Mouse 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="Mouse" index=1> or by name <sprite="Mouse" name="LeftClick">.

Icon	Name	Sprite ndex	Sprite Name
	Mouse	<sprite="Mouse" index=0>	<sprite="Mouse" name="Mouse">
	Left Click	<sprite="Mouse" index=1>	<sprite="Mouse" name="LeftClick">
	Right Click	<sprite="Mouse" index=2>	<sprite="Mouse" name="RightClick">
	Middle Click	<sprite="Mouse" index=3>	<sprite="Mouse" name="MiddleClick">
	Wheel Move	<sprite="Mouse" index=4>	<sprite="Mouse" name="WheelMove">
	Wheel Up	<sprite="Mouse" index=5>	<sprite="Mouse" name="WheelUp">
	Wheel Down	<sprite="Mouse" index=6>	<sprite="Mouse" name="WheelDown">
	Move	<sprite="Mouse" index=7>	<sprite="Mouse" name="Move">
	Up	<sprite="Mouse" index=8>	<sprite="Mouse" name="Up">
	Right	<sprite="Mouse" index=9>	<sprite="Mouse" name="Right">

Icon	Name	Sprite ndex	Sprite Name
	Down	<sprite="Mouse" index=10>	<sprite="Mouse" name="Down">
	Left	<sprite="Mouse" index=11>	<sprite="Mouse" name="Left">