

fountain2latex

Alexander Feterman Naranjo

July 2023

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`fountain2latex` is a simple utility to convert from the `.fountain` screenplay 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 L^AT_EX 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 (I'm actually using *make* here.) Something this simple should be fast — a few keystrokes in your terminal and that's that. It certainly shouldn't require a danged cloud API.

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.