











# Mouse 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="Mouse-Filled" index=1>` or by name `<sprite="Mouse-Filled" name="LeftClick">`.

Icon	Name	Sprite Index	Sprite Name
	Mouse	<code>&lt;sprite="Mouse-Filled" index=0&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="Mouse"&gt;</code>
	Left Click	<code>&lt;sprite="Mouse-Filled" index=1&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="LeftClick"&gt;</code>
	Right Click	<code>&lt;sprite="Mouse-Filled" index=2&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="RightClick"&gt;</code>
	Middle Click	<code>&lt;sprite="Mouse-Filled" index=3&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="MiddleClick"&gt;</code>
	Wheel Move	<code>&lt;sprite="Mouse-Filled" index=4&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="WheelMove"&gt;</code>
	Wheel Up	<code>&lt;sprite="Mouse-Filled" index=5&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="WheelUp"&gt;</code>
	Wheel Down	<code>&lt;sprite="Mouse-Filled" index=6&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="WheelDown"&gt;</code>
	Move	<code>&lt;sprite="Mouse-Filled" index=7&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="Move"&gt;</code>
	Up	<code>&lt;sprite="Mouse-Filled" index=8&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="Up"&gt;</code>
	Right	<code>&lt;sprite="Mouse-Filled" index=9&gt;</code>	<code>&lt;sprite="Mouse-Filled" name="Right"&gt;</code>

Icon	Name	Sprite Index	Sprite Name
	Down	<sprite="Mouse-Filled" index=10>	<sprite="Mouse-Filled" name="Down">
	Left	<sprite="Mouse-Filled" index=11>	<sprite="Mouse-Filled" name="Left">