

Color guide.

Main colors — BASE, FAINT, ACCENT, COMPLEMENT, CRITIC, WARNING and SUCCESS

Every color is implemented for a [light](#) and a [dark](#) background
Every color has shades for [various entities](#) — Back, Text, Line, Icon and Fancy.
It helps to save a shade that we need and to speed up our work when changing a color like a text in a scene.
All we need to do is to choose a new color for text in a required scene. At the same time icons, lines and other elements remain unchanged.

	BASE		FAINT		ACCENT		COMPLEMENT		CRITIC		WARNING		SUCCESS	
	on Light	on Dark	on Light	on Dark	on Light	on Dark	on Light	on Dark	on Light	on Dark	on Light	on Dark	on Light	on Dark
Root														
Back														
Text														
Line														
Icon														
Fancy														

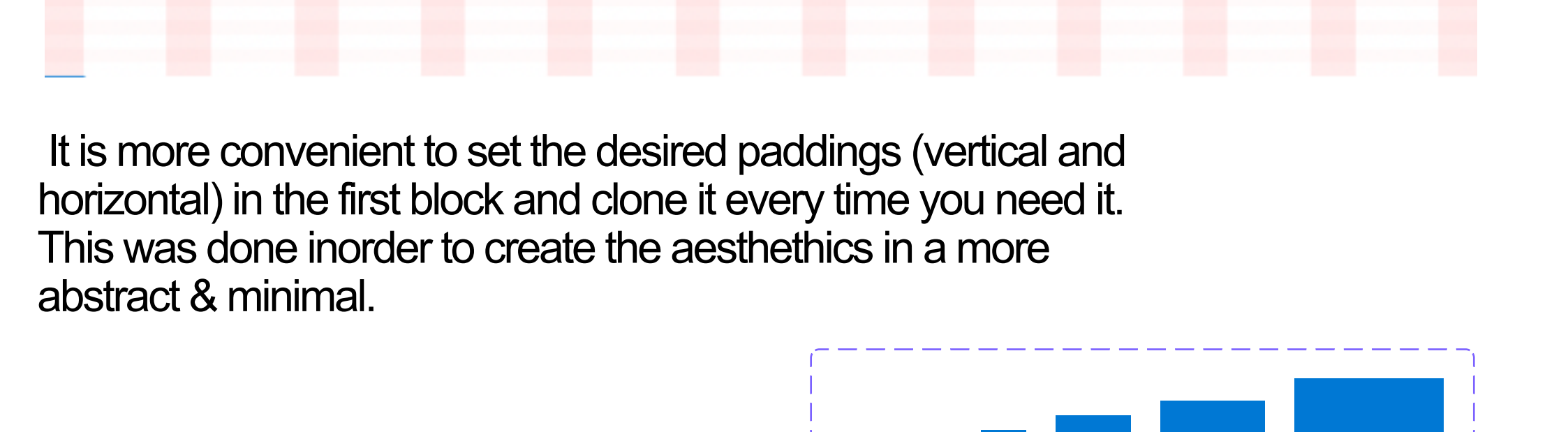
Typo-graphy.

Segoe UI is the Windows font intended for user interface text strings.

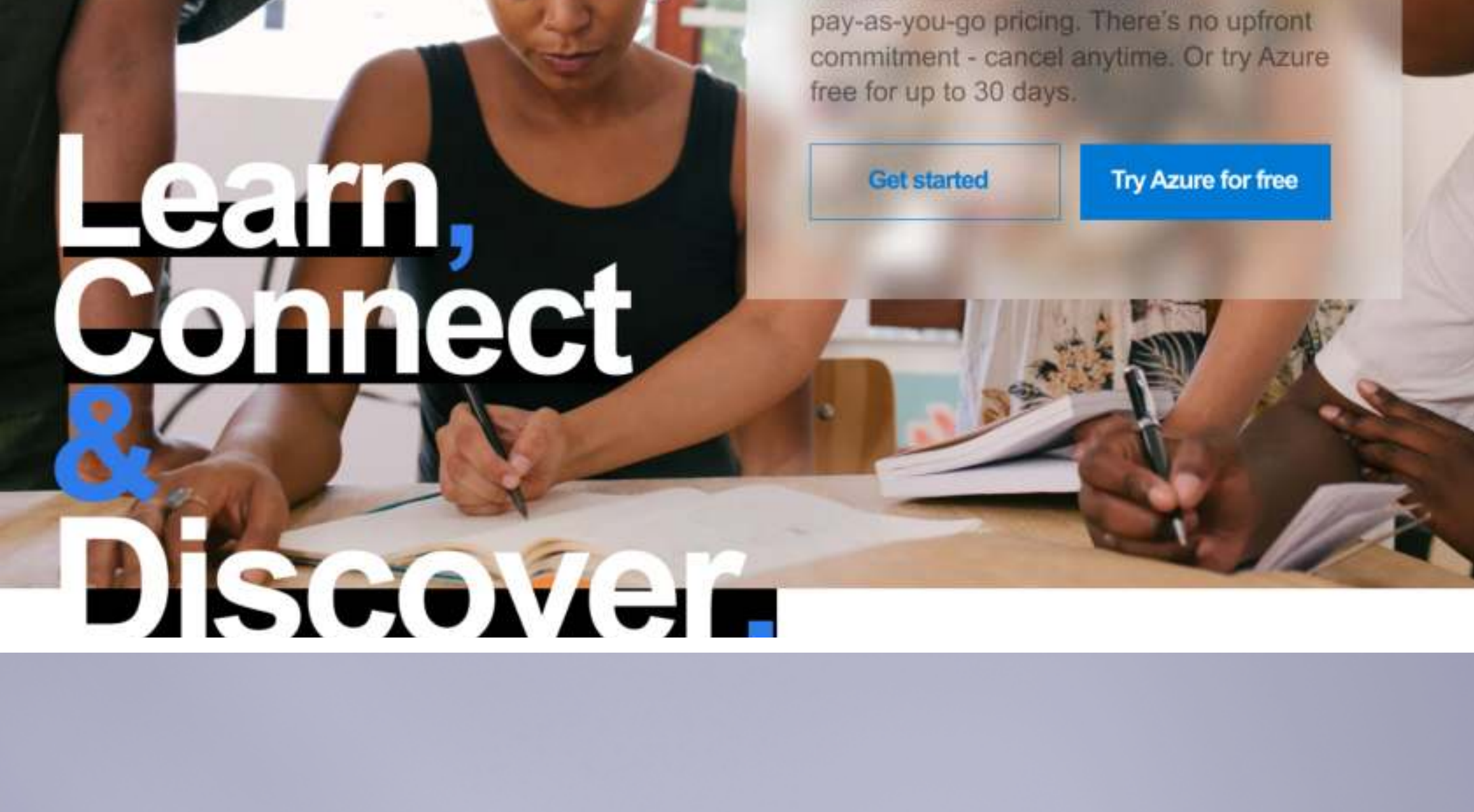
	≥ 768 px	< 768 px	∞
type			
Header 1		Header 1	—
Header 2		Header 2	—
Header 3		Header 3	—
Header 4		Header 4	—
—		—	Base text
—		—	Smaller text
—		—	Larger text
—		—	Remark
—		—	LABEL
Decorative		Decorative	—

padding-horizontal/vertical

Below is an example of such a scene for a 1440 px-wide block. Its upper margin is bigger than the lower margin. The current manual is based on the same principles and we can learn about how the system works by just looking on it.



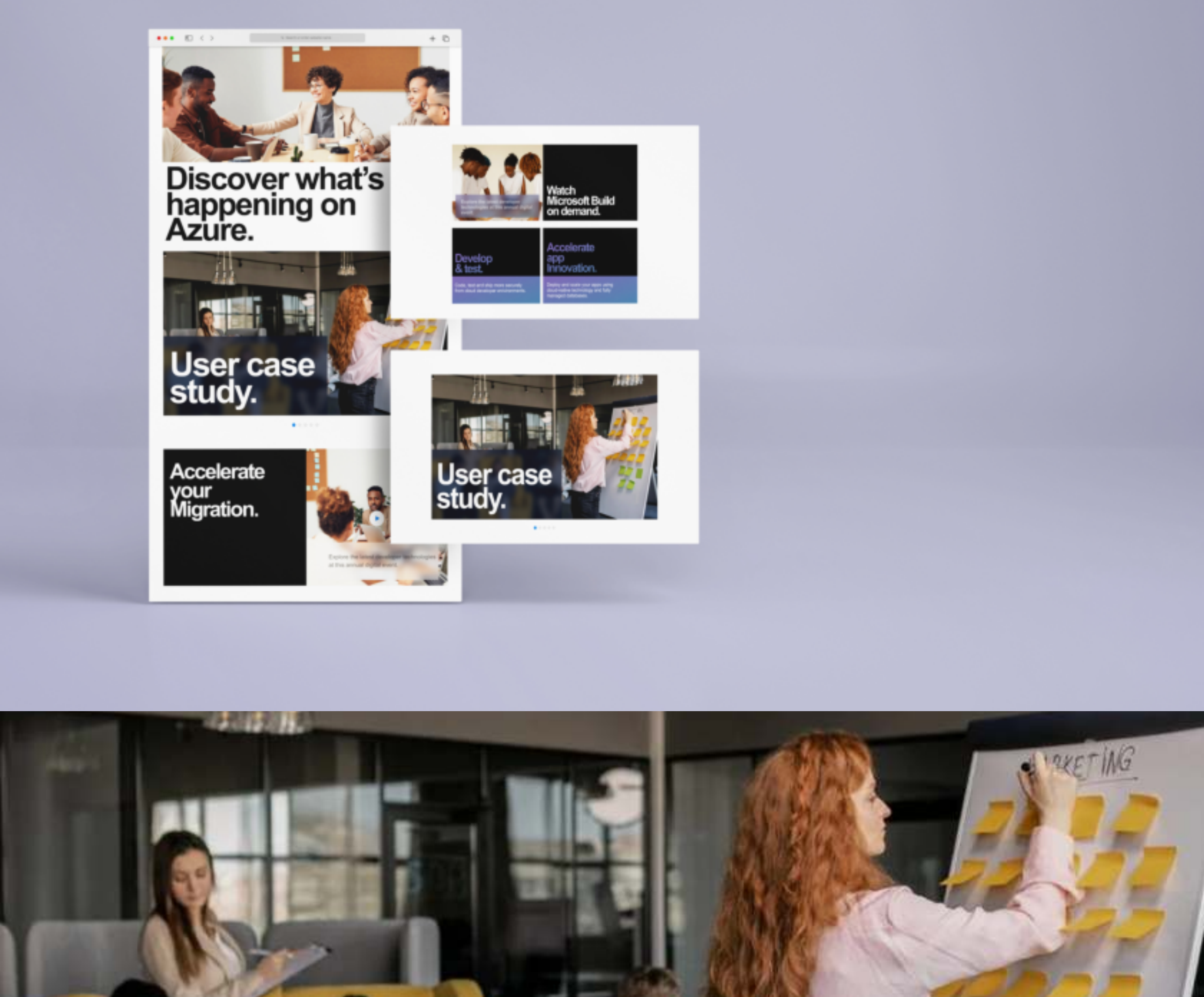
It is more convenient to set the desired paddings (vertical and horizontal) in the first block and clone it every time you need it. This was done in order to create the aesthetics in a more abstract & minimal.



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