MapToolkit

Lite version

www.motivebuild.com

1. Overview

'MapToolkit' is a tool for easy implementation of Google map in Unity. it supports a variety of platforms including mobile and provides required functions for working.

Feature
- Map zoom in/out function
- Support 2D Mode/3D Mode
- Supported Platforms : PC , Web , Android , iOS
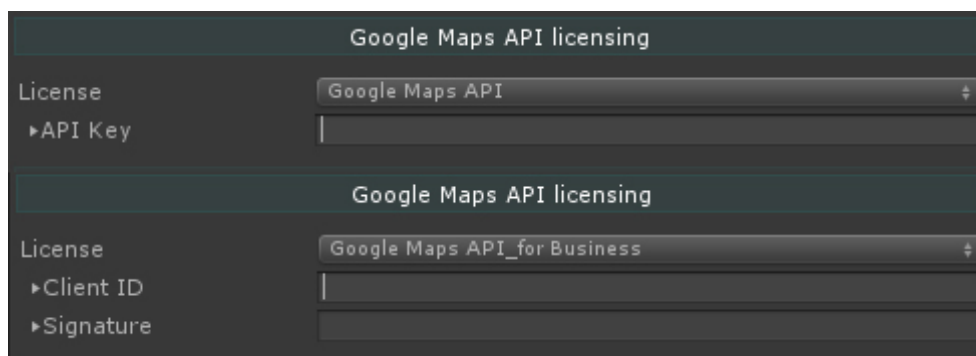
Package Contents
- Plugins folder
- Resources folder
- Script folder
- PHP file
- Demo Scene

2. MapToolkit License Policy

Please note that this plug-in provides the resources used in Unity for convenient development of Google StaticMaps API in unity.

For the Google Maps API option, there are free and business licenses.
There is a separate interface for such users to select whether users will use the free license or a paid license.

Developer or Distributer is responsible for Google Map License Policy on the Final results using 'MapToolkit'.

Before you use an this plug-in, we recommend that you visit the official site of Google Map and fully understand the related information.
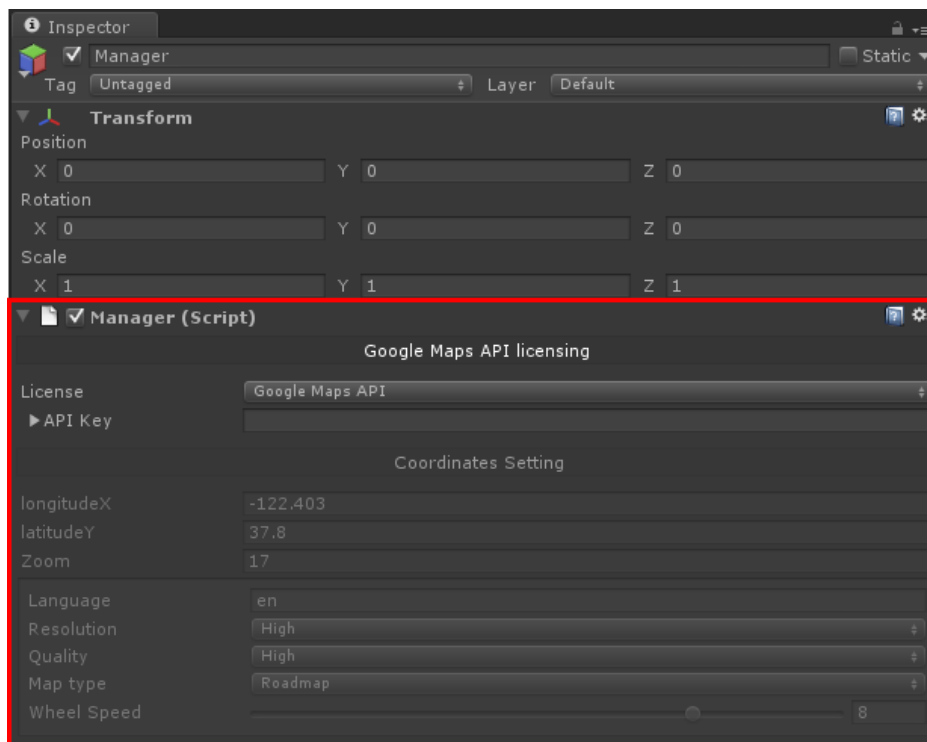If you want to know more about Google Map API, see the link below.
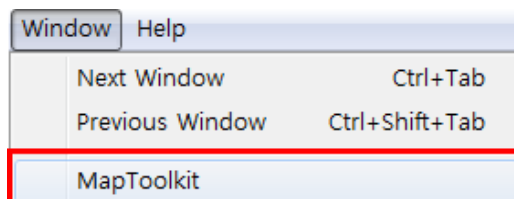
3. Getting Started

Editor Interface

The MapToolkit interface consists of basic components:

-Google Maps API licensing

 : Fill the information on your licenses.

-Coordinates Setting

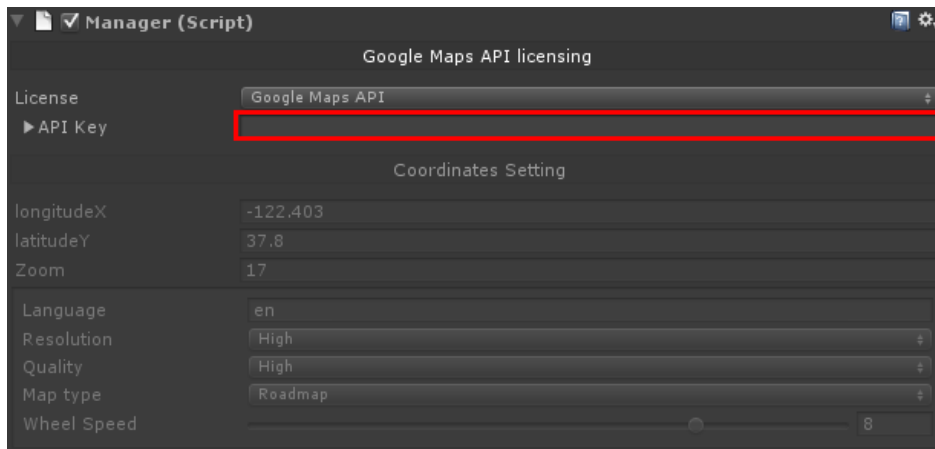 : Set the basic map information.

Getting Started

1. Click 'MapToolkit' to produce the relevant GameObject as follows:

2. Getting a Google Maps API Key

To use Google Maps you need to create a valid Google Maps API key. The key is free,

you can use it with any of your applications that call the Maps API, and it supports an unlimited number of users.
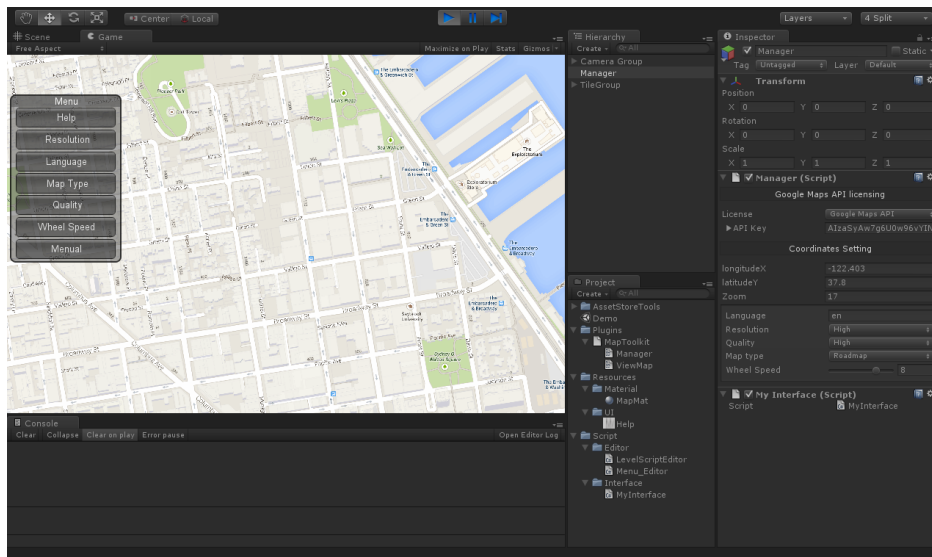

Step 1 : Creating the SHA-1 for your signature key
Step 2 : Go to Google API Console: Click here!
Step 3 : Register with the Google APIs Console : Activate the Static Maps API service.
Step 4 : Create key for your application

The procedure is described in detail in the following link : link-1| link-2
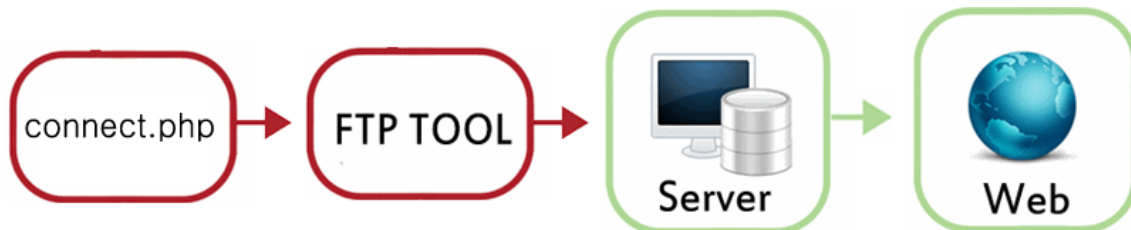and this is link for business licenses user.

3. Start Play Mode

Setting WebPlayer

IMPORTANT
-It will work normally only if **curl** is installed in PHP environment.
-Please note the web server **traffic** overload.

1. Change the platform into the WebPlayer mode.
2. Save connect.php to server computer through FTP tool.
3. Input the server domain address in Unity

<example URL>

Interface

You can control the functions needed by the map in real-time.

-Help : It displays how you can use the map.
-Resolution : Set the resolution of the map.
 For large screen sizes : 'High' is recommended.
 For small screen sizes : 'Low' is recommended.
 For mobile & Web : 'Low' is recommended.
-Language : Set a language.
-Maptype : It supports a variety of map types.
-Quality: Set a map quality.
-Wheel speed : Please set the ratio and size for enlargement
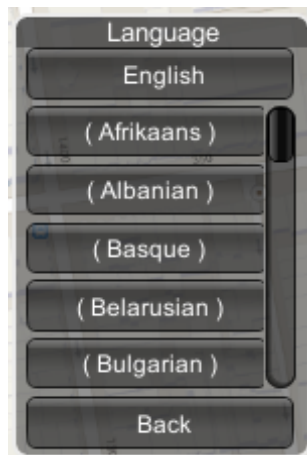   and reduction

-2D/3D : Convert to 2D/3D mode.

Mode	Default shortcut
2D	Esc
3D	Alt + Mouse left button

<Resolution -High>

<Resolution -Low>
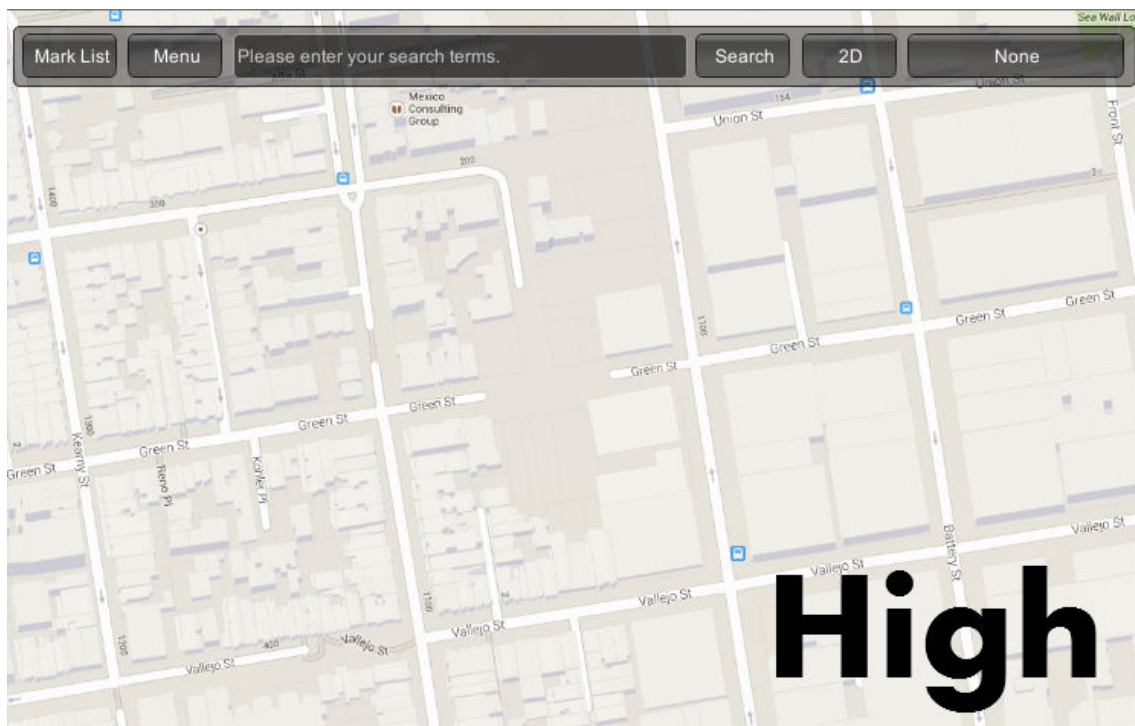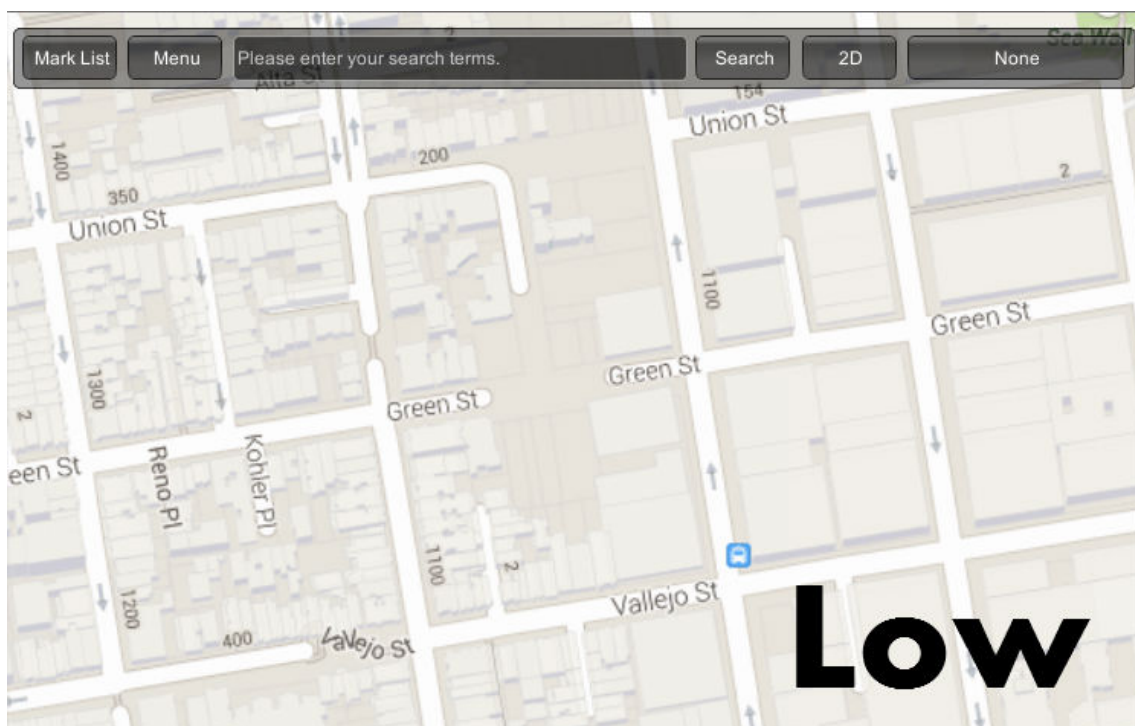
| < Language > | < Maptype > |

4. API Documentation

Please refer to the website. : link

5. System Description

This lays out the map in the form of tiles. Each tile has a BoxCollider and a Rigidbody and uses the 'Respawn' tag. Every time you zoom in on the map, the existing map is copied then immediately deleted to create a persistence of vision.

For the optimization of the map, there is a limit to the number of tiles created and the distance.

The camera is consisted of the main camera and a sub-camera to locate the point of the mouse, as well as a 3D camera to view the map in 3D.

The coordinate of the map is calculated based on the location of the main camera.

The map setting can be adjusted in the Manager object.

The resetting of the map for zoom-in in the mobile version is executed when the touch ends.

6. Contact us

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