**Unity3D小地图功能代码**

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**Unity3D**小地图功能代码：

using UnityEngine;

using System.Collections;

public class minMap : MonoBehaviour {

public Texture backGround;//小地图背景

public Texture playerMiniLogo;//玩家标记(可旋转)

public Texture NpcMiniLogo;//NPC标记 如建筑

public Texture DirectionArrow;

public Transform Player;//玩家所在位置

public float arrowAngle=0;

//real map size(3d world units)

public float mapWidth=2000;//场景实际宽

public float mapHeight=2000;//场景实际高

//minimap size(texture)

public float miniMapWidth=256;//小地图宽

public float miniMapHeight=256;//小地图高

//

private float backAlpha=0.9f;//背景透明度

public string NpcTags="NPC";

private GameObject[] DrawNpcs;

// Use this for initialization

void Start () {

DrawNpcs = GameObject.FindGameObjectsWithTag(NpcTags);

}

// Update is called once per frame

void Update () {

}

void OnGUI()

{

DrawMiniMap(Screen.width - miniMapWidth, Screen.height - miniMapHeight, 2);

}

void DrawMiniMap(float LeftX,float LeftY,int PointSize)

{

GUI.depth=-10;

GUI.color=new Color(1,1,1,backAlpha);

GUI.DrawTexture(new Rect(LeftX,LeftY,miniMapWidth,miniMapHeight),backGround);

//draw npcs

if(DrawNpcs != null)

{

for (int i = 0; i < DrawNpcs.Length;i++ )

{

GameObject npc = DrawNpcs[i];

GUI.color = new Color(1, 1, 1, 1);

GUI.DrawTexture(new Rect(LeftX + (npc.transform.position.x / mapWidth) \* miniMapWidth - (PointSize / 2), LeftY + (miniMapHeight - (npc.transform.position.z / mapHeight) \* miniMapHeight - (PointSize / 2)), PointSize, PointSize), NpcMiniLogo);

}

}

//draw direction arrow 绘制玩家图标可旋转箭头

if (DirectionArrow != null)

{

GUI.depth = 20;

GUI.color = new Color(1, 1, 1, 1);

GUIUtility.RotateAroundPivot(Player.eulerAngles.y, new Vector2(LeftX + (Player.position.x / mapWidth) \* miniMapWidth, LeftY + (miniMapHeight - (Player.position.z / mapHeight) \* miniMapHeight)));

GUI.DrawTexture(new Rect(LeftX + (Player.position.x / mapWidth) \* miniMapWidth - (DirectionArrow.width / 2), LeftY + (miniMapHeight - (Player.position.z / mapHeight) \* miniMapHeight - (DirectionArrow.height / 2)), DirectionArrow.width, DirectionArrow.height), DirectionArrow);

GUI.matrix = Matrix4x4.identity;

}

}

}