

Cursorinator

CSSCursors (enum):

Enum containing all CSS valid cursors. Note that if you use this asset in the editor you are limited to only a few cursors for testing purposes.

Cursorinator (class):

Static functions:

- **Cursorinator.SetCursor(CSSCursors)**
 - CSSCursors, which cursor to use. To reset use CSSCursors.@default

Examples:

```
using UnityEngine;
using UnityEngine.EventSystems;

public class MouseEffect : MonoBehaviour, IPointerEnterHandler,
IPointerExitHandler
{
    [SerializeField] CSSCursors m_onHover = CSSCursors.pointer;

    public void OnPointerEnter(PointerEventData _)
    {
        Cursorinator.SetCursor(m_onHover);
    }

    public void OnPointerExit(PointerEventData _)
    {
        Cursorinator.SetCursor(CSSCursors.@default);
    }
}
```