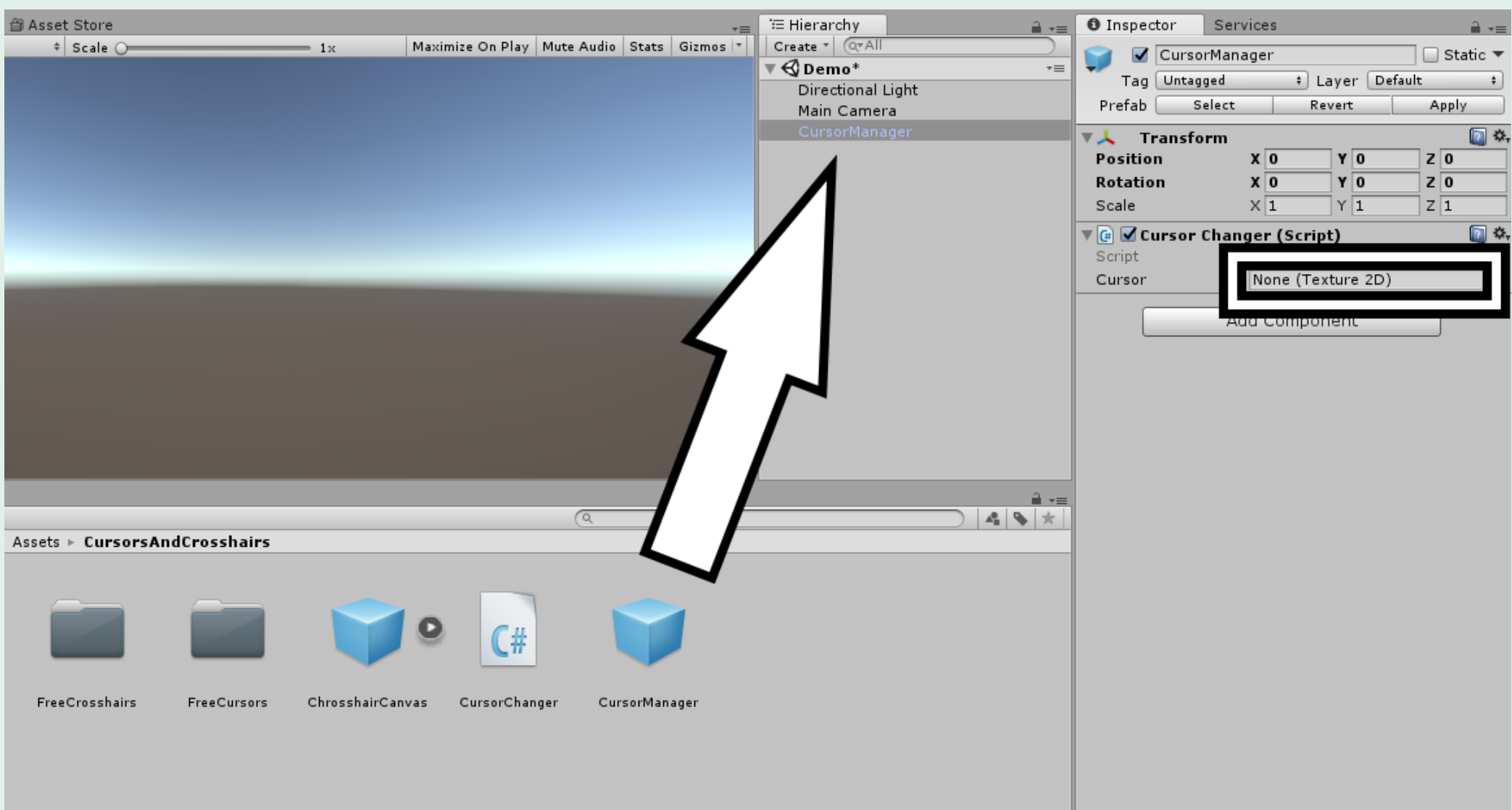




CURSORS AND CROSSHAIRS ULTIMATE PACK

QUICK SETUP

To add a custom cursor, start by adding the 'CursorManager' prefab to your scene and assigning it a sprite:



To add a custom crosshair, start by adding the 'CrosshairCanvas' prefab to your scene and assigning it's child a sprite:

