

# Tile Based Minimap Changelog

## Plugin

### 2.4.0

#### 2.3.1

- add 5.7 version
- update plugin content folder

#### 2.3.0

- update material tile grid widget to work with menu maps (panel based widget is now obsolete)
- add more control on how tiles are loaded and unloaded
- make tile widget display less tiles around center position instead of removing all tiles if exceeding limit
- put removed material tile widgets in a pool for quick reuse

#### 2.2.2

- fix minimap widget not getting initial update correctly if set to update every frame

#### 2.2.1

- fix tile loader calculations error on perfectly aligned maps

#### 2.2.0

- delay blip widget's SetupBlip call until after the blip material and texture are loaded
- add a way to specify console commands for capturing tiles
- rework internal math calculations
- add the ability to reuse grids
- improve grid switch trigger logic by finding closest grid if no suitable grid is found based on priority
- rework tile loader so it properly calculates the list of tiles to load taking rotation into account
- add support to use multiple triggers
- add support to use different trigger shapes (box/sphere/capsule)
- remove legacy tile renderer
- add blip size multiplier to minimap widget that affects all of its displayed blips
- detect FPS cap and update widget tick rate accordingly
- add sample blueprint widgets to the plugins content directory
- small fixes, improvements and code cleanup

## 2.1.2

- fix out of bounds crash
- code cleanup

## 2.1.1

- fixed an issue in Player Blip Component which prevented the player from adding a waypoint

## 2.1.0

- changed internal type of grid IDs from tags to names (tags can still be used)
- added the ability to register grids by data table reference which also adds the data table info to the subsystem making plugin settings data table reference optional
- changed plugin settings data table references so multiple data tables can now be selected
- added custom log category
- fixed GPS path scaling
- changed tile renderer to work directly on data table row references instead of tags
- fixed an issue in tile renderer with rendering dynamic mesh components

## 2.0.4

- improved tile renderer; it is now possible to specify render format which helps with rendering satellite maps

## 2.0.3

- added alternate ways to replicate player blips

## 2.0.2

- fixed a crash caused by the tile renderer trying to access physical material from empty material slots
- added more asserts to check if data tables got loaded properly at startup

## 2.0.1

- fixed a network issue with blips not getting removed after the owner client disconnects from the game
- fixed a network issue with blips getting their client data overriden by server's data (if the blip is set to use the client data only)

## 2.0.0

- added new tile renderer
- added new menu map widget class with proper panning support (mouse, keyboard, pad)
- added new action game minimap widget class which has the old BP only dynamic speed zoom and tilt mechanics

- added new blip querying system that allows filtering which blips to display
- key bindings can now be configured through the widget's settings
- grids, blips setups and blip effects are now identified by gameplay tags; additionally blip instances can also be optionally identified by tags
- previous example project exclusive blip actor components have been remade as C++ components and are part of the plugin
- general improvements and fixes of the system
- added [TBM API Reference](#)

## 1.2.2

- fixed 5.3 crash
- fixed possible performance issues with tile widgets

## 1.2.1

- minor code improvements
- added UE 5.3 support

## 1.2.0

- replaced UOverlays with UCanvas allowing for blip display Z order
- added blip grid blacklist allowing to not display blips if the active grid is in the list
- fixed an error with the minimap trying to source blip data from already deinitialized subsystem
- added custom PlayerState class with overridden OnRep\_PlayerName which is required to properly add client player blips
- subsystem is now subclassed from TickableWorldSubsystem to use the tick for blip interpolation on clients (old interpolation was removed)
- fixed get blip location/rotation functions
- GPS overhaul:
  - added GPS Static Paths: allows for displaying a static route
  - GPS Goal: allows to draw a route to the specified blip
  - Static Paths and Goals can be set per player
  - Goals can be replicated to the owning client
  - route color can be sourced from blip settings or the blip handle itself
  - multiple or the closest goal path can be displayed
  - overridable CalculateGoalPath function in the GPS widget which calculates the goal path

## 1.1.1

- fixed non square grids where num Cols < Rows
- fixed tile renderer delay

## 1.1.0

- Initial Release

## Example Project:

### 2.3.0

- updated to 2.3.0 version plugin

### 2.2.0

- updated to 2.2.0 version plugin
- cleaned up the project

### 2.1.1

- updated to 2.1.2 version plugin

### 2.1.0

- updated to 2.1.0 version plugin

### 2.0.3

- updated to 2.0.4 version plugin

### 2.0.2

- fixed 5.4 build error

**NOTE:** 5.4 currently crashes due to landscape issue

### 2.0.1

- fixed a possible crash with GPS widget if used in multiplayer

### 2.0.0

- updated to TBM Plugin V2
- changed UE version to 5.1

### 1.2.2

- applied the package crash fix (forgot about it earlier)
- added minimap visibility toggle to the debug widget

### 1.2.1

- fixed plugin dependency, the project should ask you to enable TBM plugin now instead of throwing warnings

### 1.2.0

- updated to 1.2.0 version plugin

- misc improvements and fixes

### **1.1.2**

- disabled Lumen for better performance

### **1.1.1**

- fixed TileGridWidget alignment (set both Horizontal and Vertical to fill in the minimap widgets)

### **1.1.0**

- Initial Release