

To get cursor position use static method `CursorControl.GetPosition()`;

To set cursor position use one of following:

`CursorControl.SetPosition(Vector2 pos);`

`CursorControl.SetPosition(float x, float y);`

`CursorControl.SetPosition(int x, int y);`

Note that any float value passed into `SetPosition()` will be converted to integer, so if you want to round your coordinates use `CursorControl.SetPosition(int x, int y)` instead and round values by yourself