



ARHiCAD

ICON STYLE GUIDE

2016

CONTENTS

CONTENTS	2
INTRODUCTION	5
HOW TO USE THIS DOCUMENT	6
<hr/>	
PRINCIPLES	7
Users	8
Environment	9
Copy and Paste	10
Working With Color and Shapes	11
Font and Typography	12
Alignment	13
Spacing	13
Consistency	14
Clarity	15
STYLE GUIDE MANUAL	17
Fill	18
Stroke	19
Dashed Lines	21
Colors	22
Section and Special Fill	24
3D	25
Special Points	26
Gaps	27

CONTENTS

Element Hierarchy	27
Arrows	28
Special Fill	29
Font	29
Dialog Illustrations	30
ARCHICAD 20 Preview	29

TOOL MANUAL 33

Set Up Preferences in AI	34
Necessary Tools in AI	35
Necessary Windows in AI	36
Set Up Preferences in Inkscape	37
Necessary Tools in Inkscape	38
Necessary Windows in Inkscape	39
	40

AC 20 ICON STANDARDS

Menu Icons	41
Tool Bar Icons	41
Palette Icons	42
Popup Icons	42
Dialog Icons	43
Roll Down Icons	43
List Icons	43
Tree Icons	44
Tool Box Icons	44
Info Box Icons	45

CONTENTS

STEP BY STEP TUTORIAL	46
Adobe Illustrator	47
InkScape	50
SAVE AS SVG TUTORIAL	53
Quality Check in Adobe Illustrator	54
Save as SVG in Adobe Illustrator	55
Quality Check in InkScape	56
Save as SVG in InkScape	56
ASSET LIBRARY	57
Examples	5

INTRODUCTION

Dear Reader,

The purpose of this [Icon Style Guide](#) is to list and detail all the [rules](#) that we have established for ARCHICAD 20's new look and to cover how we work when we design [icons](#) for the new UI.

This document is a handbook for both GRAPHISOFT's Product Designers and ARCHICAD Add-On manufacturers to help maintain a [consistent visual appearance](#) for the icons in our products that we want to reserve in the future.

To understand all important aspects of this document, you should read it sequentially. [Do not skip any section!](#)

We included a lot of examples and explanatory texts in all sections. [Refer to it whenever you are in doubt!](#)

Examine all the descriptions and supplementary material to [understand the correlation](#) between the different sections.

Even though ARCHICAD is incredibly diverse, from dialogs to palettes and toolbars, we always apply [consistent design principles](#) as described in the following pages.

Enjoy

HOW TO USE THIS DOCUMENT

Step 1:

Get an [overall view](#) by going through the [PRINCIPLES](#).

Step 2:

[Learn](#) the style related rules for different attributes such as colors, fills, etc. by using the [STYLE GUIDE MANUAL](#).

Step 3:

[Choose](#) your tool, [set up](#) your work environment and [learn](#) the necessary tools by using the [TOOL MANUAL](#).

Step 4:

[Learn](#) the system side requirements such as location(s) and size by using the [ARCHICAD STANDARDS](#).

Step 5:

[Create](#) your icon by using the [STEP BY STEP TUTORIAL](#).
If needed, use existing elements from the [ASSET LIBRARY](#).

Step 6:

[Check and save](#) your work by using the [SAVING AS SVG TUTORIAL](#).

Step 1:

PRINCIPLES

Get an overall view of the fundamental visual guiding principles for ARCHICAD icons.

PRINCIPLES/

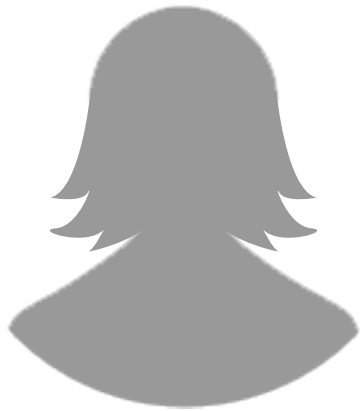
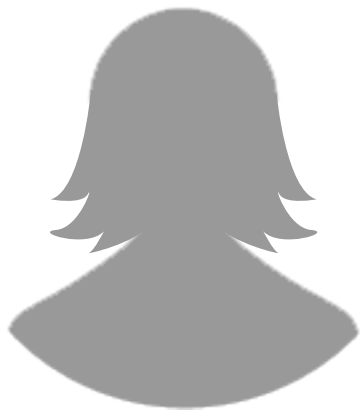
USERS

Your primary consideration should always be the **User!** Design your GUI elements by finding out **what they want** to do in that particular UI and then create your icons so they can carry out that task as **quickly as possible!**

For example:

A complex feature, guided by rigid technical rules may look really complicated and hard to understand.

Perhaps some friendlier, **easy to understand** design would be more appropriate for new users who aren't quite familiar with ARCHICAD.



PRINCIPLES/

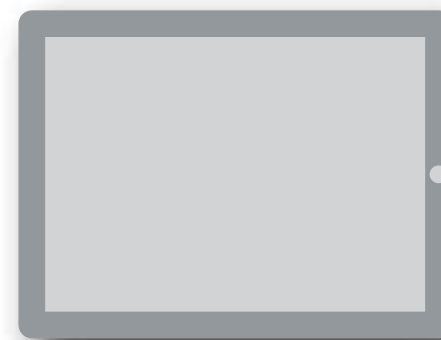
ENVIRONMENT

Environment refers not only to the platform (PC, Mac) you design for, but also how it will be operated and the **physical space** that it will be used in.

For example:

Monitors (ARCHICAD) have a completely different set of variables compared to **mobile phones or tablets** (BIMx, BIMcloud Manager). They are viewed from a different distance, almost always used indoors, and operated without touch.

This in turn means **different considerations** for things like size, ratio and graphical contrast within the icon.



1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

PRINCIPLES/

AC20

NEW

COPY AND PASTE

What you say in your design is just as important as how it looks. It is important to keep stlye as **consistent** as possible! A good **copy** of used GUI elements can not only make ARCHICAD easier and **quicker to understand**, but also gives it **personality** through the tone of voice used.

Speaking to people like human beings, rather than machines, creates an **emotional link** that results in a **better UX**.

For example:

Feel free to **copy and paste** existing elements. If you want to say 'Add', than use the '**ASSET LIBRARY**' as a source. **Do not invent what already exists!**



PRINCIPLES/

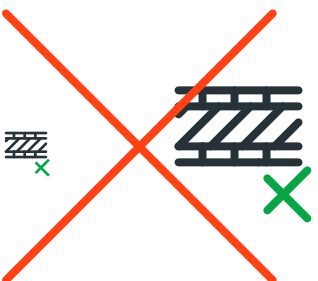
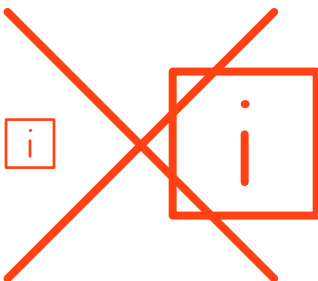
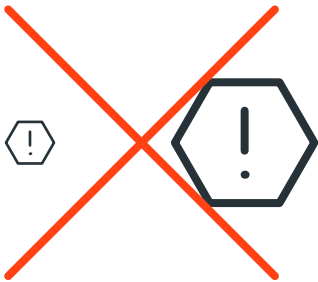
WORKING WITH COLOR
AND SHAPES

Certain colors and shapes have become synonymous with **specific meanings** in UX design. Be mindful of these norms, as mixing them up can cause **confusion** for users.

For example:

Green and checkmarks are commonly used to **indicate** good, while red and X marks are bad, but jumbling the two up creates a mixed **message**. Similarly, yellow and triangles are often **associated** with warnings, and black and circles with info.

DON'T DO THIS!
IT'S NAUGHTY!



WARNING

INFO

DELETE
(Data loss)

REMOVE
FROM

DO THIS!
IT'S NICE!



PRINCIPLES/

FONT AND TYPOGRAPHY

Lots of information is conveyed through text, so letters are also important in UX. Apply the same principles for a good design:

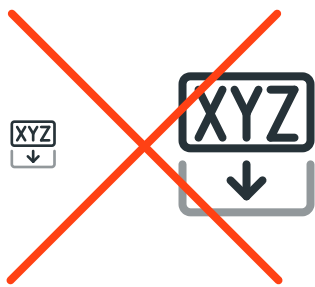
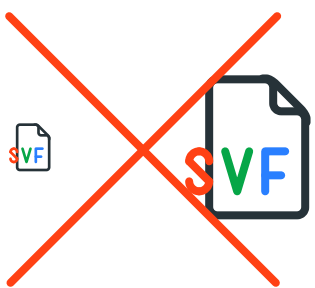
- Make it **easy to read!**
- Make **enough space** around it!
- Use the **DIN Pro Regular Font!**

Follow these steps to create text:

- Use **'Outline Stroke'** to make the desired text vectorized!
- Add **0.5 px** as the line's weight!
- After outlining, **align path to grid** vertically and each letter horizontally!

(Object > Path > Outline Stroke)

NAUGHTY



1:1 3:1

NICE



1:1 3:1



1. This is how a text looks like using the DIN Pro Regular font.
2. This is how it looks like after applying the 'Outline Stroke' effect, adding 0.5 px as stroke's line weight and aligning the path to the grid vertically.
3. **And this is it, with all the letters aligned.**

PRINCIPLES/

ALIGNMENT

Besides getting everything sharp, the other very important aspect for pixel perfection is making sure the **alignment** is right.

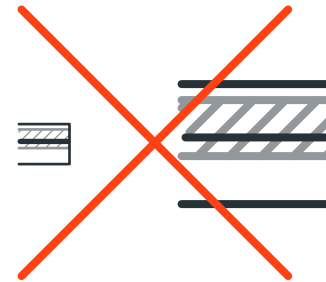
For example:

Use graphical alignments that helps the viewer quickly **identify and understand** what an icon means.

SPACING

Use icon spacing on the UI that **communicates** hierarchy and group the functions by type to help the user orientate.

NAUGHTY



1:1

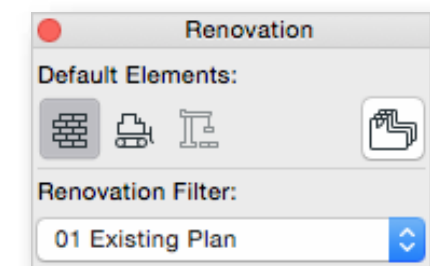
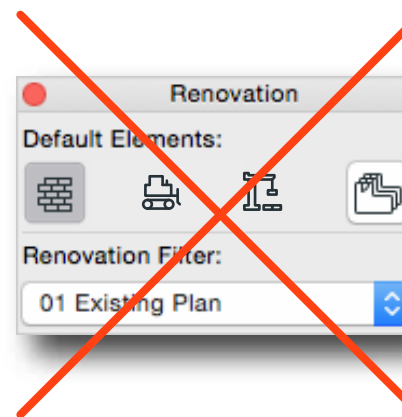
3:1

NICE



1:1

3:1



PRINCIPLES/

CONSISTENCY

Alignment of objects within icons and across different surfaces is just as important.

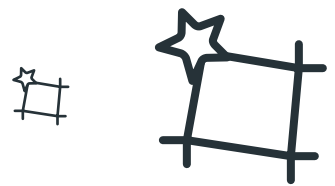
Margins and placement of common GUI elements such as 'Settings', 'Teamwork Reserved Status' or a 'Pen' should be the same through out the interface to prevent objects from jumping around.

For example:

Follow what is in the 'Asset Library', and copy existing elements which can be used throughout several icons.

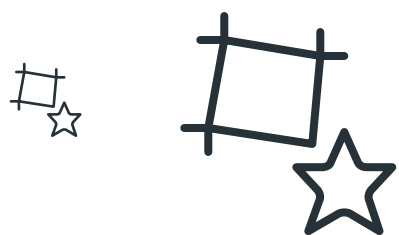
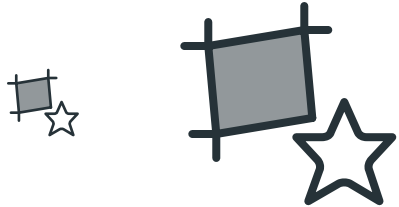
NAUGHTY

NICE



1:1

3:1



1:1

3:1

PRINCIPLES/

CLARITY

Keep icons as **clear** as possible to avoid overloading the user with too much content or useless information.

You can do this by following 'Form Follows Function' rule.

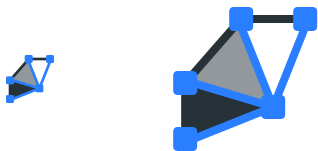
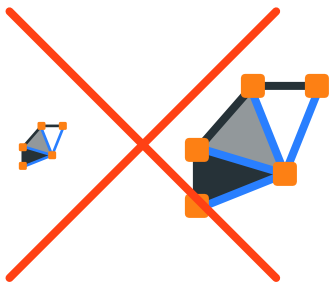
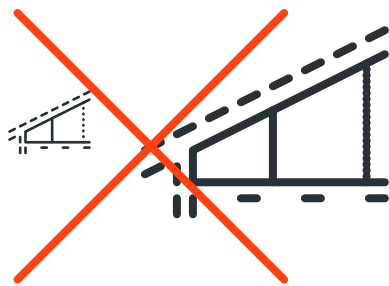
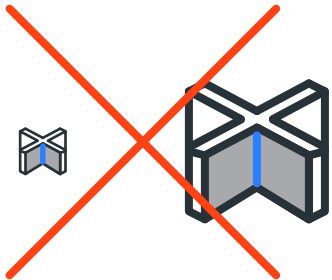
For example, use only one of the following at a time:

- distinguishing mark,
- highlight color,
- dashed line (type),
- special color,
- strokes or fills,

Do not change the **original metaphor** but try to **be creative!**

NAUGHTY

NICE



1:1

3:1

1:1

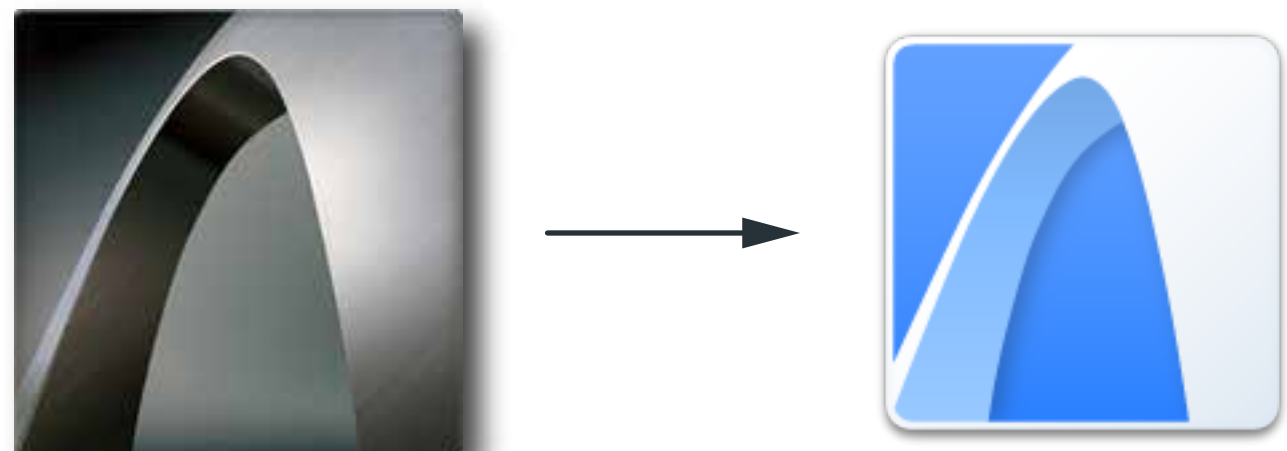
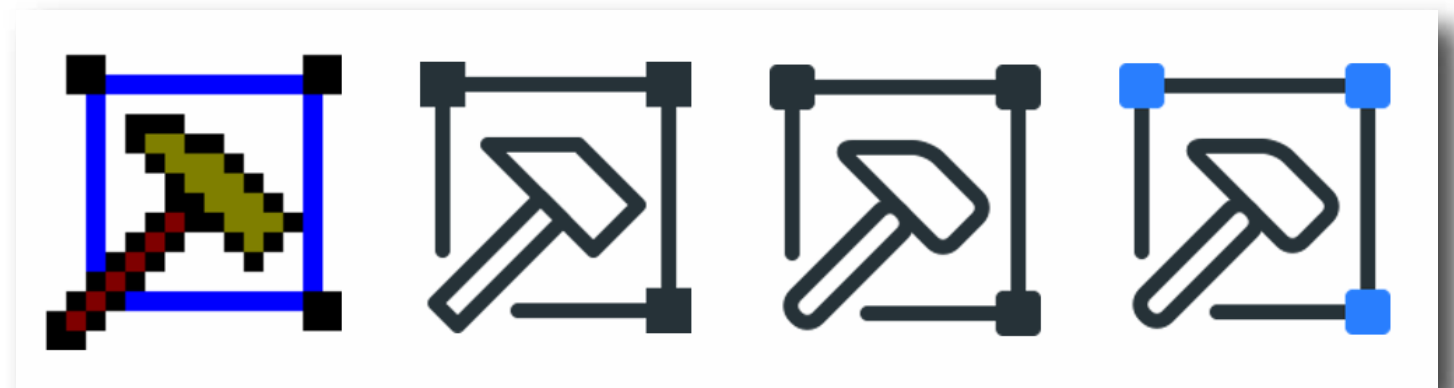
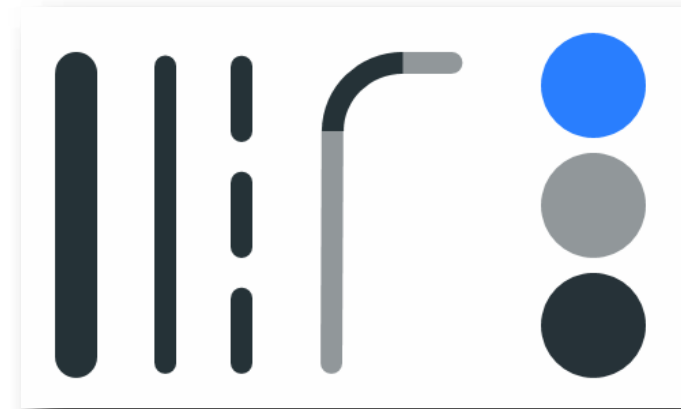
3:1

PRINCIPLES/

CLARITY

Following this idea we decided to designed a new style based on 3 linetypes, 3 basic colors and a rounding effect. Colors and lines help to express the functionality, while rounded corners help to achieve friendly and uniform look.

At the same time, we realized that colors are important, but too much color can go against a clean look. To avoid a coloring book effect, we decided to use only one blue accent color to highlight a function most of the time. Other colors are used for specific functions like red for indicating deletion or green for new elements in Teamwork.



Step 2:

STYLE GUIDE MANUAL

Learn the style related rules for the different attributes such as colors, fills, etc.

FILL

- Keep all the icons hairlined! Use fills **only if it is a must**, especially if you design a menu icon (inverse effect on Mac).
- If you may find it necessary to use fills anyway, than **keep it simple!** Draw them with a **stroke weight line 1-2 px** and avoid fills that are too large.

NAUGHTY



1:1

3:1



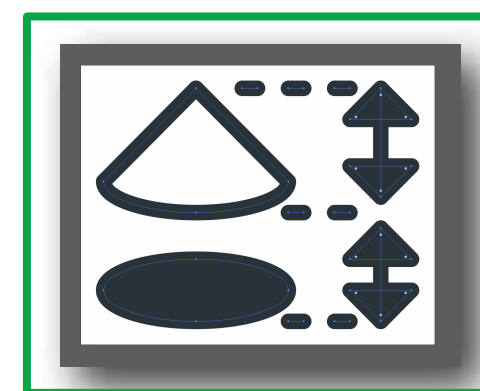
No stroke, only fill.

NICE



1:1

3:1



Stroke with fill.

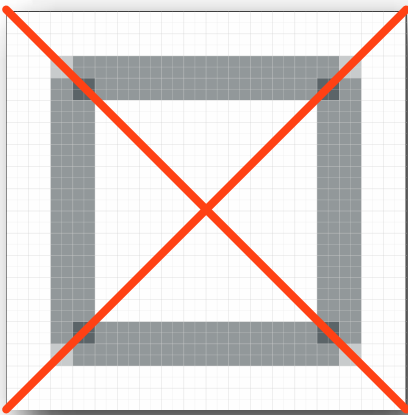
STROKE

- Stroke reference line has to be aligned to middle!

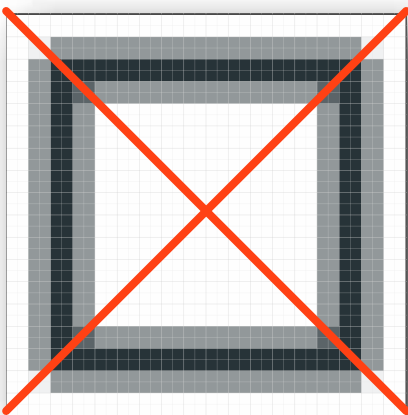
(Window > Stroke > Align stroke)

- In case of a 1 px line, the reference line has to be in the middle of a pixel!
- In case of a 2 px line, the reference line has to be on the pixel grid!

NAUGHTY

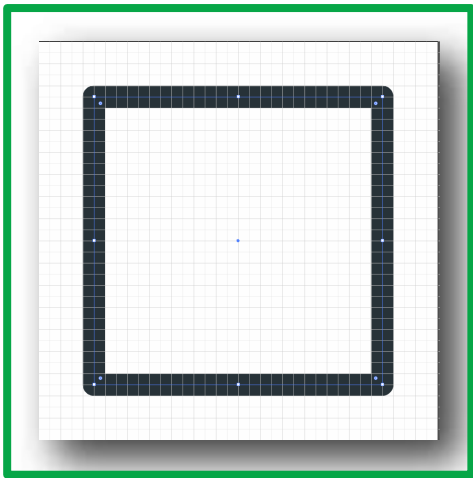
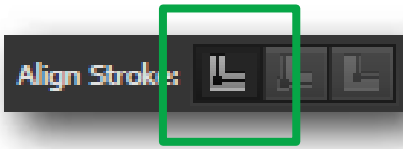


1 px stroke not aligned on grid

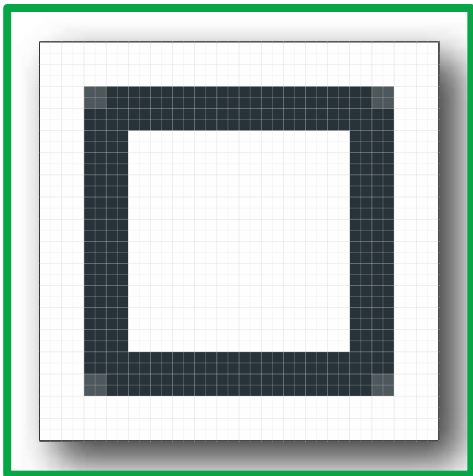


2 px stroke not aligned with grid

NICE



1 px stroke aligned on grid



2 px stroke aligned with grid

- Use fillet for line ends. Always make them **rounded**!

(Window > Stroke > Cap/Corner)

- For larger elements, use enhanced **fillet with effect**!
Always set radius to 1 px!

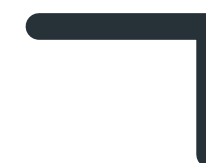
(Effect > Round Corner)

NAUGHTY

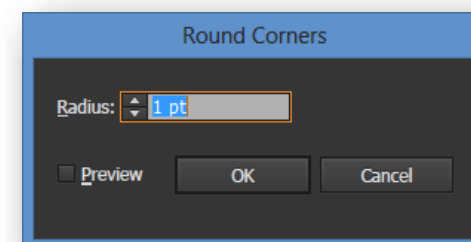


10:1

NICE



10:1



10:1



10:1

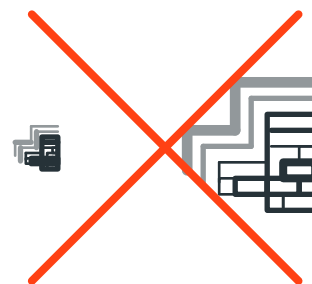
- Draw lines only with 1 or 2 px weight!
- Use thin lines with a weight of 1 px as an average!
- Use thick lines with a weight of 2 px to emphasize!
- Keep it simple! Avoid mixing up line weights!

STYLE GUIDE MANUAL/

DASHED LINES

- Dashed/dotted lines can be horizontal, vertical or slanted.
- They have to be drawn 'by hand' and fixed to grid!
- No golden rule just make it easy to read!

NAUGHTY

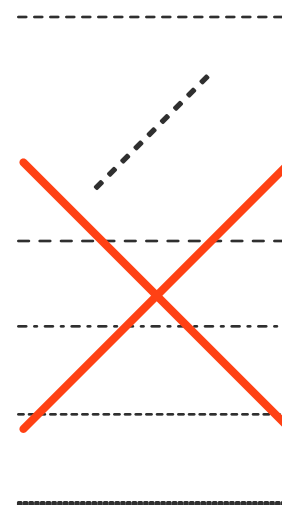


1:1 3:1

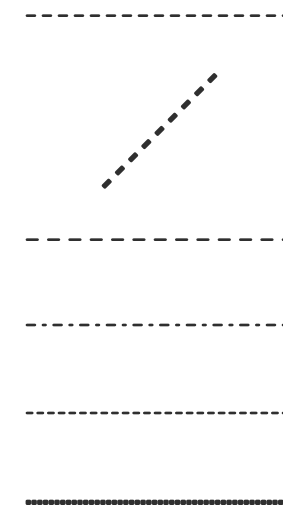
NICE



1:1 3:1



1:1

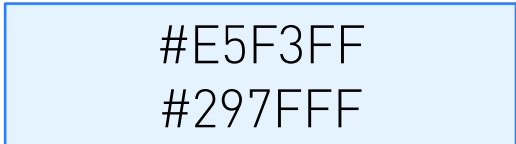
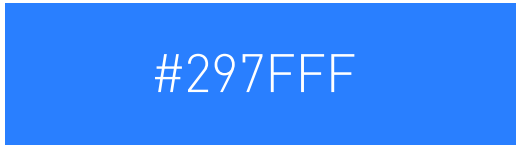
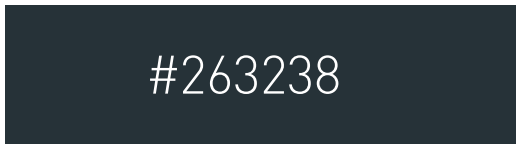


1:1

STYLE GUIDE MANUAL/

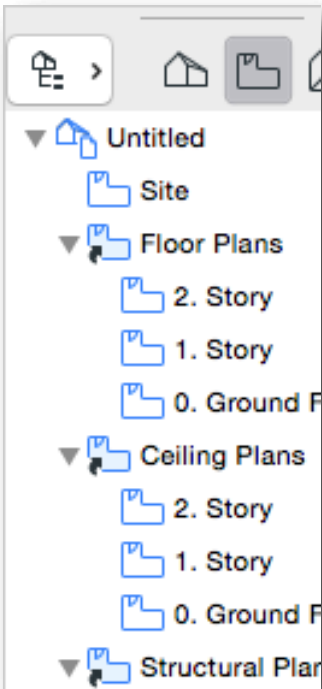
COLORS

- Basic dark blue (#263238) to draw simple contours.
- Light grey (#92989B) to distinguish a function.
- Blue color (#297FFF) to emphasize, white (#FFFFFF) to use ordinary fill.
- To fill element(s) that are higher up in the Navigator:
 - View Map: light blue (#E5F3FF),
 - Project Map, Layout Book and Publisher Set: light grey (#ECECEC),
- Lower in the Navigator:
 - Off white (#FAFAFA),



1:1

3:1



STYLE GUIDE MANUAL/

COLORS

- Use the colors such as

light green,

green,

to show selection, or for
Teamwork related icons
and the

light blue,

yellow,

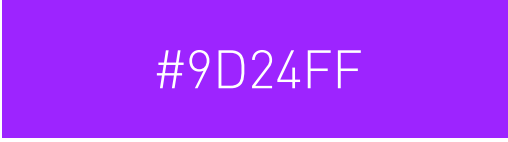
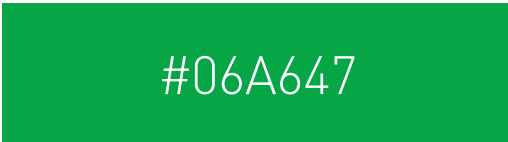
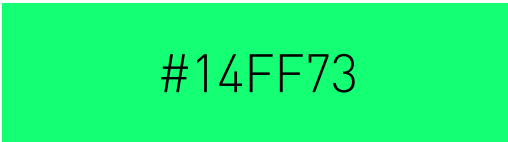
purple,

pink,

red,

orange

to emphasize or distinguish.



1:1

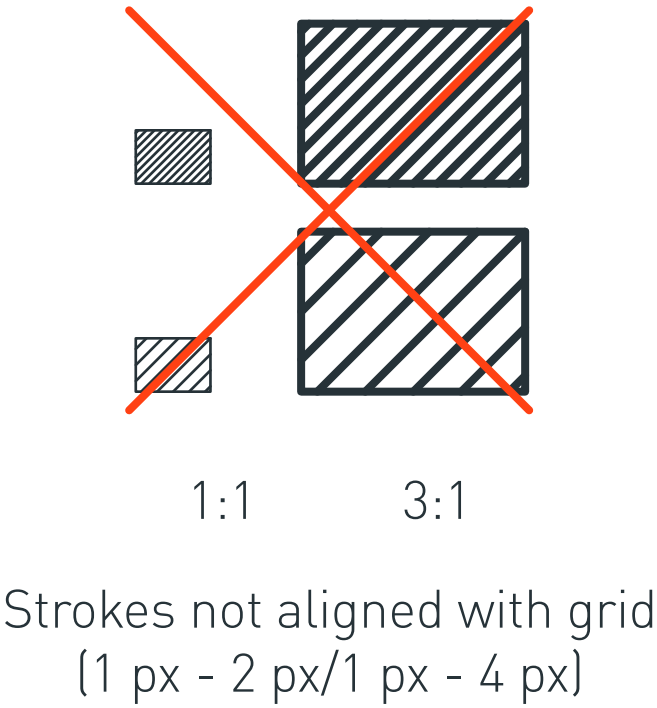
3:1

21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

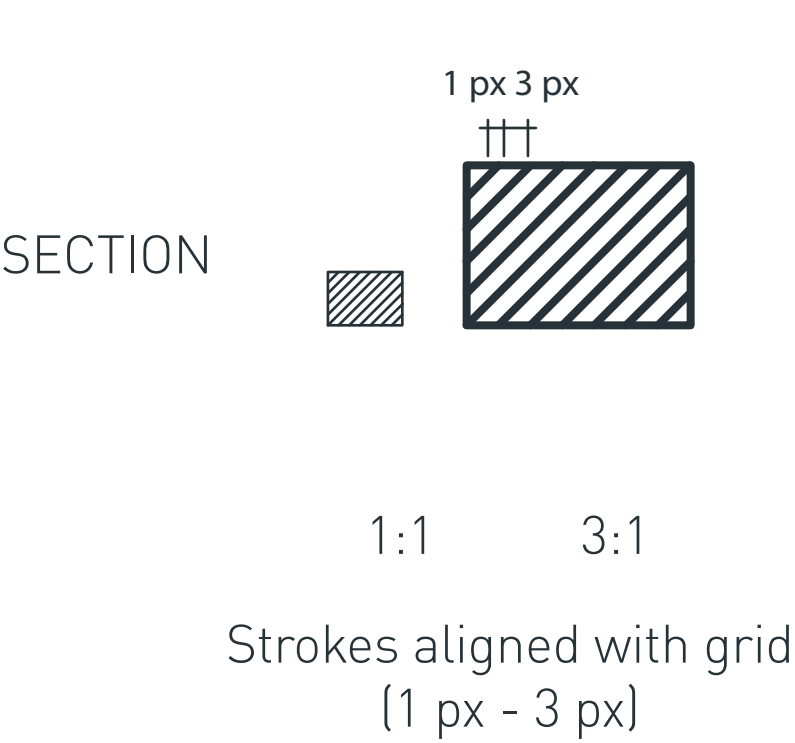
SECTION AND SPECIAL FILL

- Draw sections **by hand!**
- Use the angle of **45° and 1px** as the stroke's line weight!
- The line density has to be **1 px - 3 px - 1 px - 3 px - ...!**
- Draw special fills **by hand!**
- Use the angle of **0° and 1px** as the stroke's line weight!
- The line density has to be **1 px - 1 px - 1 px - 1 px - ...!**

NAUGHTY



NICE



3D

- Draw 3D **by hand!**
- Use the following **3 types** to visualize elements in 3D:

Type 1:

Standard Axonometry

Type 2:

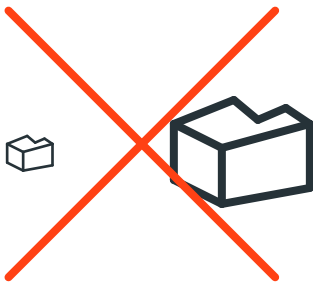
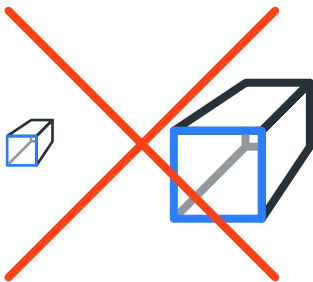
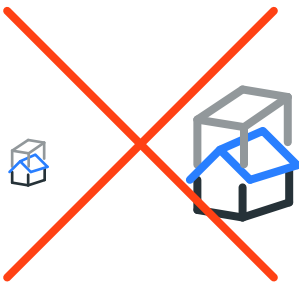
Frontal Axonometry

Type 3:

Isometric Axonometry

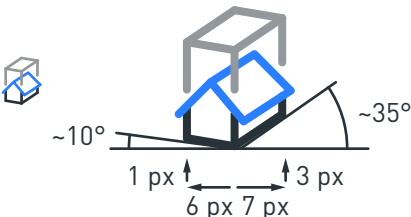
- Use Type 1 or 2 for **function /feature/module** etc!
- Use Type 2. in case for **technical illustration!**

NAUGHTY

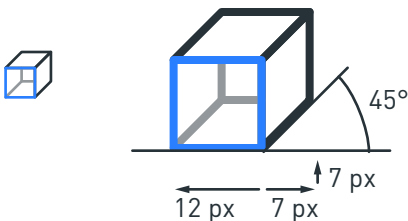


1:1 3:1

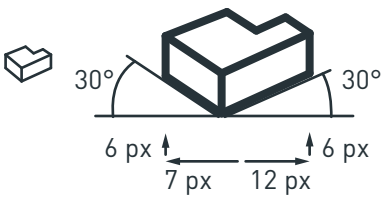
NICE



Standard Axonometry



Frontal Axonometry



Isometric Axonometry

1:1 3:1

SPECIAL POINTS

- Draw special points **by hand!**

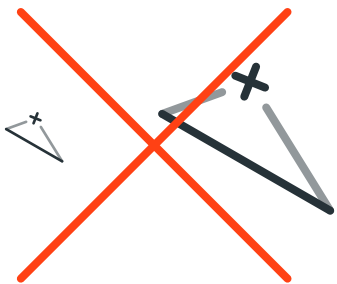
Type 1: **Edit points**

- White dot on black **cross**.
- Stroke line weight is **1 px**.
- To **highlight a function** that relates to a certain point in 2D/3D!

Type 2: **Selection points**

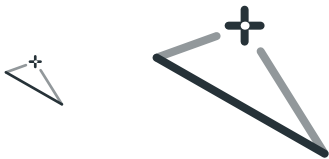
- Black **dot** with black fill and stroke.
- Stroke line weight is **1 px**.
- Use it to **highlight a point** of an object in 2D/3D!

NAUGHTY



1:1 3:1

NICE



1:1 3:1



- 5 by 5 px cross with a 1 px white
dott in the middle,



- 4 by 4 px dott with 1 px radius
rounded corners,

1:1

3:1

Do not mix them up with other type of points or marks!



1:1

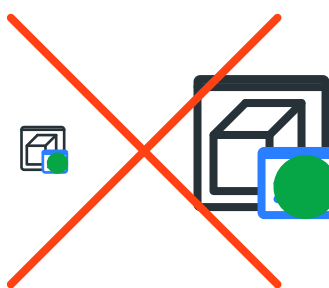
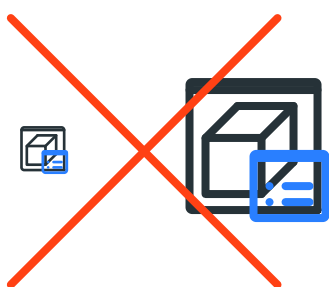
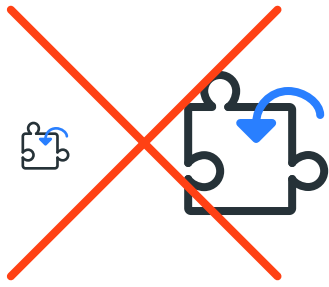
GAPS

- Draw at least 1 px gaps *by hand!*
- Use them if it is necessary to represent elements of an icon in 3D to *show or emphasize* its essential meaning!

ELEMENT HIERARCHY

- Draw gaps *by hand!*
- Do not draw lines which are *not visible!*
- *Do not use 'Clipping Mask'!*
- Teamwork 'Reserved' green elements always have to be at the *bottom left* corner of the icon.

NAUGHTY



1:1 3:1

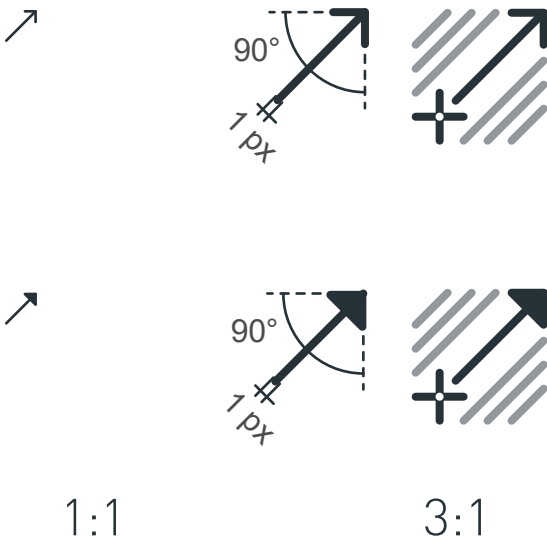
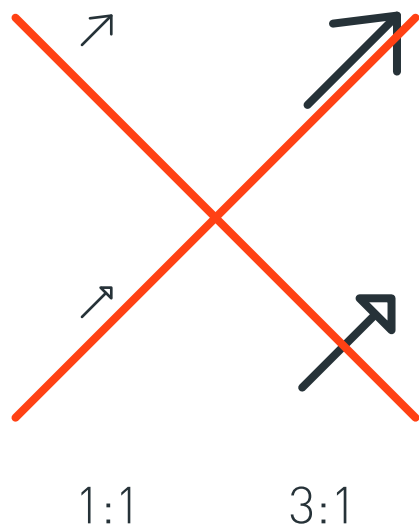
NICE



1:1 3:1

ARROWS

- Draw arrows by hand!
- Use the angle of 90° for the arrowhead and 1px as the stroke's line weight!
- Draw the arrow head line lenght to 5 px.



DIALOG ILLUSTRATIONS

1 px, #263238

2 px, #263238

1px, 2-1-2-1 px, #263238

1 px, 3-3-3-3 px, #263238

1 px, 1-2-1-2 px, #263238

1 px, #92989b

2 px, #92989b

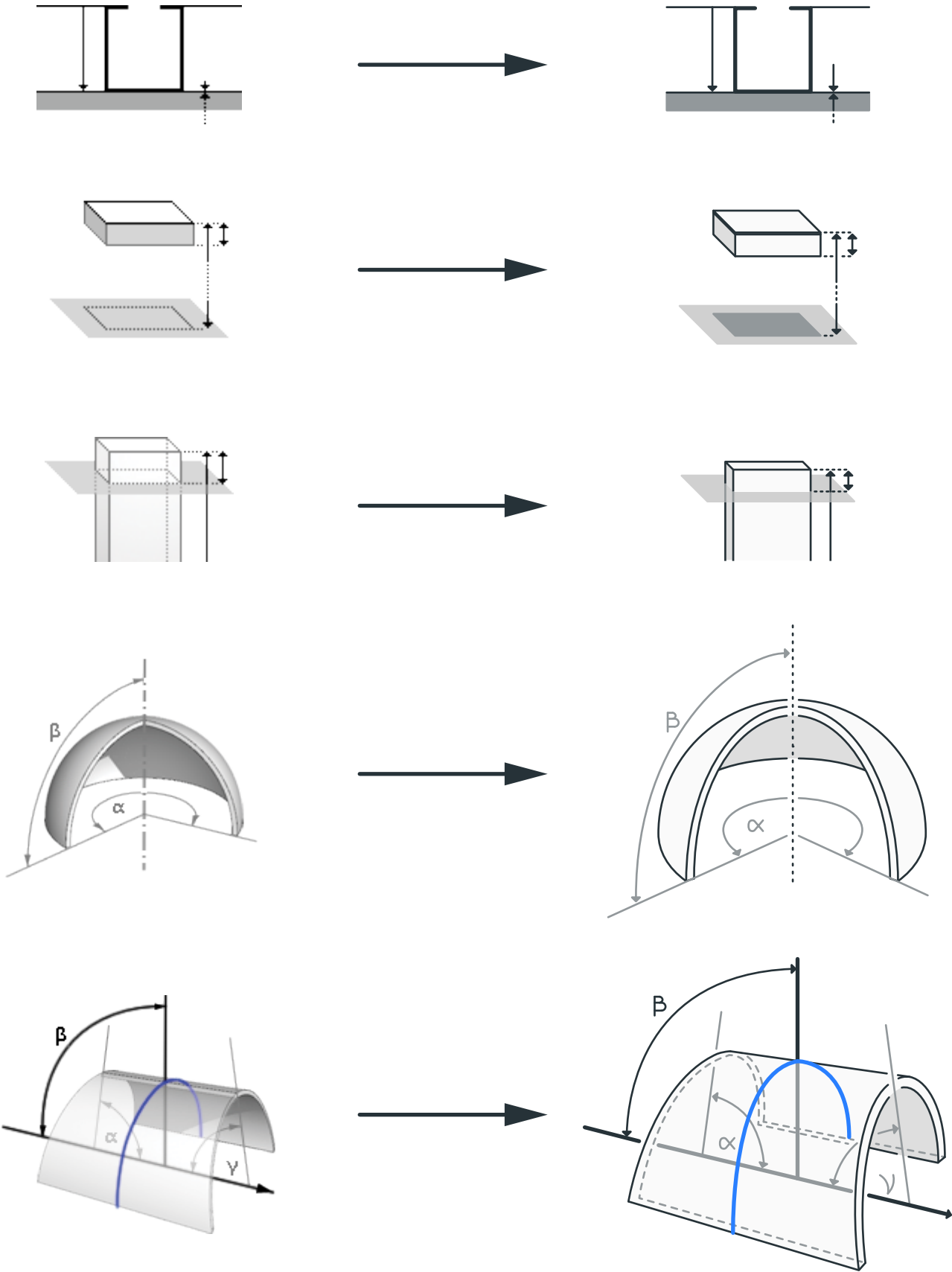
2-1-2-1 px, #92989b

3-3-3-3 px, #92989b

1 px, #263238, 'Arrow type':9

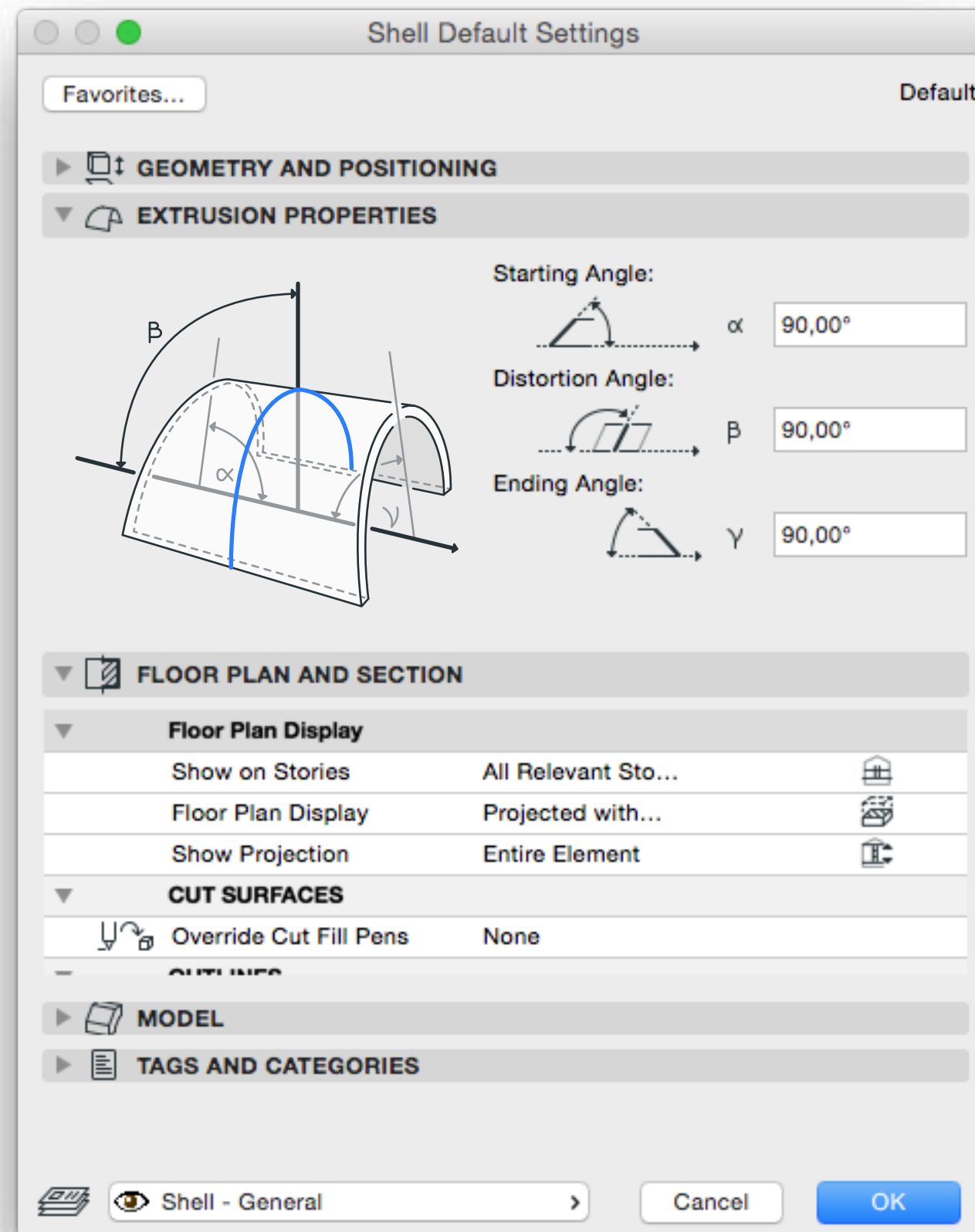
2 px, #297fff

#D0D0D0 #DEDEDE #FAFAFA

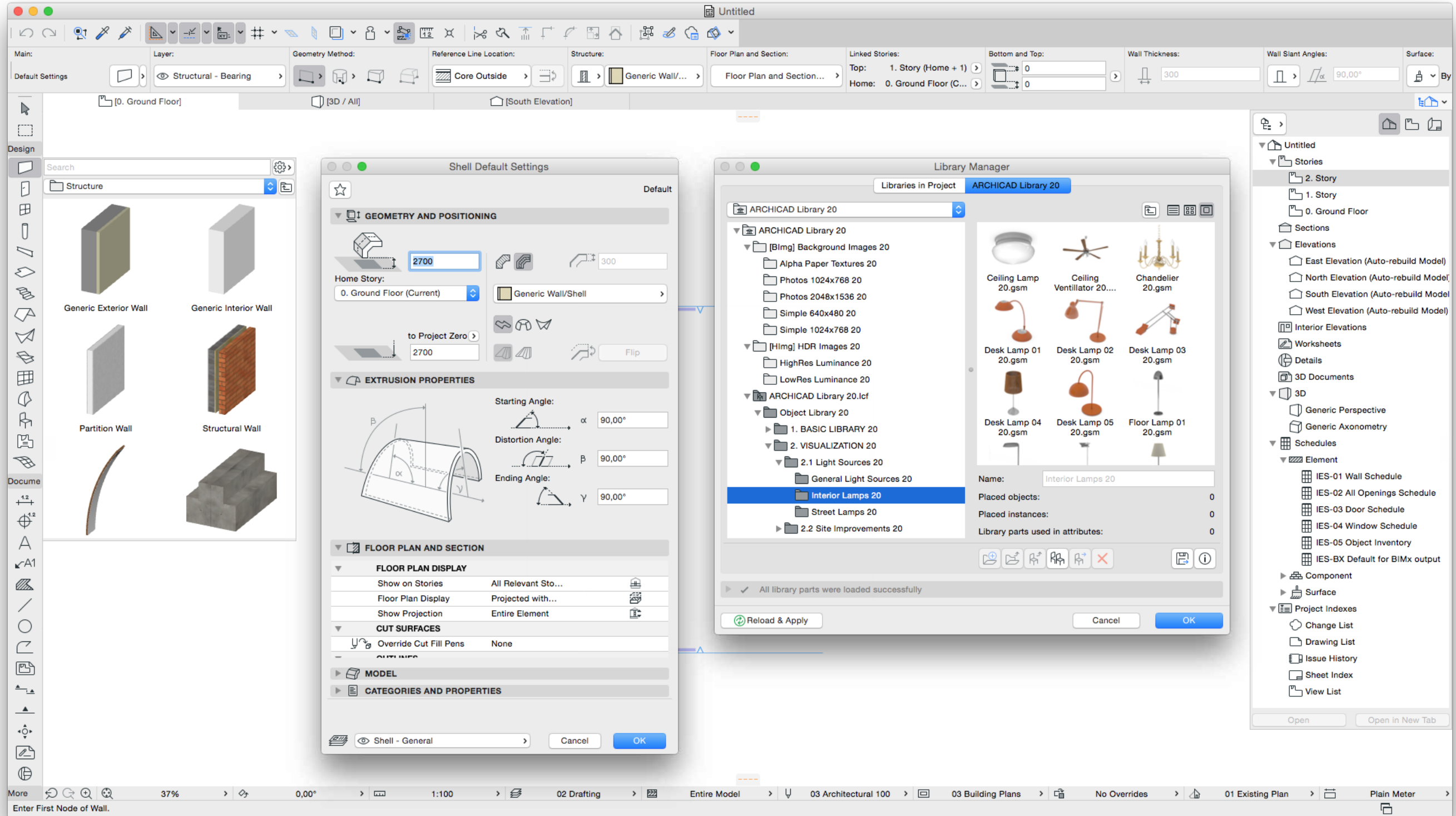


21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

ILLUSTRATION IN ARCHICAD 20



ARCHICAD 20 PREVIEW



Step 3:

TOOL MANUAL

Choose your tool, set up your work environment and learn its functions.

TOOL MANUAL/

SET UP PREFERENCES IN ADOBE ILLUSTRATOR

Set 'Keyboard Increment'
to 0,5 px!

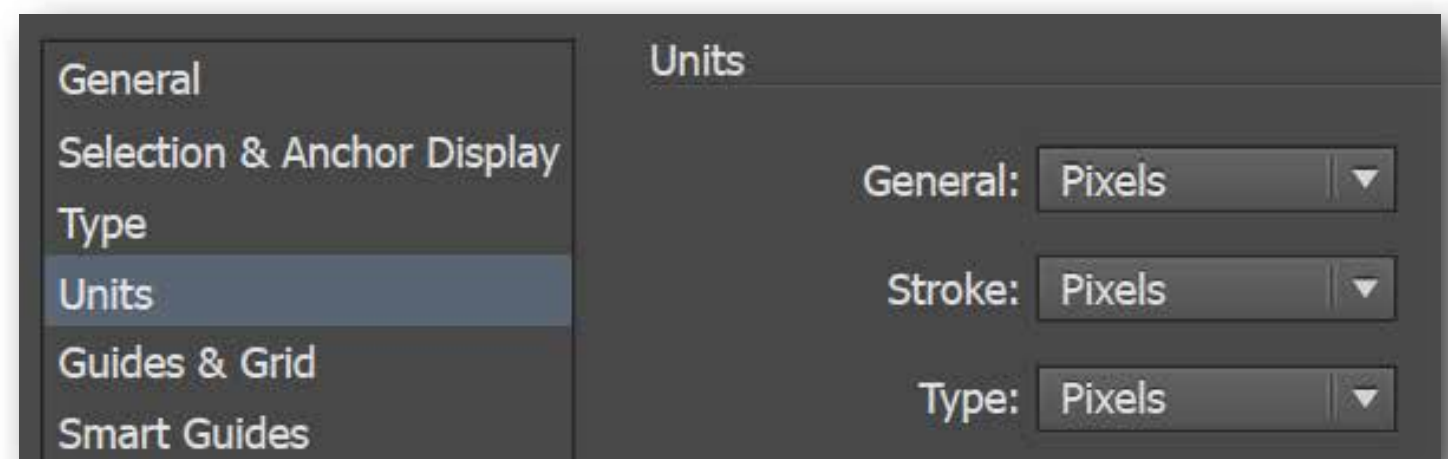
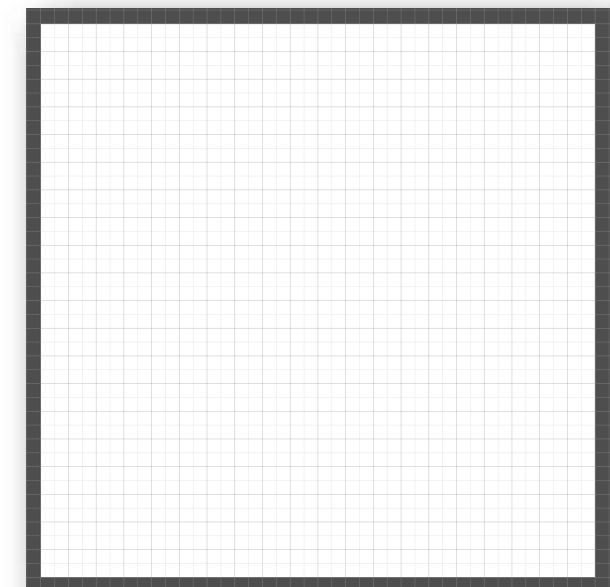
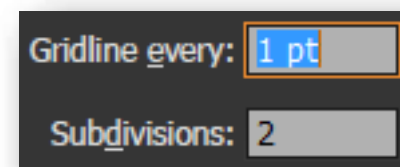
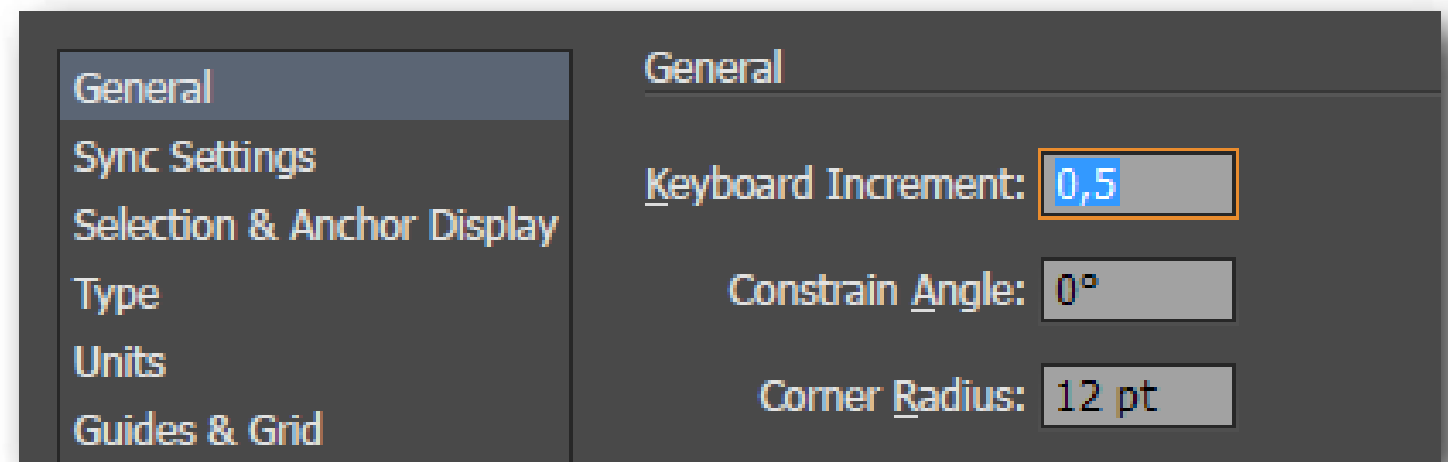
(Edit > Preferences > General)

Set Grid density to 1 px
and subdivisions to 2 px!

(Edit > Preferences > Guides & Grid)

Set Units to 'Pixels'!

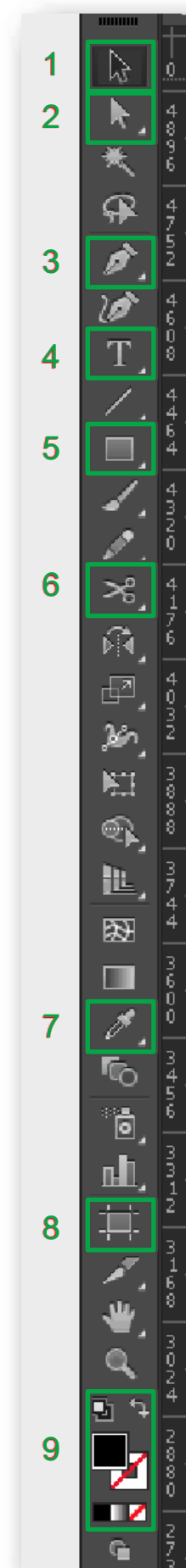
(Edit > Preferences > Units)



TOOL MANUAL/

NECESSARY TOOLS

1. Selection Tool (V)
2. Direct Selection Tool (A)
3. Pen Tool (P)
4. Type Tool (T)
5. Rectangle Tool (M)
6. Scissors Tool (C)
7. Eyedropper Tool (I)
8. Artboard Tool (Shift+O)
9. Color Selection Tool



21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

TOOL MANUAL/

NECESSARY WINDOWS

10. Transform

11. Stroke

12. Swatches

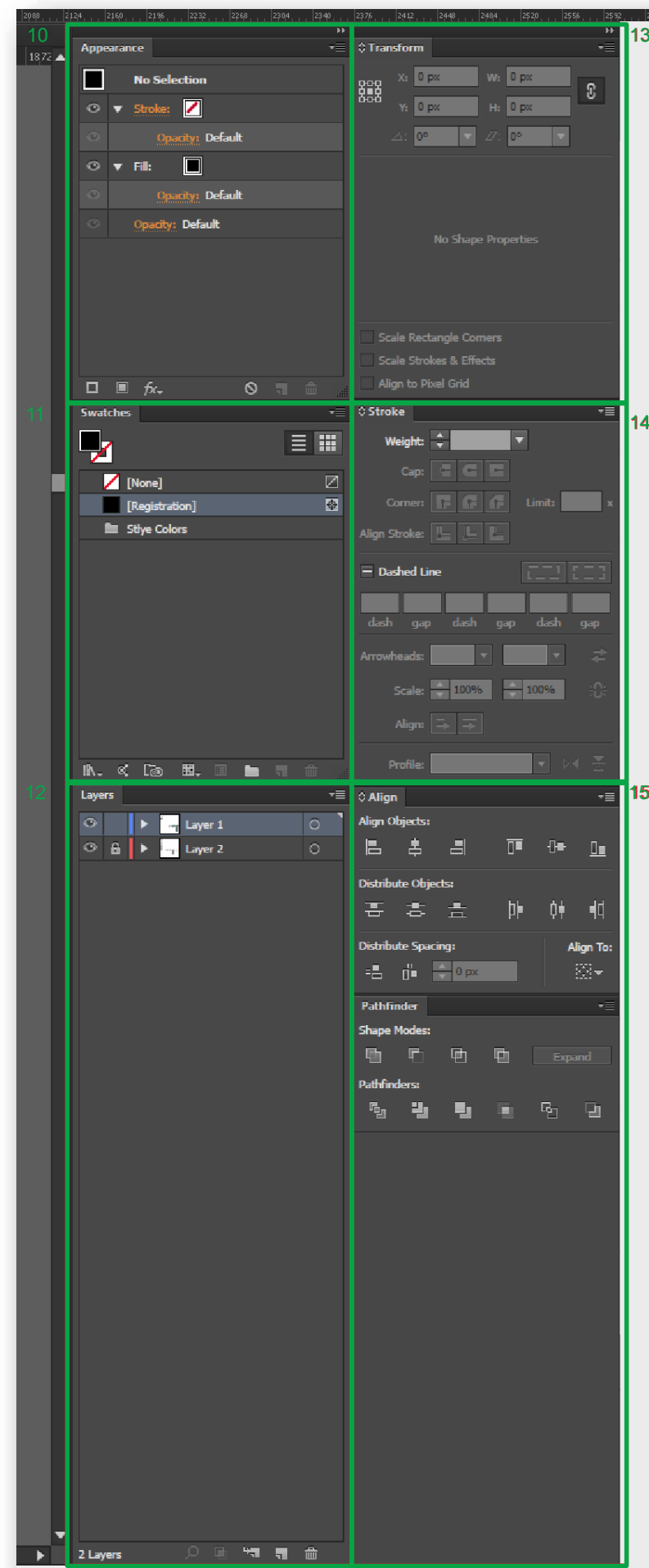
13. Align

15. Pathfinder

16. Layers

17. Appearance

18. Effect/Styleze/Round Corner



TOOL MANUAL/

SET UP PREFERENCES

Set 'Keyboard Increment'
to 0,5 px!

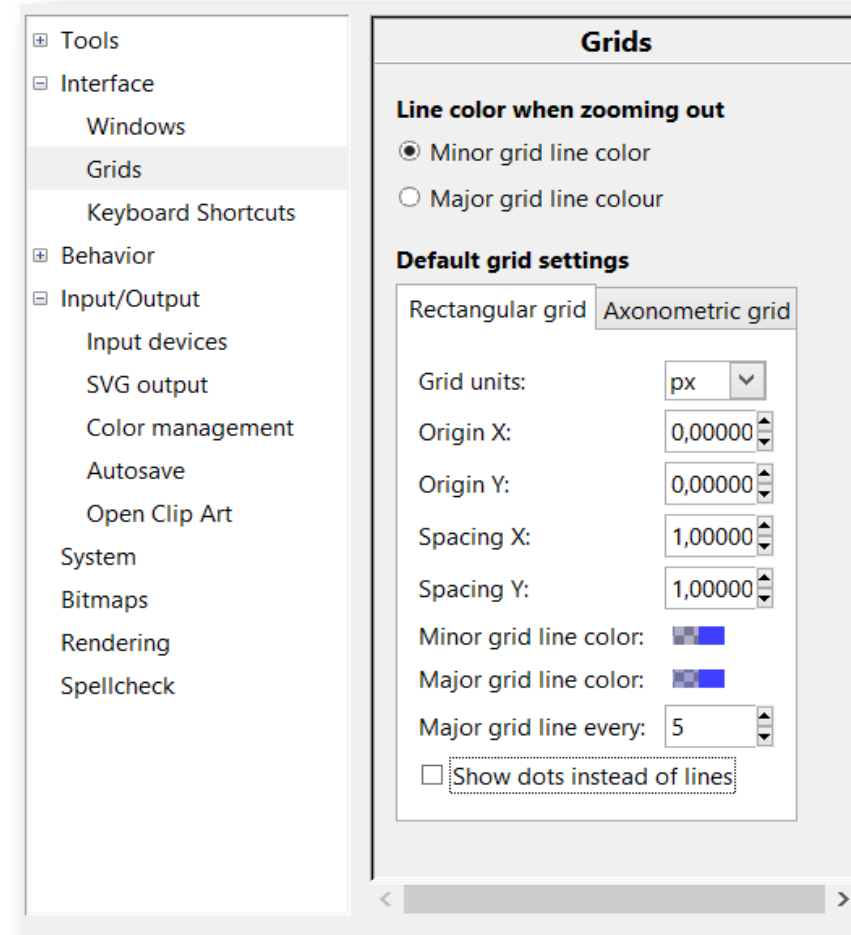
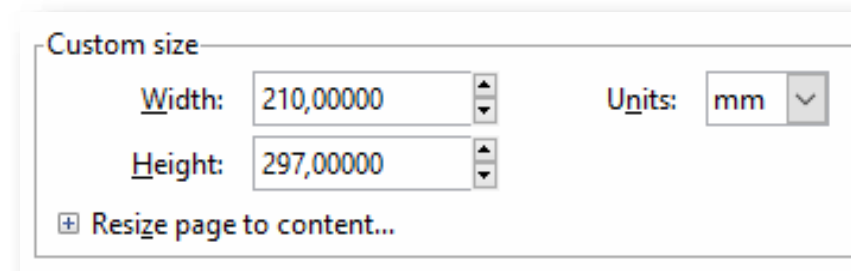
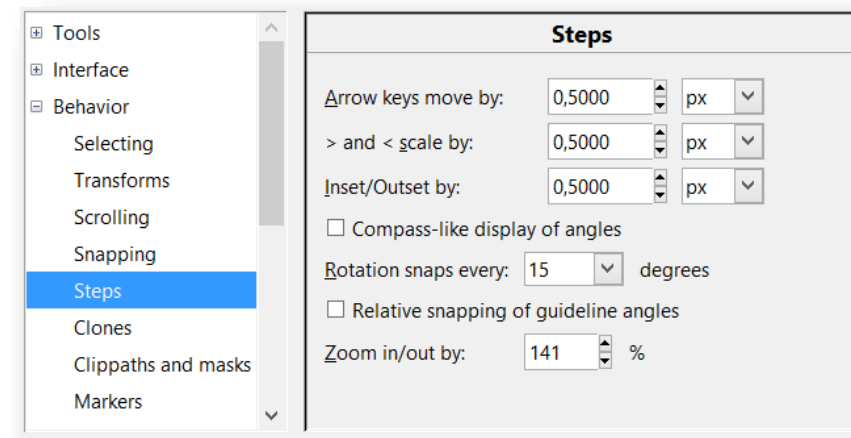
(Edit/Preferences > Behavior > Steps)

Set Grid density to 1 px
and subdivisions to 2 px!

(Edit > Preferences > Grids)

Set Units to 'Pixels'!

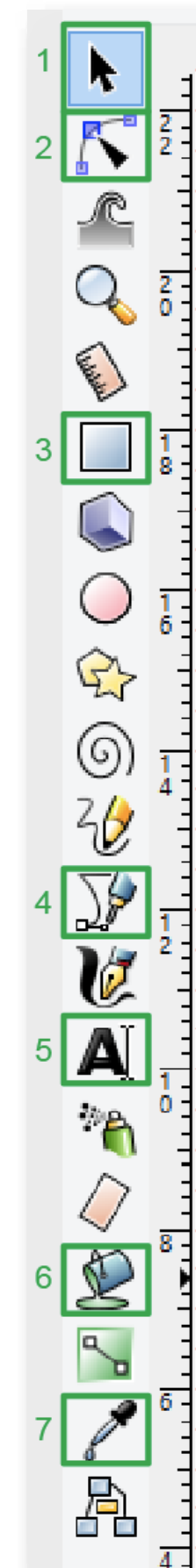
*(File > Document Properties > Page
> Custom Size > Units)*



TOOL MANUAL/

NECESSARY TOOLS

1. Select and Transform Objects
2. EditPath by Nodes
3. Create Rectangle and Squares
4. Draw Bezier Curves and Straight Lines
5. Create and Edit Text Objects
6. Fill Bounded Areas
7. Pick Colors from Image
8. Cut Selection



TOOL MANUAL/

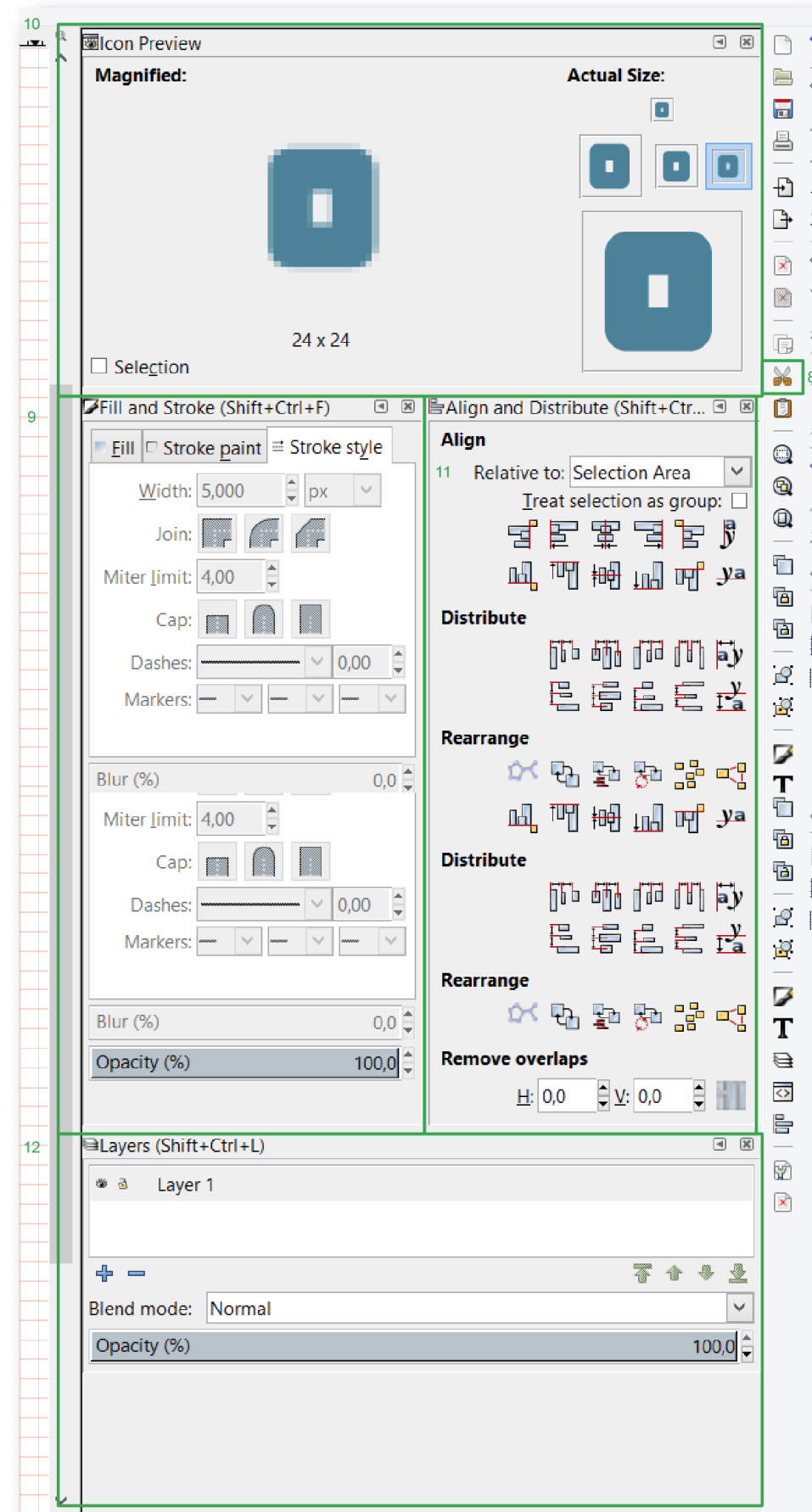
NECESSARY WINDOWS

9. Fill and Stroke

10. Icon Preview

11. Align and Distribute

12. Layers



Step 4:

ARCHICAD STANDARDS

Learn the ARCHICAD side requirements for your icon(s) - such as UI location and size.

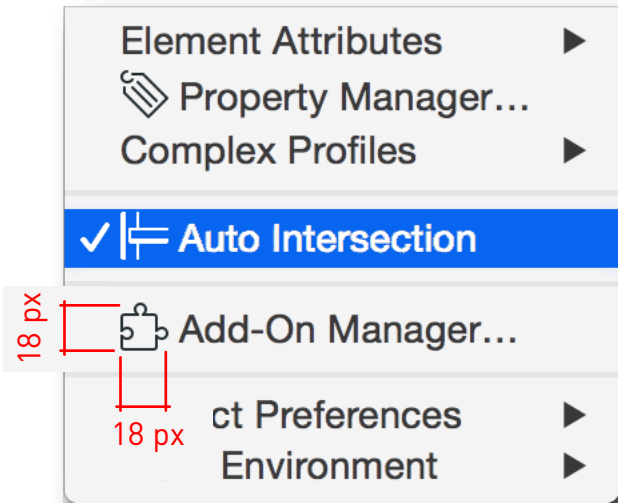
ARCHICAD STANDARDAS/

MENU ICONS

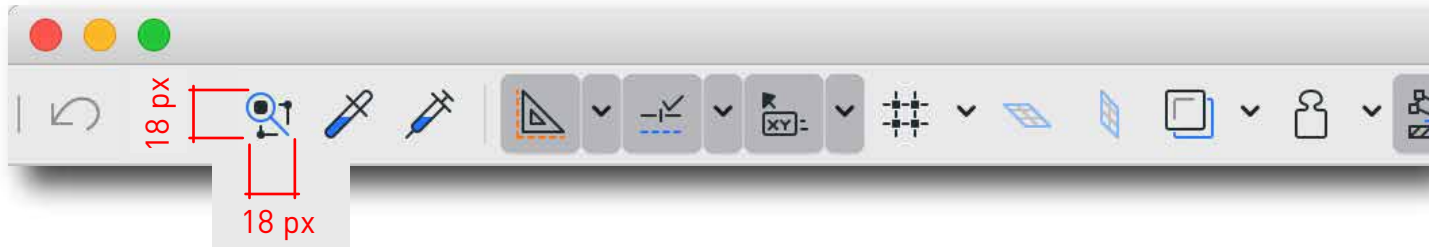
- Canvas Size: 18x18 px,

TOOLBAR ICONS:

- Canvas Size: 18x18 px,



Menu



Toolbar

Icons have to be only **hairlined** for good visibility even under selection highlight. Try to use **no fill** for these types of icons!

ARCHICAD STANDARDAS/

PALETTE ICONS

- Canvas Size: 25x20 px, 17x9 px,

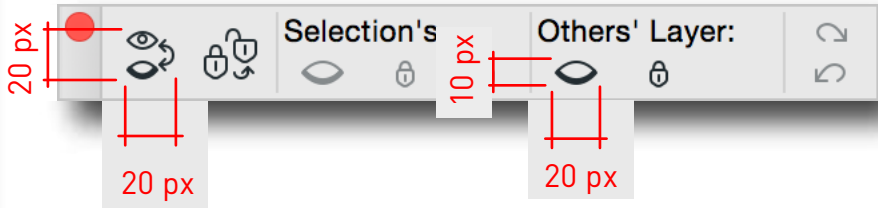
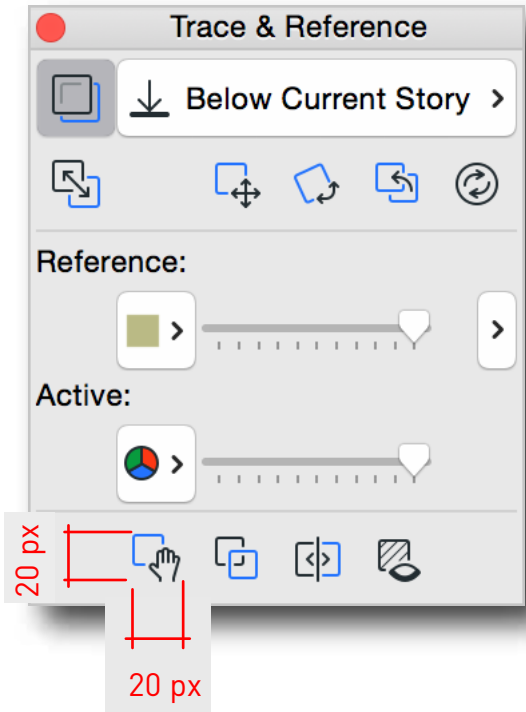
POPUP ICONS

Mac:

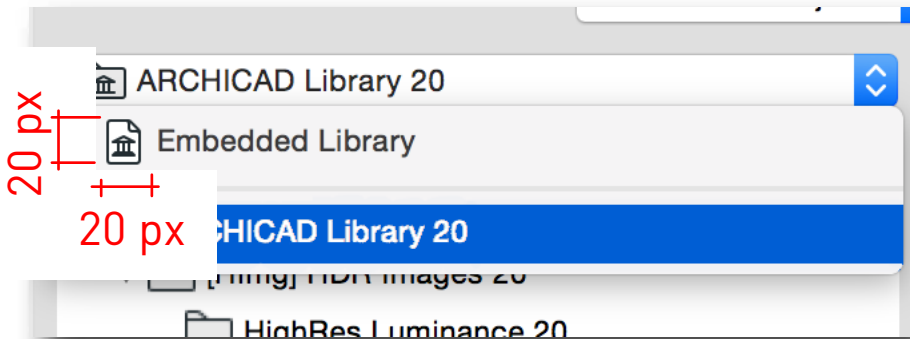
- Canvas Size: 20x20 px,

WIN:

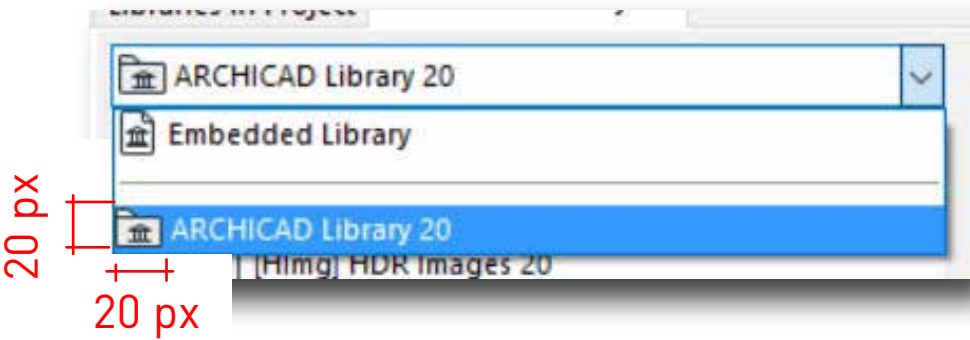
- Canvas Size: 18x18 px,



Palettes



Popup List Mac



Popup List WIN

ARCHICAD STANDARDAS/

DIALOG ICONS

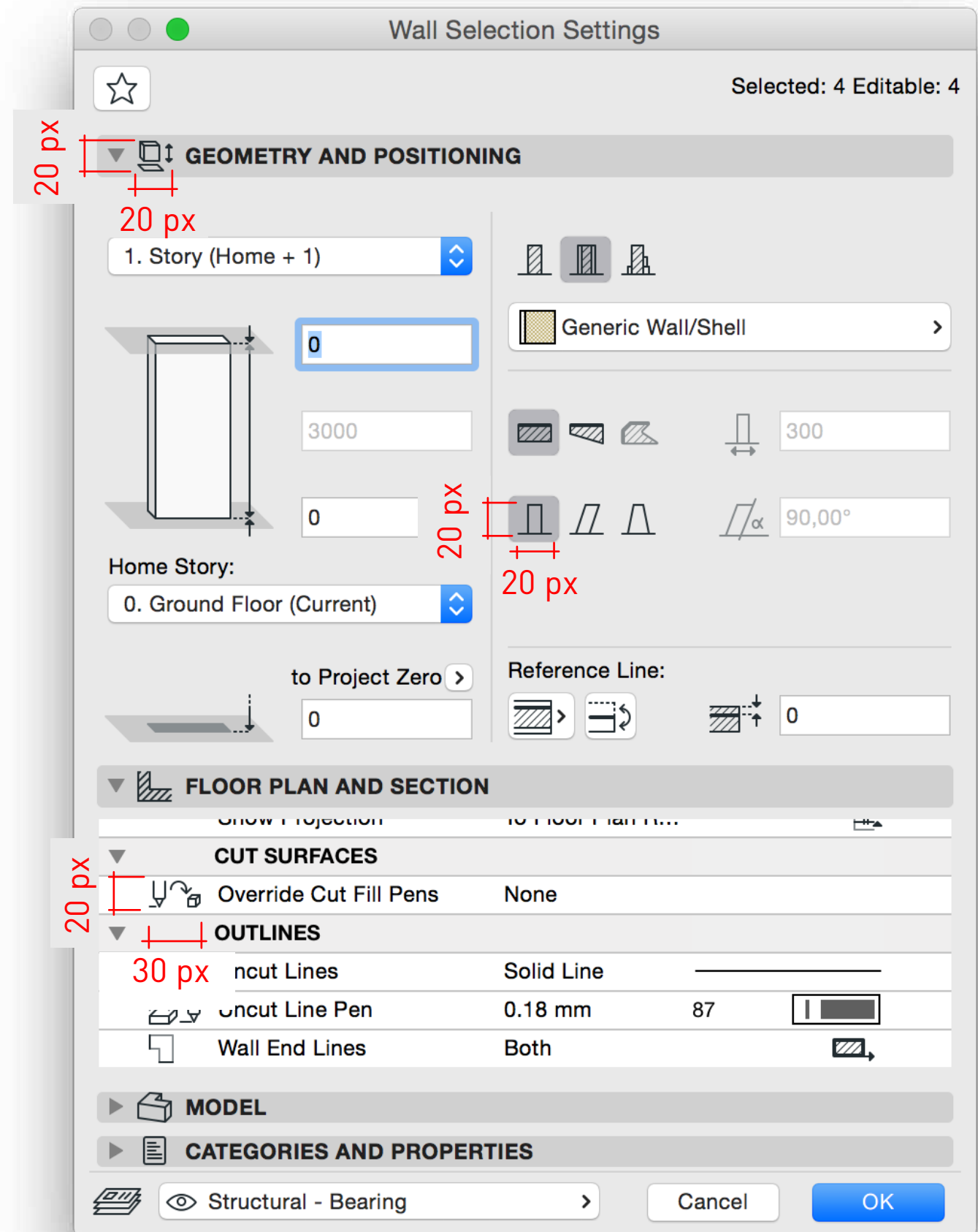
- Canvas Size: 18x18 px,

ROLL-DOWN ICONS

- Canvas Size: 20x20 px,

LIST ICONS

- Canvas Size: 30x18 px,



Dialog

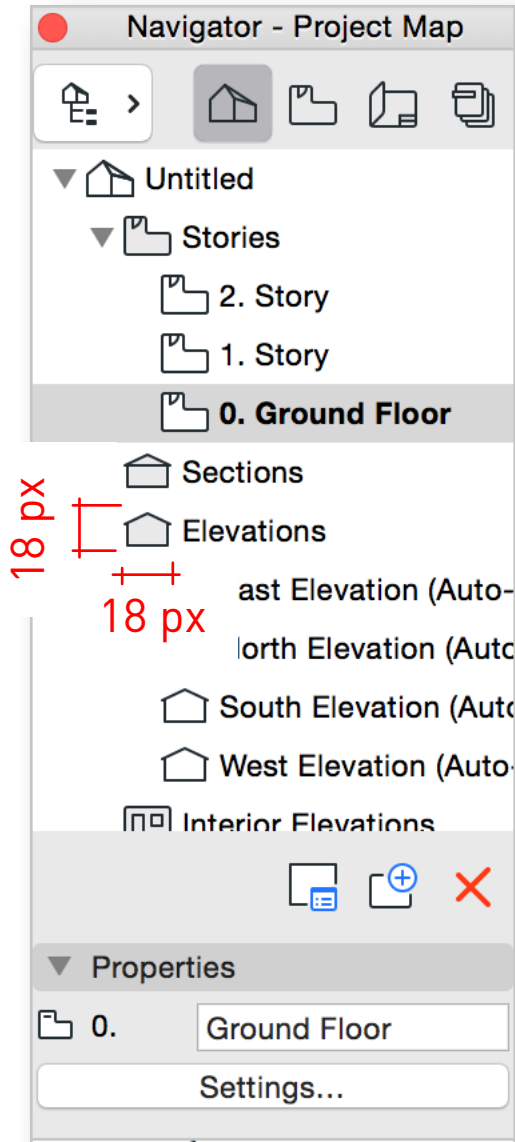
ARCHICAD STANDARDAS/

TREE ICONS

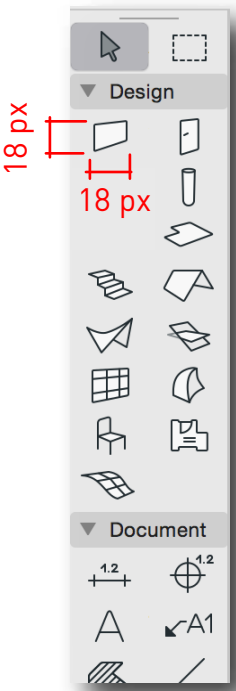
- Canvas Size: 18x18 px,

TOOL-BOX ICONS

- Canvas Size: 18x18 px
for standard size monitors
and 36x24 px for retina
display monitors.



Tree View



Standard



Retina

Tool Box

ARCHICAD STANDARDAS/

INFO BOX ICONS:

Push Button Icons:

- Canvas Size: 34x24 px,

Popup Button Icons:

- Canvas Size: 34x24 px,

Radio Button Icons:

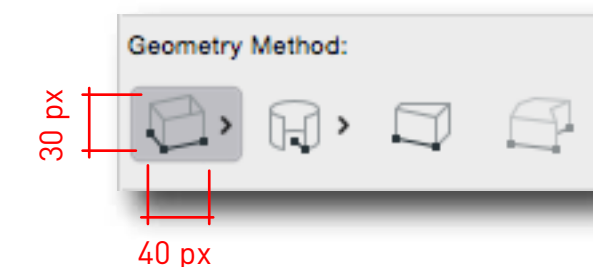
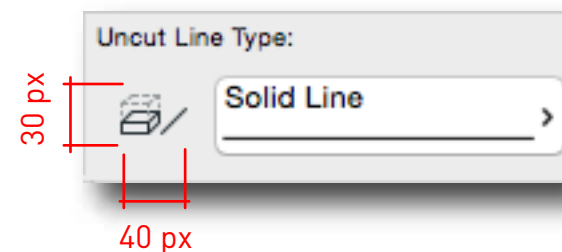
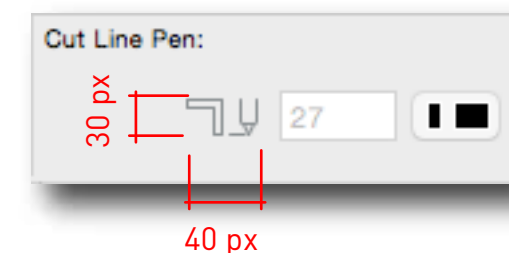
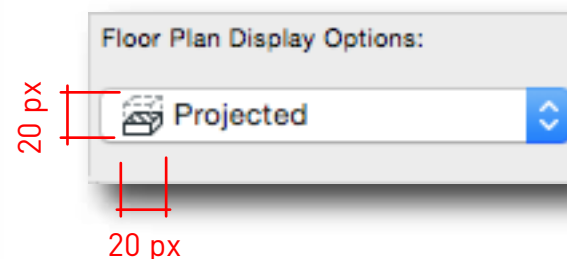
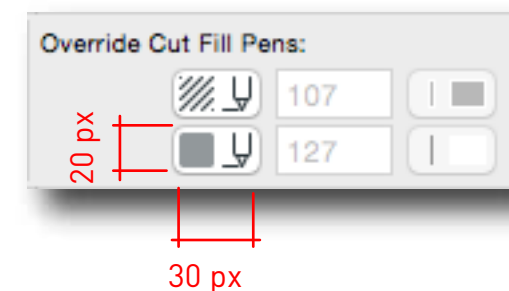
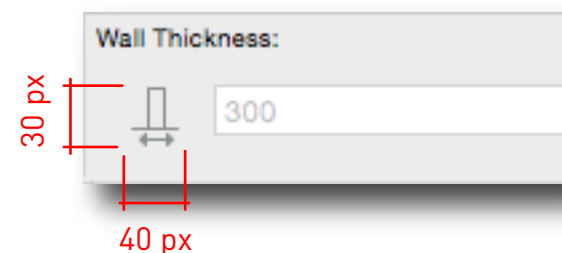
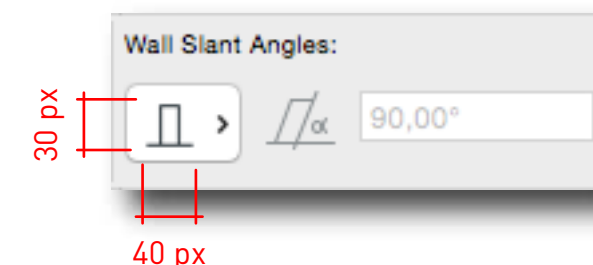
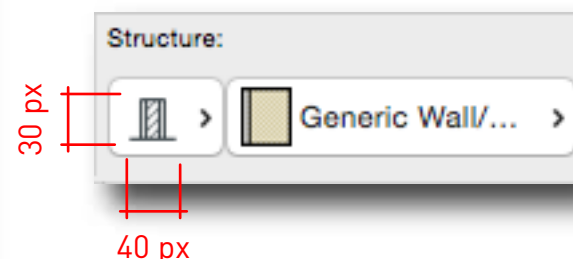
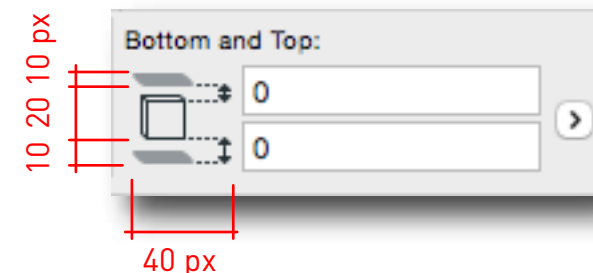
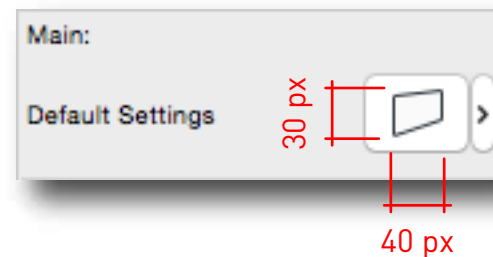
- Canvas Size: 34x24 px,

Pop-up Icons:

- Canvas Size: 18x18 px,

Panel Illustrations:

- Canvas Size: 33x33 px,
36x24, 37x34 px,



Info Box

Step 5:

STEP BY STEP TUTORIAL

An example study about the icon design process.

STEP BY STEP TUTORIAL/

ADOBE ILLUSTRATOR

This Adobe Illustrator step by step tutorial shows you how to create a proper ARCHICAD toolbar icon. You can use this process to create all kinds of icons.

Step 1: Create a new file:
'File/New...'

Important:

- Name: 'NewIcon_18x18'

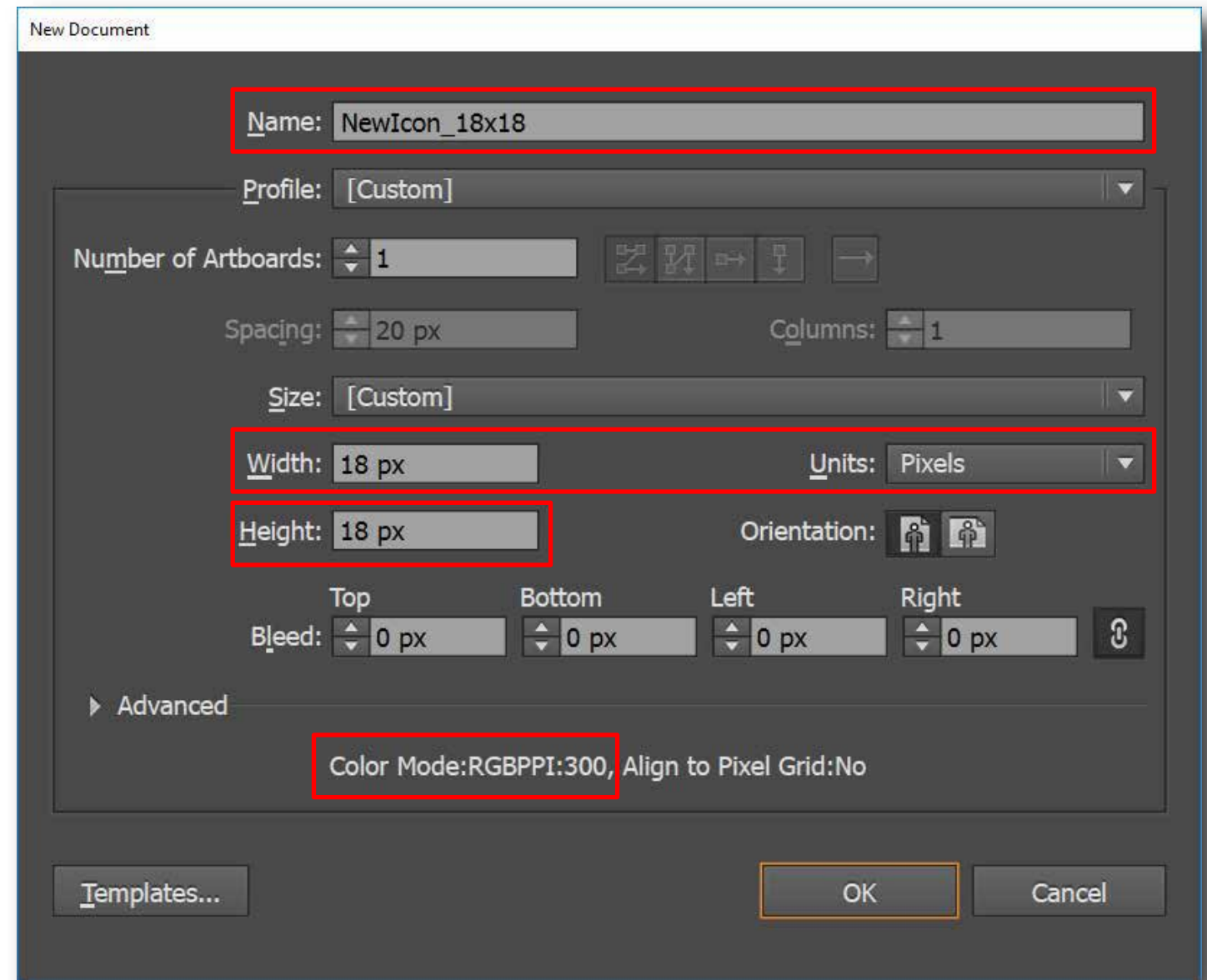
- Width: 18 px,

- Height: 18 px,

- Units: Pixels,

- Document Color Mode: RGB,

'File/Document Color Mode/RGB color'



New File

STEP BY STEP TUTORIAL/

Step 2: Set up your Work Environment.

Suggestions:

- Use the function.

‘Snap to Grid’

‘View/Snap to Grid’

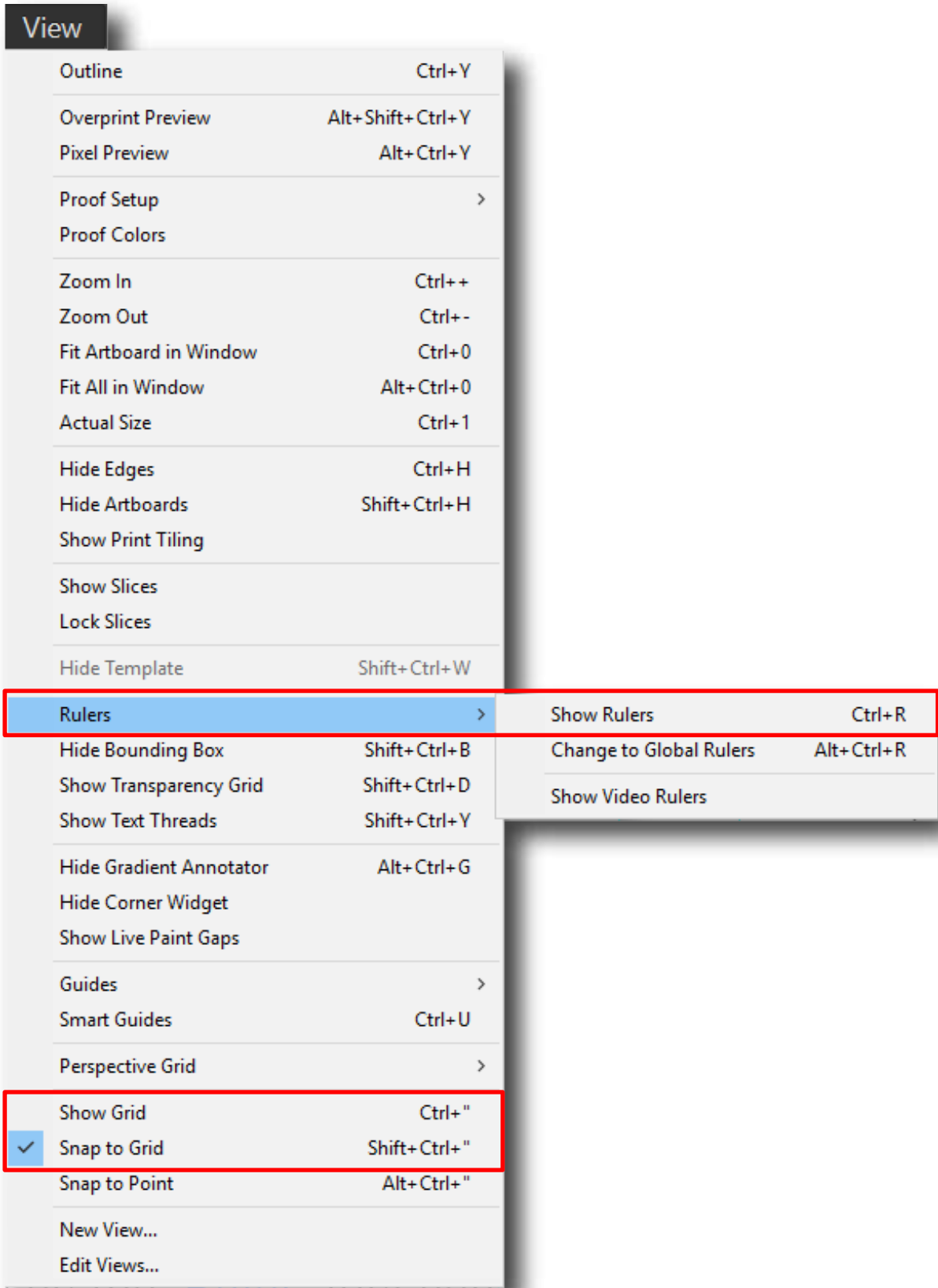
- Turn on the option.

‘Show Grid’

‘View/Show to Grid’

- Turn on the

‘View/Rulers/Show Ruler’s function.



View Menu

STEP BY STEP TUTORIAL/

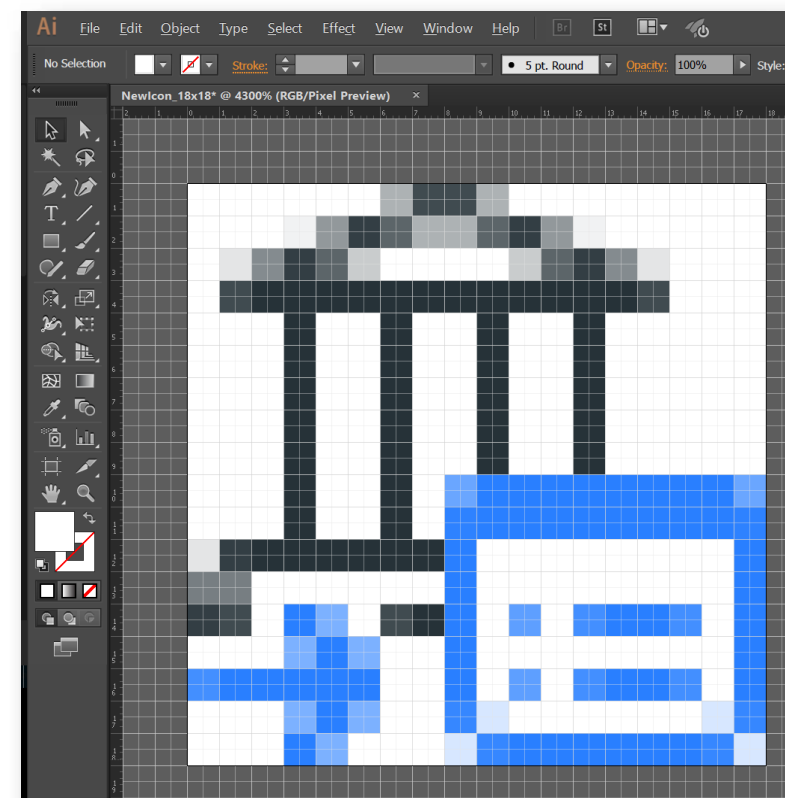
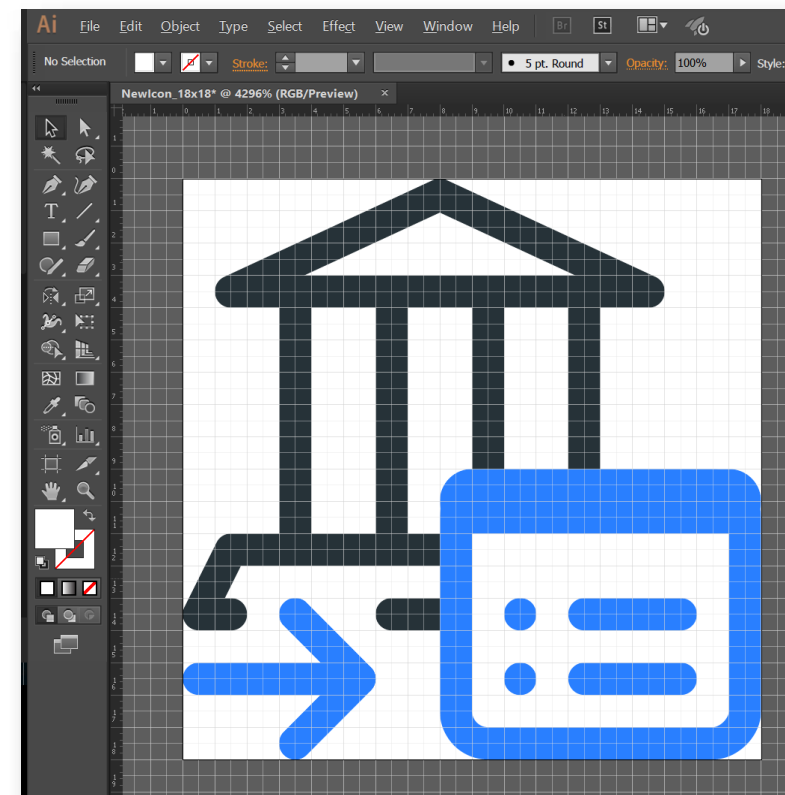
Step 3: Draw the icon while keeping the content within the canvas!

Step 4: Check your work by using the [Pixel Preview](#) feature.

'View/Pixel Preview'

Step 5: Save your work as an [SVG](#)

See related topic on page 34.



Pixel Preview

STEP BY STEP TUTORIAL/

INKSCAPE

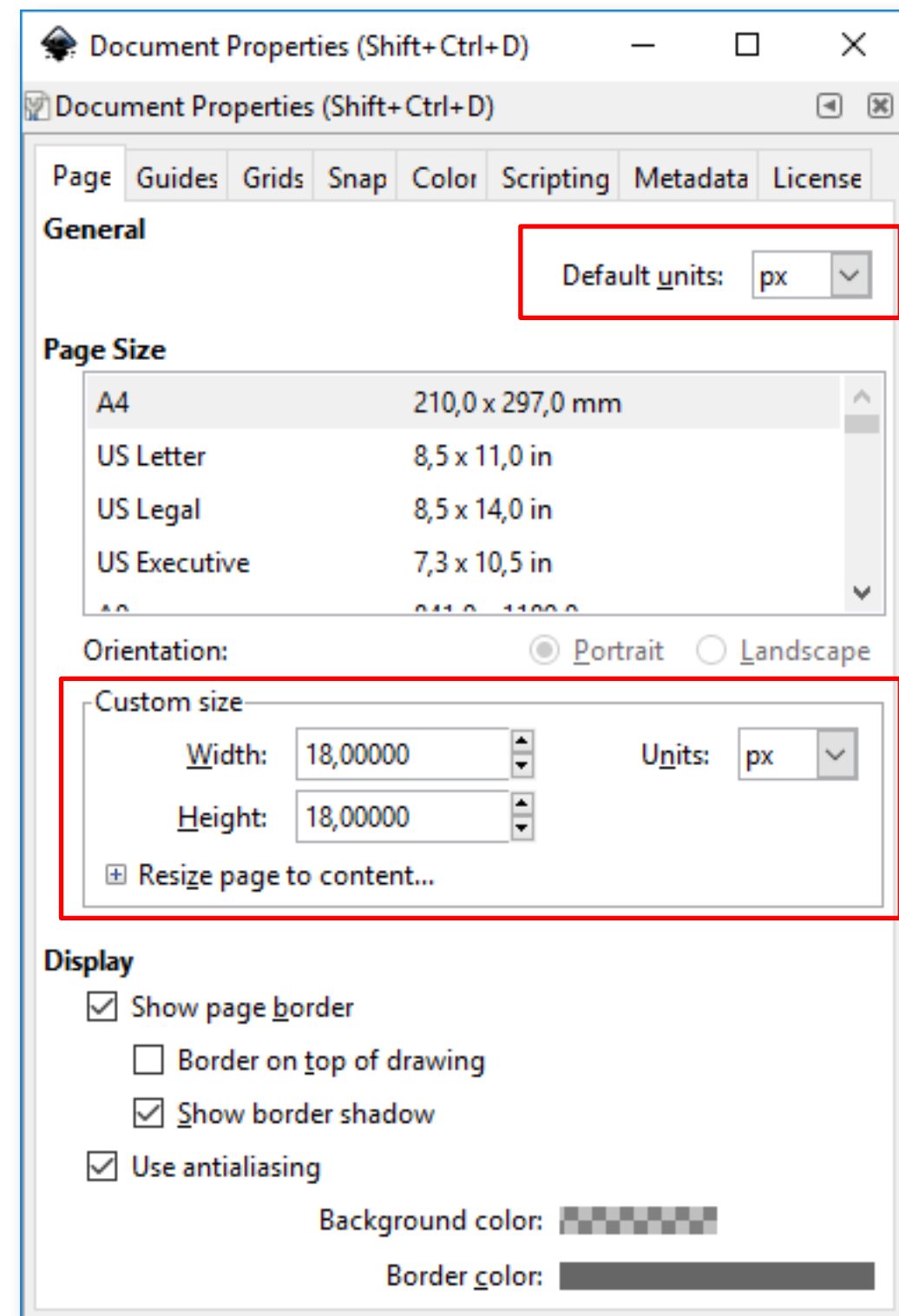
This Inkscape step by step tutorial shows you how to create a proper ARCHICAD toolbar icon. You can use this process to create all kinds of icons.

Step 1: Create a [new file](#): Start Inkscape or go to 'File/New...'

Step 2: Set up Canvas Size and Units.

- Canvas Size: [18x18 px](#),
- Units: [px](#),

'File/Document Properties'



Document Properties

STEP BY STEP TUTORIAL/

Step 3: Set up your Work Environment.

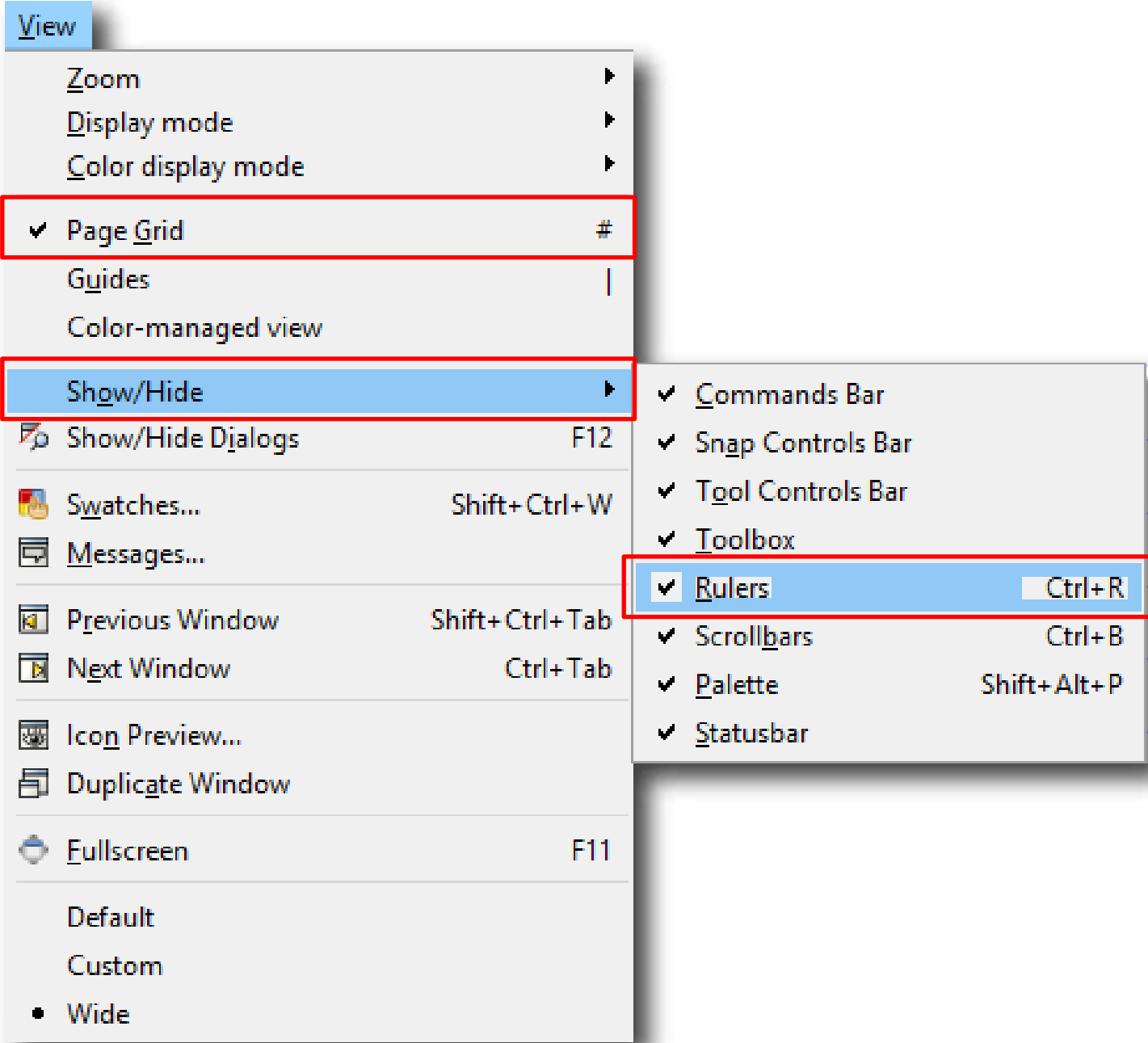
Suggestions:

- Turn on the 'Page Grid' option.

'View/Page Grid'

- Turn on the 'Ruler' function.

'View/Show/Hide Rulers'



View Menu

STEP BY STEP TUTORIAL/

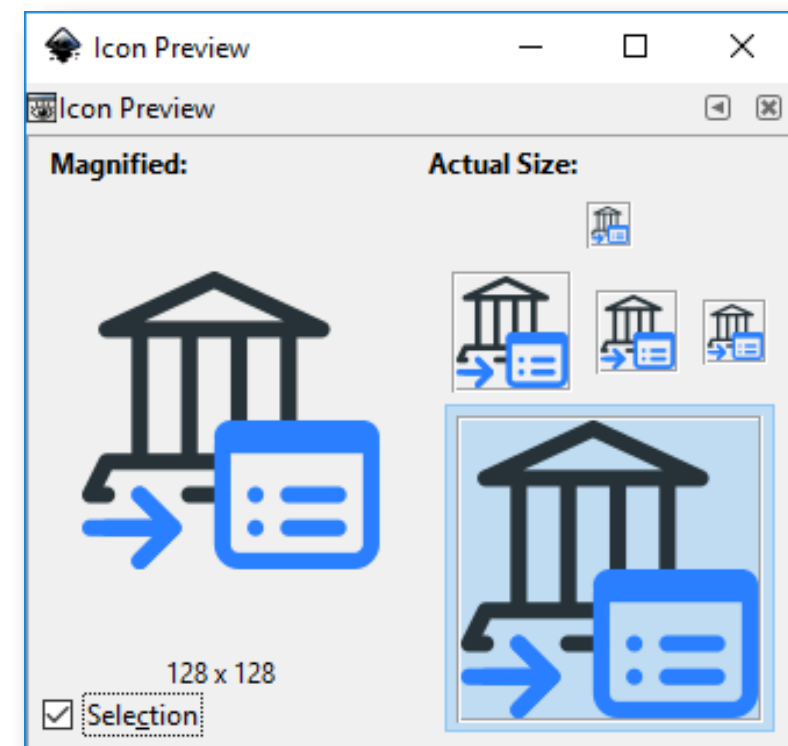
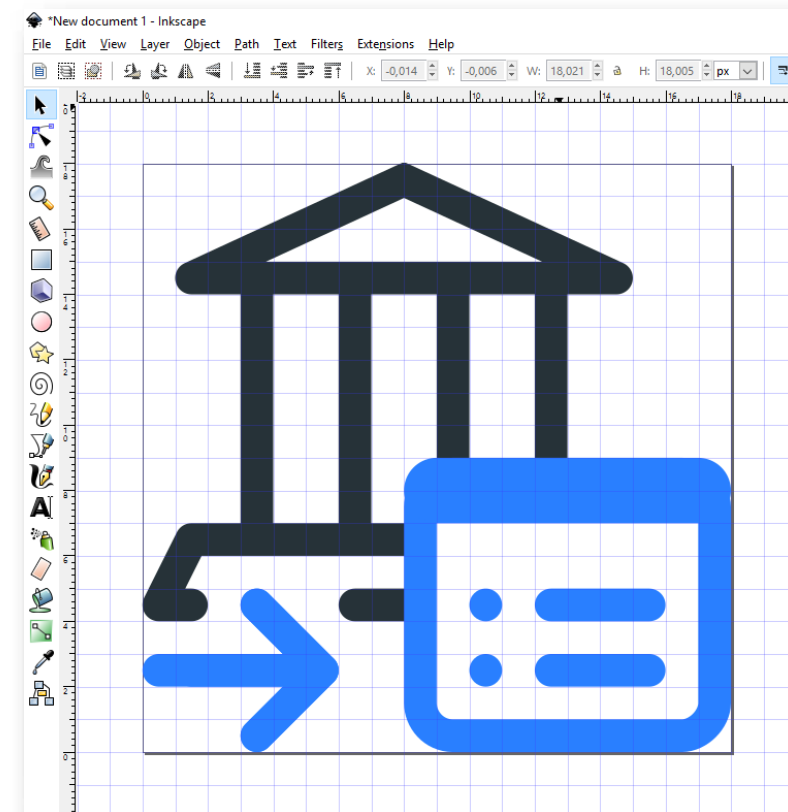
Step 4: Draw the icon while keeping the content within the canvas!

Step 5: Check your work by using the [Icon Preview](#) feature.

'View/Icon Preview...'

Step 6: Save your work as an [SVG](#)

See related topic on page 43.



Icon Preview

Step 6:

SAVE AS SVG TUTORIAL

Check and save your work as SVG.

QUALITY CHECK IN ILLUSTRATOR

- Always **check** your work!
- Arrange vectors to have the best **pixelized view** for the icon!
- Use **'Ctrl + Alt + Y'** for pixel preview!



VECTOR IMAGE

NAUGHTY



NICE



RASTERIZED IMAGE

NAME SVG AS FOLLOWS:

'filename_**[widthnumber]**x**[heightnumber]**.svg'

SAVE AS SVG TUTORIAL/

SAVE AS SVG ILLUSTRATOR

- To export an SVG, go to:

File > Save As

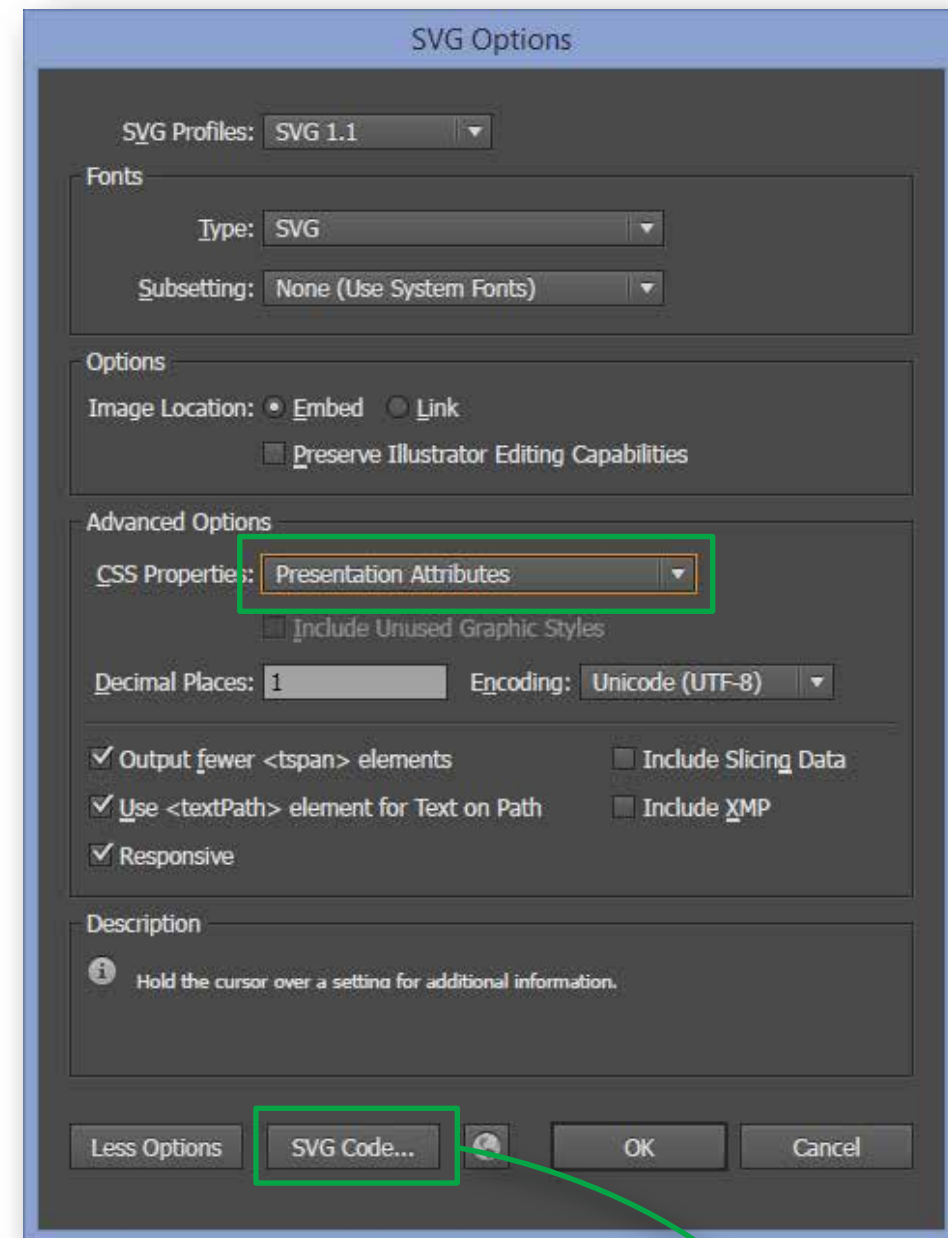
- Use the following options on the SVG Options panel:

'CSS Properties: Presentation Attributes'

- You can check the SVG code by clicking on "SVG Code..."!

For further information, please go to:

http://wiki.w/B-379_New_Vectorial_Icon_Format_for_HDPI_Display/Specifik%C3%A1ci%C3%B3



SAVE AS SVG TUTORIAL/

QUALITY CHECK IN INKSCAPE

- Always **check** your work!
- Arrange vectors to have the best **pixelized view** for the icon!
- Use the **'Icon Preview'** panel!

SAVE AS SVG IN INKSCAPE

- To export an SVG, go to:

File > Save As

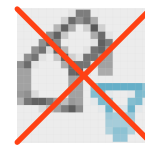
For further information,
please go to:

http://wiki/w/B-379_New_Vectorial_Icon_Format_for_HDPI_Display/Specifik%C3%A1ci%C3%B3

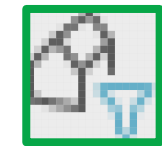


VECTOR IMAGE

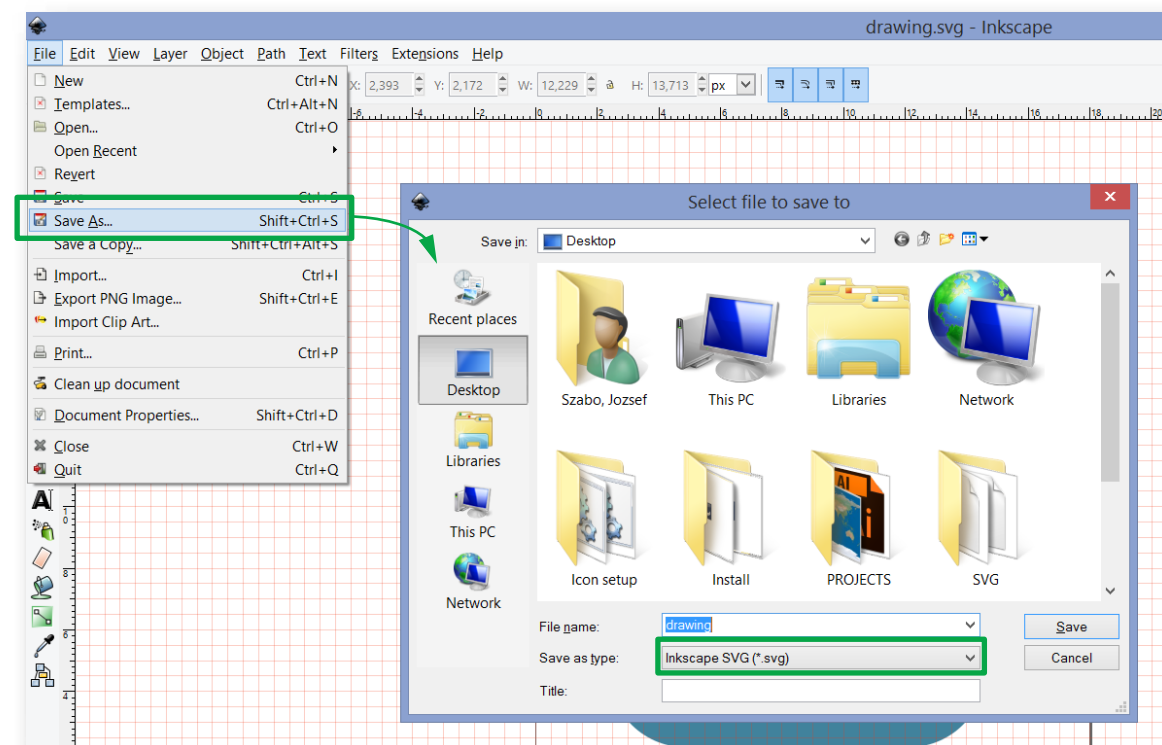
NAUGHTY



NICE



RASTERIZED IMAGE



NAME SVG AS FOLLOWS:

'filename_**[widthnumber]**x**[heightnumber]**.svg'

ASSET LIBRARY

A collection of predesigned, reusable content.

ASSET LIBRARY/

- Arrow

Use the 'Smyle Effect' when it is possible!

- Mouse Cursor

- Plane

- Settings/Propetries/Options

Different appearance in UI and in menu!

- Folder

- Save

- Change/Modify/Adjust

- Camera type 1.

- Camera type 2.

- File

- Lock

- Unlock

- Glass

- Pen

- Image

- Module

- Error

- Level Arrow

- Printer

- 3D house

- 2D house

- Drag Arrow

- Refresh element type 1.
Action/Status/Animation

- Refresh element type 2.

- List

- Wall

- Paint/Surface

- Monitor/Display

- User

- Earth/Globe

- Shortcut

- Message

- Delete/Cancel/Erase

- Remove (element or data)

- Apply/Validate/OK
/Default option

- Chain

- Picker

- Warning

- Add/Create (new element)

- Delete element

- Clock

- Arrow

- Settings

- Schedule/Calendar

- (Element) Selection

- Info

- Disabled

- Material

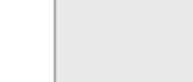
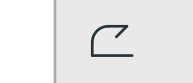
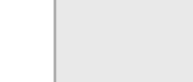
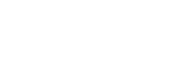
- Tools

- Tools from Add-Ons example

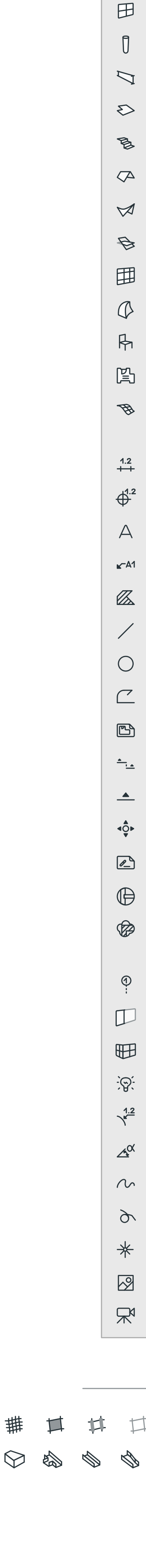
ELEMENT 1:1



HOW TO USE 1:1



Tools in Toolbar:



Tools in Menu:

