The TikZpingus package

Florian Sihler
https://github.com/EagleoutIce/tikzpingus

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Motivation

For my slides at university, I started to use the famous \LaTeX-package \texttt{tikzducks} a few years ago. Yet, it seemed somewhat of a necessity to extend the range of available “cute” animals in \LaTeX. Therefore I started writing this package: \texttt{tikzpingus}.\(^{(1)}\)

Please note: While tikzpingus is certainly inspired by tikzducks, it does offer a different set of features (e.g., multiple wing positions, …).

I would be happy for any feedback or issues on the \texttt{tikzpingus}-GitHub.

\(^{(1)}\) Why “pingu” and not “pengu”? Well, this is the third try on achieving cute penguins without using any templates or vector formats as a basis. As a german, the short form “pingu” was merely a typo that originated from the german word “pinguin” for “penguin”. It somewhat stuck...
1 Introduction

1.1 Dependencies
As this package is constantly work in progress, the concrete dependencies may change any time. At the moment, it loads TikZ, which loads a lot of other packages (e.g. xcolor), and etoolbox. Furthermore, the following TikZ-Libraries are in use:\(\text{\textcopyright}^\text{\textregistered}\) intersections, shadings, patterns.meta, decorations.pathmorphing, and shapes.symbols.

1.2 Copyright
Copyright © Florian Sihler. Permission is granted to copy, distribute and/or modify this software under the terms of the GNU General Public License, version 3.0 (to be found online at: https://opensource.org/licenses/gpl-3.0.html).

The shown example penguins are purely fictional characters, any resemblance to real penguins or real persons is purely coincidental and no copyright infringement is intended.

2 Usage
If you just want a penguin, import the package and start with the following:

One small penguin
\begin{tikzpicture}
\pingu
\end{tikzpicture}

There are a lot of configuration-options which can be passed as an optional argument via the known \texttt{\textless key\texttt{\vspace{0.2em}}\textequal\texttt{\vspace{0.2em}}\texttt{value}}-style. See Appendix A for a complete gadget overview.

Happy penguin with cup!
\begin{tikzpicture}
\pingu[left wing wave, right wing grab, eyes shiny, cup]
\end{tikzpicture}

Please note, that “left” and “right” have been chosen from the penguin-perspective.

\(\text{\textcopyright}^\text{\textregistered}\) A lot of the libraries loaded are important only for specific extras. I plan on cleaning them up.
Besides the keys defined by this package, you can use the keys of Ti\kZ and pgf as well (the duck was generated by the lovely \texttt{tikzducks} package):

2.1 Using the Coordinates
While there are a lot of gadgets available already, every penguin is accompanied by several adaptive coordinates to place custom items, texts, ... They can be visualized by the \texttt{/pingu/meta-dots} option. Furthermore, some extras create further coordinates themselves! All coordinates are available with \texttt{<pingu-name>-<coordinate>}. While the default name of a penguin is "pingu", it can be changed with the name option:

Lotta dots

Let's look at those coordinates in more detail (all labels are to be prefixed by \texttt{<pingu-name>}):
The Wings  This view excluded a lot of special data collected on the wings! While there is more information stored for each wing, the following five coordinates are the most important to place items into penguins hand:

And yes, the wings are deliberately placed asymmetrical.

The Body  Similarly to the wing position, different body types can change the coordinates (left the /pingu/body type chubby and right the /pingu/body type legacy):

2.2 Colors
A lot of options allow for a color to be passed. In general, you can provide any color that TiKZ is happy with! Yet, there are some predefined pingu-colors shipped with this package:

Furthermore, there is the special color “!hide” which is available for most extras and wing-items. This color prohibits the compartments from being drawn. To be more precise, the package defines the macro \@pingu@none, which is matched against the selected color.

(3) Why just “most”? Well, this package is work in progress and I have added the option late, so I may have forgotten to patch some keys.
As an example, let's take a look at the \texttt{pingu/cup-extra}, which provides an additional key \texttt{pingu/cup straw} to color the straw:

```
\begin{tikzpicture}
  \texttt{pingu[wings grab, cup=pingu@purple, cup straw=pingu@blue]}
  \texttt{pingu[wings grab, cup straw=pingu@blue]]}
\end{tikzpicture}
```

As you can see, using \texttt{!hide}, the straw will not be drawn.

### 2.3 Setting the defaults

You do not have to re-state every key. With \texttt{pingudefaults} and \texttt{pingudefaultsappend} (similar, but extends the current options) you can set default-options for all penguins to come:

```
\begin{tikzpicture}
  \texttt{pingudefaults{wings grab, eyes shiny}}
  \texttt{pingu}
  \texttt{pingu[left wing shock, xshift=2.8cm]}
\end{tikzpicture}
```

### 2.4 Libraries

I've split the penguin features into a set of libraries. While all of them are loaded by default, the \texttt{bare} package-option disables the automatic loading of all libraries. They can be loaded (locally to the current group) using \texttt{pinguloadlibrary} and \texttt{pinguloadlibraries} passing on a comma separated list of desired libraries. See the full reference or the index to learn which key comes from which library. Please note that — at the moment — not all components of a library are labeled correctly. Currently there are the following libraries: \texttt{shirts, glasses, medieval, cloak, christmas, science-fiction, fun, technology, flags, hats, sport, formal, signs, devil, safe, magic, movement, emotions, and horse}.

### 2.5 Changing the wings

As already demonstrated, it is possible to change the wing positions! All selected wing-items will adapt to the wing-position (although not all wing-items will make sense with every wing-position). Currently, there are the following wing-positions: "none", "normal", "wave", "raise", "grab", "shock", and "hug". "none" is a special wing-position: it omits the drawing of wings (teaser: every selection has a none-option, which prohibits the part from being drawn)!

5
For each valid wing-position you can use `wings <position>` to change both wings or `left wing <position>` and `right wing <position>` to change only one wing respectively. The default wing-position is “normal”. If you supply multiple options for a wing, only the last one survives.\(^4\) This is shown in Box “Wing-Showcase”.

### Wing-Showcase

\begin{tikzpicture}
\pingu[left wing none, heart=green]
\pingu[wings wave, heart=teal, xshift=3.5cm]
\pingu[wings hug, heart=orange, xshift=7cm]
\pingu[left wing grab, right wing shock, heart=purple, xshift=10.5cm]
\end{tikzpicture}

2.6 Changing the eyes

Just like the wings, there are a couple of different eye-styles to choose from: “none”, ”normal”, “vertical”, ”shiny”, ”wink”, ”shock”, ”devil”\(^d\)\(^2\), ”sad”\(^d\)^1\(^e\), ”angry”\(^d\)^1\(^e\), and ”hearts”\(^e\). Similar to the wings, there is a “none” and a “normal”-option (which is the default). Furthermore, the convenient selectors `eyes <style>`, `left eye <style>`, and `right eye <style>` exist as well. All of this is showcased in Box “Eye-Showcase”.

2.7 Changing other components

Just like for the wings and the eyes, you can change the following body parts:

- The **body type** itself
  Select from: ”none”, ”normal”, ”chubby”, ”legacy”, ”tilt-right”\(^d\)\(^2\)\(^m\)\(^1\), and ”tilt-left”\(^d\)\(^2\)\(^m\)\(^1\).

- The **feet** (again with separate left and right)
  Select from: ”none”, ”normal”, ”sit”, ”simple”, ”back”, and ”chubby”.

- The **bill** (does not have left and right, as there is just one)
  Select from: ”none”, ”normal”, ”foreground”, ”flat”, and ”angry”.

\(^4\) For the sake of completeness: `wings <position>`, `left wing <position>`, and `right wing <position>` are just alternatives I prefer: `wings=<position>`, `left wing=<position>` and `right wing=<position>`.
\begin{tikzpicture}
  \pu
  \penguin[left eye none, heart=green]
  \penguin[eyes wink, heart=teal, xshift=3.5cm]
  \penguin[eyes shock, heart=orange, xshift=7cm]
  \penguin[left eye devil, right eye angry, heart=purple, xshift=10.5cm]
\end{tikzpicture}

- The \textit{hairstyle} (does not have left and right)
  Select from: "none" and "normal".

For each selection, “none” will prohibit the drawing, and “normal” is the default chosen. See Box “Bodyparts-Showcase” for an example.

\begin{tikzpicture}
  \pu
  \penguin[bill angry, heart=green]
  \penguin[feet back, hairstyle none, heart=teal, xshift=3.5cm]
  \penguin[bill flat, feet simple, heart=orange, xshift=7cm]
  \penguin[feet none, bill none, heart=purple, xshift=10.5cm]
\end{tikzpicture}
2.8 Predefined Styles

While the penguin options offer the modification of basically every drawing routine (through other styles like \texttt{@lock}), it is tedious to change them every time. So I have started to create some predefined styles, that do change some of the penguins appearance (and are completely new, so beware of bugs):

- \texttt{:line}, draw everything with a line.
- \texttt{:fill}, fill main penguin.
- \texttt{:ghost parts}, draw components with transparency.
- \texttt{:ghost}, draw all layers with transparency.
- \texttt{:devil}, set main “devil”-components.
- \texttt{:back}, flip the penguin (swaps left & right).
- \texttt{:hide}, do not draw main pingu.

Currently, only some of the styles do affect other items. As an example, consider \texttt{:line}, that changes the draw-style of wing-items and extras:

```
\begin{tikzpicture}
\pingu[\texttt{:line, princess crown, silver medal}]
\end{tikzpicture}
```

2.9 Randomness

Each selection (like the wings or the eyes) can receive a special command \texttt{/random}. If given, the penguin will receive a randomly picked component. Please note, that \texttt{none} (the component removing it) will never be picked. The first line in the example in Box “Random Penguin” sets the seed.

In a more general fashion, there is a \texttt{/pingu/random from} key for completely random penguins.
Random Penguin

\pgfmathsetseed{\number\pdfrandomseed}
\begin{tikzpicture}
\pingu[wings=!random, eyes=!random, 
    body type=!random, 
    left foot=!random, 
    bill=!random, 
    hairstyle=!random]
\end{tikzpicture}

\texttt{\pingu/random from = <list>}

You can pass any list of penguin keys and exactly one of them will be selected. You can nest \texttt{\pingu/random from}-calls. Please note, that the items are not separated by comma but in braces. The first line in the example sets the seed:

\pgfmathsetseed{\number\pdfrandomseed}
\begin{tikzpicture}
\pingu[random from={
    eye patch left
    eye patch right
},
    random from={
        right eye color=
        pingu@blue
    },
    random from={
        bow tie=
        gold medal
    },random from={
        eyes=
        !random
    },wings=!random, body type=legacy
\end{tikzpicture}

2.10 Extras

An extra is considered everything, that is attached to the main penguin and not to the wings (as those items may be placed separately for both wings). Most extras are activated with the format \texttt{<extra>=<color>} (the \texttt{<color>} option is not mandatory) and try to adapt with other extras that have been placed (yet you can place multiple hats if you really like to). A lot of the extras do offer more keys to customize their appearance. They are explained in the full reference (Appendix B).

Consider the somewhat overkill-example of “Lord-Gadget, the penguin”.

2.11 Wing-Items

Wing items are basically just like extras, but they can be selected separately for the left and right wing. Furthermore, they adapt their default appearance to the active wing positions (subsection 2.5).
Lord-Gadget, the penguin

\begin{tikzpicture}
\pingu[crown 2d=pingu@bronze, 
medal=pingu@purple, tie, 
eye patch left=teal, 
eye patch right=orange, 
right wing wave, sunglasses, 
glow thick=yellow]
\end{tikzpicture}

Currently there are the following wing items: cane, staff, lightsaber, lightstaff, lollipop, vrcontroller, laptop, flag, signpost, devilfork, handcast, and horse. They are selected using \texttt{<wing item> <left/right>}. Additionally, they can be customized by \texttt{/pingu/left item angle} and \texttt{/pingu/right item angle}, as well as \texttt{/pingu/left item flip} and \texttt{/pingu/right item flip}. Lets consider an example...

\begin{tikzpicture}[scale=.75]
\pingu[lightsaber right=orange, 
lollipop left, 
right item angle=70, 
right wing raise, left wing grab]
\pingu[cane left, right item flip, 
sign post right={Hi!}, xshift=35mm]
\end{tikzpicture}

2.12 Clothing

Clothing is the newest extension to the collection, at the moment there is not one “real” clothing, that really adapts to the penguins-position. I am working on the \texttt{cloak}-Clothing at the moment:

\begin{tikzpicture}[scale=.75]
\pingu[cloak]
\end{tikzpicture}
A Gadget Overview

- shirt
- cloak
- horse left
- devil fork left
- laptop left
- staff left
- german flag left
- pride flag left
- flag left
- light-staff left
- lightsaber left
- sign post left
- cane left
- lollipop left
- blush
- santa beard
- headphone
- pumpkin-hat
- princess crown
- construction helmet
- conical hat
- strawhat
- rook
- devil wings
- sun glasses round
- sun glasses
- glow
- monocle right
- eye patch right
- medal
B Full Reference

Please note, that all preview-penguins have been reduced in scale to 63% to save space and make the documentation more concise.

Aliases may set custom defaults. Those defaults are not listed as they may change.

B.1 Penguin Keys

/\texttt{pingu/name} = <text>  (pingu)

Sets the name of the penguin. This name is used for all the automatically generated coordinates (see subsection 2.1).

/\texttt{pingu/scale} = <floating point>  (active scale)

Changes the scale for the penguin. This is not supported by all items by default (as some scales have to be re-calculated according to their rotation). Yet, it should work with most. Furthermore, this value can be used to make the penguin independent of the outer scaling.

/\texttt{pingu/meta-dots} = <true/false>  (false)

Can be used to enable and disable the meta dots (subsection 2.1). Passed true by default.

\texttt{pingu/meta dots} = <true/false>  (false)

This is an alias for \texttt{pingu/meta-dots}.

B.1.1 The Feet

/\texttt{pingu/left foot} = <foot-selector>  (normal)

Change the style of the left foot. All valid values are listed in subsection 2.7.

\begin{tikzpicture}
    \pingu[left foot=simple]
\end{tikzpicture}
/pingu/\texttt{left\ foot\ color} = <\texttt{color}> (pingu\@yellow)

\begin{tikzpicture}
\pingu[\left\ foot\ color=green]
\end{tikzpicture}

/\texttt{pingu/}\texttt{left\ foot none} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left\ foot} = \texttt{none}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{left foot normal} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left foot} = \texttt{normal}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{left foot sit} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left foot} = \texttt{sit}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{left foot simple} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left foot} = \texttt{simple}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{left foot back} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left foot} = \texttt{back}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{left foot chubby} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{left foot} = \texttt{chubby}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{left foot color}.

/\texttt{pingu/}\texttt{right foot} = <\texttt{foot-selector}> (normal)

Change the style of the right foot. All valid values are listed in subsection 2.7.

\begin{tikzpicture}
\pingu[\right\ foot\ simple]
\end{tikzpicture}

/\texttt{pingu/}\texttt{right foot color} = <\texttt{color}> (pingu\@yellow)

\begin{tikzpicture}
\pingu[\right\ foot\ color=green]
\end{tikzpicture}

/\texttt{pingu/}\texttt{right foot none} = <\texttt{color}> (pingu\@yellow)

This is a shortcut for: /\texttt{pingu/}\texttt{right foot} = \texttt{none}. The \texttt{color} argument is passed to /\texttt{pingu/}\texttt{right foot color}. 

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/pingu/right foot normal = <color> (pingu@yellow)
This is a shortcut for: /pingu/right foot = normal. The “color” argument is passed to /pingu/right foot color.

/pingu/right foot sit = <color> (pingu@yellow)
This is a shortcut for: /pingu/right foot = sit. The “color” argument is passed to /pingu/right foot color.

/pingu/right foot simple = <color> (pingu@yellow)
This is a shortcut for: /pingu/right foot = simple. The “color” argument is passed to /pingu/right foot color.

/pingu/right foot back = <color> (pingu@yellow)
This is a shortcut for: /pingu/right foot = back. The “color” argument is passed to /pingu/right foot color.

/pingu/right foot chubby = <color> (pingu@yellow)
This is a shortcut for: /pingu/right foot = chubby. The “color” argument is passed to /pingu/right foot color.

/pingu/feet = <foot-selector>
Change the style of both feet by calling /pingu/left foot and /pingu/right foot with the same value.

\begin{tikzpicture}
\pingu[feet=simple]
\end{tikzpicture}

/pingu/feet color = <color>
Sets the color of both feet (using /pingu/left foot color and /pingu/right foot color).

\begin{tikzpicture}
\pingu[feet color=green]
\end{tikzpicture}

/pingu/feet none = <color>
This is a shortcut for: /pingu/feet = none. The “color” argument is passed to /pingu/feet color.

/pingu/feet normal = <color>
This is a shortcut for: /pingu/feet = normal. The “color” argument is passed to /pingu/feet color.

/pingu/feet sit = <color>
This is a shortcut for: /pingu/feet = sit. The “color” argument is passed to /pingu/feet color.

/pingu/feet simple = <color>
This is a shortcut for: /pingu/feet = simple. The “color” argument is passed to /pingu/feet color.
This is a shortcut for: /pingu/feet = back. The "color" argument is passed to /pingu/feet color.

This is a shortcut for: /pingu/feet = chubby. The "color" argument is passed to /pingu/feet color.

**B.1.2 The Body**

**/pingu/body main = <color>** (pingu@main)

Set the main color of the penguin. This will affect /pingu/hair as well, as this chooses its default value from the main color.

```
\begin{tikzpicture}
\pingu[body main=green]
\end{tikzpicture}
```

**/pingu/body head = <color>** (pingu@main)

Set the color of the penguin head.

```
\begin{tikzpicture}
\pingu[body head=green]
\end{tikzpicture}
```

**/pingu/body = <color>**

Sets the color of the main penguin and the head, by calling /pingu/body main and /pingu/body head with the same value.

```
\begin{tikzpicture}
\pingu[body=green]
\end{tikzpicture}
```

**/pingu/body front = <color>** (pingu@white)

Sets the frontal color of the penguin.

```
\begin{tikzpicture}
\pingu[body front=green]
\end{tikzpicture}
```
/pingu/body type = <body type>  (normal)

Change the active body type. All valid values are listed in subsection 2.7:

\begin{tikzpicture}
  \pingu [body type=legacy]
\end{tikzpicture}

B.1.3 The Size

/ pingu/height = <length>  (36.27708pt)

Change the height of the penguin manually. You probably should not use this key directly and refer to / pingu/small size, / pingu/normal size, and / pingu/large size:

\begin{tikzpicture}
  \pingu [height=17mm]
\end{tikzpicture}

/ pingu/small size

Will use / pingu/height to create a small pingu:

\begin{tikzpicture}
  \pingu [small size]
\end{tikzpicture}

/ pingu/small

This is an alias for / pingu/small size.

/ pingu/small height

This is an alias for / pingu/small size.

/ pingu/normal size

Will use / pingu/height to create a normal pingu:

\begin{tikzpicture}
  \pingu [normal size]
\end{tikzpicture}

/ pingu/normal

This is an alias for / pingu/normal size.
This is an alias for `/pingu/normal size`.

Will use `/pingu/height` to create a large pingu:

```
\begin{tikzpicture}
  \pingu[large size]
\end{tikzpicture}
```

This is an alias for `/pingu/large size`.

This is an alias for `/pingu/large height`.

### B.1.4 The Eyes

**/pingu/left eye = <eye-selector>**

(normal)

Change the style of the left eye. All valid values are listed in subsection 2.6.

```
\begin{tikzpicture}
  \pingu[left eye=wink]
\end{tikzpicture}
```

**/pingu/left eye color = <color>**

(pingu@black)

```
\begin{tikzpicture}
  \pingu[left eye color=green]
\end{tikzpicture}
```

**/pingu/left eye second color = <color>**

(pingu@white)

Change the secondary color of the left eye. It will be used in some styles selected by `/pingu/left eye` (e.g. `shiny`):

```
\begin{tikzpicture}
  \pingu[left eye=shiny, left eye second color=green]
\end{tikzpicture}
```
/pingu/\texttt{left eye none} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye none}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye normal} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye normal}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye vertical} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye vertical}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye shiny} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye shiny}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye wink} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye wink}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye shock} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye shock}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye devil} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye devil}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye sad} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye sad}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye angry} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye angry}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{left eye hearts} = <color>\quad \text{\textcolor{black}{(pingu@black)}}

This is a shortcut for: /pingu/\texttt{left eye hearts}. The \texttt{color} argument is passed to /pingu/\texttt{left eye color}.

/ pingu/\texttt{right eye} = <eye-selector>\quad \text{\textcolor{black}{(normal)}}

Change the style of the right eye. All valid values are listed in \textit{subsection 2.6}.

\begin{tikzpicture}
\pingu\left[ right eye=wink \right]
\end{tikzpicture}
Change the secondary color of the right eye. It will be used in some styles selected by `/pingu/right eye color` (e.g. `shiny`):

```
\begin{tikzpicture}
  \pingu[
     right eye color=green,
  ]
\end{tikzpicture}
```

This is a shortcut for `/pingu/right eye none`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye normal`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye vertical`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye shiny`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye wink`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye shock`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye devil`. The "color" argument is passed to `/pingu/right eye color`.

This is a shortcut for `/pingu/right eye sad`. The "color" argument is passed to `/pingu/right eye color`. 
/pingu/right eye angry = <color>

This is a shortcut for: /pingu/right eye = angry. The “color” argument is passed to /pingu/right eye color.

/ pingu/right eye hearts = <color>

This is a shortcut for: /pingu/right eye = hearts. The “color” argument is passed to /pingu/right eye color.

/ pingu/eyes = <eye-selector>

Change the style of both eyes by calling /pingu/left eye and /pingu/right eye with the same value.

\begin{tikzpicture}
  \pingu[eyes=wink]
\end{tikzpicture}

/ pingu/eyes color = <color>

Change the main color of both eyes by calling /pingu/left eye color and /pingu/right eye color with the same value.

\begin{tikzpicture}
  \pingu[eyes color=green]
\end{tikzpicture}

/ pingu/eyes second color = <color>

Change the secondary color of both eyes by calling /pingu/left eye second color and /pingu/right eye second color with the same value.

\begin{tikzpicture}
  \pingu[left eye=shock, right eye=shiny, eyes second color=green]
\end{tikzpicture}

/ pingu/eyes none = <color>

This is a shortcut for: /pingu/eyes = none. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes normal = <color>

This is a shortcut for: /pingu/eyes = normal. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes vertical = <color>

This is a shortcut for: /pingu/eyes = vertical. The “color” argument is passed to /pingu/eyes color.
/pingu/eyes shiny = <color>
This is a shortcut for: /pingu/eyes = shiny. The “color” argument is passed to /pingu/eyes color.

/pingu/eyes wink = <color>
This is a shortcut for: /pingu/eyes = wink. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes shock = <color>
This is a shortcut for: /pingu/eyes = shock. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes devil = <color>
This is a shortcut for: /pingu/eyes = devil. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes sad = <color>
This is a shortcut for: /pingu/eyes = sad. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes angry = <color>
This is a shortcut for: /pingu/eyes = angry. The “color” argument is passed to /pingu/eyes color.

/ pingu/eyes hearts = <color>
This is a shortcut for: /pingu/eyes = hearts. The “color” argument is passed to /pingu/eyes color.

B.1.5 The Wings

/ pingu/left wing = <wing-selector>
(normal)
Change the style of the left wing. All valid values are listed in subsection 2.5.

\begin{tikzpicture}
\pingu[left wing=wave]
\end{tikzpicture}

/ pingu/left wing color = <color>
(pingu@main)

\begin{tikzpicture}
\pingu[left wing color=green]
\end{tikzpicture}

/ pingu/left wing none = <color>
(pingu@main)
This is a shortcut for: / pingu/left wing = none. The “color” argument is passed to / pingu/left wing color.
/pingu/\texttt{left wing normal} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = normal}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{left wing wave} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = wave}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{left wing raise} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = raise}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{left wing grab} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = grab}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{left wing shock} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = shock}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{left wing hug} = <color>  
This is a shortcut for: /pingu/\texttt{left wing = hug}. The “color” argument is passed to /pingu/\texttt{left wing color}.

/pingu/\texttt{right wing} = <wing-selector>  
Change the style of the right wing. All valid values are listed in subsection 2.5.

\begin{tikzpicture}
\pingu
[\texttt{right wing}=hug]
\end{tikzpicture}

/pingu/\texttt{right wing color} = <color>  
\begin{tikzpicture}
\pingu[\texttt{right wing color}=green]
\end{tikzpicture}

/pingu/\texttt{right wing none} = <color>  
This is a shortcut for: /pingu/\texttt{right wing = none}. The “color” argument is passed to /pingu/\texttt{right wing color}.

/pingu/\texttt{right wing normal} = <color>  
This is a shortcut for: /pingu/\texttt{right wing = normal}. The “color” argument is passed to /pingu/\texttt{right wing color}.

/pingu/\texttt{right wing wave} = <color>  
This is a shortcut for: /pingu/\texttt{right wing = wave}. The “color” argument is passed to /pingu/\texttt{right wing color}.
/pingu/right wing raise = <color>  
This is a shortcut for: /pingu/right wing = raise. The “color” argument is passed to /pingu/right wing color.

/pingu/right wing grab = <color>  
This is a shortcut for: /pingu/right wing = grab. The “color” argument is passed to /pingu/right wing color.

/pingu/right wing shock = <color>  
This is a shortcut for: /pingu/right wing = shock. The “color” argument is passed to /pingu/right wing color.

/pingu/right wing hug = <color>  
This is a shortcut for: /pingu/right wing = hug. The “color” argument is passed to /pingu/right wing color.

/lingu/wings = <wing-selector>
Change the style of both wings by calling /pingu/left wing and /pingu/right wing with the same value.

\begin{tikzpicture}
\pingu[wings=grab]
\end{tikzpicture}

/lingu/wings color = <color>
Change the main color of both wings by calling /pingu/left wing color and /pingu/right wing color with the same value.

\begin{tikzpicture}
\pingu[wings color=green]
\end{tikzpicture}

/lingu/wings none = <color>
This is a shortcut for: /lingu/wings = none. The “color” argument is passed to /pingu/wings color.

/lingu/wings normal = <color>
This is a shortcut for: /pingu/wings = normal. The “color” argument is passed to /pingu/wings color.

/lingu/wings wave = <color>
This is a shortcut for: /pingu/wings = wave. The “color” argument is passed to /pingu/wings color.

/lingu/wings raise = <color>
This is a shortcut for: /pingu/wings = raise. The “color” argument is passed to /pingu/wings color.
/pingu/wings grab = <color>

This is a shortcut for: /pingu/wings = grab. The “color” argument is passed to /pingu/wings color.

/pingu/wings shock = <color>

This is a shortcut for: /pingu/wings = shock. The “color” argument is passed to /pingu/wings color.

/pingu/wings hug = <color>

This is a shortcut for: /pingu/wings = hug. The “color” argument is passed to /pingu/wings color.

**B.1.6 The Hair**

/ pingu/hair 1 color = <color> (pingu@main)

Set the color of the first hair (this may be used differently by other hairstyles):

```latex
\begin{tikzpicture}
    \pingu[hair 1 color=green]
\end{tikzpicture}
```

/ pingu/hair 2 color = <color> (pingu@main)

Set the color of the second hair (this may be used differently by other hairstyles):

```latex
\begin{tikzpicture}
    \pingu[hair 2 color=green]
\end{tikzpicture}
```

/ pingu/hair 3 color = <color> (pingu@main)

Set the color of the third hair (this may be used differently by other hairstyles):

```latex
\begin{tikzpicture}
    \pingu[hair 3 color=green]
\end{tikzpicture}
```

/ pingu/hair 4 color = <color> (pingu@main)

Set the color of the fourth hair (this may be used differently by other hairstyles):

```latex
\begin{tikzpicture}
    \pingu[hair 4 color=green]
\end{tikzpicture}
```
Set the color of the fifth hair (this may be used differently by other hairstyles):
\begin{tikzpicture}
\pingu[hair 5 color=green]
\end{tikzpicture}

Set the color of all hairs by calling /pingu/hair 1 color, /pingu/hair 2 color, /pingu/hair 3 color, /pingu/hair 4 color, and /pingu/hair 5 color with the same argument:
\begin{tikzpicture}
\pingu[hairs color=green]
\end{tikzpicture}

This is an alias for /pingu/hairs color.

This is an alias for /pingu/hair.

Change the hairstyle (subsection 2.7):
\begin{tikzpicture}
\pingu[hairstyle=none]
\end{tikzpicture}

This is an alias for /pingu/hairstyle.

This is a shortcut for: /pingu/hairstyle = none. The “color” argument is passed to /pingu/hairs color.

This is a shortcut for: /pingu/hairstyle = normal. The “color” argument is passed to /pingu/hairs color.
B.1.7 The Bill

Change the style of the bill (subsection 2.7):

\begin{tikzpicture}
\pingu[\texttt{bill}=\texttt{flat}]
\end{tikzpicture}

This is a shortcut for /pingu/bill = none. The “color” argument is passed to /pingu/bill color.

\begin{tikzpicture}
\pingu[\texttt{bill color}=\texttt{green}]
\end{tikzpicture}

This is a shortcut for /pingu/bill = normal. The “color” argument is passed to /pingu/bill color.

\begin{tikzpicture}
\pingu[\texttt{bill foreground}=\texttt{green}]
\end{tikzpicture}

This is a shortcut for /pingu/bill = foreground. The “color” argument is passed to /pingu/bill color.

\begin{tikzpicture}
\pingu[\texttt{bill flat}=\texttt{green}]
\end{tikzpicture}

This is a shortcut for /pingu/bill = flat. The “color” argument is passed to /pingu/bill color.

\begin{tikzpicture}
\pingu[\texttt{bill angry}=\texttt{green}]
\end{tikzpicture}

This is a shortcut for /pingu/bill = angry. The “color” argument is passed to /pingu/bill color.

B.2 Drawing Styles

Disable glows, shades and fills and enforce a line. This line will be darker than the original fill color:

\begin{tikzpicture}
\pingu[\texttt{:line}]
\end{tikzpicture}
/pingu/\texttt{:fill}

Makes the whole penguin in one solid color (basically a shortcut for setting all main penguin colors to the same):

\begin{tikzpicture}
  \pingu[\texttt{:fill}]
\end{tikzpicture}

/\texttt{pingu/ghost parts} = \texttt{<opacity>}(5)

Set the opacity of each penguin component individually. At the moment, this excludes some glow calculations.

\begin{tikzpicture}
  \pingu[\texttt{:ghost parts}]
\end{tikzpicture}

/\texttt{pingu/ghost} = \texttt{<opacity>}(5)

Set the opacity of the complete penguin. At the moment, this excludes some glow calculations.

\begin{tikzpicture}
  \pingu[\texttt{:ghost}]
\end{tikzpicture}

/\texttt{pingu/devil} = \texttt{<color>}(\texttt{pingu@purple})

Enable all devil components (not the wing items) and set their main color:

\begin{tikzpicture}
  \pingu[\texttt{:devil}=\texttt{green}]
\end{tikzpicture}

/\texttt{pingu/\texttt{:hide}}

Do not draw the main pingu:

\begin{tikzpicture}
  \pingu[\texttt{santa hat,:hide}]
\end{tikzpicture}
Mirror the penguin, this swaps left and right, the rotation and more. Yet, at least at the time of writing, this does not swap the drawing order in each layer, but just the layers:

```
\begin{tikzpicture}
  \pingu[\textbackslash back, \textbackslash left\ wing\ wave, \textbackslash cane\ left, \textbackslash left\ item\ angle=70]
\end{tikzpicture}
```

B.3 Extras

B.3.1 The heart

```
\begin{tikzpicture}
  \pingu[heart=\textbackslash green]
\end{tikzpicture}
```

B.3.2 The tie

```
\begin{tikzpicture}
  \pingu[tie]
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \pingu[tie, tie knot=\textbackslash orange]
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \pingu[tie, tie length=\textbackslash .625\pingu@side@h@half]
\end{tikzpicture}
```

This command is only in effect if /\textbackslash pingu/\textbackslash tie is active.
/pingu/tie offset = <length>  
This command is only in effect if /pingu/tie is active.

Change the upper vertical offset of the tie:

\begin{tikzpicture}
  \pingu[tie, tie offset=.75cm]
\end{tikzpicture}

/pingu/tie width = <length>  
This command is only in effect if /pingu/tie is active.

\begin{tikzpicture}
  \pingu[tie, tie width=.5cm]
\end{tikzpicture}

/pingu/tie pattern = <tex-code>  
This command is only in effect if /pingu/tie is active.

Change the tie pattern.

/pingu/tie dots = <color>  
This command is only in effect if /pingu/tie is active.

Change the /pingu/tie pattern to dots:

\begin{tikzpicture}
  \pingu[tie, tie dots]
\end{tikzpicture}

B.3.3 The bowtie

/pingu/bow tie = <color>  
This is an alias for /pingu/bow tie.
/pingu/bow-tie = <color> (pingu@blue)
This is an alias for /pingu/bow tie.

/ pingu/bow tie b = <color> (<bowtie-color>)
This command is only in effect if /pingu/bow tie is active.

\begin{tikzpicture}
  \pingu[bow tie, bow tie b=green]
\end{tikzpicture}

/ pingu/bowtie b = <color> (<bowtie-color>)
This is an alias for /pingu/bow tie b.

/ pingu/bow-tie b = <color> (<bowtie-color>)
This is an alias for /pingu/bow tie b.

/ pingu/bow tie knot = <color> (<bowtie-color>!92!black)
This command is only in effect if /pingu/bow tie is active.

\begin{tikzpicture}
  \pingu[bow tie, bow tie knot=green]
\end{tikzpicture}

/ pingu/boutie knot = <color> (<bowtie-color>!92!black)
This is an alias for /pingu/bow tie knot.

/ pingu/bow-tie knot = <color> (<bowtie-color>!92!black)
This is an alias for /pingu/bow tie knot.

/ pingu/bow tie offset = <length> (.315cm)
This command is only in effect if /pingu/bow tie is active.

\begin{tikzpicture}
  \pingu[bow tie, bow tie offset=8mm]
\end{tikzpicture}

/ pingu/boutie offset = <length> (.315cm)
This is an alias for /pingu/bow tie offset.
/pingu/bow-tie offset = \textit{<length>}

This is an alias for /pingu/bow tie offset.

**B.3.4 The cup**

/\textcolor{green}{\texttt{pingu/cup}} = \textit{<color>}

\begin{tikzpicture}
\textcolor{green}{\texttt{pingu/cup}}
\end{tikzpicture}

This command is only in effect if /\textcolor{green}{\texttt{pingu}} is active.

/\textcolor{green}{\texttt{pingu/cup straw}} = \textit{<color>}

\begin{tikzpicture}
\textcolor{green}{\texttt{pingu/cup, cup straw=hide}}
\end{tikzpicture}

**B.3.5 The medal**

/\textcolor{yellow}{\texttt{pingu/medal}} = \textit{<color>}

\begin{tikzpicture}
\textcolor{yellow}{\texttt{pingu/medal}}
\end{tikzpicture}

This command is only in effect if /\textcolor{yellow}{\texttt{pingu}} is active.

/\textcolor{red}{\texttt{pingu/medal band}} = \textit{<color>}

\begin{tikzpicture}
\textcolor{red}{\texttt{pingu/medal, medal band=green}}
\end{tikzpicture}
/\texttt{pingu\medal shade} = \texttt{<color>}

This command is only in effect if /\texttt{pingu\medal} is active.

Change the color of the outer medal ring:

\begin{tikzpicture}
\texttt{pingu}[\medal, \medal shade=green]
\end{tikzpicture}

/\texttt{pingu\medal shade width} = \texttt{<length>}

This command is only in effect if /\texttt{pingu\medal} is active.

Change the width of the outer medal ring:

\begin{tikzpicture}
\texttt{pingu}[\medal, \medal shade=green, \medal shade width=2mm]
\end{tikzpicture}

/\texttt{pingu\medal text} = \texttt{<text>}

This command is only in effect if /\texttt{pingu\medal} is active.

Set the text displayed in the medal. The style can be changed by updating the substyle \texttt{medal text style}.

\begin{tikzpicture}
\texttt{pingu}[\medal, \medal text=XY, \medal text style/.style={\textcolor{black}}]
\end{tikzpicture}

/\texttt{pingu/gold medal} = \texttt{<text>}

Basically the same as the normal medal. This will activate /\texttt{pingu\medal}:

\begin{tikzpicture}
\texttt{pingu[gold medal]}
\end{tikzpicture}

/\texttt{pingu/silver medal} = \texttt{<text>}

Basically the same as the normal medal, but with a silver color. This will activate /\texttt{pingu\medal}:

\begin{tikzpicture}
\texttt{pingu[silver medal]}
\end{tikzpicture}
Basically the same as the normal medal, but with a bronze color. This will activate /pingu/medal:

```
\begin{tikzpicture}
  \pingu[bronze medal]
\end{tikzpicture}
```

### B.3.6 The eye patches

- **/pingu/eye patch left = <color>**  
  ```
  \begin{tikzpicture}
    \pingu[eye patch left]
  \end{tikzpicture}
  ```

- **/pingu/eyepatch left = <color>**  
  ```
  \begin{tikzpicture}
    \pingu[eyepatch left]
  \end{tikzpicture}
  ```

- **/pingu/eye patch right = <color>**  
  ```
  \begin{tikzpicture}
    \pingu[eye patch right]
  \end{tikzpicture}
  ```

- **/pingu/eyepatch right = <color>**  
  ```
  \begin{tikzpicture}
    \pingu[eyepatch right]
  \end{tikzpicture}
  ```

This is an alias for /pingu/eye patch left.

This is an alias for /pingu/eye patch left.

This is an alias for /pingu/eye patch right.

This is an alias for /pingu/eye patch right.
B.3.7 The monocle

/\texttt{pingu/monocle left} = <\texttt{color}> 
\begin{tikzpicture}
  \texttt{pingu[monocle left]}
\end{tikzpicture}

/\texttt{pingu/monocle left glass} = <\texttt{color}>
This command is only in effect if /\texttt{pingu/monocle left} is active.

Set the color of the glass of the left monocle. The opacity of this color is set by /\texttt{pingu/monocle left opacity}.

/\texttt{pingu/monocle left fill} = <\texttt{color}>
This is an alias for /\texttt{pingu/monocle left glass}.

/\texttt{pingu/monocle left opacity} = <\texttt{factor}>
This command is only in effect if /\texttt{pingu/monocle left} is active.

Set the opacity of the glass color of the left monocle (set by /\texttt{pingu/monocle left glass}): 

/\texttt{pingu/monocle left fill opacity} = <\texttt{factor}>
This is an alias for /\texttt{pingu/monocle left opacity}.

/\texttt{pingu/monocle left string} = <\texttt{color}>
This command is only in effect if /\texttt{pingu/monocle left} is active.

Set the color of the string of the left monocle:

\begin{tikzpicture}
  \texttt{pingu[monocle left, monocle left string=green]}
\end{tikzpicture}
/pingu/monocle left string length = <length>

This command is only in effect if /pingu/monocle left is active.

\begin{tikzpicture}
\pingu[monocle left, monocle left string length=1cm]
\end{tikzpicture}

/pingu/monocle left blob = <color>

This command is only in effect if /pingu/monocle left is active.

Set the color of the blob at the end of the string of the left monocle:

\begin{tikzpicture}
\pingu[monocle left, monocle left blob=green]
\end{tikzpicture}

/ pingu/ monocle right = <color>

\begin{tikzpicture}
\pingu[monocle right]
\end{tikzpicture}

/ pingu/ monocle right glass = <color>

This command is only in effect if /pingu/monocle right is active.

Set the color of the glass of the right monocle. The opacity of this color is set by /pingu/monocle right opacity.

\begin{tikzpicture}
\pingu[monocle right, monocle right glass=green]
\end{tikzpicture}

/ pingu/ monocle right fill = <color>

This is an alias for /pingu/monocle right glass.
This command is only in effect if `/pingu/monocle right` is active.

Set the opacity of the glass color of the right monocle (set by `/pingu/monocle right glass`):

\begin{tikzpicture}
  \pingu[monocle right, monocle right opacity=1]
\end{tikzpicture}

This is an alias for `/pingu/monocle right opacity`.

Set the length of the right monocle string:

\begin{tikzpicture}
  \pingu[monocle right, monocle right string length=1cm]
\end{tikzpicture}

Set the color of the blob at the end of the string of the right monocle:

\begin{tikzpicture}
  \pingu[monocle right, monocle right blob=green]
\end{tikzpicture}
B.3.8 The pants

\texttt{/pngu/pants = \textless color\textgreater}  

Sets the color of the pants:

\begin{tikzpicture}
\texttt{\textbackslash pingu[pants=green]}
\end{tikzpicture}

\texttt{/pngu/pants bands = \textless true/false\textgreater}  

This command is only in effect if /pngu/pants is active.

Switch the bands of the pants on and off:

\begin{tikzpicture}
\texttt{\textbackslash pingu[pants, pants bands]}
\end{tikzpicture}

\texttt{/pngu/pants button left = \textless color\textgreater}  

This command is only in effect if /pngu/pants is active.

Set the color of the left pant button:

\begin{tikzpicture}
\texttt{\textbackslash pingu[pants, pants button left=green]}
\end{tikzpicture}

\texttt{/pngu/pants button right = \textless color\textgreater}  

This command is only in effect if /pngu/pants is active.

Set the color of the right pant button:

\begin{tikzpicture}
\texttt{\textbackslash pingu[pants, pants button right=green]}
\end{tikzpicture}
\pengu/pants buttons = \texttt{\textless color\textgreater}

This command is only in effect if \pengu/pants is active.

Sets \pengu/pants button left and \pengu/pants button right with the same color.

\begin{tikzpicture}
\pengu[pants, pants buttons=green]
\end{tikzpicture}

\pengu/pants button left shade = \texttt{\textless color\textgreater}

This command is only in effect if \pengu/pants is active.

Set the color of the left pant button shade:

\begin{tikzpicture}
\pengu[pants, pants button left shade=green]
\end{tikzpicture}

\pengu/pants button right shade = \texttt{\textless color\textgreater}

This command is only in effect if \pengu/pants is active.

Set the color of the right pant button shade:

\begin{tikzpicture}
\pengu[pants, pants button right shade=green]
\end{tikzpicture}

\pengu/pants buttons shade = \texttt{\textless color\textgreater}

This command is only in effect if \pengu/pants is active.

Sets \pengu/pants button left shade and \pengu/pants button right shade with the same color.

\begin{tikzpicture}
\pengu[pants, pants buttons shade=green]
\end{tikzpicture}
/pingu/\textit{pants no buttons}

This command is only in effect if /pingu/\textit{pants} is active.

\textbf{Remove the buttons from the pants:}

\begin{verbatim}
\begin{tikzpicture}
  \pingu[pants, pants no buttons]
\end{tikzpicture}
\end{verbatim}

/\textit{pingu/pants extra height} = \textit{<length>}

This command is only in effect if /pingu/\textit{pants} is active.

\textbf{Raise the pants:}

\begin{verbatim}
\begin{tikzpicture}
  \pingu[pants, pants extra height=6mm]
\end{tikzpicture}
\end{verbatim}

/\textit{pingu/pants without buttons}

This is an alias for /pingu/\textit{pants no buttons}.

\textbf{B.3.9 The glow}

/\textit{pingu/glow} = \textit{<color>}

\textbf{(pingu@white)}

\textbf{Active a glow around the penguin:}

\begin{verbatim}
\begin{tikzpicture}
  \pingu[glow=green]
\end{tikzpicture}
\end{verbatim}

/\textit{pingu/glow thick} = \textit{<color>}

\textbf{Will pass on the color to /pingu/glow and use a /pingu/glow width function width a thicker line width:}

\begin{verbatim}
\begin{tikzpicture}
  \pingu[glow thick=green]
\end{tikzpicture}
\end{verbatim}
/pingu/glow solid = <color>

Will pass on the color to /pingu/glow and use a /pingu/glow width function combined with /pingu/glow function to create a solid glow:

\begin{tikzpicture}
    \pingu[glow solid=green, wings wave]
\end{tikzpicture}

/pingu/glow steps = <list> (1,1.1,1.2,1.3,1.4,1.5)

This command is only in effect if /pingu/glow is active.

Comma separated list of discrete intervals for the glow calculation:

\begin{tikzpicture}
    \pingu[glow=green, glow steps={.3,.5,1}]
\end{tikzpicture}

/pingu/glow function = <function> (.1/\i)

This command is only in effect if /pingu/glow is active.

Function using the token \i to refer to the current /pingu/glow steps. Its evaluation will be used to determine the opacity of the current step:

\begin{tikzpicture}
    \pingu[glow=green,
    glow function={.5/\i}]
\end{tikzpicture}

/pingu/glow width function = <function> (2.85mm-1.65*\i mm)

This command is only in effect if /pingu/glow is active.

Function using the token \i to refer to the current /pingu/glow steps. Its evaluation will be used to determine the width of the current step:

\begin{tikzpicture}
    \pingu[glow=green,
    glow width function=(5mm-\i mm)]
\end{tikzpicture}
B.3.10 The eye frame

/\texttt{pingu/eye frame} = \texttt{<color>} \hspace{1cm} (\texttt{pingu@black})

This is more of a test extra that adds a frame around both eyes:

\begin{tikzpicture}
  \pingu[eye frame=green]
\end{tikzpicture}

/\texttt{pingu/eyeframe} = \texttt{<color>} \hspace{1cm} (\texttt{pingu@black})

This is an alias for /\texttt{pingu/eye frame}.

/\texttt{pingu/eye-frame} = \texttt{<color>} \hspace{1cm} (\texttt{pingu@black})

This is an alias for /\texttt{pingu/eye frame}.

B.3.11 The glasses

/\texttt{pingu/glasses} = \texttt{<color>} \hspace{1cm} (\texttt{pingu@black})

Display glasses for the penguin:

\begin{tikzpicture}
  \pingu[glasses=green]
\end{tikzpicture}

/\texttt{pingu/glasses left fill} = \texttt{<color>} \hspace{1cm} (!\texttt{hide})

This command is only in effect if /\texttt{pingu/glasses} is active.

Sets the fill color of the left glass. The opacity is determined by /\texttt{pingu/glasses left opacity}.

\begin{tikzpicture}
  \pingu[glasses,
         glasses left fill=green]
\end{tikzpicture}
/pingu/glasses right fill = <color>

This command is only in effect if /pingu/glasses is active.

Sets the fill color of the right glass. The opacity is determined by /pingu/glasses right opacity.

\begin{tikzpicture}
\pingu[
glasses,
glasses right fill=green]
\end{tikzpicture}

/pingu/glasses fill = <color>

This command is only in effect if /pingu/glasses is active.

Change the color of both glasses by calling /pingu/glasses left fill and /pingu/glasses right fill with the same value.

\begin{tikzpicture}
\pingu[
glasses,
glasses fill=green]
\end{tikzpicture}

/pingu/glasses left opacity = <factor> (.825)

This command is only in effect if /pingu/glasses is active.

\begin{tikzpicture}
\pingu[
glasses,
glasses left fill=green,
glasses left opacity=1]
\end{tikzpicture}

/pingu/glasses right opacity = <factor> (.825)

This command is only in effect if /pingu/glasses is active.

Sets the fill opacity of the right glass:

\begin{tikzpicture}
\pingu[
glasses,
glasses right fill=green,
glasses right opacity=1]
\end{tikzpicture}
\texttt{/pingu/glasses opacity = \textless factor\textgreater}

This command is only in effect if \texttt{/pingu/glasses} is active.

Change the opacity of both glasses by calling \texttt{/pingu/glasses left opacity} and \texttt{/pingu/glasses right opacity} with the same value.

\begin{tikzpicture}
\pingu[
glasses, 
glasses fill=teal, 
glasses opacity=1]
\end{tikzpicture}

\texttt{/pingu/glasses line width = \textless length\textgreater} \hspace{1cm} (1.125pt)

This command is only in effect if \texttt{/pingu/glasses} is active.

\begin{tikzpicture}
\pingu[\texttt{glasses}, \texttt{glasses line width=1mm}]
\end{tikzpicture}

\texttt{/pingu/sun glasses = \textless color\textgreater} \hspace{1cm} (pingu@black)

Configure the \texttt{/pingu/glasses} to display sunglasses. The color is passed on to \texttt{/pingu/glasses fill}

\begin{tikzpicture}
\pingu[\texttt{sun glasses}=orange]
\end{tikzpicture}

\texttt{/pingu/sunglasses = \textless color\textgreater} \hspace{1cm} (pingu@black)

This is an alias for \texttt{/pingu/sun glasses}.

\subsection{B.3.12 The rounded glasses}

\texttt{/pingu/glasses round = \textless color\textgreater} \hspace{1cm} (pingu@black)

Behaves equivalent to \texttt{/pingu/glasses} but produces a round counterpart:

\begin{tikzpicture}
\pingu[\texttt{glasses round}=green]
\end{tikzpicture}
\texttt{/pingu/glasses round left fill} = \texttt{<color>} \hspace{1cm} (\texttt{!hide})

This command is only in effect if \texttt{/pingu/glasses round} is active.

Sets the fill color of the left glass. The opacity is determined by \texttt{/pingu/glasses round left opacity}.

\begin{tikzpicture}
\pingu[\texttt{glasses round},
glasses round left fill=green]\end{tikzpicture}

\texttt{/pingu/glasses round right fill} = \texttt{<color>} \hspace{1cm} (\texttt{!hide})

This command is only in effect if \texttt{/pingu/glasses round} is active.

Sets the fill color of the right glass. The opacity is determined by \texttt{/pingu/glasses round right opacity}.

\begin{tikzpicture}
\pingu[\texttt{glasses round},
glasses round right fill=green]\end{tikzpicture}

\texttt{/pingu/glasses round fill} = \texttt{<color>}

This command is only in effect if \texttt{/pingu/glasses round} is active.

Change the color of both glasses by calling \texttt{/pingu/glasses round left fill} and \texttt{/pingu/glasses round right fill} with the same value.

\begin{tikzpicture}
\pingu[\texttt{glasses round},
glasses round fill=green]\end{tikzpicture}

\texttt{/pingu/glasses round left opacity} = \texttt{<factor>} \hspace{1cm} (.825)

This command is only in effect if \texttt{/pingu/glasses round} is active.

\begin{tikzpicture}
\pingu[\texttt{glasses round},
glasses round left fill=green,
glasses round left opacity=1]\end{tikzpicture}
/\textit{pingu}/\texttt{glasses round right opacity} = \langle \texttt{factor} \rangle

This command is only in effect if /\textit{pingu}/\texttt{glasses round} is active.

Sets the fill opacity of the right glass:

\begin{tikzpicture}
\textit{pingu}\texttt{[glasses round,}
\texttt{glasses round right fill=}\texttt{green,}
\texttt{glasses round right opacity=}1]
\end{tikzpicture}

/\textit{pingu}/\texttt{glasses round opacity} = \langle \texttt{factor} \rangle

This command is only in effect if /\textit{pingu}/\texttt{glasses round} is active.

Change the opacity of both glasses round by calling /\textit{pingu}/\texttt{glasses round left opacity} and /\textit{pingu}/\texttt{glasses round right opacity} with the same value.

\begin{tikzpicture}
\textit{pingu}\texttt{[glasses round,}
\texttt{glasses round fill=}\texttt{teal,}
\texttt{glasses round opacity=}1]
\end{tikzpicture}

/\textit{pingu}/\texttt{glasses round line width} = \langle \texttt{length} \rangle

This command is only in effect if /\textit{pingu}/\texttt{glasses round} is active.

\begin{tikzpicture}
\textit{pingu}\texttt{[glasses round,}
\texttt{glasses round line width=}1mm]
\end{tikzpicture}

/\textit{pingu}/\texttt{sun glasses round} = \langle \texttt{color} \rangle

Configure the /\textit{pingu}/\texttt{glasses round} to display sunglasses round. The color is passed on to /\textit{pingu}/\texttt{glasses round fill}

\begin{tikzpicture}
\textit{pingu}\texttt{[sun glasses round=}orange]\end{tikzpicture}

/\textit{pingu}/\texttt{sunglasses round} = \langle \texttt{color} \rangle

This is an alias for /\textit{pingu}/\texttt{sun glasses round}.
B.3.13 The devil horns

\begin{tikzpicture}
\pingu[devil horns=green]
\end{tikzpicture}

This is an alias for \pingu/devil horns.

\pingu/devilhorns = <color> (pingu@black)

This command is only in effect if \pingu/devil horns is active.

\begin{tikzpicture}
\pingu[devil wings, devil wings b=green]
\end{tikzpicture}

\pingu/devilwings b = <color> (pingu@black)

\pingu/devilwings = <color> (pingu@black)

\pingu/devil-wings = <color> (pingu@black)

B.3.14 The devil wings

\begin{tikzpicture}
\pingu[devil wings=green]
\end{tikzpicture}

\pingu/devilwings = <color> (pingu@black)

This is an alias for \pingu/devil wings.

\pingu/devilwings = <color> (pingu@black)

This is an alias for \pingu/devil wings.

\pingu/devil wings b = <color> (<devil–color>)

This command is only in effect if \pingu/devil wings is active.

\begin{tikzpicture}
\pingu[devil wings, devil wings b=green]
\end{tikzpicture}

\pingu/devilwings b = <color> (<devil–color>)

This is an alias for \pingu/devil wings b.
B.3.15 The head band

This is an alias for \texttt{/pingu/ devil wings b}.

\begin{tikzpicture}
\pingu[head band=green]
\end{tikzpicture}

This is an alias for \texttt{/pingu/ head band}.

\begin{tikzpicture}
\pingu[head band]
\end{tikzpicture}

This is an alias for \texttt{/pingu/ head-band}.

\begin{tikzpicture}
\pingu[head band bend=25]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/ head band} is active.

\begin{tikzpicture}
\pingu[head band, head band bend=25]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[head band, head band angle=25]
\end{tikzpicture}

This is an alias for \texttt{/pingu/ head band angle}.

\begin{tikzpicture}
\pingu[head band, head band angle=16]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/ head band} is active.

\begin{tikzpicture}
\pingu[head band, head band angle=16]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[head band, head band angle=16]
\end{tikzpicture}
/pingu/head-band angle = <angle> \[(16)\]
This is an alias for /pingu/head band angle.

/ pingu/head band upper angle = <angle> \[(16)\]
This command is only in effect if /pingu/head band is active.

\begin{tikzpicture}
\pingu\[head band, head band upper angle=25]\end{tikzpicture}

/ pingu/head-band upper angle = <angle> \[(16)\]
This command is only in effect if /pingu/head band is active.

/ pingu/head band knot = <true/false> \[(false)\]
This command is only in effect if /pingu/head band is active.

\begin{tikzpicture}
\pingu\[head band, head band knot]\end{tikzpicture}

/ pingu/headband knot = <true/false> \[(false)\]
This is an alias for /pingu/head band knot.

/ pingu/head-band knot = <true/false> \[(false)\]
This is an alias for /pingu/head band knot.

/ pingu/head band knot color = <color> \[(<headband-color>!78!black)\]
This command is only in effect if /pingu/head band is active.

If /pingu/head band knot is enabled, this setting changes the color of the knot:

\begin{tikzpicture}
\pingu\[head band, head band knot, head band knot color=green]\end{tikzpicture}

/ pingu/headband knot color = <color> \[(<headband-color>!78!black)\]
This is an alias for /pingu/head band knot color.
/pingu/\texttt{head-band knot color} = <color>  \quad (\texttt{headband-color})_{78!black}

This is an alias for /pingu/\texttt{head band knot color}.

/\texttt{pingu/\texttt{head band knot a color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This command is only in effect if /pingu/\texttt{head band} is active.

If /pingu/\texttt{head band knot} is enabled, this setting changes the color of the left headband wing (this will, by default, affect the right wing well):

\begin{tikzpicture}
\pingu\[\texttt{head band, head band knot, head band knot a color=green}\]
\end{tikzpicture}

/\texttt{pingu/\texttt{headband knot a color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This is an alias for /pingu/\texttt{head band knot a color}.

/\texttt{pingu/\texttt{head-band knot a color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This is an alias for /pingu/\texttt{head band knot a color}.

/\texttt{pingu/\texttt{head band knot b color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This command is only in effect if /pingu/\texttt{head band} is active.

If /pingu/\texttt{head band knot} is enabled, this setting changes the color of the left headband wing (this will, by default, affect the right wing well):

\begin{tikzpicture}
\pingu\[\texttt{head band, head band knot, head band knot a color=blue, head band knot b color=green}\]
\end{tikzpicture}

/\texttt{pingu/\texttt{headband knot b color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This is an alias for /pingu/\texttt{head band knot b color}.

/\texttt{pingu/\texttt{head-band knot b color}} = <color>  \quad (\texttt{headband-color})_{78!black!90!black}

This is an alias for /pingu/\texttt{head band knot b color}.  

/pingu/head band bands = <true/false>  
This command is only in effect if /pingu/head band is active.

\begin{tikzpicture} 
\pingu[head band, head band bands=false] 
\end{tikzpicture}

/ pingu/ headband bands = <true/false>  
This is an alias for /pingu/head band bands.

/ pingu/ head-band bands = <true/false>  
This is an alias for /pingu/head band bands.

/ pingu/ head band bands a color = <color>  
This command is only in effect if /pingu/head band is active.

If /pingu/head band bands is enabled, this setting changes the color of the large one of the both bands:

\begin{tikzpicture} 
\pingu[head band, head band bands, head band bands a color=green] 
\end{tikzpicture}

/ pingu/ headband bands a color = <color>  
This is an alias for /pingu/head band bands a color.

/ pingu/ head-band bands a color = <color>  
This is an alias for /pingu/head band bands a color.

/ pingu/ head band bands b color = <color>  
This command is only in effect if /pingu/head band is active.

If /pingu/head band bands is enabled, this setting changes the color of the left headband wing (this will, by default, affect the right wing was well):

\begin{tikzpicture} 
\pingu[head band, head band bands, head band bands a color=blue, head band bands b color=green] 
\end{tikzpicture}

/ pingu/ headband bands b color = <color>  
This is an alias for /pingu/head band bands b color.

/ pingu/ head-band bands b color = <color>  
This is an alias for /pingu/head band bands b color.
B.3.16 The rook

This is an alias for /pingu/head-band bands b color.

\begin{tikzpicture}
\pingu[rook=green]
\end{tikzpicture}

This command is only in effect if /pingu/rook is active.

\begin{tikzpicture}
\pingu[rook, rook back=green]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[rook, rook hatch=false]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[rook, rook shade=green]
\end{tikzpicture}
B.3.17 The halo

\begin{tikzpicture}
\pingu[halo=green]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[halo, halo raise=4mm]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[halo, halo glow=false]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[halo, halo above=true]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/halo} is active.

Define the vertical raise of the halo above the penguins head:

\begin{itemize}
  \item \texttt{/pingu/halo raise = \textless length\textgreater}
\end{itemize}

Disable or enable the glow of the halo. The default is controlled by the \texttt{glows}-package option.

\begin{itemize}
  \item \texttt{/pingu/halo glow = \textless true/false\textgreater}
\end{itemize}

Draws the halo above, which is useful in case of other gadgets:

\begin{itemize}
  \item \texttt{/pingu/halo above = \textless true/false\textgreater}
\end{itemize}
B.3.18 The strawhat

```
\begin{tikzpicture}
  \pingu[strawhat=green]
\end{tikzpicture}
```

\textit{/pingu/strawhat = <color>}

(brown!50!white)

This is an alias for \textit{/pingu/strawhat}.

```
\begin{tikzpicture}
  \pingu[strawhat, strawhat ribbon=green]
\end{tikzpicture}
```

\textit{/pingu/strawhat ribbon = <color>}

(gray!85!black)

This command is only in effect if \textit{/pingu/strawhat} is active.

```
\begin{tikzpicture}
  \pingu[strawhat, strawhat position={33:(-.8cm,.14cm){1.4}}]
\end{tikzpicture}
```

\textit{/pingu/straw hat position = <angle>: (<x>,<y>)<scale>}

(-26.5:(-.185cm,.14cm){1.375})

This is an alias for \textit{/pingu/strawhat position}.

Currently, this is a very cumbersome command to change various strawhat parameters at the same time:

```
\begin{tikzpicture}
  \pingu[strawhat, strawhat position={(33:(-.8cm,.14cm){1.4})}]
\end{tikzpicture}
```

\textit{/pingu/straw hat position = <angle>: (<x>,<y>)<scale>}

(-26.5:(-.185cm,.14cm){1.375})

This is an alias for \textit{/pingu/strawhat position}. 

This command is only in effect if \textit{/pingu/strawhat} is active.
B.3.19 The hat

\texttt{/pingu/hat = <color>}

\begin{tikzpicture}
\pingu[hat=green]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/hat} is active.

\texttt{/pingu/hat ribbon = <color>}

\begin{tikzpicture}
\pingu[hat, hat ribbon=green]
\end{tikzpicture}

\texttt{/pingu/hat base = <color>}

\begin{tikzpicture}
\pingu[hat, hat base=green]
\end{tikzpicture}

\texttt{/pingu/hat coronal = <color>}

\begin{tikzpicture}
\pingu[hat, hat coronal=green]
\end{tikzpicture}

\texttt{/pingu/hat position = \texttt{angle}:<\texttt{x},<\texttt{y}>\texttt{scale}}

\begin{tikzpicture}
\pingu[hat, hat position={1:(0cm,-.09cm){1.33}}]
\end{tikzpicture}

Currently, this is a very cumbersome command to change various hat parameters at the same time:
B.3.20 The conical hat

\texttt{/pingu/conical~hat~=~\texttt{<color>}}

\begin{tikzpicture}
\pingu[conical~hat=green]
\end{tikzpicture}

\texttt{/pingu/conical~hat~r~ounding~=~\texttt{<length>}}

This command is only in effect if /pingu/conical~hat is active.

\begin{tikzpicture}
\pingu[conical~hat, conical~hat~r~ounding=.25pt]
\end{tikzpicture}

\texttt{/pingu/conical~hat~shade~=~\texttt{<length>}}

This command is only in effect if /pingu/conical~hat is active.

\begin{tikzpicture}
\pingu[conical~hat, conical~hat~shade=green]
\end{tikzpicture}

\texttt{/pingu/conical~hat~height~=~\texttt{<length>}}

This command is only in effect if /pingu/conical~hat height is active.

\begin{tikzpicture}
\pingu[conical~hat, conical~hat~height=10mm]
\end{tikzpicture}

\texttt{/pingu/conical~hat~width~=~\texttt{<length>}}

This command is only in effect if /pingu/conical~hat width is active.

\begin{tikzpicture}
\pingu[conical~hat, conical~hat~width=3cm]
\end{tikzpicture}
This command is only in effect if `/pingu/conical hat` is active.

Currently, this is a very cumbersome command to change various conical hat parameters at the same time:

\begin{tikzpicture}
  \pingu[conical hat, conical hat position={1:(-.1cm,.275cm){1.33}}]
\end{tikzpicture}

B.3.21 The cap

This command is only in effect if `/pingu/cap padding` is active.

\begin{tikzpicture}
  \pingu[cap padding=4mm]
\end{tikzpicture}

This command is only in effect if `/pingu/cap extra height` is active.

\begin{tikzpicture}
  \pingu[cap, cap extra height=2mm]
\end{tikzpicture}
B.3.22 The construction helmet

\texttt{\textbackslash pingu/\texttt{construction helmet} = \texttt{<color>}} \hspace{1cm} \texttt{(pingu@yellow)}

\begin{tikzpicture}
\pingu \texttt{[construction helmet=green]}
\end{tikzpicture}

\texttt{\textbackslash pingu/\texttt{construction helmet padding} = \texttt{<length>}} \hspace{1cm} \texttt{(.325cm)}

This command is only in effect if \texttt{/pingu/construction helmet} is active.

\begin{tikzpicture}
\pingu \texttt{[construction helmet,}
\texttt{construction helmet padding=4mm]}
\end{tikzpicture}

\texttt{\textbackslash pingu/\texttt{construction helmet extra height} = \texttt{<length>}} \hspace{1cm} \texttt{(opt)}

This command is only in effect if \texttt{/pingu/construction helmet extra height} is active.

\begin{tikzpicture}
\pingu \texttt{[construction helmet,}
\texttt{construction helmet extra height=2mm]}
\end{tikzpicture}

\texttt{\textbackslash pingu/\texttt{construction helmet position} = \texttt{<angle>: (<x>,<y>)<scale>}} \hspace{1cm} \texttt{(-.5:(.05mm,-1.25mm){1})}

This command is only in effect if \texttt{/pingu/construction helmet} is active.

Currently, this is a very cumbersome command to change various construction helmet parameters at the same time:

\begin{tikzpicture}
\pingu \texttt{[construction helmet,}
\texttt{construction helmet position={1:(-.1cm,\textbullet{-.275cm}{1.33})}]}
\end{tikzpicture}
B.3.23 The crown

/\texttt{pingu/crown} = <color>\hfill (\texttt{pingu@yellow})

\begin{tikzpicture}
  \texttt{\textcolor{green}{pingu}[crown=green]}
\end{tikzpicture}

/\texttt{pingu/crown 3d} = <true/false>\hfill (true)

Toggle the 3d-Design of the crown.

\begin{tikzpicture}
  \texttt{\textcolor{green}{pingu}[crown, crown 3d=false]}
\end{tikzpicture}

/\texttt{pingu/crown back} = <color>\hfill (<\texttt{crown-color}>!93!black)

Change the back color of the crown:

\begin{tikzpicture}
  \texttt{\textcolor{green}{pingu}[crown, crown back=green]}
\end{tikzpicture}

/\texttt{pingu/crown front bend} = <angle>\hfill (16)

Change the front lower bend of the crown:

\begin{tikzpicture}
  \texttt{\textcolor{green}{pingu}[crown, crown front bend=52]}
\end{tikzpicture}
/pingu\texttt{crown back bend} \texttt{=} \texttt{angle} \(9\)

This command is only in effect if \texttt{/pingu\_crown} is active.

Change the back lower bend of the crown:

\begin{tikzpicture}
  \begin{pingu}[crown, crown back bend=46]
  \end{pingu}
\end{tikzpicture}

/\texttt{pingu/crown gem shade} \texttt{=} \texttt{true/false} \texttt{(true)}

This command is only in effect if \texttt{/pingu\_crown} is active.

Toggle the gem shading of the crown.

\begin{tikzpicture}
  \begin{pingu}[crown, crown gem shade=false]
  \end{pingu}
\end{tikzpicture}

/\texttt{pingu/crown gem colors} \texttt{=} \texttt{a} \texttt{b} \texttt{c} \texttt{d} \texttt{e} \texttt{f} \texttt{\texttt{(pingu\_purple} \texttt{pingu\_blue}...)}

This command is only in effect if \texttt{/pingu\_crown} is active.

Change the color of all the seven gems of the crown:

\begin{tikzpicture}
  \begin{pingu}[crown, crown gem colors={green}{green} \texttt{(green)}{white}{green}{green}{green}]
  \end{pingu}
\end{tikzpicture}

/\texttt{pingu/crown gem ring} \texttt{=} \texttt{color} \texttt{\texttt{(crown\_color)!85!white)}

This command is only in effect if \texttt{/pingu\_crown} is active.

Change the color of the rings around the crown:

\begin{tikzpicture}
  \begin{pingu}[crown, crown gem ring=green]
  \end{pingu}
\end{tikzpicture}
This command is only in effect if \texttt{/pingu/crown} is active.

Currently, this is a very cumbersome command to change various crown parameters at the same time:

\begin{tikzpicture}
\pingu\[crown,\ eyes\ wink,\ crown\ position=\{1:\{-.1\,\text{cm},-.275\,\text{cm}\}\{1.33\}\}]
\end{tikzpicture}

\texttt{/pingu/crown 2d} = \texttt{<color>}

Enables the \texttt{/pingu/crown} with the given color and disables \texttt{/pingu/crown 3d}:

\begin{tikzpicture}
\pingu[crown 2d=green]
\end{tikzpicture}

\textbf{B.3.24 The princess crown}

Similar to \texttt{/pingu/crown} but smaller.

\texttt{/pingu/princess crown} = \texttt{<color>}

Enable the smaller crown with a specific color:

\begin{tikzpicture}
\pingu[princess crown=green]
\end{tikzpicture}

\texttt{/pingu/princess crown 3d} = \texttt{<true/false>}

This command is only in effect if \texttt{/pingu/princess crown} is active.

Toggle the 3d-Design of the smaller crown.

\begin{tikzpicture}
\pingu[princess crown,\ princess crown 3d=false]
\end{tikzpicture}
/pingu/princess crown back = <color>

This command is only in effect if /pingu/princess crown is active.

Change the back color of the smaller crown:

\begin{tikzpicture}
  \pingu[princess crown, princess crown back=green]
\end{tikzpicture}

/pingu/princess crown front bend = <angle>

This command is only in effect if /pingu/princess crown is active.

Change the front lower bend of the smaller crown:

\begin{tikzpicture}
  \pingu[princess crown, princess crown front bend=52]
\end{tikzpicture}

/pingu/princess crown back bend = <angle>

This command is only in effect if /pingu/princess crown is active.

Change the back lower bend of the smaller crown:

\begin{tikzpicture}
  \pingu[princess crown, princess crown back bend=46]
\end{tikzpicture}

/pingu/princess crown gem shade = <true/false>

This command is only in effect if /pingu/princess crown is active.

Toggle the gem shading of the smaller crown.

\begin{tikzpicture}
  \pingu[princess crown, princess crown gem shade=false]
\end{tikzpicture}
/pingu/princess crown bobbles = <true/false>

This command is only in effect if /pingu/princess crown is active.

Toggle the bobbles of the smaller crown.

\begin{tikzpicture}
  \pingu[princess crown, princess crown bobbles=false]
\end{tikzpicture}

/ pingu/princess crown gem colors = <a><b><c><d>

This command is only in effect if /pingu/princess crown is active.

Change the color of all the seven gems of the smaller crown:

\begin{tikzpicture}
  \pingu[princess crown, princess crown gem colors={green}{green}{white}
  \{green}{green}]
\end{tikzpicture}

/ pingu/princess crown gem ring = <color>

This command is only in effect if /pingu/princess crown is active.

Change the color of the rings around the small crown:

\begin{tikzpicture}
  \pingu[princess crown, princess crown gem ring=green]
\end{tikzpicture}

/ pingu/princess crown position = <angle>:(<x>,<y>)<scale>

This command is only in effect if /pingu/princess crown is active.

Currently, this is a very cumbersome command to change various princess crown parameters at the same time:

\begin{tikzpicture}
  \pingu[princess crown, eyes wink, princess crown position={1:(-.19cm,.2cm)(2.2)}]
\end{tikzpicture}
/pingu/princess crown 2d = \texttt{<color>}

Enables the \texttt{/pingu/princess crown} with the given color and disables \texttt{/pingu/princess crown 3d}:

\begin{tikzpicture}
\texttt{pingu[princess crown 2d=green]}
\end{tikzpicture}

B.3.25 The cake hat

/\texttt{pingu/cake-hat} = \texttt{<color>}

Enable a cake hat with a specific color:

\begin{tikzpicture}
\texttt{pingu[cake-hat=green]}
\end{tikzpicture}

/\texttt{pingu/cake-hat top} = \texttt{<color>}

This command is only in effect if \texttt{/pingu/cake-hat} is active.

Change the color of the cake hat top:

\begin{tikzpicture}
\texttt{pingu[cake-hat, cake-hat top=green]}
\end{tikzpicture}

/\texttt{pingu/cake-hat shade} = \texttt{<color>}

This command is only in effect if \texttt{/pingu/cake-hat} is active.

Change the color of the heavily transparent cake hat shading:

\begin{tikzpicture}
\texttt{pingu[cake-hat, cake-hat shade=green]}
\end{tikzpicture}
This command is only in effect if `/pingu/cake-hat` is active.

```
\begin{tikzpicture}
  \pingu[cake-hat, cake-hat candle=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/cake-hat` is active.

```
\begin{tikzpicture}
  \pingu[cake-hat, cake-hat candle fire=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/cake-hat` is active.

```
\begin{tikzpicture}
  \pingu[cake-hat, cake-hat candle fire 2=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/cake-hat` is active.

```
\begin{tikzpicture}
  \pingu[cake-hat, cake-hat candle fire 3=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/cake-hat` is active.

```
\begin{tikzpicture}
  \pingu[cake-hat, cake-hat candle wick=green]
\end{tikzpicture}
```
/pingu/cake-hat candle shade = <color> (gray!80!pingu@purple!60!pingu@black!85!black)
This command is only in effect if /pingu/cake-hat is active.

\begin{tikzpicture}
\pingu[ cake-hat, cake-hat candle shade=green ]
\end{tikzpicture}

/pingu/cake-hat candle back = <color> (pingu@purple!60!pingu@black!85!black)
This command is only in effect if /pingu/cake-hat is active.

\begin{tikzpicture}
\pingu[ cake-hat, cake-hat candle back=green ]
\end{tikzpicture}

/ ping u / c ake - h at outline = <color> ( ping u @ b l a c k ! 8 0 ! < c ake - h at - c o lor > )
This command is only in effect if /pingu/cake-hat is active.

Change the color of the cake hats’ outline (width by /pingu/cake-hat outline width):

\begin{tikzpicture}
\pingu[ cake-hat, cake-hat outline=green ]
\end{tikzpicture}

/ ping u / c ake - h at outline width = <color> (.25pt)
This command is only in effect if /pingu/cake-hat is active.

Change the width of the cake hats’ outline (color by /pingu/cake-hat outline):

\begin{tikzpicture}
\pingu[ cake-hat, cake-hat outline width=1mm ]
\end{tikzpicture}
Currently, this is a very cumbersome command to change various cake hat parameters at the same time:

\begin{tikzpicture}
  \pingu\[cake-hat,  
  cake-hat position={1:(-.085cm,-.2cm){1.275}}\]
\end{tikzpicture}

B.3.26 The pumpkin hat

/\pingu/pumpkin-hat = <color> (pingu@bronze!97!white)

Enable a pumpkin hat with a specific color:

\begin{tikzpicture}
  \pingu[pumpkin-hat=green]
\end{tikzpicture}

/\pingu/pumpkin-hat stalk = <color> (pingu@green!95!<pumpkinhat-color>!45!pingu@black)

This command is only in effect if /\pingu/pumpkin-hat is active.

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat stalk=teal]
\end{tikzpicture}

/\pingu/pumpkin-hat stalk top = <color> (<pumpkinhat-stalk-color>!95!pingu@black)

This command is only in effect if /\pingu/pumpkin-hat is active.

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat stalk top=teal]
\end{tikzpicture}
This command is only in effect if `/pingu/pumpkin-hat` is active.

**Change the color of the first stripe. By default the other stripes share this one's color:**

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat stripe a=green]
\end{tikzpicture}

This command is only in effect if `/pingu/pumpkin-hat` is active.

**Change the color of the second stripe. By default the third stripe share this one's color:**

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat stripe b=green]
\end{tikzpicture}

This command is only in effect if `/pingu/pumpkin-hat` is active.

**Change the color of the third stripe:**

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat stripe c=green]
\end{tikzpicture}

This command is only in effect if `/pingu/pumpkin-hat` is active.

\begin{tikzpicture}
  \pingu[pumpkin-hat,pumpkin-hat outline=green]
\end{tikzpicture}

(pingu@black)
/pingu/pumpkin-hat outline width = <color> (ipt)

This command is only in effect if /pingu/pumpkin-hat is active.

\begin{tikzpicture}
\pingu[pumpkin-hat, pumpkin-hat outline width=3pt]
\end{tikzpicture}

/ pingu/pumpkin-hat position = <angle>: (<x>,<y>) <scale> (-9:(1.65mm,.25mm){1.05})

This command is only in effect if /pingu/pumpkin-hat is active.

Currently, this is a very cumbersome command to change various pumpkin hat parameters at the same time:

\begin{tikzpicture}
\pingu[pumpkin-hat, pumpkin-hat position={1:(-.085cm,-.15cm){1.275}}]
\end{tikzpicture}

B.3.27 The VR-Headset

/ pingu/vr-headset = <color> (pingu@black!92!gray)

\begin{tikzpicture}
\pingu[vr-headset=green]
\end{tikzpicture}

/ pingu/vr-headset band = <color> (<vr-headset>!92!gray)

This command is only in effect if /pingu/vr-headset is active.

\begin{tikzpicture}
\pingu[vr-headset, vr-headset band=red]
\end{tikzpicture}

/ pingu/vr-headset band top = <color> (<vr-headset)!96!gray)

This command is only in effect if /pingu/vr-headset is active.

\begin{tikzpicture}
\pingu[vr-headset, vr-headset band top=red]
\end{tikzpicture}
/pingu/vr-headset hair

This command is only in effect if /pingu/vr-headset is active.

Change the hair to support the headset:

```
\begin{tikzpicture}
  \pingu[vr-headset, vr-headset hair]
\end{tikzpicture}
```

/\pingu/vr-headset text = \text{<text>}

This command is only in effect if /pingu/vr-headset is active.

```
\begin{tikzpicture}
  \pingu[vr-headset, vr-headset text=(ABCD)]
\end{tikzpicture}
```

/\pingu/vr-headset text color = \text{<color>}

This command is only in effect if /pingu/vr-headset is active.

```
\begin{tikzpicture}
  \pingu[vr-headset, vr-headset text color=green]
\end{tikzpicture}
```

B.3.28 The headphones

/\pingu/headphone = \text{<color>}

This is an alias for /\pingu/headphone.

```
\begin{tikzpicture}
  \pingu[headphone=green]
\end{tikzpicture}
```

/\pingu/headphones = \text{<color>}

This is an alias for /\pingu/headphone.

```
\begin{tikzpicture}
  \pingu[headphones=green]
\end{tikzpicture}
```
Change the color of the left headphone (automatically sets the color of /pingu/headphone right):

```
\begin{tikzpicture}
\pingu[headphone, headphone left=green]
\end{tikzpicture}
```

Set /pingu/headphone left outer and /pingu/headphone right outer with the same value:

```
\begin{tikzpicture}
\pingu[headphone, headphone outer=green]
\end{tikzpicture}
```

This is an alias for /pingu/headphone outer.
/pingu/\texttt{headphone\ left\ inner} = <\texttt{color}>  
This command is only in effect if /pingu/\texttt{headphone} is active.

\begin{tikzpicture}
  \pingu[\texttt{headphone, head\ left\ inner}=\texttt{green}]
\end{tikzpicture}

/\texttt{pingu/headphone\ right\ inner} = <\texttt{color}>  
This command is only in effect if /pingu/\texttt{headphone} is active.

\begin{tikzpicture}
  \pingu[\texttt{headphone, head\ right\ inner}=\texttt{green}]
\end{tikzpicture}

/\texttt{pingu/headphone\ inner} = <\texttt{color}>  
This command is only in effect if /pingu/\texttt{headphone} is active.

Set /\texttt{pingu/headphone\ left\ inner} and /\texttt{pingu/headphone\ right\ inner} with the same value:

\begin{tikzpicture}
  \pingu[\texttt{headphone, head\ inner}=\texttt{green}]
\end{tikzpicture}

/\texttt{pingu/headphones\ inner} = <\texttt{color}>  
This is an alias for /\texttt{pingu/headphone\ inner}.

B.3.29 The santa hat

/\texttt{pingu/santa\ hat} = <\texttt{color}>  
Show the merry christmas:

\begin{tikzpicture}
  \pingu[\texttt{santa\ hat}=\texttt{pingu@red}]
\end{tikzpicture}
This command is only in effect if `/pingu/santa hat` is active.

**Change the wool color:**

```latex
\begin{tikzpicture}
    \pingu[santa hat, santa hat second=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/santa hat` is active.

```latex
\begin{tikzpicture}
    \pingu[santa hat, santa hat bobble=green]
\end{tikzpicture}
```

**B.3.30 The santa beard**

This command is only in effect if `/pingu/santa beard` is active.

```latex
\begin{tikzpicture}
    \pingu[santa beard=brown!20!white]
\end{tikzpicture}
```

This command is only in effect if `/pingu/santa beard` is active.

```latex
\begin{tikzpicture}
    \pingu[santa beard, santa beard string=green]
\end{tikzpicture}
```
B.3.31 The mask

/\texttt{pingu/mask} = \texttt{<color>}

Keep the penguin safe:

\begin{tikzpicture}
  \pingu[mask=green]
\end{tikzpicture}

/\texttt{pingu/mask band} = \texttt{<color>}

This command is only in effect if \texttt{pingu/mask} is active.

\begin{tikzpicture}
  \pingu[mask,mask band=green]
\end{tikzpicture}

/\texttt{pingu/mask line width} = \texttt{<length>}

This command is only in effect if \texttt{pingu/mask} is active.

\begin{tikzpicture}
  \pingu[mask,mask line width=1.5pt]
\end{tikzpicture}

/\texttt{pingu/mask band inner} = \texttt{<color>}

This command is only in effect if \texttt{pingu/mask} is active.

\begin{tikzpicture}
  \pingu[mask,mask band inner=green]
\end{tikzpicture}

/\texttt{pingu/mask band outer} = \texttt{<color>}

This command is only in effect if \texttt{pingu/mask} is active.

\begin{tikzpicture}
  \pingu[mask,mask band outer=green]
\end{tikzpicture}
B.3.32 The blush

\texttt{/pugu/\texttt{blush\ -\ \texttt{<color>}}} \quad \texttt{\textcolor{red}{\texttt{\emph{\texttt{(pingu@red)}}}}}

Make it cute:

```latex
\begin{tikzpicture}
pugu[\texttt{eyes\ wink,\ blush=pingu@purple}]
\end{tikzpicture}
```

\texttt{/pugu/\texttt{blush\ second\ -\ \texttt{<color>}}} \quad \texttt{\textcolor{purple}{\texttt{\emph{\texttt{(<blush>)}}}}}

This command is only in effect if \texttt{/pugu/blush} is active.

```latex
\begin{tikzpicture}
pugu[\texttt{blush,\ blush\ second=green}]
\end{tikzpicture}
```

\texttt{/pugu/\texttt{blush\ opacity\ -\ \texttt{<factor>}}} \quad \texttt{\textcolor{gray}{\texttt{\emph{\texttt{(.2525)}}}}}

This command is only in effect if \texttt{/pugu/blush} is active.

```latex
\begin{tikzpicture}
pugu[\texttt{blush,\ blush\ opacity=.86}]
\end{tikzpicture}
```

B.3.33 The banner

\texttt{/pugu/\texttt{banner\ -\ \texttt{<text>}}} \quad \texttt{\textcolor{black}{\texttt{\emph{\texttt{(Bannertext)}}}}}

Give the penguin a banner to hold (it adapts to the wing positions):

```latex
\begin{tikzpicture}
pugu[\texttt{left\ wing\ wave,\ banner=Hello}]
\end{tikzpicture}
```

\texttt{/pugu/\texttt{banner\ band\ -\ \texttt{<color>}}} \quad \texttt{\textcolor{black}{\texttt{\emph{\texttt{\textcolor{white!91!black}{(pingu@white!91!pingu@black)}}}}}}

This command is only in effect if \texttt{/pugu/banner} is active.

```latex
\begin{tikzpicture}
pugu[\texttt{banner,\ banner\ band=green}]
\end{tikzpicture}
```
/\texttt{pingu/banner text color} = \texttt{<color>}

This command is only in effect if /\texttt{pingu/banner} is active.

\begin{tikzpicture}
  \texttt{pingu[vinge wave, banner, banner text color=green]}
\end{tikzpicture}

/\texttt{pingu/banner stick left color} = \texttt{<color>}

This command is only in effect if /\texttt{pingu/banner} is active.

\begin{tikzpicture}
  \texttt{pingu[banner, banner stick left color=green]}
\end{tikzpicture}

/\texttt{pingu/banner stick right color} = \texttt{<color>}

This command is only in effect if /\texttt{pingu/banner} is active.

\begin{tikzpicture}
  \texttt{pingu[banner, banner stick right color=green]}
\end{tikzpicture}

/\texttt{pingu/banner sticks color} = \texttt{<color>}

This command is only in effect if /\texttt{pingu/banner} is active.

Calls /\texttt{pingu/banner stick left color} and /\texttt{pingu/banner stick right color} with the same color:

\begin{tikzpicture}
  \texttt{pingu[banner, banner sticks color=green]}
\end{tikzpicture}

/\texttt{pingu/banner stick left length} = \texttt{<length>}

This command is only in effect if /\texttt{pingu/banner} is active.

Changes the banners left stick length:

\begin{tikzpicture}
  \texttt{pingu[banner, banner stick left length=5mm]}
\end{tikzpicture}
Changes the banners right stick length:

\begin{tikzpicture}
    \pingu[banner, banner stick right length=2mm]
\end{tikzpicture}

Calls /pingu/banner stick left length and /pingu/banner stick right length with the same length:

\begin{tikzpicture}
    \pingu[banner, banner sticks length=9mm]
\end{tikzpicture}

Change the raise of the banner text:

\begin{tikzpicture}
    \pingu[banner, banner raise=2mm]
\end{tikzpicture}

Change the height of the banner (this modifies the half):

\begin{tikzpicture}
    \pingu[banner, banner height=6mm]
\end{tikzpicture}
/pingu/banner font = <font>

This command is only in effect if /pingu/banner is active.

Change the height of the banner:

\begin{tikzpicture}
    \pingu[banner, banner font=\itshape]
\end{tikzpicture}

/ pingu/banner bent = <angle> (30)

This command is only in effect if /pingu/banner is active.

Change the bending of the banner:

\begin{tikzpicture}
    \pingu[banner, banner bent=0]
\end{tikzpicture}

B.4 Wing Items

Most wing items created have a two variants: one for the left and one for the right wing. For consistency, both of them are represented in the documentation — many times, they are not just mirrored but two different shapes that appear to be mirrored with special care.

/ pingu/ left wing item angle = <angle> (0)

Relative rotation of the wing items placed in the left wing:

\begin{tikzpicture}
    \pingu[cane left, cane right, 
        left wing item angle=70]
\end{tikzpicture}

/ pingu/ left item angle = <angle> (0)

This is an alias for /pingu/left wing item angle.

/ pingu/ left wing item flip = <true/false> (false)

Some wing items do have a different style, depending on the wing they are in (e.g. they are mirrored). This option toggles the stile for the left wing.

\begin{tikzpicture}
    \pingu[flag left, flag right, 
        left wing item flip]
\end{tikzpicture}
/pingu/\texttt{left item flip} = <true/false> \quad \text{(false)}

This is an alias for /pingu/\texttt{left wing item flip}.

/pingu/\texttt{right wing item angle} = <angle> \quad \text{(0)}

Relative rotation of the wing items placed in the right wing:

\begin{tikzpicture}
\pingu[cane left, cane right, right wing item angle=70]
\end{tikzpicture}

/pingu/\texttt{right item angle} = <angle> \quad \text{(0)}

This is an alias for /pingu/\texttt{right wing item angle}.

/pingu/\texttt{right wing item flip} = <true/false> \quad \text{(false)}

Some wing items do have a different style, depending on the wing they are in (e.g. they are mirrored). This option toggles the stile for the right wing.

\begin{tikzpicture}
\pingu[flag left, flag right, right wing item flip]
\end{tikzpicture}

/pingu/\texttt{right item flip} = <true/false> \quad \text{(false)}

This is an alias for /pingu/\texttt{right wing item flip}.

B.4.1 The lollipop

/pingu/\texttt{lollipop left} = <color> \quad \text{(pingu@green)}

Enable the left lollipop for the penguin:

\begin{tikzpicture}
\pingu[lollipop left=green]
\end{tikzpicture}
This command is only in effect if /pingu/lollipop left is active.

Change the handle color of the left lollipop:

```
\begin{tikzpicture}
    \pingu[lollipop left, lollipop left handle=green]
\end{tikzpicture}
```

This command is only in effect if /pingu/lollipop left is active.

Change the second color of the left lollipop, used for the ring:

```
\begin{tikzpicture}
    \pingu[lollipop left, lollipop left second=blue]
\end{tikzpicture}
```

Enable the right lollipop for the penguin:

```
\begin{tikzpicture}
    \pingu[lollipop right=green]
\end{tikzpicture}
```

This command is only in effect if /pingu/lollipop right is active.

Change the handle color of the right lollipop:

```
\begin{tikzpicture}
    \pingu[lollipop right, lollipop right handle=green]
\end{tikzpicture}
```

This command is only in effect if /pingu/lollipop right is active.

Change the second color of the right lollipop, used for the ring:

```
\begin{tikzpicture}
    \pingu[lollipop right, lollipop right second=blue]
\end{tikzpicture}
```
B.4.2 The cane

```
\begin{tikzpicture}
  \pingu[cane left=green]
\end{tikzpicture}
```

Enable the left cane for the penguin:

```
\begin{tikzpicture}
  \pingu[cane left, cane left raise=5mm]
\end{tikzpicture}
```

Raise the cane of the pingu:

```
\begin{tikzpicture}
  \pingu[cane right=green]
\end{tikzpicture}
```

Enable the right cane for the penguin:

```
\begin{tikzpicture}
  \pingu[cane right, cane right raise=5mm]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/cane right} is active.

Raise the cane of the pingu:
B.4.3 The hand cast

Show a symbol above the left wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast left=ABCDEFG]
\end{tikzpicture}
```

This is an alias for \texttt{/pingu/hand cast left}.

Change the color of the left hand cast:

```
\begin{tikzpicture}
  \pingu[hand cast left, hand cast left color=green]
\end{tikzpicture}
```

This is an alias for \texttt{/pingu/hand cast left color}.

Show a symbol above the right wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast right=ABCDEFG]
\end{tikzpicture}
```

This is an alias for \texttt{/pingu/hand cast right}.
This command is only in effect if \texttt{/pingu/hand cast right} is active.

\begin{tikzpicture}
\pingu[hand cast right, hand cast right color=green]
\end{tikzpicture}

This command is an alias for \texttt{/pingu/hand cast right color}.

B.4.4 The sign post

This command is only in effect if \texttt{/pingu/sign post left} is active.

\begin{tikzpicture}
\pingu[sign post left=ABC]
\end{tikzpicture}

This is an alias for \texttt{/pingu/sign post left}.

\begin{tikzpicture}
\pingu[sign post left color=green]
\end{tikzpicture}

This command is a alias for \texttt{/pingu/sign post left color}.

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This command is only in effect if `/pingu/` is active.

Change the font color of the sign post:

\begin{tikzpicture}
\pingu[sign post left=ABCD, sign post left font color=green]
\end{tikzpicture}

This is an alias for `/pingu/`.

Change the color of the sign post:

\begin{tikzpicture}
\pingu[sign post right=ABC, sign post right color=green]
\end{tikzpicture}

This command is only in effect if `/pingu/` is active.

Change the font color of the sign post:

\begin{tikzpicture}
\pingu[sign post right=ABCD, sign post right font color=green]
\end{tikzpicture}

This command is only in effect if `/pingu/` is active.
This is an alias for \texttt{/pngu/sign post right font color}.

B.4.5 The lightsaber

\texttt{/pngu/lightsaber left = \textless color\textgreater} \hfill \texttt{(pngu@blue)}

\begin{tikzpicture}
\pingu[lightsaber left=\textcolor{green}{\texttt{green}}]
\end{tikzpicture}

\texttt{/pngu/lightsaber left handle = \textless color\textgreater} \hfill \texttt{(pngu@silver)}

This command is only in effect if \texttt{/pngu/lightsaber left} is active.

\textbf{Change the color of the penguins lightsabers’ handle:}

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left handle=\textcolor{green}{\texttt{green}}]
\end{tikzpicture}

\texttt{/pngu/lightsaber left deco = \textless color\textgreater} \hfill \texttt{(pngu@silver!12!pngu@black)}

This command is only in effect if \texttt{/pngu/lightsaber left} is active.

\textbf{Change the color of the penguins lightsabers’ decoration elements:}

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left deco=\textcolor{green}{\texttt{green}}]
\end{tikzpicture}

\texttt{/pngu/lightsaber left ribbs = \textless color\textgreater} \hfill \texttt{(pngu@silver!50!pngu@black)}

This command is only in effect if \texttt{/pngu/lightsaber left} is active.

\textbf{Change the color of the penguins lightsabers’ ribbs:}

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left ribbs=\textcolor{green}{\texttt{green}}]
\end{tikzpicture}
/\texttt{pingu/lightsaber left button} = <\texttt{color}>

This command is only in effect if /\texttt{pingu/lightsaber left} is active.

**Change the color of the penguins lightsabers' first button:**

\begin{verbatim}
\texttt{\begin{tikzpicture}
  \texttt{\texttt{\textbackslash pingu}}[
    \texttt{\texttt{\textbackslash \texttt{lightsaber left}},
    \texttt{\textbackslash \texttt{lightsaber left button}=\texttt{green}}]
\end{tikzpicture}}
\end{verbatim}

\texttt{/\texttt{pingu/lightsaber left button b} = <\texttt{color}>}

This command is only in effect if /\texttt{pingu/lightsaber left} is active.

**Change the color of the penguins lightsabers' second button:**

\begin{verbatim}
\texttt{\begin{tikzpicture}
  \texttt{\texttt{\textbackslash pingu}}[
    \texttt{\texttt{\textbackslash \texttt{lightsaber left}},
    \texttt{\texttt{\textbackslash \texttt{lightsaber left button b}=\texttt{green}}}
  \end{tikzpicture}}
\end{verbatim}

/\texttt{pingu/lightsaber left double} = <true/false>

This command is only in effect if /\texttt{pingu/lightsaber left} is active.

**Toggle the visibility of the second lightsaber:**

\begin{verbatim}
\texttt{\begin{tikzpicture}
  \texttt{\texttt{\textbackslash pingu}}[
    \texttt{\texttt{\textbackslash \texttt{lightsaber left}},
    \texttt{\texttt{\textbackslash \texttt{lightsaber left double},}
    \texttt{\texttt{\textbackslash \texttt{left wing item angle}=90}}]
\end{tikzpicture}}
\end{verbatim}

/\texttt{pingu/lightsaber left color b} = <\texttt{color}>

This command is only in effect if /\texttt{pingu/lightsaber left} is active.

**Change the color of the penguins second lightsaber, which is only shown if /pingu/lightsaber left double is enabled:**

\begin{verbatim}
\texttt{\begin{tikzpicture}
  \texttt{\texttt{\textbackslash pingu}}[
    \texttt{\texttt{\textbackslash \texttt{lightsaber left}},
    \texttt{\texttt{\textbackslash \texttt{lightsaber left double},}
    \texttt{\texttt{\textbackslash \texttt{lightsaber left color b}=\texttt{green},}
    \texttt{\texttt{\textbackslash \texttt{left wing item angle}=90}}]
\end{tikzpicture}}
\end{verbatim}
/pingu/lightsaber left length = <length> \( (2cm) \)

This command is only in effect if /pingu/lightsaber left is active.

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left length=6mm]
\end{tikzpicture}

/ pingu/lightsaber left length b = <length> \( (2cm) \)

This command is only in effect if /pingu/lightsaber left is active.

Change the length of the penguin's second lightsaber (active with /pingu/lightsaber left double):

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left double, lightsaber left length b=6mm]
\end{tikzpicture}

/ pingu/lightsaber left yshift = <length> \( (opt) \)

This command is only in effect if /pingu/lightsaber left is active.

Shift the penguin's lightsaber in the y direction:

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left yshift=12mm, lightsaber left length=5mm]
\end{tikzpicture}

/ pingu/lightsaber left glow = <true/false> \( (true) \)

This command is only in effect if /pingu/lightsaber left is active.

Toggle the glow of the lightsaber. The default is controlled by the glows-package option.

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left glow=false]
\end{tikzpicture}

/ pingu/lightsaber left solid

This command is only in effect if /pingu/lightsaber left is active.

Disables the /pingu/lightsaber left glow:

\begin{tikzpicture}
\pingu[lightsaber left, lightsaber left solid]
\end{tikzpicture}
This command is only in effect if `/pingu/lightsaber left` is active.

**Change the color of the lightsabers glow core:**

```
\begin{tikzpicture}
  \pingu[lightsaber left, lightsaber left glow=true, lightsaber left glow core=cyan]
\end{tikzpicture}
```

This command is only in effect if `/pingu/lightsaber left` is active.

**Modify the glow factor of the left lightsaber:**

```
\begin{tikzpicture}
  \pingu[lightsaber left, lightsaber left outer glow factor=.3]
\end{tikzpicture}
```

This command is only in effect if `/pingu/lightsaber left` is active.

**Disables the lightsaber so only the handle is visible:**

```
\begin{tikzpicture}
  \pingu[lightsaber left, lightsaber left disabled]
\end{tikzpicture}
```

This command is only in effect if `/pingu/lightsaber right` is active.

**Change the color of the penguins lightsabers’ handle:**

```
\begin{tikzpicture}
  \pingu[lightsaber right, lightsaber right handle=green]
\end{tikzpicture}
```
Change the color of the penguins lightsabers’ decoration elements:

```latex
\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right deco=green]
\end{tikzpicture}
```

Change the color of the penguins lightsabers’ ribbs:

```latex
\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right ribbs=green]
\end{tikzpicture}
```

Change the color of the penguins lightsabers’ first button:

```latex
\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right button=green]
\end{tikzpicture}
```

Change the color of the penguins lightsabers’ second button:

```latex
\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right button b=green]
\end{tikzpicture}
```
This command is only in effect if `/pingu/lightsaber right` is active.

### Toggle the visibility of the second lightsaber:

```
\begin{tikzpicture}
    \pingu[
lightsaber right, lightsaber right double,
    right wing item angle=90]
\end{tikzpicture}
```

### Change the color of the penguin's second lightsaber, which is only shown if `/pingu/lightsaber right double` is enabled:

```
\begin{tikzpicture}
    \pingu[
lightsaber right, lightsaber right double,
    lightsaber right color b=green,
    right wing item angle=90]
\end{tikzpicture}
```

### Change the length of the penguin's second lightsaber (active with `/pingu/lightsaber right double`):

```
\begin{tikzpicture}
    \pingu[
lightsaber right, lightsaber right double,
    lightsaber right length b=6mm]
\end{tikzpicture}
```
/pingu/lightsaber right yshift = <length>  
This command is only in effect if /pingu/lightsaber right is active.

Shift the penguins lightsaber in the y direction:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
           lightsaber right yshift=12mm,
           lightsaber right length=5mm]
\end{tikzpicture}
```

/ pingu/lightsaber right glow = <true/false>  
This command is only in effect if /pingu/lightsaber right is active.

Toggle the glow of the lightsaber. The default is controlled by the `gloves`-package option.

```
\begin{tikzpicture}
  \pingu[lightsaber right,
           lightsaber right glow=false]
\end{tikzpicture}
```

/ pingu/lightsaber right solid  
This command is only in effect if /pingu/lightsaber right is active.

Disables the /pingu/lightsaber right glow:

```
\begin{tikzpicture}
  \pingu[lightsaber right, lightsaber right solid]
\end{tikzpicture}
```

/ pingu/lightsaber right glow core = <color>  
This command is only in effect if /pingu/lightsaber right is active.

Change the color of the lightsabers glow core:

```
\begin{tikzpicture}
  \pingu[lightsaber right, lightsaber right glow=true,
           lightsaber right glow core=cyan]
\end{tikzpicture}
```
Modify the glow factor of the right lightsaber:

\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right outer glow factor=.3]
\end{tikzpicture}

Disables the lightsaber so only the handle is visible:

\begin{tikzpicture}
\pingu[lightsaber right, lightsaber right disabled]
\end{tikzpicture}

B.4.6 The lightstaff

\pingu/light-staff left = <color>

Color similar to /pingu/light-staff left head:

\begin{tikzpicture}
\pingu[light-staff left=green]
\end{tikzpicture}

\pingu/light-staff left length = <length>

This command is only in effect if /pingu/light-staff left is active.

\begin{tikzpicture}
\pingu[light-staff left, light-staff left length=18mm]
\end{tikzpicture}
This command is only in effect if `/pingu/light-staff left` is active.

```latex
\begin{tikzpicture}
  \pingu[light-staff left, light-staff left glow length=16mm]
\end{tikzpicture}
```

This command is only in effect if `/pingu/light-staff left` is active.

Same as assigning the color to `/pingu/light-staff left`:

```latex
\begin{tikzpicture}
  \pingu[light-staff left, light-staff left head=pingu@purple]
\end{tikzpicture}
```

This command is only in effect if `/pingu/light-staff left` is active.

```latex
\begin{tikzpicture}
  \pingu[light-staff left, light-staff left staff=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/light-staff left` is active.

```latex
\begin{tikzpicture}
  \pingu[light-staff left, light-staff left core=green]
\end{tikzpicture}
```

This command is only in effect if `/pingu/light-staff left` is active.

```latex
\begin{tikzpicture}
  \pingu[light-staff left, light-staff left core width=2mm]
\end{tikzpicture}
```
/\texttt{pingu}/\texttt{light-staff left outer glow factor} = <\texttt{factor}> \quad (0.082)

This command is only in effect if /\texttt{pingu}/\texttt{light-staff left} is active.

Similar to /\texttt{pingu}/\texttt{lightsaber left outer glow factor}:

\begin{tikzpicture}
\pingu[
  \texttt{light-staff left},
  \texttt{light-staff left outer glow factor}=.5]
\end{tikzpicture}

/\texttt{pingu}/\texttt{light-staff right} = <\texttt{color}> \quad (\texttt{pingu@green})

Color similar to /\texttt{pingu}/\texttt{light-staff right head}:

\begin{tikzpicture}
\pingu[
  \texttt{light-staff right}=\texttt{green}]
\end{tikzpicture}

/\texttt{pingu}/\texttt{light-staff right length} = <\texttt{length}> \quad (28\text{mm})

This command is only in effect if /\texttt{pingu}/\texttt{light-staff right} is active.

\begin{tikzpicture}
\pingu[
  \texttt{light-staff right},
  \texttt{light-staff right length}=18\text{mm}]
\end{tikzpicture}

/\texttt{pingu}/\texttt{light-staff right glow length} = <\texttt{length}> \quad (13\text{mm})

This command is only in effect if /\texttt{pingu}/\texttt{light-staff right} is active.

\begin{tikzpicture}
\pingu[
  \texttt{light-staff right},
  \texttt{light-staff right glow length}=16\text{mm}]
\end{tikzpicture}

/\texttt{pingu}/\texttt{light-staff right head} = <\texttt{color}> \quad (\texttt{pingu@green})

This command is only in effect if /\texttt{pingu}/\texttt{light-staff right} is active.

Same as assigning the color to /\texttt{pingu}/\texttt{light-staff right}:

\begin{tikzpicture}
\pingu[
  \texttt{light-staff right},
  \texttt{light-staff right head}=\texttt{pingu@purple}]
\end{tikzpicture}
This command is only in effect if \texttt{/pingu/\lightstaff right} is active.

```
\begin{tikzpicture}
    \pingu[light-staff right, \\
        light-staff right staff=green]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/\lightstaff right} is active.

```
\begin{tikzpicture}
    \pingu[light-staff right, \\
        light-staff right core=green]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/\lightstaff right} is active.

```
\begin{tikzpicture}
    \pingu[light-staff right, \\
        light-staff right core width=2mm]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/\lightstaff right} is active.

```
\begin{tikzpicture}
    \pingu[light-staff right, \\
        light-staff right outer glow factor=.5]
\end{tikzpicture}
```

B.4.7 The flag

The flag is special in that it is meant to be customized by commands so that the visible insignia is to the users liking.
\begin{tikzpicture}
\pingu[flag left={green}]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[flag left, flag left pole={green}]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[flag left, flag left bobble={green}]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[flag left, flag left code={
  \node[/pingu/@flag@first, /pingu/@flag={blue}{5mm}]
    (upper) at (0,0) {};
  \node[below,/pingu/@flag={black}{4mm}]
    (lower) at (upper.south) {};
}]
\end{tikzpicture}

Note that /pingu/@flag expects two arguments: the color of the flag segment and its thickness.
/pingu/pride flag left = <color> (pingu@bronze)

Uses /pingu/flag left, /pingu/flag left code, and /pingu/flag left pole to set a pride flag. The color argument is passed to /pingu/flag left pole.

\begin{tikzpicture}
  \pingu[pride flag left=green]
\end{tikzpicture}

/pingu/german flag left = <color> (pingu@bronze)

Uses /pingu/flag left, /pingu/flag left code, and /pingu/flag left pole to set a german flag. The color argument is passed to /pingu/flag left pole.

\begin{tikzpicture}
  \pingu[german flag left=green]
\end{tikzpicture}

/ pingu/flag right = <color> (pingu@purple)

\begin{tikzpicture}
  \pingu[flag right=green]
\end{tikzpicture}

/ pingu/flag right pole = <color> (pingu@bronze)

This command is only in effect if /pingu/flag right is active.

Change the color of the flag pole:

\begin{tikzpicture}
  \pingu[flag right, flag right pole=green]
\end{tikzpicture}

/ pingu/flag right bobble = <color> (pingu@bronze)

This command is only in effect if /pingu/flag right is active.

Change the color of the flag poles top bobble:

\begin{tikzpicture}
  \pingu[flag right, flag right bobble=green]
\end{tikzpicture}
This command is only in effect if `/pingu/flag right` is active.

Set the flag code which is effectively the drawing code of the flag. You can use the styles `/pingu/@flag@first` and `/pingu/@flag` to inherit the default flag styles and to stay compliant with the modifications of the other macros:

\begin{tikzpicture}
\pingu[flag right, flag right code={
 \node[/pingu/@flag@first, /pingu/@flag=blue]{5mm}
 (upper) at (0,0) ;
 \node[below,/pingu/@flag=black]{4mm}
 (lower) at (upper.south) ;
}]
\end{tikzpicture}

Note that `/pingu/@flag` expects two arguments: the color of the flag segment and its thickness.

`/pingu/pride flag right = <color>`

Uses `/pingu/flag right`, `/pingu/flag right code`, and `/pingu/flag right pole` to set a pride flag. The color argument is passed to `/pingu/flag right pole`.

\begin{tikzpicture}
\pingu[pride flag right=green]
\end{tikzpicture}

`/pingu/german flag right = <color>`

Uses `/pingu/flag right`, `/pingu/flag right code`, and `/pingu/flag right pole` to set a german flag. The color argument is passed to `/pingu/flag right pole`.

\begin{tikzpicture}
\pingu[german flag right=green]
\end{tikzpicture}

B.4.8 The staff

`/pingu/staff left = <color>`

\begin{tikzpicture}
\pingu[staff left=green, left item angle=70]
\end{tikzpicture}
This command is only in effect if \texttt{/pingu/staff left} is active.

\begin{tikzpicture}
\pingu[staff left, staff left length=20mm]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/staff right} is active.

\begin{tikzpicture}
\pingu[staff right, staff right length=20mm]
\end{tikzpicture}

\textbf{B.4.9 The laptop}

This command is only in effect if \texttt{/pingu/laptop left} is active.

\begin{tikzpicture}
\pingu[laptop left]
\end{tikzpicture}

This command is only in effect if \texttt{/pingu/laptop left} is active.

\begin{tikzpicture}
\pingu[laptop left, laptop left bracket=green]
\end{tikzpicture}
/pingu/laptop left lower = <color>  
This command is only in effect if /pingu/laptop left is active.

\begin{tikzpicture}
  \pingu[laptop left, laptop left lower=green]
\end{tikzpicture}  

/pingu/laptop left key = <color>  
This command is only in effect if /pingu/laptop left is active.

\begin{tikzpicture}
  \pingu[laptop left, laptop left key=green]
\end{tikzpicture}  

/pingu/laptop left display = <color>  
This command is only in effect if /pingu/laptop left is active.

\begin{tikzpicture}
  \pingu[laptop left, laptop left display=green]
\end{tikzpicture}  

/pingu/laptop left content = <tikz-code>  
This command is only in effect if /pingu/laptop left is active.

\begin{tikzpicture}
  \pingu[laptop left, laptop left content={\draw circle[radius=2mm];}]
\end{tikzpicture}  

/pingu/laptop left mid = <code>  
This command is only in effect if /pingu/laptop left is active.

\begin{tikzpicture}
  \pingu[laptop left, laptop left mid={Hey}]
\end{tikzpicture}
/pingu/laptop right = <color> (gray!80!pingu@white)

\begin{tikzpicture}
    \pingu[laptop right]
\end{tikzpicture}

/ pingu / laptop right bracket = <color> (pingu@black!80!laptop-right-color)
This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
    \pingu[laptop right, laptop right bracket=green]
\end{tikzpicture}

/ pingu / laptop right lower = <color> (laptop-right-color!95!pingu@black)
This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
    \pingu[laptop right, laptop right lower=green]
\end{tikzpicture}

/ pingu / laptop right key = <color> (laptop-right-color!92!pingu@white)
This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
    \pingu[laptop right, laptop right key=green]
\end{tikzpicture}

/ pingu / laptop right display = <color> (laptop-right-color!32!pingu@white)
This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
    \pingu[laptop right, laptop right display=green]
\end{tikzpicture}
/pingu/laptop right content = \texttt{tikz-code}

This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
  \pingu[laptop right, laptop right content={\draw circle[radius=2mm];}]
\end{tikzpicture}

/ pingu / laptop right mid = \texttt{code}

This command is only in effect if /pingu/laptop right is active.

\begin{tikzpicture}
  \pingu[laptop right, laptop right mid={Hey}]
\end{tikzpicture}

### B.4.10 The devil fork

/ pingu / devil fork left = \texttt{color}

\begin{tikzpicture}
  \pingu[devil fork left=green]
\end{tikzpicture}

/ pingu / devil fork left second = \texttt{color}

This command is only in effect if /pingu/devil fork left is active.

\begin{tikzpicture}
  \pingu[devil fork left, devil fork left second=green]
\end{tikzpicture}

Staff color of the / pingu / devil fork left:

\begin{tikzpicture}
  \pingu[devil fork left, devil fork left second=green]
\end{tikzpicture}

/ pingu / devil fork left length = \texttt{color}

This command is only in effect if /pingu/devil fork left is active.

\begin{tikzpicture}
  \pingu[devil fork left, devil fork left length=7mm]
\end{tikzpicture}
/pingu/\texttt{devil fork right} = \texttt{<color>} \\
\begin{tikzpicture} \\
\texttt{pingu[devil fork right=green]} \\
\end{tikzpicture}

/\texttt{pingu/devil fork right second} = \texttt{<color>} \\
This command is only in effect if /\texttt{pingu/devil fork right} is active. 

\textbf{Staff color of the /pingu/\texttt{devil fork right}:}

\begin{tikzpicture} \\
\texttt{pingu[devil fork right, devil fork right second=green]} \\
\end{tikzpicture}

/\texttt{pingu/devil fork right length} = \texttt{<color>} \\
This command is only in effect if /\texttt{pingu/devil fork right} is active.

\begin{tikzpicture} \\
\texttt{pingu[devil fork right, devil fork right length=7mm]} \\
\end{tikzpicture}

**B.4.11 The Horse**

/\texttt{pingu/horse left} = \texttt{<color>} \\
\begin{tikzpicture} \\
\texttt{pingu[horse left=green]} \\
\end{tikzpicture}

/\texttt{pingu/horse left flip} = \texttt{true/false} \\
This command is only in effect if /\texttt{pingu/horse left} is active. 

By default, the left horse will be flipped. The right horse won’t.

\begin{tikzpicture} \\
\texttt{pingu[horse left,horse left flip=false]} \\
\end{tikzpicture}
/pingu/horse left has base = <true/false>  
(true)
This command is only in effect if /pingu/horse left is active.

/\begin{tikzpicture}\pingu[horse left,horse left has base]\end{tikzpicture}/

/\begin{tikzpicture}\pingu[horse left,\text{\textcolor{<horse-left-color>}{100}}\textcolor{black}]{green}\end{tikzpicture}/

/\begin{tikzpicture}\pingu[horse left,\text{\textcolor{<horse-left-color>}{100}}\textcolor{white}]{green}\end{tikzpicture}/

/\begin{tikzpicture}\pingu[horse left\text{\textcolor{<horse-left-color>}{100}}\textcolor{white}]{green}\end{tikzpicture}/

/\begin{tikzpicture}\pingu[horse left,\text{\textcolor{<horse-left-color>}{100}}\textcolor{white}]{green}\end{tikzpicture}/

/\begin{tikzpicture}\pingu[horse left\text{\textcolor{<horse-left-color>}{100}}\textcolor{white}]{green}\end{tikzpicture}/
/pingu/horse left thatch draw = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left thatch draw=green]
\end{tikzpicture}

This command is only in effect if /pingu/horse left is active.

/pingu/horse left tail = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left tail=green]
\end{tikzpicture}

This command is only in effect if /pingu/horse left is active.

/ pingu/horse left tail draw = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left tail draw=green]
\end{tikzpicture}

This command is only in effect if /pingu/horse left is active.

/ pingu/horse left eyes = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left eyes=green]
\end{tikzpicture}

This command is only in effect if /pingu/horse left is active.

/ pingu/horse left eye = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left eye=green]
\end{tikzpicture}

This is an alias for /pingu/horse left eyes.

/ pingu/horse left mouth = <color>  
\begin{tikzpicture}
\pingu[horse left,horse left mouth=green]
\end{tikzpicture}

This command is only in effect if /pingu/horse left is active.
/pingu/horse left nose = <color>  
(<horse-left-color>!80!pingu@black)

This command is only in effect if /pingu/horse left is active.

\begin{tikzpicture}
  \pingu[\text{horse left}, \text{horse left nose}=\text{green}]
\end{tikzpicture}

\begin{tikzpicture}
  \pingu[\text{horse left}, \text{horse left ears}=\text{green}]
\end{tikzpicture}

\begin{tikzpicture}
  \pingu[\text{horse left}, \text{horse left base}=\text{green}]
\end{tikzpicture}

\begin{tikzpicture}
  \pingu[\text{horse left}, \text{horse left base draw}=\text{green}]
\end{tikzpicture}

\begin{tikzpicture}
  \pingu[\text{horse left}, \text{horse left base shade}=\text{green}]
\end{tikzpicture}
This command is only in effect if \texttt{/pingu/horse left} is active.

\begin{tikzpicture}
\pingu[\texttt{horse left, horse left has base, horse left base shade draw=green}]
\end{tikzpicture}

This key reacts with the \texttt{/pingu/horse left flip} option!

\begin{tikzpicture}
\pingu[\texttt{horse left, horse left xshift=1cm}]
\end{tikzpicture}

\begin{tikzpicture}
\pingu[\texttt{horse left, horse left yshift=1cm}]
\end{tikzpicture}

\texttt{/pingu/horse left on base}

This command is only in effect if \texttt{/pingu/horse left} is active.

Uses \texttt{/pingu/horse left xshift} and \texttt{/pingu/horse left yshift} to align a horse on a base to be set on the penguin-wing:

\begin{tikzpicture}
\pingu[\texttt{horse left, horse left has base, horse left on base}]
\end{tikzpicture}

\texttt{/pingu/horse right = \textcolor{color}{<color>}}

Give it a horse:

\begin{tikzpicture}
\pingu[\texttt{horse right=\textcolor{color}{green}}]
\end{tikzpicture}
/pingu/horse right flip = <true/false> \[false\]

This command is only in effect if /pingu/horse right is active.

By default, the right horse will be flipped. The right horse won't.

```
\begin{tikzpicture}
  \pingu[horse right, horse right flip=false]
\end{tikzpicture}
```

/pingu/horse right has base = <true/false> \[false\]

This command is only in effect if /pingu/horse right is active.

```
\begin{tikzpicture}
  \pingu[horse right, horse right has base]
\end{tikzpicture}
```

/pingu/horse right draw = <color> \[<horse-right-color>!80!pingu@black]\n
This command is only in effect if /pingu/horse right is active.

```
\begin{tikzpicture}
  \pingu[horse right, horse right draw=green]
\end{tikzpicture}
```

/pingu/horse right mane = <color> \[<horse-right-color>!86!pingu@white]\n
This command is only in effect if /pingu/horse right is active.

```
\begin{tikzpicture}
  \pingu[horse right, horse right mane=green]
\end{tikzpicture}
```

/pingu/horse right mane draw = <color> \[<horse-right-color>!86!pingu@white!80!pingu@black]\n
This command is only in effect if /pingu/horse right is active.

```
\begin{tikzpicture}
  \pingu[horse right, horse right mane draw=green]
\end{tikzpicture}
```
<table>
<thead>
<tr>
<th>Command</th>
<th>Color Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>/pingu/horse right thatch</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This command is only in effect if <code>/pingu/horse right</code> is active.</td>
</tr>
<tr>
<td><code>/pingu/horse right thatch draw</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This command is only in effect if <code>/pingu/horse right</code> is active.</td>
</tr>
<tr>
<td><code>/pingu/horse right tail</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This command is only in effect if <code>/pingu/horse right</code> is active.</td>
</tr>
<tr>
<td><code>/pingu/horse right tail draw</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This command is only in effect if <code>/pingu/horse right</code> is active.</td>
</tr>
<tr>
<td><code>/pingu/horse right eyes</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This command is only in effect if <code>/pingu/horse right</code> is active.</td>
</tr>
<tr>
<td><code>/pingu/horse right eye</code></td>
<td><code>&lt;color&gt;</code></td>
<td>This is an alias for <code>/pingu/horse right eyes</code>.</td>
</tr>
</tbody>
</table>
/pingu/horse right mouth = <color> (horse-right-color!80!pingu@black)

This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
\pingu[horse right, horse right mouth=green]
\end{tikzpicture}

/pingu/horse right nose = <color> (horse-right-color!80!pingu@black)

This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
\pingu[horse right, horse right nose=green]
\end{tikzpicture}

/pingu/horse right ears = <color> (horse-right-color)

This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
\pingu[horse right, horse right ears=green]
\end{tikzpicture}

/pingu/horse right base = <color> (lightgray!90!black)

This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
\pingu[horse right, horse right has base, horse right base=green]
\end{tikzpicture}

/pingu/horse right base draw = <color> (lightgray!90!black!91!pingu@black)

This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
\pingu[horse right, horse right has base, horse right base draw=green]
\end{tikzpicture}
/pingu/horse right base shade = <color>  
This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
    \pingu[
        horse right, horse right has base, 
        horse right base shade=green]
\end{tikzpicture}

/pingu/horse right base shade draw = <color>  
This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
    \pingu[
        horse right, horse right has base, 
        horse right base shade draw=green]
\end{tikzpicture}

/ pingu/horse right xshift = <color>  
This command is only in effect if /pingu/horse right is active.

This key reacts with the /pingu/horse right flip option!

\begin{tikzpicture}
    \pingu[
        horse right, horse right xshift=1cm]
\end{tikzpicture}

/ pingu/horse right yshift = <color>  
This command is only in effect if /pingu/horse right is active.

\begin{tikzpicture}
    \pingu[
        horse right, horse right yshift=1cm]
\end{tikzpicture}

/ pingu/horse right on base  
This command is only in effect if /pingu/horse right is active.

Uses /pingu/horse right xshift and /pingu/horse right yshift to align a horse on a base to be set on the penguin-wing:

\begin{tikzpicture}
    \pingu[
        horse right, horse right has base, 
        horse right on base]
\end{tikzpicture}
B.5 Clothes

Clothes are currently completely work in progress as the goal is to create an elegant way to offer clothes that adapt to the wing positions of the penguin. Currently there is only one cloth type that may be heavily edited in the course of development...

B.5.1 The cloak

Originally developed just as a cape, the cloak is no a whole extension.

```
\begin{tikzpicture}
\pingu[cloak=green]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/cloak} is active.

```
\begin{tikzpicture}
\pingu[cloak, cloak cap=green]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/cloak} is active.

```
\begin{tikzpicture}
\pingu[cloak, cloak wings color=green]
\end{tikzpicture}
```

This command is only in effect if \texttt{/pingu/cloak} is active.
\pingu/cloak bottom color = <color>  
\begin{tikzpicture} \pingu[cloak, cloak bottom color=green] \end{tikzpicture}  
This command is only in effect if \pingu/cloak is active.

Should change the cloaks bottom color (currently ineffective):

\pingu/cloak front color = <color>  
\begin{tikzpicture} \pingu[cloak, cloak front color=green] \end{tikzpicture}  
This command is only in effect if \pingu/cloak is active.

Should change the cloaks front color (currently ineffective):

\pingu/cloak padding = <length>  
\begin{tikzpicture} \pingu[cloak, cloak padding=13mm] \end{tikzpicture}  
This command is only in effect if \pingu/cloak is active.

\pingu/cape = <color>  
\begin{tikzpicture} \pingu[cape=green] \end{tikzpicture}  
Uses \pingu/cloak but disables all parts that are not part of a cape:

B.5.2 The shirt

\pingu/shirt = <color>  
\begin{tikzpicture} \pingu[shirt=green] \end{tikzpicture}  
(pingu@bronze)

113
/pingu\shirt\ raise\ =\ <length>\ (2.25mm)

This command is only in effect if /pingu/shirt is active.

\begin{tikzpicture}
  \pingu[shirt, shirt raise=5mm]
\end{tikzpicture}

/pong\shirt\ padding\ =\ <length>\ (0mm)

This command is only in effect if /pingu/shirt is active.

\begin{tikzpicture}
  \pingu[shirt, shirt padding=4mm]
\end{tikzpicture}

/pong\shirt\ button\ top\ =\ <color>\ (pingu@black)

This command is only in effect if /pingu/shirt is active.

\begin{tikzpicture}
  \pingu[shirt, shirt button top=green]
\end{tikzpicture}

/pong\shirt\ button\ middle\ =\ <color>\ (pingu@black)

This command is only in effect if /pingu/shirt is active.

\begin{tikzpicture}
  \pingu[shirt, shirt button middle=green]
\end{tikzpicture}

/pong\shirt\ button\ bottom\ =\ <color>\ (pingu@black)

This command is only in effect if /pingu/shirt is active.

\begin{tikzpicture}
  \pingu[shirt, shirt button bottom=green]
\end{tikzpicture}
\[\text{/pingu/shirt buttons} = \text{<color>}\]

This command is only in effect if \text{/pingu/shirt} is active.

Set \text{/pingu/shirt button top}, \text{/pingu/shirt button middle} and \text{/pingu/shirt button bottom}, that is all the buttons, with the same color:

\begin{tikzpicture}
\pingu[shirt, shirt buttons=green]
\end{tikzpicture}

\[\text{/pingu/shirt button top shade} = \text{<color>}\]

This command is only in effect if \text{/pingu/shirt} is active.

\begin{tikzpicture}
\pingu[shirt, shirt button top shade=green]
\end{tikzpicture}

\[\text{/pingu/shirt button middle shade} = \text{<color>}\]

This command is only in effect if \text{/pingu/shirt} is active.

\begin{tikzpicture}
\pingu[shirt, shirt button middle shade=green]
\end{tikzpicture}

\[\text{/pingu/shirt button bottom shade} = \text{<color>}\]

This command is only in effect if \text{/pingu/shirt} is active.

\begin{tikzpicture}
\pingu[shirt, shirt button bottom shade=green]
\end{tikzpicture}

\[\text{/pingu/shirt buttons shade} = \text{<color>}\]

This command is only in effect if \text{/pingu/shirt} is active.

Set all shadings of the buttons: \text{/pingu/shirt button top shade}, \text{/pingu/shirt button middle shade} and \text{/pingu/shirt button bottom shade} with the same color:

\begin{tikzpicture}
\pingu[shirt, shirt buttons shade=green]
\end{tikzpicture}
This command is only in effect if /pingu/shirt is active.

**Disable all buttons (by setting their colors to hide):**

\begin{tikzpicture}
    \pingu[shirt, shirt no buttons]
\end{tikzpicture}

This command is only in effect if /pingu/shirt is active.

This is interesting in combination with other extras as it allows the /pingu/shirt to be drawn above them.

\begin{tikzpicture}
    \pingu[shirt, tie, shirt above]
    \pingu[shirt, tie, xshift=3cm]
\end{tikzpicture}

**B.5.3 The second shirt**

**/pingu/second shirt = <color>**

Display a shirt below the /pingu/shirt:

\begin{tikzpicture}
    \pingu[second shirt=green, shirt]
\end{tikzpicture}

This command is only in effect if /pingu/second shirt is active.

\begin{tikzpicture}
    \pingu[second shirt, second shirt raise=5mm]
\end{tikzpicture}
This command is only in effect if `/pingu/second shirt` is active.

\begin{tikzpicture}
  \pingu[second shirt, second shirt neck=green]
\end{tikzpicture}
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