

# MOUSE SCRIPT INTERFACE

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/mouse>

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The `IMouseObjectType` interface derives from `IObjectClass` to add APIs specific to the `Mouse plugin`.

Note this class derives from the object class interface, not the instance interface. Typically it is used through `runtime.mouse` instead of the named object.

## Examples

The `Shooting code example` demonstrates pointing the player at the mouse cursor and shooting bullets towards it.

The `Tracking pointers` example also demonstrates how both mouse and touch input can be tracked simultaneously using pointer events.

## Events

To detect mouse button events, use the events fired on the `Runtime script interface`, such as `"mousedown"` or `"pointerdown"`.

## Mouse APIs

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**getMouseX(layerNameOrIndex)**

**getMouseY(layerNameOrIndex)**

**getMousePosition(layerNameOrIndex)**

Return the current position of the mouse cursor on a layer, given by a case-insensitive string of its name or zero-based index. The parameter can be omitted for the default mouse position, which does not take in to account any specific layer's transformations.

`getMousePosition()` returns both the X and Y position as `[x, y]`.

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**isMouseButtonDown(button)**

Return a boolean indicating if the given mouse button is currently down. The button is specified the same way as the `MouseEvent.button` property, i.e. 0 for left, 1 for middle, and 2 for right.

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**setCursorStyle(style)**

Set the appearance of the mouse cursor to a string of a CSS `cursor` style value, e.g. `"crosshair"`. See [cursor styles on MDN](#) for some possible values.

### **setCursorObjectClass(objectClass)**

Set the appearance of the mouse cursor to the current image of an `IObjectClass`. Various limitations apply: the object image is used as it appears in the image editor, not taking in to account size or rotation in the layout; the image cannot be too large (64x64 is usually the limit); the cursor may not be applied close to the edges of the browser window; and support varies depending on browser and OS. Some sample code for this method is shown below.

```
runtime.mouse.setCursorObjectClass(runtime.objects.Sprite);
```