

# Navigation MiniMap

## Quick Start MiniMap

To implement the Best Navigation MiniMap, follow a few simple instructions as shown below.

From the PivecLabs/MiniMap/Prefabs folder, drag the prefab named MapManager to your scene Hierarchy.

You can configure the features such as using a Scroll wheel for the Zoom, and which button to use for dragging the Full map in the Map Manager Inspector Panel.

You can change the graphics later (see tutorials on Web Site) using the Map Canvas Configuration slots, and you can add markers using Tags on your Game Objects.

Choose the desired position from the dropdown selection, the Field of View for the Camera, and press play. All should now work as desired.

To see further how this all fits together, view the Example Scene in this Asset, and visit the Online Documentation, which covers each parameter in more detail, and provides tutorials on how to customise graphics.

## Support:

For specific details on each command and this component, as well as how-to tutorials, visit: - <https://docs.piveclabs.com>

Happy Game Making.  
Pivec Labs