

3D Target Cursor



Version 1.0

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Introduction

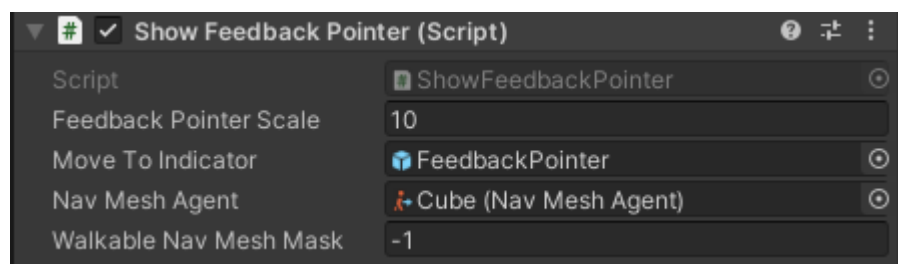
This is a simple single colored animated target cursor.

Example

- Navigate to *Tools/3DTargetCursor/Scenes* and open *SampleScene.unity*
- Press Play
- Click somewhere to show the cursor

How to setup

To use the animated cursor, place a [ShowFeedbackPointer](#) MonoBehaviour on any object in your scene and configure it like below.



The scene uses a NavMesh for example purposes. You do not have to use the a [ShowFeedbackPointer](#) MonoBehaviour. You can instead just create an instance of FeedbackPointer in your project and initialize it.

```
// Cache it.
private readonly FeedbackPointer _feedbackPointer = new FeedbackPointer();

// Initialize it.
_feedbackPointer.PreparePointer(_moveToIndicator, _feedbackPointerScale);

// Use it with a 3D position.
_feedbackPointer.ShowPointer(navHit.position);
```

Support

If you experience a bug, please create a ticket [here](#) or write an e-mail with detailed description to support@justassets.de. Please provide the tools version, a stack-trace in case of an exception and steps to reproduce. Please attach a minimal example if it is required to reproduce the problem.

Changelog

Version 1.0.0

- Initial release