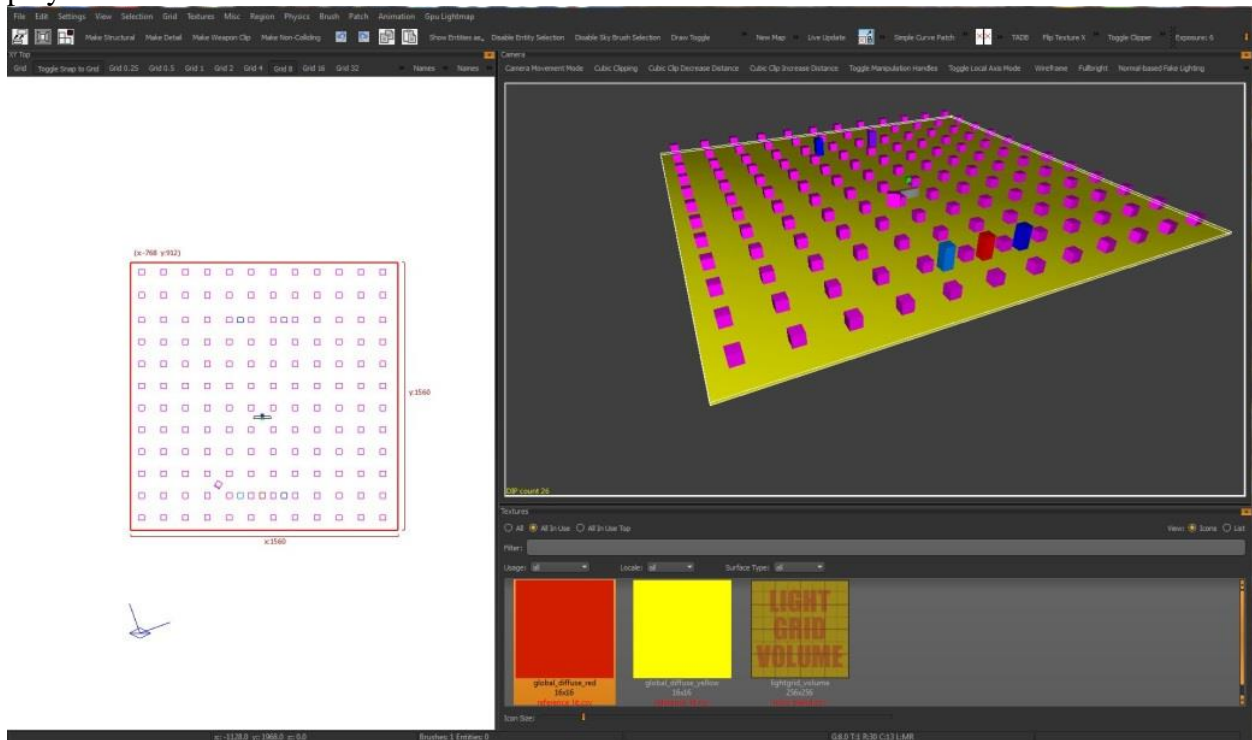


Mini Map set up

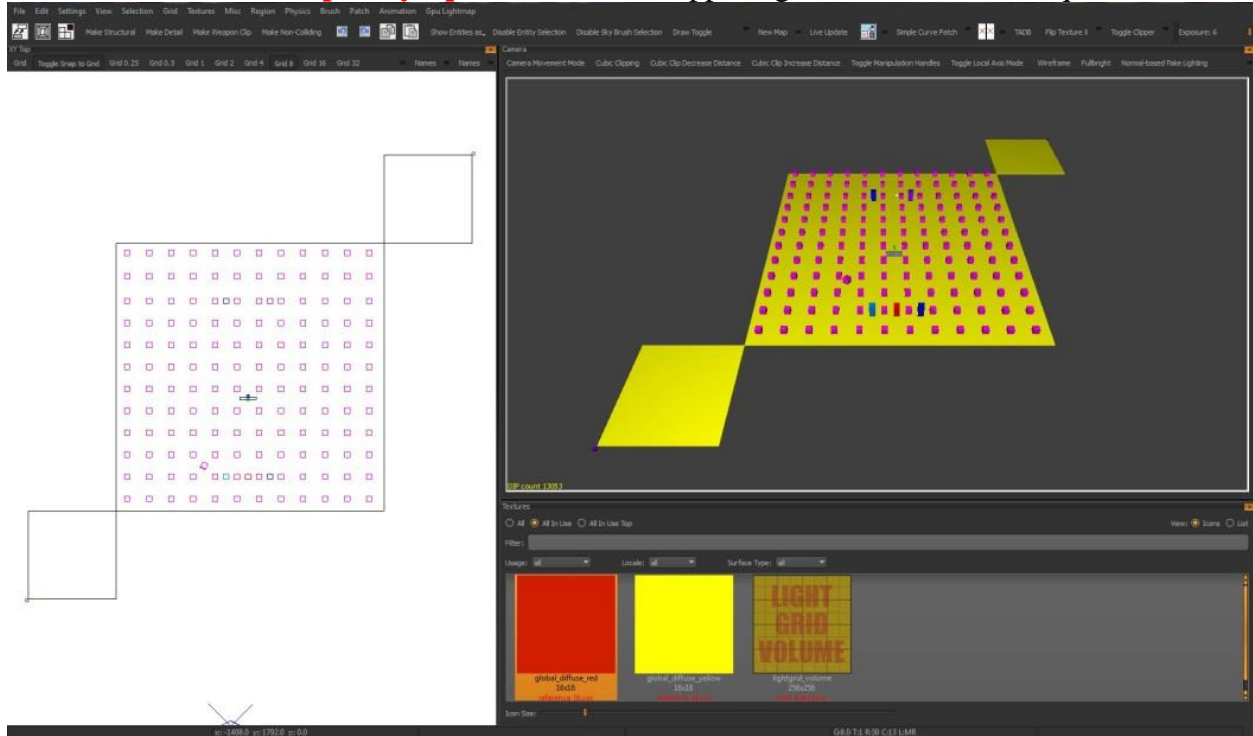
How to create a custom mini map image and add it to your map:

1 - Open radiant to your base map.

2 - Create a **temporary square** that encompasses the playable area from the two farthest playable areas.



3 - Add a **512 x 512 temporary square** off the two opposing corners of the first square.



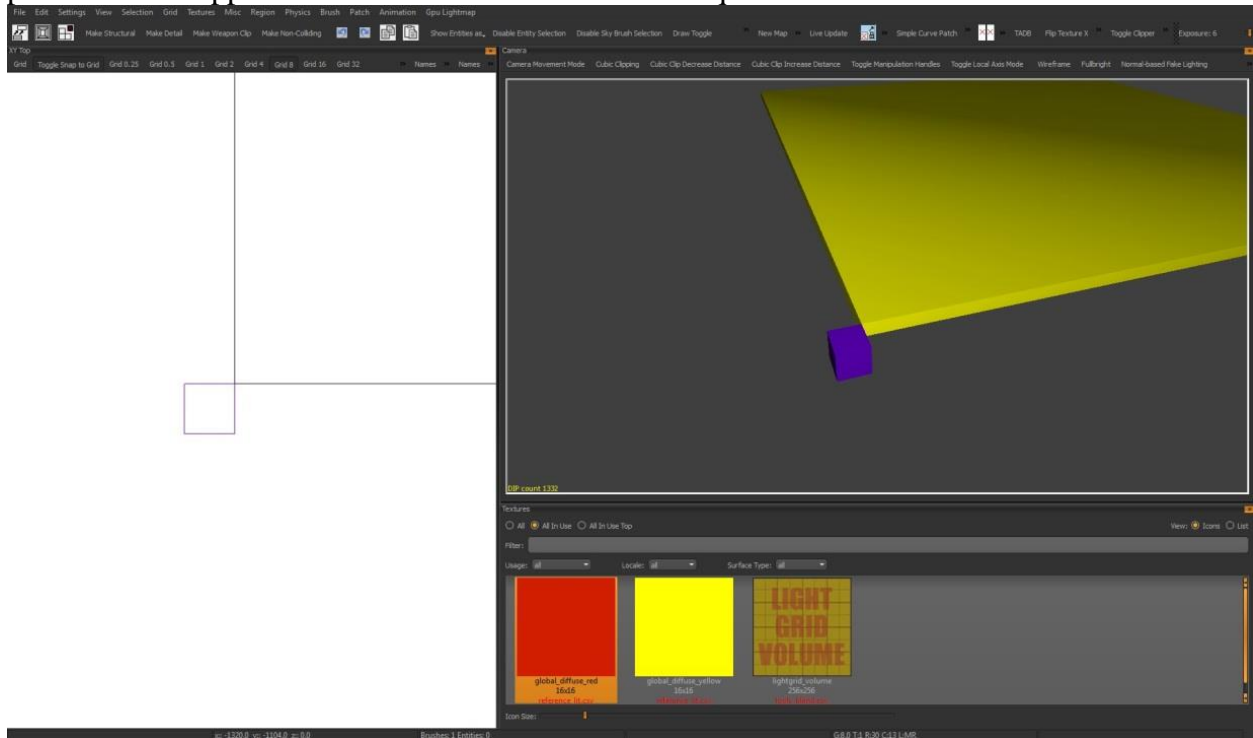
4 - Create a **script_origin** and give it the targetname KVP of **minimap_corner**. (make sure that the script_origins are in the **top-right** corner and **bottom-left** corner from XY TOP viewport and

not the inverse or you'll get an error).

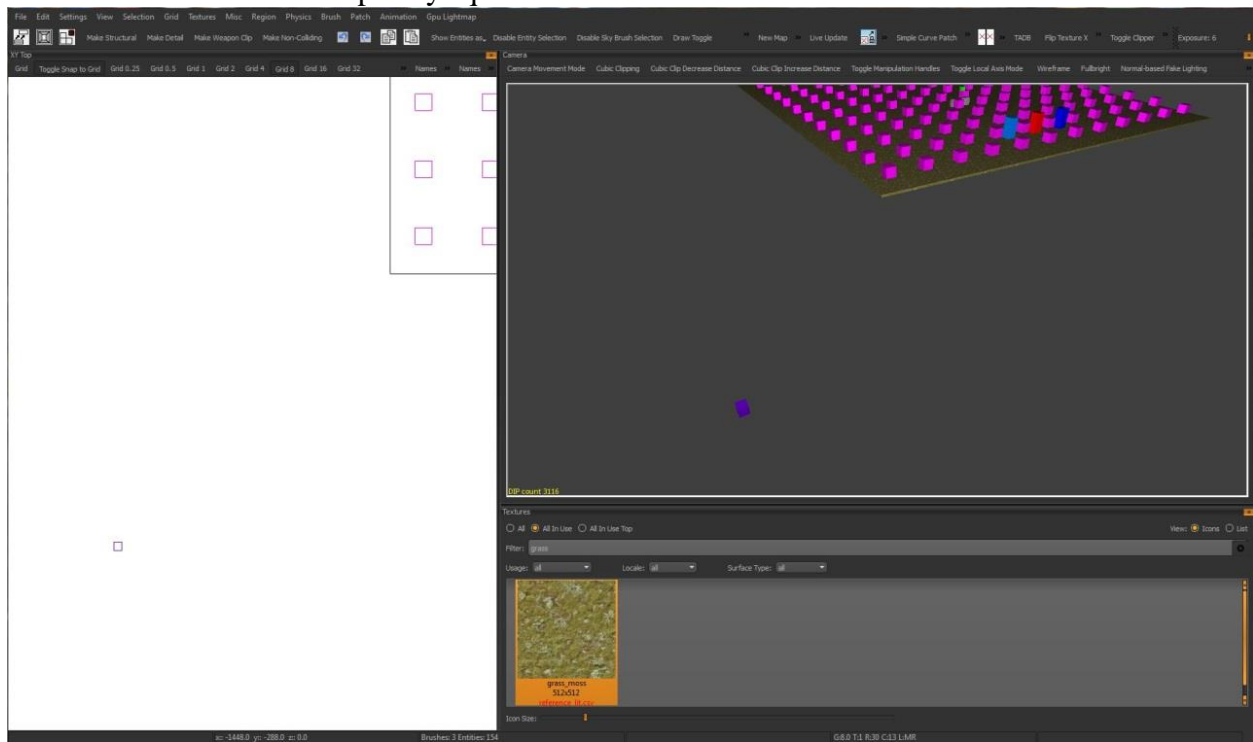


5 - Place this script_origin on the outermost corner of the 512 x 512 square then duplicate it and

place it on the opposite corner on the other 512 x 512 square.



6 - Delete the all of the temporary squares.



6.5 - The height of the script/origins should be close to the mid ground level of the playable surface.

6.9 - Make sure that your level looks good when looking from the top down view. All roofs should be covered with caulk texture. Probably you want to remove some ceilings or buildings that obscure a good view revert these changes after the screenshot is taken.

7 - Save and compile your map. If all you've done is add the script_origin entities, an Ent's compile should work.

8 - Load the map in game and spawn in as a player.

8.5 - Position your view over the map using ghost mode for a suitable crop of the top-down perspective of the level

9 - You may need to set the following settings to get a proper screenshot: **r_bloomEnable 0** (Disables bloom), **r_exposureTweak 1** (Enables manual exposure setting), **r_exposureValue [4-10]** (Adjust exposure values).

10 - Open the screenshot in a graphics application - Photoshop is recommended.

11 - Cut out the boxed area (crop to the area just inside the white lines) and save your map to a **PSD file**. With this file, you'll be able to work on a high-res image just in case of required fixes.

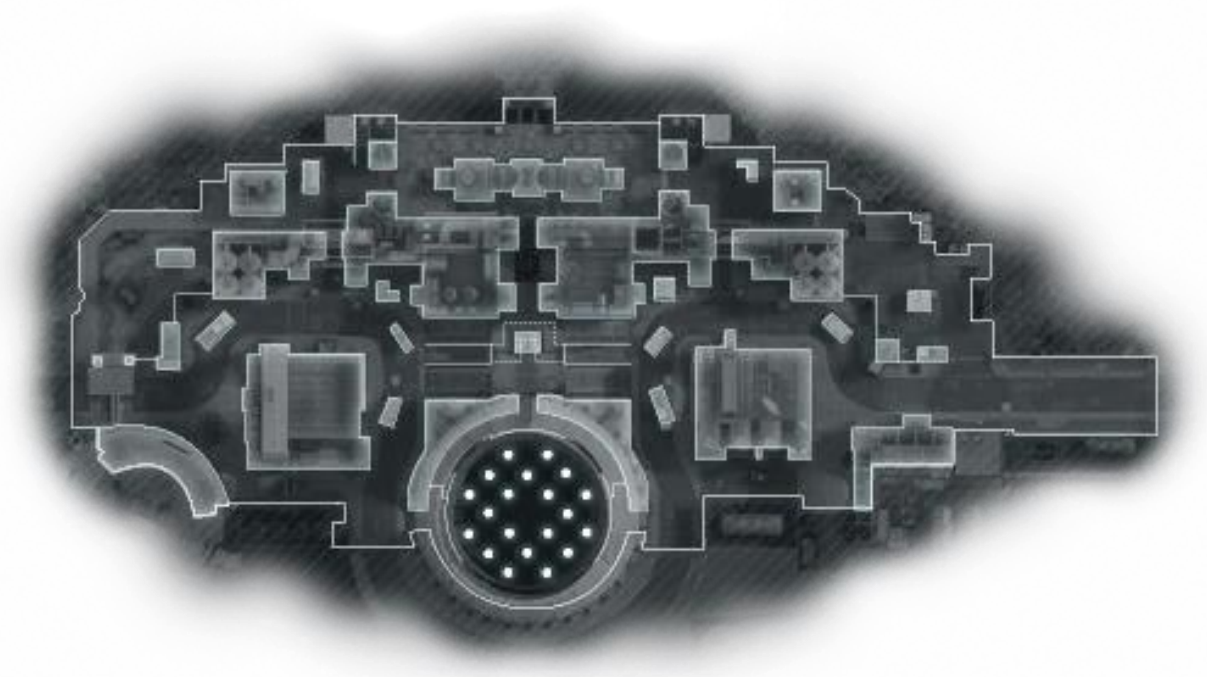
12.1 - Create a new layer and draw lines that build up walls.

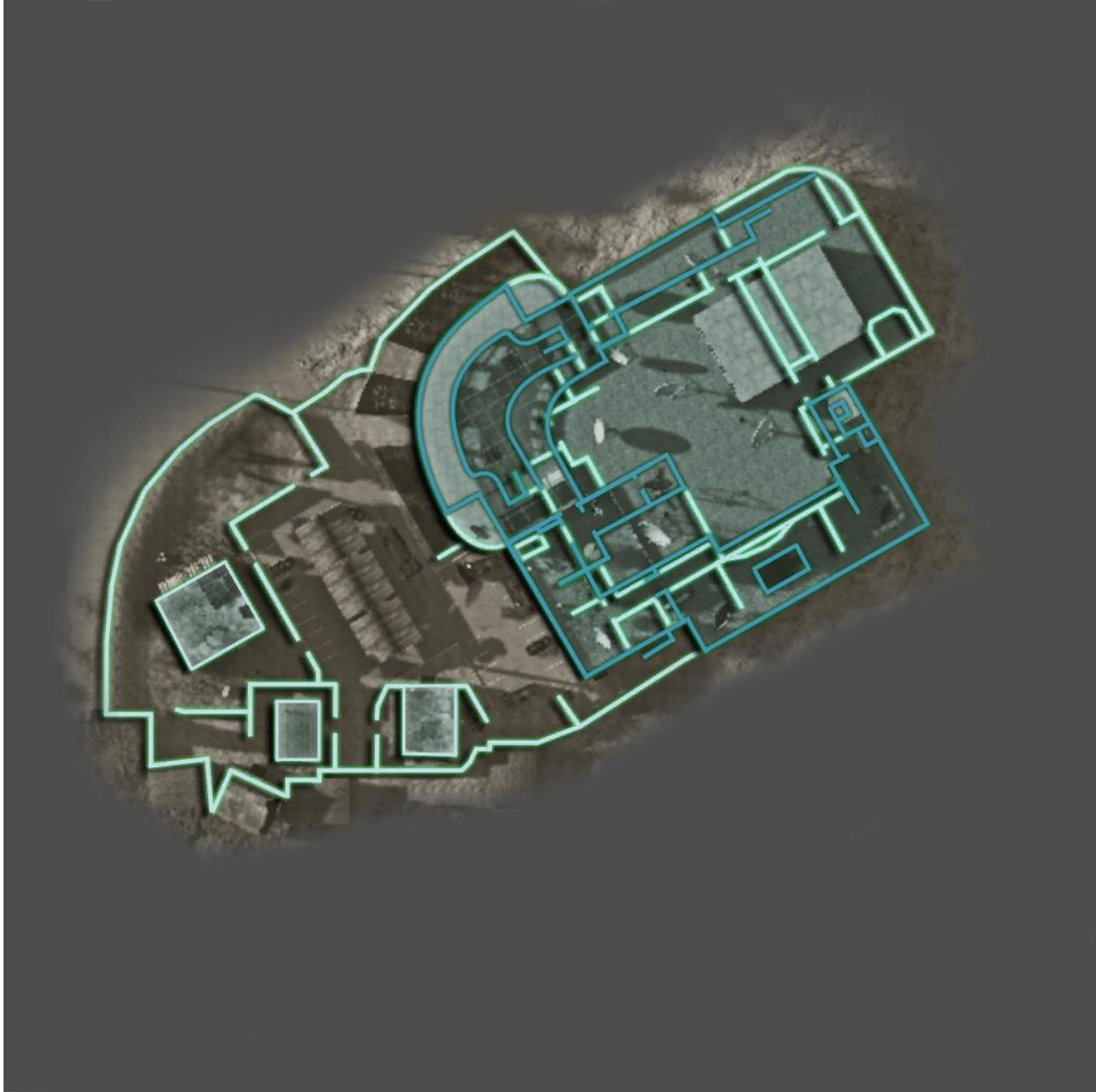
12.2 - Here are some rules and practices that you need to follow:

- We don't draw any objects shorter than the player in the minimap. If it appears in the minimap it must be higher than the player (72 units, full cover).
- We bleach the map for visibility which is why there is a bleach layer. It helps flatten the image and makes pathing easier to digest.
- Dotted lines are used to show tunnels and areas that travel underneath other areas. (Create a new layer for this when necessary).

12.3 - Resize image to **512 x 512** pixels for a small level or **1024 x 1024** for a bigger levels. Keep in mind that bigger image will consume more memory. 512 x 512 image takes around 300kb, 1024 x 1024 is already 900kb!

13 - Below are some examples of final mini maps.





14 - After editing the image into a minimap, save the file as a .tif (Compression: LZW; Pixel Order: Interleaved; Byte Order: IBM PC; Save Image Pyramid: False; Layer Compression: RLE): **compass_map_yourmapname.tif** in:

- **T7 CP:** texture_assets/hud/compass_maps
- **T7 MP:** art_assets/t6_legacy/texture_assets/hud/compass_maps

15 - Open **APE:Asset Property Editor** (The Ape Icon)

16 - Filter by compass_map and scroll down to "images".

17 - Create a duplicate of an existing compass map image file and change it to match the name of the .tif image you created with the prefix of i_. (Example: **i_compass_map_mp_davetest**).

18 - Change the "Texture" so it's pointing to the .tif of your minimap that you previously made (**texture_assets\hud\compass_maps\compass_map_yourmapname.tif**).

19- Scroll up and locate "hud->localbase".

20- Create a duplicate of an existing compass map and change it to match the name of the image you just created. (Example: **i_compass_map_mp_davetest**). Also set up the "color map" to reference your image.

21 - You will also need to create an entry in hud.gdt for the scrambled version of the map which displays when affected by a counter – UAV. To do this, create a copy of your existing image and rename it "**compass_map_yourmapname_scrambled**". You need to change the "color map" to reference the same .tif as the regular minimap entry.

ZONE FILES AND GSC

22 - Add the assets to your map's zone file (.zone) as "**material,compass_map_yourmapname**" and "**material,compass_map_yourmapname_scrambled**".

23 - **FOR SCRIPT:** In your map's script file (.gsc) make sure to include **#using scripts\shared\compass** in your using statement and add **compass::setupMiniMap("compass_map_yourmapname");** after **load::main();** in your **main()** function.

Setting Mini Map Zoom

- To zoom in or zoom out on the mini map, add the following command to your zone's .gsc file: **SetDvar("compassmaxrange", "3000");**
- Increasing the number will zoom out on the mini map, decreasing the number will zoom in on the mini map.
- TIP: You can type **compassmaxrange 3000** in the console with the game running and adjust the number to see what zoom amount works best for the mini map before adding the number value to the zone's .gsc file.
- Fastfiles will need to be linked once the zone .gsc file has been updated