



PXF Studio Guide

Searchable help for every workspace, tool, asset, and export

A polished reference pulled directly from the current PXF Studio Beta build.

1. Welcome to PXF Studio

PXF Studio is a beginner-friendly design workspace for creating custom SVG artwork, icon sets, icon fonts, and installable keyboard fonts.

You can draw your own artwork, import SVG files, combine shapes, create cutouts, organize your designs, and export finished work—all from one workspace.

Your PXF Studio projects are saved locally on your computer as `.pxf` files.

2. Starting, Opening, Saving & Autosave

New Project

Select **New Project** from the welcome screen or choose **File** → **New Project**.

A new project starts with an empty Assets panel. Open a Font Character, create a new Icon or Template, or add something from the PXF Library to begin.

Open a Project

Select **Open .pxf Project** or choose **File** → **Open** to open a project previously saved by PXF Studio.

Recent Projects

Recently opened projects appear on the welcome screen and under **File** → **Recent Projects**.

Choosing **Remove from Recent Projects** only removes the shortcut from the list. It does not delete the actual `.pxf` file from your computer.

Save

Choose **File** → **Save** or press `Ctrl+S`. The first time you save a new project, PXF Studio asks where the `.pxf` file should be stored.

Save As

Choose **File** → **Save As** or press `Ctrl+Shift+S` to save another copy or choose a different filename or location.

Autosave and Recovery

PXF Studio creates an automatic recovery copy approximately every five minutes. It also attempts to autosave before the program closes.

The most recent autosave time appears near the project name at the top of the workspace.

If an autosaved project is available, **Recover Autosave** appears on the welcome screen. Use it to restore work that was not saved normally.

Autosave is a safety feature and does not replace saving your project normally.

3. Understanding the Workspace

Top Bar

The top bar displays the current project name and its latest autosave time.

- 1 **File:** Create, open, save, import, return home, or exit.

- 1 **View:** Open previews and control workspace panels.
- 1 **Help:** Open the PXF Studio Guide, Keybind Naming Guide, and License & Limitations.
- 1 **Export:** Export an individual SVG, an icon font package, or an installable keyboard font.

Toolbox

The Toolbox contains the drawing and editing tools. Buttons that require selected artwork remain unavailable until something appropriate is selected. The Toolbox can be collapsed when you need additional workspace.

Canvas

The canvas is where artwork is created and edited. It may represent a Font Character, Icon, Template, Unassigned SVG, or PXF Library asset. The controls above the canvas change to match the kind of asset being edited.

Canvas Controls

The narrow control panel beside the canvas contains settings that affect how the canvas looks or how artwork is drawn, including Stroke Width and Background Type.

Assets Panel

The Assets panel organizes the project into Font Characters, Icons, Unassigned, Templates, and the PXF Library. Each section is collapsible, and the entire panel can be collapsed.

4. Canvas Controls

Stroke Width

Stroke Width controls the thickness of drawn lines and outlined artwork. Select **Change Stroke Width** to open the width control and preview the new thickness.

If artwork is selected, the change applies to the selected artwork. Stroke-width changes can be undone. PXF Studio adjusts imported artwork so it appears at a practical size and thickness on the canvas.

Background Type

Choose **Transparent** or **White**. Changing the background does not add a white shape to the artwork; it changes only how the canvas is displayed. The chosen background remains consistent while you move between canvases.

Zoom

Use the mouse wheel over the canvas to zoom toward the pointer's location. PXF Studio does not zoom below 100%. When zoomed in, use the pink navigator box to move around the enlarged canvas.

Zoom changes only your view. It does not resize the artwork or affect the exported file.

Center Guides

Temporary horizontal and vertical guides help position artwork. They are workspace helpers and are not included in saved or exported artwork.

5. Selecting, Moving, Resizing & Rotating

Select

Use **Select** to choose artwork. Move the pointer over an object to see its outline. Selected artwork is highlighted in pink.

PXF Studio can identify artwork by its actual shape, even when another object covers part or all of it. This makes it possible to select buried objects without rearranging traditional layers.

Hold **Shift** while selecting to add or remove objects from a multiple selection. You can also click and drag selected artwork while using **Select**.

Move

Use **Move** to reposition artwork. Hold **Shift** to select multiple objects, then move them together. Temporary alignment guides appear at useful positions.

Resize

- 1 Drag a corner handle to keep the original proportions.

- 1 Drag a side handle to stretch or narrow the artwork.
- 1 Drag inside the box to move the selection.
- 1 Use the handle above the box to rotate.

When multiple objects are selected, one resize box controls the complete selection.

Rotate

Use **Rotate** to turn selected artwork freely around its center. Multiple objects rotate together around the center of the complete selection.

6. Drawing Tools

Pencil

Use **Pencil** to draw freely. Click and drag to create a continuous line. The current Stroke Width controls the thickness.

Touchscreen Drawing

PXF Studio supports drawing directly on compatible touchscreen computers. Use your finger or a stylus to draw naturally on the canvas. Drawing uses the selected Stroke Width and does not depend on how hard you press.

Most of PXF Studio can be operated by touch, although precision tools that use left-click and right-click controls are easier with a mouse.

Eraser

Use **Eraser** to scrub away portions of artwork. Click and drag across the area you want to remove. The current Stroke Width determines the eraser size.

Bucket Fill

Select Bucket Fill, then click inside a closed area. Very small gaps may allow the fill to escape or prevent the expected area from being detected.

Straight Line

- 1 Click once to place the starting point.
- 2 Move the pointer to preview the line.
- 3 Click again to place the ending point.

Zigzag Line

- 1 Click to place the starting point.
- 2 Continue clicking to add corners.
- 3 Double-click to finish the zigzag.

Curve Line

- 1 Click the starting point.
- 2 Click the ending point.
- 3 Click the middle control point to pick it up.
- 4 Move it to shape the curve.
- 5 Click once to place the bend and finish.

Multi-Curve

- 1 Click to place the starting point.
- 2 Continue clicking to add connected sections.
- 3 **Right-click** to finish placing points and enter curve-editing mode.
- 4 Click a middle control point to pick it up.
- 5 Move it, then click once to place the bend.
- 6 To readjust a bend, click its control point again, move it, and click once to place it again.
- 7 Repeat until all sections are shaped correctly.
- 8 Move away from every control point and double-click an empty area to complete the Multi-Curve.

7. Cutout & Pattern Cutters

Cutout Tool

Use **Cutout** to remove the shape of selected artwork from anything underneath it.

- 1 Place the artwork you want to cut over another shape.
- 2 Select the artwork that will act as the cutter.
- 3 Select the Cutout scissors button.
- 4 The cutter is removed, leaving its shape cut through the artwork beneath it.

A cutter can be a simple shape, pattern, lettering, or complete SVG design. If it overlaps multiple objects, it can cut through all affected artwork underneath at once.

Pattern Cutters

Open **Assets** → **PXF Library** → **Pattern Cutters**, choose **Add**, position the cutter, select it, and press the scissors.

Use Any Suitable Artwork

You can cut words, phrases, leaves, flowers, animals, symbols, icons, illustrations, imported patterns, and PXF Library shapes.

Create Matching Icon Sets

Use one base shape with different cutouts—such as Information, Warning, Download, Upload, Folder, User, or Heart—to create a consistent icon family.

If you can place it on the canvas, you can use it to cut.

8. Grouping, Duplicating & Flipping

Group

Hold **Shift** and select several objects, then select **Group**. The grouped artwork behaves as one object but can later be separated.

Ungroup

Select grouped artwork, then select **Ungroup**. Ungroup can also separate compatible imported SVG artwork into its available parts. Complex SVGs may contain many pieces.

Duplicate

Duplicate makes a slightly offset copy of the selection. It works with individual objects, multiple selections, and grouped artwork.

Flip Horizontal and Vertical

Flip Horizontal mirrors left to right. Flip Vertical mirrors top to bottom. Both work with individual objects, groups, and multiple selections.

9. Font Characters

Font Characters contains the keyboard positions used to create an installable font. The counter shows how many positions contain artwork.

Category buttons move quickly between Capitals, Lowercase, Numbers, and Symbols without hiding the other characters.

Select a card to open it. Use Previous and Next to move through positions without returning to Assets.

For complete filename and automatic assignment rules, see **Help** → **Keybind Naming Guide**.

10. Icons

Icons stores artwork intended for individual SVG export or an icon font package. Select **New Icon**, name the icon, create or import the artwork, and save it.

- 1 **Add:** Place a copy on the current canvas.
- 1 **Edit:** Open the original icon.

- 1 **Delete:** Remove it from the project.

Clear, unique names help identify the artwork and become class names in an icon font. Artwork sent to Icons stays together as one object; use Ungroup when you need its individual parts.

11. Templates

Templates are reusable designs stored inside the current project. They are useful for custom shapes, decorations, logos, cutters, multi-part artwork, and reusable starting designs.

- 1 **Add:** Place a fresh grouped copy on the current canvas.
- 1 **Edit:** Open the saved original.
- 1 **Delete:** Remove it from the project.

Use Add when you want to use a template without changing the saved original.

12. Unassigned Assets

Unassigned stores imported Keybind SVGs that PXF Studio could not automatically match to a keyboard character.

Select an Unassigned asset to place it on the canvas. You can adjust the artwork before sending it elsewhere, but it **cannot be saved back into Unassigned as an edited asset**.

It can be opened, renamed before routing, sent to a Font Character, Icons, or Templates, or deleted.

For automatic assignment rules, see **Help** → **Keybind Naming Guide**.

13. PXF Library

The PXF Library contains built-in assets supplied with PXF Studio. Originals remain unchanged and can be used repeatedly.

Basic Shapes

Includes Circle, Oval, Square, Rectangle, rounded shapes, triangles, Diamond, polygons, Trapezoid, Parallelogram, and Semicircle. Select **Add** to place a fresh copy.

Pattern Cutters

Built-in decorative artwork designed to demonstrate Cutout. Add a cutter, position it, select it, and press the scissors. You can also import your own patterns or use other artwork as cutters.

14. Importing SVG Files

Icon SVGs

Choose **File** → **Import** → **Icon SVGs** to import one or more files directly into Icons. Each filename becomes its starting name.

Keybind SVGs

Choose **File** → **Import** → **Keybind SVGs**. Recognized filenames go to Font Characters; files that cannot be matched go to Unassigned.

See **Help** → **Keybind Naming Guide** for supported filenames.

Template SVGs

Choose **File** → **Import** → **Template SVGs** to import files directly into Templates. They do not pass through the Keybind importer.

Choose by Purpose

- 1 Icons for individual SVGs and icon fonts.
- 1 Keybind for installable keyboard fonts.
- 1 Templates for reusable canvas artwork.

15. Sending Assets Between Sections

Send To routes artwork to another section. Available destinations depend on the current asset.

- 1 **Font Character:** Move to Icons or Templates.
- 1 **Icon:** Move to Keybind Font or Templates.
- 1 **Unassigned:** Move to Keybind Font, Icons, or Templates.
- 1 **Template:** Copy to Keybind Font or Icons; the Template remains.
- 1 **PXF Library canvases:** Create a new copy in Keybind Font, Icons, or Templates.

If a Font Character is occupied, PXF Studio asks before replacing it.

For character positions and naming rules, see **Help** → **Keybind Naming Guide**.

16. Previewing Icon and Font Packs

Open **View** → **Preview** → **Icon Pack** or **Font Pack**.

Icon Pack Preview

Check that every intended icon is present, clearly named, and visually consistent.

Font Pack Preview

Check character assignments, keyboard order, consistency, and missing characters.

Changing preview size changes only the display. When a preview is opened from an export window, closing it returns you to that export.

17. Exporting a Single SVG

Use **Export** → **Single SVG** to export exactly what is on the current canvas.

Choose 128, 256, 512, 1024, or a supported Custom square size. The preview shows how the artwork fits inside the viewport.

- 1 Open the artwork.
- 2 Choose **Export** → **Single SVG**.
- 3 Select a size.
- 4 Review the preview.
- 5 Select **Export SVG** and choose where to save it.

SVG artwork remains scalable without losing vector quality.

18. Exporting an Icon Font Package

Use **Export** → **Icon Font Package** to turn saved Icons into a web-ready icon font.

Font Family Name

Enter the name of the finished font.

CSS Class Prefix

The prefix appears before every icon class. A prefix of `icon` may create `<i class="icon-download"></i>`.

Package Contents

- 1 A `.ttf` icon font
- 1 A matching `.css` stylesheet

Keep the TTF and CSS together when using the font online.

19. Exporting an Installable Font

Use **Export** → **Installable Font** to create a TrueType font from assigned Font Characters.

Preview the set first. Enter the Font Name, review the assigned-character count, and select **Export TTF**.

Install on Windows

- 1 Locate the saved .ttf.
- 2 Depending on your Windows version, either double-click the font file to open the Windows Font Viewer and select **Install**, or right-click the file and choose **Install** or **Install for all users**.
- 3 Restart any program that was already open.
- 4 Select the new font and type assigned characters.

Uppercase and lowercase positions are separate.

For assignment and filename rules, see **Help** → **Keybind Naming Guide**.

20. Undo & Clearing the Canvas

Undo

Undo reverses recent drawing, erasing, moving, resizing, rotating, Stroke Width, Fill, Cutout, Duplicate, Group, Ungroup, and Flip changes. Select it repeatedly to move backward through more changes.

PXF Studio does not currently include Redo.

Clear

Clear asks for confirmation, then abandons the current canvas and opens a fresh Untitled Asset canvas. It does not automatically delete a previously saved Icon, Template, or Font Character. Use the asset's red Delete button to remove a saved item.

21. Common Problems & Quick Fixes

I Cannot Select an Object

Activate Select, Move, Resize, or Rotate and point at the artwork's actual shape. Hold Shift for multiple selection.

A Tool Button Is Unavailable

Duplicate, Group, Ungroup, Flip, and Cutout require an appropriate selection.

Bucket Fill Is Wrong

Check the boundary for tiny gaps. Close the opening or adjust Stroke Width and try again.

Cutout Is Wrong

Make sure the cutter is selected and overlaps solid artwork underneath. Undo, reposition, or resize it and try again.

My Keybind SVG Went to Unassigned

Use Send To → Keybind Font, or see **Help** → **Keybind Naming Guide**.

An Imported SVG Is Too Small or Large

SVGs contain different internal sizes. Use Resize after import.

I Cannot See an Asset

Open the correct collapsible Assets section and confirm you used the intended Import route.

My Icon or Template Changed

Use Add for a fresh copy and Edit only to change the saved original.

Export Does Not Work

Single SVG needs canvas artwork; Icon Font needs a saved Icon; Installable Font needs an assigned Font Character.

My Installed Font Does Not Appear

Restart the program where you want to use it and confirm the TTF installed successfully.

Touch Is Difficult for a Precision Tool

Freehand drawing works well with touch. Multi-selection, control points, and right-click tools may be easier with a mouse.

22. Keyboard Naming

PXF Studio can automatically assign imported SVGs when filenames follow recognized Keybind naming rules. Capitals, lowercase letters, numbers, and symbols must be distinguishable.

Files that cannot be identified are placed in Unassigned rather than discarded.

For the complete filename list, examples, and symbol rules, see **Help** → **Keybind Naming Guide**.

23. Tips & Creative Examples

Build from Simple Shapes

Combine Basic Shapes, then move, resize, rotate, group, or cut them into new designs.

Create Custom Pattern Cutters

Use lines, cracks, dots, waves, stars, leaves, geometry, or decorative SVG artwork. Save useful cutters as Templates.

Cut Words from Shapes

Place lettering over a solid shape and use Cutout to create negative-space designs for shirts, signs, decals, stickers, crafts, and logos.

Create a Matching Icon Family

Duplicate one base shape and use a different cutout in each copy. Save the results to Icons and export them together.

Reuse Work with Templates

Store brand elements, borders, banners, decorative pieces, cutters, and reusable foundations.

Check Small Sizes

Preview fonts and icons at several sizes. Simple shapes, clear spacing, and practical openings work best when reduced.

Save Before Major Changes

Autosave helps recovery, but a normal .pxf file gives you a dependable version to reopen later.

24. Using Guide Search

Enter a tool, button, feature, or problem in the search box. Matching topics appear as clickable results.

The search recognizes section text and related keywords. Try terms such as Scissors, Negative Space, Touchscreen, Thickness, Mirror, Layers, Keybind, Lost Import, Reusable Shape, Icon Set, TTF, Recover, Zoom, Fill, or Control Point.