

The TikZpingus package

Florian Sihler

<https://github.com/EagleoutIce/tikzpingus>

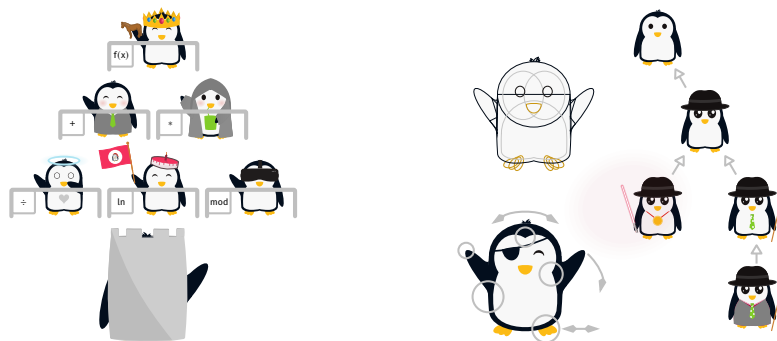
Version v1.2 – 2024/11/27

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	5
1.1	Dependencies	5
1.2	Copyright	5
2	Usage	5
2.1	Using the Coordinates	6
2.2	Colors	7
2.3	Setting the defaults	8
2.4	Changing the wings	8
2.5	Changing the eyes	8
2.6	Changing other components	9
2.7	Predefined Styles	10
2.8	Randomness	11
2.9	Extras	11
2.10	Wing-Items	12
2.11	Clothing	12
A	Gadget Overview	12
B	Full Reference	15
B.1	Penguin Keys	15
B.1.1	The Feet	16
B.1.2	The Body	18
B.1.3	The Size	19
B.1.4	The Eyes	20
B.1.5	The Wings	23
B.1.6	The Hair	25
B.1.7	The Bill	27
B.2	Drawing Styles	27
B.3	Extras	29
B.3.1	The heart	29
B.3.2	The vampire teeth	29
B.3.3	The tie	30
B.3.4	The sheriff star	31
B.3.5	The bowtie	31
B.3.6	The cup	32
B.3.7	The medal	33
B.3.8	The eye patches	34
B.3.9	The monocle	35
B.3.10	The pants	37
B.3.11	The glow	39
B.3.12	The eye frame	40
B.3.13	The glasses	41
B.3.14	The rounded glasses	42
B.3.15	The devil horns	44
B.3.16	The devil wings	44
B.3.17	The belt	45
B.3.18	The head band	45
B.3.19	The rook	49
B.3.20	The halo	49
B.3.21	The strawhat	50
B.3.22	The hat	51
B.3.23	The graduate cap	51
B.3.24	The space helmet	54
B.3.25	The mitra	54

B.3.26	The witch hat	56
B.3.27	The conical hat	57
B.3.28	The cap	58
B.3.29	The construction helmet	59
B.3.30	The crown	60
B.3.31	The princess crown	61
B.3.32	The cake hat	64
B.3.33	The pumpkin hat	66
B.3.34	The jack o lantern	67
B.3.35	The bee	70
B.3.36	The horse	72
B.3.37	The VR-headset	79
B.3.38	The headphones	80
B.3.39	The santa hat	82
B.3.40	The santa beard	83
B.3.41	The snowball	83
B.3.42	The wool hat	84
B.3.43	The deer hat	85
B.3.44	The mask	85
B.3.45	The blush	86
B.3.46	The banner	86
B.4	Wing Items	89
B.4.1	The lollipop	90
B.4.2	The flower	91
B.4.3	The cane	95
B.4.4	The hand cast	96
B.4.5	The sign post	97
B.4.6	The lightsaber	98
B.4.7	The lightstaff	104
B.4.8	The broom	107
B.4.9	The flag	109
B.4.10	The present	112
B.4.11	The staff	117
B.4.12	The hammer	119
B.4.13	The magnifier	122
B.4.14	The plank	124
B.4.15	The laptop	126
B.4.16	The devil fork	128
B.4.17	The horse	129
B.5	Clothes	139
B.5.1	The cloak	139
B.5.2	The shirt	140
B.5.3	The second shirt	143
C	Larger Examples	143
C.1	A chessboard	143
D	The Internals	144
D.1	General Commands	144
D.1.1	Color Management	144
D.1.2	Selections	145
D.2	The Eyes	145
D.2.1	Important Commands	145
D.2.2	The Code	145
D.2.3	Adding new Eyes	146

D.3	The Bill	147
D.3.1	The Code	147
D.3.2	Adding new Bills	147
D.4	The Body Type	148
D.4.1	Important Commands	148
D.4.2	The Code	149
D.5	The Feet	151
D.5.1	Important Commands	151
D.5.2	The Code	151
D.5.3	Adding new Feet	152
	Key Overview	154
	Internals Overview	162

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


Copyright © Florian Sihler. Permission is granted to copy, distribute and/or modify this software under the terms of the GNU General Public License, version 3.0 (to be found online at: <https://opensource.org/licenses/gpl-3.0.html>). The shown example penguins are purely fictional characters, any resemblance to real penguins or real persons is purely coincidental and no copyright infringement is intended.

2 Usage

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

One small penguin	
<pre>\begin{tikzpicture} \pingu \end{tikzpicture}</pre>	

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!	
<pre>\begin{tikzpicture} \pingu[left wing wave, right wing grab, eyes shiny, cup] \end{tikzpicture}</pre>	

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

`\pingu [penguin keys]`

The command to draw the penguin! If you want to use `\pengu` instead, you can use `\let\pengu\pingu` in your preamble to create an alias.

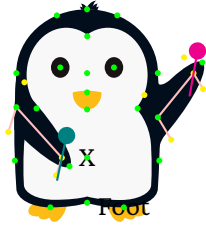
⁽²⁾ A lot of the libraries loaded are important only for specific extras. I plan on cleaning them up.

Besides the keys defined by this package, you can use the keys of TikZ and pgf as well (the duck was generated by the lovely [tikzducks](#) package):

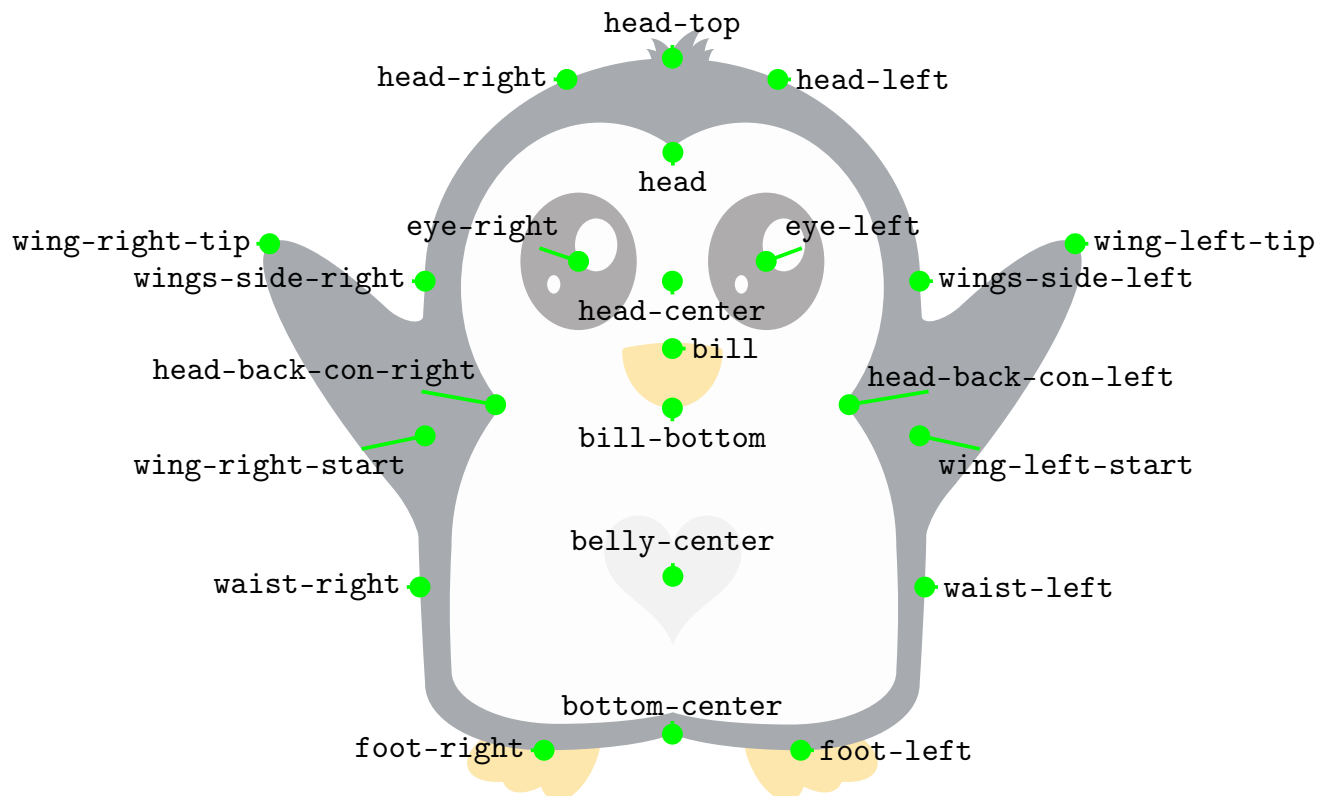
The Reunion	
<pre>\begin{tikzpicture} \duck \pingu[xshift=2.7cm, yshift=14mm, eyes wink] \end{tikzpicture}</pre>	

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	
<pre>\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}</pre>	

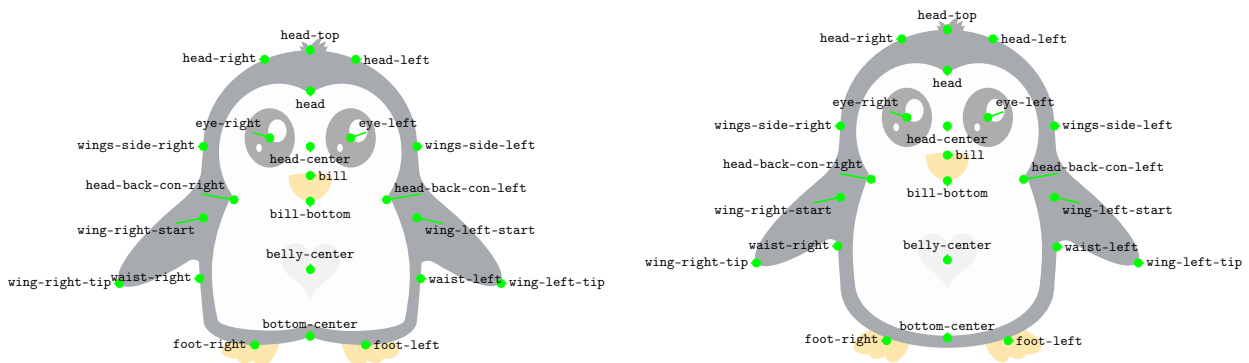
Lets look at those coordinates in more detail (all labels are to be prefixed by `<pingu/name>-`):



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 TikZ 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.

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

⁽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.

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}
```



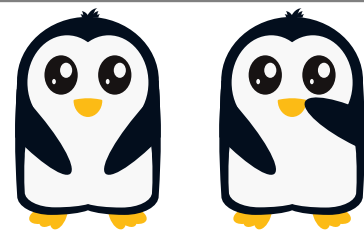
As you can see, using `!hide`, the straw will not be drawn.

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 previous 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 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".

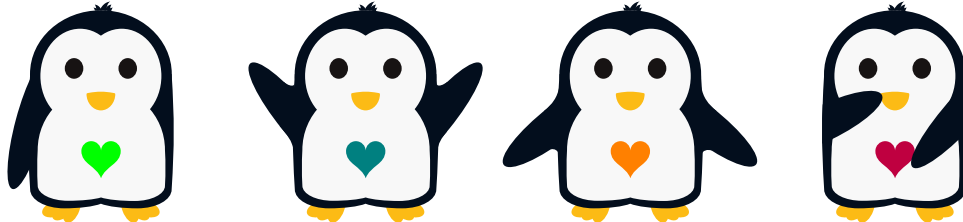
2.5 Changing the eyes

Just like the wings, there are a couple of different eye-styles to choose from: "none", "normal", "vertical", "shiny", "wink", "shock", "devil", "sad", "angry", "hearts", 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".

⁽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>`.

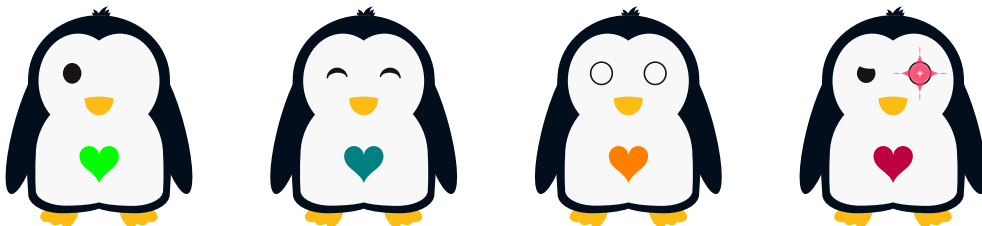
Wing-Showcase

```
\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}
```



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}
```



2.6 Changing other components

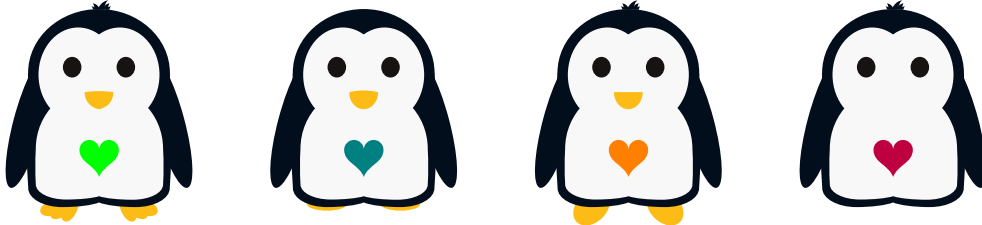
Just like for the wings and the eyes, you can change the following body parts:

- The *body type* itself
Select from: "none", "normal", "chubby", "legacy", "tilt-right", and "tilt-left".
- 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 an example.

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}
```



2.7 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.



- `:fill`, fill main penguin.



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



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



- `:devil`, set main “devil”-components.



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



- `: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.



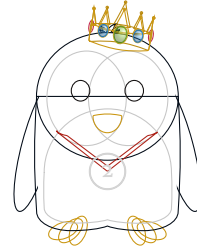
- `:mix-all`, mix everything with a given color.



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}
```



2.8 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 removing it) will never be picked. The first line in the example in Box “Random Penguin” sets the seed.

Random Penguin

```
\pgfmathsetseed{\number\pdfandomseed}
\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\pdfandomseed}
\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}
```



2.9 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}
```



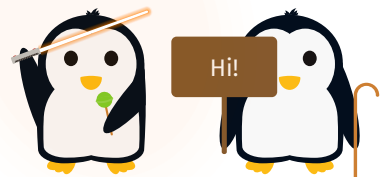
2.10 Wing-Items

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 2.4). Currently there are the following wing items: *cane*, *staff*, *flower*, *present*, *snowball*, *devilfork*, *flag*, *lollipop*, *broom*, *hammer*, *plank*, *magnifier*, *horse*, *handcast*, *lightsaber*, *lightstaff*, *signpost*, *vrcontroller*, and *laptop*. 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}
```



2.11 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



shirt



cloak



horse left



devil fork left



laptop left



plank left



magnifier left



hammer left



spear right



cross left



staff left



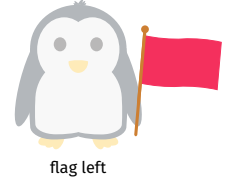
present left



german flag left



pride flag left



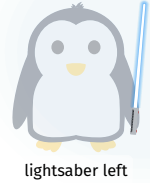
flag left



broom left



light-staff left



lightsaber left



sign post left



cane left



flower left



lollipop left



blush



deer hat



snowball right



santa beard



headphone



horse behind



bee



jack o lantern



cake-hat



crown



cap



witch hat



space helmet



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



graduate



mitra



conical hat



construction helmet



princess crown



pumpkin-hat



jack o lantern helmet



on horse



vr-headset



santa hat



snowball left



wool hat



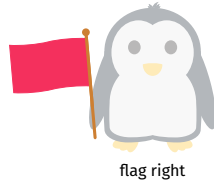
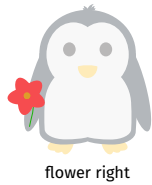
mask



banner



lollipop right



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 2.6.

```
\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 2.6.

```
\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 2.6:

```
\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 2.5](#).

```
\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)

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)

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)

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)

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 2.5](#).

```
\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)
```

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)
```

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)
```

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)
```

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)
```

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>
```

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

```
/pingu/eyes sad = <color>
```

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

```
/pingu/eyes angry = <color>
```

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

```
/pingu/eyes hearts = <color>
```

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

```
/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 2.4](#).

```
\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 2.4.

```
\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 2.6):

```
\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 2.6):

```
\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)

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



B.3.3 The tie

`/pingu/tie = <color>`

(pingu@green)

```
\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>`

(star)

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)

```
\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)

```
\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)

```
\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)

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 off:

```
\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` with 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)

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)

```
\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)

```
\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)

```
\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>` (17)

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>` (17)

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

`/pingu/head-band angle = <angle>` (17)

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

`/pingu/head band upper angle = <angle>` (17)

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>` (17)

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

`/pingu/head-band upper angle = <angle>` (17)

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 as 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 as 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 as 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)

```
\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)

```
\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)

```
\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 graduate cap

`/pingu/graduate = <color>`

(pingu@black!95!white)

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



`/pingu/graduate cap = <color>`

(pingu@black!95!white)

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

```
/pingu/graduate top = <color>
```

(<graduate-color>!95!white)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate top=green]
\end{tikzpicture}
```



```
/pingu/graduate cap top = <color>
```

(<graduate-color>!95!white)

This is an alias for /pingu/graduate top.

```
/pingu/graduate tilt = <length>
```

(2.33mm)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tilt=5mm]
\end{tikzpicture}
```



```
/pingu/graduate cap tilt = <length>
```

(2.33mm)

This is an alias for /pingu/graduate tilt.

```
/pingu/graduate tassel = <color>
```

(!hide)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel=green]
\end{tikzpicture}
```



```
/pingu/graduate cap tassel = <color>
```

(!hide)

This is an alias for /pingu/graduate tassel.

```
/pingu/graduate tassel drop = <color>
```

(!hide)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel,
         graduate tassel drop=green]
\end{tikzpicture}
```



```
/pingu/graduate cap tassel drop = <color>
```

(!hide)

This is an alias for /pingu/graduate tassel drop.

```
/pingu/graduate tassel start = <coordinate>
```

((.55cm,3.5mm-2.33mm))

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel,
         graduate tassel start={(2mm,4mm)}]
\end{tikzpicture}
```



`/pingu/graduate cap tassel start = <coordinate>` ((.55cm,3.5mm-2.33mm))

This is an alias for `/pingu/graduate tassel start`.

`/pingu/graduate tassel width = <length>` (.5mm)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel,
        graduate tassel width=2mm]
\end{tikzpicture}
```



`/pingu/graduate cap tassel width = <length>` (.5mm)

This is an alias for `/pingu/graduate tassel width`.

`/pingu/graduate tassel length = <length>` (5.5mm)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel,
        graduate tassel length=12mm]
\end{tikzpicture}
```



`/pingu/graduate cap tassel length = <length>` (5.5mm)

This is an alias for `/pingu/graduate tassel length`.

`/pingu/graduate tassel drop size = <length>` (5.5mm)

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

```
\begin{tikzpicture}
  \pingu[graduate, graduate tassel,
        graduate tassel drop size=4mm]
\end{tikzpicture}
```



`/pingu/graduate cap tassel drop size = <length>` (5.5mm)

This is an alias for `/pingu/graduate tassel drop size`.

`/pingu/graduate position = <angle>:(<x>,<y>)<scale>` (-27:(-.19cm,14cm){1.375})

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

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

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



`/pingu/graduate cap position = <angle>:(<x>,<y>)<scale>` (-27:(-.19cm,14cm){1.375})

This is an alias for `/pingu/graduate position`.

B.3.24 The space helmet

`/pingu/space helmet = <color>`

`(pingu@black!45!white)`

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



`/pingu/space helmet glass = <color>`

`(pingu@blue!40!pingu@yellow!50!white)`

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

```
\begin{tikzpicture}
  \pingu[space helmet, space helmet glass=green]
\end{tikzpicture}
```



`/pingu/space helmet glass opacity = <factor>`

`(.33)`

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

```
\begin{tikzpicture}
  \pingu[space helmet, space helmet glass opacity=1]
\end{tikzpicture}
```



`/pingu/space helmet position = <angle>:(<x>,<y>)<scale>`

`(-2:(.35mm,0){1})`

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

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

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



B.3.25 The mitra

`/pingu/mitra = <color>`

`(pingu@red!67!pingu@black)`

```
\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 = <length>`

(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.3.26 The witch hat

```
/pingu/witch hat = <color>
```

(pingu@purple!40!black)

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




```
/pingu/witch hat ribbon = <color>
```

(<witch-hat-color>!8!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>!9!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.3.27 The conical hat

```
/pingu/conical hat = <color>
```

(pingu@yellow)

```
\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.3.28 The cap

`/pingu/cap = <color>`

(`pingu@bronze`)

```
\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.3.29 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.3.30 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.3.31 The princess crown

Similar to `/pingu/crown` but smaller.

```
/pingu/princess crown = <color>
```

```
(pingu@yellow)
```

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.3.32 The cake hat

`/pingu/cake-hat = <color>`

(pingu@white!92!<pingu-cake-hat-top>)

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.3.33 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.3.34 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)

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

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



B.3.35 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.3.36 The horse

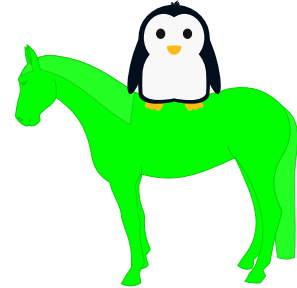
Although the horse does not have a bounding box by default (`/pingu/on horse has bounding box`), we add it so you can see everything.

```
/pingu/on horse = <color>
```

```
(pingu@bronze!80!pingu@black)
```

Place your pingu 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}
```

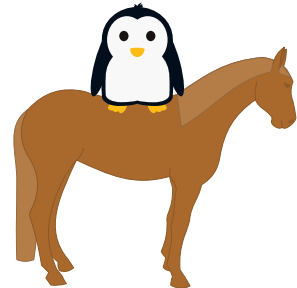


```
/pingu/on horse flip = <true/false>
```

```
(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}
```

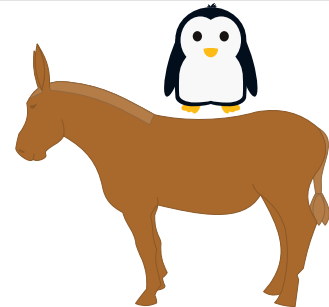


```
/pingu/on horse donkey = <true/false>
```

```
(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}
```

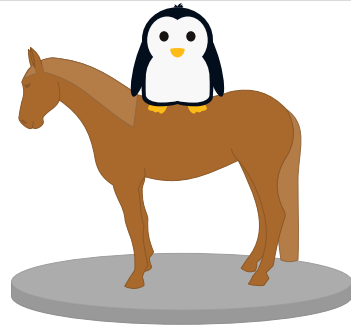


`/pingu/on horse has base = <true/false>`

(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}
```

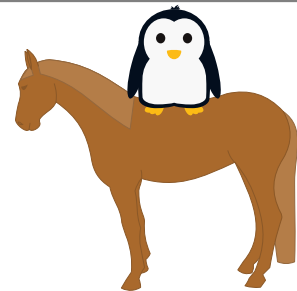


`/pingu/on horse has bounding box = <true/false>`

(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}
```

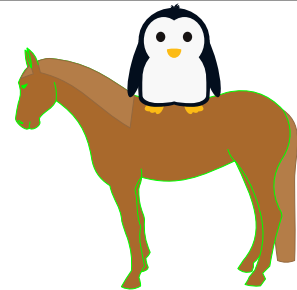


`/pingu/on horse draw = <color>`

(<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}
```

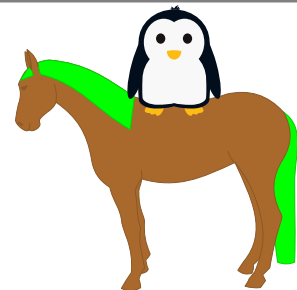


`/pingu/on horse mane = <color>`

(<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}
```

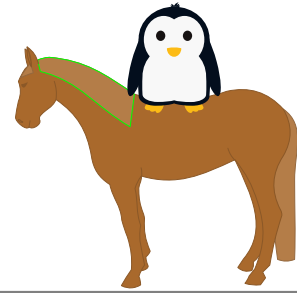


```
/pingu/on horse mane draw = <color>
```

```
(<on-horse-color>!86!pingu@white!8o!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}
```

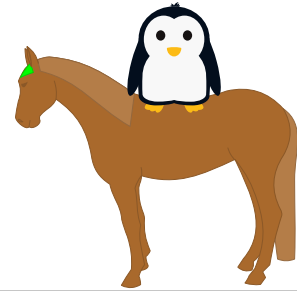


```
/pingu/on horse thatch = <color>
```

```
(<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}
```

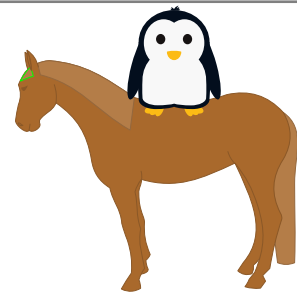


```
/pingu/on horse thatch draw = <color>
```

```
(<on-horse-color>!86!pingu@white!8o!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}
```

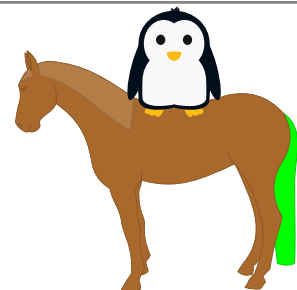


```
/pingu/on horse tail = <color>
```

```
(<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}
```

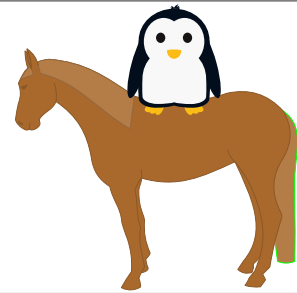


`/pingu/on horse tail draw = <color>`

`(<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}
```

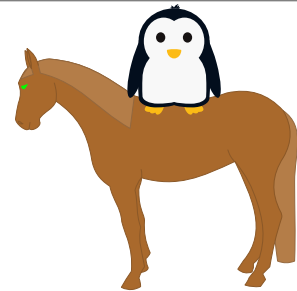


`/pingu/on horse eyes = <color>`

`(<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)`

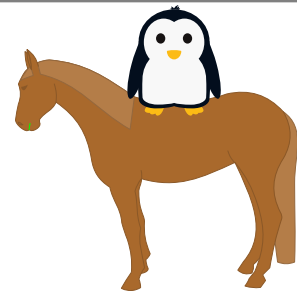
This is an alias for `/pingu/on horse eyes`.

`/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}
```

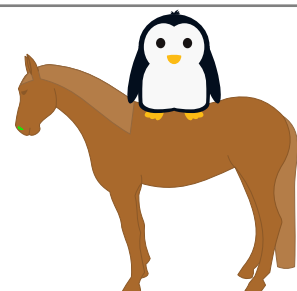


`/pingu/on horse nose = <color>`

`(<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}
```

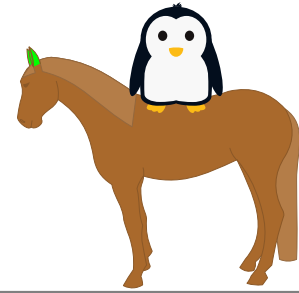


`/pingu/on horse ears = <color>`

`(<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}
```

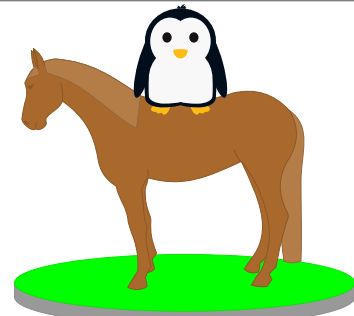


`/pingu/on horse base = <color>`

`(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}
```

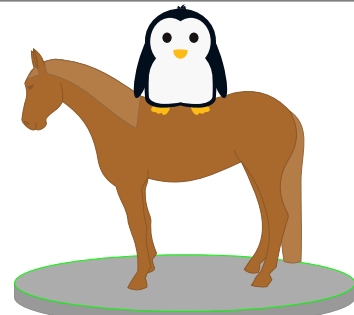


`/pingu/on horse base draw = <color>`

`(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}
```

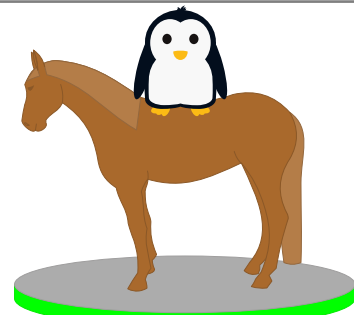


`/pingu/on horse base shade = <color>`

`(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}
```

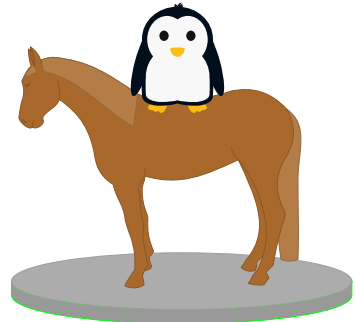


`/pingu/on horse base shade draw = <color>`

`(lightgray!80!black!91!pingu@black)`

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

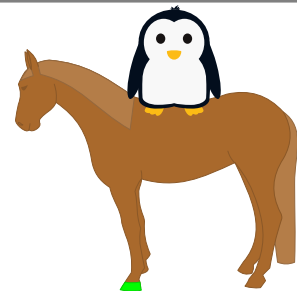
```
\begin{tikzpicture}
  \pingu[on horse, on horse has base,
    on horse has bounding box,
    on horse base shade draw=green]
\end{tikzpicture}
```



`/pingu/on horse front left hoof = <color>`

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

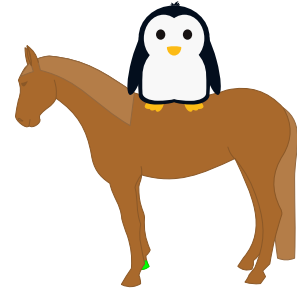
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front left hoof=green]
\end{tikzpicture}
```



`/pingu/on horse front right hoof = <color>`

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

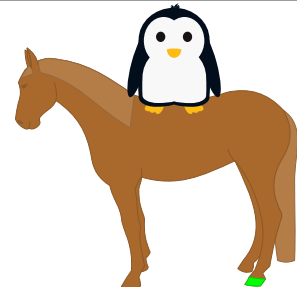
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front right hoof=green]
\end{tikzpicture}
```



`/pingu/on horse back left hoof = <color>`

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

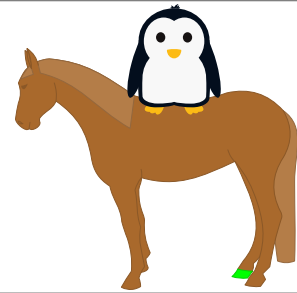
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse back left hoof=green]
\end{tikzpicture}
```



`/pingu/on horse back right hoof = <color>`

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

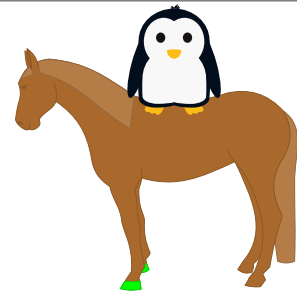
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse back right hoof=green]
\end{tikzpicture}
```



`/pingu/on horse front hoofs = <color>`

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

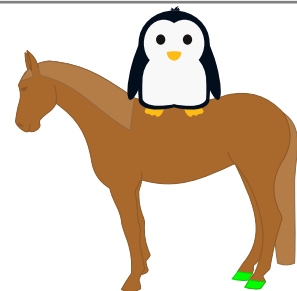
```
\begin{tikzpicture}
  \pingu[on horse,on horse has bounding box,
    on horse front hoofs=green]
\end{tikzpicture}
```



`/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}
```

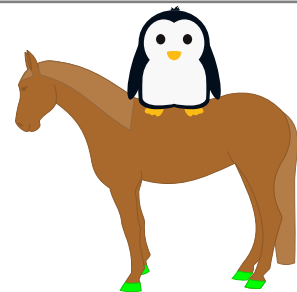


`/pingu/on horse hoofs = <color>`

(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}
```



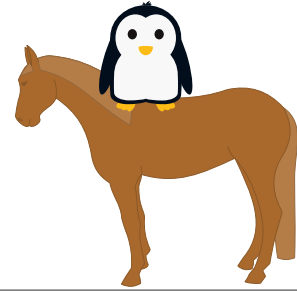
`/pingu/on horse xshift = <length>`

(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}
```

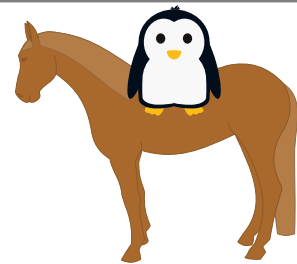


`/pingu/on horse yshift = <length>`

(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)

Place your penguin in front of a horse (configures `/pingu/on horse`):

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



B.3.37 The VR-headset

`/pingu/vr-headset = <color>`

(pingu@black!92!gray)

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



```
/pingu/vr-headset band = <color>
```

(<vr-headset>!92!gray)

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

```
\begin{tikzpicture}
  \pingu[vr-headset, vr-headset band=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.3.38 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.3.39 The santa hat

```
/pingu/santa hat = <color>
```

(pingu@red!87!pingu@black)

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.3.40 The santa beard

`/pingu/santa beard = <color>`

(pingu@white!96!pingu@red!98!pingu@black!92!gray)

```
\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.3.41 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.3.42 The wool hat

`/pingu/wool hat = <color>`

(pingu@blue!57!pingu@black)

```
\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.3.43 The deer hat

`/pingu/deer hat = <color>`

(pingu@red!87!pingu@black)

```
\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.3.44 The mask

`/pingu/mask = <color>`

(pingu@white!61!gray)

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.3.45 The blush

```
/pingu/blush = <color>
```

(pingu@red)

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.3.46 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!9!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 = <length>
```

(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>
```

(o)

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>
```

(o)

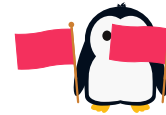
This is an alias for `/pingu/left wing item angle`.

```
/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)

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 flower

```
/pingu/flower left = <color>
```

(pingu@white!80!pingu@black)

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



```
/pingu/flower left size = <length>
```

(.3mm)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left size=12mm]
\end{tikzpicture}
```



```
/pingu/flower left center = <color>
```

(brown!50!pingu@yellow)

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

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



```
/pingu/flower left center size = <length>
```

(.65mm)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left center size=1cm]
\end{tikzpicture}
```



`/pingu/flower left stem = <color>`

(green!90!pingu@yellow!70!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left stem=purple]
\end{tikzpicture}
```



`/pingu/flower left stem length = <length>`

(6mm)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left stem length=1cm]
\end{tikzpicture}
```



`/pingu/flower left stem width = <length>`

(.15mm)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left stem width=1cm]
\end{tikzpicture}
```



`/pingu/flower left stem tilt = <length>`

(-5mm)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left stem tilt=-1cm]
\end{tikzpicture}
```



`/pingu/flower left petal count = <count>`

(5)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left petal count=8]
\end{tikzpicture}
```

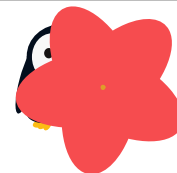


`/pingu/flower left petal width = <length>`

(4.5pt)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left petal width=1cm]
\end{tikzpicture}
```



`/pingu/flower left petal start angle = <length>`

(27)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left petal start angle=-40]
\end{tikzpicture}
```

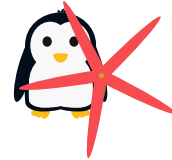


`/pingu/flower left petal peak = <factor>`

(2)

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

```
\begin{tikzpicture}
  \pingu[flower left, flower left petal peak=12]
\end{tikzpicture}
```



`/pingu/flower right = <color>`

(pingu@white!80!pingu@black)

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



`/pingu/flower right size = <length>`

(.3mm)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right size=12mm]
\end{tikzpicture}
```



`/pingu/flower right center = <color>`

(brown!50!pingu@yellow)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right center=green]
\end{tikzpicture}
```



`/pingu/flower right center size = <length>`

(.65mm)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right center size=1cm]
\end{tikzpicture}
```



`/pingu/flower right stem = <color>`

(green!90!pingu@yellow!70!pingu@black)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right stem=purple]
\end{tikzpicture}
```



`/pingu/flower right stem length = <length>`

(6mm)

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

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



`/pingu/flower right stem width = <length>`

(.15mm)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right stem width=1cm]
\end{tikzpicture}
```

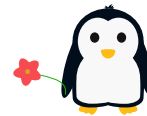


`/pingu/flower right stem tilt = <length>`

(-5mm)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right stem tilt=-1cm]
\end{tikzpicture}
```



`/pingu/flower right petal count = <count>`

(5)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right petal count=8]
\end{tikzpicture}
```



`/pingu/flower right petal width = <length>`

(4.5pt)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right petal width=1cm]
\end{tikzpicture}
```



```
/pingu/flower right petal start angle = <length>
```

(27)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right petal start angle=-40]
\end{tikzpicture}
```



```
/pingu/flower right petal peak = <factor>
```

(2)

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

```
\begin{tikzpicture}
  \pingu[flower right, flower right petal peak=12]
\end{tikzpicture}
```



B.4.3 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>
```

(omm)

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.4.4 The hand cast

```
/pingu/hand cast left = <text>
```

(X)

Show a symbol above the left wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast left=ABCDEFGF]
\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)

Show a symbol above the right wing of the penguin:

```
\begin{tikzpicture}
  \pingu[hand cast right=ABCDEFGF]
\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.4.5 The sign post

```
/pingu/sign post left = <text>
```

```
\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.4.6 The lightsaber

```
/pingu/lightsaber left = <color>
```

(pingu@blue)

```
\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}
```



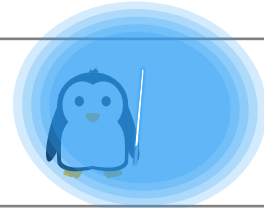
```
/pingu/lightsaber left outer glow factor = <factor>
```

(.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)

```
\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}
```



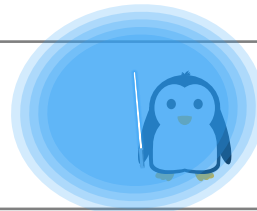
```
/pingu/lightsaber right outer glow factor = <factor>
```

(.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.4.7 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}
```



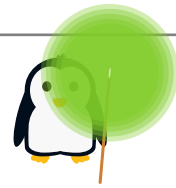
```
/pingu/light-staff left outer glow factor = <factor>
```

(.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.4.8 The broom

`/pingu/broom left = <color>`

(pingu@bronze)

```
\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)

```
\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.4.9 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)

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



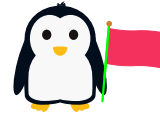
```
/pingu/flag left pole = <color>
```

(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}
```



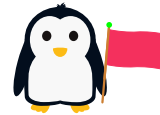
```
/pingu/flag left bobble = <color>
```

(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}
```



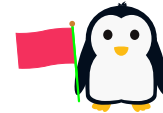
`/pingu/flag right pole = <color>`

(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.4.10 The present

`/pingu/present left = <color>`

(pingu@red!50!pingu@black!60!red)

```
\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>`

(o)

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)

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

```
\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>`

(o)

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.4.11 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:

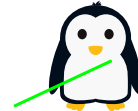
```
\begin{tikzpicture}
  \pingu[cross left]
\end{tikzpicture}
```



`/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.4.12 The hammer

`/pingu/hammer left = <color>`

(pingu@silver)

```
\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)

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

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



B.4.13 The magnifier

`/pingu/magnifier left = <color>`

(pingu@bronze)

```
\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.4.14 The plank

`/pingu/plank left = <color>`

(pingu@bronze!80!pingu@black)

```
\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>
```

(omm)

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.4.15 The laptop

```
/pingu/laptop left = <color>
```

(gray!80!pingu@white)

```
\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.4.16 The devil fork

```
/pingu/devil fork left = <color>
```

(pingu@red)

```
\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)

```
\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.4.17 The horse

```
/pingu/horse left = <color>
```

(pingu@bronze!8o!pingu@black)

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)

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)

```
\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)
```

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)
```

```
\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)

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]}
```



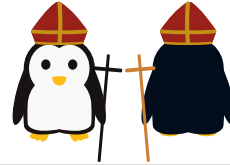
The kings

```
\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:

```
149 \def\pingu@color#1#2{%
150   \expandafter\def\csname pingu@color@#1\endcsname{#2}%
151 }
```

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:

```
26 \def\@pingu@color@ #1#2(#3,#4,#5){\definecolor{pingu@#1}{#2}{#3,#4,#5}}
27 \@pingu@color@{main}RGB(3,14,29)
28 \@pingu@color@{black}RGB(23,19,19)
29 \@pingu@color@{silver}RGB(192,192,192)
30 \@pingu@color@{bronze}RGB(205,127,50)
31 \@pingu@color@{white}RGB(248,248,248)
32 \@pingu@color@{yellow}RGB(252,187,21)
33 \@pingu@color@{lightblue}RGB(174,229,243)
34 \@pingu@color@{blue}RGB(48,161,247)
35 \@pingu@color@{green}RGB(129,204,41)
```



```

36 \pingu@color@{red}RGB(217, 40, 28)
37 \pingu@color@{purple}RGB(244,48,93)
38 \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:

```

110 \pingu@create@selection{lefteye}{%
111     \path ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
112         coordinate (\pingu@name-eye-left);%
113 }
114 \pingu@create@selection{righteye}{%
115     \path ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
116         coordinate (\pingu@name-eye-right);%
117 }

```

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:

```

219 left eye/.code = \pingu@lefteye@select{#1},
220 left eye color/.code = \pingu@color{eye@left}{#1},
221 left eye second color/.code = \pingu@color{eye@second@left}{#1},
222 right eye/.code = \pingu@righteye@select{#1},
223 right eye color/.code = \pingu@color{eye@right}{#1},
224 right eye second color/.code = \pingu@color{eye@second@right}{#1},
225 eyes/.style = {

```

```

226     /pingu/left eye = {#1},
227     /pingu/right eye = {#1}
228 },
229 eyes color/.style = {
230     /pingu/left eye color = {#1},
231     /pingu/right eye color = {#1}
232 },
233 eyes second color/.style = {
234     /pingu/left eye second color = {#1},
235     /pingu/right eye second color = {#1}
236 },

```

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:

```

656 \long\def\pingu@eyes@s#1#2#3{%
657     \@ifnextchar[%
658         {\pingu@eyes@s@{#1}{#2}{#3}}%
659         {\pingu@eyes@s@{#1}{#2}{#3}[pingu@black]}%
660 }
661 \long\def\pingu@eyes@s@#1#2#3[#4]{%
662     \pgfqkeys{/pingu}{%
663         left eye #1/.style = {/pingu/left eye={#1}, /pingu/left eye color={##1}},
664         left eye #1/.default = {#4},
665         right eye #1/.style = {/pingu/right eye={#1}, /pingu/right eye color={##1}},
666         right eye #1/.default = {#4},
667         eyes #1/.style = {/pingu/eyes={#1}, /pingu/eyes color={##1}},
668         eyes #1/.default = {#4}
669     }%
670     \pingu@lefteye@add{#1}{#2}\pingu@righteye@add{#1}{#3}%
671 }

```

As an example, this is the definition of the “normal eyes” (`/pingu/eyes normal`) in the code:

```

680 \pingu@eyes@s{normal}{%
681     \pingu@block{\pingu@color@eye@left}
682         ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
683         coordinate (\pingu@name-eye-left)
684         ellipse [x radius=.1225cm, y radius=.1365cm];
685 }{%
686     \pingu@block{\pingu@color@eye@right}
687         ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
688         coordinate (\pingu@name-eye-right)
689         ellipse [x radius=.1225cm, y radius=.1365cm];
690 }

```

As another example, this is the definition of the “shiny eyes” (`/pingu/eyes shiny`):

```
700 \pingu@eyes@s{shiny}{%
701   \pingu@block{\pingu@color@eye@left}
702     ([yshift=.75mm,xshift=\pingu@eye@shift]\pingu@name-eye-back-left)
703     coordinate(\pingu@name-eye-left)
704     ellipse [x radius=.22cm, y radius=.26cm];
705   \pingu@block{\pingu@color@eye@second@left}
706     (\pingu@name-eye-left)+(\eyebaseang:.85mm and \pingu@one)
707     ellipse [x radius=.8mm, y radius=\pingu@one];
708   \pingu@block{\pingu@color@eye@second@left}
709     (\pingu@name-eye-left)+(\eyebaseang+180:.12cm and .14cm)
710     ellipse [x radius=.25mm, y radius=.35mm];
711 }{%
712   \pingu@block{\pingu@color@eye@right}
713     ([yshift=.75mm,xshift=-\pingu@eye@shift]\pingu@name-eye-back-right)
714     coordinate(\pingu@name-eye-right)
715     ellipse [x radius=.22cm, y radius=.26cm];
716   \pingu@block{\pingu@color@eye@second@right}
717     (\pingu@name-eye-right)+(\eyebaseang:.85mm and \pingu@one)
718     ellipse [x radius=.8mm, y radius=\pingu@one];
719   \pingu@block{\pingu@color@eye@second@right}
720     (\pingu@name-eye-right)+(\eyebaseang+180:.12cm and .14cm)
721     ellipse [x radius=.25mm, y radius=.35mm];
722 }
```

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:

```
134 \pingu@create@selection{bill}{%
135   \coordinate (\pingu@name-bill-bottom) at (\pingu@name-bill);%
136 }
```

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:

```
255 bill/.code = \pingu@bill@select{#1},
256 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:



```

1024 \long\def\pingu@bill@s#1#2{%
1025   \pgfqkeys{/pingu}{%
1026     bill #1/.style = {/pingu/bill=#1}, /pingu/bill color={##1}},%
1027     bill #1/.default = pingu@yellow% TODO: defaults
1028   }%
1029   \pingu@bill@add{#1}{#2}%
1030 }
1031 \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:

```

1035 \pingu@bill@s{normal}{%
1036   \pingu@block[rounded corners=.1mm]{\pingu@color@bill}
1037     (\pingu@name-bill)++(-.19cm,0) arc (180:360:.19cm and .225cm)
1038     coordinate[pos=.5] (\pingu@name-bill-bottom) -- ++(-.2mm,.05mm)
1039     to[bend right=10] ([xshift=-.17cm,yshift=.05mm]\pingu@name-bill)
1040   -- cycle;
1041 }

```

As another example, this is the definition of the “flat bill” (`/pingu/bill flat`):

```

1054 \pingu@bill@s{flat}{%
1055   \pingu@block{\pingu@color@bill} (\pingu@name-bill)++(-.19cm,0)
1056     arc (180:360:.19cm and .225cm)
1057     coordinate[pos=.5] (\pingu@name-bill-bottom)
1058   -- cycle;
1059 }

```

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 offsetting 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 offsetting 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:

```
500 \def\pingu@x@bodytype@none{%
501   % set the lower half
502   \path[save path=\pingu@lowerpingu] (0,\pingu@outer@off)
503     % left side
504     to[bend right=\pingu@bend]
505       coordinate[pos=.775] (\pingu@name-waist-right)
506     ++(0,-\pingu@side@h@half-\pingu@outer@off)
507     % feety stuff
508     arc (180:270:\pingu@foot@outer@w{ } and \pingu@foot@outer@h)
509       coordinate (\pingu@name-foot-right)
510     arc (270:332:\pingu@foot@inner@w{ } and \pingu@foot@inner@h)
511       coordinate (\pingu@name-bottom-center)
512     arc (208:270:\pingu@foot@inner@w{ } and \pingu@foot@inner@h)
513       coordinate (\pingu@name-foot-left)
514     arc (270:360:\pingu@foot@outer@w{ } and \pingu@foot@outer@h)
515     % right side
516     to[bend right=\pingu@bend]
517       coordinate[pos=.225] (\pingu@name-waist-left)
518     ++(0,\pingu@side@h@half+\pingu@outer@off)
```

```

519     % switch to left
520     coordinate (\pingu@name-wings-side-left)
521     -- (0,\pingu@outer@off)
522     coordinate[pos=.5] (\pingu@name-head-center)
523     coordinate (\pingu@name-wings-side-right)
524     -- cycle;
525 % set the upper half
526 \path[save path=\pingu@upperpingu] (\pingu@name-head-center)
527 ++(0,\pingu@head@h@half)
528     coordinate (\pingu@name-head-top)
529     arc(90:450:\pingu@w@half{} and \pingu@head@h@half)
530     coordinate[pos=\pingu@anglehr] (\pingu@name-head-right)
531     coordinate[pos=\pingu@anglehl] (\pingu@name-head-left);
532
533 \coordinate (\pingu@name-belly-back) at (\pingu@w@half,-1cm);
534 \coordinate (\pingu@name-belly-center) at (\pingu@w@half,-.68\pingu@side@h@half);
535
536 % set the white above
537 \path[save path=\pingu@whitepingu] (\pingu@name-belly-back)
538 ++(-\pingu@w@half+\pingu@one,\pingu@lower@off)
539 to[bend right=.8\pingu@bend]
540 ++(0,1.05cm-\pingu@side@h@half-\pingu@lower@off)
541 arc (180:270:4mm and 2mm)
542 arc (270:331:5mm and .85mm)
543 arc (207:270:5mm and .85mm)
544 arc (270:360:4mm and 2mm)
545 to[bend right=.8\pingu@bend]
546 ++(0,\pingu@side@h@half-1.05cm+\pingu@lower@off)
547 arc (0:180:\pingu@w@half-.96mm and \pingu@w@half-\pingu@one)
548 -- cycle;
549
550 \coordinate (\pingu@name-eye-back-right)
551 at ([xshift=-.275cm,yshift=.25cm-\pingu@outer@off]\pingu@name-head-center);
552 \coordinate (\pingu@name-eye-back-left)
553 at ([xshift=.275cm,yshift=.25cm-\pingu@outer@off]\pingu@name-head-center);
554
555 \coordinate (\pingu@name-head-back-con-right)
556 at ([xshift=-\pingu@headcon@x,yshift=-\pingu@headcon@y]\pingu@name-eye-back-right);
557 \coordinate (\pingu@name-head-back-con-left)
558 at ([xshift=\pingu@headcon@x,yshift=-\pingu@headcon@y]\pingu@name-eye-back-left);
559 }

```

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” must be defined here (alongside a lot of hardcoding).



Within the initialization of all penguin options, we define 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

Similarly 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:

```
193 left foot color/.code      = \pingu@color{foot@left}{#1},  
194 left foot/.code           = \pingu@leftfoot@select{#1},  
195 right foot color/.code    = \pingu@color{foot@right}{#1},  
196 right foot/.code         = \pingu@rightfoot@select{#1},  
197 feet/.style              = {  
198     /pingu/left foot={#1},  
199     /pingu/right foot={#1}  
200 },  
201 feet color/.style        = {  
202     /pingu/left foot color={#1},  
203     /pingu/right foot color={#1}  
204 },  
205 feet front/.is if        = @pingu@feet@front,  

```

The conditional `\if@pingu@feet@front` is defined above and defaults to *false*:

```
162 \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 easily adding new feet.

The macro `\pingu@feet@s` is defined with the help of `\pingu@feet@s@` like this:

```
897 \long\def\pingu@feet@s#1#2#3{%
898   \@ifnextchar[%
899     {\pingu@feet@s@{#1}{#2}{#3}}%
900     {\pingu@feet@s@{#1}{#2}{#3}[pingu@yellow]}%
901   }
902 \long\def\pingu@feet@s#1#2#3[#4]{%
903   \pgfqkeys{/pingu}{%
904     left foot #1/.style   = {\pingu/left foot={#1}, /pingu/left foot color={##1}},%
905     left foot #1/.default = {#4},%
906     right foot #1/.style  = {\pingu/right foot={#1}, /pingu/right foot color={##1}},%
907     right foot #1/.default = {#4},%
908     feet #1/.style       = {\pingu/feet={#1}, /pingu/feet color={##1}},%
909     feet #1/.default     = {#4}%
910   }%
911   \pingu@leftfoot@add{#1}{#2}\pingu@rightfoot@add{#1}{#3}%
912 }
```

As an example, this is the definition of the “normal feet” (`/pingu/feet normal`) in the code:

```
921 \pingu@feet@s{normal}{%
922   \coordinate (@tmp) at ([xshift=-.5\pingu@foot@single@h]\pingu@name-foot-left);
923   \pingu@block[rotate around={-25+\basicfeetbend:(@tmp)}]{\pingu@color@foot@left}
924     (@tmp) ellipse [
925       x radius=\pingu@foot@single@w,
926       y radius=\pingu@foot@single@h
927   ];
928   \pingu@block[rotate around={\basicfeetbend:(\pingu@name-foot-left)}]
929     {\pingu@color@foot@left} (\pingu@name-foot-left) ellipse [
930       x radius=\pingu@foot@single@w,
931       y radius=\pingu@foot@single@h
932   ];
933
934   \coordinate (@tmp) at ([xshift= .5\pingu@foot@single@h]\pingu@name-foot-left);
935   \pingu@block[rotate around={25+\basicfeetbend:(@tmp)}]{\pingu@color@foot@left}
936     (@tmp) ellipse [
937       x radius=\pingu@foot@single@w,
938       y radius=\pingu@foot@single@h
939   ];
940 }{%
941   \coordinate (@tmp) at ([xshift=-.5\pingu@foot@single@h]\pingu@name-foot-right);
942   \pingu@block[rotate around={-25-\basicfeetbend:(@tmp)}]{\pingu@color@foot@right}
943     (@tmp) ellipse [
944       x radius=\pingu@foot@single@w,
945       y radius=\pingu@foot@single@h
946   ];
947   \pingu@block[rotate around={-\basicfeetbend:(\pingu@name-foot-right)}]
948     {\pingu@color@foot@right} (\pingu@name-foot-right) ellipse [
949     x radius=\pingu@foot@single@w,
```



```

950         y radius=\pingu@foot@single@h
951     ];
952     \coordinate (@tmp) at ([xshift= .5\pingu@foot@single@h]\pingu@name-foot-right);
953     \pingu@block[rotate around={25-\basicfeetbend:(@tmp)}]{\pingu@color@foot@right}
954         (@tmp) ellipse [
955             x radius=\pingu@foot@single@w,
956             y radius=\pingu@foot@single@h
957         ];
958 }

```

As another example, this is the definition of the “simple feet” (`/pingu/feet simple`):

```

977 \pingu@feet@s{simple}{%
978     \pingu@block[rotate around={-\basicfeetbend:(\pingu@name-foot-left)}]
979         {\pingu@color@foot@left} (\pingu@name-foot-left) ellipse [
980             x radius=2.66\pingu@foot@single@w,
981             y radius=\pingu@foot@single@h
982         ];
983 }{%
984     \pingu@block[rotate around={\basicfeetbend:(\pingu@name-foot-right)}]
985         {\pingu@color@foot@right} (\pingu@name-foot-right) ellipse [
986             x radius=2.66\pingu@foot@single@w,
987             y radius=\pingu@foot@single@h
988         ];
989 }

```

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.

B

<i>banner</i>	86
<i>banner band</i> :	87
<i>banner bent</i> :	89
<i>banner font</i> :	88
<i>banner height</i> :	88
<i>banner raise</i> :	88
<i>banner stick left color</i> :	87
<i>banner stick left length</i> :	87
<i>banner stick right color</i> :	87
<i>banner stick right length</i> :	88
<i>banner sticks color</i> :	87
<i>banner sticks length</i> :	88
<i>banner text color</i> :	87
<i>bee</i>	70
<i>bee blush</i> :	71
<i>bee body</i> :	71
<i>bee eyes</i> :	71
<i>bee mouth</i> :	71
<i>bee position</i> :	71
<i>bee wings</i> :	71
<i>belt</i>	45
<i>belt knot color</i> :	45
<i>bill</i>	27
<i>bill angry</i> :	27
<i>bill flat</i> :	27
<i>bill foreground</i> :	27
<i>bill none</i> :	27
<i>bill normal</i> :	27
<i>bill color</i>	27
<i>blush</i>	86
<i>blush opacity</i> :	86
<i>blush second</i> :	86
<i>body</i>	18
<i>body front</i>	18
<i>body head</i>	18
<i>body main</i>	18
<i>body type</i>	19
<i>bow tie</i>	31
<i>bow tie b</i> :	31
<i>bow-tie b, bowtie b</i>	
<i>bow tie knot</i> :	32
<i>bow-tie knot, bowtie knot</i>	
<i>bow tie offset</i> :	32
<i>bow-tie offset, bowtie offset</i>	
<i>bow-tie</i> :	31
<i>bowtie</i> :	31
<i>bronze medal</i>	34
<i>broom left</i>	107
<i>broom left band</i> :	108
<i>broom left bristles a</i> :	108

<i>broom left bristles b</i> :	108
<i>broom left bristles c</i> :	108
<i>broom left length</i> :	107
<i>broom left shift</i> :	108
<i>broom right</i>	108
<i>broom right band</i> :	109
<i>broom right bristles a</i> :	109
<i>broom right bristles b</i> :	109
<i>broom right bristles c</i> :	109
<i>broom right length</i> :	108
<i>broom right shift</i> :	109

C

<i>cake-hat</i>	64
<i>cake-hat candle</i> :	64
<i>cake-hat candle back</i> :	65
<i>cake-hat candle fire</i> :	64
<i>cake-hat candle fire 2</i> :	64
<i>cake-hat candle fire 3</i> :	65
<i>cake-hat candle shade</i> :	65
<i>cake-hat candle wick</i> :	65
<i>cake-hat outline</i> :	65
<i>cake-hat outline width</i> :	65
<i>cake-hat position</i> :	66
<i>cake-hat shade</i> :	64
<i>cake-hat top</i> :	64
<i>cane left</i>	95
<i>cane left raise</i> :	95
<i>cane right</i>	95
<i>cane right raise</i> :	95
<i>cap</i>	58
<i>cap extra height</i> :	59
<i>cap padding</i> :	59
<i>cape</i>	140
<i>cloak</i>	139
<i>cloak bottom color</i> :	140
<i>cloak cap</i> :	139
<i>cloak front color</i> :	140
<i>cloak padding</i> :	140
<i>cloak wings color</i> :	140
<i>conical hat</i>	57
<i>conical hat position</i> :	58
<i>conical hat rounding</i> :	58
<i>conical hat shade</i> :	58
<i>conical hat height</i>	
<i>conical hat height</i> :	58
<i>conical hat width</i>	
<i>conical hat width</i> :	58
<i>construction helmet</i>	59
<i>construction helmet extra height</i> :	59
<i>construction helmet padding</i> :	59
<i>construction helmet position</i> :	59

cross left	118
cross right	119
crown	60
crown 3d	60
crown back	60
crown back bend	60
crown front bend	60
crown gem colors	61
crown gem ring	61
crown gem shade	60
crown position	61
crown 2d	61
cup	32
cup steam	32
cup steam shift	33
cup straw	32

D

deer hat	85
deer hat b	85
deer hat band	85
devil fork left	128
devil fork left length	129
devil fork left second	128
devil fork right	129
devil fork right length	129
devil fork right second	129
devil horns	44
devil-horns	44
devilhorns	44
devil wings	44
devil wings b	45
devil-wings b,devilwings b	
devil-wings	45
devilwings	45

E

eye frame	40
eye-frame	40
eyeframe	40
eye patch left	34
eye-patch left	34
eyepatch left	34
eye patch right	34
eye-patch right	34
eyepatch right	34
eyes	22
eyes angry	23
eyes critical	23
eyes devil	23
eyes hearts	23
eyes none	22
eyes normal	22
eyes sad	23
eyes shiny	23
eyes shock	23
eyes vertical	22

eyes wink	23
eyes color	22
eyes second color	22

F

feet	17
feet back	18
feet chubby	18
feet none	17
feet normal	17
feet simple	17
feet sit	17
feet color	17
feet front	18
flag left	109
flag left bobble	110
flag left code	110
flag left pole	110
flag right	111
flag right bobble	111
flag right code	111
flag right pole	111
flower left	91
flower left center	91
flower left center size	91
flower left petal count	92
flower left petal peak	93
flower left petal start angle	93
flower left petal width	92
flower left size	91
flower left stem	92
flower left stem length	92
flower left stem tilt	92
flower left stem width	92
flower right	93
flower right center	93
flower right center size	93
flower right petal count	94
flower right petal peak	95
flower right petal start angle	95
flower right petal width	94
flower right size	93
flower right stem	94
flower right stem length	94
flower right stem tilt	94
flower right stem width	94

G

german flag left	110
german flag right	112
glasses	41
glasses fill	41
glasses left fill	41
glasses left opacity	41
glasses line width	42
glasses opacity	42
glasses right fill	41

<i>glasses right opacity:</i>	42
<i>glasses round</i>	42
<i>glasses round fill:</i>	43
<i>glasses round left fill:</i>	43
<i>glasses round left opacity:</i>	43
<i>glasses round line width:</i>	44
<i>glasses round opacity:</i>	44
<i>glasses round right fill:</i>	43
<i>glasses round right opacity:</i>	43
<i>glow</i>	39
<i>glow function:</i>	40
<i>glow steps:</i>	40
<i>glow width function:</i>	40
<i>glow solid</i>	39
<i>glow thick</i>	39
<i>gold medal</i>	34
<i>graduate</i>	51
<i>graduate cap:</i>	51
<i>graduate position:</i>	53
<i>graduate cap position</i>	
<i>graduate tassel:</i>	52
<i>graduate cap tassel</i>	
<i>graduate tassel drop:</i>	52
<i>graduate cap tassel drop</i>	
<i>graduate tassel drop size:</i>	53
<i>graduate cap tassel drop size</i>	
<i>graduate tassel length:</i>	53
<i>graduate cap tassel length</i>	
<i>graduate tassel start:</i>	52
<i>graduate cap tassel start</i>	
<i>graduate tassel width:</i>	53
<i>graduate cap tassel width</i>	
<i>graduate tilt:</i>	52
<i>graduate cap tilt</i>	
<i>graduate top:</i>	52
<i>graduate cap top</i>	

H

<i>hair 1 color</i>	25
<i>hair 2 color</i>	25
<i>hair 3 color</i>	26
<i>hair 4 color</i>	26
<i>hair 5 color</i>	26
<i>hairs color</i>	26
<i>hair:</i>	26
<i>hairs:</i>	26
<i>hairstyle</i>	26
<i>hair style:</i>	26
<i>hairstyle none:</i>	26
<i>hairstyle normal:</i>	27
<i>halo</i>	49
<i>halo above:</i>	50
<i>halo glow:</i>	50
<i>halo raise:</i>	49
<i>hammer left</i>	119
<i>hammer left handle:</i>	120
<i>hammer left handle length:</i>	119
<i>hammer left handle shift:</i>	119
<i>hammer left height:</i>	120

<i>hammer left width:</i>	119
<i>hammer left xshift:</i>	120
<i>hammer left yshift:</i>	120
<i>hammer left with knob</i>	120
<i>hammer right</i>	120
<i>hammer right handle:</i>	121
<i>hammer right handle length:</i>	120
<i>hammer right handle shift:</i>	121
<i>hammer right height:</i>	121
<i>hammer right width:</i>	121
<i>hammer right xshift:</i>	121
<i>hammer right yshift:</i>	121
<i>hammer right with knob</i>	121
<i>hand cast left</i>	96
<i>hand cast left color:</i>	96
<i>handcast left:</i>	96
<i>hand cast left color</i>	
<i>handcast left color:</i>	96
<i>hand cast right</i>	96
<i>hand cast right color:</i>	96
<i>handcast right:</i>	96
<i>hand cast right color</i>	
<i>handcast right color:</i>	96
<i>hat</i>	51
<i>hat base:</i>	51
<i>hat coronal:</i>	51
<i>hat position:</i>	51
<i>hat ribbon:</i>	51
<i>mitra height:</i>	54
<i>head band</i>	45
<i>head band angle:</i>	46
<i>head-band angle, headband angle</i>	
<i>head band bands:</i>	48
<i>head-band bands, headband bands</i>	
<i>head band bands a color:</i>	48
<i>head-band bands a color,</i>	
<i>headband bands a color</i>	
<i>head band bands b color:</i>	48
<i>head-band bands b color,</i>	
<i>headband bands b color</i>	
<i>head band bend:</i>	46
<i>head-band bend, headband bend</i>	
<i>head band knot:</i>	46
<i>head-band knot, headband knot</i>	
<i>head band knot a color:</i>	47
<i>head-band knot a color,</i>	
<i>headband knot a color</i>	
<i>head band knot b color:</i>	47
<i>head-band knot b color,</i>	
<i>headband knot b color</i>	
<i>head band knot color:</i>	47
<i>head-band knot color, headband knot color</i>	
<i>head band upper angle:</i>	46
<i>head-band upper angle, headband upper angle</i>	
<i>head-band:</i>	45
<i>headband:</i>	45
<i>headphone</i>	80
<i>headphone inner:</i>	82
<i>headphones inner</i>	
<i>headphone left:</i>	81
<i>headphone left inner:</i>	81
<i>headphone left outer:</i>	81

headphone outer: 81
 headphones outer
 headphone right: 81
 headphone right inner: 82
 headphone right outer: 81
 headphones: 80
 heart 29
 height 19
 horse behind 79
 horse left 129
 horse left back hoofs: 133
 horse left back left hoof: 133
 horse left back right hoof: 133
 horse left base: 132
 horse left base draw: 132
 horse left base shade: 132
 horse left base shade draw: 132
 horse left donkey: 130
 horse left draw: 130
 horse left ears: 132
 horse left eyes: 131
 horse left eye
 horse left flip: 129
 horse left front hoofs: 133
 horse left front left hoof: 132
 horse left front right hoof: 133
 horse left has base: 130
 horse left hoofs: 133
 horse left mane: 130
 horse left mane draw: 130
 horse left mouth: 131
 horse left nose: 131
 horse left on base: 134
 horse left tail: 131
 horse left tail draw: 131
 horse left thatch: 130
 horse left thatch draw: 131
 horse left xshift: 134
 horse left yshift: 134
 horse right 134
 horse right back hoofs: 138
 horse right back left hoof: 138
 horse right back right hoof: 138
 horse right base: 137
 horse right base draw: 137
 horse right base shade: 137
 horse right base shade draw: 137
 horse right donkey: 134
 horse right draw: 135
 horse right ears: 136
 horse right eyes: 136
 horse right eye
 horse right flip: 134
 horse right front hoofs: 138
 horse right front left hoof: 137
 horse right front right hoof: 137
 horse right has base: 135
 horse right hoofs: 138
 horse right mane: 135
 horse right mane draw: 135

horse right mouth: 136
 horse right nose: 136
 horse right on base: 139
 horse right tail: 136
 horse right tail draw: 136
 horse right thatch: 135
 horse right thatch draw: 135
 horse right xshift: 138
 horse right yshift: 139

J

jack o lantern 67
 jack o lantern back stripe a: 69
 jack o lantern back stripe b: 69
 jack o lantern back stripe c: 69
 jack o lantern background: 69
 jack o lantern height: 70
 jack o lantern outline: 69
 jack o lantern outline width: 70
 jack o lantern position: 70
 jack o lantern stalk: 68
 jack o lantern stalk top: 68
 jack o lantern stripe a: 68
 jack o lantern stripe b: 68
 jack o lantern stripe c: 68
 jack o lantern width: 70
 jack o lantern helmet 70

L

laptop left 126
 laptop left bracket: 126
 laptop left content: 127
 laptop left display: 127
 laptop left key: 126
 laptop left lower: 126
 laptop left mid: 127
 laptop right 127
 laptop right bracket: 127
 laptop right content: 128
 laptop right display: 128
 laptop right key: 128
 laptop right lower: 127
 laptop right mid: 128
 large size 19
 large: 20
 large height: 20
 left eye 20
 left eye angry: 21
 left eye critical: 21
 left eye devil: 20
 left eye hearts: 21
 left eye none: 20
 left eye normal: 20
 left eye sad: 21
 left eye shiny: 20
 left eye shock: 20
 left eye vertical: 20

left eye wink:	20
left eye color	20
left eye second color	20
left foot	16
left foot back:	16
left foot chubby:	16
left foot none:	16
left foot normal:	16
left foot simple:	16
left foot sit:	16
left foot color	16
left wing	23
left wing grab:	24
left wing hug:	24
left wing none:	23
left wing normal:	23
left wing raise:	23
left wing shock:	24
left wing wave:	23
left wing color	23
left wing item angle	89
left item angle:	89
left wing item flip	89
left item flip:	89
light-staff left	104
light-staff left core:	105
light-staff left core width:	105
light-staff left glow length:	105
light-staff left head:	105
light-staff left length:	105
light-staff left outer glow factor:	106
light-staff left staff:	105
light-staff right	106
light-staff right core:	107
light-staff right core width:	107
light-staff right glow length:	106
light-staff right head:	106
light-staff right length:	106
light-staff right outer glow factor:	107
light-staff right staff:	107
lightsaber left	98
lightsaber left button:	99
lightsaber left button b:	99
lightsaber left color b:	99
lightsaber left deco:	98
lightsaber left disabled:	101
lightsaber left double:	99
lightsaber left glow:	100
lightsaber left glow core:	101
lightsaber left handle:	98
lightsaber left length:	100
lightsaber left length b:	100
lightsaber left outer glow factor:	101
lightsaber left ribbs:	99
lightsaber left solid:	100
lightsaber left yshift:	100
lightsaber right	101
lightsaber right button:	102
lightsaber right button b:	102

lightsaber right color b:	103
lightsaber right deco:	102
lightsaber right disabled:	104
lightsaber right double:	102
lightsaber right glow:	103
lightsaber right glow core:	104
lightsaber right handle:	101
lightsaber right length:	103
lightsaber right length b:	103
lightsaber right outer glow factor:	104
lightsaber right ribbs:	102
lightsaber right solid:	104
lightsaber right yshift:	103
lollipop left	90
lollipop left handle:	90
lollipop left second:	90
lollipop right	90
lollipop right handle:	91
lollipop right second:	91

M

magnifier left	122
magnifier left glass:	122
magnifier left handle length:	122
magnifier left handle shift:	122
magnifier left opacity:	122
magnifier left size:	122
magnifier left thick:	123
magnifier left xshift:	123
magnifier left yshift:	123
magnifier right	123
magnifier right glass:	124
magnifier right handle length:	123
magnifier right handle shift:	123
magnifier right opacity:	124
magnifier right size:	123
magnifier right thick:	124
magnifier right xshift:	124
magnifier right yshift:	124
mask	85
mask band:	85
mask band inner:	86
mask band outer:	86
mask line width:	85
medal	33
medal band:	33
medal shade:	33
medal shade width:	33
medal text:	33
meta-dots	16
meta dots:	16
mitra	54
mitra background:	55
mitra center band:	56
mitra center band width:	56
mitra lower angle:	55
mitra lower band:	55
mitra lower band height:	55
mitra overset:	55

mitra position: 56
mitra upper angle: 55
mitra upper band: 56
mitra upper band height: 56

monocle left 35
monocle left blob: 36
monocle left glass: 35
monocle left fill
monocle left opacity: 35
monocle left fill opacity
monocle left string: 35
monocle left string length: 35

monocle right 36
monocle right blob: 37
monocle right glass: 36
monocle right fill
monocle right opacity: 36
monocle right fill opacity
monocle right string: 36
monocle right string length: 37

N

name 15
normal size 19
normal: 19
normal height: 19

O

on horse 72
on horse back hoofs: 78
on horse back left hoof: 77
on horse back right hoof: 78
on horse base: 76
on horse base draw: 76
on horse base shade: 76
on horse base shade draw: 77
on horse donkey: 72
on horse draw: 73
on horse ears: 76
on horse eyes: 75
on horse eye
on horse flip: 72
on horse front hoofs: 78
on horse front left hoof: 77
on horse front right hoof: 77
on horse has base: 73
on horse has bounding box: 73
on horse hoofs: 78
on horse mane: 73
on horse mane draw: 74
on horse mouth: 75
on horse nose: 75
on horse scale: 79
on horse tail: 74
on horse tail draw: 75
on horse thatch: 74
on horse thatch draw: 74
on horse xshift: 79

on horse yshift: 79

P

pants 37
pants bands: 37
pants button left: 37
pants button left shade: 38
pants button right: 38
pants button right shade: 38
pants buttons: 38
pants buttons shade: 38
pants extra height: 39
pants no buttons: 39
pants without buttons

\pingu 5
\pingulefaults 8
\pingulefaultsappend 8

plank left 124
plank left height: 125
plank left width: 125
plank left xshift: 125
plank left yshift: 125

plank right 125
plank right height: 125
plank right width: 125
plank right xshift: 126
plank right yshift: 126

present left 112
present left band: 112
present left band second height: 113
present left band second yshift: 113
present left band width: 113
present left height: 112
present left lid: 113
present left lid band: 114
present left lid height: 114
present left lid overhang: 114
present left lid yshift: 114
present left ribbon: 112
present left width: 112
present left xshift: 113
present left yshift: 113

present right 114
present right band: 115
present right band second height: 115
present right band second yshift: 116
present right band width: 115
present right height: 114
present right lid: 116
present right lid band: 116
present right lid height: 116
present right lid overhang: 116
present right lid yshift: 116
present right ribbon: 115
present right width: 114
present right xshift: 115
present right yshift: 115

pride flag left 110
pride flag right 111

princess crown	61
princess crown 3d: 62	
princess crown back: 62	
princess crown back bend: 62	
princess crown bobbles: 63	
princess crown front bend: 62	
princess crown gem colors: 63	
princess crown gem ring: 63	
princess crown gem shade: 62	
princess crown position: 63	
princess crown 2d	63
pumpkin-hat	66
pumpkin-hat outline: 67	
pumpkin-hat outline width: 67	
pumpkin-hat position: 67	
pumpkin-hat stalk: 66	
pumpkin-hat stalk top: 66	
pumpkin-hat stripe a: 66	
pumpkin-hat stripe b: 67	
pumpkin-hat stripe c: 67	

R

random from	11
right eye	21
right eye angry: 22	
right eye critical: 22	
right eye devil: 22	
right eye hearts: 22	
right eye none: 21	
right eye normal: 21	
right eye sad: 22	
right eye shiny: 21	
right eye shock: 22	
right eye vertical: 21	
right eye wink: 21	
right eye color	21
right eye second color	21
right foot	16
right foot back: 17	
right foot chubby: 17	
right foot none: 17	
right foot normal: 17	
right foot simple: 17	
right foot sit: 17	
right foot color	17
right wing	24
right wing grab: 24	
right wing hug: 24	
right wing none: 24	
right wing normal: 24	
right wing raise: 24	
right wing shock: 24	
right wing wave: 24	
right wing color	24
right wing item angle	89
right item angle: 89	
right wing item flip	90
right item flip: 90	

rook	49
rook back: 49	
rook hatch: 49	
rook shade: 49	

S

santa beard	83
santa beard string: 83	
santa hat	82
santa hat bobble: 82	
santa hat second: 82	
scale	15
second shirt	143
second shirt neck: 143	
second shirt raise: 143	
sheriff star	31
sheriff star content: 31	
sheriff star lines: 31	
shirt	140
shirt above: 142	
shirt button bottom: 141	
shirt button bottom shade: 142	
shirt button middle: 141	
shirt button middle shade: 142	
shirt button top: 141	
shirt button top shade: 142	
shirt buttons: 141	
shirt buttons shade: 142	
shirt no buttons: 142	
shirt padding: 141	
shirt raise: 141	
sign post left	97
sign post left color: 97	
signpost left color	
sign post left font color: 97	
signpost left fontcolor	
signpost left: 97	
sign post right	97
sign post right color: 98	
signpost right color	
sign post right font color: 98	
signpost right fontcolor	
signpost right: 97	
silver medal	34
small size	19
small: 19	
small height: 19	
snowball left	83
snowball left size: 83	
snowball left xshift: 83	
snowball left yshift: 83	
snowball right	83
snowball right size: 84	
snowball right xshift: 84	
snowball right yshift: 84	
space helmet	54
space helmet glass: 54	
space helmet glass opacity: 54	
space helmet position: 54	

spear left 117

spear right 119

staff left 117

 staff left code: 117

 staff left code app: 117

 staff left code pre: 117

 staff left length: 117

 staff left raise: 117

staff right 118

 staff right code: 118

 staff right code app: 118

 staff right code pre: 118

 staff right length: 118

 staff right raise: 118

strawhat 50

 straw hat: 50

 strawhat position: 50

 straw hat position

 strawhat ribbon: 50

 straw hat ribbon

Styles 27

 :back: 28

 :devil: 28

 :fill: 27

 :ghost: 28

 :ghost parts: 28

 :hide: 28

 :line: 27

 :mix: 29

 :mix-all: 29

 :mix-draw: 29

 :pingu: 28

sun glasses 42

 sunglasses: 42

sun glasses round 44

 sunglasses round: 44

T

tie 30

 tie dots: 30

 tie knot: 30

 tie length: 30

 tie offset: 30

 tie pattern: 30

 tie width: 30

V

vampire teeth 29

vr-headset 79

 vr-headset band: 80

 vr-headset band top: 80

 vr-headset hair: 80

 vr-headset text: 80

 vr-headset text color: 80

W

wings 24

 wings grab: 25

 wings hug: 25

 wings none: 25

 wings normal: 25

 wings raise: 25

 wings shock: 25

 wings wave: 25

wings color 25

witch hat 56

 witch hat band: 57

 witch hat base: 57

 witch hat coronal: 57

 witch hat position: 57

 witch hat ribbon: 57

wool hat 84

 wool hat bobble: 84

 wool hat second: 84

Internals Overview

The initial `\pingu@` and `@pingu@` is ignored for indexing (as this would destroy the whole sense of the index).

B

<code>\basicfeetbend</code>	151
<code>\pingu@bend</code>	148
<code>\pingu@bill@add</code>	147
<code>\pingu@bill@s</code>	147
<code>\pingu@bill@select</code>	147
<code>\pingu@bodytype@add</code>	149
<code>\pingu@bodytype@select</code>	149

C

<code>\pingu@color</code>	144
<code>\@pingu@color@</code>	144
<code>\pingu@color@bill</code>	147
<code>\pingu@color@body@front</code>	150
<code>\pingu@color@body@head</code>	150
<code>\pingu@color@body@main</code>	150
<code>\pingu@color@eye@left</code>	146
<code>\pingu@color@eye@right</code>	146
<code>\pingu@color@eye@second@left</code>	146
<code>\pingu@color@eye@second@right</code>	146
<code>\pingu@color@foot@left</code>	151
<code>\pingu@color@foot@right</code>	151
<code>\pingu@create@selection</code>	
<code>\pingu@<selection>@add:</code>	145
<code>\pingu@<selection>@select:</code>	145
<code>\@pingu@drawer@<selection>@:</code>	145
<code>\pingu@create@selection</code>	145

D

<code>\@pingu@drawer@bill@</code>	147
<code>\@pingu@drawer@bodytype@</code>	149
<code>\@pingu@drawer@lefteye@</code>	145
<code>\@pingu@drawer@leftfoot@</code>	151
<code>\@pingu@drawer@righteye@</code>	145
<code>\@pingu@drawer@rightfoot@</code>	151

E

<code>\pingu@eye@shift</code>	145
<code>\eyebaseang</code>	147
<code>\pingu@eyes@s</code>	146
<code>\pingu@eyes@s@</code>	146

F

<code>\pingu@feet@s</code>	152
<code>\pingu@feet@s@</code>	152

<code>\pingu@foot@inner@h</code>	149
<code>\pingu@foot@inner@w</code>	149
<code>\pingu@foot@outer@h</code>	149
<code>\pingu@foot@outer@w</code>	149
<code>\pingu@foot@single@h</code>	151
<code>\pingu@foot@single@w</code>	151

H

<code>\pingu@head@h@half</code>	148
<code>\pingu@headcon@x</code>	149
<code>\pingu@headcon@y</code>	149

I

<code>\if@pingu@feet@front</code>	151
<code>\@pingu@feet@frontfalse:</code>	151
<code>\@pingu@feet@fronttrue:</code>	151

L

<code>\pingu@lefteye@add</code>	145
<code>\pingu@lefteye@select</code>	145
<code>\pingu@leftfoot@add</code>	151
<code>\pingu@leftfoot@select</code>	151
<code>\pingu@lower@off</code>	148
<code>\pingu@lowerpingu</code>	149

N

<code>\pingu@name</code>	144
<code>\@pingu@none</code>	144

O

<code>\pingu@one</code>	144
<code>\pingu@outer@off</code>	148

R

<code>\pingu@righteye@add</code>	145
<code>\pingu@righteye@select</code>	145
<code>\pingu@rightfoot@add</code>	151
<code>\pingu@rightfoot@select</code>	151

S

<code>\pingu@side@h@half</code>	148
---------------------------------------	-----

U

\pingu@upperpingu 149

\pingu@whitepingu 149

W

X

\pingu@w@half 148

\pingu@x@bodytype@none 149