

# Documentation Colibrico Design Studio

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## About Colibrico Design Studio

Colibrico is an icon collection and a design program.

While using Colibrico you can automate the design and the export of graphics.

With Colibrico you can create and apply a design for a group of graphics. The design can be saved as a template and can be used for later graphics. Additionally an icon set can be combined with a group of overlays (a second graphic). In the export area all the graphics and overlays are dynamically combined and being exported in the adjusted design which was chosen by the user. The saved templates can always be used to perform changes on an icon set. This way you can react faster if there are any requested changes on a set.

Colibrico contains a big graphics collection from many different topics in 5 styles. All the graphics were designed by us. You can import your own SVG graphics to automate the creation of your icon sets as well.

## System requirements

Platform: Windows

Operation System: 32-bit, 64-bit systems: Windows XP SP3, Windows 7 SP1, Windows 8, Windows 10

RAM: 2 GB (recommendation 4 GB)

Graphics card: 16-bit graphics card with Direct X-9 support and at least 64 MB VRAM

Hard drive: 300 MB free storage space

Internet connection (for the registration)

## Supported languages

Software: English, German, Spanish

Documentation; English, German

## Installation

After downloading the Colibrico.zip unzip the file in a folder of your choice. You can immediately start Colibrico with a click on the program name Colibrico.exe.

**Note:** Don't choose the Windows program folder as your path.

## Trial version

The trial version has the same specifications as the full version.

There are only restrictions in the export area of the graphics. By saving a pixel graphic a watermark is added. You can't save SVG graphics because added watermarks could be removed.

## License

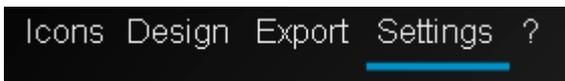
The usage of the software Colibrigo and its graphics is coupled on a valid license

The license is a single user license. Every PC needs an own license.

After the purchase you receive an email with the license key.

**Please note:** Please make sure that no unauthorized people have access to your key. If the same license key is used on different computers further usage of that key can be disabled.

## Registration



To register for Colibrigo please change to the area Settings  
Click on the button registration. A screen will pop up.



Insert the license key that was sent to you. The fields company, first name and last name are optional but without them we can't give you license key information on request. Confirm your data by clicking the button "registration". What follows is an online registration. For that a working internet connection is needed. After the successful registration Colibrigo is unlocked. All graphics are now exported without the watermark and the SVG export is also unlocked.

## Updates

For this information please visit our website [www.Colibrigo.de](http://www.Colibrigo.de)

## First program start

After the first start all graphics get extracted in the database.

For that you need 230 MB of free storage room. The duration of this process depends on the power of your PC and can take up to a few minutes.



## Short description

Colibrico is divided into 5 areas.



### Icons

With the icon selection you can create an individual icon set by using different styles and themes. For that you need to check the wished graphics first. The next step is to pull the graphics while pushing the mouse button into the right list box. The search function can be used to search for graphics within a style, theme or just the whole collection. The import function imports graphics in the formats of SVG and SVGz (see also import).

### Design

After changing to the design area the first graphic of the icon selection is displayed on the draw area and in the layer list. Using the graphic selection on the left side you can add further individual graphics.

In the menu on top of the layer list graphics can be arranged and templates can be called up or saved. If one layer contains settings of any kind a click on the layer reveals the menu point settings.

The menu on top of the draw area consists of several functions.

You can add text and different shapes. You can add a shadow or mural shadow to a graphic. You can create a round or quadratic cut-out using the clip function. With this you can avoid interference of several graphics (ideal for single coloured shapes or contour graphics). Furthermore the transparency for one layer can be adjusted or it can be changed to contour display. Over the menu point settings above the layer list settings for text, shadows and shapes can be changed at any time.

The menu left to the draw area consists of three functions. By using the preview function you get a preview underneath the draw area in different sizes. Use the background color function to change the background color of the art board. The ruler is intended for positioning graphics.

The slider above the draw area adjusts the size of the graphic of the active layer.

Using the 9 squares on the right side you can align your graphic.

Additionally a gap to the edge can be adjusted.

With the color filter option you can adjust the color timing and call up a color template. Out of different color themes you can choose your color. You can also create and save your own color themes.

Using color control with the RGB- and HSL- sliders you can individualize the adjusted colors even more.

## **Export**

Here you get a preview of all the graphics.

For the export the graphic formats PNG, BMP, JPG, ICO and SVG are supported.

The graphic size can individually be chosen or you just take one of the predefined sizes.

The button "options" you get the options for the file names. By clicking on "save" the graphics are created and saved in the stated folder. Depending on the sum of the graphics, layers and design options (e.g. long shadow) the export process can take a few minutes.

## **Settings**

Here you can make some presets, register Colibrico and make a database backup.

## **Help(?)**

The help contains the PDF documentation and links to the website, online tutorials and the forum.

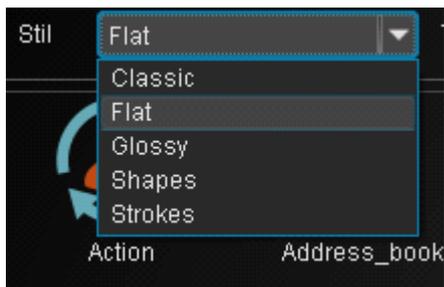
## **Program description**

### **The icon selection tab**

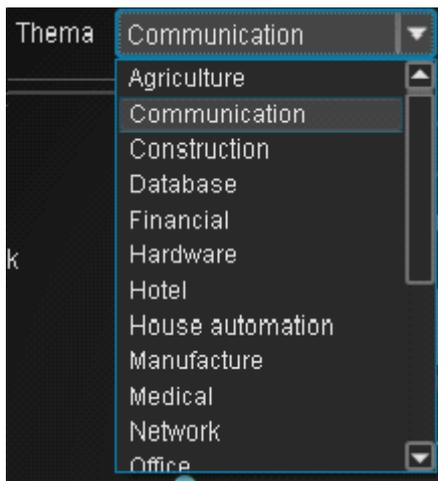
If you want to design or export several graphics or a bigger icon set choose the desired graphics in in the "icon selection".

### **Themes and Styles selection**

Choose a style from the style list.



Choose a theme from the theme list



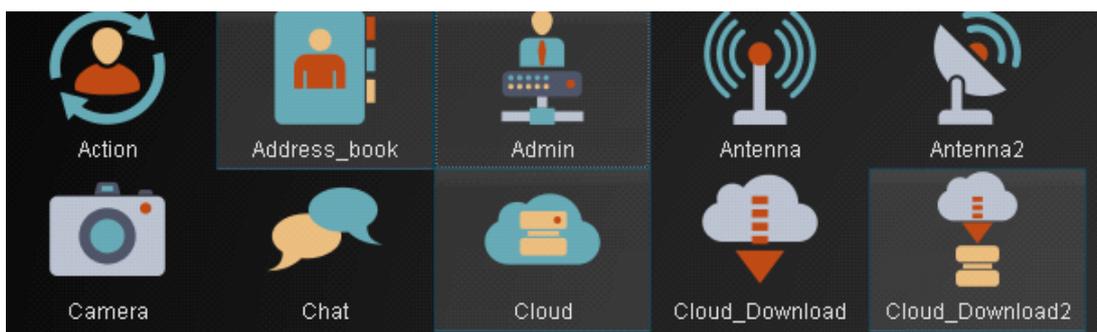
The graphics to the chosen style and theme will be displayed in the list box.

## Selection of a graphic

With double click on a graphic it gets taken over into the list box on the right side.

## Choosing several graphics

To choose several graphics please press on the first graphic with the mouse. Further graphics can be added using "CTRL" and left click on a different desired graphic. The selected graphics are underplayed in a Gray tone. Press and hold on one of the graphics and pull it over into the list box. After releasing the button all the chosen graphics get taken over.



## Choose all graphics



With the "Select all icons" button, all icons of a theme and style are taken over into the selection list.

## Cancel the graphic selection

To deselect multiple graphics, click the left mouse button on a non-selected graphic. The selection for this graphic is canceled with the "Ctrl" key and left mouse click on an already selected graphic.

## The selection list

The selection list in the "Icons" window shows all selected graphics and additional information on the individual graphics. The additional information can be useful when you select graphics from different themes.



## Delete graphics from the list box

Click on the "Remove all icons" button to remove all graphics from the selection list.



With the key "Delete" on your keyboard or the button "Delete" chosen graphics get deleted from the list box.

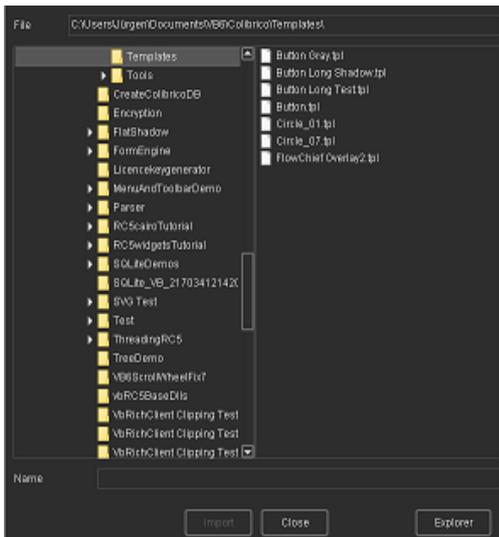


To remove individual graphics from the selection list, select a graphic by clicking the left mouse button. Further graphics are marked with the "Ctrl" key and a click of the left mouse button on the graphic. Using the "Delete" keyboard button or the "Remove" button removes selected graphics from the selection list.

## Import SVG graphics



With the button import you can import SVG and SVGz graphics. For that an import screen is opened.



In the area new you can choose and save a name for new styles and themes. Right before the import you need to choose a style and theme. Choose the folder with the SVG graphics you want to import by using the folder selection. The check box “size and position adjustment” can be used to adjust the graphic if need be. For that the size of the whole graphic is scaled to the edge of the picture. If you want to add design elements that aren’t supposed to get a change in position and size deactivate the check box and choose the style “Design elements”. Design elements should be the size 256\*256 Px. The button import imports the graphics. After closing the import screen the last changed theme gets displayed on the icon preference window. Design elements don’t get displayed on the icon preference window.

Please note:

If you create SVG graphics with the Adobe illustrator choose presentation attributes for the CSS features in SVG options. Otherwise Colibrico will display the graphics in black only. If the graphic contains a stylization filter like e.g. a shadow, you should choose the option “embedded” for the picture position. For a shadow in a SVG export with Adobe Illustrator a pixel graphic is generated. Ideally you don’t use pixel graphics or effects in your SVG graphics.

With the button backup you can perform a data bank backup. The name and the folder of the backup is shown to you after the backup finishes. It’s displayed in the status bar. To use a backup as an active data bank change the name of the backup to Colibrico.db. The database lies in the folder \program path\database.

## Import new Colibrico Icon Sets



New Icon Sets are available through a database (e.g., NewIcons.DB).

After selecting the database, the icon sets are imported by clicking on the "Import" button.

## Change Graphic name



Click the button "Change name". An input window is opened. Change the name and confirm the change with the button "save"

## Delete graphics from database



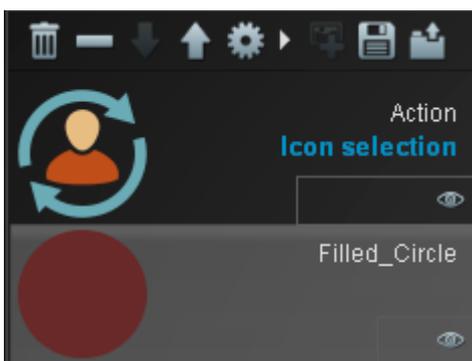
Unnecessary graphics can be deleted from the database with the button "Delete". Choose the unwanted graphics in the preference window. By clicking the button "Delete" and accepting the confirmation message the graphics get permanently deleted from the database. Please note that the graphics won't be available for a template after deleting them.

## The design window

### Please note:

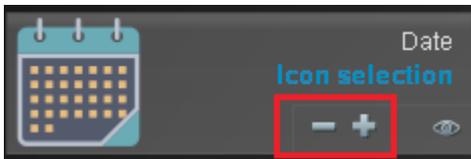
Only the functions that can be applied on a layer will get shown as active.

## The layer list



Here the graphics, shapes, shadow effect and design elements get displayed.

## Display graphics from an icon selection



With the navigation symbol “Plus” and “Minus” you can change to the next graphic in line or go back one. This feature only serves as a preview.

## The layer list menu

### Move a layer



With the arrow keys you can move an active layer up or down. Alternatively you can move a layer with drag & drop. Click on a layer and pull it with left mouse button pushed into the wished position.

### Delete a layer



Click on the symbol “Minus” and the current layer gets deleted.

### Delete all layers

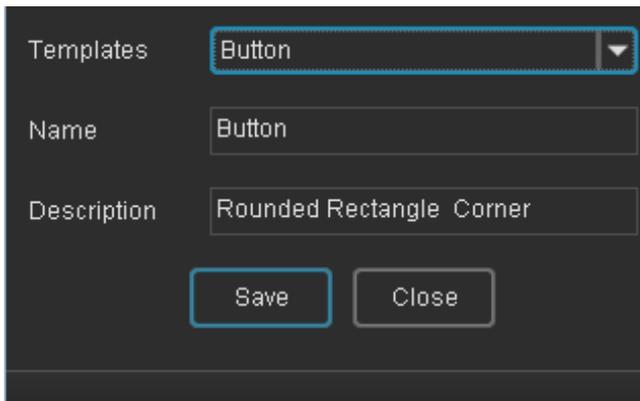


Click on the symbol “Bin” to delete all layers.

### Save a layer list as a template



Click the symbol “Save” to save the layer list with all its design settings intact.



Using the template selection you can choose an already saved template to override it. In the text field “Names” you choose a new name for the template. Click on “Save” to save and create the template.

Tip:

If you want to use a template for single graphics from the design area and also for an icon selection please use an icon from the icon selection window. You can replace an icon selection with a single graphic.

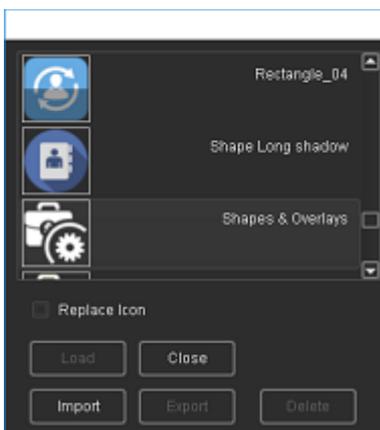
The other way around this method doesn't work!

### ***Design templates***



Click the button “Load template”.

A new window with the saved templates will pop up.



### **Load**

Choose the desired template with a mouse click. By double clicking on the template or clicking the button “Load” the template is opened.

If a graphic selection is available, the symbol of the template can be replaced with the graphic selection. Activate the checkbox.

Please note: The layer list gets newly created when you load a template.

### Delete

The button “Delete” deletes an unnecessary template.

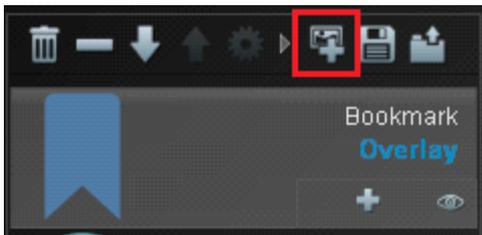
### Export

You can export a template as a .TPL file. It does not store images but ID's

### Import

You can import an external .TPL file

### *Using graphics as an overlay list*



Clicking the Overlay button activates or deactivates the use of the Overlay list. This allows you to combine an icon selection with an overlay list.

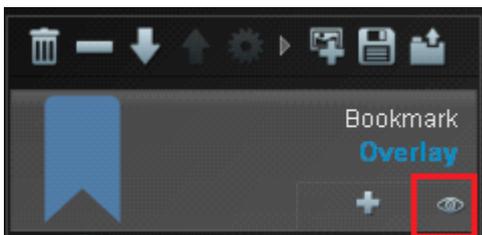
Note: When loading a template, the saved overlay list is used.

If you want to use the current overlay list, click the "Overlay" button twice. The overlay list is deactivated with the first click.

The second click creates a new overlay list.

### Layer

#### *Show a layer / hide a layer*



Clicking on the “Eye” symbol you can hide a layer or make it visual on the draw area and the export.

#### *Edit a graphic*

Clicking a layer activates it. The graphic on an active layer can be edited.

The active layer is marked gray.

Please note: If a graphic layer is hidden the graphic can't be edited.

### The draw area



The draw area shows all visible layers of the layer list.

### ***Pick and move a graphic on the draw area***

Clicking on a graphic element within the draw area activates the layer with the graphic. With pressed left mouse button a graphic on the draw area can be moved.

A quadratic selection frame for the graphic gets displayed.

This frame should be kept in mind while editing an icon selection or overlay selection because of the different latitudes and heights the graphics contain but nevertheless lie within the selection frame.

If you choose a graphic on the draw area it can be adjusted with the arrow keys.

Use Shift and an arrow key to move the graphic faster.

### ***Adjust background color***



By clicking the button “Background color” left of the draw area a preference window with different color themes gets displayed.

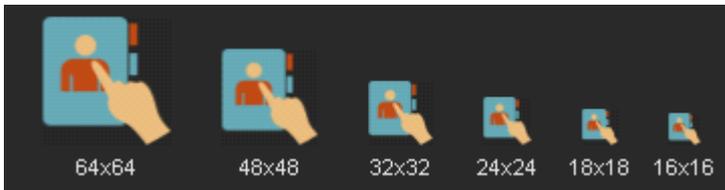


Choose the desired color by clicking it.

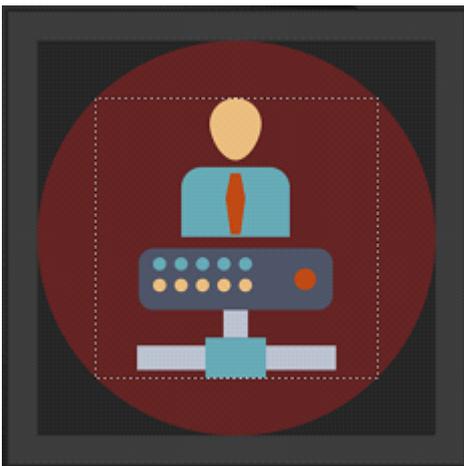
### **Miniature preview of the whole graphic**



By clicking the button “Mini review” a mini review of the whole graphic is shown beneath the draw area.



## Scale a graphic



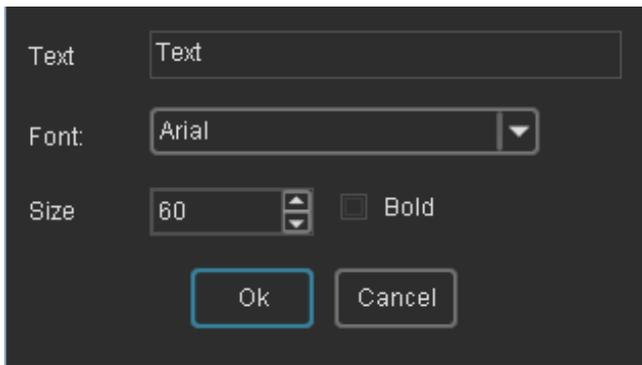
With the slider you change the size of a graphic. If you want to combine several graphics or create a round button set normally you will decrease the size of the graphic. During the scaling a quadratic selection frame is shown. This makes sure that you can determine if all the graphics of an icon selection lie within a round button. Clicking the graphic also shows the selection frame.

## The menu to the draw area

### *Insert text*



Clicking the button “Text” a text layer gets included into the layer list.

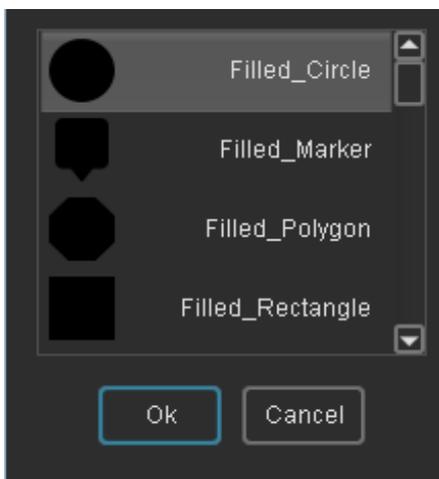


A preference window for the text insertion is opened. Accept the settings with the “Ok” button. With the button “Cancel” the settings from before are restored. The preference window can be opened again at any time by activating the text layer with a mouse click and by clicking the button “Settings” in the layer menu.

### ***Insert shapes***



By clicking the button “Shapes” a shape layer is enlisted to the layer list.



A settings window for the shapes is opened up. Choose the desired shape and accept your choice by clicking “Ok”. The size can be adjusted with the slider afterwards.

### ***Graphic effects***

If it is possible to apply an effect on the active layer, the button “Effects” gets activated. Otherwise the button is shown deactivated (gray)

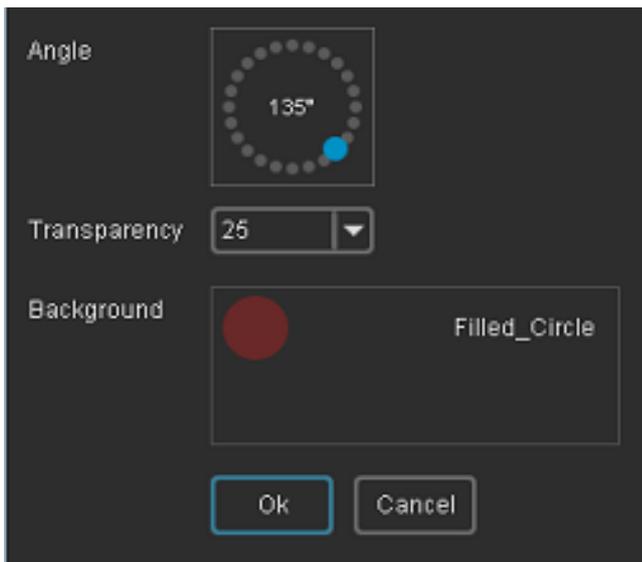


By clicking on “Effects” a list with the effects pops up.  
Please note: Only one effect can be applied at a time.



Clicking on an effect creates an effect layer that gets implemented into the layer list.  
Afterwards a preference window is opened.

### Long shadow



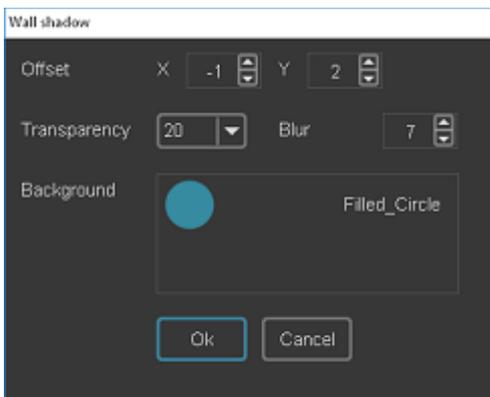
In the preference screen for the long shadow you can choose the angle and the transparency. You can limit the shadow to the background. If the layer list contains shapes or a background from the design elements these elements are offered to you for selection. With “CTRL” and left mouse button on an already chosen element the offer is reversed.

The actual shadow settings are shown immediately on the draw area.



Press “OK” to accept the settings.

## Wall shadow

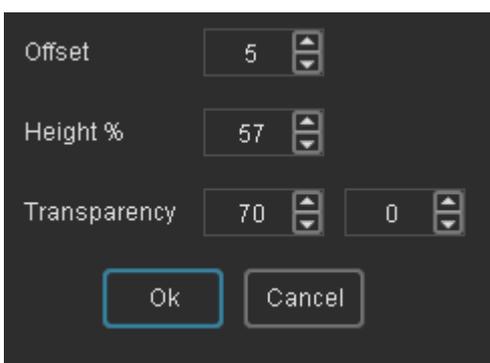


In the preference window for the mural shadow choose the gap X and the transparency Y for the shadow. If the layer list contains a background you can limit the shadow on the picked background. To make the shadow more realistic, use the Blur option to add a blur.

### **Please note:**

When you set a blur, a pixel graphic is added to an SVG graphic.  
To get a pure SVG graphic, set the "Blur" value to 0.

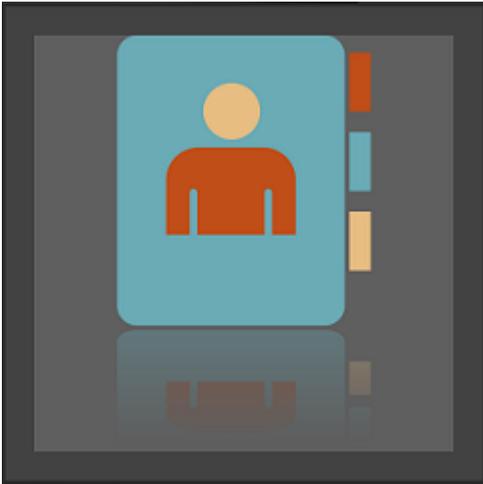
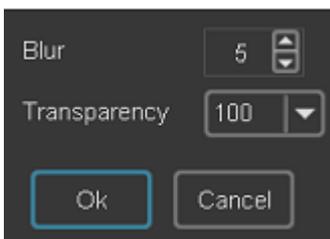
## Mirroring



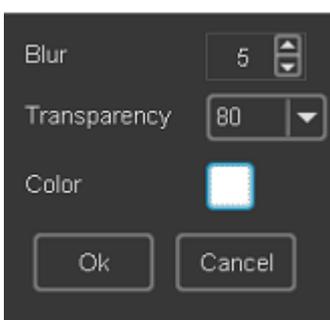
In the settings window, specify the height of the mirror image and the distance. To obtain a transparent gradient, you can set two values.

**Note:**

A rotation of the graphic and a color gradient is not considered in the mirror. The mirroring in the SVG format does not correspond to the appearance in a pixel graphics.

**Blur**

Use Blur to add a blur to a graphic element. You can also set the transparency.

**Glow**

The effect glow is based on the blur effect. An effect layer is inserted below the base graphic. Set a blur value and select the appropriate color for the effect. You can move the effect layer up after the configuration in the layer list to change the effect.

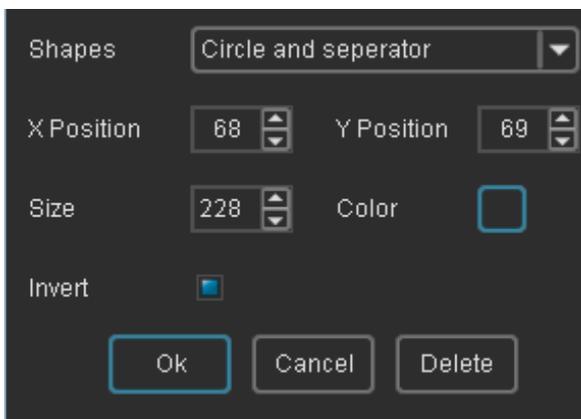
## Cut (Clip)



If you stack several single coloured graphics with the style shape or strokes the single graphics won't be recognized so well any more. To lift the graphics from one another you can cut an area out of the graphic. 2 functions are offered for cutting.

### Cut with shape

By clicking the button "Cut" a preference window pops up.



Choose the clipping form you want to use for the cutting.

Additionally for style a cutting line can be used.

You can choose the color of the cutting line with the button "color".

For the clipping form rectangle a corner-radius can be added. The radius selection field is only shown for the rectangle.

There is no additional layer added to the layer list for the cutting out. If you want to delete the option "Cut out" open the preference window and delete the section with the button "Delete".

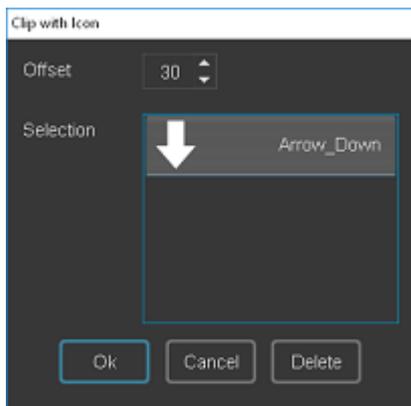
You can alter the position and height of the cut out right on the draw area as well. Close the preference window and click on the button "Cut out" again. The clipping shade with points to draw will be displayed on the draw area. With the left mouse button click the draw points to change the position and size while pressing. Alternatively the position can be changed with the arrow key on the keyboard as well. To close it up click on "Cut out" to deactivate the function and hide the clipping shade.



## Cut with Icon



In the Layers list, select the icon that you want to crop. By clicking on the button "Cut with Icon" a setting window is opened.



The Offset is used to set a border between the base graphic and the second graphic (overlay).

In the selection list, select the icon with which you want to cut out a part of the base graphic. Confirm your selection with the "OK"

Use CTRL and click on the current selection to remove this selection. The button "Delete" removes the cutout and closes the window.

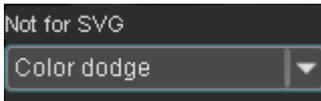
Example with 2 monochrome symbols. The arrow icon cuts a part of the base graphic.



## Filling options



Click on the button filling options to open up the selection box.



The filling options combine the colors of the actual layer with the colors beneath .

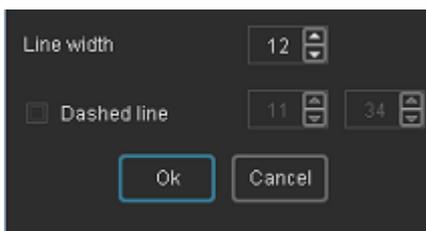
Please note:

The filling options won't be considered in a SVG export. This option is not activated on the lowest layer because the filling effects only affect graphics below.

## Outline presentation



You can change between outline presentation and area presentation by clicking on "Outline". In the outline presentation all the elements of the graphic are shown as an outline. The line width can be altered in the "Settings".



Please note:

The switch from area presentation to outline presentation is time-consuming and is only recommended for single graphics. This option is only provided for the styles shape and flat. If you want to create an icon set using the outline presentation we suggest the usage of the style "Stroke".

## Rotation



Clicking on the button "Rotation" will open a new window.



Click on one of the gray points to set an angle. Or click on the blue dot and drag the point with the left mouse button to the desired angular position. Confirm your selection by clicking "OK".

Note: Depending on the angle the symbol size is reduced. To calculate the new size a square is used as the base object.

### ***History***



With the arrow keys you can undo or restore your processing steps.

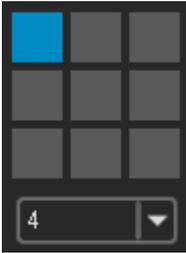
### ***Pipette***



The pipette gathers a single color out of any area you choose.

For that please press the button "Pipette" and pull the mouse onto the desired location while pressing the left button. By release the color is taken in.

## Positioning a graphic with squares

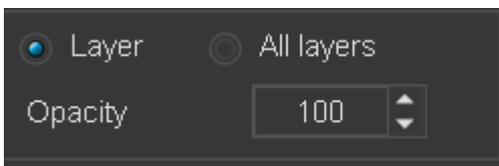


Using the position squares you can adjust your graphic. Adjustment is only useful if the graphic doesn't have a maximum size. If you combine several graphics at once you can for example scale the most important one at 80% and adjust it to the top left. The second graphics /overlay) can be scaled to 50-60% and orient it to the bottom right. If the graphic shouldn't dock onto the edge you can set a gap in the selection window below.

Tip:

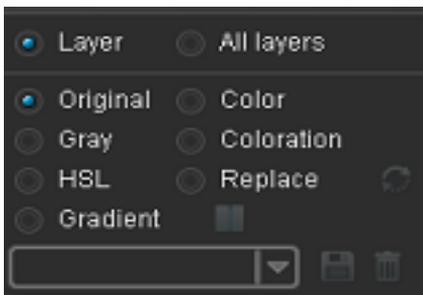
If you want to adjust an icon selection or overlay selection often times it is more useful to use the mouse or the arrow keys for adjustments because this way every graphic lies in the middle of the alignment.

## Transparency



To set transparency for the entire graph, select the "All Layers" option. Select "Layer" if you only want to set transparency for the current layer. By specifying the opacity you set the desired transparency.

## Color changes



Color changes affect the actual layer. You can choose the option "All layers" as well to have the color change applied on several layers. color changes only apply to visible layers.

Tip:

If you don't want to change the color of a specific layer you can just change the layer to the status invisible.

## ***Color options***

### **Original**

The graphic is once again shown in its original colors.

### **Color**

All graphic elements of the layer are shown in the selected color.

### **Gray**

The graphic is shown gray. If the graphic contains black /e.g. shapes) this color is preserved. This includes the color white.

Tip:

If you want the graphics to be shown as inactive it is recommended to use a gray color. Additionally you could raise the transparency.

### **Toning**

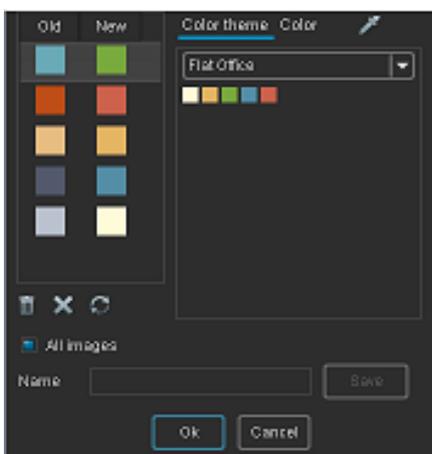
All colors of the graphic are combined with the new color. This way the graphic attains a toning.

### **HSL**

With the HSL function the hue (H), saturation (S) and brightness (L) are affected. The sliders for red, green and blue are deactivated. With this function you can adapt an icon selection in terms of color without the single graphics obtaining the same coloring.

### **Replacement**

You can target single colors of a graphic and replace them. Click the option "Replacement" and a new window pops up.



In the column “Old” all the colors of the current graphics are displayed. Click on one of the colors to replace it. For that choose a suitable color theme from the window color theme. Click on the desired color. The color is applied to the column “New” and the old color is replaced. To perform exact adjustments click on the tab “color”.

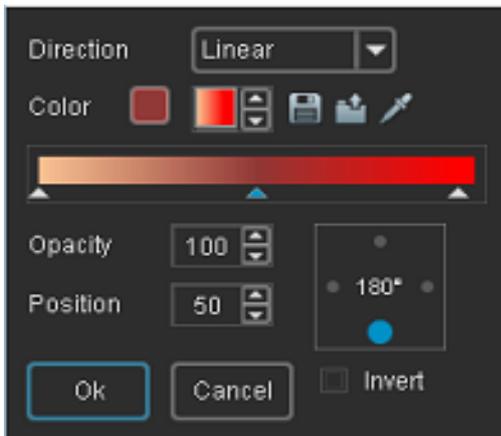
Tip:

If you want to change all colors for an overlay or icon selection activate the checkbox “All colors”. Now all colors of the set are read. This option is designated for the flat icon set. The graphics of a flat icon set excluding the police set have 5 colors each. With the button “Replace” you have the option to just click once and replace all the colors of the icon set with the colors from the current color theme.

To confirm your changes press “OK”.

You can change the settings any time by invoking the window with the button “Replace”.

## Color gradient



Click on “color gradient” to open a screen.



Adjustment: You are offered the radial and linear course directions.



Click on the color field to open a color window. Choose a color and confirm it by clicking “OK”.



A saved color gradient can be chosen using the arrow keys and by clicking on the process it can be activated.

By clicking “Save” you can save a process setting as a template.  
The button “Open” displays a big list box with the saved processes. Here you can delete a history.

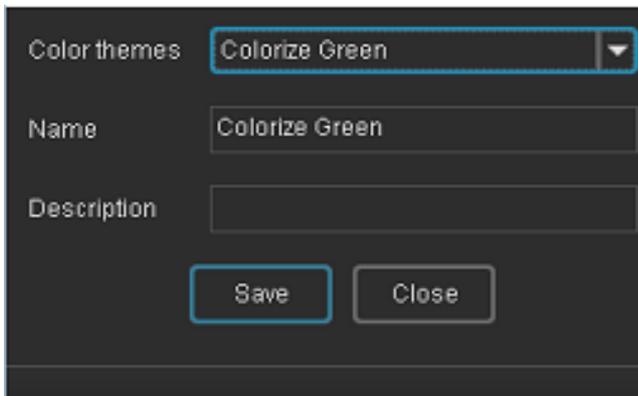


In the color gradient area you determine the color and position.  
Click on an already existing arrow to set the color, position and covering power.  
Double click on an arrow to open the color window immediately.  
Click and hold an arrow (left mouse button) to change the position of the color.  
To implement a new color, click on the process area. Under it an arrow appears.  
To delete a color click on the corresponding arrow and pull it downwards out of the frame area.  
After releasing the mouse button the color will be deleted from the process.  
Please note: It is necessary to use 2 colors for one process.

### ***Save color settings***



You can save color settings by pressing the button “Save”.  
A new window opens up.



You can use a color template to override this one or you choose a new name for the color template. Click on “Save” to save the template and to close the window.

Tip:

Save the color settings for inactive, active and selected graphic figures or for an alert.

### ***Load a color template***



By selecting a saved color template it is loaded and run instantly.

### **Delete a color template**



Click on "Delete" to delete the selected color template.

### **Color settings using RGB and HSL slider**



Underneath of the color themes there is an expandable menu which shows the current color and the hexadecimal value.

Click the arrow to show or hide the RGB and HSL color slider.



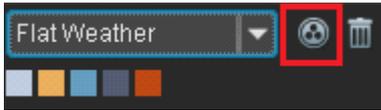
Color changing can be done by moving the color controllers or the arrow keys beside the value data. Instead you can insert a hexadecimal value as well. Click on the minus symbol to hide the color controllers.

### **Color themes**

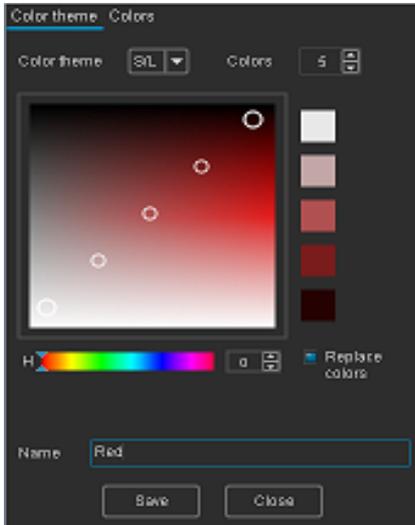


Here you can choose a color from the actual color scheme. Click on the color you want to choose it.

### **Create a new color theme**



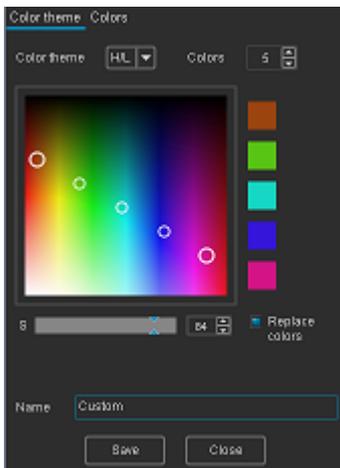
Click on the displayed button to open up a window for color theme creation.



In the color process area for every color a white circle is shown.

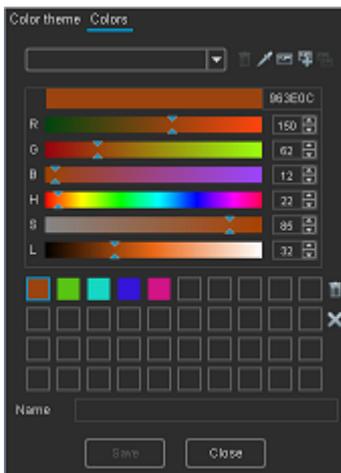
The color realm is measured with the controllers beneath.

The 2 outer draw points are used to choose the color. Click one of those points and change its position. All of the colors in between are being calculated. The quantity of colors can be chosen from 3 to 10 colors.



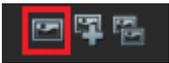
For further color compositions choose a different color theme from the selection box "color scheme".

To further edit the created colors click on the tab colors.



To work on a color activate the color by clicking on the color area. With the color controllers you can adjust the color. Using drag & drop on a color area you can change the order of the colors. The button “Delete” deletes the currently selected color. To delete all colors click on the button “Delete all colors”.

### Create color schemes for the colors of a graphic or an icon set



Click on the first button to load the graphics of the current graphic. The current color pallet gets overridden.



Click on the second button to add the colors from the current graphic to those of the color pallet.



Click on the third button to load all the colors from an icon or overlay selection. This function only activates if the current layer contains an icon or overlay selection.

### Edit saved color themes

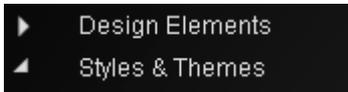


By using the selection box you can load a saved color theme  
The colors from the color theme are shown in the color areas.  
Click on the color area to alter the color using a controller.

## Save a color theme

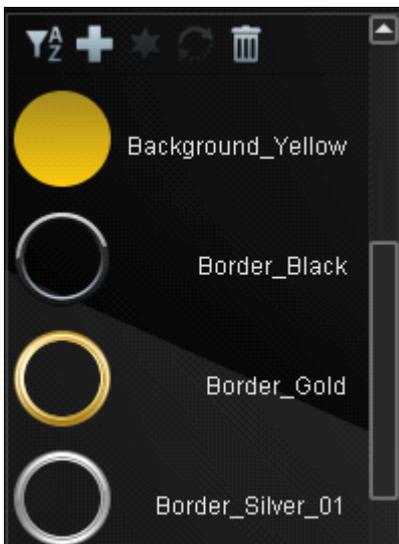
To save a color theme you have to insert a name and click on “Save”.

## Graphic selection and design elements



The selection tree contains design elements styles and theme areas.

Click on the arrow left of “Design elements” or by double clicking the subgroups to the design elements are shown. Click on a subgroup e.g. Circle\_01 the design elements from this group are shown in the list box below.



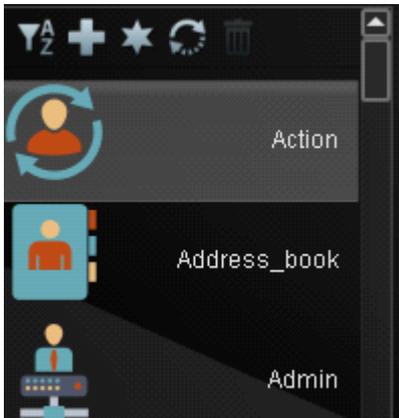
Design elements can't be shown in the icon selection and they can't be deleted there. Therefore you get the exclusive offer to delete single design elements by using the list box.



Click on a design element to delete it from the data bank permanently using the button “Delete”.

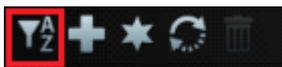


Click on the arrow left from “Styles and Themes” or use a double click on the text to have a look on the styles. Double click on a style to show the themes. Click on a theme to show the graphics according to the themes in the list box beneath.



### ***The menu for the graphics list box***

#### **Sort**



Click on the button “Sort” the order of the sorting is reversed.

Tip:

Click on a letter from A-Z. The first graphic with the according letter is shown.

#### **Insert a graphic into the layer list**



Click on the button “Plus” to add a graphic to the layer list that you picked before hand.

Alternatively you can add a graphic to the layer list by double clicking.

In both cases the graphic is put on top of the layer list.

To add a graphic into a specific position in the layer list you can use drag & drop to pull the graphic to the spot of your desire. Release the mouse button and the graphic is added.

#### **Overlays**



An overlay is a graphic that overlays a different graphic. The button “Overlay” adds graphics to a list of overlays. Those graphics are shown in the list box by choosing a style from the selection tree. The same button deletes the graphics from your list of overlays.

## Replace graphics



With the button "Replace" you can replace a graphic from the layer list. The settings of the replacing graphic like color, size and position are applied to the new graphic.

## Export window

### File formats

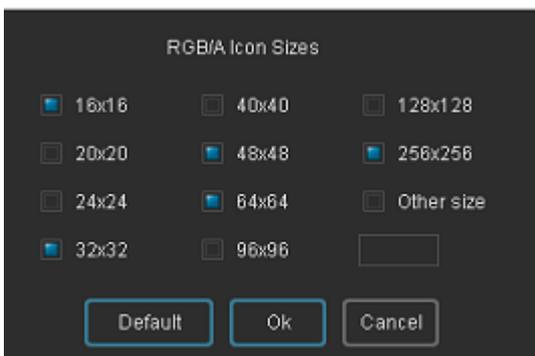


Choose your file format

You can choose between PNG, BMP, JPG, ICO and SVG.



A Windows Icon usually involves multiple icon sizes. Click on the "Icon size" to specify the icon sizes. It opens a new window.



By clicking on the Button "Standard" the recommended Icon sizes for Windows 10 are selected. If you want to specify a custom icon size, activate the checkbox "Other size". Enter into the box the size. The maximum size is 256 pixels.

Note: Colibrico creates ICO graphics with RGB colors and an alpha channel. The older formats with 256 and 8 colors are not supported.



If you choose BMP or JPG format you will get button for the background color. For the JPG format you will also be able to set the quality.

Please note: The quality affects the file size.



Choose a size from the list box.



You can choose an individual size by typing it into the corresponding field and also save it afterwards. Colibrico design Studio was designed for square symbols. However, you can also export rectangular graphics by specifying different sizes (e.g., 128 x 64). With the checkbox "adjust size" the size is adapted to the picture content.



Measuring sizes that you don't need, can be deleted by using the button "Delete".

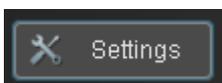


State the file for the export. The button "File selection" a window for the file selection pops up. Accept your pick by clicking "OK".

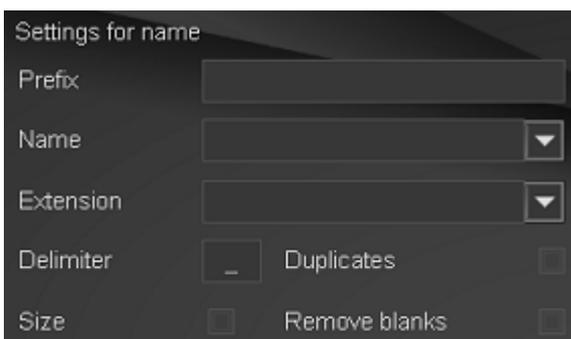
## File name



The file name is applied automatically. It contains e.g. the graphics name of the icon selection. As an add-on e.g. an overlay selection is added. Additionally the size is attached.



Click on "Options" to configure the file name.



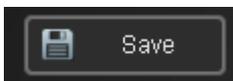
If a prefix is specified, all filenames are preceded by this text.

If you export only one graphic, you can specify an individual name in the input field for the name or extension. The separator separates name, extension, and size. The checkbox for the size specifies whether the size specification should be included in the name. If a filename already exists in the export folder, the checkbox "Duplicates" determines whether the file should be saved anyway. The file "Duplicate" and a number are added to the filename. With the "Spaces" checkbox, you define that spaces in the name are removed.

**Please note:** If an icon or overlay selection should get exported you shouldn't choose the name or the name of the add-on by yourself.

For every file a specific and clear name is needed.

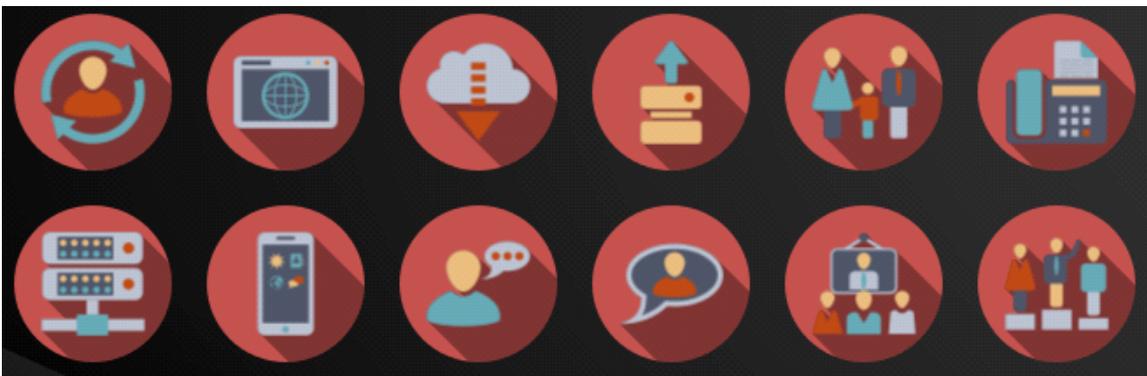
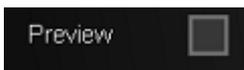
## Save graphics



The button "Save" starts the export of a graphic. A bar shows you the elapsed time of the export in percentage. While the export is taking place a "Stop" button shows up which can stop the export whenever you want.

## Graphic preview

In the preview window all graphics are presented with your design settings. The button "Background color" can be used to set a background color for the presentation.

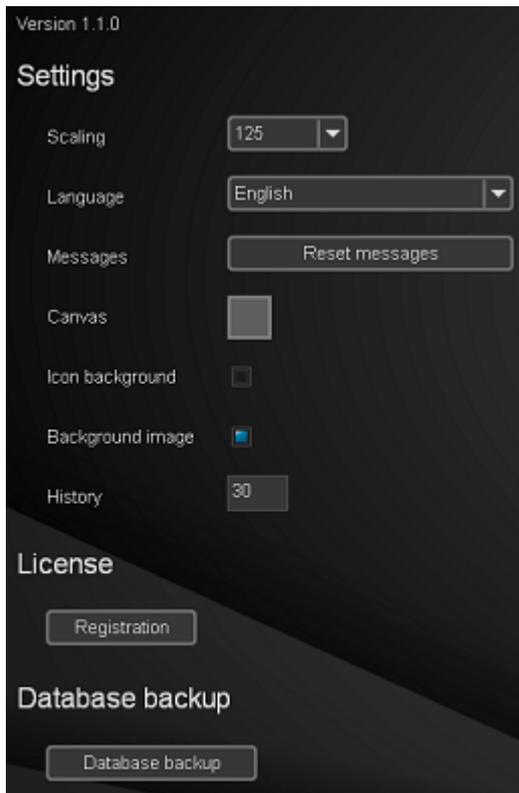


**Please note:** The calculation of the long shadow takes some time.

Eventually a few seconds will pass until the result is displayed.

Only the graphics in the visible window area are being generated. While scrolling further not yet created graphics will be generated. Therefore it may take a few seconds on scrolling till the graphics get displayed.

## Settings and License



In this area you can make some presets and register Colibrico Design Studio. In addition, you have the option to make a database backup.

### Release note

On this page you will get information about the current version number of the program

### Scaling

For high-resolution screens and for a larger representation of texts and controls, select the appropriate resolution from the selection box.

Please note: Use ALT + R to reset the scale to 100%.

### Language

You get to choose between German, English and Spanish.

To activate a chosen language you need to reopen the program.

### Messages

Several actions like the deletion need to be confirmed before the action is performed. In the most cases you will get an option to disable further messages for the same task and they will just perform without the need to accept a message again. Click the button "Reverse messages" to show all messages again.

### Canvas

Click on the button "Draw area" to set a background color for the draw area as standard.

## **Icon Background**

Shows a chessboard image behind the icons

## **Background image**

This option allows you to enable or disable a background graphic for Colibrico Design Studio.

## **History**

The history is connected to the undo/redo function.

Choose a maximum number of processing steps that can be returned.

## **License**

A click on the button opens a new window for registration

## **Icons**

Colibrico Design Studio includes a large number of icons in different graphic styles.

All artworks offered with Colibrico Design Studio were created by us.

The use of some symbols, e.g. Flagging symbols are restricted by law in some countries. When using such symbols, be aware of the legal requirements of your country.

## Keyboard short-cuts

### Design area

DEL	Remove a layer from the layer list
Arrow keys	Move graphic on canvas
SHIFT + Arrow keys	Move the graphic in larger steps on the canvas area
STRG + C	Copy active layer
STRG + V	Insert a layer
STRG + Z	An action back in history
STRG + Y	An action forward in history