



License & Limitations

Usage rights, software terms, and current beta scope

Current usage rights, limitations, beta scope, and software terms for this PXF Studio build.

1. Your Artwork Belongs to You

PixelN'Code Factory does not claim ownership of original artwork, handwriting, SVG files, glyph designs, icons, fonts, projects, or other creative material that you create or provide.

When you use material that you own to create an SVG, icon set, icon font, keyboard font, or other finished design, the resulting work remains yours.

Using PXF Studio does not transfer ownership of your original material to PixelN'Code Factory.

2. Personal and Commercial Use

You may use finished designs and fonts created from material you own for personal or commercial purposes, including websites, applications, games, branding, client projects, videos, social media, print, merchandise, signs, decals, stickers, and other craft projects.

PixelN'Code Factory does not require an additional commercial-use fee for finished work created from material you own.

3. Third-Party Material

You are responsible for ensuring that you have permission to use any artwork, SVG, font, logo, character, symbol, trademark, or other material that you did not create.

PXF Studio's ability to import, edit, cut, convert, or export material does not grant ownership or additional rights to that material.

PixelN'Code Factory is not responsible for disputes involving material supplied by a user.

4. PXF Library Assets

Built-in Basic Shapes and Pattern Cutters may be used in personal and commercial finished designs created with PXF Studio.

You may modify, combine, group, cut, resize, rotate, or otherwise use them as part of a finished creative project.

You may not extract, redistribute, resell, sublicense, repackage, or offer the original built-in asset files as standalone downloads or as part of another asset collection.

5. PXF Studio Software

PXF Studio, its source code, interface, branding, built-in systems, documentation, and original technology remain the property of PixelN'Code Factory.

This license does not permit users to copy or redistribute PXF Studio; sell or sublicense it; republish its source code; remove ownership notices; claim it as their own software; extract and redistribute built-in assets; or package it inside another product without written permission.

6. 30-Day Beta & Permanent Demo

This version of PXF Studio is beta software provided for public testing before the full release. All features included in this beta are complete and usable. This build is feature-frozen and will not receive newly added features.

Current Beta Scope

- 1 Up to 100 Icons per project
- 1 Up to 20 Templates per project
- 1 SVG imports
- 1 Monochrome font output
- 1 Single SVG exports up to 1024 × 1024
- 1 TrueType (. t t f) font export
- 1 Undo

This Beta and Permanent Demo do not include PNG imports, Redo, or color output. Those features may be included in a separate paid edition of PXF Studio, but they will not be added to this build.

Free 30-Day Beta

The free beta begins on first launch and includes all current beta features and exports for 30 days. There are no in-app purchases.

Permanent Demo

After the 30-day beta ends, this build automatically becomes the Permanent Demo. It does not stop working and does not become read-only. You may continue creating, opening, saving, importing, editing, previewing, and exporting individual SVG files. Icon Font Package and Installable Font exports require a licensed release.

The Permanent Demo is feature-frozen and will not receive newly added features. Pixel'N'Code Factory will continue supporting it with bug and stability fixes unless that policy is changed in the future.

Beta testing may reveal bugs or compatibility issues that require correction. Save projects regularly and keep backups of important source artwork and exports.

When features or limitations change, the Guide and License & Limitations will be updated to match the current release.

7. No Guarantee of Compatibility

PXF Studio is designed for supported Windows systems, but compatibility cannot be guaranteed with every computer, touchscreen, SVG file, font program, browser component, printer, cutting machine, website platform, or third-party application.

Some complex SVG files may import or convert differently depending on how they were created. Inspect and test finished exports before production, publishing, printing, manufacturing, or client work.

8. Software Provided As Is

PXF Studio is provided “as is” and “as available,” without warranties that it will always operate without interruption, data loss, incompatibility, or error.

To the extent permitted by law, Pixel'N'Code Factory is not responsible for indirect, incidental, special, or consequential losses resulting from use of, or inability to use, the software.

Users are responsible for maintaining backups of projects, imported assets, and exported work.

9. Updates

This Beta and Permanent Demo build is feature-frozen. New features will not be added.

Pixel'N'Code Factory may provide bug, stability, compatibility, or security fixes and may update this build's limitations, documentation, or license terms when necessary.

The license included with a particular version applies to that version. Review updated terms when installing or using a newer release.

10. Agreement

By installing or using PXF Studio, you acknowledge that you have read and accepted this License & Limitations document.

If you do not agree with these terms, do not install or use the software.

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