

# Icons: OIL

*2'600+ icons as PNG*



Documentation

**crosstales** LLC

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**Thank you for using our asset "OIL"!**

If you have any questions about this asset, send an email to [icons@crosstales.com](mailto:icons@crosstales.com).

Please don't forget to rate it or write a little review – it would be very much appreciated.

**1. Overview**

OIL (short for [Open Icon Library](#)) is an open-source library that consists of over 2'650 icons.

We created and exported images for every icon in various dimensions in the highest possible quality and prepared it to use in Unity as sprite or as texture.

If you need the higher quality icons (**128**, **256** and **512** pixels) or the **SVG** files, consider upgrading to the **HD** edition:

<https://www.assetstore.unity3d.com/#!/content/98718>

## 2. Features

- **2'653** high-quality **icons** from **Open Icon Library**
- Various **dimensions**:
  - **16x16**
  - **32x32**
  - **64x64**
  - **128x128** in the **HD** version
  - **256x256** in the **HD** version
  - **512x512** in the **HD** version
- **Categories** to help you find a fitting icon quickly
- Comprehensive **documentation** and **support**!
- Detailed **demo scene**!
- SVG **sources** in the **HD** version

## 3. Content

### 3.1. Actions



### 3.2. Apps



### 3.3. Categories



### 3.4. Devices



### 3.5. Emblems





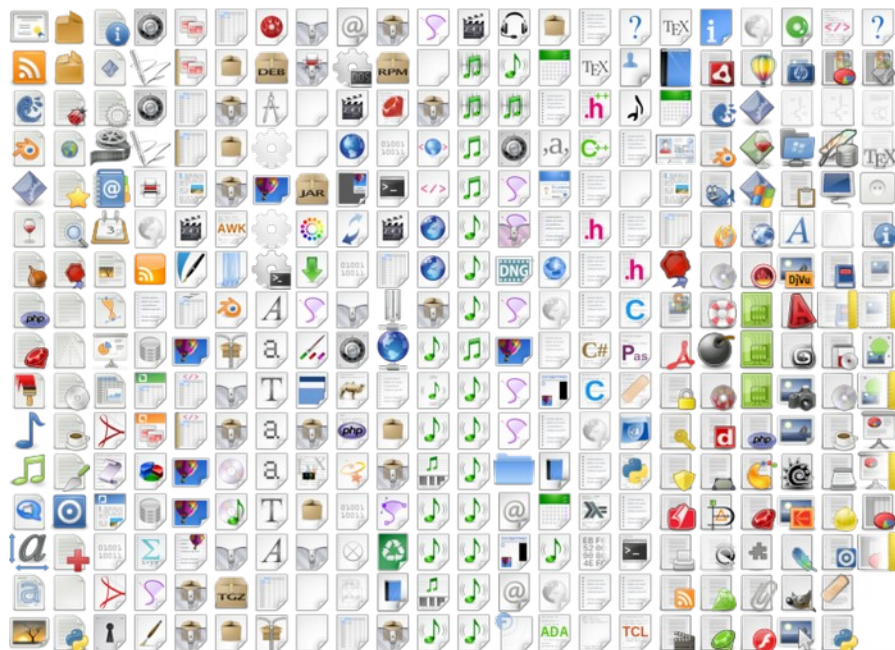
3.6. Emotes



3.7. Flags (intl)



### 3.8. MIME types



### 3.9. Places





### 3.10. Status



### 3.11. Symbols



## 4. Release notes

See "VERSIONS.txt" under "Assets/crosstales/Icons/OIL/Documentation".

## 5. Credits

SVG-Source:

<https://sourceforge.net/projects/openiconlibrary/>

## 6. Contact and further information










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Email: [icons@crosstales.com](mailto:icons@crosstales.com)

AssetStore: <https://goo.gl/qwtXyb>

## 7. Our other assets

 <p><a href="#"><u>Bad Word Filter</u></a></p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p><a href="#"><u>DJ</u></a></p>	<p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p>
 <p><a href="#"><u>FontAwesome</u></a></p>	<p><a href="#"><u>FontAwesome</u></a> is an open-source font that consists of over 690 icons. We created and exported images for every icon in various dimensions in the highest possible quality and prepared it to use in Unity as sprite or as texture.</p>
 <p><a href="#"><u>Online Check</u></a></p>	<p>You need a reliable solution to check for <b>Internet availability</b>? Here it is!</p>
 <p><a href="#"><u>Radio</u></a></p>	<p>Radio allows implementing free music from Internet radio stations into your project..</p>
 <p><a href="#"><u>RSockpol</u></a></p>	<p>Reliable Socket Policy Server which acts as replacement for Unitys own „sockpol.exe“.</p>
 <p><a href="#"><u>RTVoice</u></a></p>	<p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p>
 <p><a href="#"><u>TPS</u></a></p>	<p>Turbo Platform Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.</p>
 <p><a href="#"><u>True Random</u></a></p>	<p>True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.</p>

