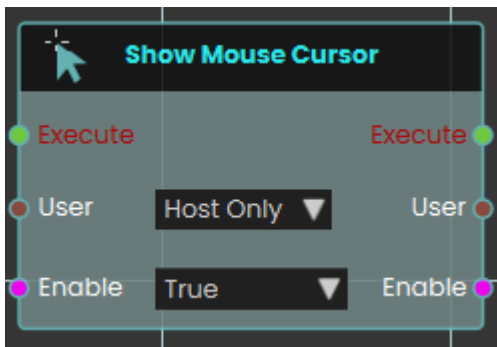


# User

## Show Mouse Cursor



The **Show Mouse Cursor node** explicitly controls the visibility and functionality of the user's mouse pointer within the VR Viewer. When activated, the node checks the boolean Enable input for the specified User. Setting it to True displays the cursor on-screen, allowing the user to freely move it and click to interact with objects utilizing **Node Triggered** events. It is important to note that while this cursor mode is active, standard navigation is suspended—the user cannot walk or rotate their camera view until the node is activated again with the Enable input set to False, which hides the cursor and restores normal movement.

The **Show Mouse Cursor** mode is used for desktop/PC version of VR Viewer

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