

# tikzsymbols\*

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March 23, 2013

## Abstract

Just some symbols created with “tikz”.  
English is not my native language. So there might be some errors ☺

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\*This document corresponds to tikzsymbols v2.2, dated 2013/03/09.

# 1 Short Introduction

There are about two emoticons available in L<sup>A</sup>T<sub>E</sub>X: Smiley and Frowny. But why aren't there more? Or why did nobody make cooking-symbols? I thought about this questions and during a project I developed some (cooking)symbols. Developing them was real fun and so I made some more, reworked some etc. And here they are.

## 2 Options

### 2.1 For Trees

These options are for the commands in the section “Trees” 3.4. The trees look pretty nice, but have one drawback: L<sup>A</sup>T<sub>E</sub>X needs extremely long to produce them. So these options come in handy: by turning **tree=off** or using **draft** the trees will be replaced by squares (for an example see section “Trees” 3.4). Those squares are fast produced by L<sup>A</sup>T<sub>E</sub>X and have almost the same size as the trees, they are “spacefillers”. In your final document you can turn **tree=on**, delete it or write **final** and the trees will be produced.

Options to produce normal trees: ☹️	Options for “spacefillers”: ☺️
<code>\usepackage{tikzsymbols}</code>	
<code>\usepackage{tree=on}{tikzsymbols}</code>	<code>\usepackage{tree=off}{tikzsymbols}</code>
<code>\usepackage{final}{tikzsymbols}</code>	<code>\usepackage{draft}{tikzsymbols}</code>
<code>\documentclass[final]{class}</code>	<code>\documentclass[draft]{class}</code>
<code>\usepackage{tikzsymbols}</code>	<code>\usepackage{tikzsymbols}</code>

Note: you shouldn't use both, **tree=on/off** and class-option **draft**. It's just unnecessary.

While working on this document I used the **draft** syntax and in the final output I deleted it.

But there are no warnings, if you misspell something e.g. **tree=onf**. You will see what happens.







### 2.2 If you load the package “marvosym”

Package “marvosym” defines the partly the same Commands as “tikzsymbols”. *You should always load “tikzsymbols” after “marvosym”!!* If you do that, “tikzsymbols” redefines for example marvosyms “Smiley” and “Coffeecup”. But if you like marvosyms “Smiley” more than the “Smiley” from “tikzpicture”, you should use the option “marvosym”:

Without option “marvosym” ☹️ ☹️	With option “marvosym” ☹️ ☹️
<code>\usepackage{marvosym}</code>	<code>\usepackage{marvosym}</code>
<code>\usepackage{tikzsymbols}</code>	<code>\usepackage{marvosym}{tikzsymbols}</code>

If you use the option `marvosym` without loading the package, L<sup>A</sup>T<sub>E</sub>X will produce an error message.

### 3 Symbols

In this section the symbols are introduced. They  all  **change**  automatically  with  the textsize .














#### 3.1 cooking-symbols

At the following table the cooking-symbols are listed.

The first column shows the Command (at first the german at second the english). The second are the optional keys.

`<scale>` can be a number between (not exactly) -1400 and (also not exactly) 1400<sup>1</sup>, default is 1. The optional parameter(s) are for both, the german and the english commands the same.

Da Umlaute nicht angezeigt werden können, werden die Umlaute ö, ä, ü ersetzt durch: o, a, u.

German & English Commands		Optional parameter(s)	Output (defaultsize)
<code>\Kochtopf</code>	<code>\pot</code>	<code>[\scale]</code>	
<code>\Bratpfanne</code>	<code>\fryingpan</code>	<code>[\scale]</code>	
<code>\Schneebeesen</code>	<code>\eggbeater</code>	<code>[\scale]</code>	
<code>\Sieb</code>	<code>\sieve</code>	<code>[\scale]</code>	
<code>\Purierstab</code>	<code>\blender<sup>2</sup></code>	<code>[\scale]</code>	
<code>\Dreizack</code>	<code>\trident</code>	<code>[\scale]</code>	
<code>\Backblech</code>	<code>\bakingplate</code>	<code>[\scale]</code>	
<code>\Ofen</code>	<code>\oven</code>	<code>[\scale]</code>	
<code>\Pfanne</code>	<code>\pan</code>	<code>[\scale]</code>	
<code>\Herd</code>	<code>\cooker</code>	<code>[\scale]</code>	
<code>\Saftpresse</code>	<code>\squeezer</code>	<code>[\scale]</code>	
<code>\Schussel</code>	<code>\bowl</code>	<code>[\scale]</code>	
<code>\Schaler</code>	<code>\peeler</code>	<code>[\scale]</code>	

<sup>1</sup>Since version 2.2 you can use negative numbers as well (see examples)

<sup>2</sup>I know that “Pürrierstab” should be translated as “immersion blender”, but I’m just using “blender”

## 3.2 Emoticons ☺

### 3.2.1 “normal” Emoticons 🐱

First column shows the commands, the second the optional parameter(s), the third the default-output.

<scale> can be a number between (not exactly) -2000 and (not exactly) 2000<sup>3</sup>, default is 1.

<color> can be every defined color.

Commands	Optional parameter(s)	Output (default)
<code>\Sadey</code>	<code>[\scale][\color]</code>	☹
<code>\Smiley</code>	<code>[\scale][\color]</code>	☺
<code>\Laughey</code>	<code>[\scale][\color][\mouth color]</code>	😄
<code>\Annoey</code>	<code>[\scale][\color]</code>	😞
<code>\Neutrey</code>	<code>[\scale][\color]</code>	😐
<code>\Winkey</code>	<code>[\scale][\color]</code>	😉
<code>\Sey</code>	<code>[\scale][\color]</code>	😏
<code>\Xey</code>	<code>[\scale][\color]</code>	😬
<code>\Innocey</code>	<code>[\scale][\color][\halo color]</code>	😇
<code>\wInnocey</code>	<code>[\scale]</code>	😈
<code>\Cooley</code>	<code>[\scale][\color]</code>	😎
<code>\Tongey</code>	<code>[\scale][\color][\tongue color]</code>	😜
<code>\Nursey</code> <sup>4</sup>	<code>[\scale][\color][\cap color][\cross color]</code>	👩
<code>\Vomey</code>	<code>[\scale][\color][\vomit color]</code>	🤮
<code>\Walley</code>	<code>[\scale][\color][\wall color]</code>	👁
<code>\Cat</code>	<code>[\scale]</code>	🐱
<code>\Ninja</code>	<code>[\scale][\color][\headband color][\eye color]</code>	🥷
<code>\NiceReapey</code>	<code>[\scale]</code>	👻

Examples: `\Sadey[] [red]` 📡 `\Cooley[-3] [cyan]` 🧐

`\Vomey[1.5] [green!80!black] [olive]` 🤮

`\Nursey[] [yellow] [blue] [red]` 👩

`\Ninja[1.3] [] [violet] [red]` 🥷

`\colorbox{yellow}{\Winkey \Annoey[-1] \Neutrey}` 😄 😞 😐  
`{\color{blue}\Sey}` 😏

### 3.2.2 “3D” Emoticons 🧐 🤮

First column shows the commands (note: the “3D” Emoticons begin with `\d...`), the second shows the optional parameter(s), the third shows the default-output.

<sup>3</sup>Do you even need so large symbols?

<sup>4</sup>The cross has nothing to do with religion meanings.

<scale> can be a number between a small number<sup>5</sup> and a large number<sup>6</sup>, default is 1. <color> can be every defined color (see examples below).

Commands	Optional parameter(s)	Output (default)
\dSadey	[\scale] [\color]	😞
\dSmiley	[\scale] [\color]	😊
\dLaughy	[\scale] [\color] [\mouth color]	😂
\dAnnoey	[\scale] [\color]	😡
\dNeutrey	[\scale] [\color]	😐
\dWinkey	[\scale] [\color]	😏
\dSey	[\scale] [\color]	😬
\dXey	[\scale] [\color]	😬
\dInnocey	[\scale] [\color] [\halo color]	😇
\dCooley	[\scale] [\color]	😎
\dTongey	[\scale] [\color] [\tongue color]	😬
\dNurse <sup>4</sup>	[\scale] [\color] [\cap color] [\cross color]	👩
\dVomey	[\scale] [\color] [\vomit color]	🤮
\dWalley	[\scale] [\color] [\wall color]	👹
\dNinja	[\scale] [\color] [\headband color] [\eye color]	🥷

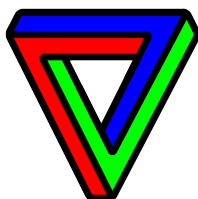
Examples: \dSadey[] [red] 🚫 \dCooley[-3] [cyan] 🧐  
\dVomey[1.5] [green!70!black] [olive] 🤮.  
\dNurse[] [yellow] [blue] [red] 🧑.  
\dNinja[1.3] [] [violet] [red] 🥷.

### 3.3 other Symbol(s) 📖

Commands	Optional parameter(s)	Output (default)
\Person	[\scale] [\left arm] [\right arm] [\left leg] [\right arm]	🧑
\Candle	[\scale]	🕯
\Fire	[\scale]	🔥
\Coffeecup	[\scale]	☕
\Chair	[\scale]	🪑
\Bed	[\scale]	🛏
\Moai	[\scale]	🪦
\Tribar	[\scale] [\color 1] [\color 2] [\color 3]	🏠
\Snowman	[\scale]	🧊

<sup>5</sup>under 500 for sure

<sup>6</sup>over 500 for sure



`\Tribar[-10][blue][red][green]`  `\Tribar[2.1][blue][blue!50][blue!20]`

### 3.4 Trees






“Hey, these trees look exactly like the ones in the tikzmanual” – “NO! Not “exactly”, they look pretty a like... Well I changed them a bit... Hey! The best ideas are stolen ...”

`<scale>` can be a number between  $-128$  and  $128$ <sup>7</sup>, default is 1.


`<color>` can be every defined color.


`{leaf}` uses the colors of `{\leaf color a}` and `{\leaf color b}`, you can leave this one empty, if you don't want leaves (`\Wintertree` is without *leave*, see examples below).


If you are using those trees, L<sup>A</sup>T<sub>E</sub>X needs longer to produce the pdf. So you may use the package option `tree=off` or `draft` (see section 2) to make L<sup>A</sup>T<sub>E</sub>X faster.


Commands	Optional/Needed parameter(s)	Output
<code>\BasicTree</code>	<code>[&lt;scale&gt;]{\trunk color}{\leaf color a}{\leaf color b}{leaf}</code>	see below
<code>\Springtree</code>	<code>[&lt;scale&gt;]</code>	
<code>\Summertree</code>	<code>[&lt;scale&gt;]</code>	
<code>\Autumntree</code>	<code>[&lt;scale&gt;]</code>	
<code>\Wintertree</code>	<code>[&lt;scale&gt;]</code>	
<code>\WorstTree</code>	<code>[&lt;scale&gt;]</code>	


`\BasicTree` examples:


`\colorbox{green}{\BasicTree{red}{orange}{yellow}{leaf}}` 


`\BasicTree[5]{orange!95!black}{orange!80!black}{orange!70!black}{leaf}` 

`\BasicTree[2]{blue!65!white}{cyan!50!white}{cyan!50!white}{}` 

`\BasicTree[-1.54]{green!90!black}{green!95!black}{green!99!black}{leaf}` 

`\colorbox{black}{\BasicTree[3.75]{gray!80}{gray!50}{gray!40}{leaf}}` 

`\colorbox{green}{\BasicTree{red}{orange}{yellow}{leaf}}` 

`\BasicTree[5]{orange!95!black}{orange!80!black}{orange!70!black}{leaf}` 

<sup>7</sup>if it is larger (or less) it uses too much of L<sup>A</sup>T<sub>E</sub>X memory and an error message appears.

```

\BasicTree[2]{blue!65!white}{cyan!50!white}{cyan!50!white}{\colorbox{black}{\BasicTree[3.75]{gray!80}{gray!50}{gray!40}{leaf}}}
\BasicTree[-1.54]{green!90!black}{green!95!black}{green!99!black}{leaf}

```

I think it's best if you define your own tree using `\newcommand` and `\BasicTree` (don't forget `\xspace`):

```

\newcommand{\Myicetree}[1][1]{%
  \BasicTree[#1]{blue!65!white}{cyan!50!white}{cyan!50!white}{\xspace}

```

### 3.5 Something to redefine

At the end of the code I am using the command:

```

\newcommand{\tikzsymbolsaftersymbolinput}{\xspace}

```

You may change this (for some reasons I don't know). If you want “...” after every symbol you can define: `\renewcommand{\tikzsymbolsaftersymbolinput}{\dots}` which will lead to: ☺...🌳...!...

Well that's it.

## 4 Warnings and Errors

### 4.1 Warnings

You can use this symbols in chapters, sections, subsections, etc. But the log file will print a warning, something like:

```

Package hyperref Warning: Token not allowed in a PDF string (PDF-
DocEncoding): (hyperref) removing '\Smiley' on input line 137.

```

You can avoid those messages by putting the symbol into this command:

```

\texorpdfstring{\Smiley}{Smiley}

```

For example you may use something like that:

```

\subsubsection{'3D' Emoticons \texorpdfstring{\dSmiley}{dSmiley}}

```

or

```

\subsection{Emoticons \texorpdfstring{\Smiley}{Smiley}}

```

or

```

\subsubsection{'normal' Emoticons \texorpdfstring{\Cat}{Cat}}

```

If you misspell `tree=on` or `tree=off` the output will be something like: “1redor-angeyellowleaf”. If that happens, you misspelled something (“on” or “off”). I have no idea how I can solve this (it was hard enough to make an option that works).

### 4.2 and errors

If you load the package “marvosym” make sure you load “tikzsymbols” after this package because both packages define `\Smiley`, “marvosym” via `\newcommand` “tikzsymbols” via `\DeclareRobustCommand`.

If you load “marvosym” *after* “tikzsymbols”, L<sup>A</sup>T<sub>E</sub>X generates an error message because “Smiley” has already been defined.

If you load “marvosym” *before* “tikzsymbols”, “tikzsymbols” will overwrite marvosym’s Smiley and no error message is generated (if you like the “Smiley” from marvosym more, use the tikzsymbols option `marvosym`).

## 5 Nobody is perfect

If you are sure that you found a bug, please send me a mail involving a *minimal example* of the code which shows the bug. And a description would be nice.

## 6 Code (do you really need this section?)

There is not much to see, all this symbols were created with “tikz”. But it may helps you (somehow).

The first lines are always the same: what do I need, how is the package named:

```
1 \NeedsTeXFormat{LaTeX2e}[2011/06/27]
2 \ProvidesPackage{tikzsymbols}
3 [2013/03/23 v2.2 Some symbols created using tikz.]
4 \@ifpackageloaded{tikz}{}{\RequirePackage{tikz}}
5 \@ifpackageloaded{xargs}{}{\RequirePackage{xargs}}
6 \@ifpackageloaded{xcolor}{}{\RequirePackage{xcolor}}
7 \@ifpackageloaded{xspace}{}{\RequirePackage{xspace}}
8 \@ifpackageloaded{xkeyval}{}{\RequirePackage{xkeyval}}
```

Furthermore we need to load some libraries from tikz:

```
9 \usetikzlibrary{arrows,decorations.pathmorphing,trees}
```

`\tikzsymbolsaftersymbolinput`

Now we define this strange named macro. This macro is inserted after the tikz-code, and is defined as `\xspace` (there may be some changes in future, and to write less I define this macro)

```
10 \newcommand{\tikzsymbolsaftersymbolinput}{\xspace}
```

`\@leaf@is@leaf`

We need this command for creating an error message if the last paramter of BasicTree is neither “leaf” nor empty.

```
11 \def\@leaf@is@leaf{leaf}
```

`\tkzsymlbsscl`

```
12 \newlength{\tkzsymlbsscl}
13 \def\set@tkzsymlbsscl#1{\setlength{\tkzsymlbsscl}{#1pt}}
```

`\if@draft \if@final`

We need draft and final for some package warnings. “marvosym” for the option “marvosym” and “neg” (negative) if something is negativ.

`\if@tkzssmbles@neg`

`\if@tikzsymbols@marvosym`

```
14 \newif\if@tikzsymbols@draft
15 \newif\if@tikzsymbols@final
16 \newif\if@tkzssmbles@neg
17 \newif\if@tikzsymbols@marvosym
```



marvosym I define the option “marvosym”: you should use it, if you load the package “marvosym”

```
18 \DeclareOptionX{marvosym}{\@tikzsymbols@marvosymtrue}
```

\@Tree@SetUp First we define our \@Tree@SetUp (how the trees will look like) (I used the code from the “tikz” manual and changed it a little bit):

```
19 \def\@Tree@SetUp{\tikzset{%
20 ld/.style={level distance=##1ex},lw/.style={line width=##1ex},%
21 level 1/.style={ld=0.60, trunk,lw=0.1 ,sibling angle=60},%
22 level 2/.style={ld=0.20,trunk!80!leaf a,lw=.073,sibling angle=70},%
23 level 3/.style={ld=0.25,trunk!60!leaf a,lw=.05,sibling angle=70}, %
24 level 4/.style={ld=0.10,trunk!40!leaf a,lw=.025,sibling angle=60},%
25 level 5/.style={ld=0.15,trunk!20!leaf a,lw=.02,sibling angle=60},%
26 level 6/.style={ld=0.08,leaf a,lw=.021,sibling angle=60},%
27 }}}
```

\Basic@Tree Now we define our \Basic@Tree. We will need it later for our package option (basic code is also from “tikz” manual).

```
28 \DeclareRobustCommandx{\Basic@Tree}[5][1=1, usedefault]{\fi%
29 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt \@tkzssmbles@negtrue\fi%
30 \def\leaf@or@not@leaf{#5}%
31 \@Tree@SetUp%
32 \pgfarrowsdeclare{leaf}{leaf}%
33 {\pgfarrowsleftextend{-.1ex} \pgfarrowsrightextend{-0.05ex}}%
34 {%
35 \pgfpathmoveto{\pgfpoint{-.01ex}{0ex}}%
36 \pgfpatharc{150}{30}{0.08ex}% dicke
37 \pgfpatharc{-30}{-150}{0.08ex}%
38 \pgfusepathqfill%
39 }%
40 \colorlet{trunk}{#2}%
41 \colorlet{leaf a}{#3}%
42 \colorlet{leaf b}{#4}%
43 \begin{tikzpicture}[x=1ex,y=1ex,line width=0.07ex]%
44 \ifx\leaf@or@not@leaf\@leaf@is@leaf%
45   \if@tkzssmbles@neg%
46     \draw[opacity=0,scale=#1+0.1*#1] (-0.82+0.1*#1/100,0) rectangle
47     (0.82-0.1*#1/100, 1.4-0.01*#1/100);
48   \else
49     \draw[opacity=0,scale=#1+0.1*#1] (-0.82-0.1*#1/100,0) rectangle
50     (0.82+0.1*#1/100, 1.4+0.01*#1/100);
51   \fi%
52 \else
53   \draw[opacity=0,scale=#1+0.1*#1] (-0.75,-0.01) rectangle (0.75,1.3);
54 \fi
55 \pgflowlevel{\pgftransformscale{#1+0.02ex}}{%
56 \coordinate (root) [grow cyclic,rotate=90] child {
57 child [line cap=round] foreach \a in {0,1, 2} { child foreach \b in {0,1} {
58 child foreach \c in {0,1,2} { child foreach \d in {0,1} {
```

```

59 child foreach \leafcolor in {leaf a,leaf b} { edge from parent [color=\leafcolor,-#5] }
60 }}} } edge from parent [shorten >=-0.05ex,serif cm-,line cap=butt]
61 };}%
62 \end{tikzpicture}%
63 }}

```

**draft** If the class option `draft`, then Squares are typed instead of trees. Furthermore we set `\@drafttrue` and `\@finalfalse` for some warnings:

```

64 \DeclareOptionX{draft}{\@tikzsymbols@drafttrue\@tikzsymbols@finalfalse
65 \def\Basic@Tree{\Basic@Tree@off}}

```

**final** If the class option `final`, then trees. Same as before:

```

66 \DeclareOptionX{final}{\@tikzsymbols@draftfalse\@tikzsymbols@finaltrue
67 \def\Basic@Tree{\Basic@Tree@on}}

```

It's extremely annoying: you are working almost a day to find out how this package recognizes `draft` and at the end there are just two lines of code.

**tree** Now we declare the name of our option: “tree” (I could have named it stone, or wood, etc. but I used “tree”). This code is copy & pasted from this site: <http://tex.stackexchange.com/>. Plus some warnings, if you use class option `draft` or `final` with package option `tree=on/off`:

```

68 \DeclareOptionX{tree}{%
69   \def\Basic@Tree{\csname Basic@Tree@#1\endcsname}%
70   \if@tikzsymbols@draft%
71     \PackageWarningNoLine{tikzsymbols}{You can use class option \MessageBreak
72 draft with package option tree=on/off;
73 \MessageBreak but I think it would be better if you
74 \MessageBreak delete tree=on/off}\fi%
75   \if@tikzsymbols@final%
76     \PackageWarningNoLine{tikzsymbols}{You can use class option \MessageBreak
77 final with package option tree=on/off;
78 \MessageBreak but I think it would be better if you
79 \MessageBreak delete tree=on/off}\fi%
80   }

```

`\Basic@Tree@off` We define `\Basic@Tree@off`; it will be shown if `tree=off`. It looks a bit confusing, but this syntax provides a square, which is as large as the tree. Furthermore, we check if the last parameter is “leaf”:

```

81 \DeclareRobustCommandx{\Basic@Tree@off}[5][1=1, usedefault]{%
82 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt \set@tkzsymlsscl{-#1}\fi%
83 \def\leaf@or@not@leaf{#5}%
84 \def\Tree@Off@line{0.095*#1/100}%
85 \begin{tikzpicture}[scale=#1+0.01*#1,x=1.35ex,y=1.3ex, line width=0.07ex*\tkzsymlsscl]
86 \ifx\leaf@or@not@leaf\@leaf@is@leaf%
87 \draw[#2] (0-\Tree@Off@line,0) -- (0-\Tree@Off@line,1.08+0.05*#1/100);
88 \draw[#3] (0-\Tree@Off@line,1.08+0.05*#1/100) -- (1.2+\Tree@Off@line,1.08+0.05*#1/100);
89 \draw[#4] (1.2+\Tree@Off@line,1.08+0.05*#1/100) -- (1.2+\Tree@Off@line,0);
90 \draw[#3] (1.2+\Tree@Off@line,0) -- (0.5,0);

```

```

91 \draw[#4] (0.5+0.4*#1/100,0) -- (0-\Tree@Off@line,0);
92 \else
93 \draw[#2] (0,0) -- (0,1);
94 \draw[#3] (0,1) -- (1.15,1);
95 \draw[#4] (1.15,1) -- +(0,-1);
96 \fi%
97 \end{tikzpicture}%
98 }}

```

\Basic@Tree@on We define \Basic@Tree@on; it will be shown if tree=on:

```

99 \DeclareRobustCommand{\Basic@Tree@on}[5][1=1, usedefault]{\%
100 \set{tkzsymlsscl}{#1}\ifdim\tkzsymlsscl<0pt \tkzssmbles@negtrue\fi%
101 \def\leaf@or@not@leaf{#5}%
102 \@Tree@SetUp%
103 \pgfarrowsdeclare{leaf}{leaf}%
104 {\pgfarrowsleftextend{-.1ex}\pgfarrowsrightextend{-0.05ex}}%
105 {%
106 \pgfpathmoveto{\pgfpoint{-.01ex}{0ex}}%
107 \pgfpatharc{150}{30}{0.08ex}% dicke
108 \pgfpatharc{-30}{-150}{0.08ex}%
109 \pgfusepathqfill%
110 }%
111 \colorlet{trunk}{#2}%
112 \colorlet{leaf a}{#3}%
113 \colorlet{leaf b}{#4}%
114 \begin{tikzpicture}[x=1ex,y=1ex,line width=0.07ex]%
115 \ifx\leaf@or@not@leaf\@leaf@is@leaf%
116   \if@tkzssmbles@neg%
117     \draw[opacity=0,scale=#1+0.1*#1] (-0.82+0.1*#1/100,0) rectangle
118     (0.82-0.1*#1/100, 1.4-0.01*#1/100);
119   \else
120     \draw[opacity=0,scale=#1+0.1*#1] (-0.82-0.1*#1/100,0) rectangle
121     (0.82+0.1*#1/100, 1.4+0.01*#1/100);
122   \fi%
123 \else
124   \draw[opacity=0,scale=#1+0.1*#1] (-0.75,-0.01) rectangle (0.75,1.3);
125 \fi
126 \pgfsetflowlevel{\pgftransformscale{#1+0.02ex}}{%
127 \coordinate (root) [grow cyclic,rotate=90] child {
128 child [line cap=round] foreach \a in {0,1, 2} { child foreach \b in {0,1} {
129 child foreach \c in {0,1,2} { child foreach \d in {0,1} {
130 child foreach \leafcolor in {leaf a,leaf b} { edge from parent [color=\leafcolor,-#5] }
131 }}} } edge from parent [shorten >=-0.05ex,serif cm-,line cap=butt]
132 };}%
133 \end{tikzpicture}%
134 }}%

```

\ProcessOptionsX\* Again a code from the internet (don't know what \relax does):

```

135 \ProcessOptionsX*\relax

```

## 6.1 Cookingsymbolcode

`\Kochtopf = \pot` I am using `\DefineRobustCommand` so that the symbols can be used in `\section{}`, `\footnote`, `\index{}`, etc. You can either use the german commands or the english ones:

```

136 \DeclareRobustCommand{\Kochtopf}[1][1]{%
137 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
138 \begin{tikzpicture}[x=2ex,y=2.2ex, line width=0.07ex*\tkzsymlbsscl,scale=#1]
139 \draw[rounded corners=0.2ex*\tkzsymlbsscl] (0,0.5) -- (0,0) -- (1,0) -- (1,0.5);
140 \draw(0,0.4) arc (90:270:0.1);
141 \draw(1,0.4) arc (90:-90:0.1);
142 \draw (0,0.5) -- (1,0.5) .. controls (1,0.6) and (0,0.6) .. (0,0.5);
143 \draw (0.6,0.585) arc (0:180:0.1);
144 \draw[decorate,
145 decoration={snake,amplitude=.12ex*\tkzsymlbsscl,segment length=0.93ex*\tkzsymlbsscl}]
146 (0,0.35) -- (1,0.35);
147 \draw (0.1,0.25) circle (0.04);
148 \draw (0.3,0.2) circle (0.04);
149 \draw (0.13, 0.125) circle (0.04);
150 \draw (0.6,0.25) circle (0.04);
151 \draw (0.45,0.1) circle (0.04);
152 \draw (0.88,0.2) circle (0.04);
153 \draw (0.7,0.11) circle (0.04);
154 \end{tikzpicture}%
155 \tikzsymbolsaftersymbolinput%
156 }
157 \let\pot\Kochtopf

```

`\Bratpfanne = \fryingpan` You may wonder why I am writing something like: `amplitude=.12ex*#1`. Well it's hard to explain in english, but I try my best: After being scaled the symbols would not look so good without `*#1`. The lines would be too thin, the corners not rounded enough, etc. To prevent too thin lines due to scaling I am multiplying the line width and the corners etc. so that they look the same, no matter how you scale it.

```

158 \DeclareRobustCommand{\Bratpfanne}[1][1]{%
159 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
160 \begin{tikzpicture}[x=0.7ex,y=1.4ex, line width=0.07ex*\tkzsymlbsscl, scale=#1,
161 decoration={snake,amplitude=.05ex*\tkzsymlbsscl,segment length=0.408ex*\tkzsymlbsscl}]
162 \draw[rounded corners=0.07ex*\tkzsymlbsscl]
163 (-1,0) -- (1,0) -- (1.5,0.4) -- (-1.5,0.4) -- cycle;
164 \draw[ line width=0.037ex*\tkzsymlbsscl, rounded corners=0.023ex*\tkzsymlbsscl]
165 (-1.4,0.3) -- (-3.5,0.3) -- (-3.5,0.25) -- (-1.3,0.25);
166 \draw[line width=0.023ex*\tkzsymlbsscl] (-1.1,0.1) -- (1.1,0.1);
167 \draw[line width=0.035ex*\tkzsymlbsscl, decorate]
168 (-0.3,0.5) -- (-0.3,1);
169 \draw[line width=0.035ex*\tkzsymlbsscl, decorate]
170 (0.3,0.5) -- (0.3,1);
171 \draw[line width=0.035ex*\tkzsymlbsscl, decorate]
172 (-1,0.5) -- (-1,1);

```

```

173 \draw[line width=0.035ex*\tkzsymlblsscl, decorate]
174   (1,0.5) -- (1,1);
175 \end{tikzpicture}%
176 \tikzsymbolsaftersymbolinput%
177 }
178 \let\fryingpan\Bratpfanne

```

\Schneebesen = \eggbeater The next one:

```

179 \DeclareRobustCommand{\Schneebesen}[1][1]{%
180 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
181 \begin{tikzpicture}[y=2.1ex,x=1.4ex, scale=#1]
182 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
183   (0,0) .. controls (0.2,0.0) and (0.2,0.2) .. (0,0.4);
184 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
185   (0,0) .. controls (-0.2,0.0) and (-0.2,0.2) .. (0,0.4);
186 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
187   (0,0) .. controls (-0.1,0.0) and (-0.1,0.2) .. (0,0.4);
188 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
189   (0,0) .. controls (0.1,0.0) and (0.1,0.2) .. (0,0.4);
190 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
191   (0,0) .. controls (-0.15,0.0) and (-0.15,0.2) .. (0,0.4);
192 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
193   (0,0) .. controls (0.15,0.0) and (0.15,0.2) .. (0,0.4);
194 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
195   (0,0) .. controls (-0.05,0.0) and (-0.05,0.2) .. (0,0.4);
196 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
197   (0,0) .. controls (0.05,0.0) and (0.05,0.2) .. (0,0.4);
198 \draw[line width=0.01ex*(\tkzsymlblsscl-\tkzsymlblsscl/100*3)]
199   (0,0) --(0,0.4);
200 \fill[line width=0.05ex*\tkzsymlblsscl, rounded corners=0.07ex*\tkzsymlblsscl]
201   (-0.05,0.37) -- (0.05,0.37) -- (0.05,0.75) -- (-0.05,0.75) -- cycle;
202 \end{tikzpicture}%
203 \tikzsymbolsaftersymbolinput%
204 }
205 \let\eggbeater\Schneebesen

```

\Sieb = \sieve Now a long one;

```

206 \DeclareRobustCommand{\Sieb}[1][1]{%
207 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
208 \begin{tikzpicture}[x=2.8ex, y=2.8ex,line width=0.02ex*\tkzsymlblsscl ,scale=#1]
209 \draw[line width=0.09ex*\tkzsymlblsscl] (-0.2,0) -- (1.01,0);
210 \draw (0.2,0) arc (180:360:0.4);
211 \draw(0.25,0) arc (180:360:0.35);
212 \draw (0.3,0) arc (180:360:0.3);
213 \draw (0.35,0) arc (180:360:0.25);
214 \draw (0.4,0) arc (180:360:0.2);
215 \draw (0.45,0) arc (180:360:0.15);
216 \draw (0.5,0) arc (180:360:0.1);
217 \draw (0.55,0) arc (180:360:0.05);
218 \draw (.95,0) -- (0.95,-0.194);

```

```

219 \draw (.9,0) -- (0.9,-0.265);
220 \draw (.85,0) -- (0.85,-0.313);
221 \draw (.8,0) -- (0.8,-0.345);
222 \draw (.75,0) -- (0.75,-0.37);
223 \draw (.7,0) -- (0.7,-0.39);
224 \draw (.65,0) -- (0.65,-0.4);
225 \draw (.6,0) -- (0.6,-0.4);
226 \draw (.55,0) -- (0.55,-0.4);
227 \draw (.5,0) -- (0.5,-0.39);
228 \draw (.45,0) -- (0.45,-0.37);
229 \draw (.4,0) -- (0.4,-0.348);
230 \draw (.35,0) -- (0.35,-0.314);
231 \draw (.3,0) -- (0.3,-0.265);
232 \draw (.25,0) -- (0.25,-0.194);
233 \draw (0.2,-0.05) -- (1,-0.05);
234 \draw (0.21,-0.1) -- (0.99,-0.1);
235 \draw (0.23,-0.15) -- (0.97,-0.15);
236 \draw (0.255,-0.2) -- (0.945,-0.2);
237 \draw (0.289,-0.25) -- (0.911,-0.25);
238 \draw (0.335,-0.3) -- (0.865,-0.3);
239 \draw (0.406,-0.35) -- (0.794,-0.35);
240 \end{tikzpicture}%
241 \tikzsymbolsaftersymbolinput%
242 }
243 \let\sieve\Sieb

```

\Purierstab = \blender Da es keine Umlaute gibt, werden ä, ü, ö einfach zu: a, u, o. This symbol is far from perfect. And I know that the correct translation of “Pürrierstab” would be “immersion blender”, but I am just using “blender”:

```

244 \DeclareRobustCommand{\Purierstab}[1][1]{%
245 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
246 \begin{tikzpicture}[x=2.3ex, y=2.2ex, line width=0.07ex*\tkzsymlsscl,scale=#1]
247 \draw[rounded corners=0.07ex*\tkzsymlsscl] (0,0) -- (0.3,0) -- (0.15,0.1) --cycle;
248 \fill[rounded corners=0.07ex*\tkzsymlsscl] (0.15,0.3) -- (0.24,0.4) -- (0.24,0.7) --
249 (0.06,0.7) -- (0.06,0.4) -- cycle;
250 \draw (0.15,0.4) -- (0.15,0.1);
251 \end{tikzpicture}%
252 \tikzsymbolsaftersymbolinput%
253 }
254 \let\blender\Purierstab

```

\Dreizack = \trident Important for cooking:

```

255 \DeclareRobustCommand{\Dreizack}[1][1]{%
256 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
257 \begin{tikzpicture}[x=2.3ex, y=2.2ex, line width=0.035ex*\tkzsymlsscl,scale=#1]
258 \fill[rounded corners=0.07ex*(\tkzsymlsscl-\tkzsymlsscl/100)]
259 (0,0) -- (0,0.4) -- (0.1,0.4) -- (0.1,0.0) -- cycle;
260 \draw (0.05,0) -- (0.05,0.7);
261 \draw[rounded corners=0.07ex*(\tkzsymlsscl-\tkzsymlsscl/100*\tkzsymlsscl*2)]

```

```

262 (0,0.7) -- (0,0.55) -- (0.05,0.55) -- (0.1,0.55) -- (0.1,0.7);
263 \end{tikzpicture}%
264 \tikzsymbolsaftersymbolinput%
265 }
266 \let\trident\Dreizack

```

\Backblech = \bakingplate I may have too many strange words:

```

267 \DeclareRobustCommand{\Backblech}[1][1]{%
268 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
269 \begin{tikzpicture}[x=6.53ex,y=5.5ex, line width=0.07ex*\tkzsymlsscl,scale=#1]
270 \filldraw[rounded corners=0.09ex*\tkzsymlsscl] (0,0) rectangle (0.3,0.3);
271 \draw[rounded corners=0.07ex*\tkzsymlsscl, line width=0.03ex*\tkzsymlsscl]
272 (0.1,0) -- (-0.025,0) -- (-0.025,0.3) -- (0.1,0.3);
273 \draw[rounded corners=0.07ex*\tkzsymlsscl, line width=0.03ex*\tkzsymlsscl]
274 (0.2,0) -- (.325,0) -- (.325,0.3) -- (0.2,0.3);
275 \foreach \@BackblechlochX in {0.007,0.293}
276 \foreach \@BackblechlochY in {0.007,0.293}
277 \fill[white] (\@BackblechlochX,
278 \@BackblechlochY) circle (0.02ex);
279 \end{tikzpicture}%
280 \tikzsymbolsaftersymbolinput%
281 }
282 \let\bakingplate\Backblech

```

\Ofen = \oven I may have again too many strange words:

```

283 \DeclareRobustCommand{\Ofen}[1][1]{%
284 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
285 \begin{tikzpicture}[x=0.50ex,y=.5ex, line width=0.07ex*\tkzsymlsscl,scale=#1]
286 \draw (0,0) rectangle (4,3);
287 \draw (0.25,0.25) rectangle (3.75,2);
288 \foreach \@Ofenschalter in {0.5,1.1,2.9,3.5}
289 \fill (\@Ofenschalter,2.5) circle (0.22);
290 \draw (1.5,2.28) rectangle (2.5,2.72);
291 \draw[line width=0.05ex*\tkzsymlsscl] (1,1.75) -- (3,1.75);
292 \end{tikzpicture}%
293 \tikzsymbolsaftersymbolinput%
294 }
295 \let\oven\Ofen

```

\Pfanne = \pan I can't think of a better word ...:

```

296 \DeclareRobustCommand{\Pfanne}[1][1]{%
297 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
298 \begin{tikzpicture}[x=2.3ex,y=2.3ex, line width=0.09ex*\tkzsymlsscl,scale=#1]
299 \draw [rounded corners=0.023ex*\tkzsymlsscl]
300 (0,0) -- (0.9,0) -- (1,0.3) -- (-0.1,0.3) -- cycle;
301 \draw (-0.2,0.22) -- (-0.08,0.22);
302 \draw (0.97,0.22) -- (1.08,0.22);
303 \draw[decorate,decoration={snake,amplitude=.046ex*\tkzsymlsscl,
304 segment length=0.82ex*\tkzsymlsscl},line width=0.05ex*\tkzsymlsscl]

```

```

305    (-0.05,0.1) -- (0.95,0.1);
306 \end{tikzpicture}%
307 \tikzsymbolsaftersymbolinput%
308 }
309 \let\pan\Pfanne

```

\Herd = \cooker I hope it' the right translation:

```

310 \DeclareRobustCommand{\Herd}[1][1]{%
311 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
312 \begin{tikzpicture}[x=1ex,y=1ex,line width=0.04ex*\tkzsymlsscl,scale=#1]
313 \draw[line width=0.08ex*\tkzsymlsscl] (0,0) rectangle (2,1.5);
314 \draw (0.5,0.45) circle (0.35);
315 \draw (0.5,0.45) circle (0.2);
316 \draw (1.45,0.45) circle (0.3);
317 \draw (0.5,1.15) circle (0.21);
318 \draw (1.05,0.95) rectangle (1.85,1.35);
319 \draw (1.45,1.15) circle (0.15);
320 \end{tikzpicture}%
321 \tikzsymbolsaftersymbolinput%
322 }
323 \let\cooker\Herd

```

\Saftpresse = \squeezer It's an old squeezer:

```

324 \DeclareRobustCommand{\Saftpresse}[1][1]{%
325 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
326 \begin{tikzpicture}[x=1.2ex,y=1ex,line width=0.07ex*\tkzsymlsscl,scale=#1]
327 \draw[rounded corners=0.1ex*\tkzsymlsscl]
328    (0,0.85) -- (0,0) -- (1.5,0) -- (1.5,0.85) -- cycle;
329 \draw (0,0.7) -- (1.5,0.7);
330 \draw[rounded corners=0.1ex*\tkzsymlsscl] (0.3,0.7) -- (0.75,1.55) -- (1.2,0.7);
331 \draw[rounded corners=0.1ex*\tkzsymlsscl] (0.45,0.7) -- (0.75,1.55) -- (1.05,0.7);
332 \draw[rounded corners=0.1ex*\tkzsymlsscl]
333    (0.65,0.7) -- (0.75,1.55) -- (0.85,0.7);
334 \draw[line width=0.05ex*\tkzsymlsscl, decorate,
335    decoration={snake,amplitude=.05ex*\tkzsymlsscl,
336    segment length=0.48ex*\tkzsymlsscl}] (0,0.3) -- (1.5,0.3);
337 \end{tikzpicture}%
338 \tikzsymbolsaftersymbolinput%
339 }
340 \let\squeezer\Saftpresse

```

\Schussel = \bowl It may looks a bit queery, but I like it. Wieder dasselbe mit den Umlauten: ü=u.

```

341 \DeclareRobustCommand{\Schussel}[1][1]{%
342 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
343 \begin{tikzpicture}[x=1ex,y=1ex,line width=0.07ex*\tkzsymlsscl, scale=#1]
344 \draw[rounded corners=0.5ex*\tkzsymlsscl]
345    (-0.02,1.4) -- (0,1.4) -- (0,0.05) -- (1.5,0.05) -- (1.5,1.4) -- (1.52,1.4);
346 \draw (0.35,0) -- (1.15,0);
347 \end{tikzpicture}

```



```

348 \tikzsymbolsaftersymbolinput%
349 }
350 \let\owl\Schussel

```

`\Schaler = \peeler` I cannot believe I forgot this command. I made it and forgot to copy and paste it inside this document!!!! Jedenfalls wieder ä=a:

```

351 \DeclareRobustCommand{\Schaler}[1][1]{%
352 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
353 \begin{tikzpicture}[x=2.7ex,y=2.3ex, line width=0.07ex*\tkzsymlsscl,scale=#1]
354 \draw[rounded corners=0.07ex*\tkzsymlsscl]
355   (0,0.4) -- (0,0.1) arc (0:180:-0.1) -- (0.2,0.4)
356   -- (0.3,0.5) -- (0.3,0.65) -- (0.2,0.65) -- (0.2,0.5) -- (0,0.5) -- (0,0.65) --
357   (-0.1,0.65) -- (-0.1,0.5) -- cycle;
358 \draw[line width=0.03ex*\tkzsymlsscl] (0,0.6) -- (0.2,0.6);
359 \draw[line width=0.03ex*\tkzsymlsscl] (0,0.58) -- (0.2,0.58);
360 \end{tikzpicture}%
361 \tikzsymbolsaftersymbolinput%
362 }
363 \let\peeler\Schaler

```

## 6.2 Emoticonscode

`\Sadey \dSadey` An other name of Sadey is Frowny, but I named it Sadey because there are enough Frownys in the world. All “3D” Emoticons start with `\d...`, and all Emoticons end with an “ey” (exception: “Cat”, “Ninja”, and else). The “default color” of the 2D Emoticons is `opacity=0`, it’s useful for `\colorbox{yellow}{\Sadey}` which leads to ☹ instead of ☹ (with default=white).

```

364 \DeclareRobustCommand{\Sadey}[2][1=1, 2={opacity=0}, usedefault]{%
365 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
366 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlsscl,scale=#1]
367 \fill[#2, line width=0.1ex*\tkzsymlsscl] (0,0) circle (0.33);
368 \draw[line width=0.12ex*\tkzsymlsscl] (0,0) circle (0.33);
369 \fill (0.1,0.1) circle (0.05);
370 \fill (-0.1,0.1) circle (0.05);
371 \draw (-0.2,-0.15) .. controls (-0.1,-0.06) and (0.1,-0.06) .. (0.2,-0.15);
372 \end{tikzpicture}%
373 \tikzsymbolsaftersymbolinput%
374 }
375 \DeclareRobustCommand{\dSadey}[2][1=1,2=yellow,usedefault]{%
376 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
377 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlsscl,scale=#1]
378 \shade[ball color=#2] (0,0) circle (0.33);
379 \shade[ball color=black] (0.1,0.1) circle (0.05);
380 \shade[ball color=black] (-0.1,0.1) circle (0.05);
381 \draw[black] (-0.2,-0.15) .. controls (-0.1,-0.06) and (0.1,-0.06) .. (0.2,-0.15);
382 \end{tikzpicture}%
383 \tikzsymbolsaftersymbolinput%
384 }

```

`\Annoey \dAnnoey` An annoyed Smiley \_ \_

```

385 \DeclareRobustCommand{\Annoey}[2][1=1,2={opacity=0},usedefault]{%
386 \set@tkzsymblsscl{#1}\ifdim\tkzsymblsscl<0pt\set@tkzsymblsscl{-#1}\fi%
387 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymblsscl,scale=#1]
388 \fill[#2, line width=0.12ex*\tkzsymblsscl] (0,0) circle (0.33);
389 \draw[line width=0.12ex*\tkzsymblsscl] (0,0) circle (0.33);
390 \draw (0.08,0.1) -- (0.22,0.1);
391 \draw (-0.08,0.1) -- (-0.22,0.1);
392 \draw (-0.2,-0.1) -- (0.2,-0.1);
393 \end{tikzpicture}%
394 \tikzsymbolsaftersymbolinput%
395 }
396 \DeclareRobustCommand{\dAnnoey}[2][1=1,2=yellow,usedefault]{%
397 \set@tkzsymblsscl{#1}\ifdim\tkzsymblsscl<0pt\set@tkzsymblsscl{-#1}\fi%
398 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymblsscl,scale=#1]
399 \shade[ball color=#2] (0,0) circle (0.33);
400 \draw[black] (0.08,0.1) -- (0.22,0.1);
401 \draw[black] (-0.08,0.1) -- (-0.22,0.1);
402 \draw[black] (-0.2,-0.1) -- (0.2,-0.1);
403 \end{tikzpicture}%
404 \tikzsymbolsaftersymbolinput%
405 }

```

`\Smiley \dSmiley` A normal Smiley

```

406 \if@tikzsymbols@marvosym\relax\else%
407 \DeclareRobustCommand{\Smiley}[2][1=1,2={opacity=0},usedefault]{%
408 \set@tkzsymblsscl{#1}\ifdim\tkzsymblsscl<0pt\set@tkzsymblsscl{-#1}\fi%
409 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymblsscl,scale=#1]
410 \fill[#2] (0,0) circle (0.33);
411 \draw (0,0) circle (0.33);
412 \fill (-0.1,0.1) circle (0.05);
413 \fill (0.1,0.1) circle (0.05);
414 \draw (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
415 \end{tikzpicture}%
416 \tikzsymbolsaftersymbolinput%
417 }%
418 \fi
419 \DeclareRobustCommand{\dSmiley}[3][1=1,2=yellow,3=yellow,usedefault]{%
420 \set@tkzsymblsscl{#1}\ifdim\tkzsymblsscl<0pt\set@tkzsymblsscl{-#1}\fi%
421 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.1ex*\tkzsymblsscl,scale=#1]
422 \shade[ball color=#2] (0,0) circle (0.33);
423 \shade[ball color=black] (-0.1,0.1) circle (0.05);
424 \shade[ball color=black] (0.1,0.1) circle (0.05);
425 \draw[black] (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
426 \end{tikzpicture}%
427 \tikzsymbolsaftersymbolinput%
428 }

```

`\Laughey \dLaughey` A laughing Smiley

```

429 \DeclareRobustCommandx{\Laughey}[3][1=1,2={opacity=0},3={opacity=0},usedefault]{%
430 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
431 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
432 \fill[#2,line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
433 \draw[line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
434 \draw (-0.09,0.06) .. controls (-0.11,0.16) and (-0.17,0.16) .. +(-0.1,0);
435 \draw (0.09,0.06) .. controls (0.11,0.16) and (0.17,0.16) .. +(0.1,0);
436 \fill[#3,rounded corners=0.1ex*\tkzsymlbsscl, yshift=-0.5]
437 (-0.22,-0.0) .. controls (-0.13,-0.23) and (0.13,-0.23) .. (0.22,-0.0) -- cycle;
438 \draw[rounded corners=0.1ex*\tkzsymlbsscl, yshift=-0.5]
439 (-0.22,-0.0) .. controls (-0.13,-0.23) and (0.13,-0.23) .. (0.22,-0.0) -- cycle;
440 \end{tikzpicture}%
441 \tikzsymbolsaftersymbolinput%
442 }
443 \DeclareRobustCommandx{\dLaughey}[3][1=1,2=yellow, 3=red ,usedefault]{%
444 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
445 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
446 \fill[ball color=#2,line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
447 \draw (-0.09,0.06) .. controls (-0.11,0.16) and (-0.17,0.16) .. +(-0.1,0);
448 \draw (0.09,0.06) .. controls (0.11,0.16) and (0.17,0.16) .. +(0.1,0);
449 \shade[ball color=#3, rounded corners=0.1ex*\tkzsymlbsscl, yshift=-0.3]
450 (-0.25,-0.0) .. controls (-0.13,-0.26) and (0.13,-0.26) .. (0.25,-0.0) -- cycle;
451 \end{tikzpicture}%
452 \tikzsymbolsaftersymbolinput%
453 }

```

\Neutrey \dNeutrey neutral Smiley :|

```

454 \DeclareRobustCommandx{\Neutrey}[2][1=1, 2={opacity=0}, usedefault]{%
455 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
456 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
457 \fill[#2,line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
458 \draw[line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
459 \fill (0.1,0.1) circle (0.05);
460 \fill (-0.1,0.1) circle (0.05);
461 \draw (-0.2,-0.1) -- (0.2,-0.1);
462 \end{tikzpicture}%
463 \tikzsymbolsaftersymbolinput%
464 }
465 \DeclareRobustCommandx{\dNeutrey}[2][1=1,2=yellow,usedefault]{%
466 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
467 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
468 \shade[ball color=#2] (0,0) circle (0.33);
469 \shade[ball color=black] (0.1,0.1) circle (0.05);
470 \shade[ball color=black] (-0.1,0.1) circle (0.05);
471 \draw[black] (-0.2,-0.1) -- (0.2,-0.1);
472 \end{tikzpicture}%
473 \tikzsymbolsaftersymbolinput%
474 }

```

\Winkey \dWinkey ;)

```

475 \DeclareRobustCommand{\Winkey}[2][1=1,2={opacity=0},usedefault]{%
476 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
477 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlbsscl,scale=#1]
478 \fill[#2] (0,0) circle (0.33);
479 \draw(0,0) circle (0.33);
480 \draw(0.17,0.1) -- (0.05,0.1);
481 \fill (-0.1,0.1) circle (0.05);
482 \draw (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.15,-0.2) .. (0.2,0);
483 \end{tikzpicture}%
484 \tikzsymbolsaftersymbolinput%
485 }
486 \DeclareRobustCommand{\dWinkey}[2][1=1,2=yellow,usedefault]{%
487 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
488 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlbsscl,scale=#1]
489 \shade[ball color=#2] (0,0) circle (0.33);
490 \draw(0.17,0.1) -- (0.05,0.1);
491 \shade[ball color=black] (-0.1,0.1) circle (0.05);
492 \draw[black] (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.15,-0.2) .. (0.2,0);
493 \end{tikzpicture}%
494 \tikzsymbolsaftersymbolinput%
495 }

```

\Sey \dSey I can't think of a better name :S

```

496 \DeclareRobustCommand{\Sey}[2][1=1,2={opacity=0},usedefault]{%
497 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
498 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
499 \fill[#2, line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
500 \draw[line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);
501 \fill (0.1,0.1) circle (0.05);
502 \fill (-0.1,0.1) circle (0.05);
503 \draw (-0.2,-0.08) .. controls (-0.0,-0.2) and (0.0,0) .. (0.2,-0.12);
504 \end{tikzpicture}%
505 \tikzsymbolsaftersymbolinput%
506 }
507 \DeclareRobustCommand{\dSey}[2][1=1,2=yellow,usedefault]{%
508 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
509 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
510 \shade[ball color=#2] (0,0) circle (0.33);
511 \shade[ball color=black] (0.1,0.1) circle (0.05);
512 \shade[ball color=black] (-0.1,0.1) circle (0.05);
513 \draw[black] (-0.2,-0.08) .. controls (-0.0,-0.2) and (0.0,0) .. (0.2,-0.12);
514 \end{tikzpicture}%
515 \tikzsymbolsaftersymbolinput%
516 }

```

\Xey \dXey I can't think of a better name again.

```

517 \DeclareRobustCommand{\Xey}[2][1=1, 2={opacity=0}, usedefault]{%
518 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
519 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlbsscl,scale=#1]
520 \fill[#2, line width=0.12ex*\tkzsymlbsscl] (0,0) circle (0.33);

```

```

521 \draw[line width=0.12ex*\tkzsymlblsscl] (0,0) circle (0.33);
522 \draw (0.05,0.05) -- ++ (0.1,0.1);
523 \draw (0.15,0.05) -- ++ (-0.1,0.1);
524 \draw (-0.05,0.05) -- ++ (-0.1,0.1);
525 \draw (-0.15,0.05) -- ++ (0.1,0.1);
526 \draw (-0.2,-0.15) .. controls (-0.1,-0.06) and (0.1,-0.06) .. (0.2,-0.15);
527 \end{tikzpicture}%
528 \tikzsymbolsaftersymbolinput%
529 }
530 \DeclareRobustCommand{\dXey}[2][1=1, 2={yellow}, usedefault]{%
531 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
532 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlblsscl,scale=#1]
533 \fill[ball color=#2, line width=0.12ex*\tkzsymlblsscl] (0,0) circle (0.33);
534 \draw (0.05,0.05) -- ++ (0.1,0.1);
535 \draw (0.15,0.05) -- ++ (-0.1,0.1);
536 \draw (-0.05,0.05) -- ++ (-0.1,0.1);
537 \draw (-0.15,0.05) -- ++ (0.1,0.1);
538 \draw (-0.2,-0.15) .. controls (-0.1,-0.06) and (0.1,-0.06) .. (0.2,-0.15);
539 \end{tikzpicture}%
540 \tikzsymbolsaftersymbolinput%
541 }

```

\Innocey \dInnocey An innocent Smiley

```

542 \DeclareRobustCommand{\Innocey}[3][1=1,2={opacity=0},3=yellow ,usedefault]{%
543 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
544 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlblsscl,scale=#1]
545 \fill[#2] (0,0) circle (0.33);
546 \draw (0,0) circle (0.33);
547 \fill (-0.1,0.1) circle (0.05);
548 \fill (0.1,0.1) circle (0.05);
549 \draw (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
550 \draw[#3, line width=0.095ex*\tkzsymlblsscl] (0.32,0.31) arc (0:360:0.32 and 0.1);
551 \draw[line width=0.05ex*\tkzsymlblsscl] (0.3,0.31) arc (0:360:0.3 and 0.07);
552 \draw[line width=0.05ex*\tkzsymlblsscl] (0.35,0.31) arc (0:360:0.35 and 0.12);
553 \end{tikzpicture}%
554 \tikzsymbolsaftersymbolinput%
555 }
556 \DeclareRobustCommand{\wInnocey}[1][1]{\Innocey[#1][opacity=0][white]}
557 \DeclareRobustCommand{\dInnocey}[3][1=1,2=yellow,3=yellow,usedefault]{%
558 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
559 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlblsscl,scale=#1]
560 \shade[ball color=#2] (0,0) circle (0.33);
561 \shade[ball color=black] (-0.1,0.1) circle (0.05);
562 \shade[ball color=black] (0.1,0.1) circle (0.05);
563 \draw[black] (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
564 \draw[color=#3!97!black, line width=0.09ex*\tkzsymlblsscl]
565 (0.32,0.31) arc (0:360:0.32 and 0.1);
566 \draw[line width=0.05ex*\tkzsymlblsscl] (0.3,0.31) arc (0:360:0.3 and 0.07);
567 \draw[line width=0.05ex*\tkzsymlblsscl] (0.35,0.31) arc (0:360:0.35 and 0.12);
568 \end{tikzpicture}%

```

```

569 \tikzsymbolsaftersymbolinput%
570 }

\Cooley \dCooley Don't know what I shall write here.

571 \DeclareRobustCommand{\Cooley}[2][1=1,2={opacity=0} ,usedefault]{%
572 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
573 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlbsscl,scale=#1]
574 \fill[#2] (0,0) circle (0.33);
575 \draw (0,0) circle (0.33);
576 \fill[rounded corners=0.1ex*\tkzsymlbsscl]
577 (0.24,0.15) -- (0.01,0.15) -- (0.01,0) -- (0.24,0) -- cycle;
578 \fill[rounded corners=0.1ex*\tkzsymlbsscl]
579 (-0.24,0.15) -- (-0.01,0.15) -- (-0.01,0) -- (-0.24,0) -- cycle;
580 \draw (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
581 \draw (0.02,0.1) -- (-0.02,0.1);
582 \draw (-0.2,0.1) -- (-0.3,0.13);
583 \draw (0.2,0.1) -- (0.3,0.13);
584 \end{tikzpicture}%
585 \tikzsymbolsaftersymbolinput%
586 }

587 \DeclareRobustCommand{\dCooley}[2][1=1,2=yellow,usedefault]{%
588 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
589 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlbsscl,scale=#1]
590 \shade[ball color=#2] (0,0) circle (0.33);
591 \draw[black] (0.02,0.1) -- (-0.02,0.1);
592 \draw[black] (-0.2,0.1) -- (-0.295,0.146);
593 \draw[black] (0.2,0.1) -- (0.295,0.146);
594 \shade[ball color=black,rounded corners=0.1ex*\tkzsymlbsscl]
595 (0.24,0.15) -- (0.01,0.15) -- (0.01,0) -- (0.24,0) -- cycle;
596 \shade[ball color=black,rounded corners=0.1ex*\tkzsymlbsscl]
597 (-0.24,0.15) -- (-0.01,0.15) -- (-0.01,0) -- (-0.24,0) -- cycle;
598 \draw[black] (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
599 \end{tikzpicture}%
600 \tikzsymbolsaftersymbolinput%
601 }

\Tongey \dTongey :P

602 \DeclareRobustCommand{\Tongey}[3][1=1,2={opacity=0},3={opacity=0} ,usedefault]{%
603 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<0pt\set@tkzsymlbsscl{-#1}\fi%
604 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlbsscl,scale=#1]
605 \fill[#2] (0,0) circle (0.33);
606 \draw (0,0) circle (0.33);
607 \fill (-0.1,0.1) circle (0.05);
608 \fill (0.1,0.1) circle (0.05);
609 \fill[#3,line width=0.058ex*\tkzsymlbsscl, rounded corners=0.12ex*\tkzsymlbsscl]
610 (0,-0.09) -- (0.05,-0.2) -- (0.16,-0.23) -- (0.2,-0.15) -- (0.19,-0.03);
611 \draw[line width=0.07ex*\tkzsymlbsscl, yshift=0.21ex]
612 (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
613 \draw[line width=0.058ex*\tkzsymlbsscl, rounded corners=0.12ex*\tkzsymlbsscl]
614 (0,-0.09) -- (0.05,-0.2) -- (0.16,-0.23) -- (0.2,-0.15) -- (0.19,-0.03);

```

```

615 \end{tikzpicture}%
616 \tikzsymbolsaftersymbolinput%
617 }
618 \DeclareRobustCommand{\dTongey}[3][1=1,2=yellow,3=red,usedefault]{%
619 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
620 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.12ex*\tkzsymlblsscl,scale=#1]
621 \shade[ball color=#2] (0,0) circle (0.33);
622 \shade[ball color=black] (-0.1,0.1) circle (0.05);
623 \shade[ball color=black] (0.1,0.1) circle (0.05);
624 \shade[ball color=#3,line width=0.058ex*\tkzsymlblsscl, rounded corners=0.12ex*\tkzsymlblsscl]
625 (0,-0.09) -- (0.05,-0.2) -- (0.16,-0.23) -- (0.2,-0.15) -- (0.19,-0.03);
626 \draw[black, line width=0.058ex*\tkzsymlblsscl, rounded corners=0.12ex*\tkzsymlblsscl]
627 (0,-0.09) -- (0.05,-0.2) -- (0.16,-0.23) -- (0.2,-0.15) -- (0.19,-0.03);
628 \draw[black, line width=0.07ex*\tkzsymlblsscl, yshift=0.21ex]
629 (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
630 \end{tikzpicture}%
631 \tikzsymbolsaftersymbolinput%
632 }

```

\Nursesey \dNursesey a Nurse (the cross has nothing to do with religion).

```

633 \DeclareRobustCommand{\dNursesey}[4][1=1,2={opacity=0},3={opacity=0},4=black,usedefault]{%
634 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
635 \begin{tikzpicture}[x=2.3ex, y=2.3ex, line width=0.12ex*\tkzsymlblsscl,scale=#1]
636 \fill[#3,rounded corners=.023ex*\tkzsymlblsscl]
637 (-0.3,0) -- (-0.3,0.3) -- (0,0.6) -- (0.3,0.3) -- (0.3,0);
638 \fill[#2] (0,0) circle (0.3);
639 \draw (0,0) circle (0.3);
640 \fill (-0.1,0.1) circle (0.05);
641 \fill (0.1,0.1) circle (0.05);
642 \draw[line width=0.09ex*\tkzsymlblsscl, yshift=0.07ex]
643 (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
644 \draw[rounded corners=.023ex*\tkzsymlblsscl]
645 (-0.3,0) -- (-0.3,0.3) -- (0,0.6) -- (0.3,0.3) -- (0.3,0);
646 \draw[#4,line width=.046ex*\tkzsymlblsscl] (0,0.35) -- (0,0.5);
647 \draw[#4,line width=.046ex*\tkzsymlblsscl] (-0.05,0.45) -- (0.05,0.45);
648 \end{tikzpicture}%
649 \tikzsymbolsaftersymbolinput%
650 }
651 \DeclareRobustCommand{\dNursesey}[4][1=1,2=yellow,3=white,4=red,usedefault]{%
652 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
653 \begin{tikzpicture}[x=2.3ex, y=2.3ex, line width=0.12ex*\tkzsymlblsscl,scale=#1]
654 \shade[ball color=#2] (0,0) circle (0.3);
655 \shade[ball color=black] (-0.1,0.1) circle (0.05);
656 \shade[ball color=black] (0.1,0.1) circle (0.05);
657 \draw[black, line width=0.09ex*\tkzsymlblsscl, yshift=0.07ex]
658 (-0.2,-0.1) .. controls (-0.1,-0.2) and (0.1,-0.2) .. (0.2,-0.1);
659 \shade[ball color=#3, rounded corners=.023ex*\tkzsymlblsscl,yshift=-0.09ex]
660 (-0.3,0) -- (-0.3,0.3) -- (0,0.6) -- (0.3,0.3) -- (0.3,0) arc (0:180:0.3);
661 \shade[ball color=#4,line width=.046ex*\tkzsymlblsscl]
662 (-0.01,0.31) -- (-0.01,0.46) -- (0.01,0.46) -- (0.01,0.31)--cycle;

```

```

663 \shade[ball color=#4,line width=.046ex*\tkzsymlblsscl]
664 (-0.05,0.4) -- (0.05,0.4) -- (0.05,0.42)--(-0.05,0.42) -- cycle;
665 \end{tikzpicture}%
666 \tikzsymbolsaftersymbolinput%
667 }

\Vomey \dVomey *Bläärggh*

668 \DeclareRobustCommandx{\Vomey}[3][1=1,2={opacity=0},3={opacity=0},usedefault]{%
669 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
670 \begin{tikzpicture}[x=0.58ex,y=0.58ex, line width=0.09ex*\tkzsymlblsscl,scale=#1]
671 \fill[#2,rounded corners=0.05ex*\tkzsymlblsscl] (0,0) arc (15:330:1) -- (-0.6,-0.3) -- cycle;
672 \draw[rounded corners=0.05ex*\tkzsymlblsscl] (0,0) arc (15:330:1) -- (-0.6,-0.3) -- cycle;
673 \draw[line width=0.05ex*\tkzsymlblsscl] (-0.5,0.3) -- (-0.3,0.1);
674 \fill (-0.45,0.27) arc (100:350:0.1);
675 \fill[#3] (1.8,-0.5) .. controls (2.5,-0.3) and (2.8,-0.7) .. (2.5,-1) ..
676 controls (3,-1) and (3,-1.7) .. (2,-1.5) .. controls (1.7,-2) and (1,-2) .. (1,-1.5) ..
677 controls (0.5,-1.9) and (0.3,-1) .. (0.7,-0.9);
678 \fill[#3] (0,-0.4) .. controls (1,0) and (2,-1) .. (2,-1) ..
679 controls (1.7,-1.2) and (1.3,-1.2) .. (1,-1) ..
680 controls (0.8,-0.7) and (0.5,-0.5) .. (0,-0.4);
681 \draw (0,-0.4) .. controls (1,0) and (2,-1) .. (2,-1);
682 \draw (0,-0.4) .. controls (0.5,-0.5) and (0.8,-0.7) .. (1,-1);
683 \draw (1.8,-0.5) .. controls (2.5,-0.3) and (2.8,-0.7) .. (2.5,-1) ..
684 controls (3,-1) and (3,-1.7) .. (2,-1.5) .. controls (1.7,-2)
685 and (1,-2) .. (1,-1.5) .. controls (0.5,-1.9) and (0.3,-1) .. (0.7,-0.9);
686 \end{tikzpicture}%
687 \tikzsymbolsaftersymbolinput%
688 }

689 \DeclareRobustCommandx{\dVomey}[3][1=1,2=yellow,3={brown!10!olive},usedefault]{%
690 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
691 \begin{tikzpicture}[x=0.58ex,y=0.58ex, line width=0.09ex*\tkzsymlblsscl,scale=#1]
692 \shade[ball color=#2!90!brown,rounded corners=0.03ex*\tkzsymlblsscl]
693 (0,0) arc (15:330:1) -- (-0.6,-0.3) -- cycle;
694 \draw[black, line width=0.05ex*\tkzsymlblsscl] (-0.5,0.3) -- (-0.3,0.1);
695 \shade[ball color=black] (-0.45,0.27) arc (100:350:0.1);
696 \shade[ball color=#3] (1.8,-0.5) .. controls (2.5,-0.3) and (2.8,-0.7) .. (2.5,-1) ..
697 controls (3,-1) and (3,-1.7) .. (2,-1.5) .. controls (1.7,-2) and (1,-2) .. (1,-1.5) ..
698 controls (0.5,-1.9) and (0.3,-1) .. (0.7,-0.9);
699 \shade[ball color=#3] (0,-0.4) .. controls (1,0) and (2,-1) .. (2,-1) .. controls
700 (1.7,-1.2) and (1.3,-1.2) .. (1,-1) .. controls (0.8,-0.7) and (0.5,-0.5) .. (0,-0.4);
701 \end{tikzpicture}%
702 \tikzsymbolsaftersymbolinput%
703 }

\Walley \dWalley Well ... this Emoticon should be the visualization of the german saying “Gegen
eine Wand rennen”, which means something like: Not being able to solve a problem.

704 \DeclareRobustCommandx{\Walley}[3][1=1, 2={opacity=0},3={opacity=0}, usedefault]{%
705 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<0pt\set@tkzsymlblsscl{-#1}\fi%
706 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlblsscl,scale=#1,
707 decoration={random steps,segment length=0.15ex*\tkzsymlblsscl, amplitude=0.1ex*\tkzsymlblsscl}]

```



```

708 \fill[#2, line width=0.08ex*\tkzsymbolsscl] (0,0) circle (0.28);
709 \draw[line width=0.08ex*\tkzsymbolsscl] (0,0) circle (0.28);
710 \fill[#3] (0.28,-0.33) rectangle (0.66,0.33);
711 \draw (0.28,-0.33) rectangle (0.66,0.33);
712 \draw[line width=0.06ex*\tkzsymbolsscl]
713 (0.28,0) --++(0.05,0.07) --++(0.03,0.02) --+
714 +(0.03,-0.02) --++(0.03,0.1) --++(0.03,0.02) -- (0.5,0.25);
715 \draw[line width=0.06ex*\tkzsymbolsscl]
716 (0.28,0) --++(0.06,-0.02) --++(0.04,0.06) --+
717 +(0.0,-0.08) --++(0.08,0.06) --++(0.03,-0.02) --+(0.08,0.02) -- (0.6,0.0);
718 \draw[line width=0.06ex*\tkzsymbolsscl]
719 (0.28,0) --++(0.03,-0.02) --++(0.03,-0.07) --+
720 +(0.03,-0.01) --++(0.01,-0.07) --++(0.06,0.01) --++(0.03,-0.08) --
721 (0.5,0.-0.25);
722 \draw[rotate=-20] (0.12,0.1) -- (0.2,0.05);
723 \draw[rotate=-20] (0.27,-0.1) .. controls (0.2,-0.072) and (0.1,-0.06) .. (0.,-0.1);
724 \end{tikzpicture}%
725 \tikzsymbolsaftersymbolinput%
726 }
727 \DeclareRobustCommand{\rWalley}[3][1=1, 2={opacity=0},3={opacity=0}, usedefault]{%
728 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<Opt\set@tkzsymbolsscl{#1}\fi%
729 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymbolsscl,scale=#1,
730 decoration={random steps,segment length=0.15ex*\tkzsymbolsscl, amplitude=0.1ex*\tkzsymbolsscl}]
731 \fill[#2, line width=0.08ex*\tkzsymbolsscl] (0,0) circle (0.28);
732 \draw[line width=0.08ex*\tkzsymbolsscl] (0,0) circle (0.28);
733 \fill[#3] (0.28,-0.33) rectangle (0.66,0.33);
734 \draw (0.28,-0.33) rectangle (0.66,0.33);
735 \draw[decorate, line width=0.06ex*\tkzsymbolsscl] (0.28,0) -- (0.5,0.25);
736 \draw[decorate,line width=0.06ex*\tkzsymbolsscl] (0.28,0) -- (0.6,0.0);
737 \draw[decorate,line width=0.06ex*\tkzsymbolsscl] (0.28,0) -- (0.5,-0.25);
738 \draw[rotate=-20] (0.12,0.1) -- (0.2,0.05);
739 \draw[rotate=-20] (0.27,-0.1) .. controls (0.2,-0.072) and (0.1,-0.06) .. (0.,-0.1);
740 \end{tikzpicture}%
741 \tikzsymbolsaftersymbolinput%
742 }
743 \DeclareRobustCommand{\dWalley}[2][1=1, 2=yellow, usedefault]{%
744 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<Opt\set@tkzsymbolsscl{#1}\fi%
745 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymbolsscl,scale=#1,
746 decoration={random steps,segment length=0.15ex*\tkzsymbolsscl, amplitude=0.1ex*\tkzsymbolsscl}]
747 \shade[ball color=orange!80!black] (0.298,-0.33) rectangle (0.692,0.337);
748 \draw[line width=0.06ex*\tkzsymbolsscl]
749 (0.28,0) --++(0.05,0.07) --++(0.03,0.02) --+
750 +(0.03,-0.02) --++(0.03,0.1) --++(0.03,0.02) -- (0.5,0.25);
751 \draw[line width=0.06ex*\tkzsymbolsscl]
752 (0.28,0) --++(0.06,-0.02) --++(0.04,0.06) --+
753 +(0.0,-0.08) --++(0.08,0.06) --++(0.03,-0.02) --+(0.08,0.02) -- (0.6,0.0);
754 \draw[line width=0.06ex*\tkzsymbolsscl]
755 (0.28,0) --++(0.03,-0.02) --++(0.03,-0.07) --+
756 +(0.03,-0.01) --++(0.01,-0.07) --++(0.06,0.01) --++(0.03,-0.08) -- (0.5,0.-0.25);
757 \shade[ball color=#2, line width=0.08ex*\tkzsymbolsscl] (-0.01,0) circle (0.31);

```

```

758 \draw[rotate=-20] (0.12,0.1) -- (0.2,0.05);
759 \draw[rotate=-20] (0.283,-0.1) .. controls (0.2,-0.072) and (0.1,-0.06) .. (0.,-0.1);
760 \end{tikzpicture}%
761 \tikzsymbolsaftersymbolinput%
762 }
763 \DeclareRobustCommand{\drWalley}[2][1=1, 2=yellow, usedefault]{%
764 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
765 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlsscl,scale=#1,
766 decoration={random steps,segment length=0.15ex*\tkzsymlsscl, amplitude=0.1ex*\tkzsymlsscl}]
767 \shade[ball color=orange!80!black] (0.298,-0.33) rectangle (0.692,0.337);
768 \draw[decorate, line width=0.06ex*\tkzsymlsscl] (0.298,0) -- (0.5,0.25);
769 \draw[decorate,line width=0.06ex*\tkzsymlsscl] (0.298,0) -- (0.6,0.0);
770 \draw[decorate,line width=0.06ex*\tkzsymlsscl] (0.298,0) -- (0.5,-0.25);
771 \shade[ball color=#2, line width=0.08ex*\tkzsymlsscl] (-0.01,0) circle (0.31);
772 \draw[rotate=-20] (0.12,0.1) -- (0.2,0.05);
773 \draw[rotate=-20] (0.283,-0.1) .. controls (0.2,-0.072) and (0.1,-0.06) .. (0.,-0.1);
774 \end{tikzpicture}%
775 \tikzsymbolsaftersymbolinput%
776 }

```

\Cat \*Miau\*

```

777 \DeclareRobustCommand{\Cat}[1][1=1,usedefault]{%
778 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
779 \begin{tikzpicture}[x=2.33ex,y=2.33ex, line width=0.093ex*\tkzsymlsscl,scale=#1]
780 \draw (0,0) circle (0.3);
781 \draw[rounded corners=0.163ex*\tkzsymlsscl] (-0.3,0) -- (-0.35,0.5) -- (0,0.3);
782 \draw[rounded corners=0.163ex*\tkzsymlsscl] (0,0.3) -- (0.35,0.5) -- (0.3,0);
783 \fill (-0.15,.15) circle (0.05);
784 \fill (0.15,.15) circle (0.05);
785 \draw[rounded corners=0.175ex*\tkzsymlsscl,yshift=-0.12ex]
786 (0,0) -- (0,-0.1) -- (-0.1,-0.095);
787 \draw[rounded corners=0.175ex*\tkzsymlsscl,yshift=-0.12ex]
788 (0,0) -- (0,-0.1) -- (0.1,-0.095);
789 \draw[rounded corners=.12ex*\tkzsymlsscl,yshift=-.15ex, line width=0.03em*(#1-.#1)]
790 (-0.1,0.1) -- (0,0) -- (0.1,0.1) -- cycle ;
791 \draw[line width=0.035ex*\tkzsymlsscl]
792 (-0.1,-0.05)..controls(-0.25,0)and(-0.35,0).. (-0.4,-0.05);
793 \draw[line width=0.035ex*\tkzsymlsscl](-0.1,-0.05)..
794 controls(-0.25,-0.01)and(-0.35,-0.09).. (-0.4,-0.14);
795 \draw[line width=0.035ex*\tkzsymlsscl](-0.1,-0.05)..
796 controls(-0.25,-0.045)and(-0.35,-0.13).. (-0.4,-0.23);
797 \draw[line width=0.035ex*\tkzsymlsscl]
798 (0.1,-0.05)..controls(0.25,0)and(0.35,0).. (0.4,-0.05);
799 \draw[line width=0.035ex*\tkzsymlsscl]
800 (0.1,-0.05)..controls(0.25,-0.01)and(0.35,-0.09).. (0.4,-0.14);
801 \draw[line width=0.035ex*\tkzsymlsscl]
802 (0.1,-0.05)..controls(0.25,-0.045)and(0.35,-0.13).. (0.4,-0.23);
803 \end{tikzpicture}%
804 \tikzsymbolsaftersymbolinput%
805 }

```

\Ninja \dNinja A Ninja.

```

806 \DeclareRobustCommand{\Ninja}[4][1=1, 2=black, 3=red, 4=white, usedefault]{%
807 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<Opt\set@tkzsymlblsscl{-#1}\fi%
808 \def\Black@is@Black{black}%
809 \def\Black@or@not@Black{#2}%
810 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlblsscl,scale=#1,
811 decoration={random steps,segment length=0.1ex*\tkzsymlblsscl, amplitude=0.1ex*\tkzsymlblsscl}]
812 \fill[#2, line width=0.08ex*\tkzsymlblsscl] (0,0) circle (0.33);
813 %\draw (-0.2,-0.125) -- ++(0.4,0);
814 \fill[decoration={random steps,segment length=0.1ex*\tkzsymlblsscl,
815 amplitude=0.01ex*\tkzsymlblsscl}, decorate,#3]
816 (-0.33,0) -- (0.33,0) -- (0.23,0.23) -- (-0.23,0.23) -- cycle;
817 \ifx\Black@or@not@Black\Black@is@Black
818 \draw[line width=0.08ex*\tkzsymlblsscl] (0,0) circle (0.33);\fi
819 \fill[#3] (0,0.1) -- (-0.33,0) -- (-0.26,0.23);
820 \fill[#3] (0.3465,0) arc (0:42:0.34 and 0.345) --
821 (0.2,0.23)-- (0.31,0.0) -- cycle;
822 \fill[#3] (-0.3465,0) arc (0:-42:-0.34 and -0.345) --
823 (-0.2,0.23)-- (-0.31,0.0) -- cycle;
824 \fill[#4] (0.129,0.1425) arc (55:-180:.05);
825 \fill[#4] (-0.129,0.1425) arc (-55:180:-.05);
826 \draw[decorate,decoration={snake,amplitude=.1ex*\tkzsymlblsscl,
827 segment length=0.55ex*\tkzsymlblsscl}, #3]
828 (0.26,0.21) -- (0.5,0.35);
829 \draw[decorate,decoration={snake,amplitude=.1ex*\tkzsymlblsscl,
830 segment length=0.55ex*\tkzsymlblsscl}, #3]
831 (0.26,0.21) -- (0.53,0.1);
832 \ifx\Black@or@not@Black\Black@is@Black
833 \else\draw[line width=0.08ex*\tkzsymlblsscl] (0,0) circle (0.33);\fi
834 \end{tikzpicture}%
835 \tikzsymbolsaftersymbolinput%
836 }
837 \DeclareRobustCommand{\dNinja}[4][1=1, 2=black, 3=red, 4=white, usedefault]{%
838 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<Opt\set@tkzsymlblsscl{-#1}\fi%
839 \def\Black@is@Black{black}%
840 \def\Black@or@not@Black{#2}%
841 \begin{tikzpicture}[x=2.4ex, y=2.4ex, line width=0.09ex*\tkzsymlblsscl,scale=#1,
842 decoration={random steps,segment length=0.1ex*\tkzsymlblsscl, amplitude=0.1ex*\tkzsymlblsscl}]
843 \draw[ decorate,decoration={snake,amplitude=.1ex*\tkzsymlblsscl,
844 segment length=0.55ex*\tkzsymlblsscl},decorate, #3!50!black]
845 (0.26,0.21) -- (0.5,0.35);
846 \draw[ decorate,decoration={snake,amplitude=.1ex*\tkzsymlblsscl,
847 segment length=0.5ex*\tkzsymlblsscl},decorate, #3!50!black]
848 (0.26,0.21) -- (0.53,0.1);
849 \shade[ball color=#2, line width=0.08ex*\tkzsymlblsscl] (0,0) circle (0.347);
850 %\draw (-0.2,-0.125) -- ++(0.4,0);
851 \ifx\Black@or@not@Black\Black@is@Black
852 \draw[line width=0.08ex*\tkzsymlblsscl] (0,0) circle (0.33);\fi
853 \fill[decoration={random steps,segment length=0.1ex*\tkzsymlblsscl,

```

```

854 amplitude=0.01ex*\tkzsymbolsscl},ball color=#3]
855 decorate {(-0.33,0) -- (0.3465,0) }
856         {arc (0:42:0.34 and 0.345)}
857 decorate {-- (-0.25,0.24)}
858         { arc (-42:0:-0.375 and -0.345)};
859 \shade[ball color=#4] (0.129,0.1425) arc (55:-180:.05);
860 \shade[ball color=#4] (-0.129,0.1425) arc (-55:180:-.05);
861 \shade[top color=#4!80!black, bottom color=#4] (0.129,0.1425) arc (55:-180:.05);
862 \shade[top color=#4!80!black, bottom color=#4] (-0.129,0.1425) arc (-55:180:-.05);
863 \end{tikzpicture}%
864 \tikzsymbolsaftersymbolinput%
865 }

```

\NiceReapey Not very well made. But it's better than nothing

```

866 \DeclareRobustCommand{\NiceReapey}[1][1=1,usedefault]{%
867 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<Opt\set@tkzsymbolsscl{#1}\fi%
868 \begin{tikzpicture}[x=0.11em,y=0.11em, line width=0.07ex*\tkzsymbolsscl,scale=#1]
869 \draw (1.7,-1) arc (360:180:1.7 and 2)
870     arc (260:110:1.5 and 2) .. controls (-1,3.3) and (1,3.3) .. (1.9,2.97)
871     arc (260:100:-1.3 and -2) -- cycle;
872 \fill[black!20!white] (3,3) .. controls (5,3) and (6,2) .. (7,1.5) -- (3,1.5) -- cycle;
873 \draw (3,-3) -- (3,3) .. controls (5,3) and (6,2) .. (7,1.5) -- (3,1.5);
874 \draw (0,-1.5) circle (1 and 0.5);
875 \draw[line width=0.04ex*\tkzsymbolsscl] (-0.2,-1) -- (-0.2,-2);
876 \draw[line width=0.04ex*\tkzsymbolsscl] (0.2,-1) -- (0.2,-2);
877 \draw[line width=0.04ex*\tkzsymbolsscl] (0.6,-1) -- (0.6,-2);
878 \draw[line width=0.04ex*\tkzsymbolsscl] (-0.6,-1) -- (-0.6,-2);
879 \draw[line width=0.04ex*\tkzsymbolsscl] (-1,-1.5) -- (1,-1.5);
880 \fill (1.25,1.25) circle ( 0.5 and 0.75);
881 \fill (-1.25,1.25) circle ( 0.5 and 0.75);
882 \end{tikzpicture}%
883 \tikzsymbolsaftersymbolinput%
884 }

```

### 6.3 Other symbols(s)

\Person My first symbol: a person. In german it would be called "Strichmaxerl".

```

885 \DeclareRobustCommand{\Person}[5][1=1,2=-22,3=22,4=27,5=-27,usedefault]{%
886 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<Opt\set@tkzsymbolsscl{#1}\fi%
887 \begin{tikzpicture}[line width=0.12ex*\tkzsymbolsscl, scale=#1, x=1.35ex, y=1.35ex]
888 \draw[rotate around={#5:(0.15,0.2)}] (0.15,0.2) -- (0.15,-0.14);
889 \draw[rotate around={#4:(0.15,0.2)}] (0.15,0.2) -- (0.15,-0.14);
890 \draw (.15,.2) -- (.15,.4);
891 \draw[rotate around={#3:(.15,.4)}] (.15,.4) -- (.42,.4);
892 \draw[rotate around={#2:(.15,.4)}] (.15,.4) -- (-0.12,.4);
893 \draw (.15,.4) -- (.15,.53);
894 \draw (.15,.8) circle (0.18);
895 \end{tikzpicture}%
896 \tikzsymbolsaftersymbolinput%

```

897 }

\Candle A burning candle

```
898 \DeclareRobustCommand{\Candle}[1][1]{%
899 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<Opt\set@tkzsymlblsscl{#1}\fi%
900 \begin{tikzpicture}[x=1ex, y=1ex, scale=#1, line width=0.07ex*\tkzsymlblsscl]
901 \draw[rounded corners=0.04ex*\tkzsymlblsscl] (0,0) -- (0.2,0) -- +(0,1) -- (0,1) -- cycle;
902 \draw[line width=0.05ex*\tkzsymlblsscl] (0.1,1) -- (0.1,1.2);
903 \draw[xshift=0.95, yshift=2.2, line width=0.04ex*\tkzsymlblsscl]
904 (-0.1,0.6) .. controls (-0.4,0.8) and (-0.1,1) .. (-0.1,1.2);
905 \draw[xshift=0.95, yshift=2.2, line width=0.04ex*\tkzsymlblsscl]
906 (-0.1,0.6) .. controls (0.2,0.8) and (-0.1,1) .. (-0.1,1.2);
907 \end{tikzpicture}%
908 \tikzsymbolsaftersymbolinput%
909 }
```

\Fire Just a fire.

```
910 \DeclareRobustCommand{\Fire}[1][1]{%
911 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<Opt\set@tkzsymlblsscl{#1}\fi%
912 \begin{tikzpicture}[x=1ex,y=1ex, line width=0.07ex*\tkzsymlblsscl,rotate=45, scale=#1]
913 \fill (-0.05,0) -- (0.05,0) -- (0.05,0.95) -- (-0.05,0.95) -- cycle;
914 \fill (-0.74,0.7) -- (0.19,0.7) -- (0.19,0.8) -- (-0.74,0.8) -- cycle;
915 \fill[rotate=-20, xshift=-1.3, yshift=-0.1]
916 (-0.05,0.07) -- (0.05,0.07) -- (0.05,0.9) -- (-0.05,0.9) -- cycle;
917 \fill[rotate=-70, xshift=-3.3, yshift=-2.3]
918 (-0.05,0.07) -- (0.05,0.07) -- (0.05,0.9) -- (-0.05,0.9) -- cycle;
919 \fill[rotate=135, xshift=2.5, yshift=-3.8]
920 (-0.05,0.07) -- (0.05,0.07) -- (0.05,0.9) -- (-0.05,0.9) -- cycle;
921 \draw[rotate=-45, xshift=-2.6, yshift=1.5, line width=0.04ex*\tkzsymlblsscl, x=0.5ex, y=0.5ex]
922 (-0.1,0.29) .. controls (-0.7,0.6) and (0,1.2) .. (0.05,1.7);
923 \draw[rotate=-45, xshift=-2.1, yshift=1.5, line width=0.04ex*\tkzsymlblsscl, x=0.5ex, y=0.5ex]
924 (-0.1,0.29) .. controls (0.7,0.6) and (-0.1,1.2) .. (-0.15,1.7);
925 \draw[rotate=-45, xshift=-2.5] (-0.1,0.29) .. controls (-0.7,0.6) and (0,1.2) .. (0,1.5);
926 \draw[rotate=-45, xshift=-2] (-0.1,0.29) .. controls (0.7,0.6) and (-0.1,1.2) .. (-0.1,1.5);
927 \end{tikzpicture}%
928 \tikzsymbolsaftersymbolinput%
929 }
```

\Coffeecup Just a cup of coffee.

```
930 \if@tikzsymbols@marvosym\relax\else%
931 \DeclareRobustCommand{\Coffeecup}[1][1]{%
932 \set@tkzsymlblsscl{#1}\ifdim\tkzsymlblsscl<Opt\set@tkzsymlblsscl{#1}\fi%
933 \begin{tikzpicture}[x=0.7ex,y=0.7ex, scale=#1, line width=0.07ex*\tkzsymlblsscl,
934 decoration={snake,amplitude=.05ex*\tkzsymlblsscl,segment length=0.408ex*\tkzsymlblsscl}]
935 \draw (0,0) arc (180:269:0.8 and 1) -- ++(0.5,0) arc (269:360:0.8 and 1) -- cycle;
936 \draw (2.1,-0.15) -- (2.2,-0.15) arc (90:-90:0.3) -- (1.8, -0.75);
937 \draw[line width=0.05ex*\tkzsymlblsscl, decorate]
938 (0.4,0.3) -- +(0,1);
939 \draw[line width=0.05ex*#1, decorate]
```

```

940 (1,0.3) -- +(0,1);
941 \draw[line width=0.05ex*#1, decorate]
942 (1.6,0.3) -- +(0,1);
943 \draw (0,-1.05) -- (2.1,-1.05);
944 \end{tikzpicture}%
945 \tikzsymbolsaftersymbolinput%
946 }%
947 \fi

```

`\Chair` A chair.

```

948 \DeclareRobustCommand{\Chair}[1][1]{%
949 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1} \@tkzssmbles@negtrue\fi%
950 \begin{tikzpicture}[x=0.9ex,y=0.9ex, scale=#1, line width=0.07ex*\tkzsymlsscl]
951 \draw (0,-0.5) -- (0,0.7) -- (0.5,1) -- (0.5,0.25);
952 \draw[line width=0.06ex*\tkzsymlsscl] (0,0.4) -- (0.5,0.7);
953 \draw (0,0) -- (0.5,0.3) -- (1,0) --(1,-0.5);
954 \if@tkzssmbles@neg\draw (0.5,0.3) -- +(0,-0.5);\fi
955 \draw (0.5,-0.3) -- (0.5,-0.8);
956 \draw (1,0) -- (0.5,-0.3) -- (0,0);
957 \end{tikzpicture}%
958 \tikzsymbolsaftersymbolinput%
959 }

```

`\Bed` A chair.

```

960 \DeclareRobustCommand{\Bed}[1][1]{%
961 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
962 \begin{tikzpicture}[x=1ex,y=1ex, scale=#1, line width=0.08ex*\tkzsymlsscl]
963 \draw (0,0) -- (0,1.6);
964 \draw (3,0) -- (3,1.2);
965 \draw (0,0.5) -- (3,0.5);
966 \draw (0,0.35) -- (3,0.35);
967 \draw (0.7,0.5) arc (0:90:0.7);
968 \draw (0.7,0.5) arc(180:30:1.231 and 0.6);
969 \end{tikzpicture}%
970 \tikzsymbolsaftersymbolinput%
971 }

```

`\Tribar` Also called Penrose-Triangle

```

972 \DeclareRobustCommand{\Tribar}[4][1=1,2={opacity=0},3={opacity=0},4={opacity=0},usedefault]
973 {%
974 \set@tkzsymlsscl{#1}\ifdim\tkzsymlsscl<0pt\set@tkzsymlsscl{-#1}\fi%
975 \begin{tikzpicture}[x=0.65ex,y=0.65ex,scale=#1,
976 rounded corners=0.03ex*\tkzsymlsscl, line width=0.06ex*\tkzsymlsscl]
977 \fill[#2] (0.15,0.3) -- (-0.15,-0.3) -- (1.75,-0.3) -- ++ (-0.15,-0.3)
978 -- (-0.65,-0.6) -- (0.35,1.3) -- +(0.15,-0.3);
979 \fill[#3] (0,0) -- (1.3,0) -- (0.35,1.9) -- (0.65,1.9) -- (1.75,-0.3) -- (-0.1,-0.3);
980 \fill[#4] (1,0) -- (0.35,1.3) -- (-0.65,-0.6) -- ++ (-0.15,0.3) -- (0.35,1.9) -- (1.3,0);
981 \draw (0,0) -- (1,0) -- (0.5,1) -- cycle;
982 \draw (0.15,0.3) -- (-0.15,-0.3) -- (1.75,-0.3) -- ++ (-0.15,-0.3)

```

```

983 -- (-0.65,-0.6) -- (0.35,1.3) -- (0.8,.4);
984 \draw (0.9,0) -- (1.3,0) -- (0.35,1.9) -- (0.65,1.9) -- (1.75,-0.3) -- +(-.05,-0.1);
985 \draw (-0.6,-0.6) -- (-0.65,-0.6) -- ++ (-0.15,0.3) -- (0.35,1.9) -- (0.4,1.9);
986 \end{tikzpicture}%
987 \tikzsymbolsaftersymbolinput%
988 }

\Moai From the Easter Island: a Moai.
989 \DeclareRobustCommand{\Moai}[1][1=1,usedefault]{%
990 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<0pt\set@tkzsymbolsscl{-#1}\fi%
991 \ifdim \tkzsymbolsscl<2pt%
992 \def\tikzsymbolsMoaitickness{0.05ex}%
993 \else%
994 \ifdim \tkzsymbolsscl<5pt%
995 \def\tikzsymbolsMoaitickness{0.035ex}%
996 \else%
997 \def\tikzsymbolsMoaitickness{0.03ex}%
998 \fi\fi%
999 \begin{tikzpicture}[x=.13ex, y=.13ex, rounded corners=0.01ex*\tkzsymbolsscl, scale=#1,
1000 line width=\tikzsymbolsMoaitickness*\tkzsymbolsscl]
1001 \draw (-2.6,-4.25) -- (-2.5,-5.8)
1002 ..controls (-2,-6.8) and (1.5,-6.8) .. (2.2,-5.8) -- (2.4,-3.95);
1003 \draw(-2.5,2.5) .. controls (-2.9,4.6) and (2,5) .. (3.3,2.5) -- (2.9,-3.4)
1004 .. controls (2,-5) and (-4,-5) .. (-3.1,-3) -- cycle;
1005 \draw (-2.5,3) -- (-2,5) .. controls (0,6) and (2,5.8) .. (3.1,4.7) -- (3.3,2.5);
1006 \draw[line width=0.02ex*\tkzsymbolsscl]
1007 (-2.2,-1.8) .. controls (-1,-1.3) and (0,-1.7) .. (1,-2);
1008 \draw[line width=0.02ex*\tkzsymbolsscl]
1009 (-2.2,-1.8) .. controls (-1,-1) and (0,-1.4) .. (1,-2);
1010 \draw[line width=0.02ex*\tkzsymbolsscl]
1011 (-2.2,-1.8) .. controls (-1,-2) and (0,-2) .. (1,-2);
1012 \draw (-0.8,4) .. controls (-0.8,3) and (-0.8,2) .. (-1.6,0.5) -- (-1.8,-0.4)
1013 .. controls (-1,0.2) and (0,0.2) .. (0.6,-0.4) -- (0.7,0.4)
1014 .. controls (0,1) and (0,2) .. (0.8,4);
1015 \draw (-1.8,-0.4) .. controls (-0.5,-0.5) and (0,-0.5) .. (0.6,-0.4);
1016 \draw (3.2,3.5) -- (3.7,3.5) .. controls (3.5,2) and (3.5,2) .. (3.6,-1.5) -- (3,-1.9);
1017 \draw (-2.5,3) .. controls (-2.7,2) and (-3,1) .. (-2.88,-1);
1018 \draw (-2.5,2.8) .. controls (-2,2.5) and (-1,3) .. (-0.8,3.1);
1019 \draw (0.5,3.3) .. controls (1,3) and (1,2.5) .. (3.3,2.4);
1020 \end{tikzpicture}%
1021 \tikzsymbolsaftersymbolinput%
1022 }

\Snowman A snowman. I think his smile is scary.
1023 \DeclareRobustCommand{\Snowman}[1][1]{%
1024 \set@tkzsymbolsscl{#1}\ifdim\tkzsymbolsscl<0pt\set@tkzsymbolsscl{-#1}\fi%
1025 \begin{tikzpicture}[x=0.9ex,y=0.9ex,line width=0.07ex*\tkzsymbolsscl, scale=#1]
1026 \draw (0,0) circle (0.4 and 0.35);
1027 \draw[line width=0.06ex*\tkzsymbolsscl] (0,0.64) circle (0.3 and 0.28);
1028 \draw[line width=0.05ex*\tkzsymbolsscl] (0,1.14) circle (0.2 and 0.2);

```

```

1029 \draw[rounded corners=0.1ex*\tkzsymlbsscl,line width=0.05ex*\tkzsymlbsscl,
1030       rotate around={-30:(0,1.14)}]
1031   (-0.2,1.15) -- ++(0,0.35) -- +(0.4,0) -- (0.2,1.14);
1032 \draw[rounded corners=0.07ex*\tkzsymlbsscl,line width=0.05ex*\tkzsymlbsscl,
1033       rotate around={-30:(0,1.14)}]
1034   (-0.2,1.19) arc (270:90:0.1);
1035 \fill (0,0.78) circle (0.04);
1036 \fill (0,0.63) circle (0.04);
1037 \fill (0,0.48) circle (0.04);
1038 \fill (0,0.2) circle (0.05);
1039 \fill (0,0) circle (0.05);
1040 \fill (0,-0.2) circle (0.05);
1041 \fill (-0.06,1.18) circle (0.045);
1042 \fill (0.06,1.18) circle (0.045);
1043 \fill (0.1,1.08) circle (0.015);
1044 \fill (-0.1,1.08) circle (0.015);
1045 \fill (0.06,1.055) circle (0.015);
1046 \fill (-0.06,1.055) circle (0.015);
1047 \fill (0.02,1.039) circle (0.015);
1048 \fill (-0.02,1.039) circle (0.015);
1049 \draw (-0.3,0.7) -- (-0.6,0.8);
1050 \draw (-0.6,0.8) -- (-0.75,0.7);
1051 \draw (-0.6,0.8) -- (-0.55,1);
1052 \draw (-0.6,0.8) -- (-0.8,0.9);
1053 \draw[line width=0.06ex*\tkzsymlbsscl] (-0.65,0) -- (-0.65,1);
1054 \foreach\x in {-0.85, -0.75,-0.65,-0.55,-0.45}
1055 \draw[line width=0.05ex*\tkzsymlbsscl] (-0.65,1) -- (\x,1.3);
1056 \draw (0.3,0.7) -- (0.6,0.8);
1057 \draw (0.6,0.8) -- (0.75,0.7);
1058 \draw (0.6,0.8) -- (0.6,1);
1059 \draw (0.6,0.8) -- (0.8,0.9);
1060 \end{tikzpicture}%
1061 \tikzsymbolsaftersymbolinput%
1062 }

```

## 6.4 Trees

Many great ideas are stolen. Don't know who said that, but it's true.

**\BasicTree** We define our **\BasicTree**. We check if the last paramter is “leaf”, if not we check if the last paramter is empty, if not we generate an error meassge:

```

1063 \newcommand\BasicTree[5][1]{%
1064 \def\leaf@or@not@leaf{#5}%
1065 \ifx\leaf@or@not@leaf\@leaf@is@leaf%
1066 \Basic@Tree[#1]{#2}{#3}{#4}{#5}\tikzsymbolsaftersymbolinput%
1067 \else%
1068 \ifx\#5\%
1069 \Basic@Tree[#1]{#2}{#3}{#4}{#5}\tikzsymbolsaftersymbolinput%
1070 \else%

```



```

1071 \PackageError{tikzsymbols}{The last\MessageBreak parameter has either to be \MessageBreak
1072 'leaf' or has to be empty}{See the tikzsymbols documentation. Section ‘‘Trees’’}%
1073 \fi\fi%
1074 }

```

**\WorstTree** An extremely bad Tree. It’s really worst.

```

1075 \DeclareRobustCommand{\WorstTree}[1][1]{%
1076 \set@tkzsymlbsscl{#1}\ifdim\tkzsymlbsscl<Opt\set@tkzsymlbsscl{-#1}\fi%
1077 \begin{tikzpicture}[x=1ex,y=1ex, line width=0.04ex*\tkzsymlbsscl,scale=#1]
1078 \fill[brown] (-0.3,0) .. controls (0.2,0.3) and (0.2,0.7) .. (0.2,1) -- (0.5,1) ..
1079 controls (0.5,0.7) and (0.5,0.3) .. (1,0);
1080 \draw (-0.3,0) .. controls (0.2,0.3) and (0.2,0.7) .. (0.2,1) -- (0.5,1) ..
1081 controls (0.5,0.7) and (0.5,0.3) .. (1,0) ;
1082 \fill[green] (0.2,0.8) -- (0,0.8) .. controls (-0.4,0.7) and (-0.4,1) .. (-0.3,1.2) ..
1083 controls (-0.3, 1.6) and (-0.1,1.6) .. (0.1,1.5) ..
1084 controls (0.3,1.8) and (0.6,1.6) .. (0.7,1.5) ..
1085 controls (1.1, 1.6) and (1,1.4) .. (1,1.2) ..
1086 controls (1.2,1) and (1.2,0.7) .. (0.8,0.8) -- (0.5,0.8);
1087 \draw (0.214,0.8) -- (0,0.8) .. controls (-0.4,0.7) and (-0.4,1) .. (-0.3,1.2) ..
1088 controls (-0.3, 1.6) and (-0.1,1.6) .. (0.1,1.5) ..
1089 controls (0.3,1.8) and (0.6,1.6) .. (0.7,1.5) .. controls (1.1, 1.6) and (1,1.4) ..
1090 (1,1.2) .. controls (1.2,1) and (1.2,0.7) .. (0.8,0.8) -- (0.486,0.8);
1091 \fill[red] (0,1) circle (0.1);
1092 \fill[red] (0.4,1.2) circle (0.1);
1093 \fill[red] (0.8,1.1) circle (0.1);
1094 \end{tikzpicture}%
1095 \tikzsymbolsaftersymbolinput%
1096 }

```

**\Springtree** Some predefined Trees.

**\Summertree** “Hey that look like the trees in the ...” – “Yes, Yes, I know!”.

**\Autumntree** We don’t need `\tikzsymbolsaftersymbolinput` because it is already defined

**\Wintertree** in `\BasicTree`.

```

1097 \DeclareRobustCommand{\Springtree}[1][1=1, usedefault]%
1098 {\BasicTree[#1]{brown!70!black}{green!90!black}{green!80!black}{leaf}}
1099 \DeclareRobustCommand{\Summertree}[1][1=1, usedefault]%
1100 {\BasicTree[#1]{brown!50!black}{green!80!black}{red!80!green}{leaf}}
1101 \DeclareRobustCommand{\Autumntree}[1][1=1, usedefault]%
1102 {\BasicTree[#1]{red!30!black}{red!75!black}{orange}{leaf}}
1103 \DeclareRobustCommand{\Wintertree}[1][1=1, usedefault]%
1104 {\BasicTree[#1]{black!80!}{black!50}{black!25}{}}

1105 \AtBeginDocument{
1106 \if@tikzsymbols@marvosym
1107 \@ifpackageloaded{marvosym}{}%
1108 \PackageError{tikzsymbols}{Use option 'marvosym' only\MessageBreak
1109 if you load package 'marvosym'}
1110 {Either load package 'marvosym' or\MessageBreak
1111 delete the tikzsymbols option 'marvosym'}}
1112 \fi

```

Well that's it. Happy T<sub>E</sub>Xing!

PS. Something went wrong with the Change History, but I don't know what.

## Change History

v1.0		v1.61	
General: Initial version	1	General: Made an invisible box in BasicTree.	1
v1.05		v1.65	
General: Deleted a “t” in the BasicTree-code, shortened the trunk from the tree a bit, re-named some codes, made an index	1	General: Improved BasicTree; New symbols “Schaler/peeler”, Laughy, Walley, Ninja; but didn't improve the source-description	1
v1.6		v1.7	
General: on/off.	1	General: New symbols, etc.	1
Renamed “tikzsymbolsaftersymbolinput” to “tikzsymbolsaftersymbolinput”	1	v2.0	
Now “Person” can be used in sections, etc.	1	General: Fixed Bugs, improved BasicTree, new option “marvosym”, new symbol	1
Now an error message is generated if the last parameter of “BasicTree” is neither “leaf” nor empty.	1	v2.2	
		General: Now you can use negative scaling. Include ifpackageloaded. Did something else, I can't remember	1

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