Deck

a Go package for presentations

DECK: a package for presentations

Deck is a package written in Go

That uses a singular markup language

With elements for text, lists, code, and graphics

All layout and sizes are expressed as percentages

Clients are interactive or create formats like PDF or SVG

Elements

Hello, World

This is a block of text, word-wrapped to a specified width. You can specify size, font, color, and opacity.

```
package main
import "fmt"
func main() {
    fmt.Println("Hello, World")
}
```

...

Item 1

Item 2

Item 3

- First item
- Second item
- The third item
- and the last thing

1. This

2. That

3. The other

4. One more

`<list>...</list>`
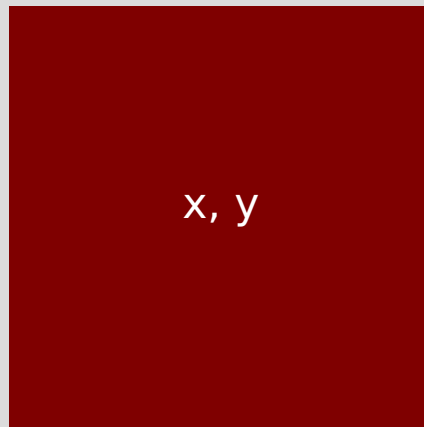
height

x, y

width

`<image .../>`

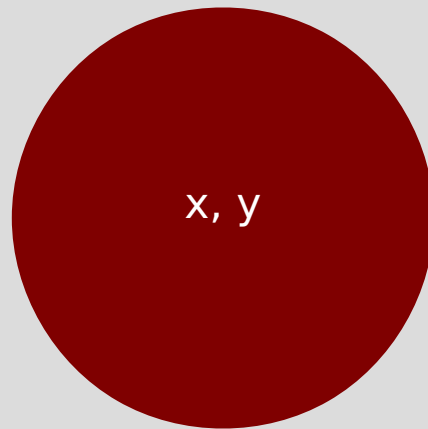height (relative
to element
or canvas
width)

x, y

width

<rect .../>

height (relative
to element
or canvas
width)

x, y

width

`<ellipse .../>`

end

start

`<line .../>`

angle2 (90 deg)

x, y   angle1 (0 deg)

`<arc .../>`

control

start

end

`<curve .../>`

Markup and Layout

|	
Start the deck	`<deck>`
Set the canvas size	`<canvas width="1024" height="768" />`
Begin a slide	`<slide bg="white" fg="black">`
Place an image	`<image xp="70" yp="60" width="256" height="179" name="work.png" caption="Desk"/>`
Draw some text	`<text  xp="20" yp="80" sp="3">Deck uses these elements</text>`
Make a bullet list	`<list  xp="20" yp="70" sp="2" type="bullet">`
	`<li>text, list, image</li>`
	`<li>line, rect, ellipse</li>`
	`<li>arc, curve</li>`
End the list	`</list>`
Draw a line	`<line    xp1="20" yp1="10" xp2="30" yp2="10"/>`
Draw a rectangle	`<rect    xp="35"  yp="10" wp="4" hr="75" color="rgb(127,0,0)"/>`
Draw an ellipse	`<ellipse xp="45"  yp="10" wp="4" hr="75" color="rgb(0,127,0)"/>`
Draw an arc	`<arc     xp="55"  yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>`
Draw a quadratic bezier	`<curve   xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />`
End the slide	`</slide>`
End of the deck	`</deck>`

Anatomy of a Deck

Deck uses these elements

- text, list, image
- line, rect, ellipse
- arc, curve

Desk
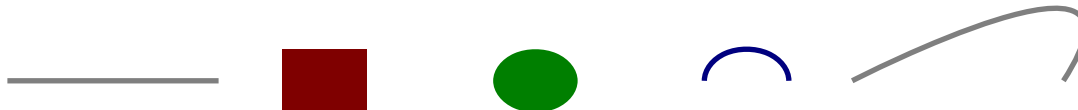
Text and List Markup

Position, size `<text xp="..." yp="..." sp="...">`

Block of text `<text ... type="block">`

Lines of code `<text ... type="code">`

Attributes `<text ... color="..." opacity="..." font="..." align="...">`

Position, size `<list xp="..." yp="..." sp="...">`

Bullet list `<list ... type="bullet">`
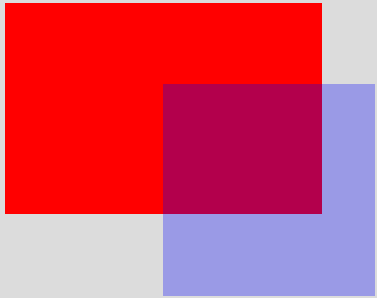
Numbered list `<list ... type="number">`

Attributes `<list ... color="..." opacity="..." font="..." align="...">`

Common Attributes for text and list

xp	horizontal percentage
yp	vertical percentage
sp	font size percentage
type	"bullet", "number" (list), "block", "code" (text)
align	"left", "middle", "end"
color	SVG names ("maroon"), or RGB "rgb(127,0,0)"
opacity	percent opacity (0-100, transparent - opaque)
font	"sans", "serif", "mono"

Graphics Markup

`<line xp1="5" yp1="75" xp2="20" yp2="70" sp="0.2"/>`

`<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>`

`<rect xp="15" yp="55" wp="10" hr="100" color="blue" opacity="30"/>`

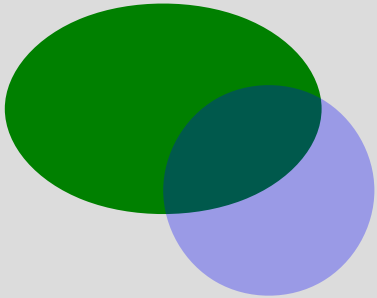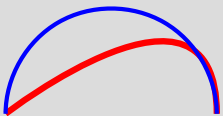`<ellipse xp="10" yp="35" wp="15" hr="66.66" color="green"/>`

`<ellipse xp="15" yp="30" wp="10" hr="100" color="blue" opacity="30"/>`

`<curve xp1="5" yp1="10" xp2="15" yp2="20" xp3="15" yp3="10" sp="0.3" color="red"/>`

`<arc xp="22" yp="10" wp="10" wp="10" a1="0" a2="180" sp="0.2" color="blue"/>`

Percent Grid
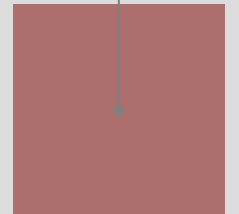
10%, 50%

50%, 50%

90%, 50%

Hello

Percentage-based layout

Design Examples

Two Columns

One

Two

Three

Four

Five

Six

Seven

Eight

Tree and Sky

Rocks

The Go Programming Language

is a static typed,

c lookalike,

semicolon-less,

self formatting,

package managed,

object oriented,

easily paralellizable,

cluster fuck of genius

with an unique class inheritance system.

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The Go Programming Language

is a static typed, c lookalike, semicolon-less, self formatting,

package managed, object oriented, easily paralellizable,

cluster fuck of genius with an unique class inheritance system.

It doesn't have one.

A few months ago, I had a look at the brainchild of a few serious heavyweights working at Google. Their project, the Go programming language, is a static typed, c lookalike, semicolon-less, self formatting, package managed, object oriented, easily paralellizable, cluster fuck of genius with an unique class inheritance system.

So, the next time you're about to make a subclass, think hard and ask yourself

what would Go do

Clients

A Deck Client

```go
package main
import (
    "fmt"
    "log"
    "github.com/ajstarks/deck"
)
func main() {
    presentation, err := deck.Read("deck.xml", 1024, 768) // open the deck
    if err != nil {
        log.Fatal(err)
    }
    for slidenumber, slide := range presentation.Slide { // for every slide...
        fmt.Println("Processing slide", slidenumber)
        for _, t := range slide.Text { // process the text elements
            x, y, size := deck.Dimen(presentation.Canvas, t.Xp, t.Yp, t.Sp)
            dotext(x, y, size, t)
        }
        for _, l := range slide.List { // process the list elements
            x, y, size := deck.Dimen(presentation.Canvas, l.Xp, l.Yp, l.Sp)
            dolist(x, y, size, l)
        }
    }
}
```
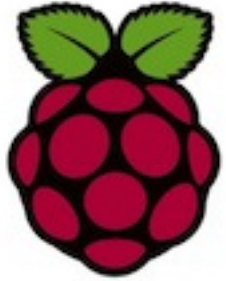
go get github.com/ajstarks/deck/vgdeck

go get github.com/ajstarks/deck/pdfdeck

go get github.com/ajstarks/deck/svgdeck

pdfdeck [options] file.xml...

-sans, -serif, -mono [font] specify fonts

-pagesize [Letter, Legal, Tabloid, A2, A3, A4, A5,

      ArchA, Index, 4R, Widescreen]

-pagewidth [page width (pt)]

-pageheight [page height (pt)]

-stdout (output to standard out)

-outdir [directory] directory for PDF output

-fontdir [directory] directory containing font information

-author [author name] set the document author

-title [title text] set the document title

-grid [percent] draw a percent grid on each slide

svgdeck [options] file.xml...

-sans, -serif, -mono [font] specify fonts

-pagesize [Letter, Legal, A3, A4, A5]

-pagewidth [canvas width]

-pageheight [canvas height]

-stdout (output to standard out)

-outdir [directory] directory for PDF output

-title [title text] set the document title

-grid [percent] draw a percent grid on each slide

vgdeck [options] file.xml...

-loop [duration] loop, pausing [duration] between slides

-slide [number] start at slide number

-w [width] canvas width

-h [height] canvas height

-g [percent] draw a percent grid

vgdeck Commands

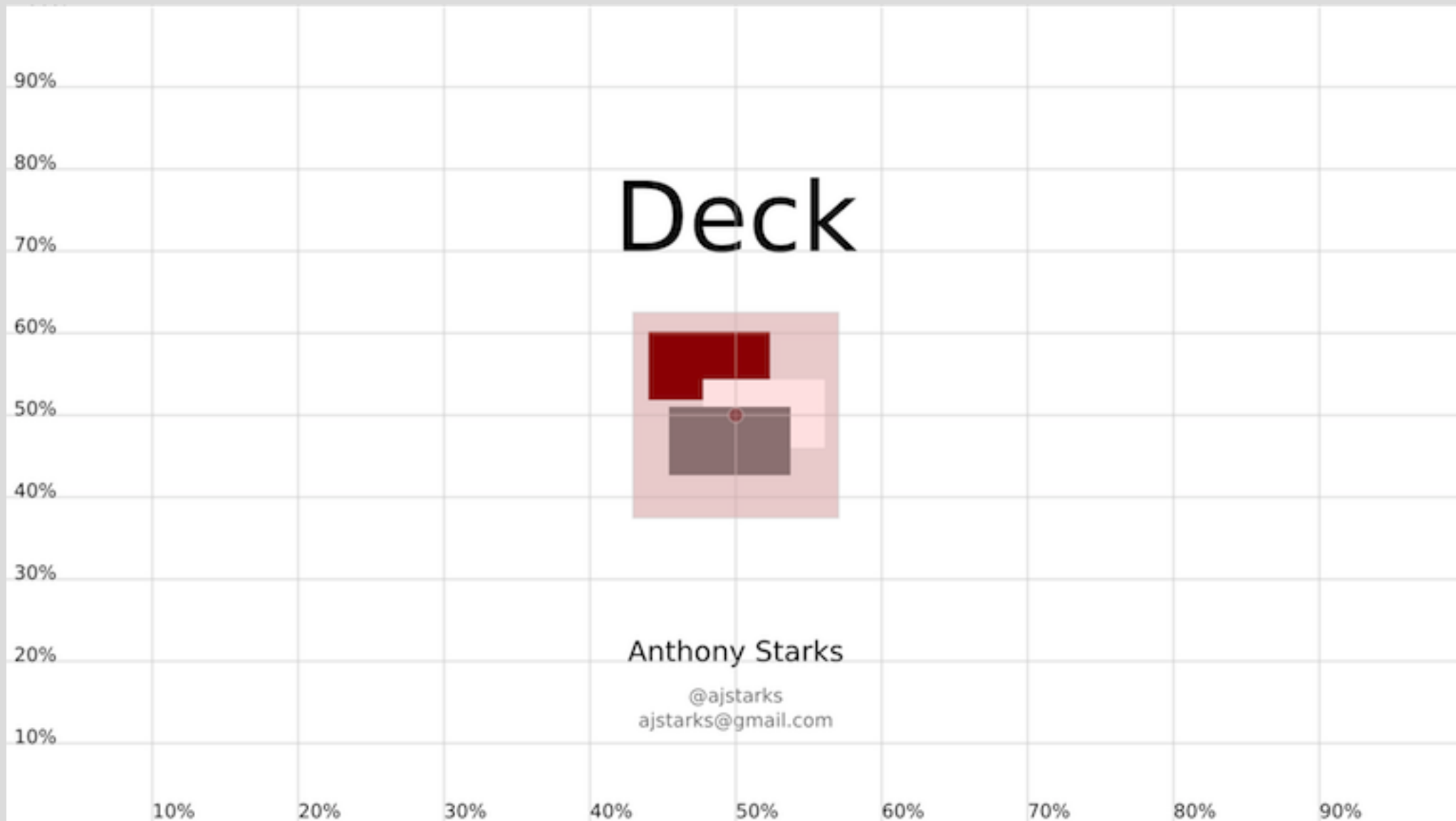|	
`+, Ctrl-N, [Return]`	Next slide
`-, Ctrl-P, [Backspace]`	Previous slide
`^, Ctrl-A`	First slide
`$, Ctrl-E`	Last slide
`r, Ctrl-R`	Reload
`x, Ctrl-X`	X-Ray
`/, Ctrl-F [text]`	Search
`s, Ctrl-S`	Save
`q`	Quit

Deck

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X-Ray mode shows the percent grid, and highlights images

github.com/ajstarks/deck

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