

The rpgtex Package

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Welcome to the **RPGTEX** package. This \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 **L^AT_EX** 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
```

Why is configuration necessary?

T_EX is generally set up so that when a file calls **include** or **input** it is possible to use filepaths relative to the package itself. **rpg.sty** can call **\input{core/font.sty}** and it will know to first check for the file relative to **rpg.sty**; even if the package resides within the **texmf** path and the user has no idea where **rpgroot/rpg.sty**, or **rpgroot/core/font.sty**, are.

An annoying exception to this is fonts and typefaces. **xelatex** searches for fonts based on *filepaths relative to the current working directory* – or from those installed in as system fonts.

Since **rpgtex** includes several (license free) typefaces as part of the provided themes, this poses a problem. We must either require that:

1. **rpgtex** documents can only be prepared in restricted locations relative to the install location of **rpgtex**.
2. Users must identify and specify the **rpgtex** root path when preparing a document
3. Users must install the provided fonts to the system path
4. **rpgtex** must be configured to know ‘where it is’, and so provide an absolute filepath to the internal fonts.

The Configuration step is the most portable and easiest-to-use of these options.

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

Package & Class Usage

`rpgtex` can be used either as a standalone package, or as part of a number of classes

Standalone Package

The standalone package can be used directly by including the `rpgtex` package:

```
\documentclass{arbitrary-class}

\usepackage[options]{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.

Classes

`rpgtex` can also be loaded through a number of classes which drastically alter the appearance of the document, defining new geometries backgrounds and adding headers.

The provided classes are:

1. `rpgbook` (page 6). Based on the standard book class, this is designed for larger RPG documents.
2. `rpghandout` (page 7). Based on the article class, this is designed for shorter documents
3. `rpgcard` (page 8). A small-document class designed for creating modular ‘handout’ cards for items, spells or abilities.

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: Core Commands

Part II

rpgtex Classes

Chapter 3: rpgbook Class

Chapter 4: rpghandout Class

Chapter 5: rpgcard Class

Part III

Themes

Chapter 6: default Theme

CHAPTER 7: DND THEME

Chapter 8: scifi Theme