

# CVR Pointer

A component used to physically interact with the many different variations of triggers.

As the name suggests, this component marks a **point** that will activate triggers once they've come into contact.

## Type

The string used to identify the pointer. Allows a trigger to specify what types of pointers should interact.

CVR Pointer will check for any existing colliders before adding its own Sphere Collider during runtime.

This allows you to change the pointer size or shape by adding your own Collider(s) with `IsTrigger` checked.

## Trigger Types

There are different types of triggers that a pointer can interact with:

### Avatar

- CVR Advanced Avatar Trigger
- CVR Toggle State Trigger

### World

- CVR Interactable

### Spawnable

- CVR Interactable
- CVR Spawnable Trigger

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