



Esri International Developer Summit  
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# So Long Sprites, Front Row Fonts

Nikolas Wise, Matt Driscoll

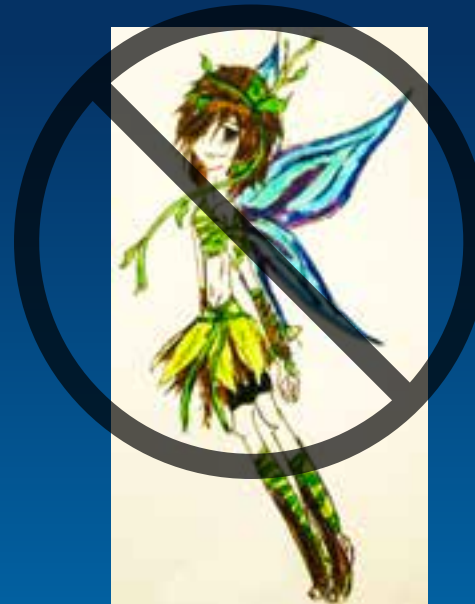
## A little web icon history

- **Sprites**

- One big image
- Only a portion displayed
- `background-position: -16px -16px;`

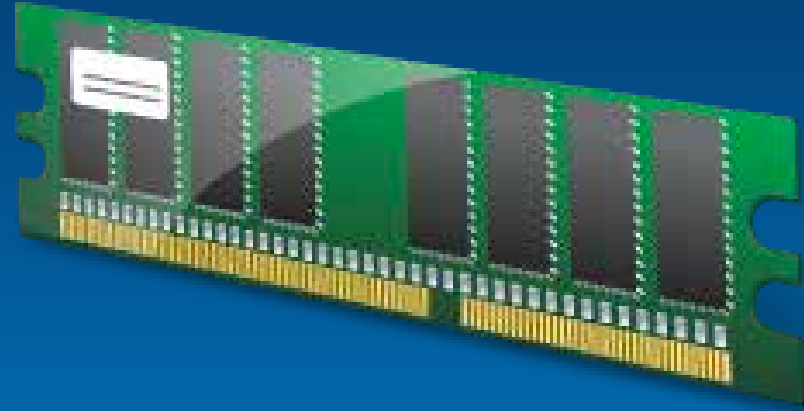
- **Base64 Encoded**

- Image contained within the CSS
- `background: url(data:image/png;base64,<encoded data>);`



# Why?

- **Caching**
  - Store graphics in memory
  - :hover; :focus; :active;
- **Faster than fetching new images**
  - Less HTTP requests
  - No delay displaying



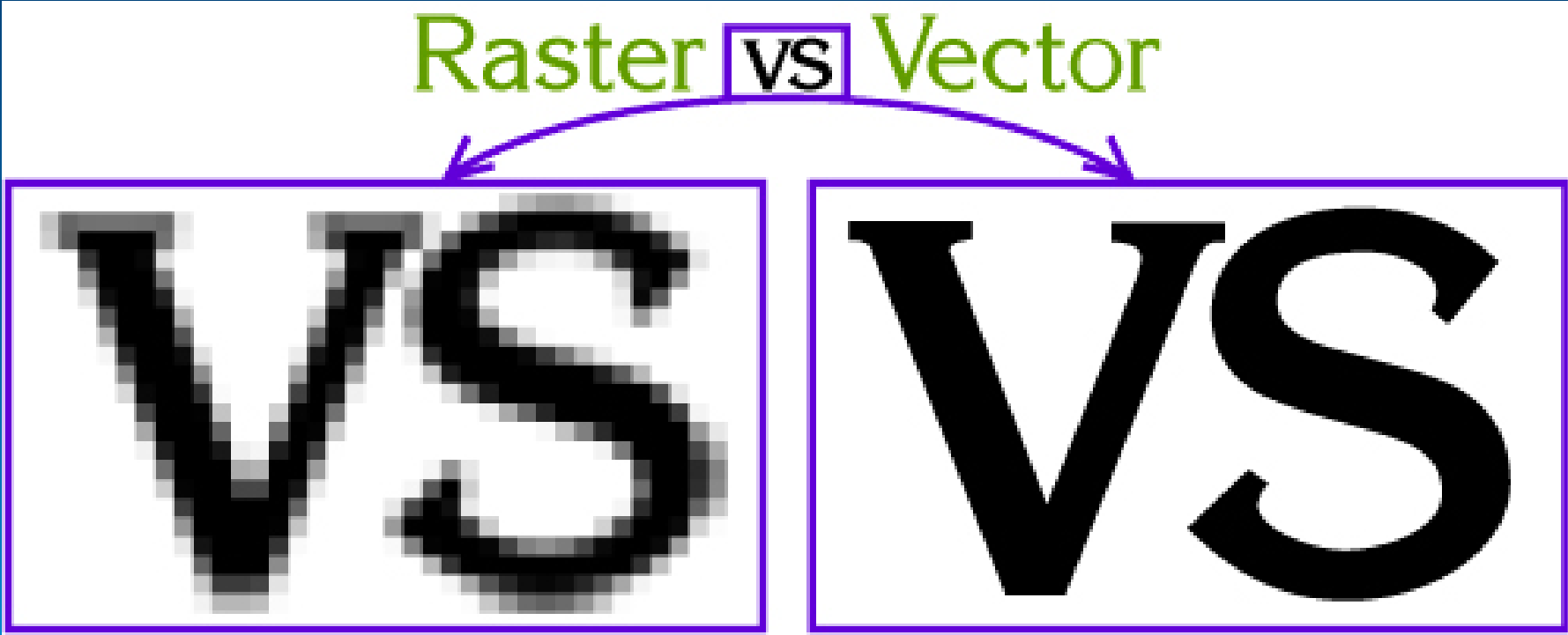
So great! Let's all use Sprites!



# But, what about **Scale?**



Should we be using bitmap images?



# We need to be responsive!

- Sprites for different resolutions?
- Retina displays?



# Icon Fonts!

- Easily scale
- Look great on retina devices





# Why use icon fonts?

- Fonts are vectors – scale; responsive
- Browser support is GOOD
- Once setup, using them is convenient
- Easier than using background-position

[Demo](#)

### Icon Fonts are Awesome

1. Because you can easily change the size.
2. Because you can easily change the color.
3. Because you can easily shadow their stops.
4. Because they can have transparent backgrounds, which work in IE6 using alpha transparent images.
5. Because you can do all the other stuff image based icons can do, like change opacity or rotate or whatever.
6. You'll be able to do things like add strokes to them with text-stroke or add gradients/features with background-clip. (text: area browser support is a bit deeper).

					
☐	☐	☐	☐	☐	☐
<code>&amp;#x2013;</code>	<code>&amp;#x2014;</code>	<code>&amp;#x2015;</code>	<code>&amp;#x2016;</code>	<code>&amp;#x2017;</code>	<code>&amp;#x2018;</code>

					
☐	☐	☐	☐	☐	☐
<code>&amp;#x2019;</code>	<code>&amp;#x201A;</code>	<code>&amp;#x201B;</code>	<code>&amp;#x201C;</code>	<code>&amp;#x201D;</code>	<code>&amp;#x201E;</code>

## Cons

- **Generally Single color**
- **Multiple font files for browser support**
- **FOUT**
- **speak:none;**
- **Slightly more difficult to setup**
- **No IE6**
- **IE7 requires more code**

# Getting started

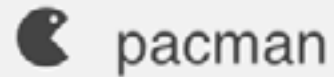
- Icons are mapped to a Unicode character
- 4 files for browser compatibility
  - eot
  - svg
  - ttf
  - woff

Define the font

Class for icons

Symbol

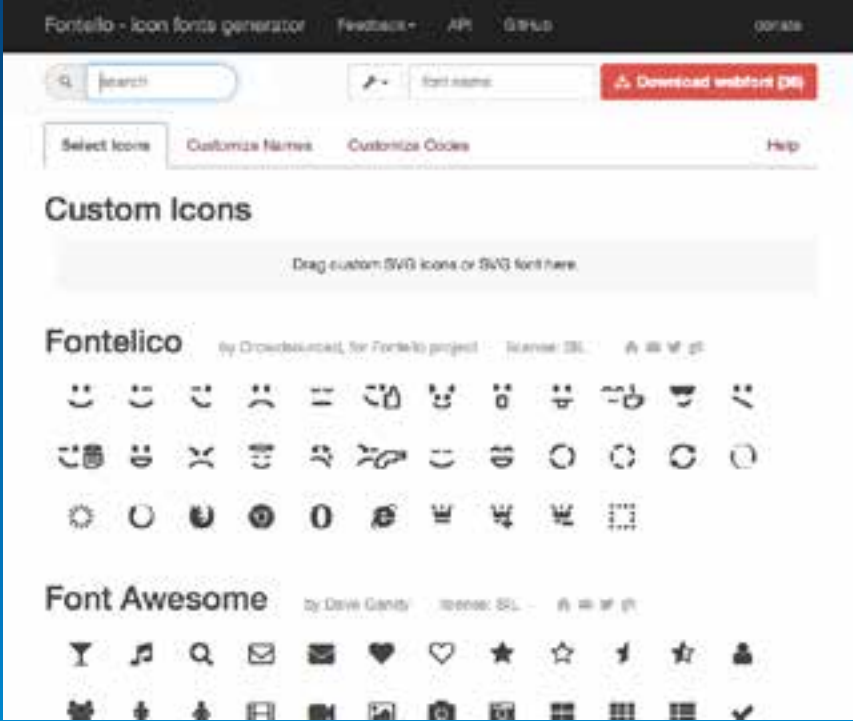
```
1 @font-face {
2   font-family: 'icomoon';
3   src:url('fonts/icomoon.eot?-61k3za');
4   src:url('fonts/icomoon.eot?#iefix-61k3za') format('embedded-opentype'),
5     url('fonts/icomoon.woff?-61k3za') format('woff'),
6     url('fonts/icomoon.ttf?-61k3za') format('truetype'),
7     url('fonts/icomoon.svg?-61k3za#icomoon') format('svg');
8   font-weight: normal;
9   font-style: normal;
10 }
11
12 [class^="icon-"], [class*=" icon-"] {
13   font-family: 'icomoon';
14   speak: none;
15   font-style: normal;
16   font-weight: normal;
17   font-variant: normal;
18   text-transform: none;
19   line-height: 1;
20
21   /* Better Font Rendering =========== */
22   -webkit-font-smoothing: antialiased;
23   -moz-osx-font-smoothing: grayscale;
24 }
25
26 .icon-pacman:before {
27   content: "\e600";
28 }
29
30
```



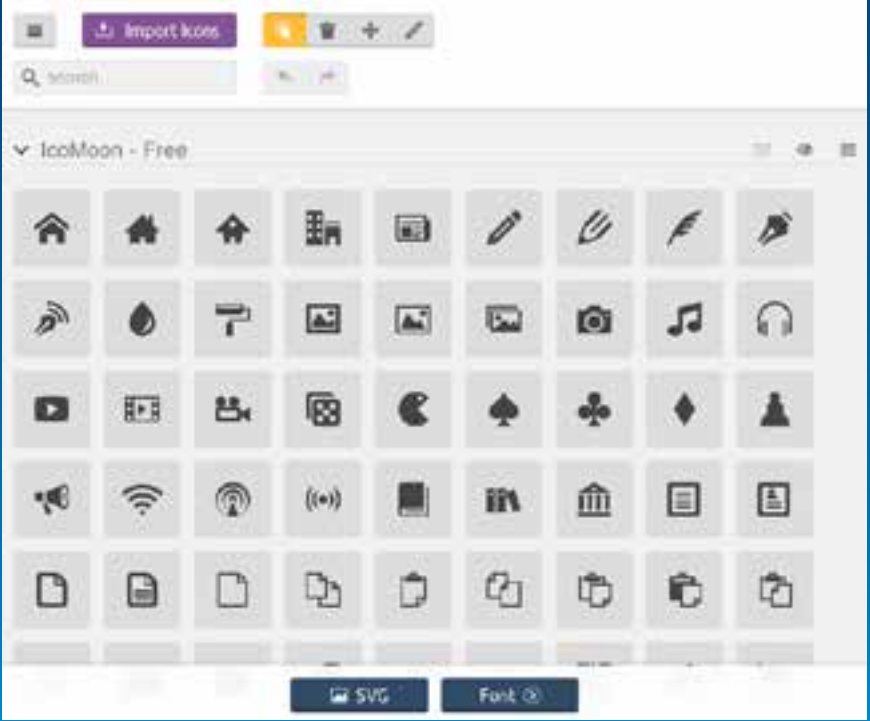
e600



# Fontello



# IcoMoon





Understanding our world.