

# The rpgtex Package

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Welcome to the **RPGTEX** package. This  $\text{\LaTeX}$  package is designed to allow users to flexibly typeset documents associated with Role Playing Games such as *Dungeons & Dragons* – and many more besides. This package defines a central engine: **rpgcore** which define a number of useful functions and classes, and a flexible set of **themes** which control how those commands are rendered in the final document.

## Attribution & License

This package would not have been possible without the team who developed [its predecessor, the ‘DND 5e LateX Template’](#). That code was released under an MIT license, the text of which can be found in the LICENSE file. **rpgtex** is released under the same license.

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# Part I

## rpgtex Core

# Chapter 1: Installation & Usage

## Getting rpgtex

There are a number of different ways to acquire `rpgtex`. Once you have installed it, it is vital to ensure that it is properly configured (see below).

### texmf Installation

The simplest way to use `rpgtex` is to install it on the `texmf` path, where the compiler can automatically find it:

```
git clone
  https://github.com/DrFraserGovil/rpgtex.git
  "$(kpsewhich -var-value
    TEXMFHOME)/tex/latex/rpgtex"
```

This will clone the repository into your `LATEX` path.

### Indirect Installation

If you want to tinker with `rpgtex` – such as by creating a new theme – it is helpful to have it in a more accessible location. Clone the repository into a location of your choice:

```
git clone
  https://github.com/DrFraserGovil/rpgtex.git
  ~/your/rpgtex/directory
```

You then have two options to make the package visible to the compiler:

#### Use TEXINPUTS

Setting the environment variable `TEXINPUTS` allows the compiler access:

```
TEXINPUTS=~/your/rpgtex/directory/::
```

(Or similar commands, depending on your shell – in `fish` you would call `set TEXINPUTS dir`).

#### Use Symlinks

You can symlink the install location to the `texmf` directory, allowing the compiler to act as if you had performed the `texmf` installation:

```
ln -sf ~/your/rpgtex/directory "$(kpsewhich
  -var-value TEXMFHOME)/tex/latex/rpgtex"
```

### Overleaf (Not recommended!)

We do not recommend using Overleaf since the free-tier subscription has reduced compilation times drastically, making compiling documents using complex packages such as this one extremely difficult. Nevertheless:

1. Download this GitHub repository as a ZIP archive using the Clone or download link above.

2. On Overleaf, click the New Project button and select Upload Project. Upload the ZIP archive you downloaded from this repository.
3. Manually create the file `rpg-config.cfg` with the contents “`\edef\RpgPackagePath{../}`”. This replaces the configuration step described below.

## Configuring rpgtex

Wherever one installs `rpgtex` from, it is vital that it is properly configured. From within the `rpgtex-root` directory, call:

```
./configure
```

Or – if one is (reasonably!) wary about running arbitrary executables – manually create the relevant file:

```
cd <rpgtex root directory>
cmd="\edef\RpgPackagePath{$(pwd)}"
echo $cmd >> core/rpg-config.cfg
```

Without a `core/rpg-config.cfg` file, any document which includes `rpgtex` will fail to compile.

## Package & Class Usage

`rpgtex` can be used either directly by including the `rpgtex` package:

```
\documentclass{arbitrary-class}
```

```
\usepackage{rpgtex}
```

```
\begin{document}
```

```
....
```

This will load only the core commands into the document, and (unless called explicitly) no themes will be imported. Using the package in this way does not activate any of the commands which change the overall geometry, background or headers of the document.

## Compiling

`rpgtex` uses the `fontspec` package to allow custom fonts, and therefore requires compiling with `xelatex` or `luatex`:

```
xelatex main.tex #works
luatex main.tex #works
pdflatex main.tex #fails
```

# Chapter 2: Commands

# Part II

## rpgtex Classes



# Chapter 3: rpgbook Class

# Chapter 4: rpghandout Class

# Part III

## Themes

# Chapter 5: default Theme

# CHAPTER 6: DND THEME

# Chapter 7: `scifi` Theme