





































Joy-Con 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="Joy-Con" index=0>` or by name `<sprite="Joy-Con" name="Button-South">`.

Icon	Name	Index	Name
	Button B	<code><sprite="Joy-Con" index=0></code>	<code><sprite="Joy-Con" name="Button-South"></code>
	Button A	<code><sprite="Joy-Con" index=1></code>	<code><sprite="Joy-Con" name="Button-East"></code>
	Button Y	<code><sprite="Joy-Con" index=2></code>	<code><sprite="Joy-Con" name="Button-West"></code>
	Button X	<code><sprite="Joy-Con" index=3></code>	<code><sprite="Joy-Con" name="Button-North"></code>
	Home	<code><sprite="Joy-Con" index=4></code>	<code><sprite="Joy-Con" name="Start"></code>
	Capture	<code><sprite="Joy-Con" index=5></code>	<code><sprite="Joy-Con" name="Select"></code>
	Logo	<code><sprite="Joy-Con" index=6></code>	<code><sprite="Joy-Con" name="Logo"></code>
	D-Pad	<code><sprite="Joy-Con" index=7></code>	<code><sprite="Joy-Con" name="D-Pad"></code>
	D-Pad Up	<code><sprite="Joy-Con" index=8></code>	<code><sprite="Joy-Con" name="D-Pad-Up"></code>
	D-Pad Right	<code><sprite="Joy-Con" index=9></code>	<code><sprite="Joy-Con" name="D-Pad-Right"></code>

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

Icon	Name	Index	Name
	Stick R Right	<sprite="Joy-Con" index=23>	<sprite="Joy-Con" name="Stick-R-Right">
	Stick R Down	<sprite="Joy-Con" index=24>	<sprite="Joy-Con" name="Stick-R-Down">
	Stick R Left	<sprite="Joy-Con" index=25>	<sprite="Joy-Con" name="Stick-R-Left">
	Stick R UD	<sprite="Joy-Con" index=26>	<sprite="Joy-Con" name="Stick-R-UD">
	Stick R LR	<sprite="Joy-Con" index=27>	<sprite="Joy-Con" name="Stick-R-LR">
	Shoulder Left	<sprite="Joy-Con" index=28>	<sprite="Joy-Con" name="Shoulder-Left">
	Shoulder Right	<sprite="Joy-Con" index=29>	<sprite="Joy-Con" name="Shoulder-Right">
	Z Left	<sprite="Joy-Con" index=30>	<sprite="Joy-Con" name="Trigger-Left">
	Z Right	<sprite="Joy-Con" index=31>	<sprite="Joy-Con" name="Trigger-Right">
	Stick L Press	<sprite="Joy-Con" index=32>	<sprite="Joy-Con" name="Stick-L-Press">
	Stick R Press	<sprite="Joy-Con" index=33>	<sprite="Joy-Con" name="Stick-R-Press">
	Button Plus	<sprite="Joy-Con" index=34>	<sprite="Joy-Con" name="Extra-1">
	Button Minus	<sprite="Joy-Con" index=35>	<sprite="Joy-Con" name="Extra-2">

Icon	Name	Index	Name
	Joy-Con Up	<sprite="Joy-Con" index=36>	<sprite="Joy-Con" name="Extra-3">
	Joy-Con Right	<sprite="Joy-Con" index=37>	<sprite="Joy-Con" name="Extra-4">
	Joy-Con Down	<sprite="Joy-Con" index=38>	<sprite="Joy-Con" name="Extra-5">
	Joy-Con Left	<sprite="Joy-Con" index=39>	<sprite="Joy-Con" name="Extra-6">
	Joy-Con Rotate	<sprite="Joy-Con" index=40>	<sprite="Joy-Con" name="Extra-7">