# Developer's Guide on SJTUBeamer MIN

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## 1 Preface

SJTUBeamer MIN is a presentation template based on beamer package in IATEX, to fulfill the enthusiasm of those SJTU users to present their content nicely benefiting from the technology of TEX typesetting engine.

This is a Developer's Guide on SJTUBeamer MIN. The document is written in English because the operation in this guidance could be dangerous. Be careful when playing with those macros.

SJTUBeamer MIN — the minimal work set of SJTU VI

MIN	- minimal:	minimal work set of SJTU VI.
MIN	- minimalism:	designed in the style of minimalism.
MIN	- minimum:	minimum shapes to show your content.

# 2 Compliation

Most problems come from LaTeX compilation. The required packages are in the following list.

The detailed description is documented below.

pgfplots	tikz	xcolor						
pgfplotstable	sansmath	tcolorbox						
ctex	biblatex	beamer						

# 2.1 MiKT<sub>E</sub>X

All required packages will be automatically installed if you are using MiKTEX[1]. And if you want to use the latexmk command, please install Perl[2] first. And the compilation command for SJTUBeamer MIN is as follows:

latexmk -pdf main -interaction=nonstopmode

#### 2.2 T<sub>E</sub>X Live

Since some packages are not default installed in the full release of T<sub>E</sub>X Live, you have to install the packages manually.

On Ubuntu, you could install pgf and xcolor and other drawing command through the following command[6]:

```
sudo apt install texlive-pictures
```

To typeset Chinese characters, you would better use CJKutf8 package (in SJTUBeamer MIN, set [cjk=true]), since it is compatible with all platforms and multiple language support. By the corresponding CJK environment to make it work and remember to move all the Unicode characters in the permeable to the CJK environment[5]:

```
\begin{document}
\begin{CJK}{UTF8}{gbsn}
   \institute[]{}
   \title{}
   \subtitle{}
   \author{}
   \date{}
    % your content here ...
\end{CJK}
\end{document}
```

However, if you are stick into ctex, you can install through tlmgr. If that works, then we call it a day.

```
sudo tlmgr install ctex
```

Sometimes, you installed an old TEX Live, and you have to upgrade the tlmgr for the new version. And the process could be very buggy, since the following warning may be shown:

```
unexpected return value from verify_checksum: -5
```

and to upgrade the tlmgr is painful on Ubuntu. You should use the following add the following content to /etc/profile/, which will add the path when the system is booting up[7]:

```
export PATH=/usr/local/texlive/2021/bin/x86_64-linux:
/usr/local/texlive/:$PATH
```

Reboot your computer if necessary. Then the compile system will be moved to the new version of TEX Live. Try to install the corresponding packages through the GUI interface of tlmgr:

```
sudo tlmgr update --self
sudo tlmgr gui
```

And if you encountered that

```
Critical Package ctex Error: CTeX fontset 'fandol' is unavailable in current(ctex) mode.
```

You have to modify your compiling program from pdfIATEX to XeIATEX by adding the following magic command to the first line:

```
% !TeX TS-program = xelatex
```

#### 2.3 Boost Up

However, it has been tested that the compilation on SJTUBeamer MIN is slow. Since the complex patterns have to be rendered in vector shapes and the bibliography requires multiple times of compilation, the time could be wasted on some repetitive works.

This could scenario could be improved by enable [pattern=none] option on SJTUBeamer MIN and enable [draft] option on beamer. The former one will disable all the pattern rendering, and the latter one will ignore all the TOC (table of contents) and bibliography generating.

In the future, the project will be implanted to Overleaf. There are some technical errors to fix in the current version. And to make that works, the compilation on TEX Live 2021 has to be implemented. Currently, CI is only available on

Github Actions by compiling on LuaLATEX. See .github/workflows/main.yml for details.

At the same time, AutoBeamer[3] is making its own effort on generating beamer code automatically by some replacing strategies. You could preview your beamer code through conversion on Markdown or the article LATEX code.

Furthermore, there is a wider space for boosting up the beamer compilation time by making use of multi-core processors. Since it is a frame-based document, and the connection between each frame is loosely (only some page numbers and citations need to be calculated). The multi-threaded compilation is possible for the beamer class. You can glimpse the multi-threaded processing for LATEX at the package animate. In fact, the author created some batch compiling work[4] together with the <code>-Parallel</code> parameter in PowerShell 7 to make full use of the concurrent computer architecture.

### References

- [1] "MikT<sub>E</sub>X." [Online]. Available: https://miktex.org/
- [2] "Perl." [Online]. Available: https://www.perl.org/
- [3] Log Creative, "Autobeamer." [Online]. Available: <a href="https://github.com/LogCreative/AutoBeamer">https://github.com/LogCreative/AutoBeamer</a>
- [4] —, "PGFPlotsEdt." [Online]. Available: https://github.com/ LogCreative/PGFPlotsEdt/blob/master/res/logo/anim/animrender.ps1
- [5] —, "LATEX Sparkle Project Chapter 3." [Online]. Available: https://logcreative.github.io/LaTeXSparkle/src/art/chapter03.html
- [6] T. Tantau, J. Wright, and V. Miletić, *The beamer class: User Guide for version 3.59.*, Jul. 2020. [Online]. Available: https://github.com/josephwright/beamer
- [7] TUG, "Upgrade from T<sub>E</sub>X Live 2020 to 2021." [Online]. Available: http://www.tug.org/texlive/upgrade.html