

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).

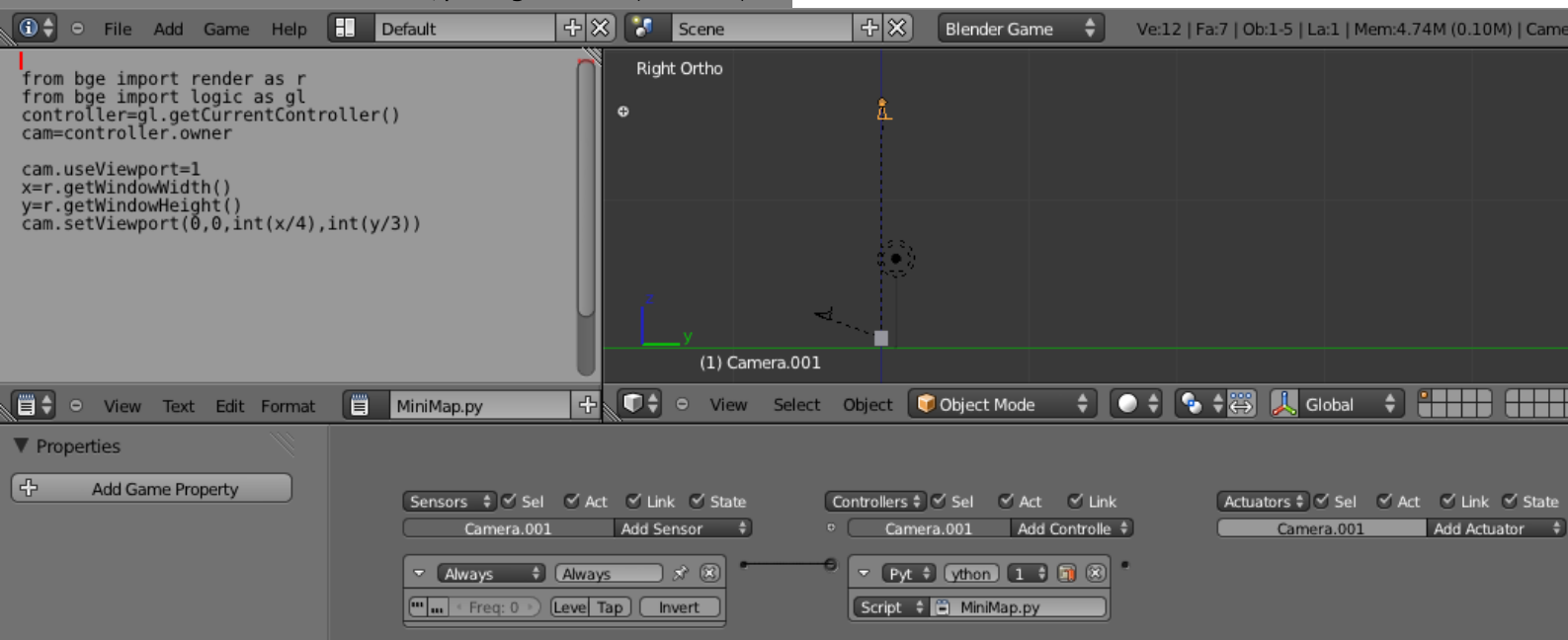
This new camera acts as the "minimap" camera, following the player, but viewing it from a height so you can see the level from a birds-eye-view.

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).



The screenshot shows the Blender Game Engine interface. The top bar indicates the current scene is 'Blender Game'. The left sidebar shows the 'Properties' panel with 'Add Game Property' button. The main area is split into two windows: 'Right Ortho' (showing a 3D view of the game level with a cube and a camera) and 'Text Editor' (showing the Python script for the minimap).

```

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 logic editor for Camera.001 is shown at the bottom. It contains a single logic block: a Python script block named 'MiniMap.py'.