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<div class="hwc kCrYT" style="padding-bottom:12px;padding-top:
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lt;div>Right mouse button (or secondary mouse button) Tj T*□□BT /F1 12 T

secondary button on the user's mouse, which is usually the right mouse butto
n. Unity defines this as the "1" mouse button, as the mouse button num
bering begins at 0.</div></div></div></div></div>&
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an>Scripting API: KeyCode.Mouse1 - Unity - Manual</div>&lt
;/span><div>docs.unity3d : ScriptReference : KeyCode.Mous
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ot;hwc kCrYT" style="padding-bottom:12px;padding-top:0px"><
div><div><div><div><div><div><div>The □2
□ mouse button is the third button on the user's mouse, which is usually the middle mouse button (often a clickable scroll wheel).
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gt;<div><a data-ved="2ahUKEwj8hLPOptCDAxU-IUQIHfZRCd0QFnoECAEQDQ&q
uot; href="{href}"><div>Scripting API
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