Dynamic Crosshair

1 Installing the plugin

Installing the plugin is quite simple. Simply locate the prefabs folder in the Dynamic Crosshair folder and drag the Crosshair Controller prefab into the hierarchy. Now you can start customising the crosshair by changing the variables.

2 Using the plugin

Once the installation is complete you can now start implementing the asset into your own project. The project comes with a script called GunExample that shows a possible way of implementing the it into your own project.

The most important line of code is: $CrosshairController.Instance.Spread(amount)$; This will call the spread function of the crosshair controller and make the crosshair spread equal to the amount specified.

When the player shoots you should call that function. Have a look at the GunExample.cs script for a working example of how to implement it.

3 Contact

If you have any questions, problems, or suggestions feel free to contact me at asgerroed@me.com