

Easy Custom Cursor

This document will explain how to use the cursor, and explain a bit how to customize it if you want to. The Easy Custom Cursor targets game-jam games, or games that are made by newer developers. If you want advanced cursor behaviour, maybe this asset can function as a skeleton for your project!

Setup

First of all, this package needs the new Input system, as it is developed for it. So first of all, import Unity Input via Window -> Package Manager. Once that has installed, install this asset like any other! Then drag the prefab into your scene, as a child of a canvas. That is all the setup for the basics!

First steps

To use this asset, simply change out the sprites that are in place by default and adjust the settings to your liking. This asset works with sprites, but you could also use animated images with some re-writing.

Editing

Developing is all about creativity! The code in CustomCursor.cs is setup in such a way that you can easily edit what the behaviour of your cursor is, with method calls. You are free to change anything!

Since this asset used the new Input system Unity provides, there is also an automated class CustomCursorInputs.cs in this package, edit this at your own risk (make sure to backup beforehand)!