Easy Dynamic Cursor

USER GUIDE

Release 1.0.0

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Overview

Easy Dynamic Cursor lets you quickly set up different cursor textures that change dynamically based on mouse selection, left click, right click, scroll and much more. It works with both 2D and 3D GameObjects as well as UI elements.

Quick Setup

The easiest way to set up the dynamic cursor in your game is to add the **DynamicCursorManager** prefab (located in the "Prefabs" folder) in the first scene of your Unity project and set each texture field as desired. Then just add the **DynamicCursorTrigger** component to each GameObject you want to change the cursor texture and you're done!
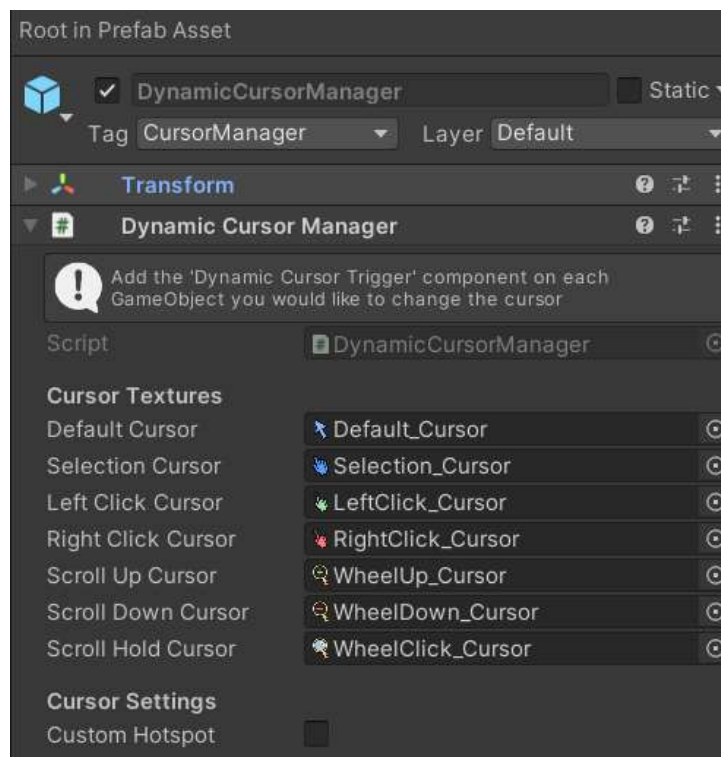
Dynamic Cursor Manager prefab ready to use

Additionally, you can also add the Dynamic Cursor Manager component to another GameObject in your scene instead of using the prefab if you prefer.

Components

There are two components available, the **Dynamic Cursor Manager** and the **Dynamic Cursor Trigger**.

Dynamic Cursor Manager

It is responsible for carrying all the texture references, setting the custom cursor and the hotspot. The default value of the hotspot is always (0, 0), which means the top left corner of the texture, but you can set a custom hotspot if you want by checking the "Custom Hotspot" checkbox in the component and setting the "Hotspot Value" as desired.

💡 **Note:** Hotspot is basically where Unity positions the cursor relative to the mouse pointer (must be within the bounds of the texture size).

As for the textures, you can define them as you prefer in the fields "Default Cursor", "Selection Cursor", "Left Click Cursor", "Right Click Cursor", "Scroll Up Cursor", "Scroll Down Cursor" or "Scroll Hold Cursor". If you leave any of the fields blank, it will not be considered. Furthermore, if you want to change the cursor's texture somewhere else or via a script, just call the

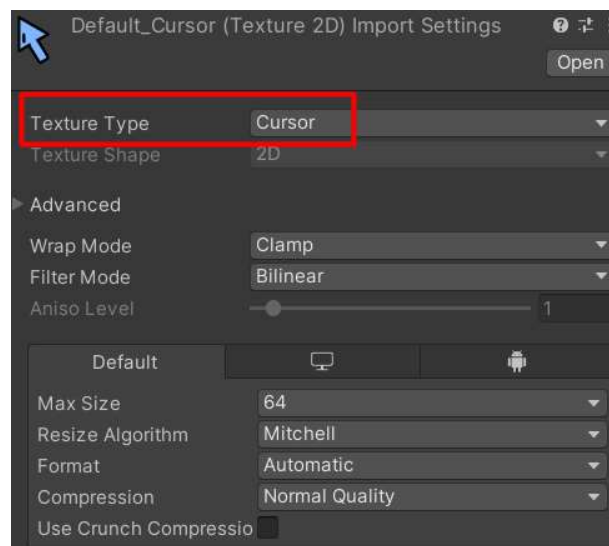"**SetCustomCursor**" function and pass the desired texture as a reference.

Setting custom cursor via script example

Also, it's important to note that to work well with the cursor, textures must be set to "Cursor" in "Texture Type" and the size of the cursor will be the same as the texture itself, so if your texture is e.g. 64x64 pixels, the cursor will be the same.

Cursor import settings

Dynamic Cursor Trigger

This component must be attached to each GameObject or UI element you want to change the cursor texture and it will act as a trigger to change it. You don't need to do anything else for it to work. But there are some other options to customize if you want.

The "**Override Cursor Textures**" allows you to define different textures to be used with this specific GameObject. This way you can set up "general cursor textures" for all standard interactions in DynamicCursoManager and "specific cursor textures" for something else.

The "**Enable Mouse Events**" option exposes some mouse events, so you can set callbacks easily.

2D Textures

All the textures files in this asset are licensed under a Creative Commons Attribution 4.0 International License, so they can be reused for commercial purposes.

Support & Contact

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