

# (Good) Old Mouse Methods

Plugin Documentation

v1.0

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# Old Mouse Methods

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# About

This plugin has been created for Unity developers who would like to migrate to the [new Input System](#) but without losing the convenience of the MonoBehaviour mouse methods:

- OnMouseEnter
- OnMouseOver
- OnMouseExit
- OnMouseDown
- OnMouseDrag
- OnMouseUp

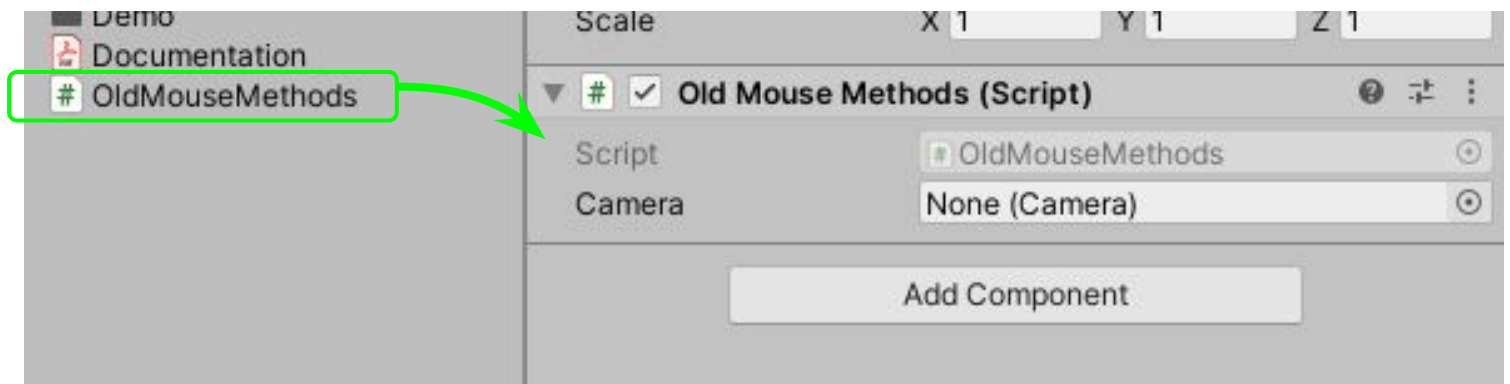
Developers can have the best of both worlds and keep using these methods after they've installed the Input System preview package.

# Quick Start

We recommend that you first migrate to the new Input System.

To make the MonoBehaviour mouse methods work again, add the component **OldMouseMethods** anywhere in your scene.

Add it just once, to a single object anywhere in the hierarchy.



There is no need to change anything to the game objects that must listen to the mouse.

That's it. You're good to go!

# Known Issues & Limitations

## **2D colliders with non-aligned, orthographic camera**

With the legacy input system, a 2D collider would still trigger mouse methods even if the camera is not aligned in the same the 2D plane. This is not working yet in the current version of the plugin.

## **2D colliders with perspective camera**

With the legacy input system, a 2D collider would still trigger mouse methods with a perspective camera. This is not working yet in the current version of the plugin.

Please [contact me](#) if you have a use case for these rare situations:  
2D collider not aligned with cam, 2D colliders with perspective cam.

# Feature Comparison

## Compatibility matrix

Here is a side by side comparison of what features from the legacy input system this plugin currently restores depending on your setup.

We are working on full compatibility, to release as future updates.

Collider	Camera	View angle	legacy input system	new input system	new input system + this plugin
2D colliders	orthographic	aligned	Works	Unavailable	Works again
		non-aligned	Works	Unavailable	Not yet
	perspective	aligned	Works	Unavailable	Not yet
		non-aligned	Works	Unavailable	
3D colliders	orthographic	aligned	Works	Unavailable	Works again
		non-aligned	Works	Unavailable	Works again
	perspective	aligned	Works	Unavailable	Works again
		non-aligned	Works	Unavailable	Works again
(all cases) Disabled mouse listener script			Works	n/a	Works

# Advanced Topics

## Colliders

This plugin will work whether you use 2D or 3D colliders. Just like in the legacy input system.

## Overlapping objects

If two objects overlap, only the top collider will receive events. This is again consistent with the legacy input system.

## Clicks initiated outside of an object

If the mouse is pressed outside of an object, and then dragged onto that object, no related event (Down / Drag / Up) will be fired at all. This is consistent with the legacy input system.

## Camera reference

The OldMouseMethods script needs a camera to work. You can set the camera reference yourself. If you don't, the script will attempt to automatically find the main camera on start.

If you have multiple cameras, we recommend you set the reference.

# Advanced Topics

## Multi scene

You need one instance of the plugin component per scene.

## Disabled scripts

With the legacy input system, mouse methods of a *disabled* script still get called when you interact with the parent game object. This is because the legacy mouse methods are not per-frame methods.

This plugin reproduces this behaviour of the legacy input system. But note that you must of course enable *the plugin script itself*.

## Migration of existing projects to the new input system

We encourage developers adopting the new input system to fully migrate at some point (rework code to make it 100% compatible). Indeed this plugin is not intended to be a way to avoid refactoring. It is only meant as a way to help during a transition period, so that switching to the new input system does not break existing features.



# Support

To report problems with the plugin, please contact:

- contact [pluginsupport@shyrobotgames.com](mailto:pluginsupport@shyrobotgames.com)
- or [twitter.com/roulinade](https://twitter.com/roulinade) if that's your thing

You can find more information about the games that I make here:

- [shyrobotgames.com](https://shyrobotgames.com) (all games)
- [discord.gg/Yybyz327](https://discord.gg/Yybyz327) (game [Colorful Darkness](#))