Fast RTS Minimap

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Version: 1.4

Introduction

This asset is based on the actual RTS Minimap implementation used in the upcoming RTS project, made somewhat easier to work with for starting programmers, while still being open and powerful for those that are more experienced.

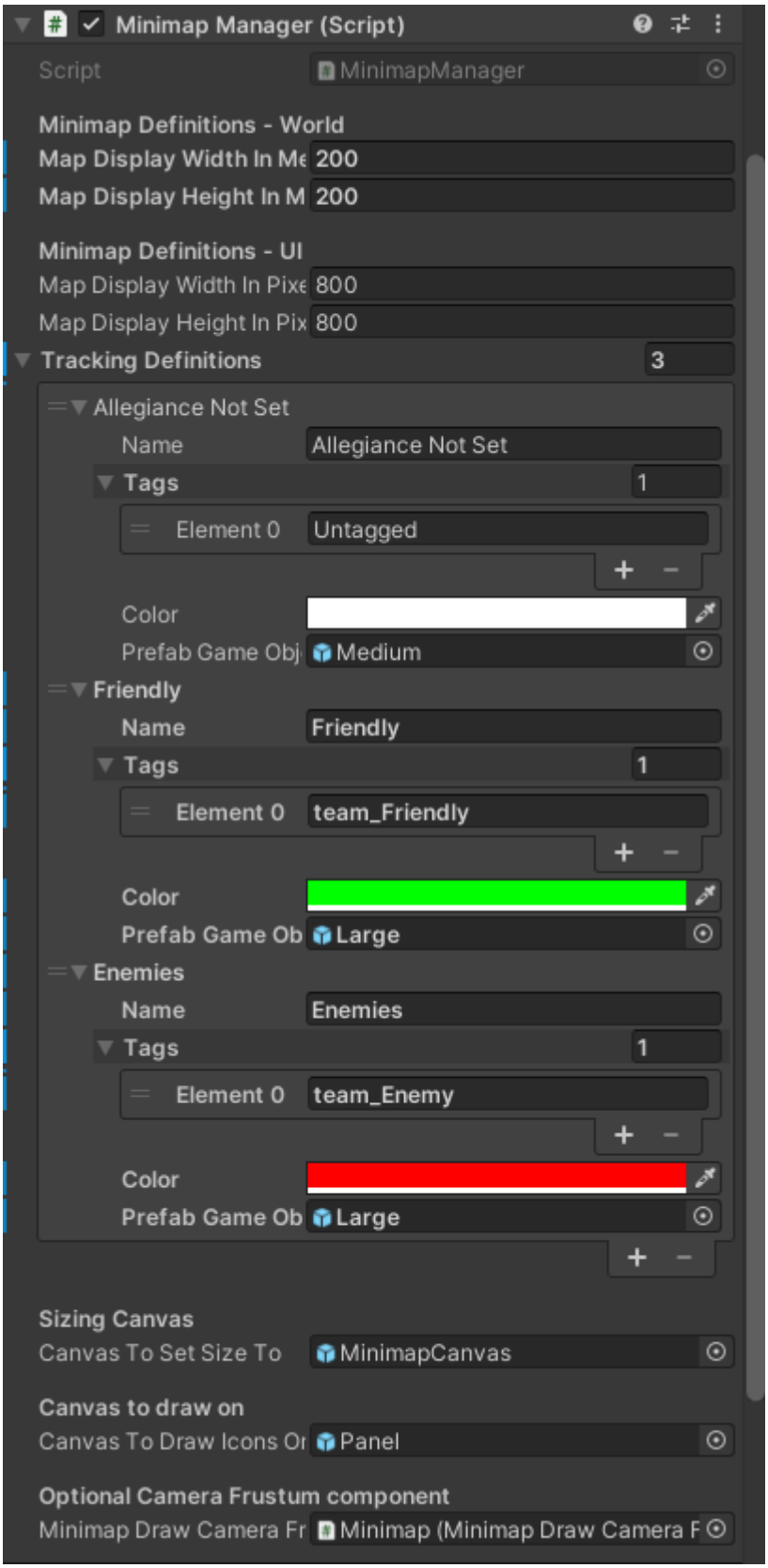
Any unit being registered to show on the minimap is rendered using a set icon, with position and rotation tracked throughout the duration. The minimap can be used for very small maps up to large ones covering many kilometres of height and width.

The area does not need to be a square, any size of both area and canvas drawn can be directly defined in the Minimap prefab (see below, Minimap Definitions for UI and World).

Getting Started

1) Open the 'DemoScene' scene under 'Assets\DigitalSoftware\FastRtsMinimap\DemoScene\'
2) Press Play

How to make use of the Minimap

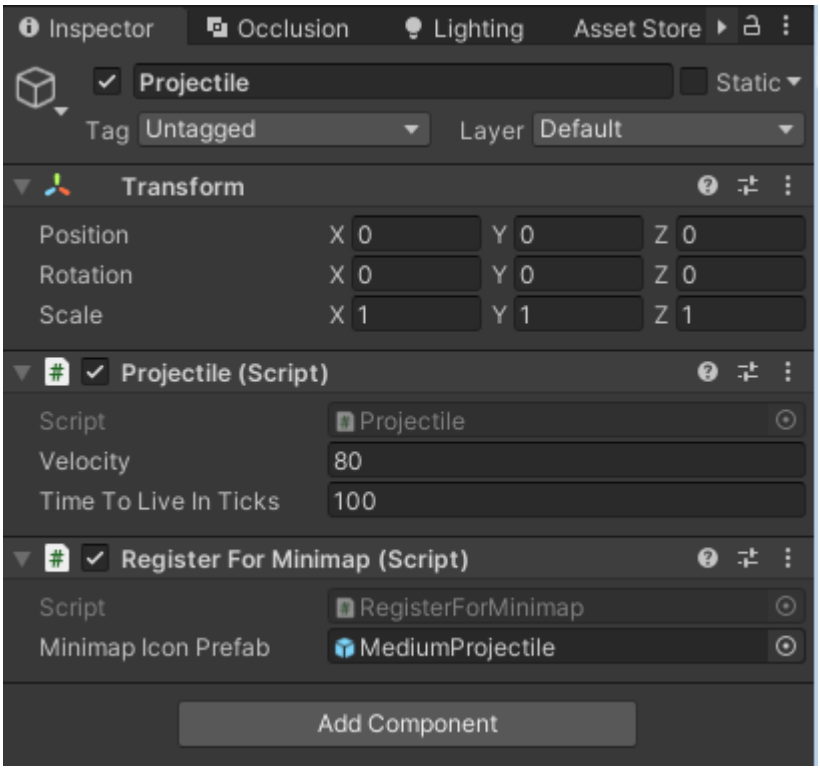


The Minimap prefab contains everything that is needed to get started – it has a canvas to draw icons on and it has a section for defining Tags to trigger the chosen color-scheme for.

The Fast RTS Minimap asset has a '**Tracking Definitions**' section that outlines what colors and prefabs to set as default for different units and objects in the scene.

The DemoScene contains a basic version of this; the player-character is assigned a Green color, and identified by the 'team_Friendly' tag. Enemies is colored Red and identified based on the tag 'team_Enemy'. As projectiles in the demo is set to 'Untagged', it is White, but it could be set to any color based and different for different types of projectiles. Only the imagination sets the limit.

To make it easy to have Monsters and Projectiles added, while not forcing any code to be used, let's look at how this is done – starting with the Projectile prefab. Open it in the editor and observe the scripts attached to it.



The projectile-script is merely controlling the behaviour of the projectile itself and can be skipped for now – the interesting one is the '**Register For Minimap**' – this scripts makes sure any object this is attached to will appear on the Minimap. The 'Minimap icon Prefab' is an optional property to override the default prefab used for a specific definition, from the dictionary above.

This is very useful for having unique icons per vehicle etc in a scene while still sharing the color-definition across all.

The script is a basic wrapper around the core functionality of registering and deregistering an instance that is being tracked on the minimap, triggered when the GameObject is Enabled and Disabled.

The same functionality can also be done directly from code.

How this is done can be seen if we look at a snipped of the code used in the script above.

Register to Minimap:

```
_minimapTrackingRef = MinimapManager.AddTracking(this.gameObject, _minimapIconPrefab);
```

Deregister from Minimap:

```
MinimapManager.RemoveTracking(_minimapTrackingRef);
```

The tracking-reference is declared as:

```
private TrackingObject _minimapTrackingRef;
```

It is important to keep track of this when registering (it is the returning value from the call) to enable deregistering a specific minimap icon.

Further support

Head over to official support forums at https://community.digitalsoftware.se/forum-9.html