

The **dramatist** package*

User Guide

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Abstract

The present package provides support for drama both in verse and in prose. The following facilities are given: two environments for typesetting dialogues in prose or in verse; new document divisions corresponding to acts and scenes; macros that control the appearance of characters and stage directions; and automatical generation of a *dramatis personæ* list.

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1 Introduction

The edition of a drama requires special treatment for many typographical elements. The purpose of the present package is that of providing full support for these specialities. So, besides the standard document divisions, new ones are introduced reflecting the peculiar nature of the document itself; environments are provided for introducing dialogues, and a set of macros is placed at the user's disposal to handle characters, automatically generate a *dramatis personæ* list, and control the appearance of stage directions. All these features I have tried to make fully customizable, with the idea that typographical conventions are hints rather than laws, and the fully conscious user should be enabled to override them.

The decision to write a package rather than a class is due to similar considerations about user's freedom. The package strictly provides what is meant in his name and doesn't involve itself in the layout design of the document. This task is left to the class chosen by the user. In particular, the package does not provide explicit support for text in verse, though it provides support for those features that are peculiar to a *drama* in verse. However, **dramatist** is integrated with the main packages dealing with verse (such as **verse** or **poemscol**), so that the user can, for instance, use line numbering defined by one of the aforesaid packages in a meaningful way inside a **drama*** environment.

2 User interface

2.1 Package Options

lnpa The package provides two options, both concerning line numbering in verse drama.
lnps By default none of the options is used and the counter holding the line number is not reset throughout the document. If you like it better you can choose line numbering per act or per scene issuing one of the options, namely: **lnpa** or **lnps**. Issuing the options when typesetting a play in prose, has no effect on the document, but a package warning is typed in the **log** file every time a **drama** environment is called.

2.2 The **drama** environment

drama The **drama** environment is the heart of the package. Two versions, of this environment, are provided: the normal version, used for typesetting dramas in prose, and the starred version (**drama***) for typesetting dramas in verse. The unstarred form arranges the items given by the macros for defining characters (see Section 2.4) in a sort of description-like environment – but the parameters can be managed and adjusted to get every kind of list the user desires. These are the hooks provided for customizing the look of the environment¹:

\speakswidth is the width of the label in which the name of the character is printed;

¹For this parametrization of the **drama** environment I'm in debt with Christian Ebert.

Commands	Default settings
<code>\speakswidth</code>	<code>\z@</code>
<code>\speaksindent</code>	<code>-\leftmargin</code>
<code>\speechskip</code>	<code>\itemsep</code>
<code>\Dparsep</code>	<code>\z@</code>
<code>\Dlabelsep</code>	<code>\labelsep</code>

Table 1: Sectioning commands

`\speaksindent` is the indentation of that label;

`\Dlabelsep` is the space between the label and the text;

`\Dparsep` is the space between paragraphs inside the dialogue;

`\speechskip` is the space between two subsequent speeches.

You can see default settings for these macros in Table 1. A conditional expression checks the eventual presence of a line numbering option, in which case a warning is sent to the user in the `log` file about the meaninglessness of the option.

drama* The starred form switches to `\@drivertrue` (this is used by the commands that define characters – see Section 2.4), calls the `verse` environment – or the `poem` environment if `poemscol` package has been loaded: this is automatically recognized by the package and needs no additional option –, and, if `\poemlines` is defined², the value of the `poemline` counter is restored at the beginning and saved at the end of the environment (this is needed because, by default, the aforesaid counter is reset to 1 every time the `verse` environment is called). In case `poemscol` has been loaded, the same operations are performed for counters `linenumber` and `printlineindex`.

2.3 Sectioning Commands

The package provides two series of commands in order to get a proper sectioning of the text: a *lowercase* series and an *uppercase* series. The difference between them is that the *lowercase* form takes no mandatory argument and can be used absolutely, while the *uppercase* form take one mandatory argument and should be used only when a title is specified as a part of the act/scene heading. I chose to introduce this peculiar form of sectioning commands without argument (and as the default one) because I think that in most cases the user only wants to get something like *Act I* and should not bore himself issuing a pair of curly braces.

`\act` So `\act` and `\scene` print by default only the act or scene name (e.g.: Act) and
`\scene` its ordinal number. They (and `\DramPer` also) may take an optional argument: this feature is useful for inserting footnotes or endnotes in the act/scene headings, but causes an undesirable consequence: the user should issue a blank line after each of these commands when used without argument (two blank lines for `\DramPer` followed by a void `\scene`).

`\Act` `\Act` and `\Scene` take as mandatory argument the title of the act or of the
`\Scene`

²This is provided by the `memoir` [2] class and the `verse` [3] package for line numbering purpose.

Commands	Default settings
<code>\printactname</code>	<code>\centering\actnamefont \actname</code>
<code>\printactnum</code>	<code>\actnumfont \theact</code>
<code>\printacttitle</code>	<code>\acttitlefont #1</code>
<code>\actname</code>	Act
<code>\actnamefont</code>	<code>\scshape\Large</code>
<code>\actnumfont</code>	<code>\actnamefont</code>
<code>\acttitlefont</code>	<code>\actnamefont</code>
<code>\theact</code>	<code>\roman{act}</code>
<code>\actcontentsline</code>	<code>\actname\ \theact</code>
<code>\printscenename</code>	<code>\centering\scenenamefont \scenename</code>
<code>\printscenum</code>	<code>\scenumfont \theact\intersep\thescene</code>
<code>\printscenetitle</code>	<code>\scenetitlefont #1</code>
<code>\scenenamefont</code>	<code>\scshape\large</code>
<code>\scenumfont</code>	<code>\scenenamefont</code>
<code>\scenetitlefont</code>	<code>\scenenamefont</code>
<code>\scenename</code>	Scene
<code>\thescene</code>	<code>\roman{scene}</code>
<code>\scenecontentsline</code>	<code>\scenename\ \thescene</code>
<code>\printsep</code>	<code>_</code>
<code>\intersep</code>	<code>_--_</code>

Table 2: Sectioning commands

scene. An optional argument has the same meaning as for standard sectioning commands (`\chapter`, `\section`, etc.). The title is printed by means of `\printacttitle` or `\printscenetitle`.

Each command is fully customizable, in the style of Peter Wilson’s `memoir` class (see for the documentation [2]), via commands like `\printactname` or `\printactnum`. These commands can be redefined by the user according with his own desire. Table 2 shows the commands and their default settings.

`\actmark` and `\scenemark`, defined by default to do nothing, can be useful for printing marks in the headers, and have the same meaning of `\chaptermark` and `\sectionmark` in the standard classes.

A starred version also is provided for `\Act`, `\act`, `\Scene` and `\scene`. As in standard classes the starred form does not make an entry for the table of contents, and does not print the section mark in the headers.

2.4 Defining characters

`\Character` The introduction of a new character is made by the command `\Character`. It takes three arguments: the first, optional³, is the entry for the list of *Dramatis Personæ*, the second is the name appearing in the text and the third is the base for the construction of the commands typesetting the occurrence of that name in

³The argument, mandatory until version 1.1, has been made optional by suggestion of Christian Ebert in version 1.2. This avoids issuing a `\Character` command with a dummy first argument *after* `\DramPer` when you need a character not appearing in the *Dramatis Personæ* list.

Commands	Default settings
<code>\printcasttitle</code>	<code>\centering\casttitlefont \casttitlename</code>
<code>\casttitlefont</code>	<code>\Large\scshape</code>
<code>\casttitlename</code>	Dramatis Personæ
<code>\castfont</code>	<code>\normalfont</code>
<code>\namefont</code>	<code>\scshape</code>
<code>\speaksfont</code>	<code>\scshape</code>
<code>\speaksdel</code>	

Table 3: Parameters for characters commands

the stage direction and as a speaker. Shortly, if $\langle name \rangle$ is given as third argument, the macro will return the following commands: $\backslash \langle name \rangle$ is used in stage direction, $\backslash \langle name \rangle \text{speaks}$ is used as speaker.

$\backslash \text{DramPer}$ The first argument, when present, is passed to the macro $\backslash \text{DramPer}$, printing the list of *Dramatis Personæ*. The parameters of this macro are also customizable; the list of default settings can be seen in Table 3. Other parameters related to the customization of $\backslash \langle name \rangle$ and $\backslash \langle name \rangle \text{speaks}$ commands are added.

$\backslash \text{speaker}$ You can also use a $\backslash \text{speaker}\{\langle name \rangle\}$ command in the place you want the character with name $\langle name \rangle$ to appear (in this case no command is defined to print the name of the character inside a stage direction).

2.4.1 Grouped characters

Characters, in the *Dramatis Personæ* list, may need to be grouped under a common denomination⁴. For this occurrence the package provides an environment, `CharacterGroup`, taking, as mandatory argument the denomination common to each character belonging to the current group. Inside this environment the characters have to be defined by $\backslash \text{GCharacter}$ whose syntax is the same of $\backslash \text{Character}$, except that the first argument is here, obviously, mandatory. The result will be that the characters will be grouped by a big parentheses on whose right will be printed, centered, the common denomination. The user can define the amount of space reserved to the characters names, the parentheses and the common denomination by means of $\backslash \text{CharWidth}$, $\backslash \text{ParenWidth}$ and $\backslash \text{GroupWidth}$.

$\backslash \text{CharWidth}$
 $\backslash \text{ParenWidth}$
 $\backslash \text{GroupWidth}$

The commands appearing in this section (especially $\backslash \text{DramPer}$ and $\backslash \text{Character}$, i.e. the most crucial part of the whole work) have been inspired by Matt Swift's package `drama`.

2.5 Stage direction

$\backslash \text{StageDir}$ Two commands are provided for printing stage directions: the first, $\backslash \text{StageDir}$ is used for the very setting of the stage and calls a `quote` environment. The second, $\backslash \text{direct}$ is used for specifications in the middle of the speaker's text. In connection with the $\backslash \text{direct*}$ `verse` environment a starred version exists also to be used at the end of a stanza⁵.

⁴Thanks to Christian Ebert for having submitted the problem to my attention.

⁵This works only with the `verse` environment provided by the `verse` package and by the `memoir` class. You can use the normal, not starred version of the command with the standard `verse` environment

`stagedir` A `stagedir` environment is finally provided for extremely long stage directions: it differs in nothing from his command version.

`\StageDirConf` `\StageDir` and the `stagedir` environment can be customized by means of `\StageDirConf`. The command takes two arguments related to the code to be executed at the beginning and at the end of `\StageDir` or `stagedir`.

2.6 Local configuration file

As my chief aim has been the one of giving the user the support for a complete customization of the provided commands, I have taken under consideration the case of a stable local configuration set up by the user. So I introduced the possibility of reading a set of user definitions from a local configuration file called `dramatist.cfg`. You must create this file, if you need it, and place it in a suitable directory (either the working directory or the package directory); if you don't need it, no problem: the package will merely print in your log file a message claiming the absence of such a file, but nor interruptions neither error will take place.

2.7 Acknowledgements

I must acknowledge a debt of inspiration toward both Peter Wilson's all purpose class package `memoir` and Matt Swift's `drama`. While the former inspired me with a peculiar care toward complete customization, the latter was the formal model and the source of solution for many among the problems which arose in the proceeding of the code writing. I highly recommend the use of the class `memoir` and the study of Matt Swift's ambitious bundle `Frankenstein` (but I hope you want use `dramatist` package instead!).

I also wish to thank Christian Ebert, whose suggestions have been so useful to me in solving – and often in merely recognizing – many problems, and whose help and stimulating conversation is at the basis of the present (v1.2) revision of the package.

2.8 Known bugs

The user should issue an empty line after `\act` or `\scene` and *two* empty lines after `\DramPer` (especially when it's followed by `\scene` used without argument).

Using option `lnpa` or `lnps` together with package `hyperref` causes a long series of warning to be typed in the `log` file. This is due, I think, because `hyperref` finds duplicates of the same entry every time the `drama*` environment resets the `poemline` counter. However, there are no effects on the document, because the counter itself is by no way used by `hyperref`.

If you encounter new bugs, or have suggestions about the solution of the known ones, please send me a mail to this address: `mlgdominici@interfree.it`.

3 Code

3.1 Package identification

```
1 (*dramatist)
2 \ProvidesPackage{dramatist}[2004/05/10 v1.2 Package for typesetting drama -
  - Author: Massimiliano Dominici]
```

```
3 \NeedsTeXFormat{LaTeX2e}
```

3.2 Conditionals, options and counters

The following line checks whether a class defining `\if@openright` has been loaded; if not, it defines that conditional expression.

```
4 \@ifundefined{if@openright}{\newif\if@openright}{}
5 \newif\if@drverse
```

The following lines provide support for the `poemscol` package.

```
6 \newif\if@poemscol
7 \@ifpackageloaded{poemscol}{\@poemscoltrue}{\@poemscolfalse}
```

The conditional `\if@stagedir` is switched to true at the end of a stage direction.

```
8 \newif\if@stagedir
```

The two options for line numbering are defined to switch to true a conditional expression.

```
9 \newif\if@lnpa
10 \newif\if@lnps
11 \newif\if@lnpd
12 \DeclareOption{lnpa}{\@lnpatrue}
13 \DeclareOption{lnps}{\@lnpstrue}
14 \ProcessOptions
```

This is needed for saving and restoring the value of the `poemline` counter in the case it is defined and used.

```
15 \newcounter{storelineno}
16 \setcounter{storelineno}{0}
17 \if@poemscol\else
18 \refstepcounter{storelineno}\fi
19 \newcounter{storeprintlineindex}

20 \newcounter{character}
21 \newcounter{temp}
22 \newcounter{gtemp}
23 \newcounter{act}
24 \newcounter{scene}[act]
25 \renewcommand{\theact}{\roman{act}}
26 \renewcommand{\thescene}{\roman{scene}}
```

3.3 Environments

<pre>drama \speakswidth \speaksindent \Dlabelsep \Dparsep \speechskip \speakslabel</pre>	<p>The unstarred version of the <code>drama</code> environment defines a list with negative item indentation and whose label is the speaker's name. A previous check is made for an option and, in the case it has been issued, a warning is typed out to the log file. Hooks for user customization are provided: <code>\speakswidth</code> is the width of a label in which the name of the character is printed; <code>\speaksindent</code> is the indentation of the same label; <code>\Dlabelsep</code> is the space between this label and the text of the dialogue; <code>\Dparsep</code> controls the space between paragraphs inside the dialogue; <code>\speechskip</code> controls the space between two subsequent speeches. <code>\speakslabel</code> formats the appearance of the name of the character.</p> <pre>27 \newenvironment{drama}{% 28 \if@lnpa 29 \PackageWarning{dramatist}{\lnpwarning{a}}}</pre>
--	---

```

30 \fi
31 \if@lnps
32 \PackageWarning{dramatist}{\lnpwarning{s}}
33 \fi
34 \list{}{%
35     \labelwidth\speakswidth
36     \itemindent\speaksindent
37     \itemsep\speechskip
38     \parsep\Dparsep
39     \labelsep\Dlabelsep
40     \let\makelabel\speakslabel}
41 } {\endlist}

```

drama* The starred version calls the verse environment (or the poem environment if poemscol is loaded), after switching to \@drverse>true, controls line numbering, if any, and, after closing verse, restores \@drverse>false.

```

42 \@namedef{drama*}{%
43     \@drverse>true
44     \if@poemscol
45         \begin{poem}
46         \setcounter{linenumber}{\value{storelineno}}
47         \setcounter{printlineindex}{\value{storeprintlineindex}}
48     \else
49         \begin{verse}
50     \fi
51     \ifx\poemlines\@undefined\else
52         \setcounter{poemline}{\value{storelineno}}
53     \fi}
54 \@namedef{enddrama*}{%
55     \ifx\poemlines\@undefined\else
56         \setcounter{storelineno}{\value{poemline}}
57     \fi
58     \if@poemscol
59         \end{poem}
60         \setcounter{storelineno}{\value{linenumber}}
61         \setcounter{storeprintlineindex}{\value{printlineindex}}
62     \else
63         \end{verse}
64     \fi
65     \@drverse>false}

```

3.4 Sectioning commands

The sectioning commands `\act` and `\scene` have been made wholly customizable via `\m@ke@cthead` and `\m@kescenehead` just like the sectioning commands of memoir class (see [2] for further details).

`\phantomsection` is needed for compatibility with the `hyperref` package. It is defined to do nothing when `hyperref` is not loaded.

```

66 \providecommand\phantomsection{}
67 \newcommand\actmark[1]{}
68 \newcommand\scenemark[1]{}
69 \newcommand\drampermark[1]{}

```

`\@openact` `\@openact` must check if a class defining `\if@openright` has been loaded. In this case it provides an if statement to control switching between `openany` and `openright` behaviour. By default, the option loaded with the class is inherited. If the class loaded behaves like `article` only the `openany` option is allowed. According to the option loaded for line numbering, `\@openact` performs the needed operations.

```

70 \newcommand\@openact{%
71   \ifundefined{if@openright}{\clearpage}{%
72     \if@openright
73       \clearpage{\thispagestyle{empty}\cleardoublepage}
74     \else
75       \clearpage
76     \fi}
77   \thispagestyle{plain}
78   \refstepcounter{act}
79   \if@lnpa
80     \setcounter{storelineno}{0}
81     \if@poemscol
82       \setcounter{storeprintlineindex}{0}
83     \else
84       \refstepcounter{storelineno}
85     \fi
86   \fi
87 }
```

`\act` `\act` switches between `\@act` and `\@sact`; in the first case a line is added to the table of contents and an argument is assigned to `\actmark`. The actual task of printing the heading is left to `\m@ke@cthead`.

```

88 \newcommand\act{%
89   \@openact
90   \secdef\@act\@sact}
91 \newcommand\@act[1][]{%
92   \phantomsection
93   \addcontentsline{toc}{chapter}{\actname\ \theact}
94   \actmark{\actname\ \theact}
95   \m@ke@cthead{#1}
96   \@afterindentfalse
97   \@afterheading}
98 \newcommand\@sact[1][]{%
99   \m@ke@cthead{#1}
100   \@afterindentfalse
101   \@afterheading}
```

`\Act` `\Act` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sact`

```

102 \newcommand\Act{%
103   \@openact
104   \secdef\@Act\@sact}
105 \def\@Act[#1]#2{%
106   \phantomsection
107   \ifnum\c@secnumdepth>\m@ne
108     \addcontentsline{toc}{chapter}{\actname\ \theact\ #1}
109   \else
110     \addcontentsline{toc}{chapter}{#1}
```

```

111 \fi
112 \actmark{\actname\ \theact\ #1}
113 \m@ke@cthead{#2}
114 \@afterindentfalse
115 \@afterheading}

```

`\m@ke@cthead` `\m@ke@cthead` actually prints the headings.

```

116 \newcommand\m@ke@cthead[1]{%
117 \actheadstart
118 {\parindent \z@
119 \ifnum\c@secnumdepth>\m@ne
120 \printactname \printsep \printactnum
121 \fi
122 \printacttitle{#1}
123 \afteract}
124 }

```

`\@openscene` According to the option loaded for line numbering, `\@openscene` performs the needed operations.

```

125 \newcommand\@openscene{%
126 \stepcounter{scene}
127 \if@lmps
128 \setcounter{storelineno}{0}
129 \if@poemscol
130 \setcounter{storeprintlineindex}{0}
131 \else
132 \refstepcounter{storelineno}
133 \fi
134 \fi
135 }

```

`\scene` `\scene` switches between `\@scene` and `\@sscene`; in the first case a line is added to the table of contents and an argument is assigned to `\scenemark`. The actual task of printing the heading is left to `\m@kescenehead`.

```

136 \newcommand\scene{%
137 \@openscene
138 \secdef\@scene\@sscene}
139 \newcommand\@scene[1][]{%
140 \phantomsection
141 \addcontentsline{toc}{section}{\scenename\ \thescene}
142 \scenemark{\scenename\ \thescene}
143 \m@kescenehead{#1}
144 \@afterindentfalse
145 \@afterheading}
146 \newcommand\@sscene[1][]{%
147 \m@kescenehead{#1}
148 \@afterindentfalse
149 \@afterheading}

```

`\Scene` `\Scene` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sscene`

```

150 \newcommand\Scene{%
151 \@openscene

```

```

152 \secdef\@Scene\@sscene}
153 \def\@Scene[#1]#2{%
154 \phantomsection
155 \ifnum\c@secnumdepth>\z@
156 \addcontentsline{toc}{section}{\scenename\ \thescene\ #1}
157 \else
158 \addcontentsline{toc}{section}{#1}
159 \fi
160 \scenemark{\scenename\ \thescene\ #1}
161 \m@kescenehead{#2}
162 \@afterindentfalse
163 \@afterheading}

```

`\m@kescenehead` `\m@kescenehead` actually prints the headings.

```

164 \newcommand\m@kescenehead[1]{%
165 \sceneheadstart
166 {\parindent \z@
167 \ifnum\c@secnumdepth>\z@
168 \printscenename \printsep \printscenenum
169 \fi
170 \printscenetitle{#1}
171 \afterscene}
172 }

```

3.5 Defining characters

`\Character` The macro `\Character` performs three different tasks. First, it creates, being $\langle name \rangle$ the third argument, the command $\langle name \rangle$, for use in stage directions; in order to achieve this task it uses `\@namedef`, and a new defined command, `\intsp@ce`, which takes care of inserting spaces when needed and which is inspired by `\text@command` (both for this and for `\@namedef` see the latex source).

In second place it creates a $\langle name \rangle$ `speaks` command, used for printing the speaker's name. It uses, for this purpose a `\n@me@ppend@nddef` macro which is similar to `\@namedef`. A conditional `\if@drverse` produces different formatting for the verse and the prose environment.

Finally, in third place, if the first optional argument is given and `\@xcharacter` is called, it creates an internal command, still using `\n@me@ppend@nddef`, in the form `\persona<count>`, where $\langle count \rangle$ is a counter expressed in roman lowercase numerals increasing by one every time `\Character` is called. This family of commands is used by `\DramPer` when it prints the list of the characters.

```

173 \newcommand\Character{%
174 \ifnextchar[{\@xcharacter}{\@character}}
175 \def\@xcharacter[#1]#2#3{%
176 \stepcounter{character}
177 \@character{#2}{#3}
178 \n@me@ppend@nddef{persona}{\roman{character}}{\castfont #1}
179 }
180 \def\@character#1#2{%
181 \@namedef{#2}{\namefont #1}\intsp@ce{#1}\check@spr}
182 \n@me@ppend@nddef{#2}{\@ppendname}{%
183 \if@drverse
184 {\speakstab\speakfont{#1}\speakdel\par\nobreak\addvspace{-\parskip}}

```

```

185         \else
186         \item[#1\speaksdel]
187         \fi}
188 }

189 \newcommand{\n@me@ppend@enddef}[2]{%
190     \expandafter\def\csname#1#2\endcsname}
191 \newcommand{\@ppendname}{speaks}

```

CharacterGroup This environment is used for groups of characters in the *Dramatis Personæ* list. The main idea is that each group of characters should be treated as a single `\persona<count>` when called by `\DramPer`, while inside it should behave like `\DramPer` itself – in this case `\dogrouplist`, which is identical in structure. The main feature is that every instance of **CharacterGroup** defines an internal counter whose name depends by another counter – namely: `character` – and this is used by the correspondent ‘call’ to `\dogrouplist`.

```

192 \newenvironment{CharacterGroup}[1]{%
193     \stepcounter{character}
194     \newcounter{g\roman{character}}
195     \grouplist{#1}
196 }{}

```

The name and the first specification of the characters, the big parentheses, and the common denomination are arranged in boxes whose length can be specified by the user by means of *ad hoc* commands.

```

197 \newsavebox{\tbox}
198 \newcommand\grouplist[1]{%
199     \global\n@me@ppend@enddef{persona}{\roman{character}}{%
200     \begin{lrbox}{\tbox}
201         \begin{minipage}[c]{.65\textwidth}\raggedright
202         \leftmargini=0pt
203         \begin{list}{}{\itemsep=0pt}
204             \dogrouplist
205         \end{list}
206         \end{minipage}
207     \end{lrbox}
208     \parbox{\CharWidth}{\usebox{\tbox}}%
209     \parbox{\ParenWidth}{\$left.\rule{0pt}{\ht\tbox}\right\$}
210     \parbox{\CastWidth}{\castfont #1}}
211 }

212 \newcommand{\dogrouplist}{%
213     \ifnum\value{g\roman{temp}}>\value{gtemp}
214         \stepcounter{gtemp}
215         \item\@nameuse{gpersona}\Roman{temp}\roman{gtemp}}
216     \dogrouplist
217 \fi
218 \setcounter{gtemp}{0}
219 }

```

\GCharacter This is the version of `\Character` to be used inside a **CharacterGroup** environment. In this case the first argument is, obviously, mandatory.

```

220 \newcommand\GCharacter[3]{
221     \stepcounter{g\roman{character}}
222     \global\@namedef{#3}{\namefont #2\intsp@ce{#2}\check@spr}

```

```

223 \global\n@me@append@nddef{#3}{\@appendname}{%
224 \if@drverse
225 {\speakstab\speakfont #2\par\nobreak\addvspace{-\parskip}}
226 \else
227 \item[#2]
228 \fi}
229 \global\n@me@append@nddef{gpersona\Roman{character}}{%
230 \roman{g\roman{character}}}{\castfont #1}
231 }

```

`\speaker` This command is provided for defining characters which must not appear in the ‘Dramatis Personæ’ list and are not mentioned in stage directions.

```

232 \newcommand\speaker[1]{%
233 \if@drverse
234 {\speakstab\speakfont #1\speakdel\par\nobreak\addvspace{-\parskip}}
235 \else
236 \item[#1\speakdel]
237 \fi}

```

`\intsp@ce` For details about this code you may have a look to `ltfntcmd.dtx`.

```

238 \let \nospace \relax
239 \let \check@spr \@empty
240 \def \intsp@ce #1{%
241 \def \reserved@a {#1}%
242 \ifx \reserved@a \@empty
243 \let \check@spr \@empty
244 \else
245 \ifx \reserved@a \space
246 \let \check@spr \@empty
247 \else
248 \check@nospace@ #1\nospace\@nil
249 \fi
250 \fi
251 }
252 \def \check@nospace@ #1#2\nospace#3\@nil {%
253 \let \check@spr \maybe@sp
254 \def \reserved@a {\nospace}%
255 \def \reserved@b {#1}%
256 \def \reserved@c {#3}%
257 \ifx \reserved@a \reserved@b
258 \ifx \reserved@c \@empty
259 \else
260 \let \check@spr \@empty
261 \fi
262 \else
263 \ifx \reserved@c \@empty
264 \else
265 \let \check@spr \@empty
266 \fi
267 \fi
268 }
269 \def \maybe@sp {\futurelet\@let@token\maybe@sp@}

```

```

270 \def \maybe@sp@ {%
271     \@tempswatrue
272     \expandafter\@tfor\expandafter\reserved@a\expandafter:\expandafter=%
273         \nospacelist
274     \do \t@st@sp
275     \if@tempswa \space \fi
276 }
277 \def \t@st@sp {%
278     \expandafter\let\expandafter\reserved@b\expandafter=\reserved@a\relax
279     \ifx\reserved@b\@let@token
280         \@tempswafalse
281         \@break@tfor
282     \fi
283 }
284 \def \nospacelist {,.;:?!)}

```

\DramPer The macro `\DramPer` prints in the list of *Dramatis Personæ* the characters previously defined by the first argument of `\Character`. This is done via the `\dodramperlist` macro, which recursively calls the `\persona<count>` commands and put them in the list defined by `\DramPer`.

```

285 \newcommand{\DramPer}{%
286     \@ifundefined{if@openright}{\clearpage}{%
287         \if@openright\cleardoublepage\else\clearpage\fi}
288     \secdef\@dramper\@sdramper}

289 \newcommand\@dramper[1] []{%
290     \phantomsection
291     \addcontentsline{toc}{chapter}{\casttitlename}
292     \drampermark{\casttitlename}
293     \m@kedramperhead{#1}}

294 \newcommand\@sdramper[1] []{%
295     \m@kedramperhead{#1}}

296 \newcommand\m@kedramperhead[1]{
297     \castheadstart
298     {\printcasttitle #1
299     \aftercasttitle}
300     \begin{list}{}{\leftmargin=0pt \itemsep=0pt}
301     \dodramperlist
302     \end{list}
303 }

304 \newcommand{\dodramperlist}{%
305     \ifnum\value{character}>\value{temp}
306         \stepcounter{temp}
307         \item\@nameuse{persona\roman{temp}}
308     \dodramperlist
309     \fi
310 }

```

3.6 Stage direction

\direct In the prose environment `\direct` merely encloses its argument in plain braces and emphasizes it; and has no starred version. In the verse environment things

are a little more complicated, a `\parbox` is involved and I have to admit the result is not really perfect – yet I found no better solution. The starred version must be used at the end of a stanza.

```

311 \newcommand{\direct}{%
312     \@ifstar\@sdirect\@direct}
313 \newcommand{\@direct}[1]{%
314     \if@drverse
315         \vskip2\normallineskip
316         \parbox[b]{\dirwidth}{\dirdelimiter{\emph{#1}}}\@centercr
317     \else
318         \dirdelimiter{\emph{#1}}\unskip
319     \fi
320 }
321 \newcommand{\@sdirect}[1]{%
322     \if@drverse
323         \vskip2\normallineskip
324         \parbox[b]{\dirwidth}{\dirdelimiter{\emph{#1}}}\!
325     \else
326         \starrederror
327     \fi
328 }
329 \newcommand{\dirdelimiter}[1]{(#1)}

```

\StageDir It's a very simple command `\StageDir`: it merely calls the `stagedir` environment. No more talking of it.

```

330 \newcommand{\StageDir}[1]{%
331     \begin{stagedir}
332     #1
333     \end{stagedir}
334 }

```

stagedir The `stagedir` environment calls by default the `quote` environment, but can be re-defined by the user to do everything by means of `\StageDirConf`. I use here `\em` instead of `\emph` in order to avoid strange indentations – thanks to Christian Ebert for having recognized and solved the problem.

```

335 \newenvironment{stagedir}{%
336     \StageDirOpenSettings}%
337     \StageDirCloseSettings\global\@stagedirtrue}
338 \newcommand\StageDirOpenSettings{\begin{quote}\em}
339 \newcommand\StageDirCloseSettings{\end{quote}}
340 \newcommand\StageDirConf[2]{%
341     \renewcommand\StageDirOpenSettings{#1}
342     \renewcommand\StageDirCloseSettings{#2}
343 }

```

3.7 Configuration settings

```

344 \newcommand\actcontentsline[1]{\actname\ \theact}
345 \newcommand{\actnamefont}{\scshape\Large}
346 \newcommand{\actnumfont}{\actnamefont}
347 \newcommand{\acttitlefont}{\actnamefont}

```

```

348 \newcommand{\actname}{Act}
349 \newcommand{\printactname}{\centering\actnamefont \actname}
350 \newcommand{\printactnum}{\actnumfont \theact}
351 \newcommand{\printacttitle}[1]{\acttitlefont\ #1}
352 \newcommand{\scenecontentsline}[1]{\scenename\ \thescene}
353 \newcommand{\scenenamefont}{\scshape\large}
354 \newcommand{\scenenumfont}{\scenenamefont}
355 \newcommand{\scenetitlefont}{\scenenamefont}
356 \newcommand{\scenename}{Scene}
357 \newcommand{\printscenename}{\centering\scenenamefont \scenename}
358 \newcommand{\printscenenum}{\scenenumfont \theact\intersep\thescene}
359 \newcommand{\printscenetitle}[1]{\scenetitlefont\ #1}
360 \newcommand{\intersep}{\ --\ }
361 \newcommand{\printsep}{\ }
362 \newcommand{\printcasttitle}{\centering\casttitlefont \casttitlename}
363 \newcommand{\casttitlefont}{\Large\scshape}
364 \newcommand{\casttitlename}{Dramatis Person\ae}
365 \newcommand{\castfont}{\normalfont}
366 \newcommand{\namefont}{\scshape}
367 \newcommand{\speaksfont}{\scshape}
368 \newcommand{\speaksdel}{}
369 \newlength{\CharWidth}
370 \setlength{\CharWidth}{.3\textwidth}
371 \newlength{\ParenWidth}
372 \setlength{\ParenWidth}{.05\textwidth}
373 \newlength{\CastWidth}
374 \setlength{\CastWidth}{.6\textwidth}

375 \def\actheadstart{\vspace*{\beforeactskip}}
376 \def\afteract{\par\nobreak\vskip\afteractskip}
377 \def\sceneheadstart{\vspace*{\beforesceneskip}}
378 \def\afterscene{\par\nobreak\vskip\aftersceneskip}
379 \def\castheadstart{\vspace*{\beforecastskip}}
380 \def\aftercasttitle{\par\nobreak\vskip\aftercasttitleskip}
381 \newcommand{\speakstab}{\hspace{\speaksskip}}
382 \newlength{\beforeactskip}
383 \setlength{\beforeactskip}{\baselineskip}
384 \newlength{\afteractskip}
385 \setlength{\afteractskip}{\baselineskip}
386 \newlength{\beforesceneskip}
387 \setlength{\beforesceneskip}{0pt}
388 \newlength{\aftersceneskip}
389 \setlength{\aftersceneskip}{\baselineskip}
390 \newlength{\beforecastskip}
391 \setlength{\beforecastskip}{0pt}
392 \newlength{\aftercasttitleskip}
393 \setlength{\aftercasttitleskip}{0pt}
394 \newlength{\speaksskip}
395 \setlength{\speaksskip}{1em}
396 \newlength{\dirwidth}
397 \setlength{\dirwidth}{.6\textwidth}

Default settings for the drama environment.
398 \newdimen\speakswidth
399 \speakswidth\z@

```

```

400 \newdimen\speaksindent
401 \speaksindent=-\leftmargin
402 \newdimen\speechskip
403 \speechskip\itemsep
404 \newdimen\Dparsep
405 \Dparsep\z@
406 \newdimen\Dlabelsep
407 \Dlabelsep\labelsep
408 \newcommand{\speakslabel}[1]{%
409   \hspace\labelsep \speaksfont{#1}}

```

3.8 Error messages handling

```

410 \newcommand{\starrederror}{\PackageError{dramatist}{%
411   The starred version of this command is not available under the
412   option you have chosen}
413   {You probably misspelled the command.^^J%
414   Only the ‘verse’ option supports a starred version of this
415   command.}}
416 }
417 \newcommand{\lnpwarning}[1]{The option ‘lnp#1’ is meaningless outside the%
418   ‘drama*’ environment}
419 \newcommand{\inputfilewarning}{\PackageWarningNoLine{dramatist}{^^J^^J%
420 *****^^J%
421 * No Configuration file found, using default settings. *^^J%
422 *****^^J%
423 }}
424 \newcommand{\foundfile}{\PackageWarningNoLine{dramatist}{^^J^^J%
425 *****^^J%
426 * Using Configuration file dramatist.cfg. *^^J%
427 *****^^J%
428 }}

```

3.9 Local configuration file

The following code inputs the local configuration file `dramatist.cfg`.

```

429 \InputIfFileExists{dramatist.cfg}{\foundfile}{\inputfilewarning}
430 </dramatist>

```

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- [1] Donald Knuth. *The T_EXbook*, Addison–Wesley, Reading, MA, 1996.
- [2] Peter Wilson *The Memoir Class*, The Herries Press, Normandy Park, WA, 2001 (Available from CTAN, `macros/latex/contrib/supported/memoir`)
- [3] Peter Wilson *Typesetting simple verse with L^AT_EX*, (Available from CTAN, `macros/latex/contrib/supported/verse`)

Change History

v1.0		the <code>drama*</code> environment; made <code>\act</code> , <code>\scene</code> and <code>\DramPer</code> more compliant to the standard document division commands. . 1
General:	First public release. 1	
v1.1		
General:	Added support for line numbering; added a <code>\speaker</code> command; changes made to	<code>\act</code> : <code>\act</code> is now defined in a standard way and has an optional

argument (to use for footnotes and the like).	9	<code>\act</code> : Shared code moved to <code>\@openact</code>	9
<code>\DramPer</code> : <code>\DramPer</code> is now defined in a standard way and has an optional argument (to use for footnotes and the like).	14	<code>\Character</code> : Added hook for inserting a delimiter after the character's name: <code>\speakdel</code>	11
<code>drama*</code> : Environment <code>drama*</code> has been completely restyled. Now, it automatically calls environment <code>verse</code>	8	The first argument of <code>\Character</code> has been made optional so that documents printed with previous versions are not compatible with the present and the future versions.	11
<code>\scene</code> : <code>\scene</code> is now defined in a standard way and has an optional argument (to use for footnotes and the like).	10	<code>\direct</code> : Parbox length made customizable.	15
<code>\speaker</code> : Command <code>\speaker</code> added.	13	<code>\GCharacter</code> : Added macro for introducing a single character inside a group in the <i>dramatist personæ</i> list.	12
v1.2		<code>CharacterGroup</code> : Added environment for characters groups in the <i>dramatis personæ</i> list.	12
General: Added support for <code>poemscol</code> package; introduced an <i>uppercase</i> series of sectioning commands; first argument in <code>\Character</code> made optional; added environment (<code>CharacterGroup</code>) for characters groups in the <i>Dramatis Personæ</i> list; added various hooks for user customization.	1	<code>drama</code> : Added hooks for customization.	7
<code>\Act</code> : Introduced macro <code>\Act</code> for sections with a title.	9	<code>drama*</code> : Added support for <code>poemscol</code>	8
		<code>\Scene</code> : Introduced macro <code>\Scene</code> for sections with a title.	10
		<code>\scene</code> : Shared code moved to <code>\@penscene</code>	10

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Numbers written in *italic* refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in *roman* refer to the code lines where the entry is used.

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