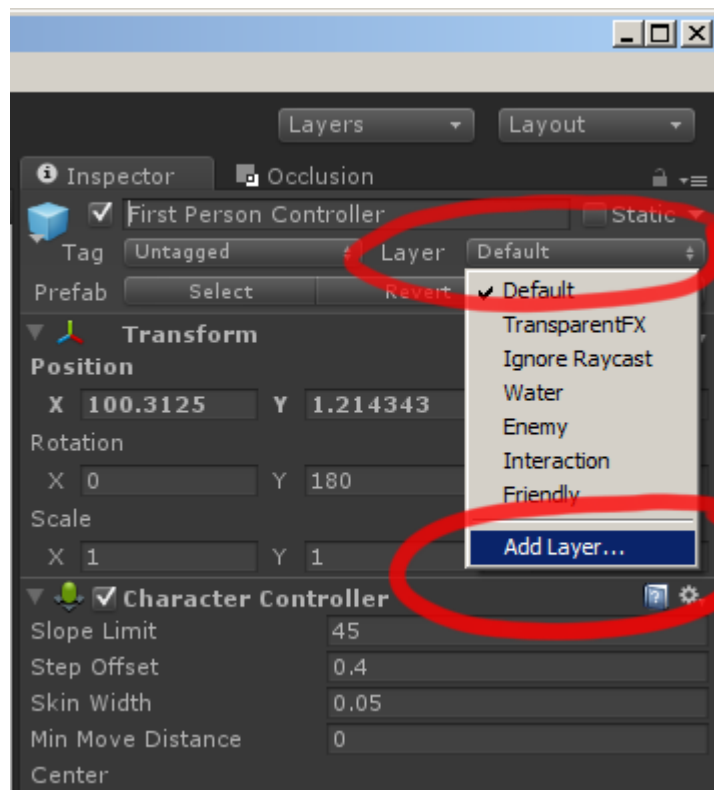# Crosshair Pack

Thank you for buying this pack.

Crosshair script

This script allows toggling between different crosshair textures at various distances. Please note: the crosshair script is only made for first person view.
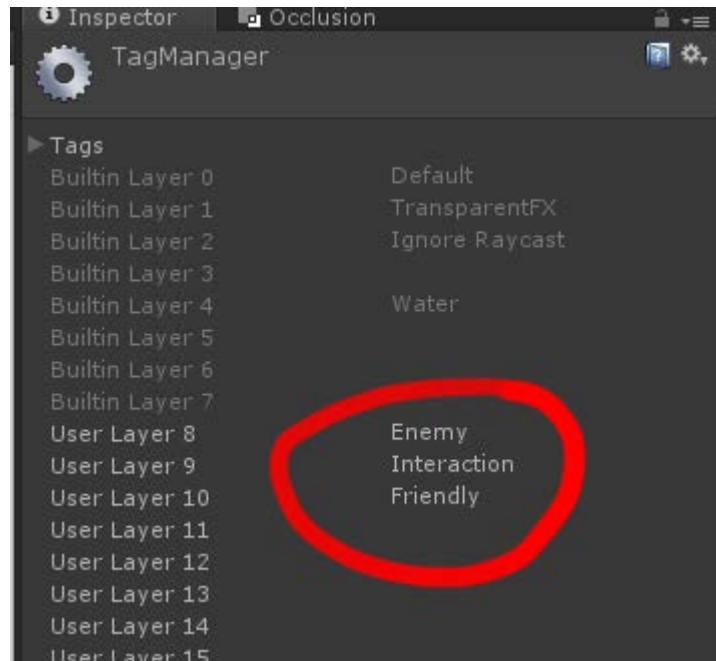
Setup

The crosshair script uses layers to toggle the crosshair textures, therefore the layers must be setup as followed:

1. Click on "Default" in the top right corner of the inspector window.
2. Then click on "Add Layer"

3. Now Insert "Enemy", "Interaction", and "Friendly" in the layer 8, 9 and 10 slot.

Important: Every object that should toggle the crosshair (e.g. enemies) must use one of these layers. Otherwise the white crosshair will be displayed.

4. Attach the crosshair script to your main camera component.

5. Choose "Enemy" for Enemy Mask, "Interaction" for Interaction Mask and "Friendly" for Friendly Mask.
6. Assign the crosshairs you want to the crosshair slots. If you don't need one of the masks, e.g. if you don't need "interaction", assign the white texture also there. Then the crosshair will only change if you point on an enemy or a friendly unit.
7. Define the width and height of the crosshair textures.
8. Define the distances at which the crosshairs should be toggled. If an object is beyond this distance, the white crosshair will be displayed. E.g. if the "Enemydistance" is 60 and an enemy is farther away than 60 units, the white crosshair will be displayed. If the enemy is 60 or less unity units away, the red crosshair will be displayed.
9. The distances for enemies, interaction and friendly units can be defined separately. It's better to use a smaller distance for interaction, because this is usually used if an object can be used (e.g. picking up loot, talking to an NPC,…)
10. If the crosshair toggle should work on all distances, simply use a big value (e.g. 10.000).

Note: the script also hides the mouse cursor in play mode. To show the cursor again press ESC.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.