fountain-parser README

`fountain-parser` is a small parser library for the Fountain screenplay format, fully supporting 1.1 version syntax and producing a simple, easy to grok AST.

`fountain-parser` is written in Haskell and it uses the Megaparsec library for parsing.

1 Status

Currently, this is *pre-alpha* software, not yet usable in any form. We'll have something testable soon enough.

2 Motivation

The "*Developers*" section of the Fountain site provides a link to a parsing library in Objective C. This already presents a portability issue: there *are* projects that make it possible to connect Objective C to Haskell, but they're either platform- or framework-specific. It also employs a multi-pass stategy where every stage creates a modified version of the source, and it's heavily reliant on *Regular Expressions*.

Thus, to create a light-weight, performant and portable solution, it's necessary to start from scratch.

`fountain-parser` aims to power a series of command-line utilities for conversion from Fountain to a series of convenient formats, such as `.OTF`, `.TEX` or `.PDF`, without the intervention of thirds.

3 Implementation Specifics

Fountain files are `UTF-8` text files. While this library doesn't impose any file naming scheme, it is customary for Fountain files to have the extension `.fountain`, `.txt` or `.spmd` (meaning "**S**creen**p**lay **M**ark**d**own", the format that eventually became Fountain.)

3.1 But my software already supports Fountain!

The "*Apps*" section of the Fountain site lists a number of apps that can import or export the format. The caveat: most are either cloud-based and/or proprietary. By favoring (mostly) open formats, *fountain-parse* allows integration into many FLOSS tools, helping the creation of compound documents (such as production bibles) and entirely non-proprietary workflows.

4 Contact

Please create an issue if you find one.

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