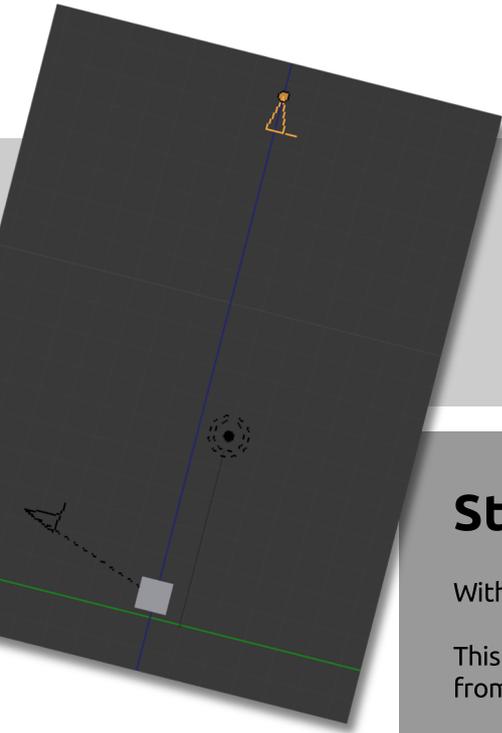


Minimaps



Step 1:

In your game file, Add a second camera that is placed like this:

Step 2:

With the second camera selected, SHIFT select the cube. CTRL+P (parent object).

This new camera acts as the "minimap" camera, following the player, but viewing it from a height so you can see the level from a birds-eye-view.

Step 3:

Split the window and change it to Text Editor. Open Text Block, and locate the minimap.py.



Step 4:

With the second camera selected, put logic onto it (as below).

```
from bge import render as r
from bge import logic as gl
controller=gl.getCurrentController()
cam=controller.owner

cam.useViewport=1
x=r.getWindowWidth()
y=r.getWindowHeight()
cam.setViewport(0,0,int(x/4),int(y/3))
```

The interface also shows the 3D scene in 'Right Ortho' view, the Properties panel with 'Add Game Property', and the Logic Editor with the following configuration:

- Sensors: Camera.001 (Always)
- Controllers: Camera.001 (Python 1)
- Actuators: Camera.001 (Script MiniMap.py)