



AA Map and Minimap System
Documentation

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1) What is AA Map and Minimap System?

AA Map and Minimap System is a **Unity Asset** developed by **Ahmet ALP** to enable the game developers to create customizable maps and minimaps for their games.

2) How to install?

Step 1: After purchasing the asset, in the Unity Editor window, go to **Window > Package Manager**.

Step 2: In the Package Manager window, on the top left corner, select **Packages : My Assets**.

Step 3: Locate **AA Map and Minimap System** in the list that is located on the left side of the window.

Step 4: Press **Download** and wait for the Package Manager to download the asset.

Step 5: Press **Import**.

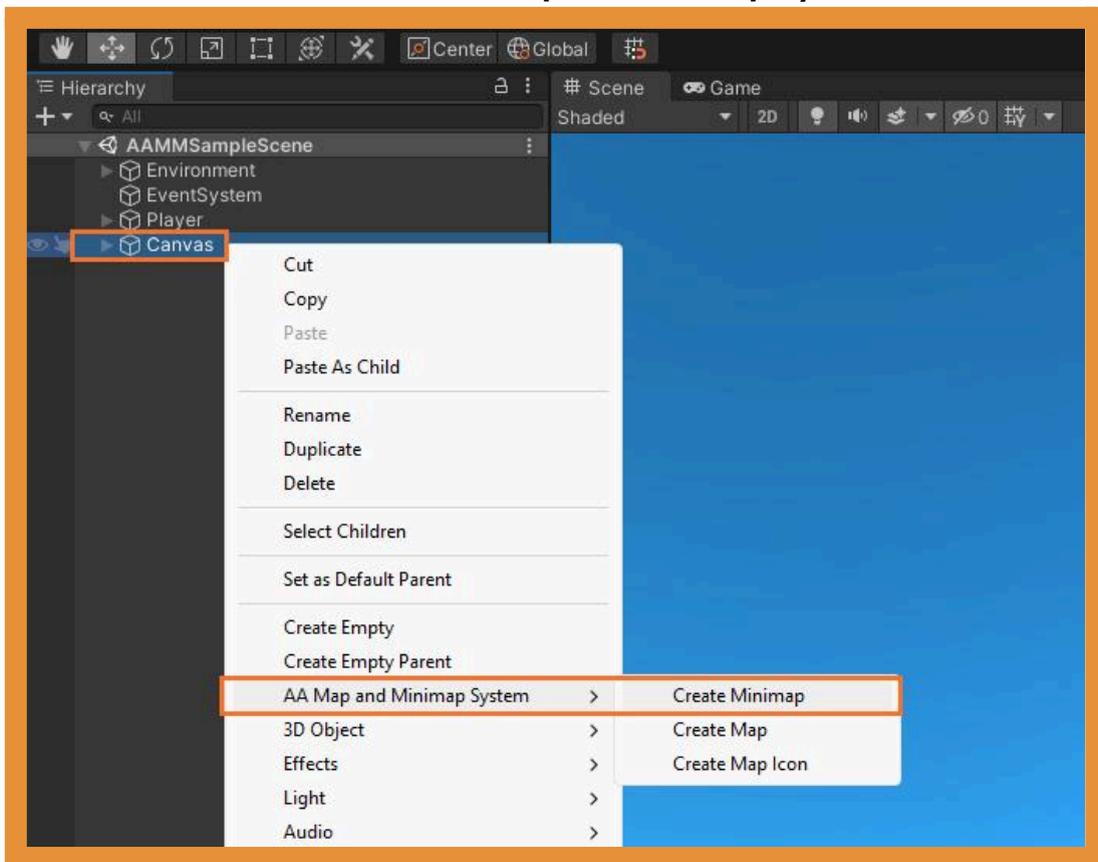
Step 6: On the **Import Unity Package** window, press **Import** and wait for Unity to install the asset to your current project.

✓ Installation has been completed!

3) How to create a Minimap?

Step 1: In the Hierarchy, locate the **Canvas** in your scene.

Step 2: Right click on the Canvas and select **AA Map and Minimap System > Create Minimap**.

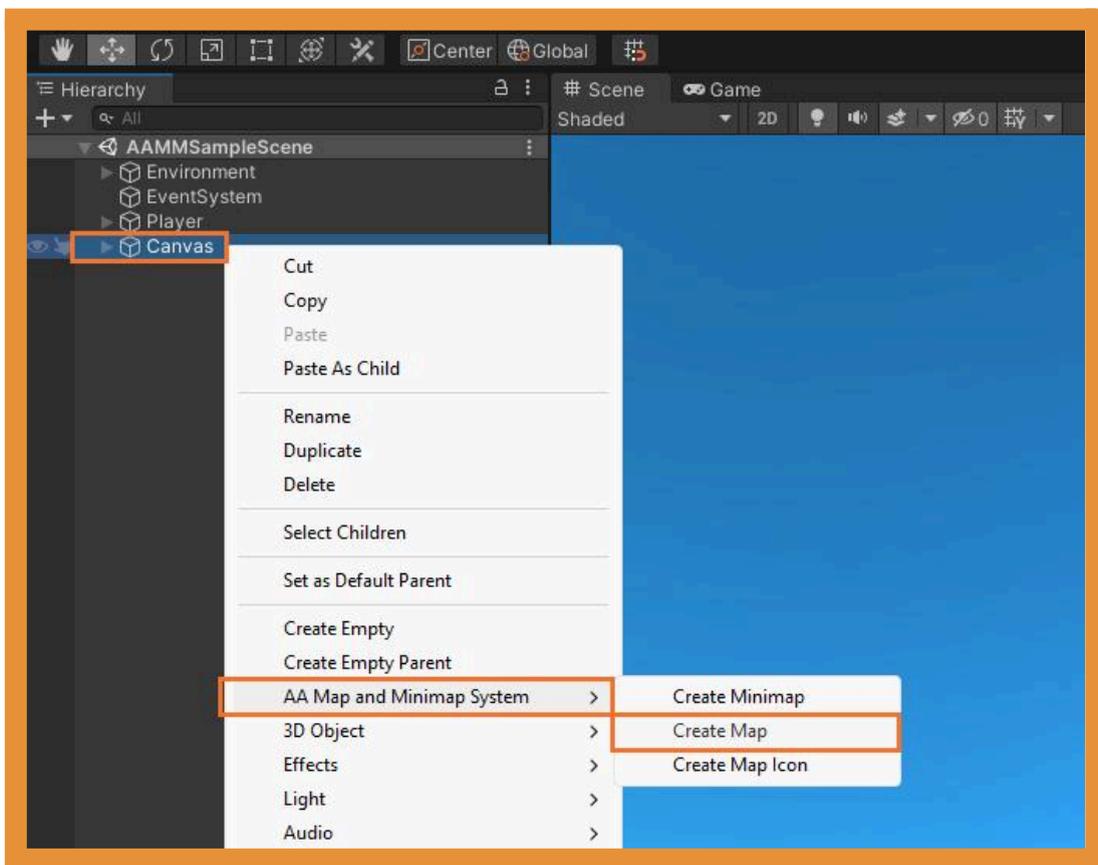


At this point, two new GameObjects have been created on the scene: **Minimap** and **Minimap Camera**. The Minimap GameObject is located under your canvas and it has a component called **Minimap Manager**. You will be using this component to adjust the minimap properties.

4) How to create a Map?

Step 1: In the Hierarchy, locate the **Canvas** in your scene.

Step 2: Right click on your canvas and select **AA Map and Minimap System > Create Map**.

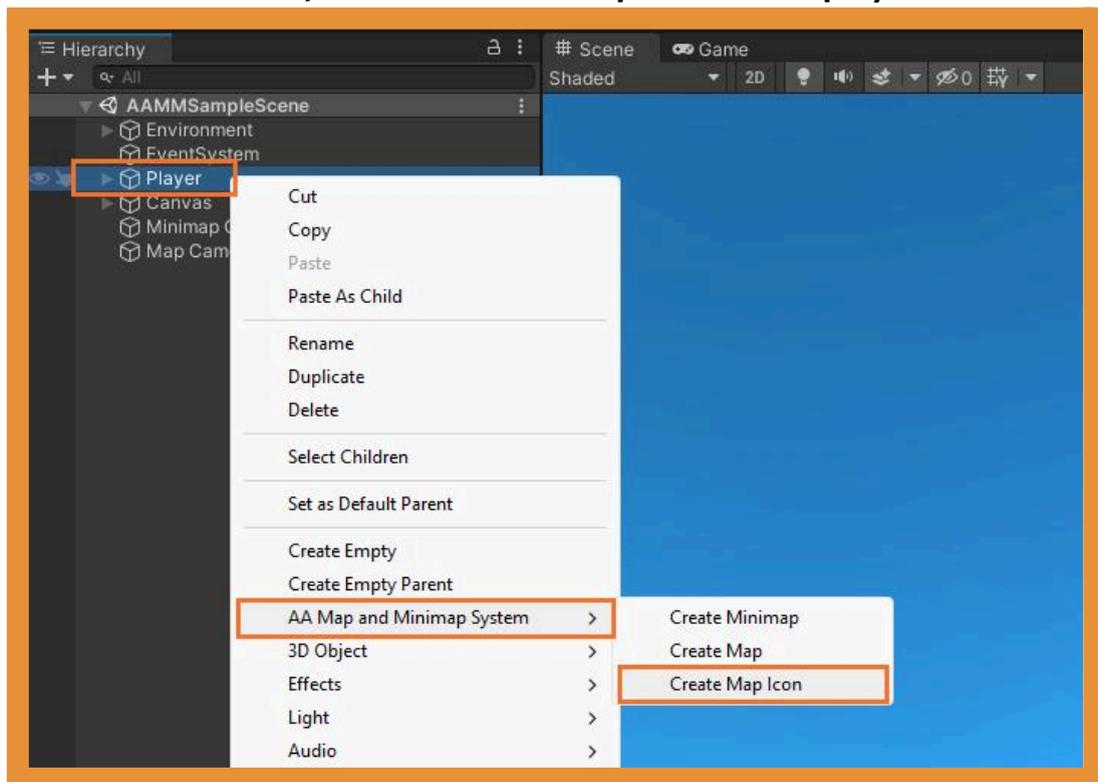


Two new GameObjects will be created on the scene: **Map** and **Map Camera**. The Map GameObject has a component called **Map Manager**. You will be using this component to adjust the map properties.

5) How to create a Map Icon?

Step 1: In the Hierarchy, locate the GameObject you want to add a map icon to. For example: The player.

Step 2: Right click on the GameObject and select **AA Map and Minimap System > Create Map**.



A new GameObject named **Map Icon** will be created as a child to the target GameObject. This Map Icon GameObject has a component called **Map Icon**. You will be using this component to adjust the map icon.

◆ Map Icons are visible both on the map and the minimap.

6) Map Properties

PROPERTY NAME	DESCRIPTION	GET METHOD	SET METHOD
Enabled	A bool variable that determines the visibility of the map. If this is true, the map will be visible, if this is false, the map will be invisible. You can use this option to enable and disable the map during the runtime.	IsMapEnabled()	EnableMap() DisableMap()
Map Shortcut	Shortcut button to enable the map during the runtime.	GetShortcut()	SetShortcut()
Map Exit Shortcut	Shortcut button to disable the map during the runtime.	GetExitShortcut()	SetExitShortcut()
Map Shape	Shape of the map.	GetMapShape()	SetMapShape()
Map Opacity	Opacity of the map. This is a float value between 0 and 1.	GetOpacity()	SetOpacity()
Display Directions	A bool variable that determines the visibility of the map direction signs. If this is true North, East, South and West directions will be displayed on the map.	AreDirectionsEnabled()	EnableDirections() DisableDirections()
Directions Position	Position of the map directions.	GetDirectionsPosition()	SetDirectionsPosition()
Directions Distance	Distance of the direction signs from their center.	GetDirectionsDistance()	SetDirectionsDistance()
Directions Default Rotation	Default rotation value of the direction signs. This is a float value between -360 and 360.	GetDirectionsDefaultRotation()	SetDirectionsDefaultRotation()
Directions Font	Font of the map directions.	GetDirectionsFont()	SetDirectionsFont()
Directions Font Size	Font size of the map directions.	GetDirectionsFontSize()	SetDirectionsFontSize()
Directions Color	Color of the map directions.	GetDirectionsColor()	SetDirectionsColor()
Directions Have Background Image	A bool value that determines the visibility of the direction backgrounds.	AreDirectionsBGEnabled()	EnableDirectionsBackgroundImages() DisableDirectionsBackgroundImages()
Directions Background Size	Size of the background image of the directions.	GetDirectionsBackgroundImageSize()	SetDirectionsBackgroundImageSize()
Directions Background Image	Background image of the map directions.	GetDirectionsBackgroundImage()	SetDirectionsBackgroundImage()
Directions Background Color	Background color of the map directions.	GetDirectionsBackgroundColor()	SetDirectionsBackgroundColor()
Display North	A bool variable. If true, the North sign will be displayed.	IsNorthEnabled()	EnableNorthSign() DisableNorthSign()

Display East	A bool variable. If true, the East sign will be displayed.	IsEastEnabled()	EnableEastSign() DisableEastSign()
Display South	A bool variable. If true, the South sign will be displayed.	IsSouthEnabled()	EnableSouthSign() DisableSouthSign()
Display West	A bool variable. If true, the West sign will be displayed.	IsWestEnabled()	EnableWestSign() DisableWestSign()
Have Border	A bool variable. If true, the map border will be displayed.	IsBorderEnabled()	EnableBorder() DisableBorder()
Border Sprite	Sprite of the map border.	GetBorderSprite()	SetBorderSprite()
Border Color	Sprite color of the map border..	GetBorderColor()	SetBorderColor()
Border Rotation	Default rotation of the map border.	GetBorderRotation()	SetBorderRotation()
Have Zoom Buttons	A bool variable. If true, the zoom in/out buttons will be displayed.	AreZoomButtonsEnabled()	EnableZoomButtons() DisableZoomButtons()
Zoom Button Colors	Color of the zoom buttons.	GetZoomButtonsColor()	SetZoomButtonsColor()
Zoom Buttons Size	Size of the zoom buttons.	GetZoomButtonsSize()	SetZoomButtonsSize()
Zooming Sensitivity	The zooming sensitivity is the strength of the zoom in and zoom out actions.	GetZoomingSensitivity()	SetZoomingSensitivity()
Zooming Minimum Range	Minimum range the player can get while zooming in.	GetMinimumRange()	SetMinimumRange()
Zooming Maximum Range	Maximum range the player can get while zooming out.	GetMaximumRange()	SetMaximumRange()
Zoom In Sprite	Sprite of the zoom in button.	GetZoomInSprite()	SetZoomInSprite()
Zoom Out Sprite	Sprite of the zoom out button.	GetZoomOutSprite()	SetZoomOutSprite()
Zoom In Button Position	Position of the zoom in button.	GetZoomInPosition()	SetZoomInPosition()
Zoom Out Button Position	Position of the zoom out button.	GetZoomOutPosition()	SetZoomOutPosition()
Display Grid	A bool variable. If true, a grid will be displayed on the map.	IsGridEnabled()	EnableGrid() DisableGrid()
Grid Sprite	Sprite of the map grid.	GetGridSprite()	SetGridSprite()
Grid Color	Color of the map grid.	GetGridColor()	SetGridColor()
Grid Opacity	Opacity of the map grid. A float value between 0 and 1.	GetGridOpacity()	SetGridOpacity()
Grid Scale	Scale of the map grid.	GetGridScale()	SetGridScale()
Grid Rotation	Default rotation of the map grid.	GetGridRotation()	SetGridRotation()
Map Camera	The "Map Camera" game object in your hierarchy. This game object is generated at the same time with the Map game object.	GetMapCamera()	SetMapCamera()
Camera Rotation	Default rotation of the map camera on the Y axis. This is a float value between -360 and 360.	GetMapCameraRotation() ()	SetMapCameraRotation()

Clear Flags	<p>What to display in empty areas of the map camera's view.</p> <p>Choose Skybox to display a skybox in the empty areas.</p> <p>Choose Solid Color to display a solid background color in empty areas.</p> <p>Choose Depth Only to display nothing in empty areas.</p> <p>Choose Don't Clear to display whatever was displayed in the previous frame in empty areas.</p>	GetClearFlags()	SetClearFlags()
Background Color	Camera clears the screen to this color before rendering.	GetCameraBackgroundColor()	SetCameraBackgroundColor()
Map Camera Height	Position of the map camera on the Y axis. It is recommended to set this value above the shadow distance in your scene.	GetMapCameraHeight()	SetMapCameraHeight()
Map Camera Range	Range of the map camera. Increase this value to display larger parts on the map.	GetMapCameraRange()	SetMapCameraRange()
Have Background	A bool value. If true, the map is going to have a background.	IsBackgroundEnabled()	EnableBackground() DisableBackground()
Background Image	Map background image.	GetBackgroundImage()	SetBackgroundImage()
Background Color	Color of the map background image.	GetBackgroundColor()	SetBackgroundColor()
Have Exit Button	A bool value. If true, the map is going to have an exit button.	IsExitButtonEnabled()	EnableExitButton() DisableExitButton()
Exit Button Sprite	Sprite of the map exit button.	GetExitButtonSprite()	SetExitButtonSprite()
Exit Button Color	Color of the map exit button.	GetExitButtonColor()	SetExitButtonColor()
Exit Button Position	Position of the map exit button.	GetExitButtonPosition()	SetExitButtonPosition()
Exit Button Size	Size of the map exit button.	GetExitButtonSize()	SetExitButtonSize()

7) Minimap Properties

PROPERTY NAME	DESCRIPTION	GET METHOD	SET METHOD
Minimap Shape	Shape of the minimap.	GetMinimapShape()	SetMinimapShape()
Minimap Opacity	Opacity of the minimap. This is a float value between 0 and 1.	GetMinimapOpacity()	SetMinimapOpacity()
Display Directions	A bool value. If true, "North, East, South and West" directions will be displayed on the minimap.	AreDirectionsEnabled()	EnableDirections() DisableDirections()
Directions Distance	Distance from the center of the minimap to the position of the direction signs.	GetDirectionsDistance()	SetDirectionsDistance()

Directions Default Rotation	Default rotation value of the direction signs.	GetDirectionsDefaultRotation()	SetDirectionsRotation()
Directions Font	Font of the minimap direction signs.	GetDirectionsFont()	SetDirectionsFont()
Directions Font Size	Font size of the minimap direction signs.	GetDirectionsFontSize()	SetDirectionsFontSize()
Directions Color	Color of the minimap direction signs.	GetDirectionsFontColor()	SetDirectionsFontColor()
Directions Background Image	A bool value. If true, the direction signs are going to have background images.	DoesDirectionsHaveBackground()	EnableDirectionsBackground() DisableDirectionsBackground()
Directions Background Size	Size of the background images of the minimap direction signs.	GetDirectionsBackgroundSize()	SetDirectionsBackgroundSize()
Directions Background Image	Background image of the minimap direction signs.	GetDirectionsBackgroundImage()	SetDirectionsBackgroundImage(...)
Directions Background Color	Background color of the minimap direction signs.	GetDirectionsBackgroundColor()	SetDirectionsBackgroundColor()
Display North	A bool value. If true, the North sign will be displayed on the minimap.	IsNorthActive()	EnableNorthSign() DisableNorthSign()
Display East	A bool value. If true, the East sign will be displayed on the minimap.	IsEastActive()	EnableEastSign() DisableEastSign()
Display South	A bool value. If true, the South sign will be displayed on the minimap.	IsSouthActive()	EnableSouthSign() DisableSouthSign()
Display West	A bool value. If true, the West sign will be displayed on the minimap.	IsWestActive()	EnableWestSign() DisableWestSign()
Have Border	A bool value. If true, the minimap is going to have a border.	IsBorderActive()	EnableBorder() DisableBorder()
Border Sprite	Sprite of the minimap border.	GetBorderSprite()	SetBorderSprite()
Border Color	Color of the minimap border.	GetBorderColor()	SetBorderColor()
Border Rotation	Default rotation of the minimap border. This is a float value between -360 and 360.	GetBorderRotation()	SetBorderRotation()
Rotate With Inner Display	A bool value. If true, the minimap border is going to rotate with the minimap display.	DoesBorderRotate()	EnableBorderRotation() DisableBorderRotation()
Have Zoom Buttons	A bool value. If true, the minimap is going to have zoom in and zoom out buttons.	AreZoomButtonsEnabled()	EnableZoomButtons() DisableZoomButtons()
Zoom Buttons Color	Color of the zoom in and zoom out buttons.	GetZoomButtonsColor()	SetZoomButtonsColor()
Zoom Buttons Size	Size of the zoom in and zoom out buttons.	GetZoomButtonsSize()	SetZoomButtonsSize()
Zooming Sensitivity	The zooming sensitivity is the strength of the zoom in and zoom out actions.	GetZoomingSensitivity()	SetZoomingSensitivity()
Minimum Range	Minimum range the player can get while zooming in.	GetMinimumRange()	SetMinimumRange()

Maximum Range	Maximum range the player can get while zooming out.	GetMaximumRange()	SetMaximumRange()
Zoom In Sprite	Sprite of the zoom in button.	GetZoomInSprite()	SetZoomInButtonSprite()
Zoom Out Sprite	Sprite of the zoom out button.	GetZoomOutTexture()	SetZoomOutButtonSprite() ()
Zoom In Button Position	Position of the zoom in button.	GetZoomInButtonPosition()	SetZoomInButtonPosition() ()
Zoom Out Button Position	Position of the zoom out button.	GetZoomOutButtonPosition()	SetZoomOutButtonPosition() ()
Display Grid	A bool value. If true, a grid will be displayed on the Minimap.	IsGridEnabled()	EnableGrid() DisableGrid()
Grid Sprite	Sprite of the Minimap Grid.	GetGridSprite()	SetGridSprite()
Grid Color	Color of the Minimap Grid.	GetGridColor()	SetGridColor()
Grid Opacity	Opacity of the Minimap Grid. This is a float value between 0 and 1.	GetGridOpacity()	SetGridOpacity()
Grid Scale	Scale of the minimap grid.	GetGridScale()	SetGridScale()
Grid Rotation	Default rotation of the minimap grid. This is a float value between -360 and 360.	GetGridRotation()	SetGridRotation()
Rotate Grid With Camera	A bool value. If true, the minimap grid will rotate with the camera.	DoesGridRotatesWithCamera()	RotateGridWithCamera() DontRotateGridWithCamera()
Target Object	If you assign a GameObject to this, the minimap camera is going to follow it. Most of the time, the Target Object is the player game object. Having a Target Object is optional.	GetTargetObject()	SetTargetObject()
Minimap Camera	The “Minimap Camera” GameObject in your hierarchy. This GameObject is generated with Minimap.	GetMinimapCamera()	SetMinimapCamera()
Rotate With Target	A bool value. If true, the minimap camera is going to rotate on the Y axis with the target game object.	DoesCameraRotateWithTarget()	EnableRotateWithTarget() DisableRotateWithTarget()
Default Rotation	Default rotation of the minimap camera according to the Target Object.	GetMinimapCameraDefaultRotation()	SetMinimapCameraDefaultRotation()
Minimap Camera Height	The position of the minimap camera on the Y axis. If you assign a Target Object, Target Object’s position on the Y axis will be added to the minimap camera’s position. It is recommended to set this value above the shadow distance in your scene.	GetMinimapHeight()	SetMinimapHeight()
Minimap Camera Range	Range of the minimap camera. Increase this value to display larger parts on your minimap.	GetMinimapRange()	SetMinimapRange()

Clear Flags	<p>What to display in empty areas of the minimap camera's view.</p> <p>Choose Skybox to display a skybox in the empty areas.</p> <p>Choose Solid Color to display a solid background color in empty areas.</p> <p>Choose Depth Only to display nothing in empty areas.</p> <p>Choose Don't Clear to display whatever was displayed in the previous frame in empty areas.</p>	GetClearFlags()	SetClearFlags()
Background	Camera clears the screen to this color before rendering.	GetBackgroundColor()	SetBackgroundColor()

8) Map Icon Properties

PROPERTY NAME	DESCRIPTION	GET METHOD	SET METHOD
Icon	Map icon.	GetMapIcon()	SetMapIcon()
Icon Height	Position of the map icon on the Y axis.	GetIconHeight()	SetIconHeight()
Icon Size	Width and height of the map icon.	GetIconSize()	SetIconSize()
Icon Rotation	Rotation of the map icon.	GetIconRotation()	SetIconRotation()
Minimap Camera	The "Minimap Camera" game object.	GetMinimapCamera()	SetMinimapCamera()
Rotate With Camera	A bool value. If true, the map icon is going to rotate with the minimap camera.	DoesIconRotateWithCamera()	RotateIconWithCamera() DontRotateIconWithCamera()

9) Supported platforms.

- Windows
- Mac
- Linux
- iOS
- Android
- PS4
- PS5
- Xbox
- WebGL

10) Developer contact.

AHMET ALP
<u>Asset Store Profile</u>
<u>Website</u>
<u>Email</u>