The StarOffice Icon Design Guide
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Introduction

After many years, StarOffice got the first redesign of all icons. Some icons were 10 years old.

During the last two years I spent a lot of time for developing new design ideas for StarOffice icons. I have learned much about design requirements during this time. (I start to fall in love with these little pixel pictures...)

With this Design Guide I like to document the artwork of the new StarOffice 7 icons, and give an overview of the design requirements and a little insight of future plans.

This Design Guide explains the difference between all icons which appear inside StarOffice: the desktop icons, the toolbar icons, icons in dialog boxes, high contrast icons and mouse pointer icons. Each of these kinds is discussed in detail.

An important part of the new icon design is the Sun branding. StarOffice is a part of Sun and the StarOffice icons are a part of the Sun software family. This guide reflects the leading thought of the branding.

Now, all StarOffice 7 icons have an unified look, that makes it more than better recognizable.

This StarOffice Icon Design Guide is targeted at all visual designers at Sun and all people, who want to know more about the icons of StarOffice 7. It also could support the Helios project about a consistent look and feel of Sun products.


Special thanks to Matthias Müller-Prove for reviewing this guide and correcting many of my English mistakes.

Hamburg, September 2003
Stella Schulze
Humans acquire information by looking at the spatial relations in complex images faster than by reading a text and it is therefore important to put some effort into the design of icons.


1. StarOffice Icon CI

1.1 Andromeda – New Icons for StarOffice 7

The previous versions of StarOffice (until StarOffice 6.0) contain very old-fashioned icons. Some of them have existed for about 10 years.

StarOffice is currently using about 1,500 different icons. Each icon represents a specific meaning. Icons can appear in different sizes and contrast levels. The total of all individual StarOffice icons in all different formats is 4,500.

The New Icon Look

The new StarOffice icons – described in this document – have to look modern but ageless. They have to be simple, clear, fresh, vivid, user-friendly and easy to understand. The new design also supports the Sun brand.

The Requirements for the New Designed Icons

• Be easy to understand, even for localized versions
• Have consistent symbolism
• Do not erode the Sun brand
• Look clear, fresh and friendly – but imply seriousness
• Look good on different platforms (e.g. for Gnome, Windows XP)
• Make sure that Windows users feel at home

The Advantage of the New Designed Icons

• Create a uniform appearance (“Corporate visual identity”)
• Support the corporate look & feel with a strong analogy of all icons
• Express the Sun brand by having consistent look
• Increase the usability of StarOffice my means of recognizability
• Improve the image of StarOffice with fresh and modern look
• Support modern operation systems due to high resolution
• Give StarOffice its own philosophy, portrayed by the unique and distinctive design
1.2 The Different Kinds of StarOffice Icons

1.2.1 Desktop Icons
Desktop icons are all icons on the desktop, such as applications and documents. They appear in the largest size of the current icons (48 x 48 pixel). These icons could use an alpha channel for better look on different backgrounds.

1.2.2 Toolbar Icons
Toolbar icons are the main icons on the UI. They are all available in a small (16 x 16) and a large (26 x 26) size.

1.2.3 Dialog Box Icons
Most of the icons which appear inside StarOffice dialogs have the same size as the toolbar icons. But some icons are odd: they come in any strange size you could imagine (13 x 18, 13 x 20, 15 x 17, 15 x 20, 16 x 18, 32 x 32, 30 x 40, etc.)
1.2.4 High Contrast Icons
After switching to accessibility mode, you get a high contrast version of all icons. The icon size stays the same, in fact it is a redesign on 4 bit. This accessibility feature is available in StarOffice 7.

1.2.5 Mouse Pointer Icons
The cursor icon depends on the currently selected tool and function. One pixel of these icons has an action point – the hot spot! This hot spot is saved inside the icon format.
2. Desktop Icons

Desktop icons include all icons on the desktop and file systems, Start menu, toolbars etc. like applications and documents:

**Application Icon**

The new icon for StarOffice 7 shows a white circular button with a blue star. This white circle is important for looking good on most common background colors (usually blue, grey or green):

You will see it on the desktop and when you launch the quickstarter.

**Future Plans**

If StarOffice were to have separate applications – the icon would continue to work. The button with the star can be combined with a symbol for the StarOffice Module.

**File Icons**

You can recognize a file type as a StarOffice file type because of the star! There are icons for documents, templates and configuration files.

You will see them in the list view and in the icon view of the file system.
2.1 Branding

Branding Spirit

The Sun brand lives on! The StarOffice icons reflect the Sun brand with the corporate element in Sun colors:

- The blue star at the left top is a distinctive mark and says: “That’s StarOffice”
- The yellow corner at the top right of the document icon and the yellow bar on the top of the template icon is a reoccurrily part of the Sun brand.
- Very simple images illustrate the function of the different StarOffice Modules.

Because of the uncontrolled number of icons on a desktop, is it very important that our icons are clearly recognized. An usability test in July 2002 tested this. The results of the test showed that the icons were a success.

Here you can see one part of the test: Different people were asked to quickly locate the StarOffice icons.

You can find the usability test and the results here:
More Than an Icon

The application icon is a little bit like a logo. It supports the product name. It serves the image. For a non-screen design (like marketing materials in print) a high resolution and scalable graphic would be necessary. In this case, only use the eps file, please.

You can find the vector graphic here: http://staroffice-doc.germany.sun.com:8080/Teams/StarOffice_Applications/Extras/Icons/Icon_CI/visual_identity.html

A Different Design is Possible

The different requirements of desktop icons can have an impact on the design, too. The result is that StarOffice looks like StarOffice but the feeling of the “home operating system” stays the same. The brand lives on...

The Gnome desktop:
2.2 L10N – The Localization of Icons

The blue star works for all localized versions in other countries. Now StarOffice and StarSuite have the same product symbol. Therefore desktop icons do not need a redesign for localization like some toolbar icons.

Future Plans
If StarOffice were eventually to lose the “star” in the name (e.g. SunOffice), the star would live on in the product symbol.

2.3 Semantics

The Star
The star stands for StarOffice. It also adds a note of history: The former company was founded in 1986. The original product from which StarOffice developed was called “Star-Writer”
The star works very well with the Sun, which, of course, is also a star. (Many little stars are the code name for the new toolbar icons in StarOffice 7 – Andromeda)

The StarOffice Applications Symbol
Very simply drawn symbols denote the modules of StarOffice.

- Writing stands for “Writer”
- Spreadsheet stands for “Calc”
- Presentation screen stands for “Impress”
- Drawing stands for “Draw”
- Sigma sign stands for “Math”
- Bar chart stands for “Chart”
- Web stands for “HTML”

This simple symbol is the element which conveys the information to the user. (a pencil with a curve -> drawing) This symbol together with the star illustrates the module (drawing + star -> StarOffice Draw. Add both symbols with a document and the user recognizes the StarOffice Draw Document.
Maintain uniformity. Use the same symbolism and increase recognition value. Use a flat and simple style to underline the character. Repeat the same symbol for comparable context of the icon. (the drawing symbol for the document and the template file of StarOffice Draw)
2.4 Positioning

All symbols of an icon have a fixed place. This is important for recognition.

The proportion of a file icon as well as the dog-ear of the document icon depends on the operating system.

The Star

The star is fixed at the top left. This is the same place for all StarOffice icon types (document, template and configuration file).
An Iconic Symbol
The symbol has a wildcard that is fixed in the bottom middle. This is the same place on all StarOffice icon types (document, template and configuration file).
Save a Place for a Badge

A badge will be added at the bottom left. Do not put important information in this space.
2.5 Size

The size of desktop icons depends on the operating system.

Windows

They appear in small (16 x 16 pixel), medium (32 x 32 pixel) and large sizes (48 x 48 pixel)
2.6 Format

The format of desktop icons depends on the operating system.

**Windows**
The Windows machines use .ico. This .ico file saves all information in one file. It contains all sizes and every color depth with an alpha channel. In this way, Windows supports old and new systems.

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<th>16 x 16</th>
<th>32 x 32</th>
<th>48 x 48</th>
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<td>32 bit</td>
<td><img src="image" alt="Icon 16x16" /></td>
<td><img src="image" alt="Icon 32x32" /></td>
<td><img src="image" alt="Icon 48x48" /></td>
</tr>
<tr>
<td>8 bit</td>
<td><img src="image" alt="Icon 16x16" /></td>
<td><img src="image" alt="Icon 32x32" /></td>
<td><img src="image" alt="Icon 48x48" /></td>
</tr>
<tr>
<td>4 bit</td>
<td><img src="image" alt="Icon 16x16" /></td>
<td><img src="image" alt="Icon 32x32" /></td>
<td><img src="image" alt="Icon 48x48" /></td>
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**Linux**
The Gnome desktop uses .png (Portable Network Graphic). This format supports 24-bit color depth and an 8-bit alpha channel.
2.7 Creating Desktop Icons

2.7.1 Contour
An icon has to work on different backgrounds. Please draw a contour for a better contrast on both light and dark backgrounds.
Do not use a heavy, black contour. Use a grey contour with a light side on the top and left. Especially desktop icons appear in larger sizes and work better with a smoother (not so strong) contour.

2.7.2 Scaling
Start creating for the most commonly used icon size you need. NEVER scale a bitmap! Always create each new icon directly in the new size.
The same icon must look the same in all sizes. The large version contains more space for details, but do not overload the character or the information. Every icon version has to be easy to recognize in the same way.

2.7.3 Technical Requirements
First, create a Photoshop file in the original size with a transparent background. Add another layer in the color you want to simulate the background of the user interface. Add a new layer for design and start creating the icon now. The results look best if you see the real background during the design process.
Toggle the layers you need. A Photoshop script can automatically save the right layers with the right color depth in the right format. This is a very good basis for a design update. The design layer can be edited fast and easy with some filters/effects (e.g. drop shadow, highlighting, etc.)
2.8 Shadows

Drop Shadow
The application icon uses a drop shadow only. But only in the 32-bit resolution! Use an effect filter for the shadow, so you can change the design fast and easy. The drop shadow is a part of the individual design and can be changed according to the operating system requirements.

Light and Shadow
The light comes from the top left. Always! The new StarOffice icons use light and shadow very carefully to give a bitmap a little bit more realism.

2.9 Transparency

The Real One
Only the desktop icons have “real transparency”. They have no background color, use an alpha channel for smooth edges and can illustrate a shadow. This icon works on different backgrounds.

Example:

Future Plans
A “real” shadow for toolbar icons and dialog box icons could be a nice feature.

2.10 Additional Stuff

The shortcut badge can cover part of the desktop icon.
3. **Toolbar Icons**

Andromeda – the new toolbar icons for StarOffice 7 – are the largest set of icons of the UI.

![Toolbar Icons](image)

3.1 **Creating Toolbar Icons**

**Think Simple**
Reduce the design – Create only the absolutely necessary information. Draw simple and plain.

**More is Less**
Do not overload the design. Too many style effects and colors make small icons look dirty. And dirty is associated with old-fashioned.
A sober style is to be used for creating icons. Pretty, nice detaily, like shadows, gradients or 3D effects, can enhance the final design. Thus design changes are possible without much effort. That makes sense for a modern look on some new operating systems. The icons themselves need to be simple.

**Start With the Idea**
Collect ideas for the new icon. Clarify if the function of the new one is used in another case. If so, pick up that design. If your new idea is used by another – semantically different – make sure that this icon looks different too.

3.1.1 **Drawing Clear and Easy**
Always draw simple lines and shapes. Prefer straight lines, avoid free curves. Use only these grids for drawing:
3.1.2 Contour

An icon has to work on different backgrounds as well. Sometimes an icon appears in the toolbar with the common UI color or with a white background in the dialogs. Please use a contour for better contrast on both – light and dark backgrounds. Do not use a heavy, black contour. Use a grey contour with a light side on the top left.

Example:

Especially toolbar icons need a contour. Desktop icons appear in a larger size and work better with a smoother (not so strong) contour.

The color of the contour can sometimes be different. It depends on the shape and the color impression of the icon.

Future Plans

The next icon format should support an alpha channel. Then we would be able to paint a back contour with a transparency of 50%. This contour will look good on all background colors with the same contrast.
3.1.3  Scaling
Start creating for the most commonly used icon size you need. For toolbars this means the smallest icon size. NEVER scale a bitmap! Always create each new icon directly in the new size.
The same icon must look the same in all sizes. The large version contains more space for details, but do not overload the character or the information. Every icon version has to be easy to recognize in the same way.
(Quod vide “Size”, page 25)

3.1.4  Technical Requirements
First, create a Photoshop file in the original size. The background layer is reserved for the transparency (SIC290 “magenta”). Add another layer for high contrast (SIC900 “black”). Add one or more layers in the color you like (e.g. grey like the user interface background).
Add a new layer for design and start creating the icon now. The results look best if you see the real background during the design process.
Toggle the layers you need. A Photoshop script can automatically save the right layers with the right color depth in the right format. This is a very good basis for a design update. The design layer can be edited fast and easy with some filters/effects (e.g. drop shadow, highlighting, etc.)
The building process creates one image file (the “imagelist”) from all of the icons for one toolbar. The user clicks on a position in the imagelist and the function is ready to go.

3.2  Semantics
Iconic Visual Language
An image can convey an element with the iconic language.
An element can convey the information from the image to the user.
Therefore, we can use icon design to visualize this sometimes complex information in an intuitive way.
The semantics of our previous icon set was partially deficient. It is not only a design process – it’s a question of usability too. Sometimes it seems that the metaphor of an icon is a little bit antique, but the semantics still work. It is common to use an old-fashioned diskette for “save”, since users have been used to it for many years.

Check the metaphor. Will it work in all languages?
3.3 L10N – The Localization of Icons

The toolbar icons are the only icons in StarOffice which sometimes need localization. The “character” icons have to work in other languages. But some icons that use a character need localization (like bold, italic, underline).

![Icon Examples]

You can find more information about icon localization here: http://staroffice-doc.germany.sun.com:8080/Teams/StarOffice_Applications/Extras/Icons/localization.html

3.4 Symbols

Icons with symbolic elements ALWAYS contain the SAME symbol. One Icon could be a collection of symbols. That is very important for a uniform corporate StarOffice look (...and this is a very important corporate part of the Sun Branding!)

**Speak With Symbols**

- ![Icon Symbols]

Pay attention to uniformity. Use the same symbolism and increase recognition value. Use a flat and simple style to underscore the meaning. Repeat the same symbol in comparable contexts.
That will be of great benefit to the users. Once they learn one icon, they can recognize the same semantic when used in other icons.

Example:

1 = Properties, 2 = Allow Interaction, 3 = Printer Settings, 4 = Presentation Properties, 5 = Frame Properties, 6 = Character Settings, 7 = Link Settings, 8 = Image Properties, 9 = Paragraph Settings, 10 = Control Properties, 11 = Set Breakpoint, 12 = Frame Properties, 13 = Chart Properties

**Easy to Learn**

Icons with a similar function have to look similar. That makes it easy to learn to use StarOffice (e.g. the icon for “edit text” in Writer is similar to “edit cell” in Calc).

**Same Icon for Same Function!**

The previous version of StarOffice had too many different icons symbolizing the same semantics. Always use the same ones.

Example “before & new”:

Use simple, standardized and well known symbols! (Like a disk for save.)

3.5 **Positioning**

When you use a symbol in the same case, please use it in the same place.

But use the “badge” icon carefully. For example: not all “Insert” icons need a little green plus sign. The “insert” floating toolbar full of “insert” icons does not repeat the symbol on every icon.

**Future Plans**

In a future version of StarOffice, it might be possible for all “insert” icons to have the green plus sign.
3.6 Space

The space between two icons depends on the screen font size. An icon is not only a little picture, it is a push button too. So, it’s necessary to visually separate the icons for easier use. A minimum distance of 1 pixel should be used.


3.7 Size

Toolbar icons appear in a small (16 x 16 pixel) and large size (26 x 26 pixel). They are always quadratic.

Future Plans
The future size should be larger: 20 x 20 pixel for small icons and 30 x 30 pixel for the large icons.

3.8 Format

The format of the new toolbar icons (Andromeda) is the bitmap format .bmp with 24-bit color depth.

Future Plans
The next format will be .png (Portable Network Graphic) for all new toolbar icons. This bitmap format is described in 32-bit color depth (it contains an 8-bit alpha channel).
3.9 Color

Use color carefully. Less is more. The current icons are created using only 46 colors, although 16 Million colors (24-bit color depth) are possible. Use only the SIC (StarOffice Icon Colors) palette for creating new icons.

![SIC Color Palette]

Please find the SIC palette on page 37

Branding Color

The new icons include the Sun branding colors. The Sun colors are used everywhere on the user interface. Please use the Sun branding colors as often as possible to underscore to the Sun product family look.

Example:

![Branding Color Example]

Speak With Colors

Colors make icons fresh, modern, friendly and clear always use colors in the same way. Colors can emphasize the meaning. Similar functions should use the same “color language”:

Green: insert, add, new, automatic
Red: move, delete, change
Yellow: create, select, foreground
Blue: emphasize, background

Future Plans

If StarOffice could use different color schemes, it would support color schemes of different countries. In this case you could find the common colors used in Korea on the famous web site: http://www.daun.net.
3.10 Transparency

All bitmap images (like .bmp) without an alpha channel need a wildcard color for transparency. This placeholder color is “magenta” (SIC290).

Example:

Future Plans
The next format will be .png (Portable Network Graphic) for all new toolbar icons. This bitmap format is described in 32-bit color depth (it contains an 8-bit alpha channel).

3.11 Shadows

Drop shadow
No drop shadows for the current (Andromeda) icons. Drop shadows are only practicable if we support an alpha channel!

Light and shadow
The light comes from the top left. Always!
The new StarOffice icons use light and shadow very carefully and only when it makes sense. For example, to make a bitmap look a little bit more realistic like this:

Future Plans
Drop shadows could be a nice design feature for “Q”. That will work with .png too.
3.12 Perspective

Do not draw in perspective.

- The smallest icons need a claim from space. Perspective takes so much space from them.
- The images scale down and are not so easy to identify.
- The drawing angles cannot be seen clearly in this resolution. Perspective will look wrong.
- The vanishing point needs fixing.
- Fixing a vanishing point is not possible because of the different placement of the icons. Sometimes one and the same icon appears in different places. Many icons stand in one row – a vanishing point perspective would look strange!

However, you can draw lighting effects to get a 3D feeling.

![Lighting effects](image)

Only the 3D tool needs 3D icons, because 3D is necessary to convey the meaning, not just decoration.

**Future Plans**

If StarOffice were to support a larger size of icons, we could use a “pseudo perspective” – a parallel perspective without a vanishing point.

3.13 Renaming

All new StarOffice icons conform to a new naming convention. The goal is to identify the icons by name. In the past the icons had very strange names like “sm30769.bmp”. Nobody could imagine the meaning without a picture viewer. Now we can identify the meaning, the size and the format by the new description:

```
dummyname_16.bmp
```

meaning of the icon size format

Sometimes an icon needs a special localization:
(In this case: 82 is the country code of Korean)

```
82_dummyname_16.bmp
```

country code meaning of the icon size format
3.14 Additional Stuff

This small green arrow which indicates that a long-click will open a floating toolbar needs a redesign.

Future Plans

The new indicator do not cover the icon!

3.15 Interaction (Status/Feedback)

The design depends on the operating system.

- **normal:** no selection
- **on-mouse-over:** shows selection frame and Help tip
- **select:** shows selection frame and background color
- **select on-mouse-over:** shows selection frame and background color and Help tip
- **disable:** no color
4. Icons in Dialog Boxes

Most dialog boxes in StarOffice contain icons. And there are many icons on tab pages, too.

4.1 Creating Dialog Box Icons

The creation conventions of dialog box icons are the same as toolbar icons. Only differences are noted in the following paragraph.

4.1.1 Technical Requirements

First, create a Photoshop file in the original size. The background layer is reserved for the transparency (SIC290 “magenta”). Add another layer for high contrast (SIC900 “black”). Add another layer for the “exot” – the no-transparency dialog box icons (SIC000 “white”). Add one or more layer in the color you want (e.g. grey like the user interface background). Add a new layer for design and start creating the icon now. The results look best if you know the real background during the design process!

Toggle the layers you need. A Photoshop script can automatically save the right layers with the right color depth in the right format. This is a very good basis for a design update. The design layer can be edited fast and easy with some filters/effects (e.g. drop shadow, high lighting, etc.)

4.2 L10N – The Localization of Icons

The current version of StarOffice does not require special localization of dialog box icons.
4.3 Size

Most of the icons in StarOffice dialogs have the same size as the toolbar icons. But some icons are odd: they come in any strange size you can imagine (13 x 18, 13 x 20, 15 x 17, 15 x 20, 16 x 18, 32 x 32, 30 x 40, etc.)

Only the dialog box icons appear in one size only. You cannot switch to “large icons” like for toolbar icons. They stay in the small size.

Future Plans
The next version of StarOffice should use homogeneous sizes. Dialog boxes should appear in a large size, too.

4.4 Transparency

All bitmap images (e.g. .bmp) without an alpha channel need a wildcard color for transparency. The placeholder color is “magenta” (SIC290).

Example:

Some dialog box icons are not created using transparency. Instead, they use a background color (SIC000 “white”). We call them “exot”.

Future Plans
The next format will be .png (Portable Network Graphic) for all new toolbar icons. This bitmap format describes 32-bit color depth (it contains an 8-bit alpha channel). All dialog box icons (incl. the exot) use “real” transparency.
5. High Contrast Icons

After switching to accessibility mode you get a high contrast version of all toolbar and dialog box icons. The icon size stays the same, only the color depth changes to 8-bit. This accessibility feature is available in StarOffice 7.

5.1 Creating High Contrast Icons

Think Simple!
To create high contrast icons for the accessibility mode you have to design even more simply than ever. Create a very simple version of the original icon. Do not show any decoration. Please emphasize only the function. Only in the accessibility mode should icons have a heavy contour so that visually impaired people can identify them better.

Example:

5.1.1 Technical Requirements
Open the original Photoshop file with all layers. Use the high contrast (SIC900 “black”) layer for the new design. The results look best if you know the real background (black) during the design process.

Toggle the layer you need. A Photoshop script can automatically save the right layers with the right color depth in the right format. This is a very good basis for a design update.

5.1.2 Drawing Clear and Easy
Always draw simple lines and shapes. Do it for the high contrast icons more simply than ever. Prefer heavy contours to thin lines. Always draw straight lines, avoid free curves. Use only these grids for drawing:
5.2 Size

All high contrast icons appear in the SAME size as the “standard” icons of toolbars and dialog boxes!

Example: The toolbar icons in small and large sizes

5.3 Format

The format is the same as for the original icons, but not the color! The high contrast version will stick to .bmp (4-bit).

5.4 Color

Only use 16 colors for creating high contrast icons.

Please find the high contrast SIC palette on page 39

5.5 Transparency

High contrast icons need a wildcard color for transparency. This placeholder color is “magenta” (SIC290).

Example:

Some dialog box icons are not created using transparency. Instead, they use a background color (SIC900 “black”). We call them “hcexot”.
5.6 Shadows

Do not use lighting or shadows for the high contrast version.

5.7 Renaming

All new StarOffice icons conform to a new naming convention. The goal is to identify the icons by name. In the past the icons had very strange names like “sh30769.bmp”. Nobody could image the meaning without a picture viewer. Now we can identify the meaning, the size and the format by the new description:

The marking of the high contrast icon:

```
dummyname_16_h.bmp
```

meaning of the icon  size  mode  format
6. **Mouse Pointer Icons**

The cursor icon depends on the currently selected tool and function. One pixel of these icons has an action point – the hot spot! The location of the hot spot within the mouse pointer icon is saved in the icon file.

**Future Plans**
The mouse pointer icons should have a modern design too.

6.1 **Format**

The format of mouse pointer icons depends on the operating systems.

**Windows**
Windows machines use `.cur`. This cursor file saves all information in one file. It contains the hot spot and both bitmaps: the image and its mask.

**Linux**
The Gnome desktop use `.xbm`

6.2 **Color**

The bitmaps of mouse pointer icons are only created using black and white (1-bit color depth).

6.3 **Transparency**

**The Mask**
Only the mouse pointer icons need special handling for transparency. Because there icons are only black and white with 1-bit color depth, they require a 1-bit mask to produce transparency.

Example:
7. Appendix

Some Frequently Used Icons in StarOffice...

- Open
- Close
- Edit
- Save
- Print
- Cut
- Copy
- Paste
- Undo
- Redo
- Page Preview
- Zoom In
- Search
- Navigator
- Stylist
- Gallery
- Graphic File
- Color
- Line Style
- Freeform Line
- Bring to Front
- Send to Back
- Text
- Spellcheck
- Auto Spellcheck
- Table
### SIC – The StarOffice Icon Colors Palette

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<tr>
<th>SIC</th>
<th>Color Name</th>
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<th>G</th>
<th>B</th>
<th>Hex Code</th>
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<td>0</td>
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<td>255</td>
<td>255</td>
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### The High Contrast Color Palette

Only use this color palette for accessibility mode!

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</tbody>
</table>
Glossary

**Alpha Channel**
Is an 8-bit mask, often used for drop shadows and smooth edges. Works on PNG and ICO.

**Andromeda**
Is the code name for the redesign of all StarOffice toolbar icons. Andromeda is a part of Geordi.

**Bitmap Images**
A bitmap image is composed of pixel (bits). Bitmaps cannot be scaled up or down without a loss of quality. The common file formats are GIF, JPEG, PNG and BMP. The current StarOffice toolbar icons use BMP.

**CJK**
It is a localization item for “Chinese Japanese Korean”

**Color depth**
- 1-bit – 2 colors (black and white)
- 2-bit – 4 colors (black, white and grey)
- 4-bit – 16 color (high contrast mode)
- 8-bit – 256 colors
- 16-bit – 32,000 colors
- 24-bit – 16,777,216 colors (the new StarOffice icons)
- 32-bit – 16,777,216 colors plus 8-bit alpha channel

**CUR**
Is the common format for mouse pointer icons on windows machines. This cursor format includes a 1-bit mask and a hot spot.

**Dialog box**
Means a dialog window that sometime contained icons, too.

**EPS**
Encapsulated Post-Script. The common vector file format using for print

**Floating toolbar**
A toolbar not docked to the edges of the main window

**High contrast**
The accessibility mode load a separate set of icons

**Hot spot**
The active point of screen pen, paintbrush, or other cursor
ICO
Is the standard icon format on windows machines. They include all sizes with transparency and all color depth in one file.

Imagelist
Contains all icons of one toolbar in one image file.

Mask
A file format used with an image file in prepress systems for stripping. Mask files utilize a clipping path and are superimposed over an image to define which portions of the image should show and which should not (transparency).

Pixel
Is the smallest measure of a bitmap image. The “real” size depends on the screen resolution.

PNG
Portable Network Graphics. Is used for lossless compression and displaying images on the web. The advantages of PNG is that it supports images with millions of colors and produces background transparency without jagged edges. The disadvantages are that PNG images will not show up on older browsers, and still can be comparatively larger in file size than GIFs.

“Q”
The code name for the StarOffice version following “Geordi”

RGB
Red, Green, Blue. They are the primary colors of the additive color synthesis.

Semantic
The meaning of an icon.

Semiotic
The association of a symbol. (The symbol of a house will associate with home, security, etc.)

SIC
StarOffice Icon Color. This palette include all colors of the new StarOffice icon design.

SVG
Scalable Vector Graphic. It is the new open standard format for vector graphics.

StarOffice
The favorable alternative to Microsoft Office.

StarSuite
The CJK version of StarOffice.
StarWriter
The first product made by StarDivision. It contained some of the StarOffice 6.0 icons.

Toolbar
A toolbar offers one-click function often represented as icon push buttons