

GameRunner.SetActiveCursorsRPC



```
graph LR; A[GameRunner.SetActiveCursorsRPC] --> B[PlayerManager.ToggleActiveCursor];
```

A diagram showing a call from GameRunner.SetActiveCursorsRPC to PlayerManager.ToggleActiveCursor. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

PlayerManager.ToggleActive
Cursor