The TikZpingus package

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https://github.com/EagleoutIce/tikzpingus

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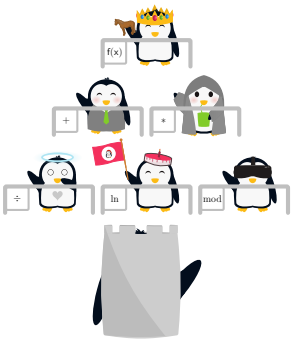
Motivation

For my slides at university, I started to use the famous LaTeX-package *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: *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 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…

Contents

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:[2] *intersections*, *shadings*, *patterns.meta*, *decorations.pathmorphing*, and *shapes.symbols*.

1.2 Copyright

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 *<key>=<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.

`\pingu` *[penguin keys]*

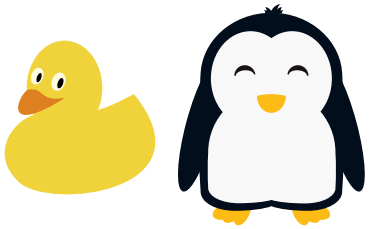
The command to draw the penguin!

[2] 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*k*Z and pgf as well (the duck was generated by the lovely tikzducks package):

The Reunion

```
\begin{tikzpicture}
  \duck
  \pingu[xshift=2.7cm, yshift=14mm,
         eyes wink]
\end{tikzpicture}
```

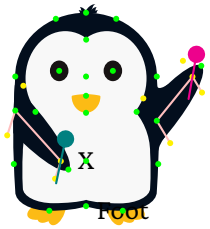


2.1 Using the Coordinates

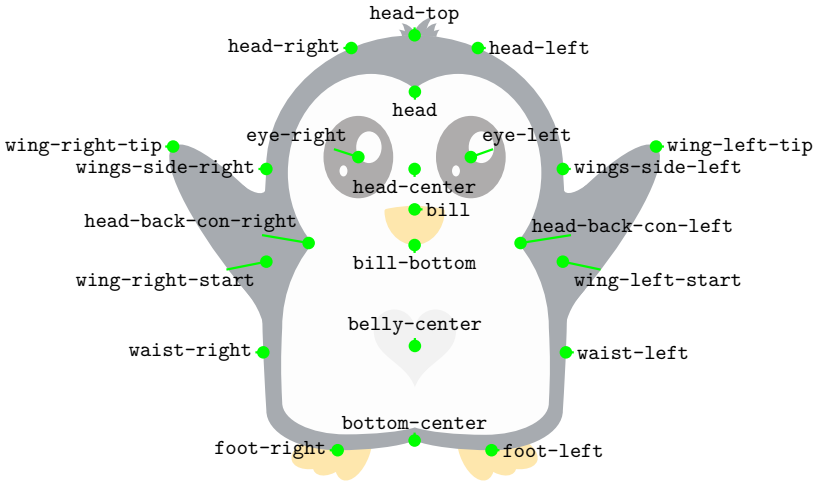
While there are a lot of gadgets available already, every penguin is accompanied by *several* adaptive coordinates to place custom items, texts, … They can be visualized by the /pingu/*meta-dots* option. Furthermore, some extras create further coordinates themselves! All coordinates are available with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

Lotta dots

```
\begin{tikzpicture}
  \pingu[meta dots,left wing wave,
         right wing grab, name=paula]
  \node at (paula-belly-center) {X};
  \node at (paula-foot-left) {Foot};
\end{tikzpicture}
```



Lets look at those coordinates in more detail (all labels are to be prefixed by </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:

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 Ti*k*Z is happy with! Yet, there are some predefined pingu-colors shipped with this package:

`pingu@main` r: 3, g: 14, b: 29	`pingu@bronze` r: 205, g: 127, b: 50	`pingu@lightblue` r: 174, g: 229, b: 243	`pingu@red` r: 217, g: 40, b: 28
`pingu@black` r: 23, g: 19, b: 19	`pingu@white` r: 248, g: 248, b: 248	`pingu@blue` r: 48, g: 161, b: 247	`pingu@purple` r: 244, g: 48, b: 93
`pingu@silver` r: 192, g: 192, b: 192	`pingu@yellow` r: 252, g: 187, b: 21	`pingu@green` r: 129, g: 204, b: 41	

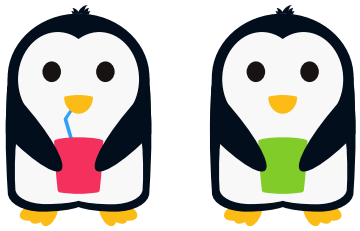
Furthermore, there is the special color "`!hide`" (`\@pingu@none`) which is available for most[3] extras and wing-items. This color prohibits the compartments from being drawn. To be more precise, the package defines the macro `\@pingu@none`, which is matched against the selected color.

[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, lets take a look at the /pingu/*cup*-extra, which provides an additional key /pingu/*cup straw* to color the straw:

Cup without a straw

```
\begin{tikzpicture}
  \pingu[wings grab, cup=pingu@purple,
         cup straw=pingu@blue]
  \pingu[wings grab, cup, xshift=2.7cm,
         cup straw=!hide]
\end{tikzpicture}
```



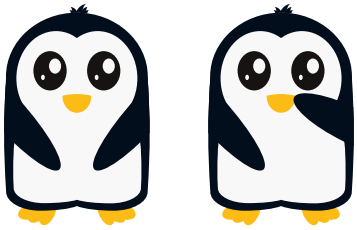
As you can see, using !hide, the straw will not be drawn.

2.3 Setting the defaults

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

Change the mainstream

```
\begin{tikzpicture}
  \pingudefaults{wings grab, eyes shiny}
  \pingu
  \pingu[left wing shock, xshift=2.7cm]
\end{tikzpicture}
```



\pingudefaults{penguin keys}

Sets the given *penguin keys* as defaults for the local group. Overwrites any previews defaults (see \pingudefaultsappend).

\pingudefaultsappend{penguin keys}

Appends the given *penguin keys* as defaults for the local group. To overwrite these keys, see \pingudefaults.

2.4 Libraries

I've split the penguin features into a set of libraries. While all of them are loaded by default, the bare package-option disables the automatic loading of all libraries. They can be loaded (locally to the current group) using \pinguloadlibrary and \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: *shirts*, *glasses*, *medieval*, *cloak*, *christmas*, *science-fiction*, *fun*, *technology*, *flags*, *hats*, *sport*, *formal*, *signs*, *devil*, *safe*, *magic*, *movement*, *emotions*, *horse*, and *bee*.

`\pinguloadlibrary{library}`

Load a penguin library (actually, due to the implementation, you can use this command just like `\pinguloadlibraries` and load multiple libraries).

`\pinguloadlibraries{libraries}`

Load multiple penguin libraries, separated by a comma. For example: `\pinguloadlibraries {shirts, glasses}`.

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)!

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".

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"* (devil Library), *"sad"* (emotions Library), *"angry"* (emotions Library), *"hearts"* (emotions Library), and *"critical"*. 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

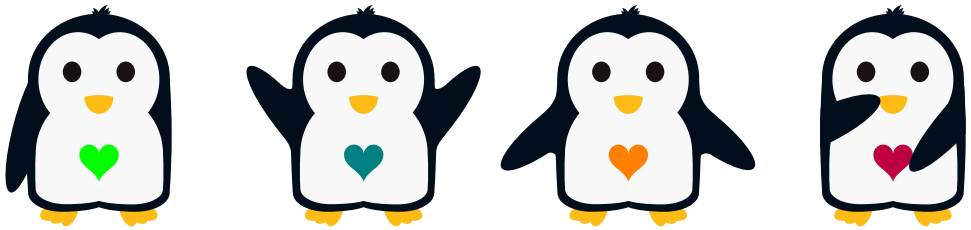
Just like for the wings and the eyes, you can change the following body parts:

- The *body type* itself
  Select from: *"none"*, *"normal"*, *"chubby"*, *"legacy"*, *"tilt-right"* (movement Library), and *"tilt-left"* (movement Library).

[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>*.

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}
```



- 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"*.
- The *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 a example.

2.8 Predefined Styles

While the penguin options offer the modification of basically every drawing routine (through other styles like `@block`), 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). The following list presents an incomplete overview:

- `:line`, draw everything with a line.

- `:ghost`, draw all layers with transparency.

- `:fill`, fill main penguin.

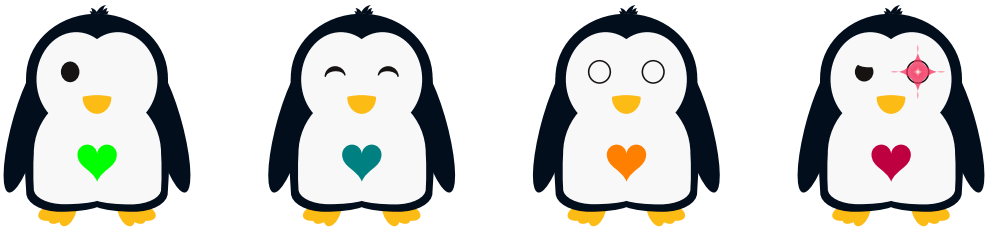
- `:devil`, set main "devil"-components.

- `:ghost parts`, draw components with transparency.

- `:back`, flip the penguin (swaps left & right).

Eye-Showcase

```
\begin{tikzpicture}
  \pingu[left eye none, heart=green]
  \pingu[eyes wink, heart=teal, xshift=3.5cm]
  \pingu[eyes shock, heart=orange, xshift=7cm]
  \pingu[left eye devil, right eye angry, heart=purple,  xshift=10.5cm]
\end{tikzpicture}
```

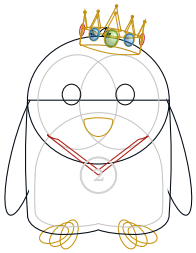


- `:hide`, do not draw main pingu.
- `:mix`, mix the main penguin with a given color. 
- `:mix-draw`, mix the main penguin completely with a given color. 
- `:mix-all`, mix everything with a given color. 

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

Line Penguin

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

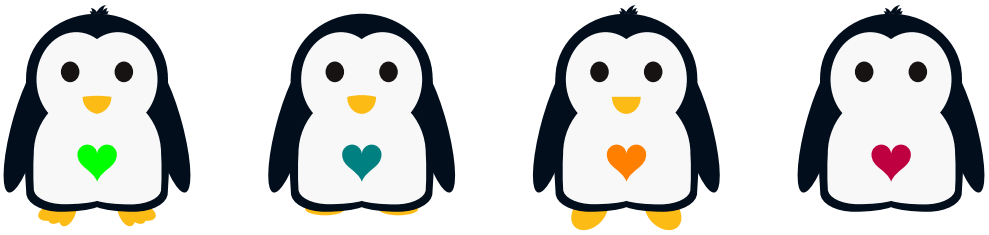


2.9 Randomness

Each selection (like the wings or the eyes) can receive a special command `!random`. If given, the penguin will receive a randomly picked component. Please note, that *none* (the component remov-

Bodyparts-Showcase

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



ing it) will never be picked. The first line in the example in Box "Random Penguin" sets the seed.

Random Penguin

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

In a more general fashion, there is a /pingu/*random from* key for completely random penguins.

`/pingu/random from = <list>`

You can pass any list of penguin keys and exactly one of them will be selected. You can nest `/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}{halo,halo raise=4mm}},
    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 *<extra>=<color>* (the *<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".

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}
```

2.11 Wing-Items

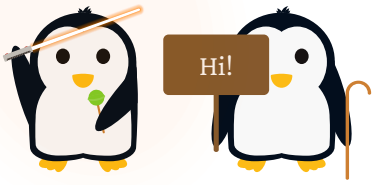
Wing items are basically just like extras, but they can be selected separately for the left and right wing. Furthermore, they adapt their *default* appearance to the active wing positions (subsection 2.5).

Currently there are the following wing items: *cane*, *staff*, *present*, *snowball*, *lightsaber*, *lightstaff*, *lollipop*, *broom*, *hammer*, *plank*, *magnifier*, *vrcontroller*, *laptop*, *flag*, *signpost*, *devilfork*, *handcast*, and *horse*. They are selected using *<wing item> <left/right>*.

Additionally, they can be customized by /pingu/*left item angle* and /pingu/*right item angle*, as well as /pingu/*left item flip* and /pingu/*right item flip*. Lets consider an example…

Penguin with full wings!

```
\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 and the moment there is not one "real" clothing, that really adapts to the penguins-position. I am working on the *cloak*-Clothing at the moment:

Pengu-Clothes

```
\begin{tikzpicture}[scale=.75]
  \pingu[cloak]
\end{tikzpicture}
```

A Gadget Overview


plank left


magnifier left


hammer left


spear right

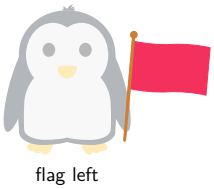

cross left


staff left


present left


german flag left


pride flag left


flag left


broom left


light-staff left


lightsaber left

sign post left


cane left


lollipop left


blush


deer hat


snowball right


santa beard


headphone


horse behind


bee


jack o lantern


cake-hat


crown


cap


witch hat


hat


halo


head band


devil wings


sun glasses round


sun glasses


glow


monocle right


eye patch right


medal


bow tie


tie


heart


vampire teeth


sheriff star


cup


eye patch left


monocle left


pants


glasses


glasses round


devil horns


belt


rook


strawhat


mitra

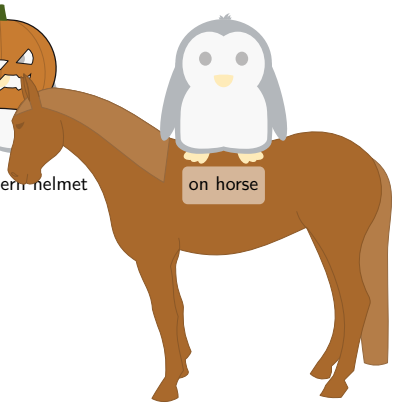

conical hat


construction helmet


princess crown


pumpkin-hat


jack o lantern helmet




vr-headset


santa hat


snowball left


wool hat


mask

banner


lollipop right

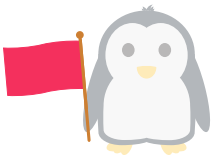

cane right

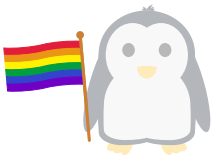
sign post right


lightsaber right


light-staff right


broom right


flag right


pride flag right


german flag right


present right


spear left


staff right


cross right


hammer right


magnifier right


plank right


laptop right


devil fork right


horse right


cape


second shirt

B Full Reference

Please note, that all preview-penguins have been reduced in scale to 50 % 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

`/pingu/name = <text>` (pingu)

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

`/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.

`/pingu/meta-dots = <true/false>` (false)

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

`/pingu/meta dots = <true/false>` (false)

This is an alias for /pingu/meta-dots.

B.1.1 The Feet

`/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/left foot color = <color>` (pingu@yellow)

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

`/pingu/left foot none = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = none`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/left foot normal = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = normal`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/left foot sit = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = sit`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/left foot simple = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = simple`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/left foot back = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = back`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/left foot chubby = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/left foot = chubby`. The "*color*" argument is passed to `/pingu/left foot color`.

`/pingu/right foot = <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}
```

`/pingu/right foot color = <color>` (pingu@yellow)

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

`/pingu/right foot none = <color>` (pingu@yellow)

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

`/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`.

`/pingu/feet back = <color>`

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

`/pingu/feet chubby = <color>`

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

`/pingu/feet front = <true/false>` (false)

If set to true, the feet will be drawn in front of the body:

```
\begin{tikzpicture}
  \pingu[feet front]
\end{tikzpicture}
```

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`.

`/pingu/normal height`

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

`/pingu/large size`

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

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

`/pingu/large`

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

`/pingu/large height`

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

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/left eye none = <color>` (pingu@black)

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

`/pingu/left eye normal = <color>` (pingu@black)

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

`/pingu/left eye vertical = <color>` (pingu@black)

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

`/pingu/left eye shiny = <color>` (pingu@black)

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

`/pingu/left eye wink = <color>` (pingu@black)

This is a shortcut for: `/pingu/left eye = wink`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye shock = <color>` (pingu@black)

This is a shortcut for: `/pingu/left eye = shock`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye devil = <color>` (pingu@black) *devil* Library

This is a shortcut for: `/pingu/left eye = devil`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye sad = <color>` (pingu@black) *emotions* Library

This is a shortcut for: `/pingu/left eye = sad`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye angry = <color>` (pingu@black) *emotions* Library

This is a shortcut for: `/pingu/left eye = angry`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye hearts = <color>` (pingu@black)

This is a shortcut for: `/pingu/left eye = hearts`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/left eye critical = <color>` (pingu@black) *emotions* Library

This is a shortcut for: `/pingu/left eye = critical`. The "*color*" argument is passed to `/pingu/left eye color`.

`/pingu/right eye = <eye-selector>` (normal)

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

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

/pingu/*right eye color* = <*color*> (pingu@black)

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

/pingu/*right eye second color* = <*color*> (pingu@white)

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

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

/pingu/*right eye none* = <*color*> (pingu@black)

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

/pingu/*right eye normal* = <*color*> (pingu@black)

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

/pingu/*right eye vertical* = <*color*> (pingu@black)

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

/pingu/*right eye shiny* = <*color*> (pingu@black)

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

/pingu/*right eye wink* = <*color*> (pingu@black)

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

/pingu/*right eye shock* = <*color*> (pingu@black)

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

`/pingu/right eye devil = <color>` (pingu@black)

devil Library

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

`/pingu/right eye sad = <color>` (pingu@black)

emotions Library

This is a shortcut for: `/pingu/right eye = sad`. The "*color*" argument is passed to `/pingu/right eye color`.

`/pingu/right eye angry = <color>` (pingu@black)

emotions Library

This is a shortcut for: `/pingu/right eye = angry`. The "*color*" argument is passed to `/pingu/right eye color`.

`/pingu/right eye hearts = <color>` (pingu@black)

emotions Library

This is a shortcut for: `/pingu/right eye = hearts`. The "*color*" argument is passed to `/pingu/right eye color`.

`/pingu/right eye critical = <color>` (pingu@black)

emotions Library

This is a shortcut for: `/pingu/right eye = critical`. 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*> *devil* Library

This is a shortcut for: /pingu/*eyes* = *devil*. The "*color*" argument is passed to /pingu/*eyes color*.

/pingu/*eyes sad* = <*color*> *emotions* Library

This is a shortcut for: /pingu/*eyes* = *sad*. The "*color*" argument is passed to /pingu/*eyes color*.

/pingu/*eyes angry* = <*color*> *emotions* Library

This is a shortcut for: /pingu/*eyes* = *angry*. The "*color*" argument is passed to /pingu/*eyes color*.

/pingu/*eyes hearts* = <*color*> *emotions* Library

This is a shortcut for: /pingu/*eyes* = *hearts*. The "*color*" argument is passed to /pingu/*eyes color*.

`/pingu/eyes critical = <color>`

This is a shortcut for: `/pingu/eyes = critical`. 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/left wing normal = <color>` (pingu@main)

This is a shortcut for: `/pingu/left wing = normal`. The "*color*" argument is passed to `/pingu/left wing color`.

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

This is a shortcut for: `/pingu/left wing = wave`. The "*color*" argument is passed to `/pingu/left wing color`.

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

This is a shortcut for: `/pingu/left wing = raise`. The "*color*" argument is passed to `/pingu/left wing color`.

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

This is a shortcut for: `/pingu/left wing = grab`. The "*color*" argument is passed to `/pingu/left wing color`.

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

This is a shortcut for: `/pingu/left wing = shock`. The "`color`" argument is passed to `/pingu/left wing color`.

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

This is a shortcut for: `/pingu/left wing = hug`. The "`color`" argument is passed to `/pingu/left wing color`.

`/pingu/right wing = <wing-selector>` (normal)

Change the style of the right wing. All valid values are listed in subsection 2.5.

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

`/pingu/right wing color = <color>` (pingu@main)

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

`/pingu/right wing none = <color>` (pingu@main)

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

`/pingu/right wing normal = <color>` (pingu@main)

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

`/pingu/right wing wave = <color>` (pingu@main)

This is a shortcut for: `/pingu/right wing = wave`. The "`color`" argument is passed to `/pingu/right wing color`.

`/pingu/right wing raise = <color>` (pingu@main)

This is a shortcut for: `/pingu/right wing = raise`. The "`color`" argument is passed to `/pingu/right wing color`.

`/pingu/right wing grab = <color>` (pingu@main)

This is a shortcut for: `/pingu/right wing = grab`. The "*color*" argument is passed to `/pingu/right wing color`.

`/pingu/right wing shock = <color>` (pingu@main)

This is a shortcut for: `/pingu/right wing = shock`. The "*color*" argument is passed to `/pingu/right wing color`.

`/pingu/right wing hug = <color>` (pingu@main)

This is a shortcut for: `/pingu/right wing = hug`. The "*color*" argument is passed to `/pingu/right wing color`.

`/pingu/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}
```

`/pingu/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}
```

`/pingu/wings none = <color>`

This is a shortcut for: `/pingu/wings = none`. The "*color*" argument is passed to `/pingu/wings color`.

`/pingu/wings normal = <color>`

This is a shortcut for: `/pingu/wings = normal`. The "*color*" argument is passed to `/pingu/wings color`.

`/pingu/wings wave = <color>`

This is a shortcut for: `/pingu/wings = wave`. The "*color*" argument is passed to `/pingu/wings color`.

`/pingu/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):

```
\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):

```
\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):

```
\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):

```
\begin{tikzpicture}
  \pingu[hair 4 color=green]
\end{tikzpicture}
```

`/pingu/hair 5 color = <color>` (pingu@main)

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

```
\begin{tikzpicture}
  \pingu[hair 5 color=green]
\end{tikzpicture}
```

`/pingu/hairs color = <color>`

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}
```

`/pingu/hairs = <color>`

This is an alias for `/pingu/hairs color`.

`/pingu/hair = <color>`

This is an alias for `/pingu/hairs color`.

`/pingu/hairstyle = <hair-selector>` (normal)

Change the hairstyle (subsection 2.7):

```
\begin{tikzpicture}
  \pingu[hairstyle=none]
\end{tikzpicture}
```

`/pingu/hair style = <hair-selector>` (normal)

This is an alias for `/pingu/hairstyle`.

`/pingu/hairstyle none = <color>`

This is a shortcut for: `/pingu/hairstyle = none`. The "*color*" argument is passed to `/pingu/hairs color`.

`/pingu/hairstyle normal = <color>`

This is a shortcut for: `/pingu/hairstyle = normal`. The "*color*" argument is passed to `/pingu/hairs color`.

B.1.7 The Bill

`/pingu/bill = <bill-selector>` (normal)

Change the style of the bill (subsection 2.7):

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

`/pingu/bill color = <color>` (pingu@yellow)

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

`/pingu/bill none = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/bill = none`. The "*color*" argument is passed to `/pingu/bill color`.

`/pingu/bill normal = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/bill = normal`. The "*color*" argument is passed to `/pingu/bill color`.

`/pingu/bill foreground = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/bill = foreground`. The "*color*" argument is passed to `/pingu/bill color`.

`/pingu/bill flat = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/bill = flat`. The "*color*" argument is passed to `/pingu/bill color`.

`/pingu/bill angry = <color>` (pingu@yellow)

This is a shortcut for: `/pingu/bill = angry`. The "*color*" argument is passed to `/pingu/bill color`.

B.2 Drawing Styles

`/pingu/:line`

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

```
\begin{tikzpicture}
  \pingu[:line]
\end{tikzpicture}
```

`/pingu/:fill`

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

```
\begin{tikzpicture}
  \pingu[:fill,tie=white,eyes color=white]
\end{tikzpicture}
```

`/pingu/:ghost parts = <opacity>` (.5)

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

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

`/pingu/:ghost = <opacity>` (.5)

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

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

`/pingu/:devil = <color>` (pingu@purple)

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

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

`/pingu/:hide`

Do not draw the main pingu:

```
\begin{tikzpicture}
  \pingu[santa hat,:hide]
\end{tikzpicture}
```

`/pingu/:back`

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

`/pingu/:pingu = <options>`

Apply the given options to all penguin-keys (for `/pingu/body`, `/pingu/wings color`, `/pingu/eyes color`, `/pingu/bill color`, `/pingu/hair color`, and `/pingu/feet color`) allowing to re-use the original color:

```
\begin{tikzpicture}
  \pingu[:pingu={/pingu/@block/.style={fill=
    green}}]
\end{tikzpicture}
```

`/pingu/:mix = <color-mix>` (50!white)

Mix the main penguin with given colors, but leave all extras intact. This can be used (for example) to gray-out the penguin:

```
\begin{tikzpicture}
  \pingu[mask,tie=red,lollipop left,:mix=
    50!green]
\end{tikzpicture}
```

In contrast to `:mix-draw` this changes the active colors of the penguin.

`/pingu/:mix-draw = <color-mix>` (50!white)

Mix the main penguin with given colors, but leave all extras intact. This can be used (for example) to gray-out the penguin:

```
\begin{tikzpicture}
  \pingu[mask,tie=red,:mix-draw=50!green]
\end{tikzpicture}
```

In contrast to `:mix` this changes the drawing options (using `/pingu/:pingu`).

`/pingu/:mix-all = <color-mix>` (50!white)

Mix everything of the penguin with given colors, including all extras intact. This can be used (for example) to gray-out the penguin:

```
\begin{tikzpicture}
  \pingu[mask,tie=red,:mix-all=50!green]
\end{tikzpicture}
```

B.3 Extras

B.3.1 The heart

`/pingu/heart = <color>` (lightgray)

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

B.3.2 The vampire teeth

`/pingu/vampire teeth = <color>` (pingu@yellow!10!pingu@black!70!lightgray) *fun* Library

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

B.3.3 The tie

`/pingu/tie = <color>` (pingu@green) *formal* Library

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

`/pingu/tie knot = <color>` (<tie-color>!92!black)

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

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

`/pingu/tie length = <length>` (.625\pingu@side@h@half)

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

```
\begin{tikzpicture}
  \pingu[tie, tie length=1.25cm]
\end{tikzpicture}
```

`/pingu/tie offset = <length>` (.399cm)

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>` (.21cm)

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>` (pingu@white)

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.3.4 The sheriff star

`/pingu/sheriff star = <color>` (pingu@yellow)

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

`/pingu/sheriff star content = <length>` (Sheriff)

This command is only in effect if /pingu/*sheriff star* is active.

```
\begin{tikzpicture}
  \pingu[sheriff star, sheriff star content=X]
\end{tikzpicture}
```

`/pingu/sheriff star lines = <color>` (pingu@black!92!<sheriff-star-color>)

This command is only in effect if /pingu/*sheriff star* is active.

```
\begin{tikzpicture}
  \pingu[sheriff star, sheriff star lines=green]
\end{tikzpicture}
```

B.3.5 The bowtie

`/pingu/bow tie = <color>` (pingu@blue)

formal Library

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

`/pingu/bowtie = <color>` (pingu@blue)

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/bowtie 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/bowtie offset = <length>` (.315cm)

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

`/pingu/bow-tie offset = <length>` (.315cm)

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

B.3.6 The cup

/pingu/*cup* = <*color*> (pingu@green)

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

/pingu/*cup straw* = <*color*> (<cup-color>)

This command is only in effect if /pingu/*cup* is active.

```
\begin{tikzpicture}
  \pingu[cup, cup straw=!hide]
\end{tikzpicture}
```

/pingu/*cup steam* = <*color*> (!hide)

This command is only in effect if /pingu/*cup* is active.

```
\begin{tikzpicture}
  \pingu[cup, cup steam=green]
\end{tikzpicture}
```

/pingu/*cup steam shift* = <*length*> (omm)

This command is only in effect if /pingu/*cup* is active.

```
\begin{tikzpicture}
  \pingu[cup, cup steam, cup steam shift=2mm]
\end{tikzpicture}
```

B.3.7 The medal

/pingu/*medal* = <*color*> (pingu@yellow)

sport
Library

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

`/pingu/medal band = <color>` (pingu@red)

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

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

`/pingu/medal shade = <color>` (<medal-color>!65!pingu@white)

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

Change the color of the outer medal ring:

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

`/pingu/medal shade width = <length>` (.75pt)

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

Change the width of the outer medal ring:

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

`/pingu/medal text = <text>`

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

Set the text displayed in the medal. The style can be changed by updating the substyle `medal text style`.

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

`/pingu/gold medal = <text>` (1)

Basically the same as the normal medal. This will activate `/pingu/medal`:

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

`/pingu/silver medal = <text>` (2)

Basically the same as the normal medal, but with a silver color. This will activate `/pingu/medal`:

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

`/pingu/bronze medal = <text>` (3)

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.3.8 The eye patches

`/pingu/eye patch left = <color>` (<pingu-main-color>)

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

`/pingu/eyepatch left = <color>` (<pingu-main-color>)

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

`/pingu/eye-patch left = <color>` (<pingu-main-color>)

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

`/pingu/eye patch right` = <color> (<pingu-main-color>)

```
\begin{tikzpicture}
  \pingu[eye patch right]
\end{tikzpicture}
```

`/pingu/eyepatch right` = <color> (<pingu-main-color>)

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

`/pingu/eye-patch right` = <color> (<pingu-main-color>)

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

B.3.9 The monocle

`/pingu/monocle left` = <color> (pingu@black)

glasses Library

```
\begin{tikzpicture}
  \pingu[monocle left]
\end{tikzpicture}
```

`/pingu/monocle left glass` = <color> (pingu@blue)

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

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

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

`/pingu/monocle left fill` = <color> (pingu@blue)

This is an alias for `/pingu/monocle left glass`.

`/pingu/monocle left opacity = <factor>` (.155)

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

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

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

`/pingu/monocle left fill opacity = <factor>` (.155)

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

`/pingu/monocle left string = <color>` (<left-monocle-color>)

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

Set the color of the string of the left monocle:

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

`/pingu/monocle left string length = <length>` (5.55mm)

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>` (<left-monocle-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*> (pingu@black)

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

/pingu/*monocle right glass* = <*color*> (pingu@blue)

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*> (pingu@blue)

This is an alias for /pingu/*monocle right glass*.

/pingu/*monocle right opacity* = <*factor*> (.155)

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}
```

/pingu/*monocle right fill opacity* = <*factor*> (.155)

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

/pingu/*monocle right string* = <*color*> (<right-monocle-color>)

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

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

`/pingu/monocle right string length = <length>` (5.55mm)

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

Set the length of the right monocle string:

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

`/pingu/monocle right blob = <color>` (<right-monocle-color>)

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

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.3.10 The pants

`/pingu/pants = <color>` (pingu@red) *formal* Library

Sets the color of the pants:

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

`/pingu/pants bands = <true/false>` (false)

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

Switch the bands of the pants on and of:

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

`/pingu/pants button left = <color>` (pingu@black)

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

Set the color of the left pant button:

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

`/pingu/pants button right = <color>` (pingu@black)

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

Set the color of the right pant button:

```
\begin{tikzpicture}
  \pingu[pants, pants button right=green]
\end{tikzpicture}
```

`/pingu/pants buttons = <color>` (pingu@black)

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

Sets `/pingu/pants button left` and `/pingu/pants button right` with the same color.

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

`/pingu/pants button left shade = <color>` (pingu@black!70!white)

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

Set the color of the left pant button shade:

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

`/pingu/pants button right shade = <color>` (pingu@black!70!white)

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

Set the color of the right pant button shade:

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

`/pingu/pants buttons shade = <color>` (pingu@black!70!white)

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

Sets `/pingu/pants button left shade` and `/pingu/pants button right shade` with the same color.

```
\begin{tikzpicture}
  \pingu[pants, pants buttons shade=green]
\end{tikzpicture}
```

`/pingu/pants no buttons`

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

Remove the buttons from the pants:

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

`/pingu/pants extra height = <length>` (1.5mm)

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

Raise the pants:

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

`/pingu/pants without buttons`

This is an alias for `/pingu/pants no buttons`.

B.3.11 The glow

`/pingu/glow = <color>` (pingu@white)

Active a glow around the penguin:

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

`/pingu/glow thick = <color>`

Will pass on the color to `/pingu/glow` and use a `/pingu/glow width function` width a thicker line width:

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

`/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.3.12 The eye frame

`/pingu/eye frame = <color>` (pingu@black)

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

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

`/pingu/eyeframe = <color>` (pingu@black)

This is an alias for /pingu/*eye frame*.

`/pingu/eye-frame = <color>` (pingu@black)

This is an alias for /pingu/*eye frame*.

B.3.13 The glasses

`/pingu/glasses = <color>` (pingu@black)

Display glasses for the penguin:

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

`/pingu/glasses left fill = <color>` (!hide)

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

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

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

`/pingu/glasses right fill = <color>` (!hide)

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}
```

`/pingu/glasses opacity = <factor>`

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

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

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

`/pingu/glasses line width = <length>` (1.125pt)

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

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

`/pingu/sun glasses = <color>` (pingu@black)

Configure the `/pingu/glasses` to display sunglasses. The color is passed on to `/pingu/glasses fill`

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

`/pingu/sunglasses = <color>` (pingu@black)

This is an alias for `/pingu/sun glasses`.

B.3.14 The rounded glasses

`/pingu/glasses round = <color>` (pingu@black) *glasses* Library

Behaves equivalent to `/pingu/glasses` but produces a round counterpart:

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

`/pingu/glasses round left fill = <color>` (!hide)

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

Sets the fill color of the left glass. The opacity is determined by `/pingu/glasses round left opacity`.

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

`/pingu/glasses round right fill = <color>` (!hide)

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

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

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

`/pingu/glasses round fill = <color>`

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

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

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

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

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

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

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

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

Sets the fill opacity of the right glass:

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

`/pingu/glasses round opacity = <factor>`

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

Change the opacity of both glasses round by calling /pingu/*glasses round left opacity* and /pingu/*glasses round right opacity* with the same value.

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

/pingu/*glasses round line width* = <*length*> (1.125pt)

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

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

/pingu/*sun glasses round* = <*color*> (pingu@black)

Configure the /pingu/*glasses round* to display sunglasses round. The color is passed on to /pingu/*glasses round fill*

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

/pingu/*sunglasses round* = <*color*> (pingu@black)

This is an alias for /pingu/*sun glasses round*.

B.3.15 The devil horns

/pingu/*devil horns* = <*color*> (pingu@black) *devil* Library

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

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

This is an alias for /pingu/*devil horns*.

/pingu/*devil-horns* = <*color*> (pingu@black)

This is an alias for /pingu/*devil horns*.

B.3.16 The devil wings

/pingu/*devil wings* = <*color*> (pingu@black) *devil* Library

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

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

This is an alias for `/pingu/devil wings`.

`/pingu/devil-wings = <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`.

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

This is an alias for `/pingu/devil wings b`.

B.3.17 The belt

`/pingu/belt = <color>` (pingu@bronze!80!black)

formal Library

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

`/pingu/belt knot color = <color>` (pingu@silver)

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

```
\begin{tikzpicture}
  \pingu[belt,belt knot color=green]
\end{tikzpicture}
```

B.3.18 The head band

/pingu/*head band* = <*color*> (pingu@red)

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

/pingu/*headband* = <*color*> (pingu@red)

This is an alias for /pingu/*head band*.

/pingu/*head-band* = <*color*> (pingu@red)

This is an alias for /pingu/*head band*.

/pingu/*head band bend* = <*angle*> (9)

This command is only in effect if /pingu/*head band* is active.

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

/pingu/*headband bend* = <*angle*> (9)

This is an alias for /pingu/*head band bend*.

/pingu/*head-band bend* = <*angle*> (9)

This is an alias for /pingu/*head band bend*.

/pingu/*head band angle* = <*angle*> (16)

This command is only in effect if /pingu/*head band* is active.

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

/pingu/*headband angle* = <*angle*> (16)

This is an alias for /pingu/*head band angle*.

/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/headband upper angle = <angle>` (16)

This is an alias for `/pingu/head band upper angle`.

`/pingu/head-band upper angle = <angle>` (16)

This is an alias for `/pingu/head band upper angle`.

`/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/head-band knot color = <color>` (<headband-color>!78!black)

This is an alias for `/pingu/head band knot color`.

`/pingu/head band knot a color = <color>` (<headband-color>!78!black!90!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 left headband wing (this will, by default, affect the right wing was well):

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

`/pingu/headband knot a color = <color>` (<headband-color>!78!black!90!black)

This is an alias for `/pingu/head band knot a color`.

`/pingu/head-band knot a color = <color>` (<headband-color>!78!black!90!black)

This is an alias for `/pingu/head band knot a color`.

`/pingu/head band knot b color = <color>` (<headband-color>!78!black!90!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 left headband wing (this will, by default, affect the right wing was well):

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

`/pingu/headband knot b color = <color>` (<headband-color>!78!black!90!black)

This is an alias for `/pingu/head band knot b color`.

`/pingu/head-band knot b color = <color>` (<headband-color>!78!black!90!black)

This is an alias for `/pingu/head band knot b color`.

`/pingu/head band bands = <true/false>` (true)

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>` (true)

This is an alias for `/pingu/head band bands`.

`/pingu/head-band bands = <true/false>` (true)

This is an alias for `/pingu/head band bands`.

`/pingu/head band bands a color = <color>` (<headband-color>!78!black)

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>` (<headband-color>!78!black)

This is an alias for `/pingu/head band bands a color`.

`/pingu/head-band bands a color = <color>` (<headband-color>!78!black)

This is an alias for `/pingu/head band bands a color`.

`/pingu/head band bands b color = <color>` (<headband-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>` (<headband-color>)

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

`/pingu/head-band bands b color = <color>` (<headband-color>)

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

B.3.19 The rook

`/pingu/rook = <color>` (pingu@silver)

medieval Library

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

`/pingu/rook back = <color>` (<rook-color>!85!black)

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

Change the color of the rook-costume background:

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

`/pingu/rook hatch = <true/false>` (true)

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

Toggles the opening in the rook costume:

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

`/pingu/rook shade = <color>` (<rook-color>!92!black)

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

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

B.3.20 The halo

`/pingu/halo = <color>` (pingu@lightblue)

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

`/pingu/halo raise = <length>` (omm)

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

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

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

`/pingu/halo glow = <true/false>` (true)

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

Disable or enable the glow of the halo. The default is controlled by the `glows`-package option.

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

`/pingu/halo above = <true/false>` (false)

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

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

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

B.3.21 The strawhat

`/pingu/strawhat = <color>` (brown!50!white)

hats
Library

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

/pingu/*straw hat* = <*color*> (brown!50!white)

This is an alias for /pingu/*strawhat*.

/pingu/*strawhat ribbon* = <*color*> (gray!85!black)

This command is only in effect if /pingu/*strawhat* is active.

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

/pingu/*straw hat ribbon* = <*color*> (gray!85!black)

This is an alias for /pingu/*strawhat ribbon*.

/pingu/*strawhat position* = <*angle*>:(<*x*>,<*y*>)<*scale*> (-26.5:(-.185cm,.14cm){1.375})

This command is only in effect if /pingu/*strawhat* is active.

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}
```

/pingu/*straw hat position* = <*angle*>:(<*x*>,<*y*>)<*scale*> (-26.5:(-.185cm,.14cm){1.375})

This is an alias for /pingu/*strawhat position*.

B.3.22 The hat

/pingu/*hat* = <*color*> (brown!50!white)

hats
Library

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

`/pingu/hat ribbon = <color>` (<hat-color>!87!white)

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

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

`/pingu/hat base = <color>` (<hat-color>)

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

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

`/pingu/hat coronal = <color>` (<hat-color>!91!white)

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

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

`/pingu/hat position = <angle>:(<x>,<y>)<scale>` (-2:(.35mm,0){1})

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

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

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

B.3.23 The mitra

`/pingu/mitra = <color>` (pingu@red!67!pingu@black)

hats Library

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

`/pingu/mitra height` = <*length*> (1.125cm)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra height=1.5cm]
\end{tikzpicture}
```

`/pingu/mitra background` = <*color*> (<mitra-color>!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[mitra, mitra background=green]
\end{tikzpicture}
```

`/pingu/mitra overset` = <*lenght*> (1.25mm)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra overset=2.5mm]
\end{tikzpicture}
```

`/pingu/mitra lower angle` = <*angle*> (125)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra lower angle=140]
\end{tikzpicture}
```

`/pingu/mitra upper angle` = <*angle*> (-35)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra upper angle=-45]
\end{tikzpicture}
```

`/pingu/mitra lower band = <color>` (pingu@yellow!75!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra lower band=green]
\end{tikzpicture}
```

`/pingu/mitra lower band height = <factor>` (.2)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra lower band height=.5]
\end{tikzpicture}
```

`/pingu/mitra upper band = <color>` (pingu@yellow!75!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra upper band=green]
\end{tikzpicture}
```

`/pingu/mitra upper band height = <factor>` (1.5*.2)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra upper band height=.5]
\end{tikzpicture}
```

`/pingu/mitra center band = <color>` (pingu@yellow!75!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[mitra,mitra center band=green]
\end{tikzpicture}
```

/pingu/*mitra center band width* = <*factor*> (2*.2)

This command is only in effect if /pingu/*mitra* is active.

```
\begin{tikzpicture}
  \pingu[mitra,mitra center band width=.5]
\end{tikzpicture}
```

/pingu/*mitra position* = <*angle*>:(<*x*>,<*y*>)<*scale*> (0:(0,0){1})

This command is only in effect if /pingu/*mitra* is active.

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

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

B.3.24 The witch hat

hats
Library

/pingu/*witch hat* = <*color*> (pingu@purple!40!black)

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

/pingu/*witch hat ribbon* = <*color*> (<witch-hat-color>!87!white)

This command is only in effect if /pingu/*witch hat* is active.

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

/pingu/*witch hat base* = <*color*> (<witch-hat-color>)

This command is only in effect if /pingu/*witch hat* is active.

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

/pingu/*witch hat coronal* = *<color>* (<witch-hat-color>!91!white)

This command is only in effect if /pingu/*witch hat* is active.

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

/pingu/*witch hat band* = *<color>* (!hide)

This command is only in effect if /pingu/*witch hat* is active.

```
\begin{tikzpicture}
  \pingu[witch hat, witch hat band=green]
\end{tikzpicture}
```

/pingu/*witch hat position* = *<angle>:(<x>,<y>)<scale>* (-7:(.625mm,.45mm){1.15})

This command is only in effect if /pingu/*witch hat* is active.

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

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

B.3.25 The conical hat

/pingu/*conical hat* = *<color>* (pingu@yellow)

hats
Library

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

`/pingu/conical hat rounding = <length>` (.4pt)

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

```
\begin{tikzpicture}
  \pingu[conical hat,
         conical hat rounding=.25pt]
\end{tikzpicture}
```

`/pingu/conical hat shade = <length>` (<canonical-hat-color>!80!pingu@black)

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

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

`/pingu/conical hat height = <length>` (8mm)

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

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

`/pingu/conical hat width = <length>` (2.25cm)

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

```
\begin{tikzpicture}
  \pingu[conical hat, conical hat width=3cm]
\end{tikzpicture}
```

/pingu/*conical hat position* = *<angle>:(<x>,<y>)<scale>* (-15:(2mm,-3mm){1})

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.3.26 The cap

/pingu/*cap* = *<color>* (pingu@bronze)

hats
Library

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

/pingu/*cap padding* = *<length>* (.8mm)

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

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

/pingu/*cap extra height* = *<length>* (opt)

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

```
\begin{tikzpicture}
  \pingu[cap, cap extra height=2mm]
\end{tikzpicture}
```

B.3.27 The construction helmet

`/pingu/construction helmet = <color>` (pingu@yellow)

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

`/pingu/construction helmet padding = <length>` (.325cm)

This command is only in effect if `/pingu/construction helmet` is active.

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

`/pingu/construction helmet extra height = <length>` (opt)

This command is only in effect if `/pingu/construction helmet` is active.

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

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

This command is only in effect if `/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[construction helmet,
         construction helmet position={1:(-.1cm,
    -.275cm){1.33}}]
\end{tikzpicture}
```

B.3.28 The crown

`/pingu/crown = <color>` (pingu@yellow)


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

`/pingu/crown 3d = <true/false>` (true)

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

Toggle the 3d-Design of the crown.

```
\begin{tikzpicture}
  \pingu[crown, crown 3d=false]
\end{tikzpicture}
```

`/pingu/crown back = <color>` (<crown-color>!93!black)

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

Change the back color of the crown:

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

`/pingu/crown front bend = <angle>` (16)

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

Change the front lower bend of the crown:

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

`/pingu/crown back bend = <angle>` (9)

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

Change the back lower bend of the crown:

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

`/pingu/crown gem shade = <true/false>` (true)

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

Toggle the gem shading of the crown.

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

`/pingu/crown gem colors = <a><b><c><d><e><f>` ({pingu@purple}{pingu@blue}…)

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

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

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

`/pingu/crown gem ring = <color>` (<crown-color>!85!white)

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

Change the color of the rings around the crown:

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

`/pingu/crown position = <angle>:(<x>,<y>)<scale>` (-9:(1mm,0mm){1})

This command is only in effect if `/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:(-.1cm,-.275cm){1.33}}]
\end{tikzpicture}
```

`/pingu/crown 2d = <color>` (pingu@yellow)

Enables the `/pingu/crown` with the given color and disables `/pingu/crown 3d`:

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

B.3.29 The princess crown

Similar to `/pingu/crown` but smaller.

`/pingu/princess crown = <color>` (pingu@yellow)

medieval Library

Enable the smaller crown with a specific color:

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

`/pingu/princess crown 3d = <true/false>` (true)

This command is only in effect if `/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>` (<princess-crown-color>!93!black)

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>` (12)

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>` (7)

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>` (true)

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>` (true)

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>` ({pingu@purple}{pingu@blue}…)

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>` (<princess-crown-color>!85!white)

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>` (-9:(1mm,0mm){1})

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 = <color>` (pingu@yellow)

Enables the `/pingu/princess crown` with the given color and disables `/pingu/princess crown 3d`:

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

B.3.30 The cake hat

`/pingu/cake-hat = <color>` (pingu@white!92!<pingu-cake-hat-top>)

fun Library

Enable a cake hat with a specific color:

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

`/pingu/cake-hat top = <color>` (pingu@purple)

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

Change the color of the cake hat top:

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

`/pingu/cake-hat shade = <color>` (gray)

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

Change the color of the heavily transparent cake hat shading:

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

`/pingu/cake-hat candle = <color>` (pingu@purple!60!pingu@black)

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

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

`/pingu/cake-hat candle fire = <color>` (pingu@red)

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

Change the color of the cake hats' candle most outer fire:

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

`/pingu/cake-hat candle fire 2 = <color>` (pingu@red!50!yellow)

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

Change the color of the cake hats' candle middle fire:

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

`/pingu/cake-hat candle fire 3 = <color>` (pingu@red!50!yellow)

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

Change the color of the cake hats' candle inner fire:

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

`/pingu/cake-hat candle wick = <color>` (pingu@black)

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}
```

`/pingu/cake-hat outline = <color>` (pingu@black!80!<cake-hat-color>)

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}
```

`/pingu/cake-hat outline width = <length>` (.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}
```

`/pingu/cake-hat position = <angle>:(<x>,<y>)<scale>` (-9:(1mm,0mm){1})

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

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.3.31 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}
```

`/pingu/pumpkin-hat stripe a = <color>` (pingu@black)

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 ones color:

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

`/pingu/pumpkin-hat stripe b = <color>` (pingu@black)

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 ones color:

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

`/pingu/pumpkin-hat stripe c = <color>` (pingu@black)

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}
```

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

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

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

`/pingu/pumpkin-hat outline width = <length>` (.7pt)

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.3.32 The jack o lantern

`/pingu/jack o lantern = <color>` (pingu@bronze!97!pingu@black)

```
\begin{tikzpicture}
  \pingu[jack o lantern=green]
\end{tikzpicture}
```

`/pingu/jack o lantern stalk = <color>` (pingu@green!95!<jackolantern-color>!45!pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern stalk=
    teal]
\end{tikzpicture}
```

`/pingu/jack o lantern stalk top = <color>` (<jackolantern-stalk-color>!95!pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern stalk top
    =teal]
\end{tikzpicture}
```

`/pingu/jack o lantern stripe a = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the first stripe. By default the other stripes share this ones color:

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern stripe a=
    green]
\end{tikzpicture}
```

`/pingu/jack o lantern stripe b = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the second stripe. By default the third stripe share this ones color:

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern stripe b=
    green]
\end{tikzpicture}
```

`/pingu/jack o lantern stripe c = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the third stripe:

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern stripe c=
    green]
\end{tikzpicture}
```

`/pingu/jack o lantern back stripe a = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the first stripe. By default the other stripes share this ones color:

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern back stripe a=green]
\end{tikzpicture}
```

`/pingu/jack o lantern back stripe b = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the second stripe. By default the third stripe share this ones color:

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern back stripe b=green]
\end{tikzpicture}
```

`/pingu/jack o lantern back stripe c = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

Change the color of the third stripe:

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern back stripe c=green]
\end{tikzpicture}
```

`/pingu/jack o lantern background = <color>` (<jackolantern-color>!85!pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern background=green]
\end{tikzpicture}
```

`/pingu/jack o lantern outline = <color>` (pingu@black)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern outline=
    green]
\end{tikzpicture}
```

`/pingu/jack o lantern outline width = <length>` (.7pt)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern outline width=3pt]
\end{tikzpicture}
```

`/pingu/jack o lantern width = <length>` (5.75mm)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern width=8mm
    ]
\end{tikzpicture}
```

`/pingu/jack o lantern height = <length>` (5.5mm)

This command is only in effect if `/pingu/jack o lantern` is active.

```
\begin{tikzpicture}
  \pingu[jack o lantern,jack o lantern height=
    8mm]
\end{tikzpicture}
```

`/pingu/jack o lantern position = <angle>:(<x>,<y>)<scale>` (-9:(3.15mm,.95mm){1.3})

This command is only in effect if `/pingu/jack o lantern` is active.

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

```
\begin{tikzpicture}
  \pingu[jack o lantern,
    jack o lantern position={1:(-.085cm,-.15cm){
    1.275}}]
\end{tikzpicture}
```

`/pingu/jack o lantern helmet = <color>` (pingu@bronze!97!pingu@black)

fun Library

Uses `/pingu/jack o lantern` and some of its keys:

```
\begin{tikzpicture}
  \pingu[jack o lantern helmet=green]
\end{tikzpicture}
```

B.3.33 The bee

`/pingu/bee = <color>` (pingu@bee@base)


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

`/pingu/bee body = <color>` (pingu@black!82!gray)

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

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

`/pingu/bee wings = <color>` (pingu@blue!8!pingu@white)

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

```
\begin{tikzpicture}
  \pingu[bee, bee wings=green]
\end{tikzpicture}
```

`/pingu/bee mouth = <color>` (pingu@black!82!gray)

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

```
\begin{tikzpicture}
  \pingu[bee, bee mouth=green]
\end{tikzpicture}
```

`/pingu/bee eyes = <color>` (pingu@black!82!gray)

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

```
\begin{tikzpicture}
  \pingu[bee, bee eyes=green]
\end{tikzpicture}
```

`/pingu/bee blush = <color>` (pingu@red!21!<bee-color>)

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

```
\begin{tikzpicture}
  \pingu[bee, bee blush=green]
\end{tikzpicture}
```

`/pingu/bee position = <angle>:(<x>,<y>)<scale>` (-27.5:(8mm,15mm){.875})

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

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

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

B.3.34 The horse

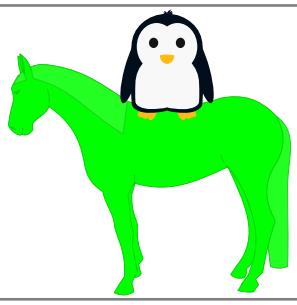
Although the horse does not have a bounding box by default (`/pingu/on horse has bounding box`), we add it so you can see everything.

horse
Library

`/pingu/on horse = <color>` (pingu@bronze!80!pingu@black)

Place your penguin on a not-so-to-scale horse (see `/pingu/horse left` and `/pingu/horse right`):

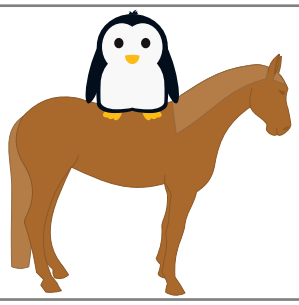
```
\begin{tikzpicture}
  \pingu[on horse=green,
    on horse has bounding box]
\end{tikzpicture}
```



`/pingu/on horse flip = <true/false>` (false)

This command is only in effect if `/pingu/on horse` is active.

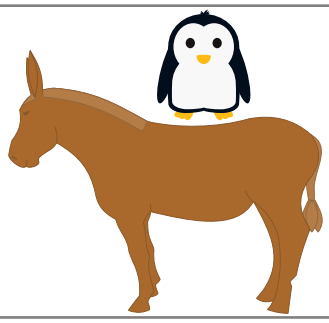
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse flip=true]
\end{tikzpicture}
```



`/pingu/on horse donkey = <true/false>` (false)

This command is only in effect if `/pingu/on horse` is active.

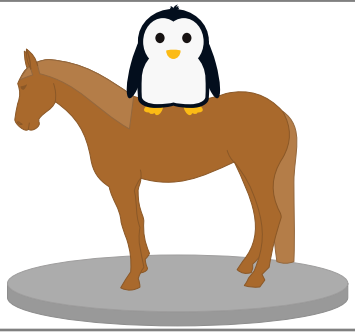
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse donkey=true]
\end{tikzpicture}
```



`/pingu/on horse has base = <true/false>` (false)

This command is only in effect if `/pingu/on horse` is active.

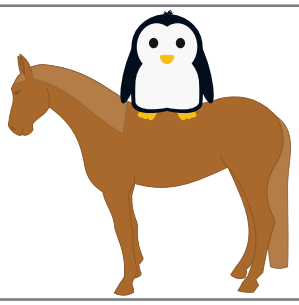
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse has base]
\end{tikzpicture}
```



`/pingu/on horse has bounding box = <true/false>` (false)

This command is only in effect if `/pingu/on horse` is active.

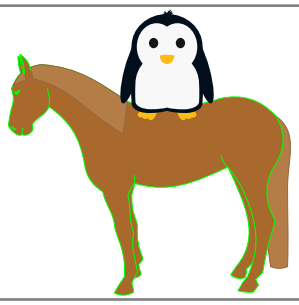
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box]
\end{tikzpicture}
```



`/pingu/on horse draw = <color>` (<on-horse-color>!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

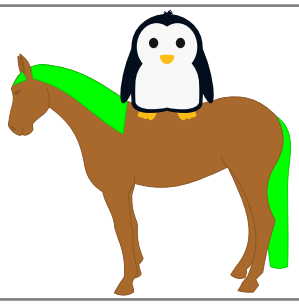
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse draw=green]
\end{tikzpicture}
```



`/pingu/on horse mane = <color>` (<on-horse-color>!86!pingu@white)

This command is only in effect if `/pingu/on horse` is active.

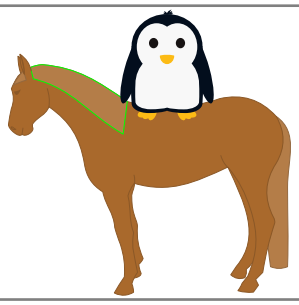
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse mane=green]
\end{tikzpicture}
```



`/pingu/on horse mane draw = <color>` (<on-horse-color>!86!pingu@white!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

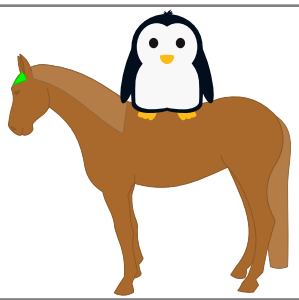
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse mane draw=green]
\end{tikzpicture}
```



`/pingu/on horse thatch = <color>` (<on-horse-color>!86!pingu@white)

This command is only in effect if `/pingu/on horse` is active.

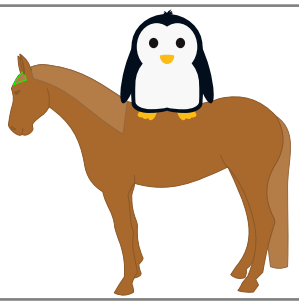
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse thatch=green]
\end{tikzpicture}
```



`/pingu/on horse thatch draw = <color>` (<on-horse-color>!86!pingu@white!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

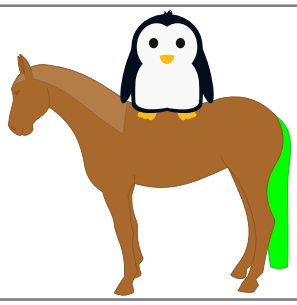
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse thatch draw=green]
\end{tikzpicture}
```



`/pingu/on horse tail = <color>` (<on-horse-color>!86!pingu@white)

This command is only in effect if `/pingu/on horse` is active.

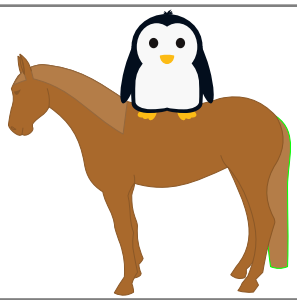
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse tail=green]
\end{tikzpicture}
```



`/pingu/on horse tail draw = <color>` (<on-horse-color>!86!pingu@white!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

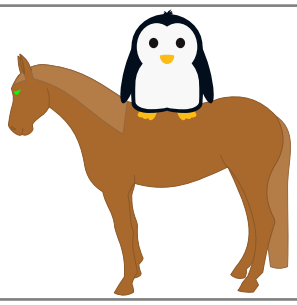
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse tail draw=green]
\end{tikzpicture}
```



`/pingu/on horse eyes = <color>` (<on-horse-color>!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse eyes=green]
\end{tikzpicture}
```



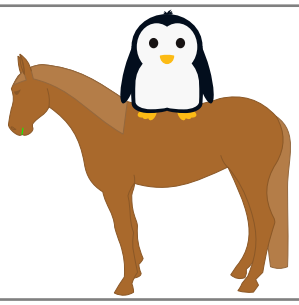
`/pingu/on horse eye = <color>` (<on-horse-color>!80!pingu@black)

This is an alias for `/pingu/on horse eyes`.

`/pingu/on horse mouth = <color>` (<on-horse-color>!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

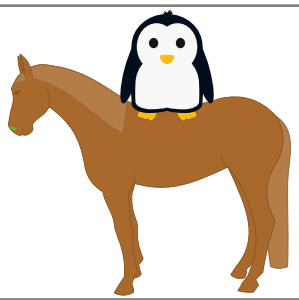
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse mouth=green]
\end{tikzpicture}
```



`/pingu/on horse nose = <color>` (<on-horse-color>!80!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

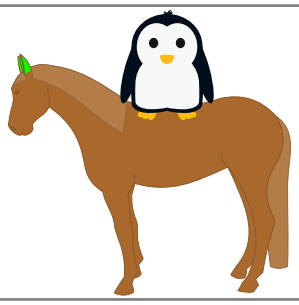
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse nose=green]
\end{tikzpicture}
```



`/pingu/on horse ears = <color>` (<on-horse-color>)

This command is only in effect if `/pingu/on horse` is active.

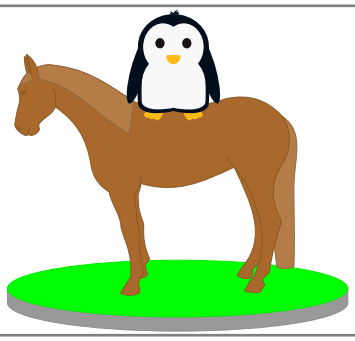
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse ears=green]
\end{tikzpicture}
```



`/pingu/on horse base = <color>` (lightgray!90!black)

This command is only in effect if `/pingu/on horse` is active.

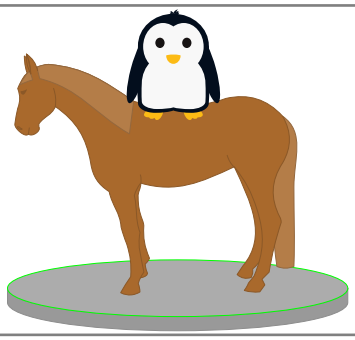
```
\begin{tikzpicture}
  \pingu[on horse,on horse has base,
       on horse has bounding box,
       on horse base=green]
\end{tikzpicture}
```



`/pingu/on horse base draw = <color>` (lightgray!90!black!91!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

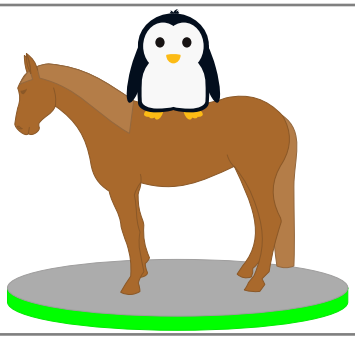
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
        on horse has base,
       on horse base draw=green]
\end{tikzpicture}
```



`/pingu/on horse base shade = <color>` (lightgray!80!black)

This command is only in effect if `/pingu/on horse` is active.

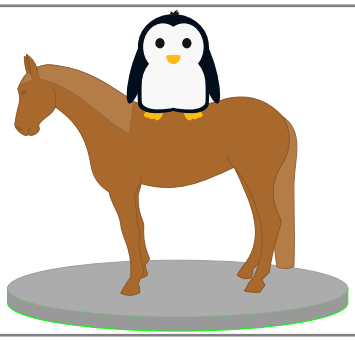
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
       on horse has base,
       on horse base shade=green]
\end{tikzpicture}
```



`/pingu/on horse base shade draw = <color>` (lightgray!80!black!91!pingu@black)

This command is only in effect if `/pingu/on horse` is active.

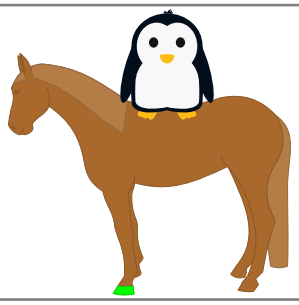
```
\begin{tikzpicture}
  \pingu[on horse, on horse has base,
       on horse has bounding box,
        on horse base shade draw=green]
\end{tikzpicture}
```



`/pingu/on horse front left hoof = <color>`

This command is only in effect if `/pingu/on horse` is active.

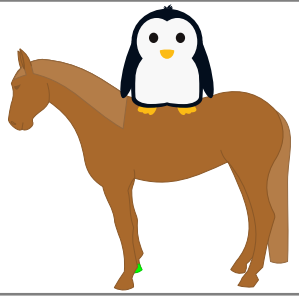
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front left hoof=green]
\end{tikzpicture}
```



`/pingu/on horse front right hoof = <color>`

This command is only in effect if `/pingu/on horse` is active.

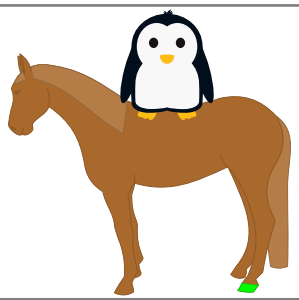
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front right hoof=green]
\end{tikzpicture}
```



`/pingu/on horse back left hoof = <color>`

This command is only in effect if `/pingu/on horse` is active.

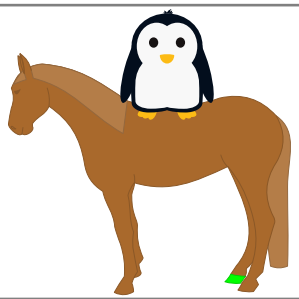
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse back left hoof=green]
\end{tikzpicture}
```



`/pingu/on horse back right hoof = <color>`

This command is only in effect if `/pingu/on horse` is active.

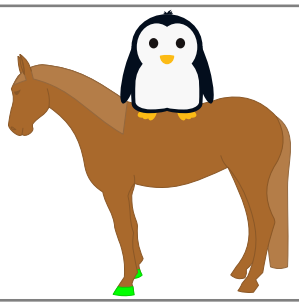
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse back right hoof=green]
\end{tikzpicture}
```



`/pingu/on horse front hoofs = <color>`

This command is only in effect if `/pingu/on horse` is active.

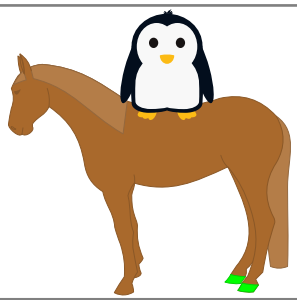
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front hoofs=green]
\end{tikzpicture}
```



`/pingu/on horse back hoofs = <color>`

This command is only in effect if `/pingu/on horse` is active.

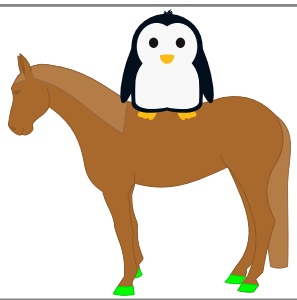
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse back hoofs=green]
\end{tikzpicture}
```



`/pingu/on horse hoofs = <color>` (gray!80!white)

This command is only in effect if `/pingu/on horse` is active.

```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse hoofs=green]
\end{tikzpicture}
```

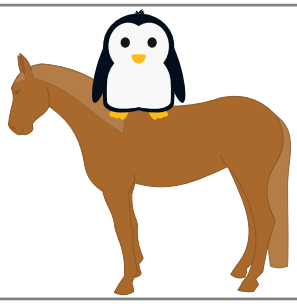


`/pingu/on horse xshift = <length>` (opt)

This command is only in effect if `/pingu/on horse` is active.

This key reacts with the `/pingu/on horse flip` option!

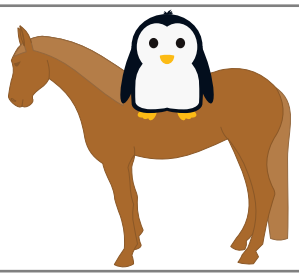
```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse xshift=1cm]
\end{tikzpicture}
```



`/pingu/on horse yshift = <length>` (opt)

This command is only in effect if `/pingu/on horse` is active.

```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse yshift=1cm]
\end{tikzpicture}
```



`/pingu/on horse scale = <length>` (0.75)

This command is only in effect if `/pingu/on horse` is active.

```
\begin{tikzpicture}
  \pingu[on horse, on horse has bounding box,
    on horse scale=.25]
\end{tikzpicture}
```

`/pingu/horse behind = <color>` (pingu@bronze!80!pingu@black)

horse
Library

Place your penguin in front of a horse (configures `/pingu/on horse`):

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

B.3.35 The VR-headset

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

technology
Library

```
\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=purple]
\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=purple]
\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>` (omitted)

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 = <color>` (pingu@white)

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.3.36 The headphones

`/pingu/headphone = <color>` (pingu@blue!80!pingu@black)

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

`/pingu/headphones = <color>` (pingu@blue!80!pingu@black)

This is an alias for `/pingu/headphone`.

`/pingu/headphone left = <color>` (<headphone>!65!pingu@black)

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

Change the color of the left headphone (automatically sets the color of `/pingu/headphone right`):

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

`/pingu/headphone right = <color>` (<headphone>!65!pingu@black)

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

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

`/pingu/headphone left outer = <color>` (pingu@black)

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

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

`/pingu/headphone right outer = <color>` (pingu@black)

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

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

`/pingu/headphone outer = <color>` (pingu@black)

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

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

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

`/pingu/headphones outer = <color>` (pingu@black)

This is an alias for `/pingu/headphone outer`.

`/pingu/headphone left inner = <color>` (pingu@black)

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

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

`/pingu/headphone right inner = <color>` (pingu@black)

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

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

`/pingu/headphone inner = <color>` (pingu@black)

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

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

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

`/pingu/headphones inner = <color>` (pingu@black)

This is an alias for `/pingu/headphone inner`.

B.3.37 The santa hat

`/pingu/santa hat = <color>` (pingu@red!87!pingu@black)

christmas Library

Merry christmas:

```
\begin{tikzpicture}
  \pingu[santa hat=pingu@red]
\end{tikzpicture}
```

`/pingu/santa hat second = <color>` (pingu@white!97!<santa hat>)

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

Change the wool color:

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

`/pingu/santa hat bobble = <color>` (<santa hat second>)

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

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

B.3.38 The santa beard

`/pingu/santa beard = <color>` (pingu@white!96!pingu@red!98!pingu@black!92!gray)

christmas Library

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

`/pingu/santa beard string = <color>` (pingu@main!85!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[santa beard,santa beard string=green]
\end{tikzpicture}
```

B.3.39 The snowball

`/pingu/snowball left = <color>` (pingu@white!90!pingu@black)

```
\begin{tikzpicture}
  \pingu[snowball left=
    pingu@bronze!80!pingu@black]
\end{tikzpicture}
```

`/pingu/snowball left size = <length>` (2.33mm)

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

```
\begin{tikzpicture}
  \pingu[snowball left, snowball left size=2mm]
\end{tikzpicture}
```

`/pingu/snowball left xshift = <length>` (opt)

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

```
\begin{tikzpicture}
  \pingu[snowball left, snowball left xshift=2mm
    ]
\end{tikzpicture}
```

`/pingu/snowball left yshift = <length>` (opt)

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

```
\begin{tikzpicture}
  \pingu[snowball left, snowball left yshift=2mm
    ]
\end{tikzpicture}
```

`/pingu/snowball right = <color>` (pingu@white!90!pingu@black)

```
\begin{tikzpicture}
  \pingu[snowball right=
    pingu@bronze!80!pingu@black]
\end{tikzpicture}
```

/pingu/*snowball right size* = <*length*> (2.33mm)

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

```
\begin{tikzpicture}
  \pingu[snowball right, snowball right size=2mm
    ]
\end{tikzpicture}
```

/pingu/*snowball right xshift* = <*length*> (opt)

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

```
\begin{tikzpicture}
  \pingu[snowball right, snowball right xshift=
    2mm]
\end{tikzpicture}
```

/pingu/*snowball right yshift* = <*length*> (opt)

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

```
\begin{tikzpicture}
  \pingu[snowball right, snowball right yshift=
    2mm]
\end{tikzpicture}
```

B.3.40 The wool hat

/pingu/*wool hat* = <*color*> (pingu@blue!57!pingu@black)

christmas Library

```
\begin{tikzpicture}
  \pingu[wool hat=pingu@red]
\end{tikzpicture}
```

/pingu/*wool hat second* = <*color*> (<wool hat>!55!pingu@white)

This command is only in effect if /pingu/*wool hat* is active.

Change the wool color:

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

/pingu/*wool hat bobble* = <*color*> (<wool hat second>)

This command is only in effect if /pingu/*wool hat* is active.

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

B.3.41 The deer hat

/pingu/*deer hat* = <*color*> (pingu@red!87!pingu@black) *christmas* Library

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

/pingu/*deer hat b* = <*color*> (<deer hat>)

This command is only in effect if /pingu/*deer hat* is active.

```
\begin{tikzpicture}
  \pingu[deer hat, deer hat b=green]
\end{tikzpicture}
```

/pingu/*deer hat band* = <*color*> (<deer hat>!85!pingu@black)

This command is only in effect if /pingu/*deer hat* is active.

```
\begin{tikzpicture}
  \pingu[deer hat, deer hat band=green]
\end{tikzpicture}
```

B.3.42 The mask

/pingu/*mask* = <*color*> (pingu@white!61!gray) *safe* Library

Keep the penguin safe:

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

`/pingu/mask band = <color>` (pingu@main)

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

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

`/pingu/mask line width = <length>` (.565pt)

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

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

`/pingu/mask band inner = <color>` (pingu@main!60!<mask-color>)

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

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

`/pingu/mask band outer = <color>` (pingu@main!82!<mask-color>)

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

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

B.3.43 The blush

`/pingu/blush = <color>` (pingu@red)

emotions Library

Make it cute:

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

`/pingu/blush second = <color>` (<blush>)

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

```
\begin{tikzpicture}
  \pingu[blush, blush second=green]
\end{tikzpicture}
```

`/pingu/blush opacity = <factor>` (.35)

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

```
\begin{tikzpicture}
  \pingu[blush, blush opacity=.86]
\end{tikzpicture}
```

B.3.44 The banner

`/pingu/banner = <text>` (Bannertext)

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

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

`/pingu/banner band = <color>` (pingu@white!91!pingu@black)

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

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

`/pingu/banner text color = <color>` (pingu@black)

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

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

`/pingu/banner stick left color = <color>` (pingu@bronze)

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

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

`/pingu/banner stick right color = <color>` (pingu@bronze)

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

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

`/pingu/banner sticks color = <color>` (pingu@bronze)

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

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

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

`/pingu/banner stick left length = <length>` (20mm)

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

Changes the banners left stick length:

```
\begin{tikzpicture}
  \pingu[banner, banner stick left length=5mm]
\end{tikzpicture}
```

`/pingu/banner stick right length = <length>` (20mm)

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

Changes the banners right stick length:

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

`/pingu/banner sticks length = <color>` (20mm)

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

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}
```

`/pingu/banner raise = <length>` (-1mm)

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

Change the raise of the banner text:

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

`/pingu/banner height = <length>` (4mm)

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

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

```
\begin{tikzpicture}
  \pingu[banner, banner height=6mm]
\end{tikzpicture}
```

`/pingu/banner font = <font>` (<fat 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}
```

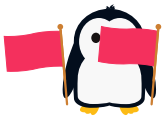
`/pingu/left item angle = <angle>` (0)

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 style for the left wing.

```
\begin{tikzpicture}
  \pingu[flag left, flag right,
         left wing item flip]
\end{tikzpicture}
```



`/pingu/left item flip = <true/false>` (false)

This is an alias for `/pingu/left wing item flip`.

`/pingu/right wing item angle = <angle>` (o)

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}
```

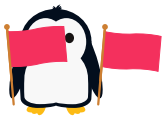
`/pingu/right item angle = <angle>` (o)

This is an alias for /pingu/*right wing item angle*.

`/pingu/right 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 style for the right wing.

```
\begin{tikzpicture}
  \pingu[flag left, flag right,
         right wing item flip]
\end{tikzpicture}
```



`/pingu/right item flip = <true/false>` (false)

This is an alias for /pingu/*right wing item flip*.

B.4.1 The lollipop

`/pingu/lollipop left = <color>` (pingu@green) *fun* Library

Enable the left lollipop for the penguin:

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

`/pingu/lollipop left handle = <color>` (pingu@bronze)

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}
```

`/pingu/lollipop left second = <color>` (!86!white)

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}
```

`/pingu/lollipop right = <color>` (pingu@green)

Enable the right lollipop for the penguin:

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

`/pingu/lollipop right handle = <color>` (pingu@bronze)

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}
```

`/pingu/lollipop right second = <color>` (!86!white)

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

`/pingu/cane left = <color>` (pingu@bronze)

Enable the left cane for the penguin:

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

`/pingu/cane left raise = <length>` (0mm)

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

Raise the cane of the pingu:

```
\begin{tikzpicture}
  \pingu[cane left,cane left raise=5mm]
\end{tikzpicture}
```

`/pingu/cane right = <color>` (pingu@bronze)

Enable the right cane for the penguin:

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

`/pingu/cane right raise = <length>` (omm)

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

Raise the cane of the pingu:

```
\begin{tikzpicture}
  \pingu[cane right,cane right raise=5mm]
\end{tikzpicture}
```

B.4.3 The hand cast

`/pingu/hand cast left = <text>` (X) *magic* Library

Show a symbol above the left wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast left=ABCDEFG]
\end{tikzpicture}
```

`/pingu/handcast left = <text>` (X)

This is an alias for `/pingu/hand cast left`.

`/pingu/hand cast left color = <color>` (pingu@purple)

This command is only in effect if `/pingu/hand cast left` is active.

Change the color of the left hand cast:

```
\begin{tikzpicture}
  \pingu[hand cast left,
    hand cast left color=green]
\end{tikzpicture}
```

`/pingu/handcast left color = <color>` (pingu@purple)

This is an alias for `/pingu/hand cast left color`.

`/pingu/hand cast right = <text>` (X) *magic* Library

Show a symbol above the right wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast right=ABCDEFG]
\end{tikzpicture}
```

/pingu/*handcast right* = <*text*> (X)

This is an alias for /pingu/*hand cast right*.

/pingu/*hand cast right color* = <*color*> (pingu@purple)

This command is only in effect if /pingu/*hand cast right* is active.

Change the color of the right hand cast:

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

/pingu/*handcast right color* = <*color*> (pingu@purple)

This is an alias for /pingu/*hand cast right color*.

B.4.4 The sign post

/pingu/*sign post left* = <*text*>

signs
Library

```
\begin{tikzpicture}
  \pingu[sign post left=ABC]
\end{tikzpicture}
```

/pingu/*signpost left* = <*text*>

This is an alias for /pingu/*sign post left*.

/pingu/*sign post left color* = <*color*> (brown!70!black)

This command is only in effect if /pingu/*sign post left* is active.

Change the color of the sign post:

```
\begin{tikzpicture}
  \pingu[sign post left, sign post left color=
    green]
\end{tikzpicture}
```

/pingu/*signpost left color* = <*color*> (brown!70!black)

This is an alias for /pingu/*sign post left color*.

/pingu/*sign post left font color* = <*color*> (white!90!brown)

This command is only in effect if /pingu/*sign post left* 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}
```

/pingu/*signpost left fontcolor* = <*color*> (white!90!brown)

This is an alias for /pingu/*sign post left font color*.

/pingu/*sign post right* = <*text*>


```
\begin{tikzpicture}
  \pingu[sign post right=ABC]
\end{tikzpicture}
```

/pingu/*signpost right* = <*text*>

This is an alias for /pingu/*sign post right*.

/pingu/*sign post right color* = <*color*> (brown!70!black)

This command is only in effect if /pingu/*sign post right* is active.

Change the color of the sign post:

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

/pingu/*signpost right color* = <*color*> (brown!70!black)

This is an alias for /pingu/*sign post right color*.

`/pingu/sign post right font color = <color>` (white!90!brown)

This command is only in effect if `/pingu/sign post right` 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}
```

`/pingu/signpost right fontcolor = <color>` (white!90!brown)

This is an alias for `/pingu/sign post right font color`.

B.4.5 The lightsaber

`/pingu/lightsaber left = <color>` (pingu@blue)

science-fiction Library

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

`/pingu/lightsaber left handle = <color>` (pingu@silver)

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

Change the color of the penguins lightsabers' handle:

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

`/pingu/lightsaber left deco = <color>` (pingu@silver!12!pingu@black)

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

Change the color of the penguins lightsabers' decoration elements:

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

`/pingu/lightsaber left ribbs = <color>` (pingu@silver!50!pingu@black)

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

Change the color of the penguins lightsabers' ribbs:

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

`/pingu/lightsaber left button = <color>` (pingu@red!85!pingu@black)

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

Change the color of the penguins lightsabers' first button:

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

`/pingu/lightsaber left button b = <color>` (pingu@red!85!pingu@black)

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

Change the color of the penguins lightsabers' second button:

```
\begin{tikzpicture}
  \pingu[lightsaber left,
    lightsaber left button b=green]
\end{tikzpicture}
```

`/pingu/lightsaber left double = <true/false>` (false)

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

Toggle the visibility of the second lightsaber:

```
\begin{tikzpicture}
  \pingu[lightsaber left, lightsaber left double
    ,
    left wing item angle=90]
\end{tikzpicture}
```

`/pingu/lightsaber left color b = <color>` (<lightsaber-color>)

This command is only in effect if `/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{tikzpicture}
  \pingu[lightsaber left, lightsaber left double
    ,
    lightsaber left color b=green,
    left wing item angle=90]
\end{tikzpicture}
```

`/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 penguins 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 penguins 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}
```

`/pingu/lightsaber left glow core = <color>` (white)

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

Change the color of the lightsabers glow core:

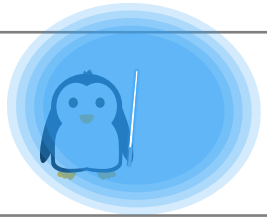
```
\begin{tikzpicture}
  \pingu[lightsaber left, lightsaber left glow=
    true,
    lightsaber left glow core=cyan]
\end{tikzpicture}
```

`/pingu/lightsaber left outer glow factor = <factor>` (.013)

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}
```



`/pingu/lightsaber left disabled`

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}
```

`/pingu/lightsaber right = <color>` (pingu@blue)

science-fiction Library

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

`/pingu/lightsaber right handle = <color>` (pingu@silver)

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}
```

`/pingu/lightsaber right deco = <color>` (pingu@silver!12!pingu@black)

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

Change the color of the penguins lightsabers' decoration elements:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right deco=green]
\end{tikzpicture}
```

`/pingu/lightsaber right ribbs = <color>` (pingu@silver!50!pingu@black)

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

Change the color of the penguins lightsabers' ribbs:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right ribbs=green]
\end{tikzpicture}
```

`/pingu/lightsaber right button = <color>` (pingu@red!85!pingu@black)

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

Change the color of the penguins lightsabers' first button:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right button=green]
\end{tikzpicture}
```

`/pingu/lightsaber right button b = <color>` (pingu@red!85!pingu@black)

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

Change the color of the penguins lightsabers' second button:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right button b=green]
\end{tikzpicture}
```

`/pingu/lightsaber right double = <true/false>` (false)

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}
```

`/pingu/lightsaber right color b = <color>` (<lightsaber-color>)

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

Change the color of the penguins 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}
```

`/pingu/lightsaber right length = <length>` (2cm)

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

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right length=6mm]
\end{tikzpicture}
```

`/pingu/lightsaber right length b = <length>` (2cm)

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

Change the length of the penguins 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>` (opt)

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>` (true)

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

Toggle the glow of the lightsaber. The default is controlled by the `glows`-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>` (white)

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

Change the color of the lightsabers glow core:

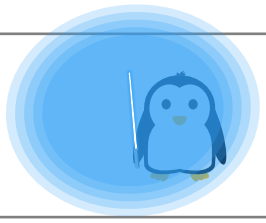
```
\begin{tikzpicture}
  \pingu[lightsaber right, lightsaber right glow
    =true,
    lightsaber right glow core=cyan]
\end{tikzpicture}
```

`/pingu/lightsaber right outer glow factor = <factor>` (.013)

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

Modify the glow factor of the right lightsaber:

```
\begin{tikzpicture}
  \pingu[lightsaber right,
    lightsaber right outer glow factor=.3]
\end{tikzpicture}
```



`/pingu/lightsaber right disabled`

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

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>` (pingu@green)

Color similar to `/pingu/light-staff left head`:

```
\begin{tikzpicture}
  \pingu[light-staff left=green]
\end{tikzpicture}
```

`/pingu/light-staff left length = <length>` (28mm)

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}
```

`/pingu/light-staff left glow length = <length>` (13mm)

This command is only in effect if `/pingu/light-staff left` is active.

```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left glow length=16mm]
\end{tikzpicture}
```

`/pingu/light-staff left head = <color>` (pingu@green)

This command is only in effect if `/pingu/light-staff left` is active.

Same as assigning the color to `/pingu/light-staff left`:

```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left head=pingu@purple]
\end{tikzpicture}
```

`/pingu/light-staff left staff = <color>` (pingu@bronze)

This command is only in effect if `/pingu/light-staff left` is active.

```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left staff=green]
\end{tikzpicture}
```

`/pingu/light-staff left core = <color>` (pingu@white)

This command is only in effect if `/pingu/light-staff left` is active.

```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left core=green]
\end{tikzpicture}
```

`/pingu/light-staff left core width = <length>` (.44mm)

This command is only in effect if `/pingu/light-staff left` is active.

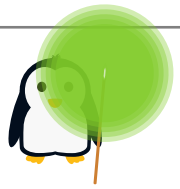
```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left core width=2mm]
\end{tikzpicture}
```

`/pingu/light-staff left outer glow factor = <factor>` (.022)

This command is only in effect if `/pingu/light-staff left` is active.

Similar to `/pingu/lightsaber left outer glow factor`:

```
\begin{tikzpicture}
  \pingu[light-staff left,
      light-staff left outer glow factor=.5]
\end{tikzpicture}
```



`/pingu/light-staff right = <color>` (pingu@green)

Color similar to `/pingu/light-staff right head`:

```
\begin{tikzpicture}
  \pingu[light-staff right=green]
\end{tikzpicture}
```

`/pingu/light-staff right length = <length>` (28mm)

This command is only in effect if `/pingu/light-staff right` is active.

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right length=18mm]
\end{tikzpicture}
```

`/pingu/light-staff right glow length` = *<length>* (13mm)

This command is only in effect if `/pingu/light-staff right` is active.

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right glow length=16mm]
\end{tikzpicture}
```

`/pingu/light-staff right head` = *<color>* (pingu@green)

This command is only in effect if `/pingu/light-staff right` is active.

Same as assigning the color to `/pingu/light-staff right`:

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right head=pingu@purple]
\end{tikzpicture}
```

`/pingu/light-staff right staff` = *<color>* (pingu@bronze)

This command is only in effect if `/pingu/light-staff right` is active.

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right staff=green]
\end{tikzpicture}
```

`/pingu/light-staff right core` = *<color>* (pingu@white)

This command is only in effect if `/pingu/light-staff right` is active.

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right core=green]
\end{tikzpicture}
```

/pingu/*light-staff right core width* = <*length*> (.44mm)

This command is only in effect if /pingu/*light-staff right* is active.

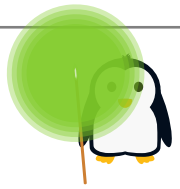
```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right core width=2mm]
\end{tikzpicture}
```

/pingu/*light-staff right outer glow factor* = <*factor*> (.022)

This command is only in effect if /pingu/*light-staff right* is active.

Similar to /pingu/*lightsaber right outer glow factor*:

```
\begin{tikzpicture}
  \pingu[light-staff right,
      light-staff right outer glow factor=.5]
\end{tikzpicture}
```



B.4.7 The broom

/pingu/*broom left* = <*color*> (pingu@bronze)

fun Library

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

/pingu/*broom left length* = <*length*> (22mm)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left length=17mm]
\end{tikzpicture}
```

/pingu/*broom left shift* = <*length*> (8mm)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left shift=4mm]
\end{tikzpicture}
```

/pingu/*broom left band* = <*color*> (pingu@red!80!pingu@black!80!pingu@bronze)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left band=pingu@green
    ]
\end{tikzpicture}
```

/pingu/*broom left bristles a* = <*color*> (pingu@bronze!16!pingu@yellow!41!pingu@white!80!brown!95!)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left bristles a=
    pingu@green]
\end{tikzpicture}
```

/pingu/*broom left bristles b* = <*color*> (currently hacky)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left bristles b=
    pingu@green]
\end{tikzpicture}
```

/pingu/*broom left bristles c* = <*color*> (currently hacky)

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

```
\begin{tikzpicture}
  \pingu[broom left, broom left bristles c=
    pingu@green]
\end{tikzpicture}
```

/pingu/*broom right* = <*color*> (pingu@bronze)

fun Library

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

`/pingu/broom right length` = *<length>* (22mm)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right length=17mm]
\end{tikzpicture}
```

`/pingu/broom right shift` = *<length>* (8mm)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right shift=4mm]
\end{tikzpicture}
```

`/pingu/broom right band` = *<color>* (pingu@red!80!pingu@black!80!pingu@bronze)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right band=
    pingu@green]
\end{tikzpicture}
```

`/pingu/broom right bristles a` = *<color>* (pingu@bronze!16!pingu@yellow!41!pingu@white!80!brown!95!)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right bristles a=
    pingu@green]
\end{tikzpicture}
```

`/pingu/broom right bristles b` = *<color>* (currently hacky)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right bristles b=
    pingu@green]
\end{tikzpicture}
```

`/pingu/broom right bristles c = <color>` (currently hacky)

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

```
\begin{tikzpicture}
  \pingu[broom right, broom right bristles c=
    pingu@green]
\end{tikzpicture}
```

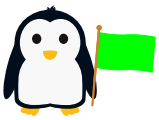
B.4.8 The flag

The flag is special in that it is meant to be customized by commands so that the visible insignia is to the users liking.

`/pingu/flag left = <color>` (pingu@purple)

flags Library

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

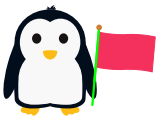


`/pingu/flag left pole = <color>` (pingu@bronze)

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

Change the color of the flag pole:

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

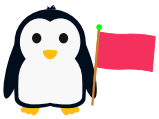


`/pingu/flag left bobble = <color>` (pingu@bronze)

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

Change the color of the flag poles top bobble:

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



`/pingu/flag left code` = <*LaTeX-code*> (omitted)

This command is only in effect if `/pingu/flag left` 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 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}
```

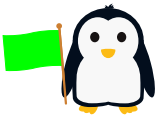
`/pingu/german flag left` = <*color*> (pingu@bronze)

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}
```

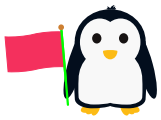


`/pingu/flag right pole = <color>` (pingu@bronze)

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}
```

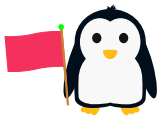


`/pingu/flag right bobble = <color>` (pingu@bronze)

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}
```



`/pingu/flag right code = <LaTeX-code>` (omitted)

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>` (pingu@bronze)

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>` (pingu@bronze)

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.4.9 The present

`/pingu/present left = <color>` (pingu@red!50!pingu@black!60!red)

christmas
Library

```
\begin{tikzpicture}
  \pingu[present left=blue]
\end{tikzpicture}
```

`/pingu/present left width = <length>` (7.75mm)

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

```
\begin{tikzpicture}
  \pingu[present left, present left width=12mm]
\end{tikzpicture}
```

`/pingu/present left height = <length>` (7mm)

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

```
\begin{tikzpicture}
  \pingu[present left, present left height=12mm]
\end{tikzpicture}
```

`/pingu/present left ribbon = <color>`(pingu@green!70!pingu@black!90!pingu@white!97!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[present left, present left ribbon=blue]
\end{tikzpicture}
```

`/pingu/present left band = <color>` ((based on band))

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

```
\begin{tikzpicture}
  \pingu[present left, present left band=blue]
\end{tikzpicture}
```

`/pingu/present left band width = <length>` (1.75mm)

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

```
\begin{tikzpicture}
  \pingu[present left, present left band width=
    4mm]
\end{tikzpicture}
```

`/pingu/present left xshift = <length>` (-0.25*(7.75mm))

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

```
\begin{tikzpicture}
  \pingu[present left, present left xshift=3mm]
\end{tikzpicture}
```

`/pingu/present left yshift = <length>` (-0.25*(7mm))

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

```
\begin{tikzpicture}
  \pingu[present left, present left yshift=3mm]
\end{tikzpicture}
```

`/pingu/present left band second height = <length>` (1.75mm)

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

```
\begin{tikzpicture}
  \pingu[present left,
       present left band second height=3mm]
\end{tikzpicture}
```

`/pingu/present left band second yshift = <length>` (0.5*(7mm))

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

```
\begin{tikzpicture}
  \pingu[present left,
       present left band second yshift=3mm]
\end{tikzpicture}
```

`/pingu/present left lid = <color>` (<present left>!92!pingu@black)

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

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

`/pingu/present left lid height = <length>` (1.33mm)

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

```
\begin{tikzpicture}
  \pingu[present left, present left lid height=
    3mm]
\end{tikzpicture}
```

`/pingu/present left lid overhang = <length>` (.125mm)

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

```
\begin{tikzpicture}
  \pingu[present left, present left lid overhang
    =1mm]
\end{tikzpicture}
```

`/pingu/present left lid yshift = <length>` (0)

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

```
\begin{tikzpicture}
  \pingu[present left, present left lid yshift=
    8mm]
\end{tikzpicture}
```

`/pingu/present left lid band = <color>` (pingu@green!70!pingu@black!90!pingu@white!98!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[present left, present left lid band=
    blue]
\end{tikzpicture}
```

`/pingu/present right = <color>` (pingu@red!50!pingu@black!60!red)

```
\begin{tikzpicture}
  \pingu[present right=blue]
\end{tikzpicture}
```

`/pingu/present right width = <length>` (7.75mm)

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

```
\begin{tikzpicture}
  \pingu[present right, present right width=12mm
  ]
\end{tikzpicture}
```

`/pingu/present right height = <length>` (7mm)

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

```
\begin{tikzpicture}
  \pingu[present right, present right height=
    12mm]
\end{tikzpicture}
```

/pingu/*present right ribbon* = <*color*>(pingu@green!70!pingu@black!90!pingu@white!97!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[present right, present right ribbon=
    blue]
\end{tikzpicture}
```

/pingu/*present right band* = <*color*> (pingu@green!70!pingu@black!90!pingu@white)

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

```
\begin{tikzpicture}
  \pingu[present right, present right band=blue]
\end{tikzpicture}
```

/pingu/*present right band width* = <*length*> (1.75mm)

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

```
\begin{tikzpicture}
  \pingu[present right, present right band width
    =4mm]
\end{tikzpicture}
```

/pingu/*present right xshift* = <*length*> (-0.25*(7.75mm))

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

```
\begin{tikzpicture}
  \pingu[present right, present right xshift=3mm
    ]
\end{tikzpicture}
```

/pingu/*present right yshift* = <*length*> (-0.25*(7mm))

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

```
\begin{tikzpicture}
  \pingu[present right, present right yshift=3mm
    ]
\end{tikzpicture}
```

/pingu/*present right band second height* = <*length*> (1.75mm)

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

```
\begin{tikzpicture}
  \pingu[present right,
         present right band second height=3mm]
\end{tikzpicture}
```

/pingu/*present right band second yshift* = <*length*> (0.5*(7mm))

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

```
\begin{tikzpicture}
  \pingu[present right,
         present right band second yshift=3mm]
\end{tikzpicture}
```

/pingu/*present right lid* = <*color*> (<present right>!92!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[present right, present right lid=green]
\end{tikzpicture}
```

/pingu/*present right lid height* = <*length*> (1.33mm)

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

```
\begin{tikzpicture}
  \pingu[present right, present right lid height
    =3mm]
\end{tikzpicture}
```

/pingu/*present right lid overhang* = <*length*> (.125mm)

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

```
\begin{tikzpicture}
  \pingu[present right,
         present right lid overhang=1mm]
\end{tikzpicture}
```

`/pingu/present right lid yshift = <length>` (0)

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

```
\begin{tikzpicture}
  \pingu[present right, present right lid yshift
    =8mm]
\end{tikzpicture}
```

`/pingu/present right lid band = <color>` ((based on band))

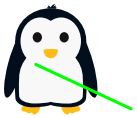
This command is only in effect if `/pingu/present right` is active.

```
\begin{tikzpicture}
  \pingu[present right, present right lid band=
    blue]
\end{tikzpicture}
```

B.4.10 The staff

`/pingu/staff left = <color>` (pingu@bronze)

```
\begin{tikzpicture}
  \pingu[staff left=green, left item angle=70]
\end{tikzpicture}
```



`/pingu/staff left length = <length>` (28mm)

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

Change the staff length:

```
\begin{tikzpicture}
  \pingu[staff left, staff left length=20mm]
\end{tikzpicture}
```

`/pingu/staff left raise = <length>` (-11mm)

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

```
\begin{tikzpicture}
  \pingu[staff left, staff left raise=-2mm]
\end{tikzpicture}
```

`/pingu/staff left code = <tikz-code>`

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

```
\begin{tikzpicture}
  \pingu[staff left, staff left code={\fill
    circle[radius=2mm];}]
\end{tikzpicture}
```

`/pingu/staff left code app = <tikz-code>`

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

Similar to `/pingu/staff left code` but does not override but (locally) append to previous calls.

`/pingu/staff left code pre = <tikz-code>`

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

Similar to `/pingu/staff left code` but does not override but (locally) prepend to previous calls.

`/pingu/spear left = <color>` (gray)

Example of `/pingu/staff left code app` that renders a little spear-tip:

```
\begin{tikzpicture}
  \pingu[spear left=cyan]
\end{tikzpicture}
```

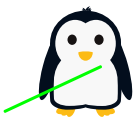
`/pingu/cross left = <color>` (pingu@bronze)

Example of `/pingu/staff left code app` that renders a little cross:

```
\begin{tikzpicture}
  \pingu[cross left]
\end{tikzpicture}
```

`/pingu/staff right = <color>` (pingu@bronze)

```
\begin{tikzpicture}
  \pingu[staff right=green, right item angle=70]
\end{tikzpicture}
```



`/pingu/staff right length` = *<length>* (28mm)

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

Change the staff length:

```
\begin{tikzpicture}
  \pingu[staff right, staff right length=20mm]
\end{tikzpicture}
```

`/pingu/staff right raise` = *<length>* (-11mm)

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

```
\begin{tikzpicture}
  \pingu[staff right, staff right raise=-2mm]
\end{tikzpicture}
```

`/pingu/staff right code` = *<tikz-code>*

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

```
\begin{tikzpicture}
  \pingu[staff right, staff right code={\fill
    circle[radius=2mm];}]
\end{tikzpicture}
```

`/pingu/staff right code app` = *<tikz-code>*

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

Similar to `/pingu/staff right code` but does not override but (locally) append to previous calls.

`/pingu/staff right code pre` = *<tikz-code>*

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

Similar to `/pingu/staff right code` but does not override but (locally) prepend to previous calls.

`/pingu/spear right` = *<color>* (gray)

Example of `/pingu/staff right code app` that renders a little spear-tip:

```
\begin{tikzpicture}
  \pingu[spear right=cyan]
\end{tikzpicture}
```

`/pingu/cross right = <color>` (pingu@bronze)

Example of `/pingu/staff right code app` that renders a little cross:

```
\begin{tikzpicture}
  \pingu[cross right]
\end{tikzpicture}
```

B.4.11 The hammer

`/pingu/hammer left = <color>` (pingu@silver)

fun Library

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

`/pingu/hammer left handle length = <length>` (9mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left handle length=
    20mm]
\end{tikzpicture}
```

`/pingu/hammer left handle shift = <length>` (-4mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left handle shift=
    2mm]
\end{tikzpicture}
```

`/pingu/hammer left width = <length>` (7mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left width=2mm]
\end{tikzpicture}
```

`/pingu/hammer left height = <length>` (3.5mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left height=2mm]
\end{tikzpicture}
```

`/pingu/hammer left xshift = <length>` (-0.5*7mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left xshift=2mm]
\end{tikzpicture}
```

`/pingu/hammer left yshift = <length>` (-1mm)

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

```
\begin{tikzpicture}
  \pingu[hammer left, hammer left yshift=2mm]
\end{tikzpicture}
```

`/pingu/hammer left handle = <color>` (pingu@bronze)

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

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

`/pingu/hammer left with knob = <color>` (pingu@silver)

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

/pingu/*hammer right* = <*color*> (pingu@silver)

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

/pingu/*hammer right handle length* = <*length*> (9mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right,
    hammer right handle length=20mm]
\end{tikzpicture}
```

/pingu/*hammer right handle shift* = <*length*> (-4mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right handle shift
    =2mm]
\end{tikzpicture}
```

/pingu/*hammer right width* = <*length*> (7mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right width=2mm]
\end{tikzpicture}
```

/pingu/*hammer right height* = <*length*> (3.5mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right height=2mm]
\end{tikzpicture}
```

/pingu/*hammer right xshift* = <*length*> (-0.5*7mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right xshift=2mm]
\end{tikzpicture}
```

/pingu/*hammer right yshift* = <*length*> (-1mm)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right yshift=2mm]
\end{tikzpicture}
```

/pingu/*hammer right handle* = <*color*> (pingu@bronze)

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

```
\begin{tikzpicture}
  \pingu[hammer right, hammer right handle=green
    ]
\end{tikzpicture}
```

/pingu/*hammer right with knob* = <*color*> (pingu@silver)

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

B.4.12 The magnifier

/pingu/*magnifier left* = <*color*> (pingu@bronze)

fun Library

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

`/pingu/magnifier left handle length = <length>` (3.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left,
    magnifier left handle length=4mm]
\end{tikzpicture}
```

`/pingu/magnifier left handle shift = <length>` (-4mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left,
    magnifier left handle shift=2mm]
\end{tikzpicture}
```

`/pingu/magnifier left size = <length>` (2.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left size=2mm
    ]
\end{tikzpicture}
```

`/pingu/magnifier left glass = <color>` (pingu@blue!90!pingu@yellow)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left glass=
    pingu@red]
\end{tikzpicture}
```

/pingu/*magnifier left opacity* = <*opacity*> (0.24)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left opacity=
    .15]
\end{tikzpicture}
```

/pingu/*magnifier left thick* = <*length*> (.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left thick=
    1mm]
\end{tikzpicture}
```

/pingu/*magnifier left xshift* = <*length*> (0mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left xshift=
    1mm]
\end{tikzpicture}
```

/pingu/*magnifier left yshift* = <*length*> (1mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier left, magnifier left yshift=
    1mm]
\end{tikzpicture}
```

/pingu/*magnifier right* = <*color*> (pingu@bronze)

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

`/pingu/magnifier right handle length = <length>` (3.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right,
    magnifier right handle length=4mm]
\end{tikzpicture}
```

`/pingu/magnifier right handle shift = <length>` (-4mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right,
    magnifier right handle shift=2mm]
\end{tikzpicture}
```

`/pingu/magnifier right size = <length>` (2.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right, magnifier right size=
    2mm]
\end{tikzpicture}
```

`/pingu/magnifier right glass = <color>` (pingu@blue!90!pingu@yellow)

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

```
\begin{tikzpicture}
  \pingu[magnifier right, magnifier right glass=
    pingu@red]
\end{tikzpicture}
```

/pingu/*magnifier right opacity* = <*opacity*> (0.24)

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

```
\begin{tikzpicture}
  \pingu[magnifier right,
    magnifier right opacity=.15]
\end{tikzpicture}
```

/pingu/*magnifier right thick* = <*length*> (.5mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right, magnifier right thick=
    1mm]
\end{tikzpicture}
```

/pingu/*magnifier right xshift* = <*length*> (0mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right, magnifier right xshift
    =1mm]
\end{tikzpicture}
```

/pingu/*magnifier right yshift* = <*length*> (1mm)

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

```
\begin{tikzpicture}
  \pingu[magnifier right, magnifier right yshift
    =1mm]
\end{tikzpicture}
```

B.4.13 The plank

/pingu/*plank left* = <*color*> (pingu@bronze!80!pingu@black)

fun Library

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

`/pingu/plank left width = <length>` (7mm)

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

```
\begin{tikzpicture}
  \pingu[plank left, plank left width=2mm]
\end{tikzpicture}
```

`/pingu/plank left height = <length>` (16.5mm)

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

```
\begin{tikzpicture}
  \pingu[plank left, plank left height=2mm]
\end{tikzpicture}
```

`/pingu/plank left xshift = <length>` (0mm)

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

```
\begin{tikzpicture}
  \pingu[plank left, plank left xshift=2mm]
\end{tikzpicture}
```

`/pingu/plank left yshift = <length>` (-1mm)

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

```
\begin{tikzpicture}
  \pingu[plank left, plank left yshift=2mm]
\end{tikzpicture}
```

`/pingu/plank right = <color>` (pingu@bronze!80!pingu@black)

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

/pingu/*plank right width* = <*length*> (7mm)

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

```
\begin{tikzpicture}
  \pingu[plank right, plank right width=2mm]
\end{tikzpicture}
```

/pingu/*plank right height* = <*length*> (16.5mm)

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

```
\begin{tikzpicture}
  \pingu[plank right, plank right height=2mm]
\end{tikzpicture}
```

/pingu/*plank right xshift* = <*length*> (0mm)

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

```
\begin{tikzpicture}
  \pingu[plank right, plank right xshift=2mm]
\end{tikzpicture}
```

/pingu/*plank right yshift* = <*length*> (-1mm)

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

```
\begin{tikzpicture}
  \pingu[plank right, plank right yshift=2mm]
\end{tikzpicture}
```

B.4.14 The laptop

/pingu/*laptop left* = <*color*> (gray!80!pingu@white)

technology Library

```
\begin{tikzpicture}
  \pingu[laptop left]
\end{tikzpicture}
```

`/pingu/laptop left bracket = <color>` (pingu@black!80!laptop-left-color)

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

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

`/pingu/laptop left lower = <color>` (laptop-left-color!95!pingu@black)

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>` (laptop-left-color!92!pingu@white)

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>` (laptop-left-color!32!pingu@white)

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 = <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 = <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.4.15 The devil fork

`/pingu/devil fork left = <color>` (pingu@red)

devil Library

```
\begin{tikzpicture}
  \pingu[devil fork left=green]
\end{tikzpicture}
```

`/pingu/devil fork left second = <color>` (pingu@bronze!10!black)

This command is only in effect if /pingu/*devil fork left* is active.

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 = <color>` (20mm)

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/devil fork right = <color>` (pingu@red)

devil Library

```
\begin{tikzpicture}
  \pingu[devil fork right=green]
\end{tikzpicture}
```

`/pingu/devil fork right second = <color>` (pingu@bronze!10!black)

This command is only in effect if `/pingu/devil fork right` is active.

Staff color of the `/pingu/devil fork right`:

```
\begin{tikzpicture}
  \pingu[devil fork right,
       devil fork right second=green]
\end{tikzpicture}
```

`/pingu/devil fork right length = <color>` (20mm)

This command is only in effect if `/pingu/devil fork right` is active.

```
\begin{tikzpicture}
  \pingu[devil fork right,
        devil fork right length=7mm]
\end{tikzpicture}
```

B.4.16 The horse

`/pingu/horse left = <color>` (pingu@bronze!80!pingu@black)

horse Library

Give it a horse:

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

`/pingu/horse left flip = <true/false>` (false)

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

By default, the left horse will be flipped. The right horse won't.

```
\begin{tikzpicture}
  \pingu[horse left,horse left flip=false]
\end{tikzpicture}
```

`/pingu/horse left donkey = <true/false>` (false)

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

Draw the horse with modifications to look more like a donkey:

```
\begin{tikzpicture}
  \pingu[horse left,horse left donkey=true]
\end{tikzpicture}
```

`/pingu/horse left has base = <true/false>` (false)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base]
\end{tikzpicture}
```

`/pingu/horse left draw = <color>` (<horse-left-color>!80!pingu@black)

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

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

`/pingu/horse left mane = <color>` (<horse-left-color>!86!pingu@white)

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

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

`/pingu/horse left mane draw = <color>` (<horse-left-color>!86!pingu@white!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left mane draw=green]
\end{tikzpicture}
```

`/pingu/horse left thatch = <color>` (<horse-left-color>!86!pingu@white)

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

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

`/pingu/horse left thatch draw = <color>` (<horse-left-color>!86!pingu@white!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left thatch draw=green
    ]
\end{tikzpicture}
```

`/pingu/horse left tail = <color>` (<horse-left-color>!86!pingu@white)

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

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

`/pingu/horse left tail draw = <color>` (<horse-left-color>!86!pingu@white!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left tail draw=green]
\end{tikzpicture}
```

`/pingu/horse left eyes = <color>` (<horse-left-color>!80!pingu@black)

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

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

`/pingu/horse left eye = <color>` (<horse-left-color>!80!pingu@black)

This is an alias for `/pingu/horse left eyes`.

`/pingu/horse left mouth = <color>` (<horse-left-color>!80!pingu@black)

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

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

`/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[horse left,horse left nose=green]
\end{tikzpicture}
```

`/pingu/horse left ears = <color>` (<horse-left-color>)

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

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

`/pingu/horse left base = <color>` (lightgray!90!black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base,
      horse left base=green]
\end{tikzpicture}
```

`/pingu/horse left base draw = <color>` (lightgray!90!black!91!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base,
       horse left base draw=green]
\end{tikzpicture}
```

`/pingu/horse left base shade = <color>` (lightgray!80!black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base,
       horse left base shade=green]
\end{tikzpicture}
```

`/pingu/horse left base shade draw = <color>` (lightgray!80!black!91!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base,
       horse left base shade draw=green]
\end{tikzpicture}
```

`/pingu/horse left front left hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left front left hoof=
    green]
\end{tikzpicture}
```

`/pingu/horse left front right hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left front right hoof=
    green]
\end{tikzpicture}
```

`/pingu/horse left back left hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left back left hoof=
    green]
\end{tikzpicture}
```

`/pingu/horse left back right hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left back right hoof=
    green]
\end{tikzpicture}
```

`/pingu/horse left front hoofs = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left front hoofs=green
    ]
\end{tikzpicture}
```

`/pingu/horse left back hoofs = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left back hoofs=green]
\end{tikzpicture}
```

`/pingu/horse left hoofs = <color>` (gray!80!white)

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

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

`/pingu/horse left xshift = <length>` (opt)

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

This key reacts with the `/pingu/horse left flip` option!

```
\begin{tikzpicture}
  \pingu[horse left,horse left xshift=1cm]
\end{tikzpicture}
```

`/pingu/horse left yshift = <length>` (opt)

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

```
\begin{tikzpicture}
  \pingu[horse left,horse left yshift=1cm]
\end{tikzpicture}
```

`/pingu/horse left on base`

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

Uses `/pingu/horse left xshift` and `/pingu/horse left yshift` to align a horse on a base to be set on the penguin-wing:

```
\begin{tikzpicture}
  \pingu[horse left,horse left has base,
         horse left on base]
\end{tikzpicture}
```

`/pingu/horse right = <color>` (pingu@bronze!80!pingu@black)

horse
Library

Give it a horse:

```
\begin{tikzpicture}
  \pingu[horse right=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 donkey = <true/false>` (false)

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

Draw the horse with modifications to look more like a donkey:

```
\begin{tikzpicture}
  \pingu[horse right,horse right donkey=true]
\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)

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)

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)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right mane draw=green
    ]
\end{tikzpicture}
```

/pingu/*horse right thatch* = <*color*> (<horse-right-color>!86!pingu@white)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right thatch=green]
\end{tikzpicture}
```

/pingu/*horse right thatch draw* = <*color*> (<horse-right-color>!86!pingu@white!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right thatch draw=
    green]
\end{tikzpicture}
```

/pingu/*horse right tail* = <*color*> (<horse-right-color>!86!pingu@white)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right tail=green]
\end{tikzpicture}
```

/pingu/*horse right tail draw* = <*color*> (<horse-right-color>!86!pingu@white!80!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right tail draw=green
    ]
\end{tikzpicture}
```

`/pingu/horse right eyes = <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 eyes=green]
\end{tikzpicture}
```

`/pingu/horse right eye = <color>` (<horse-right-color>!80!pingu@black)

This is an alias for `/pingu/horse right eyes`.

`/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*> (lightgray!80!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 shade=green]
\end{tikzpicture}
```

/pingu/*horse right base shade draw* = <*color*> (lightgray!80!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 shade draw=green]
\end{tikzpicture}
```

/pingu/*horse right front left hoof* = <*color*>

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right front left hoof
    =green]
\end{tikzpicture}
```

`/pingu/horse right front right hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse right,
    horse right front right hoof=green]
\end{tikzpicture}
```

`/pingu/horse right back left hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right back left hoof=
    green]
\end{tikzpicture}
```

`/pingu/horse right back right hoof = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right back right hoof
    =green]
\end{tikzpicture}
```

`/pingu/horse right front hoofs = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right front hoofs=
    green]
\end{tikzpicture}
```

`/pingu/horse right back hoofs = <color>`

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right back hoofs=
    green]
\end{tikzpicture}
```

`/pingu/horse right hoofs = <color>` (gray!80!white)

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

```
\begin{tikzpicture}
  \pingu[horse right,horse right hoofs=green]
\end{tikzpicture}
```

`/pingu/horse right xshift = <color>` (opt)

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>` (opt)

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.

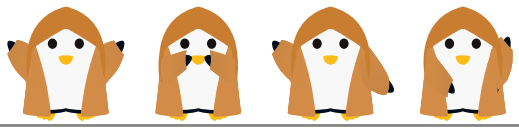
`/pingu/cloak = <color>` (pingu@bronze)

cloak
Library

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

Cloak-Showcase

```
\begin{tikzpicture}
  \pingu[wings wave, cloak]
  \pingu[wings shock, cloak, xshift=3.5cm]
  \pingu[right wing wave, left wing hug, cloak, xshift=7cm]
  \pingu[right wing grab, left wing raise, cloak, xshift=10.5cm]
\end{tikzpicture}
```



`/pingu/cloak cap = <color>` (<cloak-color>!98!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[cloak, cloak cap=green]
\end{tikzpicture}
```

`/pingu/cloak wings color = <color>` (<cloak-color>!90!white!94!pingu@black)

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

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

`/pingu/cloak bottom color = <color>` (<cloak-color>!90!black)

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

Should change the cloaks bottom color (currently ineffective):

```
\begin{tikzpicture}
  \pingu[cloak, cloak bottom color=green]
\end{tikzpicture}
```

`/pingu/cloak front color = <color>` (<cloak-color>!90!white)

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

Should change the cloaks front color (currently ineffective):

```
\begin{tikzpicture}
  \pingu[cloak, cloak front color=green]
\end{tikzpicture}
```

`/pingu/cloak padding = <length>` (1.95mm)

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

```
\begin{tikzpicture}
  \pingu[cloak, cloak padding=13mm]
\end{tikzpicture}
```

`/pingu/cape = <color>` (pingu@bronze)

cloak Library

Uses `/pingu/cloak` but disables all parts that are not part of a cape:

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

B.5.2 The shirt

`/pingu/shirt = <color>` (pingu@bronze)

shirts Library

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

`/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}
```

`/pingu/shirt padding = <length>` (0mm)

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

```
\begin{tikzpicture}
  \pingu[shirt, shirt padding=4mm]
\end{tikzpicture}
```

`/pingu/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}
```

`/pingu/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}
```

`/pingu/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}
```

`/pingu/shirt buttons = <color>`

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

Set `/pingu/shirt button top`, `/pingu/shirt button middle` and `/pingu/shirt button bottom`, that is all the buttons, with the same color:

```
\begin{tikzpicture}
  \pingu[shirt, shirt buttons=green]
\end{tikzpicture}
```

`/pingu/shirt button top shade = <color>` (pingu@black!70!<shirt-color>!70!white)

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

```
\begin{tikzpicture}
  \pingu[shirt, shirt button top shade=green]
\end{tikzpicture}
```

`/pingu/shirt button middle shade = <color>` (pingu@black!70!<shirt-color>!70!white)

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

```
\begin{tikzpicture}
  \pingu[shirt, shirt button middle shade=green]
\end{tikzpicture}
```

`/pingu/shirt button bottom shade = <color>` (pingu@black!70!<shirt-color>!70!white)

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

```
\begin{tikzpicture}
  \pingu[shirt, shirt button bottom shade=green]
\end{tikzpicture}
```

`/pingu/shirt buttons shade = <color>`

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

Set all shadings of the buttons: `/pingu/shirt button top shade`, `/pingu/shirt button middle shade` and `/pingu/shirt button bottom shade` with the same color:

```
\begin{tikzpicture}
  \pingu[shirt, shirt buttons shade=green]
\end{tikzpicture}
```

`/pingu/shirt no buttons`

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}
```

`/pingu/shirt above`

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>` (pingu@red)

shirts Library

Display a shirt below the `/pingu/shirt`:

```
\begin{tikzpicture}
  \pingu[second shirt=green, shirt]
\end{tikzpicture}
```

`/pingu/second shirt raise = <length>` (3.35mm)

This command is only in effect if `/pingu/second shirt` is active.

```
\begin{tikzpicture}
  \pingu[second shirt, second shirt raise=5mm]
\end{tikzpicture}
```

`/pingu/second shirt neck = <color>` (<second-shirt-color>!32!pingu@white)

This command is only in effect if `/pingu/second shirt` is active.

```
\begin{tikzpicture}
  \pingu[second shirt, second shirt neck=green]
\end{tikzpicture}
```

C Larger Examples

C.1 A chessboard

Let's assume, that we want to have a board of penguins playing chess. For starters, we need the individual pieces.

The pawns

```
\tikz{\pingu[body=pingu@black]}
\tikz{\pingu[:back,xshift=3cm]}
```

The rooks

```
\tikz{\pingu[body=pingu@black,rook]}
\tikz{\pingu[:back,rook,rook hatch=false]}
```

For the knights we make use of the `/pingu/horse behind` extra, which itself is based on the `/pingu/horse left`//`pingu/horse right` wing item:

The knights

```
\tikz{\pingu[body=pingu@black,horse behind]}
\tikz{\pingu[:back,horse behind=pingu@black,
    on horse flip]}
```

The queens

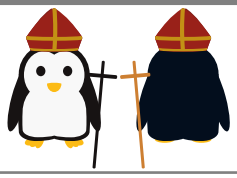
```
\tikz{\pingu[body=pingu@black,princess crown=
    pingu@bronze]}
\tikz{\pingu[:back,princess crown=pingu@bronze]}
```

The kings

```
\tikz{\pingu[body=pingu@black,crown]}
\tikz{\pingu[:back,crown]}
```

The bishops

```
\tikz{\pingu[body=pingu@black,cross left=
    pingu@black,mitra]}
\tikz{\pingu[:back,cross left,mitra]}
```



D The Internals

The goal of this section is to explain the inner workings of the package to aid other people in helping me extending and mainting the penguins.

D.1 General Commands

`\pingu@name`

Do **not** redefine this command, it is controlled by `/pingu/name`.

Holds the name of the penguin.

`\pingu@one`

Do not change this dimension as it represents one milli meter as the base unit.

D.1.1 Color Management

There is not a lot of magic in the color handling of this package.

`\pingu@color{name}{color}`

Creates a macro `\pingu@color@<name>` that links to the given color:

```
\def\pingu@color#1#2{%
    \expandafter\def\csname pingu@color@#1\endcsname{#2}%
}
```

I decided against the usage of `\colorlet`, to support `\@pingu@none` and dynamic redefinition of the colors.

`\@pingu@none`

Holds the special color to hide the drawing of specific components as described within subsection 2.2 (holds the value: “!hide”). If you redefine this command, you redefine this hidden color. Hover, if done outside of the preamble, this may result in weird side effects due to expansions.

As shown in subsection 2.2, this is the definition of the colors, with the helper-macro `\@pingu@color@`, which i created solely for me editor to highlight the colors accordingly:

```
\def\@pingu@color@ #1#2(#3,#4,#5){\definecolor{pingu@#1}{#2}{#3,#4,#5}}
\@pingu@color@{main}RGB(3,14,29)
\@pingu@color@{black}RGB(23,19,19)
\@pingu@color@{silver}RGB(192,192,192)
\@pingu@color@{bronze}RGB(205,127,50)
\@pingu@color@{white}RGB(248,248,248)
\@pingu@color@{yellow}RGB(252,187,21)
\@pingu@color@{lightblue}RGB(174,229,243)
\@pingu@color@{blue}RGB(48,161,247)
\@pingu@color@{green}RGB(129,204,41)
\@pingu@color@{red}RGB(217, 40, 28)
\@pingu@color@{purple}RGB(244,48,93)
\def\@pingu@none{!hide}
```

D.1.2 Selections

TODO: explain selections

`\pingu@create@selection`{name}{none default}

Creates a new enumeration-like structure that can be used to register a family of options (see subsection D.2 for an example). The *none default* is used for the default member of the selection: *none* which is active, whenever no other key is selected by `\pingu@<selection>@select`. You can add keys by using `\pingu@<selection>@add` and execute the selection by `\@pingu@drawer@<selection>@`.

`\pingu@<selection>@select`{select}

This command is only usable in combination with `\pingu@create@selection`.

`\pingu@<selection>@add`{select}

This command is only usable in combination with `\pingu@create@selection`.

`\@pingu@drawer@<selection>@`

This command is only usable in combination with `\pingu@create@selection`.

D.2 The Eyes

D.2.1 Important Commands

`\pingu@eye@shift`

This dimension holds a hardcoded value to be used as the offset for eyes. Its default value is 2.27621pt. It may be removed in the future (or replaced by an option).

D.2.2 The Code

The eyes of the penguin are controlled by two selections for the left, and the right eye. Because we always want the coordinates for the right and the left eye (as presented in section 2.1), the *none*-version of `\pingu@create@selection` creates those:

```
\pingu@create@selection{lefteye}{%
    \path ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
        coordinate (\pingu@name-eye-left);%
}
\pingu@create@selection{righteye}{%
    \path ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
        coordinate (\pingu@name-eye-right);%
}
```

With this code, we define the six following commands: `\pingu@lefteye@select`, `\pingu@lefteye@add`, `\@pingu@drawer@lefteye@`, `\pingu@righteye@select`, `\pingu@righteye@add`, and `\@pingu@drawer@righteye@` .

Within the initialization of all penguin options, we use these commands. Furthermore, `/pingu/eyes` acts as a comfort option which operates on both selectors:

```
  left eye/.code                = \pingu@lefteye@select{#1},
  left eye color/.code          = \pingu@color{eye@left}{#1},
  left eye second color/.code   = \pingu@color{eye@second@left}{#1},
  right eye/.code               = \pingu@righteye@select{#1},
  right eye color/.code         = \pingu@color{eye@right}{#1},
  right eye second color/.code  = \pingu@color{eye@second@right}{#1},
  eyes/.style                   = {
        /pingu/left eye  = {#1},
        /pingu/right eye = {#1}
  },
  eyes color/.style             = {
        /pingu/left eye color  = {#1},
        /pingu/right eye color = {#1}
  },
  eyes second color/.style      = {
        /pingu/left eye second color  = {#1},
        /pingu/right eye second color = {#1}
  },
```

Both eyes have two colors to work with: `\pingu@color@eye@left`, `\pingu@color@eye@second@left` for the left as well as `\pingu@color@eye@right` and `\pingu@color@eye@second@right` for the right eye.

D.2.3 Adding new Eyes

Now on how to add new eyes. While it is possible to use `\pingu@lefteye@add` and `\pingu@righteye@add`, setting up the corresponding "eye" and "eyes" comfort-methods is rather tedious. For this, i created the command `\pingu@eyes@s`…

`\pingu@eyes@s`{name}{left-eye}{right-eye} *[default color=pingu@black]*

Allows to easily add new eyes.

Important: Your code for the eyes *must* create the coordinates `\pingu@name-eye-left` and `\pingu@name-eye-right` respectively. This is not checked! It is recommended to use the coordinates `\pingu@name-eye-back-left` and `\pingu@name-eye-back-right` for reference.

The macro `\pingu@eyes@s` is defined with the help of `\pingu@eyes@s@` like this:

```
\long\def\pingu@eyes@s#1#2#3{%
    \@ifnextchar[%
        {\pingu@eyes@s@{#1}{#2}{#3}}%
        {\pingu@eyes@s@{#1}{#2}{#3}[pingu@black]}%
}
\long\def\pingu@eyes@s@#1#2#3[#4]{%
    \pgfqkeys{/pingu}{%
        left eye #1/.style    = {/pingu/left eye={#1}, /pingu/left eye color={##1}},
        left eye #1/.default  = {#4},
        right eye #1/.style   = {/pingu/right eye={#1}, /pingu/right eye color={##1}},
        right eye #1/.default = {#4},
        eyes #1/.style        = {/pingu/eyes={#1}, /pingu/eyes color={##1}},
        eyes #1/.default      = {#4}
    }%
    \pingu@lefteye@add{#1}{#2}\pingu@righteye@add{#1}{#3}%
}
```

As an example, this is the definition of the "normal eyes" (`/pingu/eyes normal`) in the code:

```
\pingu@eyes@s{normal}{%
    \pingu@block{\pingu@color@eye@left}
        ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
            coordinate (\pingu@name-eye-left)
        ellipse [x radius=.1225cm, y radius=.1365cm];
}{%
    \pingu@block{\pingu@color@eye@right}
        ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
            coordinate(\pingu@name-eye-right)
        ellipse [x radius=.1225cm, y radius=.1365cm];
}
```

As another example, this is the definition of the "shiny eyes" (`/pingu/eyes shiny`):

```
\pingu@eyes@s{shiny}{%
    \pingu@block{\pingu@color@eye@left}
        ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
            coordinate(\pingu@name-eye-left)
        ellipse [x radius=.22cm, y radius=.26cm];
    \pingu@block{\pingu@color@eye@second@left}
            (\pingu@name-eye-left)++(\eyebaseang:.85mm and \pingu@one)
        ellipse [x radius=.8mm, y radius=\pingu@one];
    \pingu@block{\pingu@color@eye@second@left}
            (\pingu@name-eye-left)++(\eyebaseang+180:.12cm and .14cm)
        ellipse [x radius=.25mm, y radius=.35mm];
}{%
    \pingu@block{\pingu@color@eye@right}
        ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
            coordinate(\pingu@name-eye-right)
        ellipse [x radius=.22cm, y radius=.26cm];
    \pingu@block{\pingu@color@eye@second@right}
            (\pingu@name-eye-right)++(\eyebaseang:.85mm and \pingu@one)
        ellipse [x radius=.8mm, y radius=\pingu@one];
    \pingu@block{\pingu@color@eye@second@right}
            (\pingu@name-eye-right)++(\eyebaseang+180:.12cm and .14cm)
        ellipse [x radius=.25mm, y radius=.35mm];
}
```

The usage of `\eyebaseang` is outdated and will probably be removed in the future.

D.3 The Bill

D.3.1 The Code

The bill of the penguin is controlled by one selection. As we always want the coordinates for theoretical bill position (as presented in section 2.1), the *none*-version of `\pingu@create@selection` creates it:

```
\pingu@create@selection{bill}{%
    \coordinate (\pingu@name-bill-bottom) at (\pingu@name-bill);%
}
```

This code, defines three commands: `\pingu@bill@select`, `\pingu@bill@add`, `\@pingu@drawer@bill@` .

Within the initialization of all penguin options, we use these commands:

```
  bill/.code                    = \pingu@bill@select{#1},
  bill color/.code              = \pingu@color{bill}{#1},
```

With this, the bill has one color to work with: `\pingu@color@bill`.

D.3.2 Adding new Bills

Now on how to add new bills. While it is possible to use `\pingu@bill@add`, setting up the "bill" comfort-methods is rather tedious. For this, i created the command `\pingu@bill@s`…

`\pingu@bill@s{name}{bill}`

Allows to easily add new bills.

Important: Your code for the bill *must* create the coordinate `\pingu@name-bill-bottom`. This is not checked! It is recommended to use the coordinate `\pingu@name-bill` for reference.

The macro `\pingu@bill@s` is defined like this:

```
\long\def\pingu@bill@s#1#2{%
    \pgfqkeys{/pingu}{%
        bill #1/.style   = {/pingu/bill={#1}, /pingu/bill color={##1}},%
        bill #1/.default = pingu@yellow% TODO: defaults
    }%
    \pingu@bill@add{#1}{#2}%
}
\pgfqkeys{/pingu}{bill none/.style={/pingu/bill=none}}
```

As an example, this is the definition of the "normal bill" (`/pingu/bill normal`) in the code:

```
\pingu@bill@s{normal}{%
    \pingu@block[rounded corners=.1mm]{\pingu@color@bill}
        (\pingu@name-bill)++(-.19cm,0) arc (180:360:.19cm and .225cm)
        coordinate[pos=.5] (\pingu@name-bill-bottom) -- ++(-.2mm,.05mm)
        to[bend right=10] ([xshift=-.17cm,yshift=.05mm]\pingu@name-bill)
    -- cycle;
}
```

As another example, this is the definition of the "flat bill" (`/pingu/bill flat`):

```
\pingu@bill@s{flat}{%
    \pingu@block{\pingu@color@bill} (\pingu@name-bill)++(-.19cm,0)
        arc (180:360:.19cm and .225cm)
        coordinate[pos=.5] (\pingu@name-bill-bottom)
    -- cycle;
}
```

D.4 The Body Type

D.4.1 Important Commands

`\pingu@w@half`

This dimension holds a hardcoded value defining the half width of the penguin. Its default value is 26.67445pt.

`\pingu@side@h@half`

This dimension holds a hardcoded value defining the half height of the lower part of the penguin. Its default value is 36.27708pt. See `\pingu@head@h@half` for the additional head-height.

`\pingu@head@h@half`

This dimension holds a hardcoded value defining the half height of the upper (head) part of the penguin. Its default value is 24.00684pt.

`\pingu@bend`

This dimension holds a hardcoded value used as a basis for bend lines. Its default value is 3.55658pt. It may be removed in the future (or replaced by an option).

`\pingu@lower@off`

This dimension holds a hardcoded value used to offset the white inner parts of the penguin (for the bottom part). Its default value is 7.11317pt. It may be removed in the future (or replaced by an option).

`\pingu@outer@off`

This dimension holds a hardcoded value used to offset the lower part of the basic penguin. Its default value is 7.11317pt. It may be removed in the future (or replaced by an option).

`\pingu@foot@outer@w`

This dimension holds a hardcoded value defining the width of the outer feet. Its default value is 12.80373pt. It may be removed in the future (or replaced by an option).

`\pingu@foot@outer@h`

This dimension holds a hardcoded value defining the height of the outer feet. Its default value is 7.11317pt. It may be removed in the future (or replaced by an option).

`\pingu@foot@inner@w`

This dimension holds a hardcoded value defining the width of the inner feet. Its default value is 15.6491pt. It may be removed in the future (or replaced by an option).

`\pingu@foot@inner@h`

This dimension holds a hardcoded value defining the height of the inner feet. Its default value is 3.27222pt. It may be removed in the future (or replaced by an option).

`\pingu@headcon@x`

This dimension holds a hardcoded value defining the x-position offseting the connection point of the penguin head. Its default value is 11.20335pt. It may be removed in the future (or replaced by an option).

`\pingu@headcon@y`

This dimension holds a hardcoded value defining the y-position offseting the connection point of the penguin head. Its default value is 13.29729pt. It may be removed in the future (or replaced by an option).

D.4.2 The Code

The body of the penguin is controlled by one selection. There are a lot of coordinates to be created by this command (as presented in section 2.1). Furthermore, it must save some paths (`\pingu@lowerpingu` , `\pingu@upperpingu` and `\pingu@whitepingu`). Therefore, it is recommended, that you create a new one by first copying an existing definition. Due to its length, the *none*-version of `\pingu@create@selection` uses `\pingu@x@bodytype@none` as a helper:

```
143 \pingu@create@selection{bodytype}{\pingu@x@bodytype@none}
```

This code, defines three commands: `\pingu@bodytype@select`, `\pingu@bodytype@add`, `\@pingu@drawer@bodytype@` .

The macro `\pingu@x@bodytype@none` is defined as follows:

```
502 \def\pingu@x@bodytype@none{%
503     % set the lower half
504     \path[save path=\pingu@lowerpingu] (0,\pingu@outer@off)
505         % left side
506         to[bend right=\pingu@bend]
507             coordinate[pos=.775] (\pingu@name-waist-right)
508         ++(0,-\pingu@side@h@half-\pingu@outer@off)
509         % feety stuff
510         arc (180:270:\pingu@foot@outer@w{} and \pingu@foot@outer@h)
511             coordinate (\pingu@name-foot-right)
512         arc (270:332:\pingu@foot@inner@w{} and \pingu@foot@inner@h)
513             coordinate (\pingu@name-bottom-center)
514         arc (208:270:\pingu@foot@inner@w{} and \pingu@foot@inner@h)
515             coordinate (\pingu@name-foot-left)
516         arc (270:360:\pingu@foot@outer@w{} and \pingu@foot@outer@h)
517         % right side
518         to[bend right=\pingu@bend]
519             coordinate[pos=.225] (\pingu@name-waist-left)
520         ++(0,\pingu@side@h@half+\pingu@outer@off)
521         % switch to left
```

```
            coordinate (\pingu@name-wings-side-left)
        -- (0,\pingu@outer@off)
            coordinate[pos=.5] (\pingu@name-head-center)
            coordinate (\pingu@name-wings-side-right)
        -- cycle;
    % set the upper half
    \path[save path=\pingu@upperpingu] (\pingu@name-head-center)
        ++(0,\pingu@head@h@half)
            coordinate (\pingu@name-head-top)
        arc(90:450:\pingu@w@half{} and \pingu@head@h@half)
            coordinate[pos=\pinguanglehr] (\pingu@name-head-right)
            coordinate[pos=\pinguanglehl] (\pingu@name-head-left);

    \coordinate (\pingu@name-belly-back) at (\pingu@w@half,-1cm);
    \coordinate (\pingu@name-belly-center) at (\pingu@w@half,-.68\pingu@side@h@half);

    % set the white above
    \path[save path=\pingu@whitepingu] (\pingu@name-belly-back)
        ++(-\pingu@w@half+\pingu@one,\pingu@lower@off)
        to[bend right=.8\pingu@bend]
        ++(0,1.05cm-\pingu@side@h@half-\pingu@lower@off)
        arc (180:270:4mm and 2mm)
        arc (270:331:5mm and .85mm)
        arc (207:270:5mm and .85mm)
        arc (270:360:4mm and 2mm)
        to[bend right=.8\pingu@bend]
        ++(0,\pingu@side@h@half-1.05cm+\pingu@lower@off)
        arc (0:180:\pingu@w@half-.96mm and \pingu@w@half-\pingu@one)
    -- cycle;

    \coordinate (\pingu@name-eye-back-right)
        at ([xshift=-.275cm,yshift=.25cm-\pingu@outer@off]\pingu@name-head-center);
    \coordinate (\pingu@name-eye-back-left)
        at ([xshift=.275cm,yshift=.25cm-\pingu@outer@off]\pingu@name-head-center);

    \coordinate (\pingu@name-head-back-con-right)
        at ([xshift=-\pingu@headcon@x,yshift=-\pingu@headcon@y]\pingu@name-eye-back-
    right);
    \coordinate (\pingu@name-head-back-con-left)
        at ([xshift=\pingu@headcon@x,yshift=-\pingu@headcon@y]\pingu@name-eye-back-left)
    ;
}
```

Important: Please note, that when writing the initial penguin, i did not intend to allow additional

body shapes. Therefore, most of the defaults and “globals” are must be defined here (alongside a lot of hardcoding).

Within the initialization of all penguin options, we defuine the main colors:

```
208   body type/.code              = \pingu@bodytype@select{#1},
209   body main/.code              = \pingu@color{body@main}{#1},
210   body head/.code              = \pingu@color{body@head}{#1},
211   body/.style                  = {/pingu/body main={#1}, /pingu/body head={#1}},
212   body front/.code             = \pingu@color{body@front}{#1},
```

With this, the body has three colors to work with: `\pingu@color@body@main`, `\pingu@color@body@head`, and `\pingu@color@body@front`.

D.5 The Feet

D.5.1 Important Commands

`\basicfeetbend`

This macro holds a hardcoded value to be used as the angle of rotation of the feet. Its default value is 45. The left foot uses the negative value. It may be removed in the future (or replaced by an option).

The only reason for the command being user accessible is, that it was the primary way to modify the penguin in a previous version of the package.

`\pingu@foot@single@w`

This dimension holds a hardcoded value to be used as the base foot width. Its default value is 2.98741pt. It may be removed in the future (or replaced by an option).

`\pingu@foot@single@h`

This dimension holds a hardcoded value to be used as the base foot height. Its default value is 5.69054pt. It may be removed in the future (or replaced by an option).

D.5.2 The Code

Similary to the eyes, the feet of the penguin are controlled by two selections for the left, and the right foot. There are no extra coordinates necessary, therefore `\pingu@create@selection` receives no argument for the *none*-version:

```
139 \pingu@create@selection{leftfoot}{}
140 \pingu@create@selection{rightfoot}{}
```

This defines the six commands: `\pingu@leftfoot@select`, `\pingu@leftfoot@add`, `\@pingu@drawer@leftfoot@`, `\pingu@rightfoot@select`, `\pingu@rightfoot@add`, and `\@pingu@drawer@rightfoot@`.

Within the initialization of all penguin options, we use these commands. Furthermore, `/pingu/feet` acts as a comfort option which operates on both selectors:

```
  left foot color/.code         = \pingu@color{foot@left}{#1},
  left foot/.code               = \pingu@leftfoot@select{#1},
  right foot color/.code        = \pingu@color{foot@right}{#1},
  right foot/.code              = \pingu@rightfoot@select{#1},
  feet/.style                   = {
        /pingu/left foot={#1},
        /pingu/right foot={#1}
  },
  feet color/.style             = {
        /pingu/left foot color={#1},
        /pingu/right foot color={#1}
  },
  feet front/.is if             = @pingu@feet@front,
```

The conditional `\if@pingu@feet@front` is defined above and defaults to *false*:

```
\newif\if@pingu@feet@front
```

Each foot has one color to work with: `\pingu@color@foot@left` for the left and `\pingu@color@foot@right` for the right foot.

D.5.3 Adding new Feet

Now on how to add new feet. While it is possible to use `\pingu@leftfoot@add` and `\pingu@rightfoot@add`, setting up the corresponding "foot" and "feet" comfort-methods is rather tedious. For this, i created the command `\pingu@feet@s`…

`\pingu@feet@s`{name}{left-foot}{right-foot} *[default color=pingu@yellow]*

Allows to easily add new feet.

The macro `\pingu@feet@s` is defined with the help of `\pingu@feet@s@` like this:

```
\long\def\pingu@feet@s#1#2#3{%
    \@ifnextchar[%
        {\pingu@feet@s@{#1}{#2}{#3}}%
        {\pingu@feet@s@{#1}{#2}{#3}[pingu@yellow]}%
}
\long\def\pingu@feet@s@#1#2#3[#4]{%
    \pgfqkeys{/pingu}{%
        left foot #1/.style    = {/pingu/left foot={#1}, /pingu/left foot color={##1}},%
        left foot #1/.default  = {#4},%
        right foot #1/.style   = {/pingu/right foot={#1}, /pingu/right foot color={##1}},
    %
        right foot #1/.default = {#4},%
        feet #1/.style         = {/pingu/feet={#1}, /pingu/feet color={##1}},%
        feet #1/.default       = {#4}%
```

```
    }%
    \pingu@leftfoot@add{#1}{#2}\pingu@rightfoot@add{#1}{#3}%
}
```

As an example, this is the definition of the “normal feet” (`/pingu/feet normal`) in the code:

```
\pingu@feet@s{normal}{%
    \coordinate (@tmp) at ([xshift=-.5\pingu@foot@single@h]\pingu@name-foot-left);
    \pingu@block[rotate around={-25+\basicfeetbend:(@tmp)}]{\pingu@color@foot@left}
        (@tmp) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
    \pingu@block[rotate around={\basicfeetbend:(\pingu@name-foot-left)}]
        {\pingu@color@foot@left} (\pingu@name-foot-left) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];

    \coordinate (@tmp) at ([xshift= .5\pingu@foot@single@h]\pingu@name-foot-left);
    \pingu@block[rotate around={25+\basicfeetbend:(@tmp)}]{\pingu@color@foot@left}
        (@tmp) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
}{%
    \coordinate (@tmp) at ([xshift=-.5\pingu@foot@single@h]\pingu@name-foot-right);
    \pingu@block[rotate around={-25-\basicfeetbend:(@tmp)}]{\pingu@color@foot@right}
        (@tmp) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
    \pingu@block[rotate around={-\basicfeetbend:(\pingu@name-foot-right)}]
        {\pingu@color@foot@right} (\pingu@name-foot-right) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
    \coordinate (@tmp) at ([xshift= .5\pingu@foot@single@h]\pingu@name-foot-right);
    \pingu@block[rotate around={25-\basicfeetbend:(@tmp)}]{\pingu@color@foot@right}
        (@tmp) ellipse [
            x radius=\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
}
```

As another example, this is the definition of the “simple feet” (/pingu/*feet simple*):

```
\pingu@feet@s{simple}{%
    \pingu@block[rotate around={-\basicfeetbend:(\pingu@name-foot-left)}]
        {\pingu@color@foot@left} (\pingu@name-foot-left) ellipse [
            x radius=2.66\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
}{%
    \pingu@block[rotate around={\basicfeetbend:(\pingu@name-foot-right)}]
        {\pingu@color@foot@right} (\pingu@name-foot-right) ellipse [
            x radius=2.66\pingu@foot@single@w,
            y radius=\pingu@foot@single@h
        ];
}
```

Key Overview

This index shows all of the options and commands that a normal user of the package may use! See the Internals Overview for an overview of keys and commands used behind the scenes. Page numbers on the lowest level are hidden, but they can still be used as clickable hyperlinks.

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Internals Overview

The initial \pingu@ and \@pingu@ is ignored for indexing (as this would destroy the whole sense of the index).

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