Simple Crosshair Generator

Simple Crosshair Generator allows you to generate static crosshairs to use in your Unity Project. By default, the generator draws the crosshair as an Image on a Canvas in your Scene. The generator can draw to an Image already in your Scene or, if you do not specify one, the generator creates its own Image and Canvas to use. You can specify properties for your crosshair such as color, size, and thickness.

Generating a crosshair

Simple Crosshair Generator uses the SimpleCrosshair.cs script to create crosshairs. You can attach this script to a GameObject as a component and then use it to customize a crosshair and specify where to draw the crosshair in your Scene.

Creating and customizing a crosshair

To create and customize a crosshair in your Scene:

1. Create a new GameObject in your Scene and select it. To create a new GameObject, select **GameObject > Create Empty**.
2. Add a Simple Crosshair component to the GameObject. To do this, select **Add Component > Scripts > Simple Crosshair**.
3. In the Inspector for the Simple Crosshair, configure the crosshair properties to create your crosshair. For information on what each property controls, see Properties.

Drawing a crosshair

The crosshair generator draws the crosshair to an Image in your Scene. You can specify the Image to draw to yourself or have the crosshair generator create one for you. To do this:

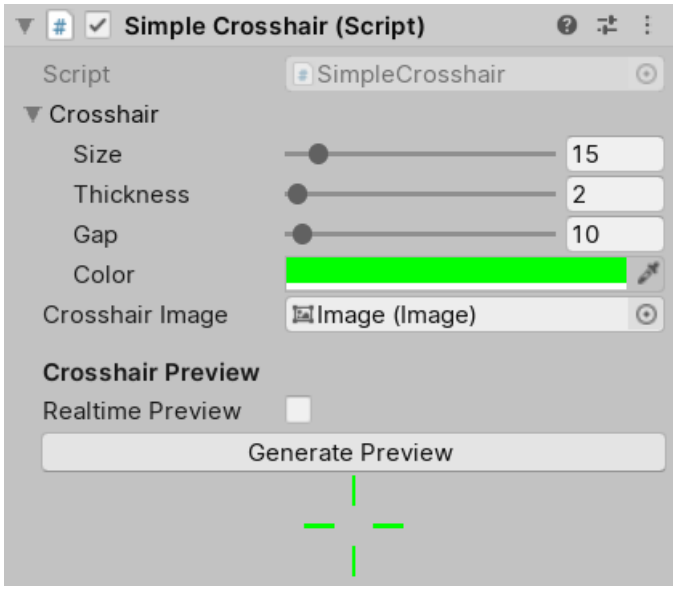
1. In the Scene or Hierarchy view, select the GameObject that contains the Simple Crosshair component to view it in the Inspector.
2. In the Inspector, assign a GameObject with an attached Image component to the **Crosshair Image** property.

The generator draws the crosshair at a constant pixel size which means that the Image's Canvas should not scale. To make sure the Canvas does not scale, select the Canvas GameObject and, in the Inspector, set the **UI Scale Mode** of the **Canvas Scaler** component to **Constant Pixel Size**.

Properties

The Simple Crosshair component includes a custom editor that allows you to:

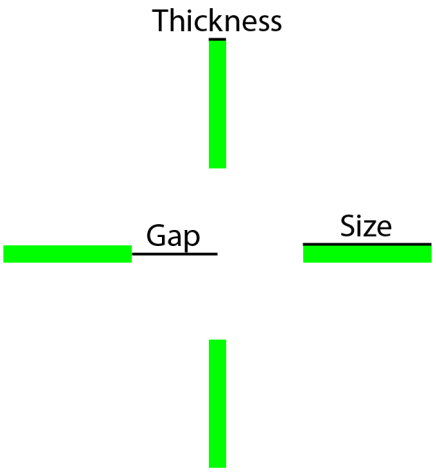
- Customize the shape and color of the crosshair.
- Select the Image to draw the crosshair to.
- Set when the script should generate a preview of the crosshair.



Crosshair Properties

The following properties define how the crosshair looks and where to draw the crosshair to.

Property	Description
Crosshair	The structure that holds crosshair properties. To edit crosshair properties, expand the fold-out.
- Size	The length (in pixels) of each crosshair line.
- Thickness	The width (in pixels) of each crosshair line.
- Gap	The distance (in pixels) from the center of the crosshair to the beginning of each crosshair line.
- Color	The color of the crosshair.
Crosshair Image	The Image to draw the crosshair to. If you do not specify an Image, the Simple Crosshair component creates a new Canvas and Image when you enter Play Mode. If you specify an Image, make sure that the Image's Canvas does not scale. To do this, select the Canvas GameObject and, in the Inspector, set the **UI Scale Mode** of the **Canvas Scaler** component to **Constant Pixel Size**.



Crosshair Preview

This section allows you to specify when Simple Crosshair Generator generates a preview of the crosshair. The generator draws the preview inside the Inspector for the Simple Crosshair component. Also, if you assign an Image to **Crosshair Image**, the generator also sets the Image's **Sprite** to the crosshair preview. This means that you can see the preview crosshair in the Scene and Game view.

Property	Description
Realtime Preview	Specifies whether the generator should update the preview crosshair every frame or not. If you enable this property, the generator updates the preview crosshair every frame. If you disable this property, the generator only updates the preview crosshair when you press the **Generate Preview** button.
Generate Preview	A button that allows you to manually update the preview crosshair. If you disable **Realtime Preview**, the preview crosshair only updates when you press this button.