ConTeXt

Presentation Environment 2

category: ConTeXt Style File

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This environment can be used to typeset interactive presentations. This module was first used at the 1998 publishers conference of the European Portable Document Association (now merged into a graphics association).

1 \usemodule[pre–general]

\setupbody..
\switchtob..
\setuplayout

At PRAGMA ADE we prefer using the Lucida Bright fonts, but one can of course load another typeface.

\startmode[asintended] \setupbodyfont[lbr] \stopmode

3 \setupbodyfont[14.4pt]

4 \setuplayout
     [style=smallbodyfont]

\setuppape..
\setuplayout

The papersize suits the screen dimensions. The layout is rather simple. We use the whole width of the screen and only have navigational tools at the bottom of the screen.

5 \setuppapersize
     [S6][S6]

6 \setuplayout
     [backspace=1cm,
      topspace=1cm,
      margin=0pt,
      header=0pt,
      footer=0pt,
      bottomdistance=.875cm,
      bottom=1cm,
      width=fit,
      height=fit]

\setupwhit..
\setuptyping

We don't have much height, so we use a more cramped spacing. Verbatim text looks better when indented.

7 \setupwhitespace
     [medium]

8 \setuptyping
     [margin=standard]

\definecolor
\setupcolors

Of course we enable color. We define some logical colors, of which most default to the same green shade.

9 \definecolor [BackgroundColor]   [r=.8, g=.8, b=.8]
     \definecolor [OrnamentColor]   [r= 0, g=.7, b=.4]

10 \setupcolors
     [state=start]

\setupinte..
\setupinte..

We still have to enable interaction mode. We go full screen!

11 \setupinteraction
     [state=start,
      color=OrnamentColor,
      contrastcolor=Ornamentcolor]

12 `\setupinteractionscreen`
   `[option=max,`
    `width=fit,`
    `height=fit]`

`\setupitem..` And why not bring some color in itemizations too?

13 `\setupitemize`
   `[color=OrnamentColor]`

`\defineove..`
`\setupback..` The navigational elements and the backgrounds are provided by METAPOST.

When METAPOST is used, it makes sense to generate the graphics at runtime. This is supported when one enables system calls in the local `texmf.cnf` file and add the switch `\runMPgraphicstrue` to the local file `cont-sys.tex`. When direct processing is disabled or not supported, TEXEXEC will take care of graphic generation.

14 `\startuniqueMPgraphic{PageBackground}`
   `fill unitsquare`
     `xyscaled(OverlayWidth,OverlayHeight)`
     `withcolor OverlayColor ;`
   `draw unitsquare`
     `xyscaled(OverlayWidth,OverlayHeight)`
     `enlarged (-2*OverlayLineWidth)`
     `withpen pencircle scaled OverlayLineWidth`
     `withcolor OverlayLineColor ;`
   `\stopuniqueMPgraphic`

15 `\defineoverlay`
   `[PageBackground]`
   `[\uniqueMPgraphic{PageBackground}]`

16 `\setupbackgrounds`
   `[page]`
   `[background=PageBackground,`
    `backgroundcolor=BackgroundColor,`
    `rulethickness=.125cm,`
    `framecolor=OrnamentColor]`

`\setuptext..` By clicking on the text area, one goes to the next page. We hook this feature into the text backgrounds.

17 `\startuniqueMPgraphic{TextBackground}`
   `draw unitsquare`
     `xyscaled(OverlayWidth,OverlayHeight)`
     `enlarged (4*OverlayLineWidth)`
     `withpen pencircle scaled OverlayLineWidth`
     `withcolor OverlayLineColor ;`
   `\stopuniqueMPgraphic`

18 `\defineoverlay`
   `[TextBackground]`
   `[\uniqueMPgraphic{TextBackground}]`

```
19   \defineoverlay
       [NextPage]
       [\overlaybutton{nextpage}]
```

```
20   \setupbackgrounds
       [text]
       [background={TextBackground,NextPage},
        backgroundcolor=BackgroundColor,
        rulethickness=.0625cm,
        framecolor=OrnamentColor]
```

\setupinte.. At the bottom of the screen, we show three buttons. These direct us to the previous or next jump or
\startinte.. exit the document.

```
21   \setupMPvariables[RightArrow][height=\bottomheight]
     \setupMPvariables[LeftArrow] [height=\bottomheight]
     \setupMPvariables[Circle]    [height=\bottomheight]
     \setupMPvariables[UpArrow]   [height=\bottomheight]
```

```
22   \startuniqueMPgraphic{RightArrow}{height}
       z1=(0,0) ; z2=(\MPvar{height},.5y3) ; z3=(0,\MPvar{height}) ;
       drawfill z1--z2--z3--cycle
         withpen pencircle scaled (\MPvar{height}/5)
         withcolor \MPcolor{OrnamentColor} ;
     \stopuniqueMPgraphic
```

```
23   \startuniqueMPgraphic{LeftArrow}{height}
       z1=(\MPvar{height},0) ; z2=(0,.5y3) ; z3=(\MPvar{height},\MPvar{height}) ;
       drawfill z1--z2--z3--cycle
         withpen pencircle scaled (\MPvar{height}/5)
         withcolor \MPcolor{OrnamentColor} ;
     \stopuniqueMPgraphic
```

```
24   \startuniqueMPgraphic{Circle}{height}
       drawfill fullcircle scaled \MPvar{height}
         withpen pencircle scaled (\MPvar{height}/5)
         withcolor \MPcolor{OrnamentColor} ;
     \stopuniqueMPgraphic
```

```
25   \startuniqueMPgraphic{UpArrow}{height}
       z1=(0,0) ; z2=(\MPvar{height},0) ; z3=(.5x2,\MPvar{height}) ;
       drawfill z1--z2--z3--cycle
         withpen pencircle scaled (\MPvar{height}/5)
         withcolor \MPcolor{OrnamentColor} ;
     \stopuniqueMPgraphic
```

```
26   \setupinteractionmenu
       [bottom]
       [state=start,
        frame=off,
        width=.3\textwidth,
        height=\bottomheight]
```

27   \setupinteraction
        [menu=on]

28   \def\WhateverButton
        {\doifreferencefoundelse{Whatever}
            {\raw [Whatever] \uniqueMPgraphic{UpArrow} \\}
            {}}

29   \startinteractionmenu[bottom]
        \but [Topics]   \\ % secret button
        \hfill
        \WhateverButton   % user specific
        \kern2\bottomheight
        \raw [previouspage] \uniqueMPgraphic{LeftArrow} \\
        \kern.5\bottomheight
        \raw [CloseDocument] \uniqueMPgraphic{Circle}   \\
        \kern.5\bottomheight
        \raw [nextpage]   \uniqueMPgraphic{RightArrow} \\
        \kern.5\bottomheight
      \stopinteractionmenu

\TitlePage A presentation after loading this module looks like:
   \Topics
    \Topic   \TitlePage {About Whatever\\Topics}
  \Subject
            \Topics {Todays Talk}

            \Topic {Some topic}

            .....

            \Topic {Next Topic}

            .....

\StartTitl.. The titlepage is rather simple and can be typeset in two ways:
  \TitlePage
            \StartTitlePage
            text \\ text \\ text
            \StopTitlepage

          or as one–liner:

            \TitlePage{text\\text\\text}

          The first alternative can be used for more complicated title pages.

30   \def\StartTitlePage%
        {\startstandardmakeup
        \bfd\setupinterlinespace
        \setupalign[middle]
        \vfil
        \let\\=\vfil}

31   \def\StopTitlePage%
        {\vfil\vfil\vfil
         \stopstandardmakeup}

32   \def\TitlePage#1%
        {\StartTitlePage#1\StopTitlePage}

\definehead   The commands \Topic and \Subject are defined as copies of head. We use \Nopic for internal
               purposes.

33   \definehead [Topic]   [chapter]
      \definehead [Subject] [section]

34   \definehead [Nopic]   [title]

\setuphead   We use our own command for typesetting the titles. We hide sectionnumbers from viewing. Each
              topic is followed by a list of subjects that belong to the topic.

35   \setuphead
        [Topic, Nopic]
        [after={\blank[3*medium]},
         number=no,
         style=\tfb,
         page=yes,
         alternative=middle]

36   \setuphead
        [Subject]
        [after=\blank,
         number=no,
         page=yes,
         continue=no,
         style=\tfa]

\setuplist   When found, the subject list is automatically placed after the topic head.

37   \setuplist
        [Topic,Subject]
        [alternative=g,
         interaction=all,
         before=,
         after=]

38   \setuplist
        [Topic]
        [criterium=all]

39   \def\Topics#1%
        {\determinelistcharacteristics[Topic]
         \doifmode{*list}
           {\Nopic[Topics]{#1}
            \startcolumns
            \placelist[Topic]
            \stopcolumns}}

```
40   \setuplist
       [Subject]
       [criterium=Topic]

41   \def\Subjects%
       {\determinelistcharacteristics[Subject]
        \doifmode{*list}
          {\placelist[Subject]}}

42   \setuphead
       [Topic]
       [after={\blank[3*medium]\Subjects}]

43   \endinput
```