ConTeXt

Presentation Environment 13

This is again one of the EUROTEX 99 styles. It's one of the quick and dirty styles supporting basic structuring.

1   \setuppapersize
      [S6][S6]

2   \setuplayout
      [width=middle,
       height=middle,
       header=0pt,
       footer=0pt,
       bottomdistance=.5cm,
       bottom=1cm,
       topspace=2cm,
       backspace=2cm]

This style is meant to be used with lucida handwriting fonts. If you don't have that font, you may reconsider using this style.

3   \startmode[asintended] \setupbodyfont[lbr,hw] \stopmode

These colors will mostly be used in the graphics drawn by METAPOST.

4   \setupcolors
      [state=start]

5   \definecolor[PageColor]   [s=.6]
    \definecolor[TextColor]   [s=.8]
    \definecolor[LineColor]   [g=.4]
    \definecolor[SymbolColor][r=.4]

When interacting, we will use button shaped that are quite random and thereby regenerated for each instance.

6   \setupinteractionscreen
      [option=max]

7   \setupinteractionmenu
      [bottom]
      [state=start,
       height=1cm,
       middle=\hskip1cm]

8   \setupinteraction
      [state=start,
       menu=on,
       display=new,
       click=no,
       color=SymbolColor,
       contrastcolor=SymbolColor]

9   \startinteractionmenu[bottom]
      \hfill
      \got [previouspage] \symbol[prevmark] \\
      \got [nextpage]   \symbol[nextmark] \\
      \got [CloseDocument] \symbol[stopmark] \\

```
  \txt \tfd \SymbolColor \pagenumber      \\
\stopinteractionmenu
```

When not processed at runtime, the itemmark graphics can result in processing loops due to funny dimensions. Therefore, from now on, the itemize macros limit the height and depth.

```
10  \definesymbol[itemmark][\useMPgraphic{itemmark}]
    \definesymbol[stopmark][\useMPgraphic{stopmark}]
    \definesymbol[nextmark][\useMPgraphic{nextmark}]
    \definesymbol[prevmark][\useMPgraphic{prevmark}]
```

Of course we have some backgrounds.

```
11  \defineoverlay [page] [\useMPgraphic{page}]
    \defineoverlay [next] [\overlaybutton{forward}]
    \defineoverlay [prev] [\overlaybutton{PreviousJump}]
```

```
12  \setupbackgrounds
      [page]
      [background={page,prev}]
```

```
13  \setupbackgrounds
      [text]
      [background=next]
```

```
14  \setuphead
      [chapter]
      [alternative=middle,
       number=no,
       color=SymbolColor,
       style=\tfc]
```

A little bit of tweaking.

```
15  \setupwhitespace
      [big]
```

```
16  \setupitemize
      [1]
      [symbol=itemmark,
       width=3\bodyfontsize]
```

```
17  \def\StartTitlePage%
     {\setupinteractionmenu[bottom][state=stop] % will be named page block
      \startstandardmakeup
        \setupalign[middle]
        \def\\%
          {\stopcolor
           \vfil
           \bfb\setupinterlinespace
           \startcolor[black]}
        \bfd\setupinterlinespace
        \vfil
        \startcolor[SymbolColor]}
```

```
18   \def\StopTitlePage
       {\stopcolor
        \vfil\vfil
        \stopstandardmakeup
        \setupinteractionmenu[bottom][state=start]}

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

20   \definehead[Topic][chapter]
     \definehead[Nopic][title]

21   \setuplist
       [Topic]
       [criterium=all,
        alternative=g,
        interaction=all,
        after=\blank]

22   \def\Topics#1%
      {\Nopic{#1}
       \bgroup
       \setupinteraction
         [color=,
          contrastcolor=]
       \determinelistcharacteristics[Topic]
       \ifnum\utilitylistlength>12
         \startcolumns[n=2]
           \placelist[Topic]
         \stopcolumns
       \else
         \placelist[Topic]
       \fi
       \egroup}
```

We don't support another level of structuring.

```
23   \let\Subject \Topic
     \let\Subjects\relax
```

Most of this style is METAPOST definitions. We could have shared some code, but it would not on forehand make things more readable, so we stick to the following definitions.

```
24   \startuseMPgraphic{page}

25    width  := \overlaywidth ;
      height := \overlayheight ;

26    d := 15 ; dd := d ;          dd := 10 ;

27    def fuzzy (expr p,dx,dy) =
        (xpart p +dx-uniformdeviate dx,ypart p+dy-uniformdeviate dy)
      enddef ;
```

```
28    pair ll, lr, ur, ul ;

29    ll := (d,d) ;
      lr := (width-d,d) ;
      ur := (width-d,height-d) ;
      ul := (d,height-d) ;

30    path p, q, r, s ;

31    p := ll.. for i=.1 step .1 until .9 : fuzzy (i[ll,lr],0,+dd).. endfor lr ;
      q := lr.. for i=.1 step .1 until .9 : fuzzy (i[lr,ur],-dd,0).. endfor ur ;
      r := ur.. for i=.1 step .1 until .9 : fuzzy (i[ur,ul],0,-dd).. endfor ul ;
      s := ul.. for i=.1 step .1 until .9 : fuzzy (i[ul,ll],+dd,0).. endfor ll ;

32    fill unitsquare xscaled width yscaled height withcolor \MPcolor{PageColor} ;

33    fill p & q & r & s -- cycle withcolor \MPcolor{TextColor} ;

34    color c ; c := \MPcolor{LineColor} ;

35    draw p withpen pencircle xscaled 20 yscaled  5 rotated 30 withcolor c ;
      draw q withpen pencircle xscaled  5 yscaled 20 rotated 30 withcolor c ;
      draw r withpen pencircle xscaled 20 yscaled  5 rotated 30 withcolor c ;
      draw s withpen pencircle xscaled  5 yscaled 20 rotated 30 withcolor c ;

36    \stopuseMPgraphic

37    \startuseMPgraphic{itemmark}
        width     := BodyFontSize ; height := width/4 ;
        maxheight := StrutHeight  ; line   := 3width/2 ;

38    def fuzzy = -(height/4)+uniformdeviate (height/2) enddef ;

39    draw
        ((0,0+fuzzy)--(width,height+fuzzy/2))
          shifted (line/2,0)
        withpen pencircle
          xscaled line yscaled (line/4)
          rotated (25+uniformdeviate 10) withcolor \MPcolor{SymbolColor} ;

40    setbounds currentpicture to unitsquare xyscaled(width,maxheight) ;
      \stopuseMPgraphic

41    \startuseMPgraphic{nextmark}
        LoadPageState ; width := BottomHeight ; height := line := width/2 ;

42    def fuzzy = -(height/8)+uniformdeviate (height/4) enddef ;

43    z1 = (0,0+fuzzy) ; z2 = (width,height/2+fuzzy/2) ; z3 = (0,height+fuzzy) ;

44    draw
        (z1..{right}z2 & z2{left}..z3)
        withpen pencircle
          xscaled line yscaled (line/4)
          rotated 30 withcolor \MPcolor{SymbolColor} ;
```

```
45    setbounds currentpicture to unitsquare xyscaled(width,height) ;
   \stopuseMPgraphic

46 \startuseMPgraphic{prevmark}
      LoadPageState ; width := BottomHeight ; height := line := width/2 ;

47    def fuzzy = -(height/8)+uniformdeviate (height/4) enddef ;

48    z1 = (width,0+fuzzy) ; z2 = (0,height/2+fuzzy/2) ; z3 = (width,height+fuzzy) ;

49    draw
        (z1..{left}z2 & z2{right}..z3)
       withpen pencircle
         xscaled line yscaled (line/4)
         rotated 30 withcolor \MPcolor{SymbolColor} ;

50    setbounds currentpicture to unitsquare xyscaled(width,height) ;
   \stopuseMPgraphic

51 \startuseMPgraphic{stopmark}
      LoadPageState ; width := BottomHeight ; height := line := width/2 ;

52    def fuzzy = -(height/8)+uniformdeviate (height/4) enddef ;

53    z1 = (0,0+fuzzy) ;
      z2 = (width,height+fuzzy) ;
      z3 = (width,0+fuzzy) ;
      z4 = (0,height+fuzzy) ;
      z5 = (width/2,height/2) ;

54    drawoptions
       (withpen pencircle
          xscaled line yscaled (line/4)
          rotated 30 withcolor \MPcolor{SymbolColor}) ;

55    draw z1..{right}z5..z2 ; draw z3..{left}z5..z4 ;

56    setbounds currentpicture to unitsquare xyscaled(width,height) ;
   \stopuseMPgraphic

57 \endinput
```