








































DualShock4 Filled Sprites Sheet

You can use the sprite tag to insert icons from a Sprite Atlas into your text.
You can access sprites by index `<sprite="DualShock4-Filled" index=0>` or by name `<sprite="DualShock4-Filled" name="Button-South">`.

Icon	Name	Index	Name
	Button Cross	<code><sprite="DualShock4-Filled" index=0></code>	<code><sprite="DualShock4-Filled" name="Button-South"></code>
	Button Circle	<code><sprite="DualShock4-Filled" index=1></code>	<code><sprite="DualShock4-Filled" name="Button-East"></code>
	Button Square	<code><sprite="DualShock4-Filled" index=2></code>	<code><sprite="DualShock4-Filled" name="Button-West"></code>
	Button Triangle	<code><sprite="DualShock4-Filled" index=3></code>	<code><sprite="DualShock4-Filled" name="Button-North"></code>
	Button Options	<code><sprite="DualShock4-Filled" index=4></code>	<code><sprite="DualShock4-Filled" name="Start"></code>
	Button Share	<code><sprite="DualShock4-Filled" index=5></code>	<code><sprite="DualShock4-Filled" name="Select"></code>
	Logo	<code><sprite="DualShock4-Filled" index=6></code>	<code><sprite="DualShock4-Filled" name="Logo"></code>
	D-pad	<code><sprite="DualShock4-Filled" index=7></code>	<code><sprite="DualShock4-Filled" name="D-pad"></code>
	D-pad Up	<code><sprite="DualShock4-Filled" index=8></code>	<code><sprite="DualShock4-Filled" name="D-pad-Up"></code>
	D-pad Right	<code><sprite="DualShock4-Filled" index=9></code>	<code><sprite="DualShock4-Filled" name="D-pad-Right"></code>

Icon	Name	Index	Name
	DPad Down	<sprite="DualShock4-Filled" index=10>	<sprite="DualShock4-Filled" name="DPad-Down">
	DPad Left	<sprite="DualShock4-Filled" index=11>	<sprite="DualShock4-Filled" name="DPad-Left">
	DPad UD	<sprite="DualShock4-Filled" index=12>	<sprite="DualShock4-Filled" name="DPad-UD">
	DPad LR	<sprite="DualShock4-Filled" index=13>	<sprite="DualShock4-Filled" name="DPad-LR">
	Stick L	<sprite="DualShock4-Filled" index=14>	<sprite="DualShock4-Filled" name="Stick-L">
	Stick L Up	<sprite="DualShock4-Filled" index=15>	<sprite="DualShock4-Filled" name="Stick-L-Up">
	Stick L Right	<sprite="DualShock4-Filled" index=16>	<sprite="DualShock4-Filled" name="Stick-L-Right">
	Stick L Down	<sprite="DualShock4-Filled" index=17>	<sprite="DualShock4-Filled" name="Stick-L-Down">
	Stick L Left	<sprite="DualShock4-Filled" index=18>	<sprite="DualShock4-Filled" name="Stick-L-Left">
	Stick L UD	<sprite="DualShock4-Filled" index=19>	<sprite="DualShock4-Filled" name="Stick-L-UD">
	Stick L LR	<sprite="DualShock4-Filled" index=20>	<sprite="DualShock4-Filled" name="Stick-L-LR">
	Stick R	<sprite="DualShock4-Filled" index=21>	<sprite="DualShock4-Filled" name="Stick-R">
	Stick R Up	<sprite="DualShock4-Filled" index=22>	<sprite="DualShock4-Filled" name="Stick-R-Up">

Icon	Name	Index	Name
	Stick R Right	<sprite="DualShock4-Filled" index=23>	<sprite="DualShock4-Filled" name="Stick-R-Right">
	Stick R Down	<sprite="DualShock4-Filled" index=24>	<sprite="DualShock4-Filled" name="Stick-R-Down">
	Stick R Left	<sprite="DualShock4-Filled" index=25>	<sprite="DualShock4-Filled" name="Stick-R-Left">
	Stick R UD	<sprite="DualShock4-Filled" index=26>	<sprite="DualShock4-Filled" name="Stick-R-UD">
	Stick R LR	<sprite="DualShock4-Filled" index=27>	<sprite="DualShock4-Filled" name="Stick-R-LR">
	L1	<sprite="DualShock4-Filled" index=28>	<sprite="DualShock4-Filled" name="Shoulder-Left">
	R1	<sprite="DualShock4-Filled" index=29>	<sprite="DualShock4-Filled" name="Shoulder-Right">
	L2	<sprite="DualShock4-Filled" index=30>	<sprite="DualShock4-Filled" name="Trigger-Left">
	R2	<sprite="DualShock4-Filled" index=31>	<sprite="DualShock4-Filled" name="Trigger-Right">
	L3	<sprite="DualShock4-Filled" index=32>	<sprite="DualShock4-Filled" name="Stick-L-Press">
	R3	<sprite="DualShock4-Filled" index=33>	<sprite="DualShock4-Filled" name="Stick-R-Press">
	Touchpad	<sprite="DualShock4-Filled" index=34>	<sprite="DualShock4-Filled" name="Extra-1">
	Touchpad Up	<sprite="DualShock4-Filled" index=35>	<sprite="DualShock4-Filled" name="Extra-2">

Icon	Name	Index	Name
	Touchpad Right	<sprite="DualShock4-Filled" index=36>	<sprite="DualShock4-Filled" name="Extra-3">
	Touchpad Down	<sprite="DualShock4-Filled" index=37>	<sprite="DualShock4-Filled" name="Extra-4">
	Touchpad Left	<sprite="DualShock4-Filled" index=38>	<sprite="DualShock4-Filled" name="Extra-5">