

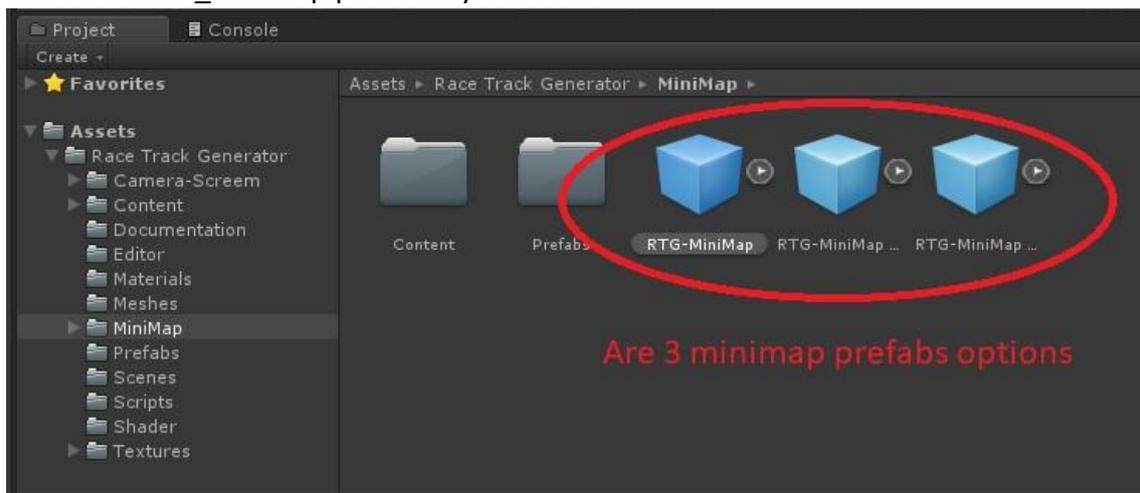
## RTG - MINIMAP

To include minimap in RTG:

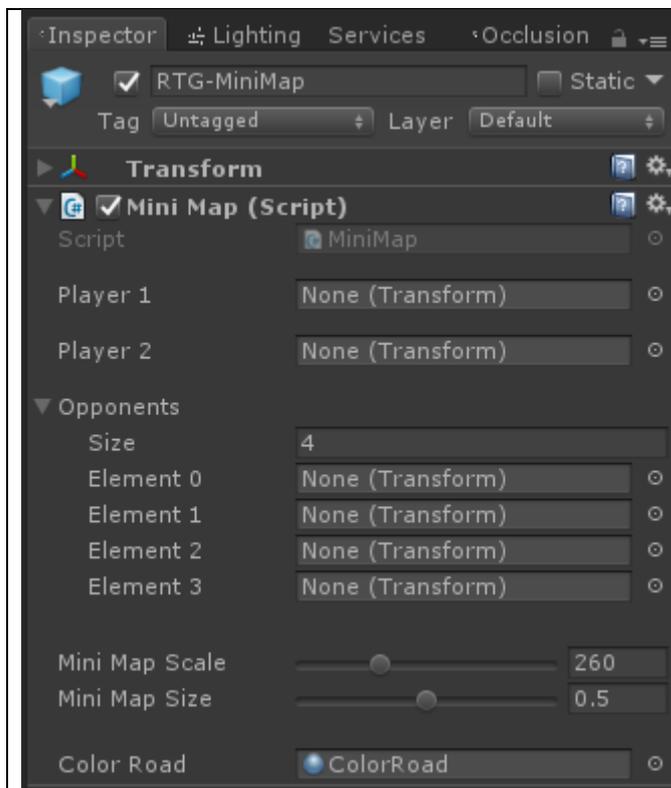
1. Create a new Layer named "MiniMapLayer"



2. Put the RTG\_Minimap prefab in your scene



3. At the inspector, inform the cars that will be in the race



Enter your car in Player1

Enter the opponents' cars in 'Opponents'.

If it's split-Screen, Enter player2's car in Player2 field

You can enter cars in the Inspector or via script at run time

More info: <http://masterpixel3d.com>