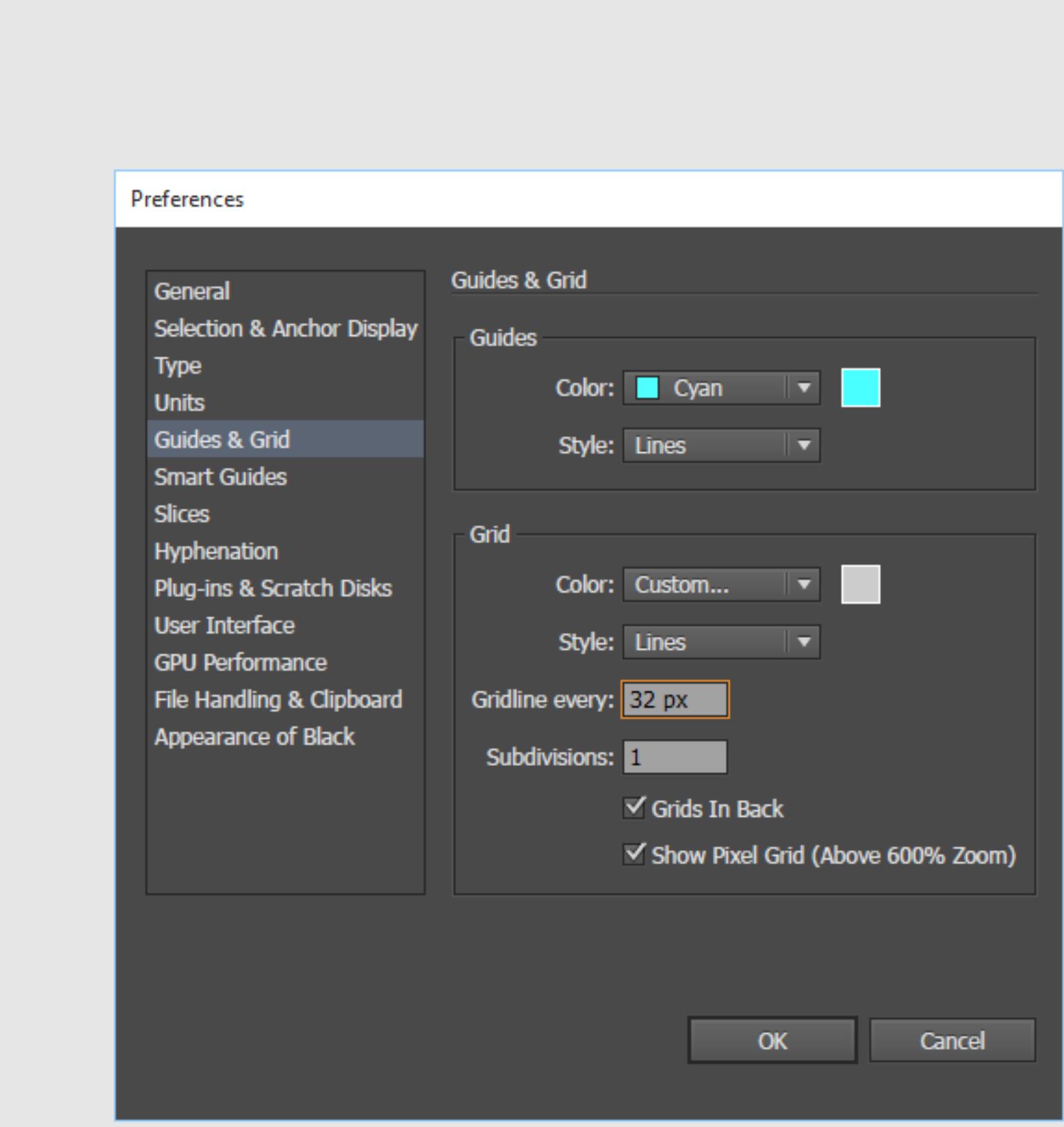


1. Grid, proportion, and style

1.1. ADOBE ILLUSTRATOR PREFERENCES / GUIDES & GRID

- The Artboard size /width x height/ is 512px X 512px
- Gridline: every 32px



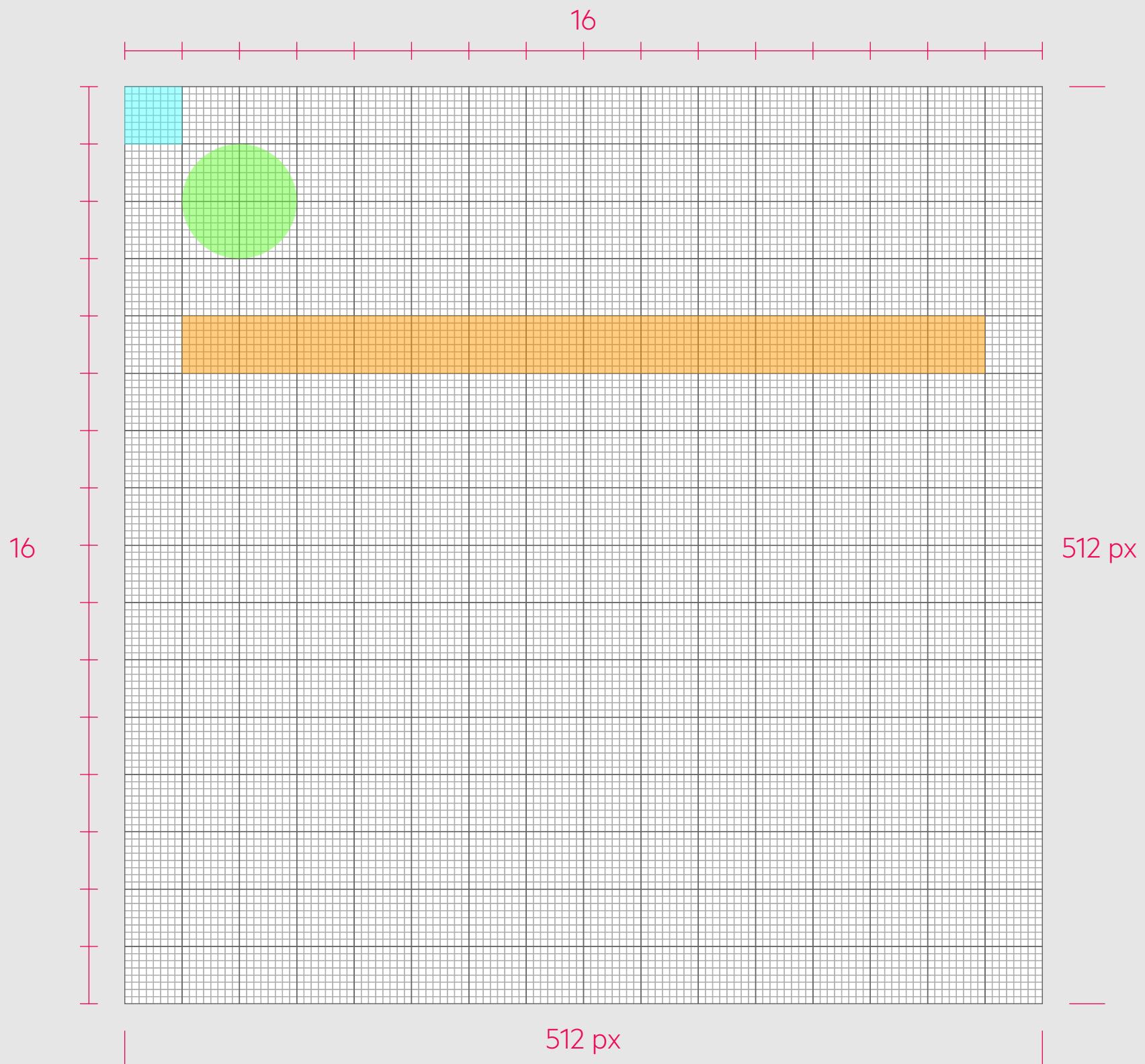
1.2. UNIT GRID

- Unit grid constructed to be 16×16 unit a , with edges at 1.

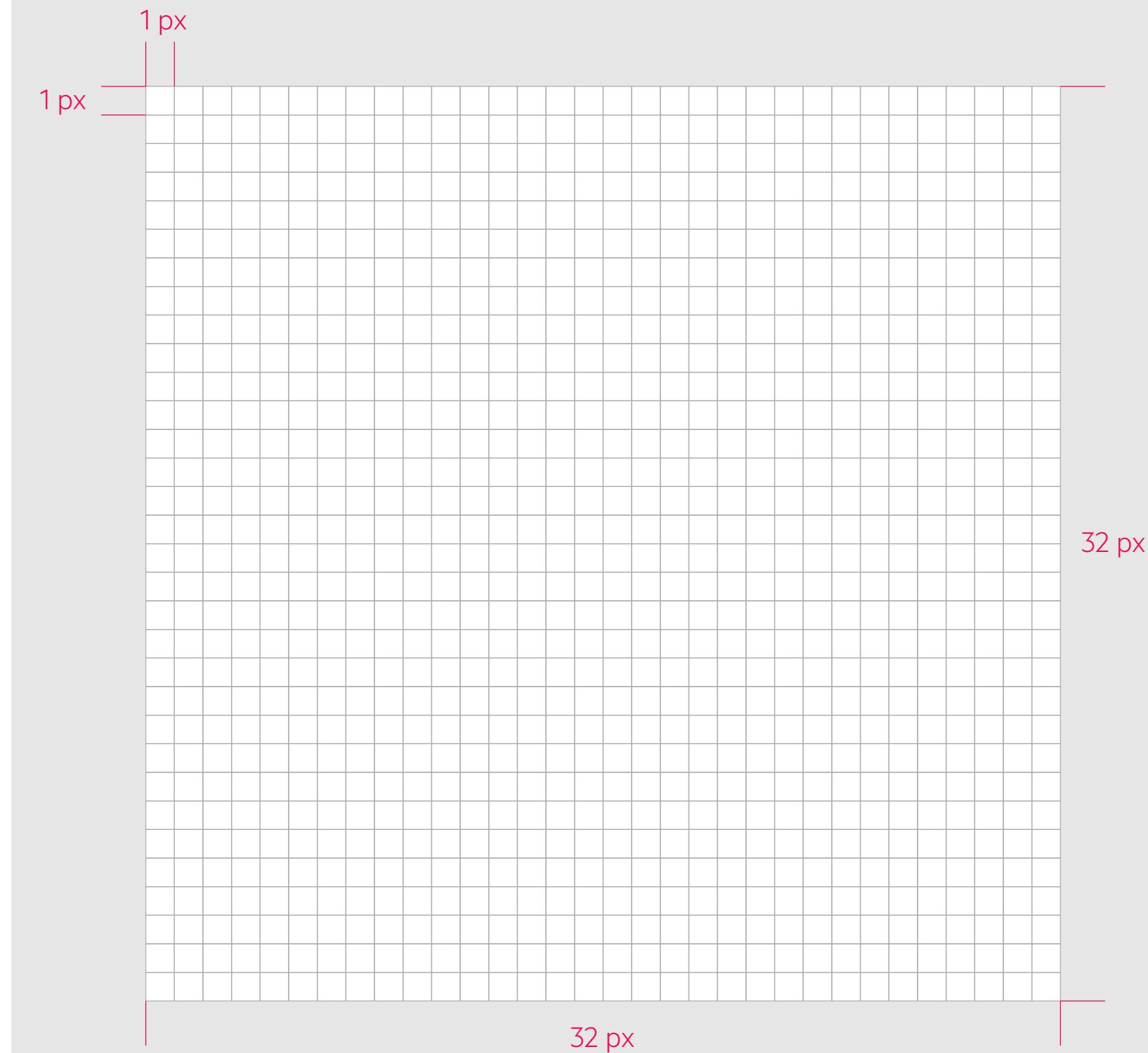
-  $= a$; $16a = 512$ px; $a = 32$ px

- $R = 2a$

- $W = a$

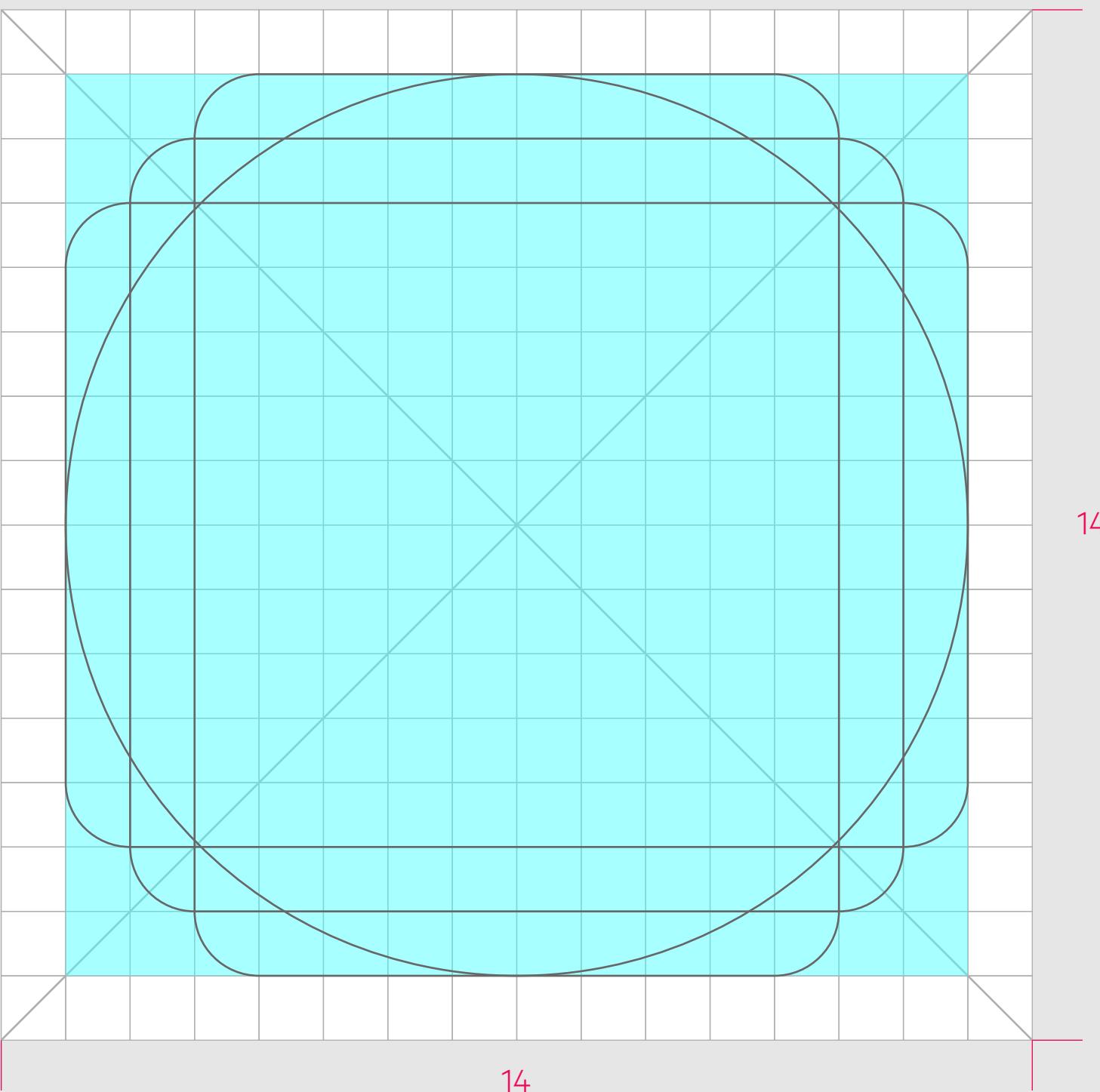


1.3. GRID



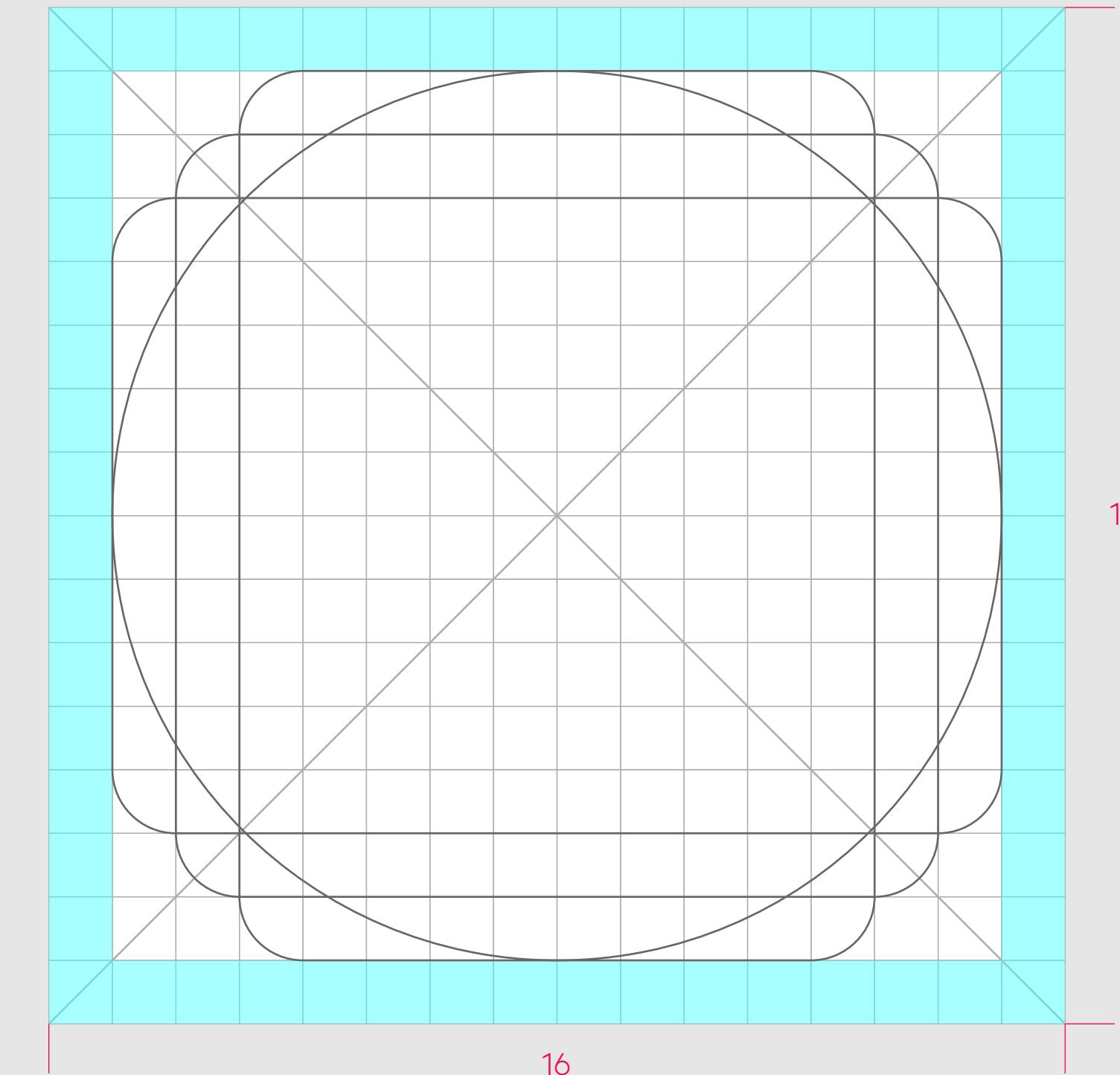
1.4. LIVE AREA

- Icon content is limited to the 14 x 14 live area, with 2 of trim around the perimeter.
- If the icon contains a lot of details, then live area should be increased to 16x16.
- The icon should always be placed in the middle of the live area.
- If the icon cannot be placed in the middle of the live area (because of the shapes specifics), then the preferred place is the top left corner of the live area.



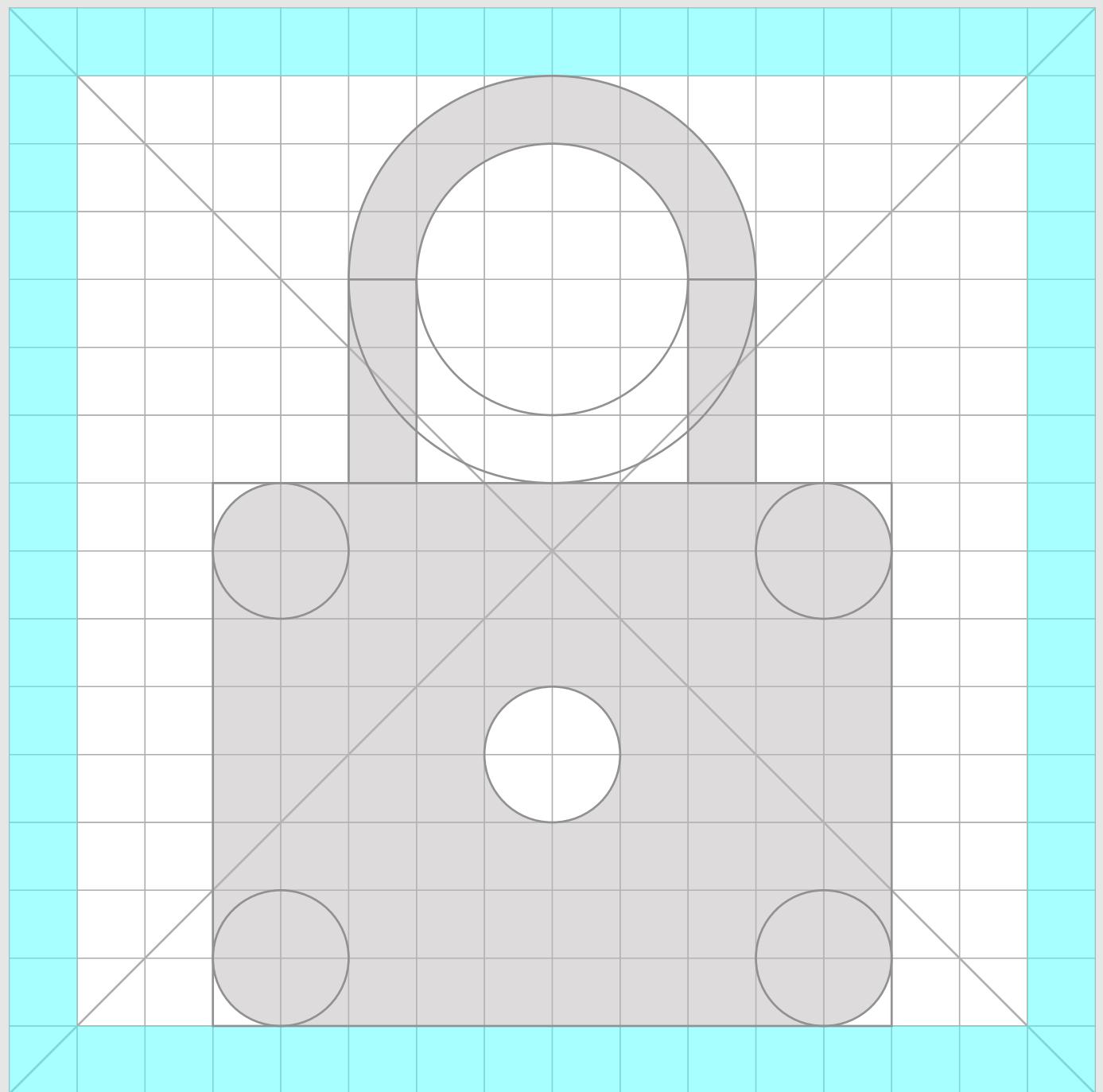
1.5. TRIM GRID

- 2 units of empty space make up the trim area surrounding the 14 x 14 live area.



1.6. STYLE

- Flat and graphic to match the brand look and feel.
- Outlined rather than filled icons to relate back to the brandmark symbol.
- Pure geometric shapes to be used: straight lines and circles. No organic shapes.
- Preset standards have been determined for specific keylines: circle, square, rectangle, orthogonals, and diagonals. This small palette of universal and simple elements has been developed to unify icons and systemize their placement on the grid.
- All lines should be either vertical, horizontal or at a 45-degree angle (relating to symbol angles).
- Before final save of the SVG file, you should unify shapes and make them into a compound path.



2. Font Structure, Set Name & Icon Name

2.1. FONT STRUCTURE

The Glyph Font consists of separated sets with similar elements.
/eg. Navigation and Layout, Actions, Media, AlertNotification,
Toggle, Image, Editor, etc./

The separations of the sets allows to have right positioning and
consistent hexadecimal code for icons in the same set.

The structure of each set is:

1. Code-SetName

 1.1. SVG folder

 1.1.1. icon-name.svg

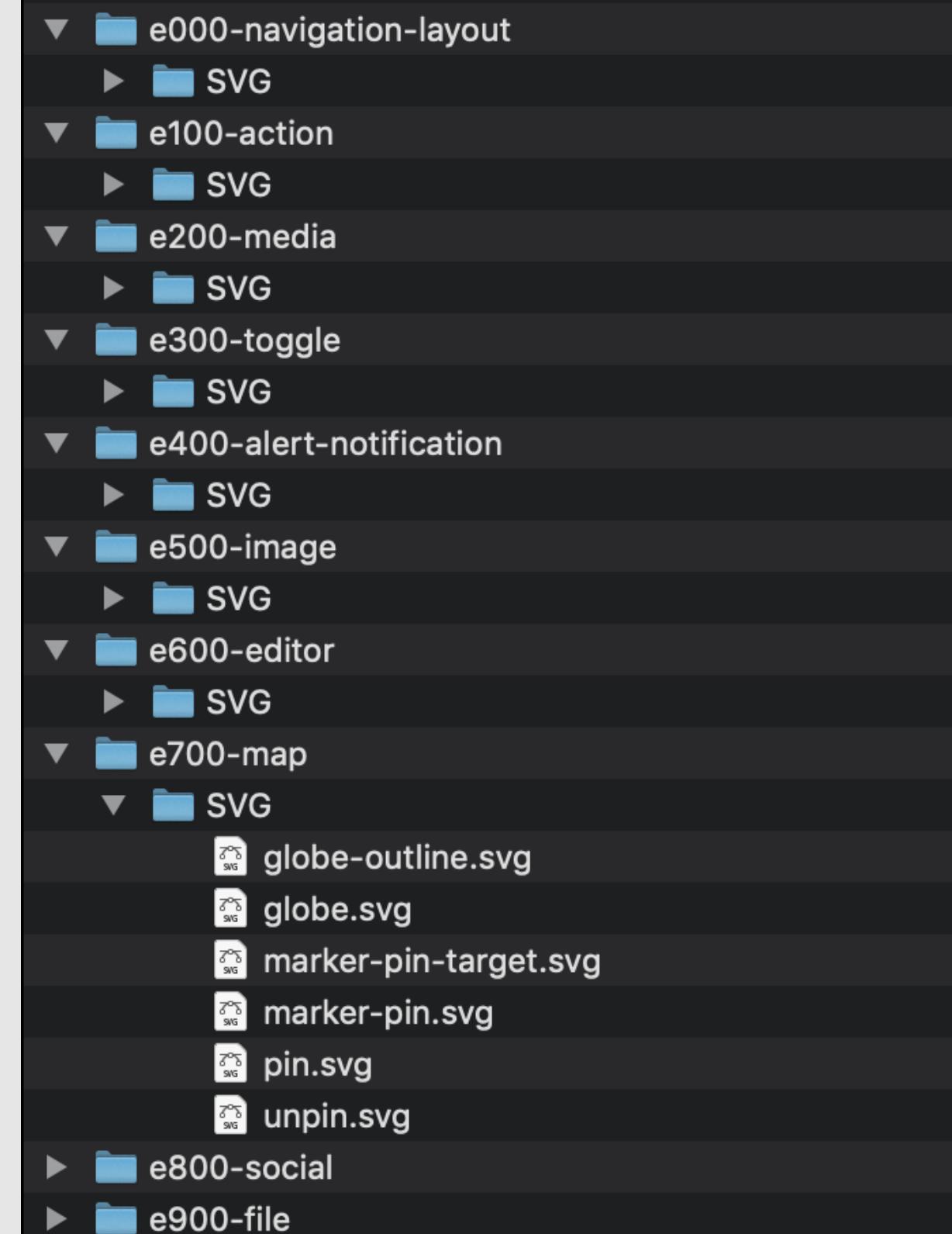
 1.1.2. icon-name-small.svg

NOTES:

1. Each set starts with “**major**” Hexadecimal code
e000, e100, e200, e300, e400, e500, e600, e700,
e800, e900, ea00, eb00, ec00, ed00, ee00, ef00,
f000, f100, f200, f300, f400, f500, f600, f700...

2. Each set can contians **maximum 256 icons**.

https://unicodemap.org/range/78/Private_Use/

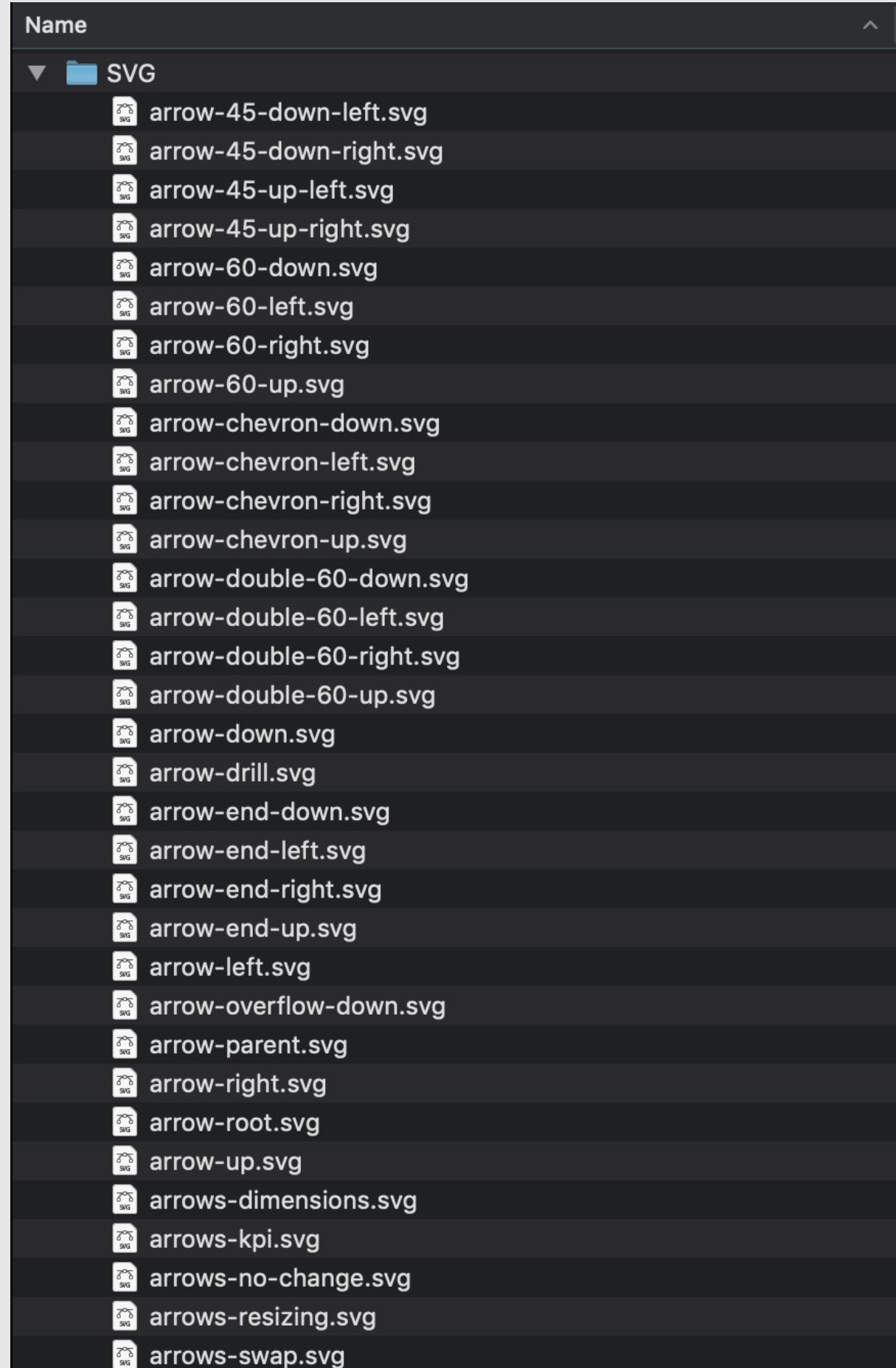


2.2. SET & ICON NAME

- the set's name has to contain “Hexadecimal Code”, “-”, and letters, without empty spaces;
- icon name should contain only small letters, numbers and “-” to separate different words, without empty spaces;
- icon name should be detailed, descriptive and intuitive;
- for small icons/the same icon in a smaller size/, there should be added suffix “-small”;
- for all icons with direction should be used: (the following should be used for all icons with directions)
 - “up”, “right”, “down” and “left” instead “n”, “e”, “s”, “w”
 - “up-right”, “up-left”, “down-right” and “down-left” instead of “ne, nw, se, sw”;
 - “horizontal” instead of “h”;
 - “vertical” instead of “v”;

NOTES:

1. The **words** from an icon's name are used for **search tags** and **ligatures**.



3. IcoMoon App - import project, load & take your new/updated font

3.1. TOOL DESCRIPTION

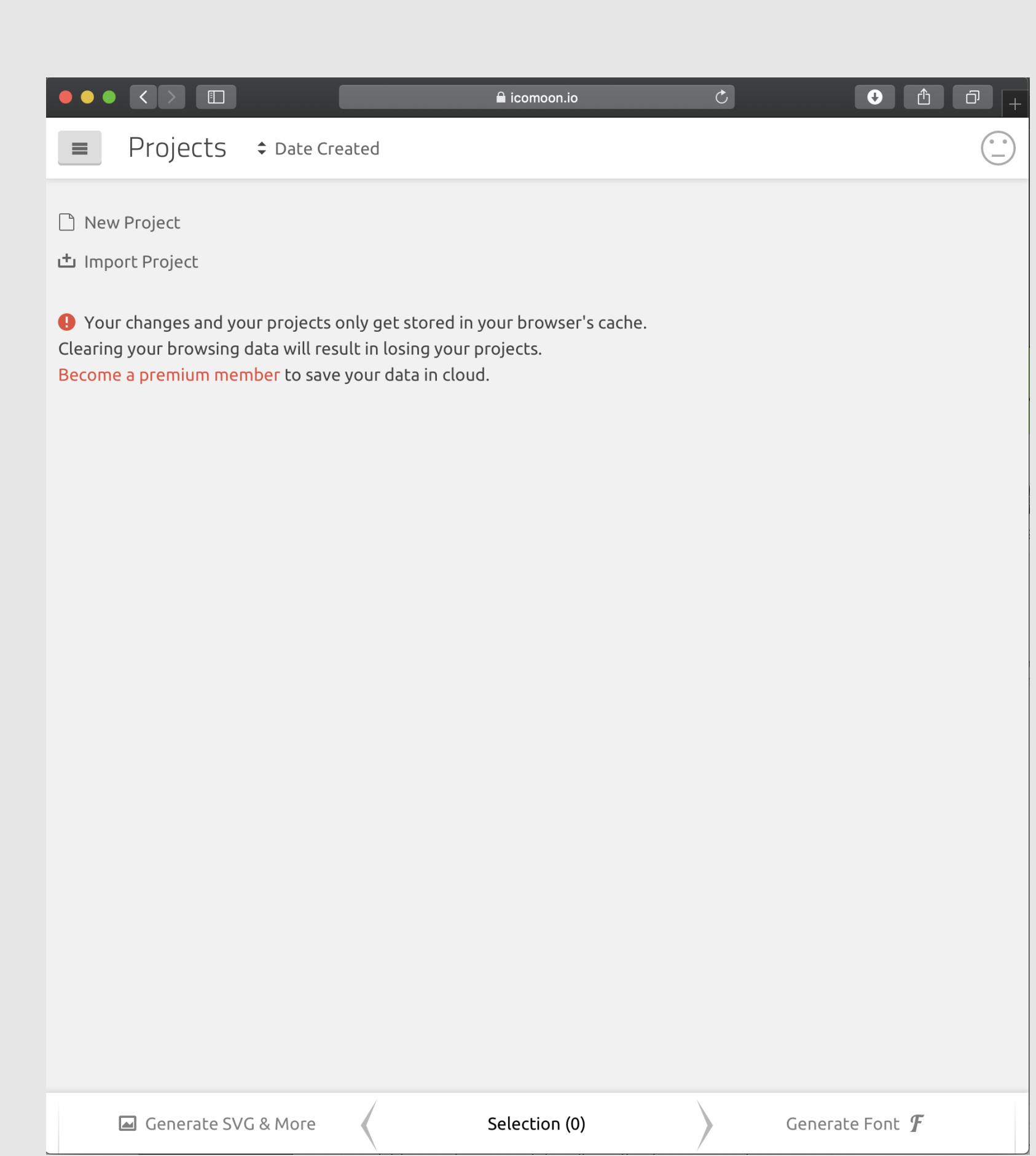
The free plan of the IcoMooon app gives us the whole proccess for creating/updating the existing Web Components Icons font.

<https://icomoon.io/app/#/projects>

NOTES:

IcoMoon free plan limitations:

1. The free plan member can manage **up to 4 projects**.
2. The app stores every change and the state of the app in the browser locally **/browser's cache/**.
3. **Clearing browsing data** will result in **losing projects**.



3.2. IMPORT PROJECT

3.2.1. Click the button “Import Project”.

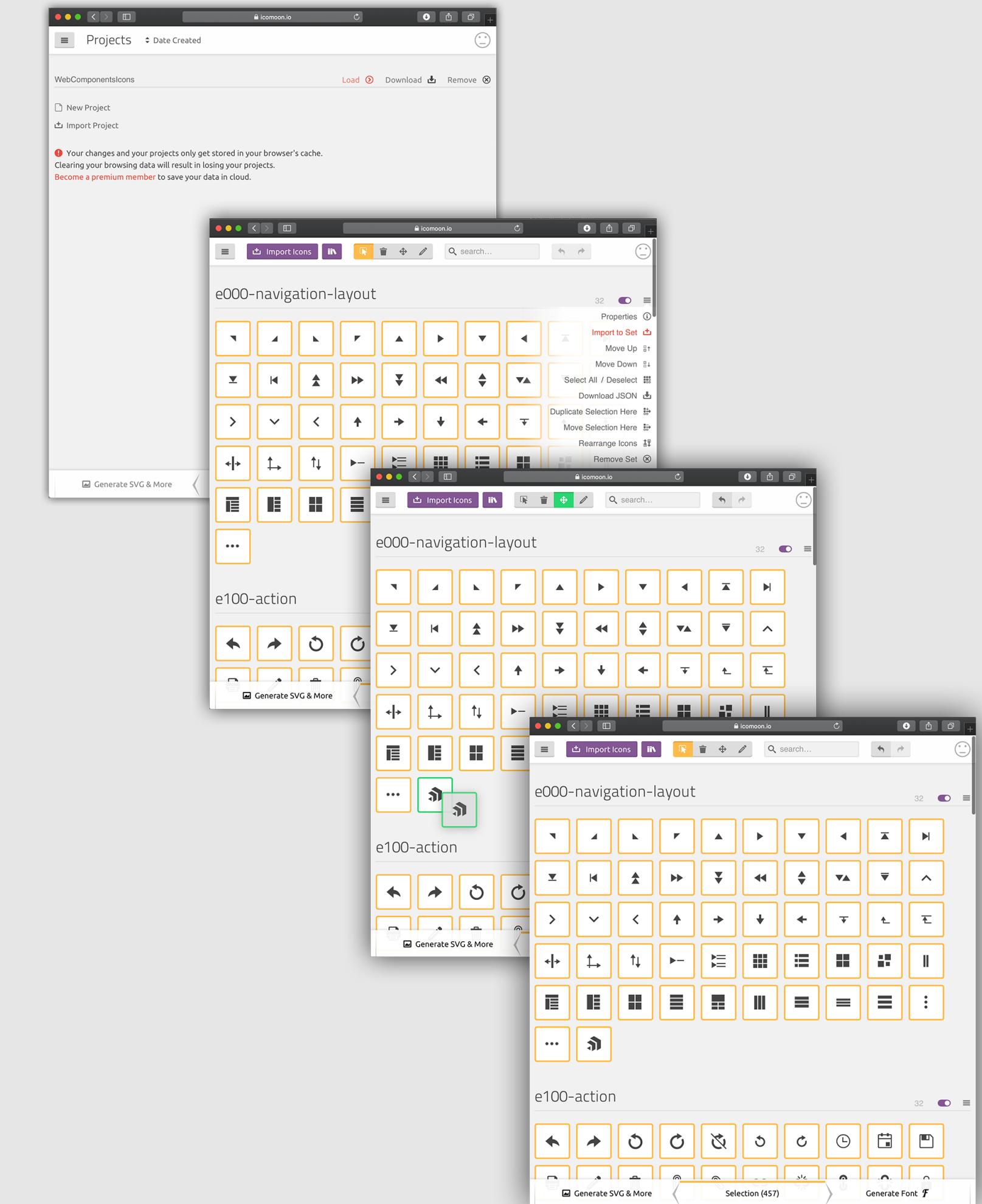
3.2.2. Select the WebComponentsIcons-import.json file from the official github repository kendo-ux.

<https://github.com/telerik/kendo-ux/tree/master/web-components-icons>

3.2.3. Load the project.

3.2.4. Add a new icon/icons into specific set/group

- click the hamburger menu placed on the right side of the set name and select “Import to Set”;
- choose the icons which you want to add;
- icon/icons is/are placed in the front of the current set;
- move the icon/icons to the end of the set;
- select all the icons which you want to be added in a new version of the font;



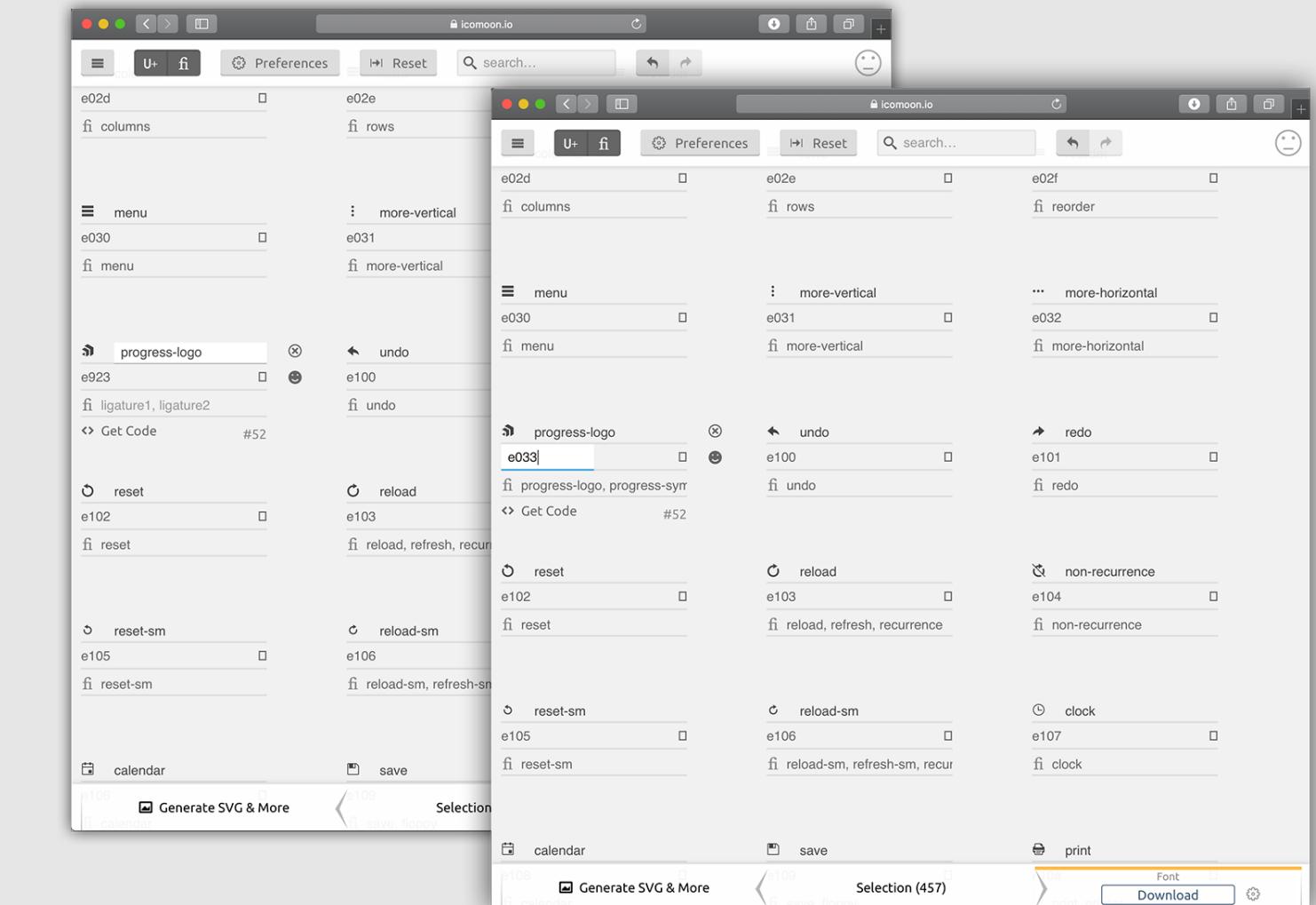
3.2.5. Click the bottom tab “Generate Font”.

3.2.6. Find the icons in the list and take care of the specific code of the icon, name and ligatures.

- code field: the codes must be consistent in all sets, and should start with the code of the set - for reference about unicode map, please see

https://unicode-map.org/range/78/Private_Use/

- name & ligatures field: the name of the icon, should be the same as the original icon’s name, and should be placed at the first place. Also additional ligatures should be added, separated with a comma.

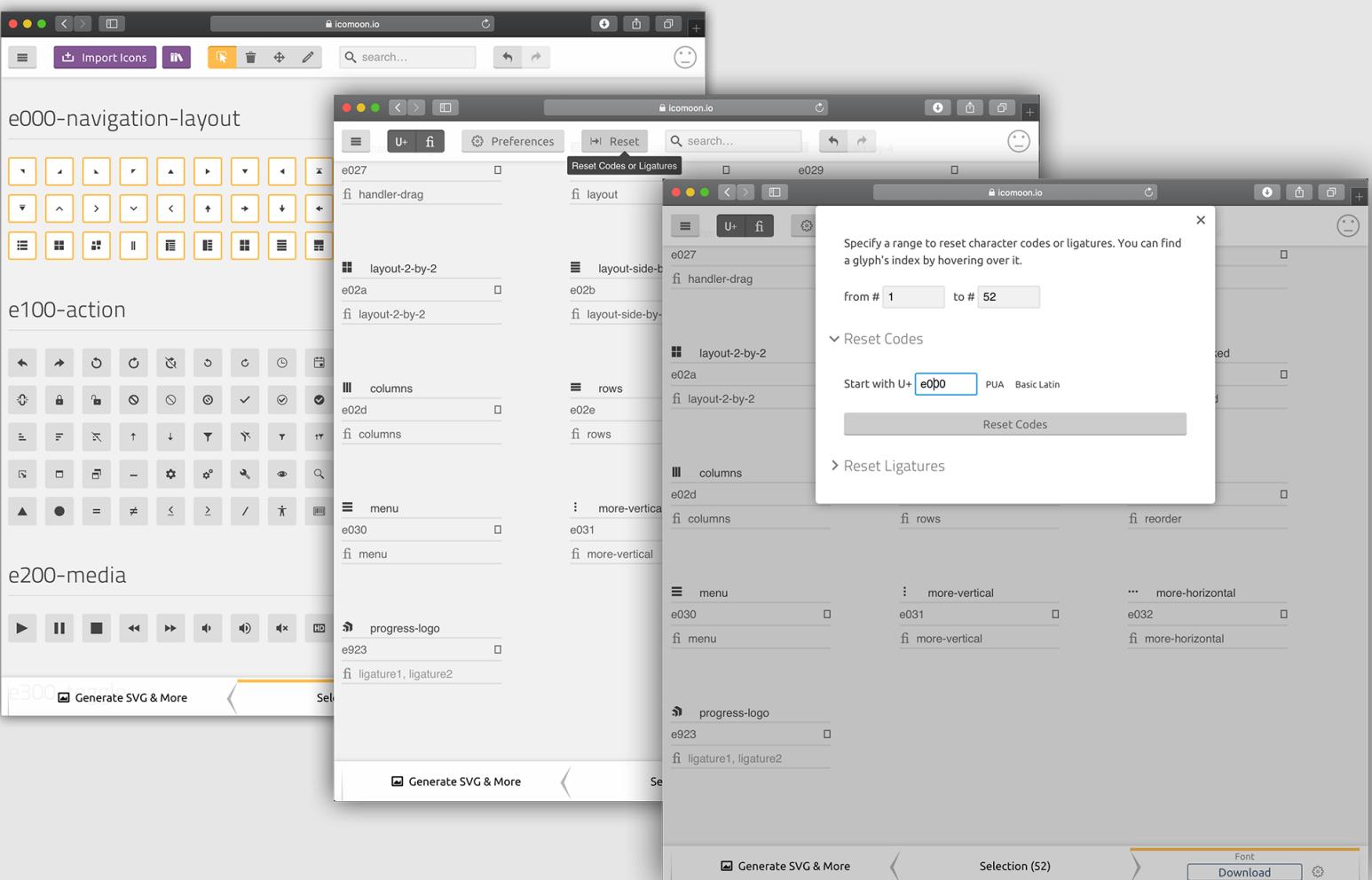


NOTES:

1. In case of adding more icons into the chosen set or creating a new set, there is an easier way to give codes to the icons.

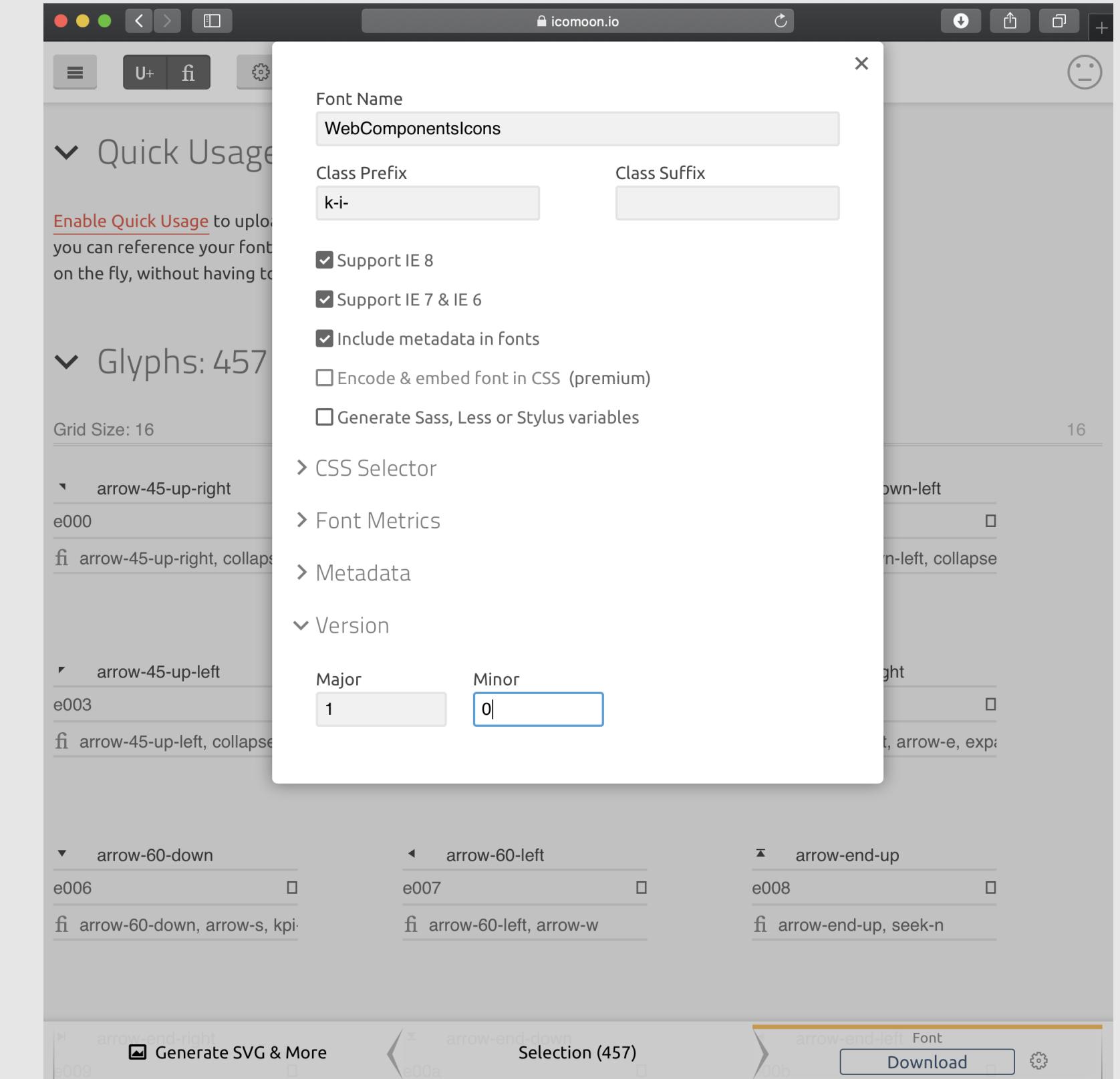
- unselect icons from all other sets;
- select only icons from the current/new set;
- click the bottom tab “Generate Font”;
- click the button “Reset”;
- define a range to reset character codes from the expander “Reset Codes” /the "Start with U+" value should be the same as the set’s code/;

2. Since the **icon name** is used in the corresponding CSS class, it **should be unique** in the font.



3.2.7. After naming the icon, go to 'Preferences' and update the font version.

- Set Major value;
- Set Minor value;



NOTES:

1. Version MAJOR.MINOR

Given a version number MAJOR.MINOR, increment the:

- MAJOR version when there are breaking (or incompatible) changes;
- MINOR version when there are fixes or new functionality, sets, icons that are backward-compatible with previous versions;
- Additional labels for pre-release are available as extensions to the MAJOR.MINOR format.

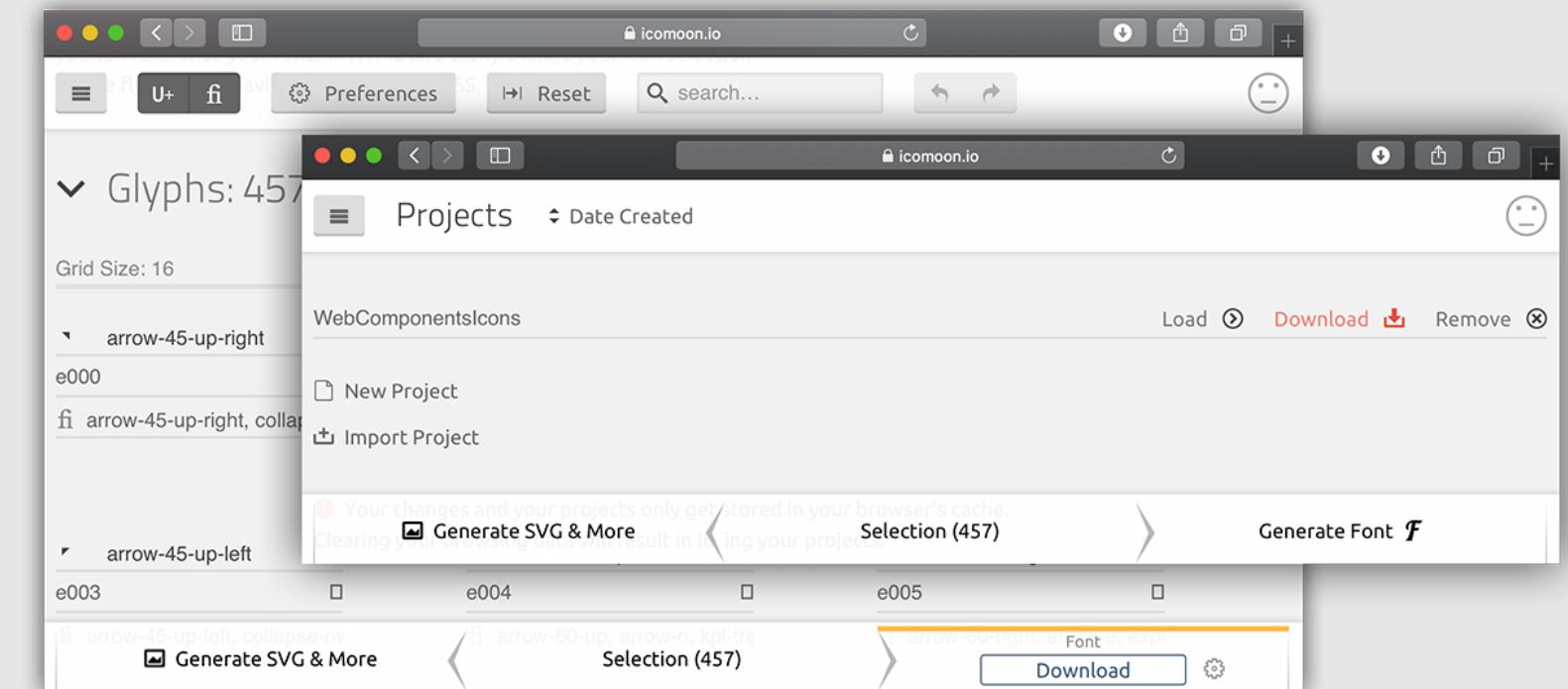
3.3. DOWNLOAD PROJECT

3.3.1. Download updated Web Components Icons font.

- After the above mentioned steps are completed, click bottom tab “Download” to download the updated version of the font.

3.3.2. Download resource IcoMoon project file.

- Go to the main menu (on the top left);
- Choose 'Manage Projects' and download the resource file of the font;
- Rename the downloaded file by adding '-import.json'



3.4. GITHUB ISSUES

3.4.1. GitHub repository should contain the latest font version and resources:

- All-new icons in SVG format per sets;
- Downloaded .zip file in 3.3.1;
- Downloaded .json file in 3.3.2;

