

The **dramatist** package*

User Guide

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Abstract

The present package provides support for drama both in verse and in prose. The following facilities are given: two environments for typesetting dialogues in prose or in verse; new document divisions corresponding to acts and scenes; macros that control the appearance of characters and stage directions; and automatical generation of a *dramatis personæ* list.

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1 Introduction

The edition of a drama requires special treatment for many typographical elements. The purpose of the present package is that of providing full support for these specialities. So, besides the standard document divisions, new ones are introduced reflecting the peculiar nature of the document itself; environments are provided for introducing dialogues, and a set of macros is placed at the user's disposal to handle characters, automatically generate a *dramatis personæ* list, and control the appearance of stage directions. All these features I have tried to make fully customizable, with the idea that typographical conventions are hints rather than laws, and the fully conscious user should be enabled to override them.

The decision to write a package rather than a class is due to similar considerations about user's freedom. The package strictly provides what is meant in his name and doesn't involve itself in the layout design of the document. This task is left to the class chosen by the user. In particular, the package does not provide explicit support for text in verse, though it provides support for those features that are peculiar to a *drama* in verse. However, **dramatist** is integrated with the main packages dealing with verse (such as **verse** or **poemscol**), so that the user can, for instance, use line numbering defined by one of the aforesaid packages in a meaningful way inside a **drama*** environment.

2 User interface

2.1 Package Options

lnpa The package provides two options, both concerning line numbering in verse drama.
lnps By default none of the options is used and the counter holding the line number is not reset throughout the document. If you like it better you can choose line numbering per act or per scene issuing one of the options, namely: **lnpa** or **lnps**. Issuing the options when typesetting a play in prose, has no effect on the document, but a package warning is typed in the **log** file every time a **drama** environment is called.

2.2 The **drama** environment

The **drama** environment is the heart of the package. Two versions, of this environment, are provided: the normal version, used for typesetting dramas in prose, and the starred version (**drama***) for typesetting dramas in verse. The unstarred form arranges the items given by the macros for defining characters (see Section 2.4) in a sort of description-like environment – but the parameters can be managed and adjusted to get every kind of list the user desires. These are the hooks provided for customizing the look of the environment¹:

\speakswidth is the width of the label in which the name of the character is printed;

¹For this parametrization of the **drama** environment I'm in debt with Christian Ebert.

Commands	Default settings
<code>\speakwidth</code>	<code>\z@</code>
<code>\speaksindent</code>	<code>-\leftmargin</code>
<code>\speechskip</code>	<code>\itemsep</code>
<code>\Dparsep</code>	<code>\z@</code>
<code>\Dlabelsep</code>	<code>\labelsep</code>

Table 1: Sectioning commands

`\speaksindent` is the indentation of that label;

`\Dlabelsep` is the space between the label and the text;

`\Dparsep` is the space between paragraphs inside the dialogue;

`\speechskip` is the space between two subsequent speeches.

You can see default settings for these macros in Table 1. A conditional expression checks the eventual presence of a line numbering option, in which case a warning is sent to the user in the `log` file about the meaninglessness of the option.

drama* The starred form switches to `\@drivertrue` (this is used by the commands that define characters – see Section 2.4), calls the `verse` environment – or the `poem` environment if `poemscol` package has been loaded: this is automatically recognized by the package and needs no additional option –, and, if `\poemlines` is defined², the value of the `poemline` counter is restored at the beginning and saved at the end of the environment (this is needed because, by default, the aforesaid counter is reset to 1 every time the `verse` environment is called). In case `poemscol` has been loaded, the same operations are performed for counters `linenumber` and `printlineindex`.

2.3 Sectioning Commands

The package provides two series of commands in order to get a proper sectioning of the text: a *lowercase* series and an *uppercase* series. The difference between them is that the *lowercase* form takes no mandatory argument and can be used absolutely, while the *uppercase* form take one mandatory argument and should be used only when a title is specified as a part of the act/scene heading. I chose to introduce this peculiar form of sectioning commands without argument (and as the default one) because I think that in most cases the user only wants to get something like *Act I* and should not bore himself issuing a pair of curly braces.

\act **\scene** So `\act` and `\scene` print by default only the act or scene name (e.g.: Act) and its ordinal number. They (and `\DramPer` also) may take an optional argument: this feature is useful for inserting footnotes or endnotes in the act/scene headings, but causes an undesirable consequence: the user should issue a blank line after each of these commands when used without argument (two blank lines for `\DramPer` followed by a void `\scene`).

\Act **\Scene** `\Act` and `\Scene` take as mandatory argument the title of the act or of the

²This is provided by the `memoir` [2] class and the `verse` [3] package for line numbering purpose.

Commands	Default settings
<code>\printactname</code>	<code>\centering\actnamefont \actname</code>
<code>\printactnum</code>	<code>\actnumfont \theact</code>
<code>\printacttitle</code>	<code>\acttitlefont #1</code>
<code>\actname</code>	Act
<code>\actnamefont</code>	<code>\scshape\Large</code>
<code>\actnumfont</code>	<code>\actnamefont</code>
<code>\acttitlefont</code>	<code>\actnamefont</code>
<code>\theact</code>	<code>\roman{act}</code>
<code>\actcontentsline</code>	<code>\actname\ \theact</code>
<code>\printscenename</code>	<code>\centering\scenenamefont \scenename</code>
<code>\printscenum</code>	<code>\scenumfont \theact\intersep\thescene</code>
<code>\printscenetitle</code>	<code>\scenetitlefont #1</code>
<code>\scenenamefont</code>	<code>\scshape\large</code>
<code>\scenumfont</code>	<code>\scenenamefont</code>
<code>\scenetitlefont</code>	<code>\scenenamefont</code>
<code>\scenename</code>	Scene
<code>\thescene</code>	<code>\roman{scene}</code>
<code>\scenecontentsline</code>	<code>\scenename\ \thescene</code>
<code>\printsep</code>	<code>_</code>
<code>\intersep</code>	<code>_--_</code>

Table 2: Sectioning commands

scene. An optional argument has the same meaning as for standard sectioning commands (`\chapter`, `\section`, etc.). The title is printed by means of `\printacttitle` or `\printscenetitle`.

Each command is fully customizable, in the style of Peter Wilson’s `memoir` class (see for the documentation [2]), via commands like `\printactname` or `\printactnum`. These commands can be redefined by the user according with his own desire. Table 2 shows the commands and their default settings.

`\actmark` and `\scenemark`, defined by default to do nothing, can be useful for printing marks in the headers, and have the same meaning of `\chaptermark` and `\sectionmark` in the standard classes.

A starred version also is provided for `\Act`, `\act`, `\Scene` and `\scene`. As in standard classes the starred form does not make an entry for the table of contents, and does not print the section mark in the headers.

2.4 Defining characters

`\Character` The introduction of a new character is made by the command `\Character`. It takes three arguments: the first, optional³, is the entry for the list of *Dramatis Personæ*, the second is the name appearing in the text and the third is the base for the construction of the commands typesetting the occurrence of that name in

³The argument, mandatory until version 1.1, has been made optional by suggestion of Christian Ebert in version 1.2. This avoids issuing a `\Character` command with a dummy first argument *after* `\DramPer` when you need a character not appearing in the *Dramatis Personæ* list.

Commands	Default settings
<code>\printcasttitle</code>	<code>\centering\casttitlefont \casttitlename</code>
<code>\casttitlefont</code>	<code>\Large\scshape</code>
<code>\casttitlename</code>	Dramatis Personæ
<code>\castfont</code>	<code>\normalfont</code>
<code>\namefont</code>	<code>\scshape</code>
<code>\speaksfont</code>	<code>\scshape</code>
<code>\speaksdel</code>	

Table 3: Parameters for characters commands

the stage direction and as a speaker. Shortly, if $\langle name \rangle$ is given as third argument, the macro will return the following commands: $\langle name \rangle$ is used in stage direction, $\langle name \rangle$ **speaks** is used as speaker.

\DramPer The first argument, when present, is passed to the macro **\DramPer**, printing the list of *Dramatis Personæ*. The parameters of this macro are also customizable; the list of default settings can be seen in Table 3. Other parameters related to the customization of $\langle name \rangle$ and $\langle name \rangle$ **speaks** commands are added.

\speaker You can also use a **\speaker{ $\langle name \rangle$ }** command in the place you want the character with name $\langle name \rangle$ to appear (in this case no command is defined to print the name of the character inside a stage direction).

2.4.1 Grouped characters

Characters, in the *Dramatis Personæ* list, may need to be grouped under a common denomination⁴. For this occurrence the package provides an environment, **CharacterGroup**, taking, as mandatory argument the denomination common to each character belonging to the current group. Inside this environment the characters have to be defined by **\GCharacter** whose syntax is the same of **\Character**, except that the first argument is here, obviously, mandatory. The result will be that the characters will be grouped by a big parentheses on whose right will be printed, centered, the common denomination. The user can define the amount of space reserved to the characters names, the parentheses and the common denomination by means of **\CharWidth**, **\ParenWidth** and **\GroupWidth**.

\CharWidth
\ParenWidth
\GroupWidth The commands appearing in this section (especially **\DramPer** and **\Character**, i.e. the most crucial part of the whole work) have been inspired by Matt Swift's package **drama**.

2.5 Stage direction

\StageDir Two commands are provided for printing stage directions: the first, **\StageDir** is used for the very setting of the stage and calls a **quote** environment. The second, **\direct** is used for specifications in the middle of the speaker's text. In connection with the **verse** environment a starred version exists also to be used at the end of a stanza⁵.

⁴Thanks to Christian Ebert for having submitted the problem to my attention.

⁵This works only with the **verse** environment provided by the **verse** package and by the **memoir** class. You can use the normal, not starred version of the command with the standard **verse** environment

`stagedir` A `stagedir` environment is finally provided for extremely long stage directions: it differs in nothing from his command version.

`\StageDirConf` `\StageDir` and the `stagedir` environment can be customized by means of `\StageDirConf`. The command takes two arguments related to the code to be executed at the beginning and at the end of `\StageDir` or `stagedir`.

2.6 Local configuration file

As my chief aim has been the one of giving the user the support for a complete customization of the provided commands, I have taken under consideration the case of a stable local configuration set up by the user. So I introduced the possibility of reading a set of user definitions from a local configuration file called `dramatist.cfg`. You must create this file, if you need it, and place it in a suitable directory (either the working directory or the package directory); if you don't need it, no problem: the package will merely print in your log file a message claiming the absence of such a file, but nor interruptions neither error will take place.

2.7 Acknowledgements

I must acknowledge a debt of inspiration toward both Peter Wilson's all purpose class package `memoir` and Matt Swift's `drama`. While the former inspired me with a peculiar care toward complete customization, the latter was the formal model and the source of solution for many among the problems which arose in the proceeding of the code writing. I highly recommend the use of the class `memoir` and the study of Matt Swift's ambitious bundle `Frankenstein` (but I hope you want use `dramatist` package instead!).

I also wish to thank Christian Ebert, whose suggestions have been so useful to me in solving – and often in merely recognizing – many problems, and whose help and stimulating conversation is at the basis of the present (v1.2) revision of the package.

2.8 Known bugs

The user should issue an empty line after `\act` or `\scene` and *two* empty lines after `\DramPer` (especially when it's followed by `\scene` used without argument).

Using option `lnpa` or `lnps` together with package `hyperref` causes a long series of warning to be typed in the `log` file. This is due, I think, because `hyperref` finds duplicates of the same entry every time the `drama*` environment resets the `poemline` counter. However, there are no effects on the document, because the counter itself is by no way used by `hyperref`.

If you encounter new bugs, or have suggestions about the solution of the known ones, please send me a mail to this address: `mlgdominici@interfree.it`.

3 Code

3.1 Package identification

```
1 (*dramatist)
2 \ProvidesPackage{dramatist}[2005/12/01 v1.2d Package for typesetting drama -
  - Author: Massimiliano Dominici]
```

```

3 \NeedsTeXFormat{LaTeX2e}
4 \RequirePackage{xspace}

```

3.2 Conditionals, options and counters

The following line checks whether a class defining `\if@openright` has been loaded; if not, it defines that conditional expression.

```

5 \@ifundefined{if@openright}{\newif\if@openright}{}
6 \newif\if@drverse

```

The following lines provide support for the `poemscol` package.

```

7 \newif\if@poemscol
8 \@ifpackageloaded{poemscol}{\@poemscoltrue}{\@poemscolfalse}

```

The conditional `\if@stagedir` is switched to true at the end of a stage direction.

```

9 \newif\if@stagedir

```

The two options for line numbering are defined to switch to true a conditional expression.

```

10 \newif\if@lnpa
11 \newif\if@lnps
12 \newif\if@lnpd
13 \DeclareOption{lnpa}{\@lnpatrue}
14 \DeclareOption{lnps}{\@lnpsttrue}
15 \ProcessOptions

```

This is needed for saving and restoring the value of the `poemline` counter in the case it is defined and used.

```

16 \newcounter{storelineno}
17 \setcounter{storelineno}{0}
18 \if@poemscol\else
19 \refstepcounter{storelineno}\fi
20 \newcounter{storeprintlineindex}

21 \newcounter{character}
22 \newcounter{temp}
23 \newcounter{gtemp}
24 \newcounter{act}
25 \newcounter{scene}[act]
26 \renewcommand{\theact}{\roman{act}}
27 \renewcommand{\thescene}{\roman{scene}}

```

3.3 Environments

<p>drama</p> <p><code>\speakswidth</code></p> <p><code>\speaksindent</code></p> <p><code>\Dlabelsep</code></p> <p><code>\Dparsep</code></p> <p><code>\speechskip</code></p> <p><code>\speakslabel</code></p>	<p>The unstarred version of the drama environment defines a list with negative item indentation and whose label is the speaker's name. A previous check is made for an option and, in the case it has been issued, a warning is typed out to the log file. Hooks for user customization are provided: <code>\speakswidth</code> is the width of a label in which the name of the character is printed; <code>\speaksindent</code> is the indentation of the same label; <code>\Dlabelsep</code> is the space between this label and the text of the dialogue; <code>\Dparsep</code> controls the space between paragraphs inside the dialogue; <code>\speechskip</code> controls the space between two subsequent speeches. <code>\speakslabel</code> formats the appearance of the name of the character.</p> <pre> 28 \newenvironment{drama}{% 29 \if@lnpa </pre>
---	--

```

30 \PackageWarning{dramatist}{\lnpwarning{a}}
31 \fi
32 \if@lnps
33 \PackageWarning{dramatist}{\lnpwarning{s}}
34 \fi
35 \list{}{%
36     \labelwidth\speakswidth
37     \itemindent\speaksindent
38     \itemsep\speechskip
39     \parsep\Dparsep
40     \labelsep\Dlabelsep
41     \let\makelabel\speakslabel}
42 } {\endlist}

```

drama* The starred version calls the verse environment (or the poem environment if `poemscol` is loaded), after switching to `\@drverse>true`, controls line numbering, if any, and, after closing verse, restores `\@drverse>false`.

```

43 \@namedef{drama*}{%
44     \@drverse>true
45     \if@poemscol
46         \begin{poem}
47         \setcounter{verselinenum}{\value{storelineno}}
48         \setcounter{printlineindex}{\value{storeprintlineindex}}
49     \else
50         \begin{verse}
51     \fi
52     \ifx\poemlines\@undefined\else
53         \setcounter{poemline}{\value{storelineno}}
54     \fi}
55 \@namedef{enddrama*}{%
56     \ifx\poemlines\@undefined\else
57         \setcounter{storelineno}{\value{poemline}}
58     \fi
59     \if@poemscol
60         \end{poem}
61         \setcounter{storelineno}{\value{verselinenum}}
62         \setcounter{storeprintlineindex}{\value{printlineindex}}
63     \else
64         \end{verse}
65     \fi
66     \@drverse>false}

```

3.4 Sectioning commands

The sectioning commands `\act` and `\scene` have been made wholly customizable via `\makeacthead` and `\makecenehead` just like the sectioning commands of `memoir` class (see [2] for further details).

`\phantomsection` is needed for compatibility with the `hyperref` package. It is defined to do nothing when `hyperref` is not loaded.

```

67 \providecommand\phantomsection{}
68 \newcommand\actmark[1]{}
69 \newcommand\scenemark[1]{}
70 \newcommand\drampermark[1]{}

```


`\@openact` `\@openact` must check if a class defining `\if@openright` has been loaded. In this case it provides an if statement to control switching between `openany` and `openright` behaviour. By default, the option loaded with the class is inherited. If the class loaded behaves like `article` only the `openany` option is allowed. According to the option loaded for line numbering, `\@openact` performs the needed operations.

```

71 \newcommand\@openact{%
72   \ifundefined{if@openright}{\clearpage}{%
73     \if@openright
74       \clearpage{\thispagestyle{empty}\cleardoublepage}
75     \else
76       \clearpage
77     \fi}
78   \thispagestyle{plain}
79   \refstepcounter{act}
80   \if@lnpa
81     \setcounter{storelineno}{0}
82     \if@poemscol
83       \setcounter{storeprintlineindex}{0}
84     \else
85       \refstepcounter{storelineno}
86     \fi
87   \fi
88 }
```

`\act` `\act` switches between `\@act` and `\@sact`; in the first case a line is added to the table of contents and an argument is assigned to `\actmark`. The actual task of printing the heading is left to `\m@ke@cthead`.

```

89 \newcommand\act{%
90   \@openact
91   \secdef\@act\@sact}
92 \newcommand\@act[1][]{%
93   \phantomsection
94   \addcontentsline{toc}{chapter}{\actname\ \theact}
95   \actmark{\actname\ \theact}
96   \m@ke@cthead{#1}
97   \@afterindentfalse
98   \@afterheading}
99 \newcommand\@sact[1][]{%
100   \m@ke@cthead{#1}
101   \@afterindentfalse
102   \@afterheading}
```

`\Act` `\Act` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sact`

```

103 \newcommand\Act{%
104   \@openact
105   \secdef\@Act\@sact}
106 \def\@Act[#1]#2{%
107   \phantomsection
108   \ifnum\c@secnumdepth>\m@ne
109     \addcontentsline{toc}{chapter}{\actname\ \theact\ #1}
110   \else
111     \addcontentsline{toc}{chapter}{#1}
```

```

112 \fi
113 \actmark{\actname\ \theact\ #1}
114 \m@ke@cthead{#2}
115 \@afterindentfalse
116 \@afterheading}

```

`\m@ke@cthead` `\m@ke@cthead` actually prints the headings.

```

117 \newcommand\m@ke@cthead[1]{%
118 \actheadstart
119 {\parindent \z@
120 \ifnum\c@secnumdepth>\m@ne
121 \printactname \printsep \printactnum
122 \fi
123 \printacttitle{#1}
124 \afteract}
125 }

```

`\@openscene` According to the option loaded for line numbering, `\@openscene` performs the needed operations.

```

126 \newcommand\@openscene{%
127 \stepcounter{scene}
128 \if@lmps
129 \setcounter{storelineno}{0}
130 \if@poemscol
131 \setcounter{storeprintlineindex}{0}
132 \else
133 \refstepcounter{storelineno}
134 \fi
135 \fi
136 }

```

`\scene` `\scene` switches between `\@scene` and `\@sscene`; in the first case a line is added to the table of contents and an argument is assigned to `\scenemark`. The actual task of printing the heading is left to `\m@kescenehead`.

```

137 \newcommand\scene{%
138 \@openscene
139 \secdef\@scene\@sscene}
140 \newcommand\@scene[1][]{%
141 \phantomsection
142 \addcontentsline{toc}{section}{\scenename\ \thescene}
143 \scenemark{\scenename\ \thescene}
144 \m@kescenehead{#1}
145 \@afterindentfalse
146 \@afterheading}
147 \newcommand\@sscene[1][]{%
148 \m@kescenehead{#1}
149 \@afterindentfalse
150 \@afterheading}

```

`\Scene` `\Scene` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sscene`

```

151 \newcommand\Scene{%
152 \@openscene

```

```

153 \secdef\@Scene\@sscene}
154 \def\@Scene[#1]#2{%
155 \phantomsection
156 \ifnum\c@secnumdepth>\z@
157 \addcontentsline{toc}{section}{\scenename\ \thescene\ #1}
158 \else
159 \addcontentsline{toc}{section}{#1}
160 \fi
161 \scenemark{\scenename\ \thescene\ #1}
162 \m@kescenehead{#2}
163 \@afterindentfalse
164 \@afterheading}

```

`\m@kescenehead` `\m@kescenehead` actually prints the headings.

```

165 \newcommand\m@kescenehead[1]{%
166 \sceneheadstart
167 {\parindent \z@
168 \ifnum\c@secnumdepth>\z@
169 \printscenename \printsep \printscenenum
170 \fi
171 \printscenetitle{#1}
172 \afterscene}
173 }

```

3.5 Defining characters

`\Character` The macro `\Character` performs three different tasks. First, it creates, being $\langle name \rangle$ the third argument, the command $\langle name \rangle$, for use in stage directions; in order to achieve this task it uses `\@namedef` (see the latex source).

In second place it creates a $\langle name \rangle$ `speaks` command, used for printing the speaker's name. It uses, for this purpose a `\n@me@ppend@nddef` macro which is similar to `\@namedef`. A conditional `\if@drverse` produces different formatting for the verse and the prose environment.

Finally, in third place, if the first optional argument is given and `\@xcharacter` is called, it creates an internal command, still using `\n@me@ppend@nddef`, in the form `\persona<count>`, where $\langle count \rangle$ is a counter expressed in roman lowercase numerals increasing by one every time `\Character` is called. This family of commands is used by `\DramPer` when it prints the list of the characters.

```

174 \newcommand\Character{%
175 \ifnextchar[{\@xcharacter}{\@character}}
176 \def\@xcharacter[#1]#2#3{%
177 \stepcounter{character}
178 \@character{#2}{#3}
179 \n@me@ppend@nddef{persona}{@\Roman{character}}{\castfont #1}
180 }
181 \def\@character#1#2{%
182 \@namedef{#2}{\namefont #1}\xspace}
183 \n@me@ppend@nddef{#2}{\@ppendname}{%
184 \if@drverse
185 {\speakstab\speaksfont{#1}\speaksdel\par\nobreak\addvspace{-\parskip}}
186 \else
187 \item[#1\speaksdel]
188 \fi}

```

```

189 }
190 \newcommand{\n@me@ppend@enddef}[2]{%
191     \expandafter\def\csname#1#2\endcsname}
192 \newcommand{\@ppendname}{speaks}

```

CharacterGroup This environment is used for groups of characters in the *Dramatis Personæ* list. The main idea is that each group of characters should be treated as a single `\persona<count>` when called by `\DramPer`, while inside it should behave like `\DramPer` itself – in this case `\dogrouplist`, which is identical in structure. The main feature is that every instance of `CharacterGroup` defines an internal counter whose name depends by another counter – namely: `character` – and this is used by the correspondent ‘call’ to `\dogrouplist`.

```

193 \newenvironment{CharacterGroup}[1]{%
194     \stepcounter{character}
195     \newcounter{g\Roman{character}}
196     \grouplist{#1}
197 }{}

```

The name and the first specification of the characters, the big parentheses, and the common denomination are arranged in boxes whose length can be specified by the user by means of *ad hoc* commands.

```

198 \newsavebox{\tbox}
199 \newcommand\grouplist[1]{%
200     \global\n@me@ppend@enddef{persona}{@\Roman{character}}{%
201         \begin{lrbox}{\tbox}
202             \begin{minipage}[c]{\CharWidth}\raggedright
203                 \leftmargini=0pt
204                 \begin{list}{}{\itemsep=0pt}
205                     \dogrouplist
206                 \end{list}
207             \end{minipage}
208         \end{lrbox}
209         \parbox{\CharWidth}{\usebox{\tbox}}%
210         \parbox{\ParenWidth}{${\left.\rule{0pt}{\ht\tbox}\right)}$}
211         \parbox{\CastWidth}{\castfont #1\strut}}
212 }

213 \newcommand{\dogrouplist}{%
214     \ifnum\value{g\Roman{temp}}>\value{gtemp}
215         \stepcounter{gtemp}
216         \item\@nameuse{gpersona@\Roman{temp}}@\Roman{gtemp}}\strut
217     \dogrouplist
218 \fi
219 \setcounter{gtemp}{0}
220 }

```

\GCharacter This is the version of `\Character` to be used inside a `CharacterGroup` environment. In this case the first argument is, obviously, mandatory.

```

221 \newcommand\GCharacter[3]{
222     \stepcounter{g\Roman{character}}
223     \global\@namedef{#3}{\namefont #2}\xspace}
224 \global\n@me@ppend@enddef{#3}{\@ppendname}{%
225     \if@drverse
226         {\speakstab\speakfont #2\speakdel\par\nobreak\addvspace{-\parskip}}

```

```

227         \else
228             \item[#2\speaksdel]
229         \fi}
230 \global\newcommand\enddef{gpersona@Roman{character}}{
231     @Roman{gRoman{character}}}{\castfont #1}
232 }

```

\speaker This command is provided for defining characters which must not appear in the ‘Dramatis Personæ’ list and are not mentioned in stage directions.

```

233 \newcommand\speaker[1]{
234     \if@drverse
235         {\speakstab\speaksfont #1\speaksdel\par\nobreak\addvspace{-\parskip}}
236     \else
237         \item[#1\speaksdel]
238     \fi}

```

\DramPer The macro `\DramPer` prints in the list of *Dramatis Personæ* the characters previously defined by the first argument of `\Character`. This is done via the `\dodramperlist` macro, which recursively calls the `\persona<count>` commands and put them in the list defined by `\DramPer`.

```

239 \newcommand\DramPer{%
240     \ifundefined{if@openright}{\clearpage}{
241         \if@openright\cleardoublepage\else\clearpage\fi}
242     \secdef\dramper\sdramper}

243 \newcommand@dramper[1][]{
244     \phantomsection
245     \addcontentsline{toc}{chapter}{\casttitlename}
246     \drampermark{\casttitlename}
247     \m@kedramperhead{#1}}

248 \newcommand\sdramper[1][]{
249     \m@kedramperhead{#1}}

250 \newcommand\m@kedramperhead[1]{
251     \castheadstart
252     {\printcasttitle #1
253     \aftercasttitle}
254     \begin{list}{}{\leftmargin=0pt \itemsep=0pt}
255     \dodramperlist
256     \end{list}
257 }

258 \newcommand\dodramperlist{%
259     \ifnum\value{character}>\value{temp}
260         \stepcounter{temp}
261         \item\@nameuse{persona@Roman{temp}}\strut
262     \dodramperlist
263 \fi
264 }

```

3.6 Stage direction

\direct In the prose environment `\direct` merely encloses its argument in plain braces and emphasizes it; and has no starred version. In the verse environment things

are a little more complicated, a `\parbox` is involved and I have to admit the result is not really perfect – yet I found no better solution. The starred version must be used at the end of a stanza.

```

265 \newcommand{\direct}{%
266     \@ifstar\@sdirect\@direct}
267 \newcommand{\@direct}[1]{%
268     \if@drverse
269         \vskip2\normallineskip
270         \parbox[b]{\dirwidth}{\dirdelimiter{\itshape #1}}\@centercr
271     \else
272         \dirdelimiter{\itshape #1}\unskip
273     \fi
274 }
275 \newcommand{\@sdirect}[1]{%
276     \if@drverse
277         \vskip2\normallineskip
278         \parbox[b]{\dirwidth}{\dirdelimiter{\itshape #1}}\\!
279     \else
280         \starrederror
281     \fi
282 }
283 \newcommand{\dirdelimiter}[1]{(#1)}

```

\StageDir It's a very simple command `\StageDir`: it merely calls the `stagedir` environment. No more talking of it.

```

284 \newcommand{\StageDir}[1]{%
285     \begin{stagedir}
286     #1
287     \end{stagedir}
288 }

```

stagedir The `stagedir` environment calls by default the `quote` environment, but can be re-defined by the user to do everything by means of `\StageDirConf`. I use here `\em` instead of `\emph` in order to avoid strange indentations – thanks to Christian Ebert for having recognized and solved the problem.

```

289 \newenvironment{stagedir}{%
290     \StageDirOpenSettings}%
291     \StageDirCloseSettings\global\@stagedirtrue}
292 \newcommand\StageDirOpenSettings{\begin{quote}\em}
293 \newcommand\StageDirCloseSettings{\end{quote}}
294 \newcommand\StageDirConf[2]{%
295     \renewcommand\StageDirOpenSettings{#1}
296     \renewcommand\StageDirCloseSettings{#2}
297 }

```

3.7 Configuration settings

```

298 \newcommand\actcontentsline[1]{\actname\ \theact}
299 \newcommand{\actnamefont}{\scshape\Large}
300 \newcommand{\actnumfont}{\actnamefont}
301 \newcommand{\acttitlefont}{\actnamefont}

```

```

302 \newcommand{\actname}{Act}
303 \newcommand{\printactname}{\centering\actnamefont \actname}
304 \newcommand{\printactnum}{\actnumfont \theact}
305 \newcommand{\printacttitle}[1]{\acttitlefont\ #1}
306 \newcommand{\scenecontentsline}[1]{\scenename\ \thescene}
307 \newcommand{\scenenamefont}{\scshape\large}
308 \newcommand{\scenenumfont}{\scenenamefont}
309 \newcommand{\scenetitlefont}{\scenenamefont}
310 \newcommand{\scenename}{Scene}
311 \newcommand{\printscenename}{\centering\scenenamefont \scenename}
312 \newcommand{\printscenenum}{\scenenumfont \theact\intersep\thescene}
313 \newcommand{\printscenetitle}[1]{\scenetitlefont\ #1}
314 \newcommand{\intersep}{\ --\ }
315 \newcommand{\printsep}{\ }
316 \newcommand{\printcasttitle}{\centering\casttitlefont \casttitlename}
317 \newcommand{\casttitlefont}{\Large\scshape}
318 \newcommand{\casttitlename}{Dramatis Person\ae}
319 \newcommand{\castfont}{\normalfont}
320 \newcommand{\namefont}{\scshape}
321 \newcommand{\speaksfont}{\scshape}
322 \newcommand{\speaksdel}{}
323 \newlength{\CharWidth}
324 \setlength{\CharWidth}{.3\textwidth}
325 \newlength{\ParenWidth}
326 \setlength{\ParenWidth}{.05\textwidth}
327 \newlength{\CastWidth}
328 \setlength{\CastWidth}{.6\textwidth}

329 \def\actheadstart{\vspace*{\beforeactskip}}
330 \def\afteract{\par\nobreak\vskip\afteractskip}
331 \def\sceneheadstart{\vspace*{\beforesceneskip}}
332 \def\afterscene{\par\nobreak\vskip\aftersceneskip}
333 \def\castheadstart{\vspace*{\beforecastskip}}
334 \def\aftercasttitle{\par\nobreak\vskip\aftercasttitleskip}
335 \newcommand{\speakstab}{\hspace{\speaksskip}}
336 \newlength{\beforeactskip}
337 \setlength{\beforeactskip}{\baselineskip}
338 \newlength{\afteractskip}
339 \setlength{\afteractskip}{\baselineskip}
340 \newlength{\beforesceneskip}
341 \setlength{\beforesceneskip}{0pt}
342 \newlength{\aftersceneskip}
343 \setlength{\aftersceneskip}{\baselineskip}
344 \newlength{\beforecastskip}
345 \setlength{\beforecastskip}{0pt}
346 \newlength{\aftercasttitleskip}
347 \setlength{\aftercasttitleskip}{0pt}
348 \newlength{\speaksskip}
349 \setlength{\speaksskip}{1em}
350 \newlength{\dirwidth}
351 \setlength{\dirwidth}{.6\textwidth}

Default settings for the drama environment.
352 \newdimen\speakswidth
353 \speakswidth\z@

```

```

354 \newdimen\speaksindent
355 \speaksindent=-\leftmargin
356 \newdimen\speechskip
357 \speechskip\itemsep
358 \newdimen\Dparsep
359 \Dparsep\z@
360 \newdimen\Dlabelsep
361 \Dlabelsep\labelsep
362 \newcommand{\speakslabel}[1]{%
363   \hspace\labelsep \speaksfont{#1}}

```

3.8 Error messages handling

```

364 \newcommand{\starrederror}{\PackageError{dramatist}{%
365   The starred version of this command is not available under the
366   option you have chosen}
367   {You probably misspelled the command.^^J%
368   Only the ‘verse’ option supports a starred version of this
369   command.}}
370 }
371 \newcommand{\lnpwarning}[1]{The option ‘lnp#1’ is meaningless outside the%
372   ‘drama*’ environment}
373 \newcommand{\inputfilewarning}{\PackageWarningNoLine{dramatist}{^^J^^J%
374 *****^^J%
375 * No Configuration file found, using default settings. *^^J%
376 *****^^J%
377 }}
378 \newcommand{\foundfile}{\PackageWarningNoLine{dramatist}{^^J^^J%
379 *****^^J%
380 * Using Configuration file dramatist.cfg. *^^J%
381 *****^^J%
382 }}

```

3.9 Local configuration file

The following code inputs the local configuration file `dramatist.cfg`.

```

383 \InputIfFileExists{dramatist.cfg}{\foundfile}{\inputfilewarning}
384 \<dramatist)

```

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