UICursor allows you to interact with the native Unity UI through the joystick of a gamepad, as if it were a mouse. You can indicate which axis to use to move the cursor and which gamepad button works as a click. By default it works with the Unity basic input system, however, you can inherit and overwrite the methods with some other custom input system. If a gamepad is not connected, it still works for the mouse and touch screens.

Menu Items
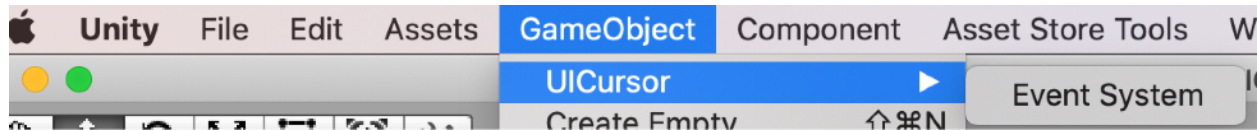
▸ **Event System Menu**
Add a game object with UICursorStandaloneInputModule and Event System components added. It also creates another game object with a canvas component added and a UI image inside it that acts as a cursor.

UICursorStandaloneInputModule

Basically it works just like the Unity Standalone Input Module but instead of navigating through the UI, it allows you to move the cursor, scroll and click through a gamepad or keyboard.

Properties

Property:	Function:
Horizontal Axis	Type the desired manager name for the horizontal axis button.
Vertical Axis	Type the desired manager name for the vertical axis.
Scroll Axis	Type the desired manager name for the scroll axis.
Click Button	Type the desired manager name for the Click button.
Cursor	Image for cursor.

Cursor Speed	Cursor speed for movement
Scroll Speed	Speed on scrolling
Hide Hardware Pointer	Should the hardware pointer be hidden?
Submit Button	Type the desired manager name for the Submit button.
Cancel Button	Type the desired manager name for the Cancel button.
Input Actions Per Second	Number of keyboard/controller inputs allowed per second.
Repeat Delay	Delay in seconds before the input actions per second repeat rate takes effect.
Force Module Active	Enable this property to force this **Standalone Input Module** to be active.

Messages

Property:	Function:
Over Clickable Object	This callback is called if the pointer is over an clickable EventSystem object.
On Click	Called when a "click" is performed.