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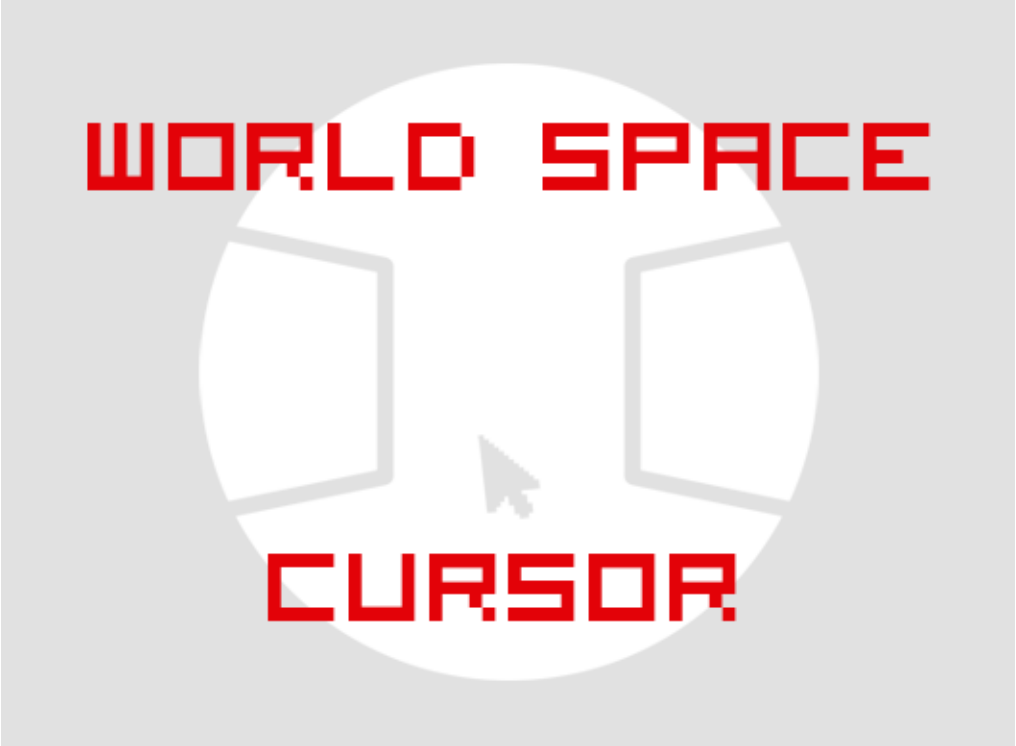
GAMES



The World Space Cursor is a must-have Unity extension if you use world space canvases or a 3D UI. Especially necessary for VR games!!

Although the regular system cursor will work with world space canvases, it's drawn in screen space! This looks amateur at best and is completely useless for any VR games. When using this extension, your system cursor will be replaced with a World Space Cursor. That is, it is located in 3D space with your canvas. It will render perfectly in VR and look great in regular games, too. This World Space Cursor will have the same orientation and scale as your canvas, so it looks great no matter how your canvas is positioned.

- Every selectable Unity UI element works 100%: buttons, text fields, sliders, toggles, and scrollbars
- Will work with any custom selectable object you create, too!
- Works with the standard Unity Input system, which means that gamepads, keyboards, and mouse controls are compatible
- Sensitivity is customizable to your needs
- Comes with 3 basic cursor images, and a .psd template to easily create your own custom cursors

How to Use World Space Cursor

There are 2 ways you can use the World Space Cursor in your project.

1) Create a new canvas and UI using the pre-configured WSC Canvas

This is the simplest option. All you have to do is click the Create button (or right click in the hierarchy tab) and choose UI->WSC - Canvas to add the canvas object to your scene (you can also drag the WSC Canvas prefab from the "World Space Cursor/Resources" root folder into your scene instead if you wish). Then you can set up your UI just as you normally would in Unity. After doing this, just check out the customization options below and you'll be ready to go!

OR...

2) Integrate the World Space Cursor into your existing world space canvas UI

If you already have a world space canvas set up for your UI and just want to integrate the World Space Cursor for it, you can do that easily, too.

First, click the Create button in the hierarchy tab (or right click) and choose *UI->WSC - World Space Cursor*. Make the World Space Cursor object you just added a child of your canvas object, and remember to make it the last object in the hierarchy underneath your canvas so that it renders on top of everything else.

Next, click the Create button in the hierarchy tab (or right click) to add the *UI->WSC EventSystem* object into your scene as well (it shouldn't matter where it's located in the hierarchy).

Note: both the *World Space Cursor* and the *WSC EventSystem* prefabs are located in the "World Space Cursor/Resources" folder, along with the *WSC Canvas* prefab.

That's it! Your World Space Cursor should be completely integrated and ready to use when you play the scene. The default control scheme uses the mouse to move the cursor around and select objects. If you want to further customize your World Space Cursor, please see the next section.

Customization Options

The "World Cursor" script on the *World Cursor* object (child of the *WSC Canvas* if using option 1 above) has four options for customizing your World Space Cursor.

Cursor Xaxis: This is a string where you should input the name of the Unity Input axis that controls the relative left and right movement of the cursor. By default this is set to "Mouse X", which means World Space Cursor will move left or right when the mouse moves left or right.

Cursor Yaxis: This is a string where you should input the name of the Unity Input axis that controls the relative up and down movement of the cursor. By default this is set to "Mouse Y", which means World Space Cursor will move up or down when the mouse moves up or down.

Select Button: Here you should enter the string name of the button (from the Unity Input options) that you wish to use to select UI elements with using the cursor. By default it's "Fire1", which is bound to the left mouse button for most setups.

Sensitivity Factor: This is multiplied into the calculation for how fast the cursor should move around. It defaults to 5, but the higher this number is, the faster it will move. Lower numbers mean slower movement speed.

Final Note

World Space Cursor works, in part, by setting up 2D box colliders on all the selectable objects in the scene and testing for collision with the cursor object. It does its best to determine the bounds of each selectable UI element and shape the colliders accordingly, but it may not work perfectly if your UI has elements with strange shapes. If there are any issues with the collision detection for your UI, just attach a 2D collider to the objects in your UI and customize the size yourself. Any selectable object without a 2D collider will be set-up automatically at runtime, but those with one already will be skipped. This plugin has only been tested with box colliders, but it should work with any type of 2D collider you wish to use. Of course, if there are any problems please feel free to contact Make or Break Games for support.

Support

As with all our assets, you can expect great, fast support through our website or by sending an email to support@makeorbreakgames.com. Please make sure to review World Space Cursor on the Unity Asset Store if you like it!