fountain2latex

Alexander Feterman Naranjo

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fountain2latex is a simple utility to convert from the .fountain screen-play format to the LATEX screenplay subformat. LATEX provides world-class typesetting quality for that extra bit of class and professionalism in your script.

To be more precise, this utility specifically relies on the *screenplay* \LaTeX class by John Pate, which implements Academy-recommended rules. It can be found in the TeXLive and MiKTeX distributions, both of which offer packages for Linux, Windows and Mac.

fountain2latex is written in Haskell and compiled with GHC version 9.2.8.

Why?

I find LATEX to be more obtrusive to my writing flow. Fountain barely requires an extra character here or there. Having to think about the \command{} I need to properly format something is disrupting. Then again, I want the sweet, sweet typesetting...

There's gotta be a way to have my cake and eat it too.

"But Cub, you beautiful, daunting force of nature", I hear you say, "there are already ways to convert fountain to other formats".

I know, but I'm old school (no duh. I'm actually using *make* here.) Something this simple should be just a few keystrokes in your terminal and that's it. Zero leak risk.

Now where did I leave that gosh-darned Bengay.

Installing from release

Download the latest release and extract all the files to any directory. Run by typing

fountain2latex <input>[.fountain] [<output>[.tex]]

Extensions can be omitted, and the result will be sent to standard output if the second filename is not provided.

Installing from sources

Needless to say, you need GHC 9.2.8+ to do this. If you don't have it, you can always install from release, as shown in the previous section.

Just cd to the fountain2latex directory and run:

make install

Which should take care of everything, including overwriting older versions.

Contact

I can be reached at 10951848+CubOfJudahsLion@users.noreply.github.com.