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PICO-8's controller support is based on the SDL library. A game can

have up to 8

neouS players, Player a 1 and 2 Can use jogo- controlarlhere

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<div class="hwc kCrYT" style="padding-bottom:

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Right mouse button (or sec) Tj T* BT /F

ouse button is the secondary button on the user's mouse, which is usually th

e right mouse button. Unity defines this as the "1" mouse button, as t

he mouse button numbering begins at 0.</div></div></div></div>

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<div>Scripting API: KeyCode.Mouse1 - Unity - Manual

</div>docs.unity3d : ScriptRefere

nce : KeyCode.Mouse1.html</div></div></di

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<div>The 2 mouse button is the third button on the user#

's mouse, which is usually the middle mouse button (often a click) Tj T* BT /

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an>Scripting API: KeyCode.Mouse2 - Unity - Manual</div></

/span></div>docs.unity3d : ScriptReference : KeyCode.Mous

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<p>salvadoresho ou outras culturas latinas , representa os espírito

a dos Entes Queridos </p>

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