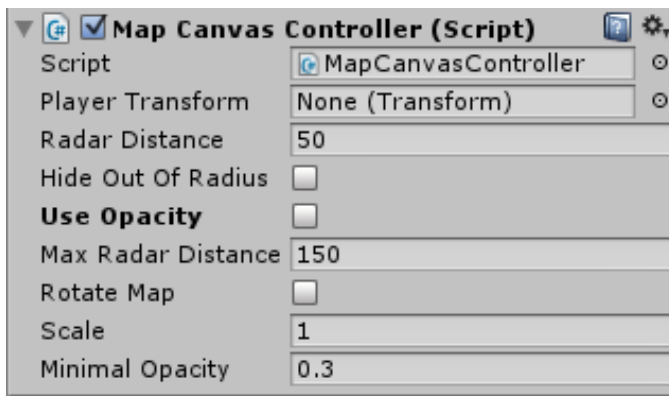
- import the plugin package into your project
- drag the MiniMap prefab to your canvas
- set the player transform
- add the Map Marker component to the objects you want to be shown on the map

A short tutorial can be found here -

<https://www.youtube.com/watch?v=WMvIitdoVrg>

(but first – import the package into your project)

Description of the map options:



Player transform is transform of the object that is the midpoint of the map.

Radar distance – if the object is within this distance it will be shown on the map. If objects are farther than this distance - they will be always on the border of the map or now shown at all, depending on the **Hide Out Of Radius** value.

Objects that are farther than **Radar Distance** but are within **Max Radar Distance** will be shown on the border of the map if **Hide Out Of Radius** is false. If **Use Opacity** is true, those objects will become more transparent while getting closer to **Max Radar Distance**.

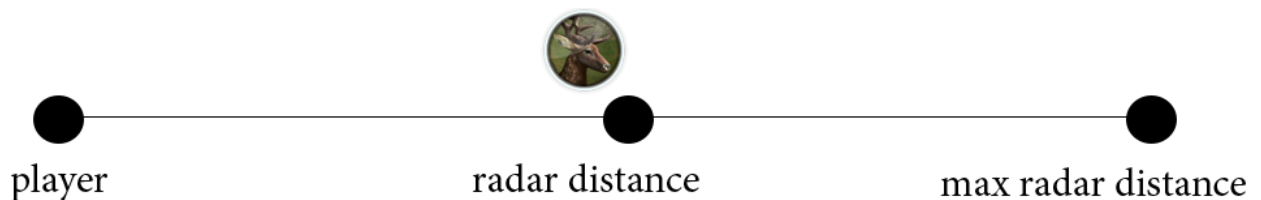
If **Rotate Map** is enabled, the map will rotate and the player arrow will point straight forward, otherwise the map will be fixed and the arrow will show the direction.

Scale is used to scale **Radar Distance** and Max **Radar Distance**.

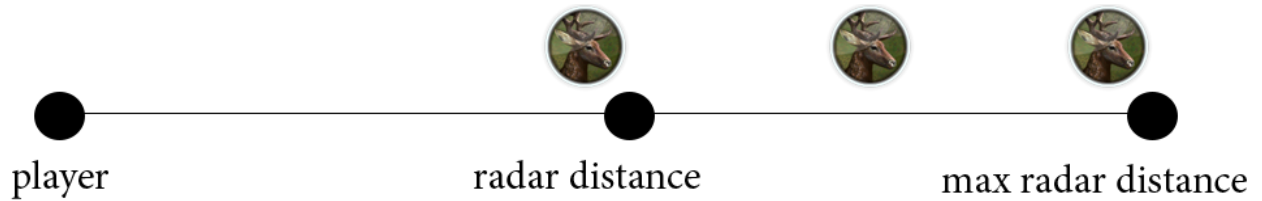
Minimal Opacity - minimal opacity for the markers that are farther than radar distance.

Next pictures will show how the marker will be shown on the map depending on the options

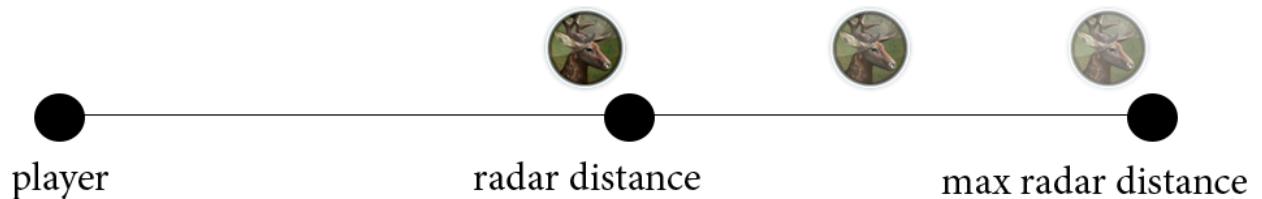
Hide out of radius = true:



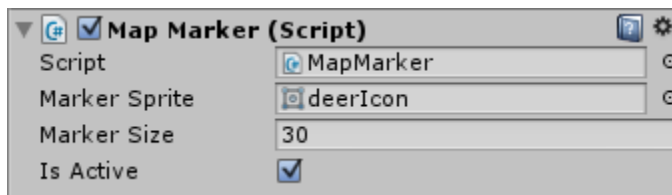
Hide out of radius = false, use opacity = false:



Hide out of radius = false, use opacity = true:



Map Marker options:



Marker Sprite – with this image the object will be marked on the map.
Sample sprites are included in the package.

Marker Size – width and height of the marker.

Is Active – if false – the object won't be shown on the map.