```csharp
private bool IsPointerOverUIObject() {
    PointerEventData eventDataCurrentPosition = new
PointerEventData(EventSystem.current);
    eventDataCurrentPosition.position = new Vector2(Input.mousePosition.x,
Input.mousePosition.y);
    List<RaycastResult> results = new List<RaycastResult>();
    EventSystem.current.RaycastAll(eventDataCurrentPosition, results);
    return results.Count > 0;
}
```