

Getting started

Each icon is delivered in 4 different formats, that in turn are delivered in 4 different sizes too. The name of each file is descriptive enough to suggest which size and format it is.

Choose the best format

Wherever possible, and for best results, use the files that are in *.PNG or *.ICO formats.

The BMP with mask colour and the GIF files are catering for older development environments that may not support 32bit graphics with transparency. It imposes constraints on the icons that rely on them being hard edged. That is the old-fashioned jagged or stair-cased method of providing transparent surroundings.

You can find more information about this and magenta masks here:
www.iconrepublic.com/technical_stuff.aspx

Use the icon in 1:1 ratio

That's right if a file starts with e.g. 32px it means it is intended to be used in your application in 32 by 32 pixel-size.

The icons have been specifically drawn for a particular size. Therefore you may not achieve good results simply by scaling the icons to different sizes.



icon guide



Why a different drawing for each icon size?

To look recognisably similar in every size, an icon set must be designed differently for each size.

At first that may seem counter-intuitive, but the reason is quite logical. Simply the amount of square pixels available to define the image vary greatly.

The smaller the icon size, the fewer pixels available. Thus a 16x16px icon only has 256 pixels to define a clear picture. Conversely, a 128x128px icon has a fine grid of 16384 pixels.

Simply resizing one drawing does not work. The drawing might have been scaled 100% accurately by the computer, but, optically, the result looks wrong. For instance, lines would disappear and objects would look blurry.

