

# Deck



a Go package for presentations

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## 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

A block of text, word-wrapped to a specified width. You may specify size, font, color, and opacity.

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

<text>...</text>

bullet

- Point A
- Point B
- Point C
- Point D

plain

First item  
Second item  
The third item  
and the last thing

number

1. This
2. That
3. The other
4. One more

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

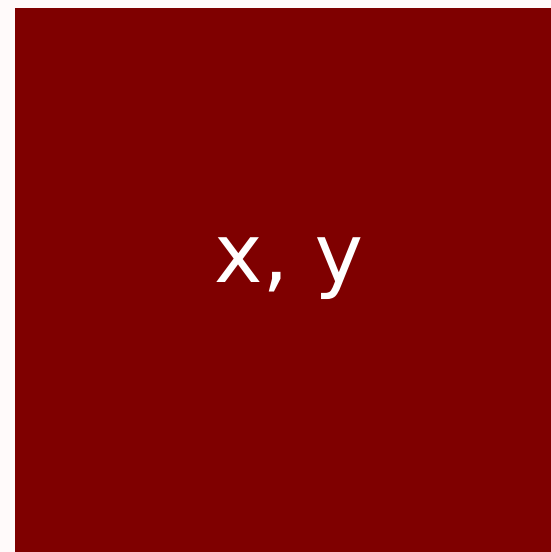
height



width

```
<image ... />
```

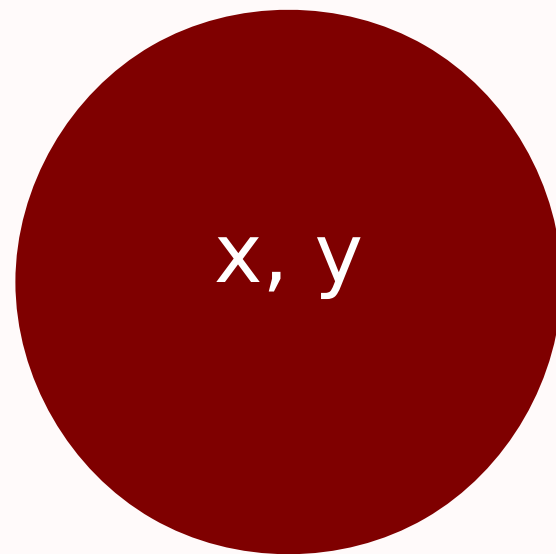
height  
(relative  
to element  
or canvas  
width)



width

```
<rect ... />
```

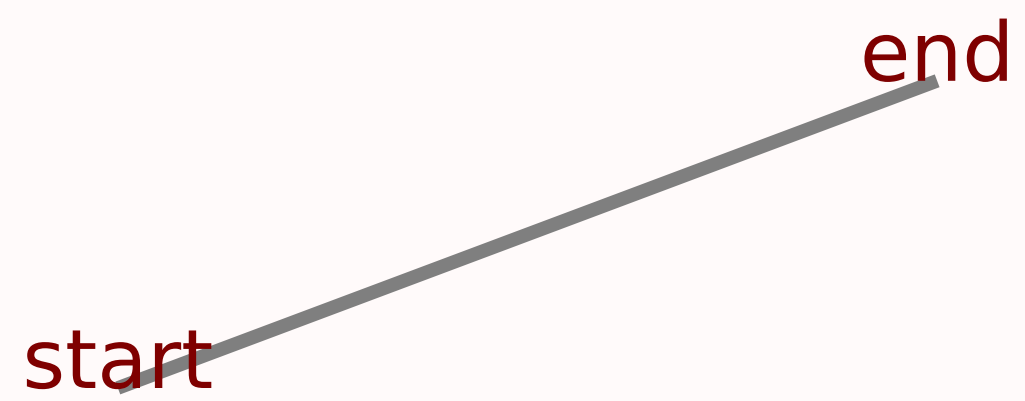
height  
(relative  
to element  
or canvas  
width)



width

```
<ellipse .../>
```





`<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>

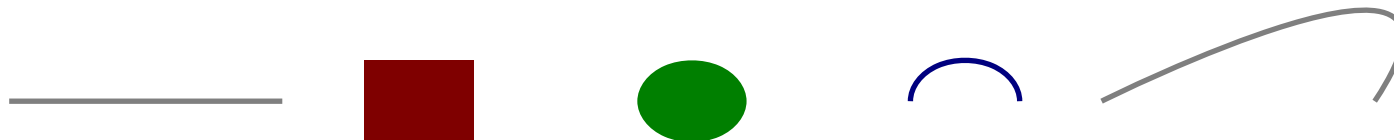
## Anatomy of a Deck

# 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

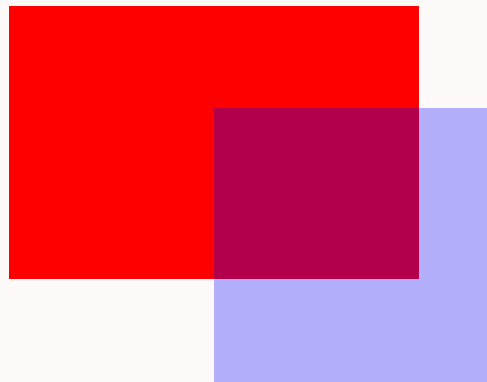
<code>xp</code>	horizontal percentage
<code>yp</code>	vertical percentage
<code>sp</code>	font size percentage
<code>type</code>	"bullet", "number" (list), "block", "code" (text)
<code>align</code>	"left", "middle", "end"
<code>color</code>	SVG names ("maroon"), or RGB "rgb(127,0,0)"
<code>opacity</code>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



# Graphics Markup

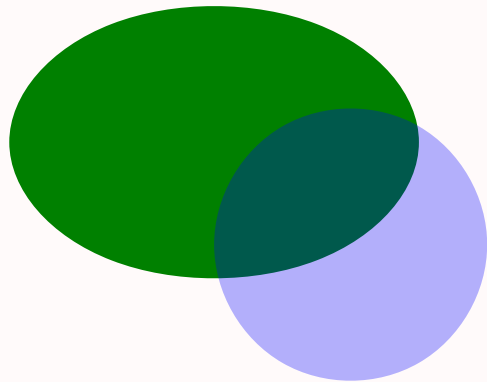


```
<line xp1="5" yp1="75" xp2="20" yp2="70" sp="0.2"/>
```



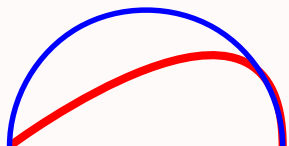
```
<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>
```

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



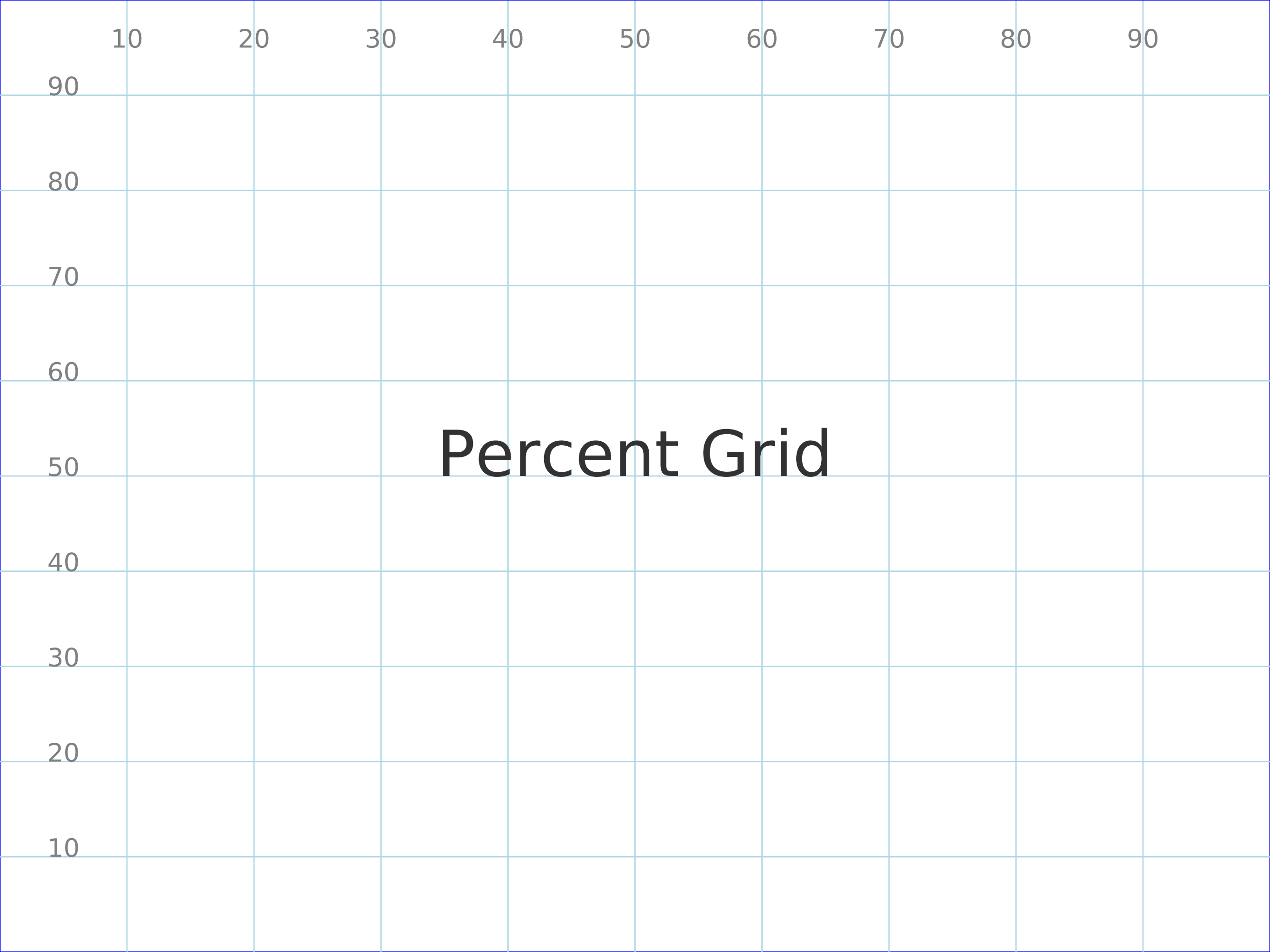
```
<ellipse xp="10" yp="35" wp="15" hr="66.66" color="green"/>
```

```
<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"/>
```



10

20

30

40

50

60

70

80

90

90

80

70

60

50

40

30

20

10

Percent Grid

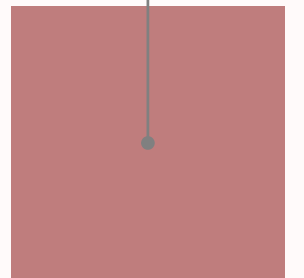
10%, 50%

Hello

50%, 50%



90%, 50%



Percentage-based layout

bullet

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

Design Examples

Top

Left

Right

Bottom

20%

30%

70%

20%



Header (top 20%)

Summary  
(30%)

Detail  
(70%)

Footer (bottom 20%)

# Two Columns

One

Two

Three

Four



Tree and Sky

Five

Six

Seven

Eight



Rocks

This is not a notecard

Rich

Can't buy me love

Bliss

Worse

Better

Misery

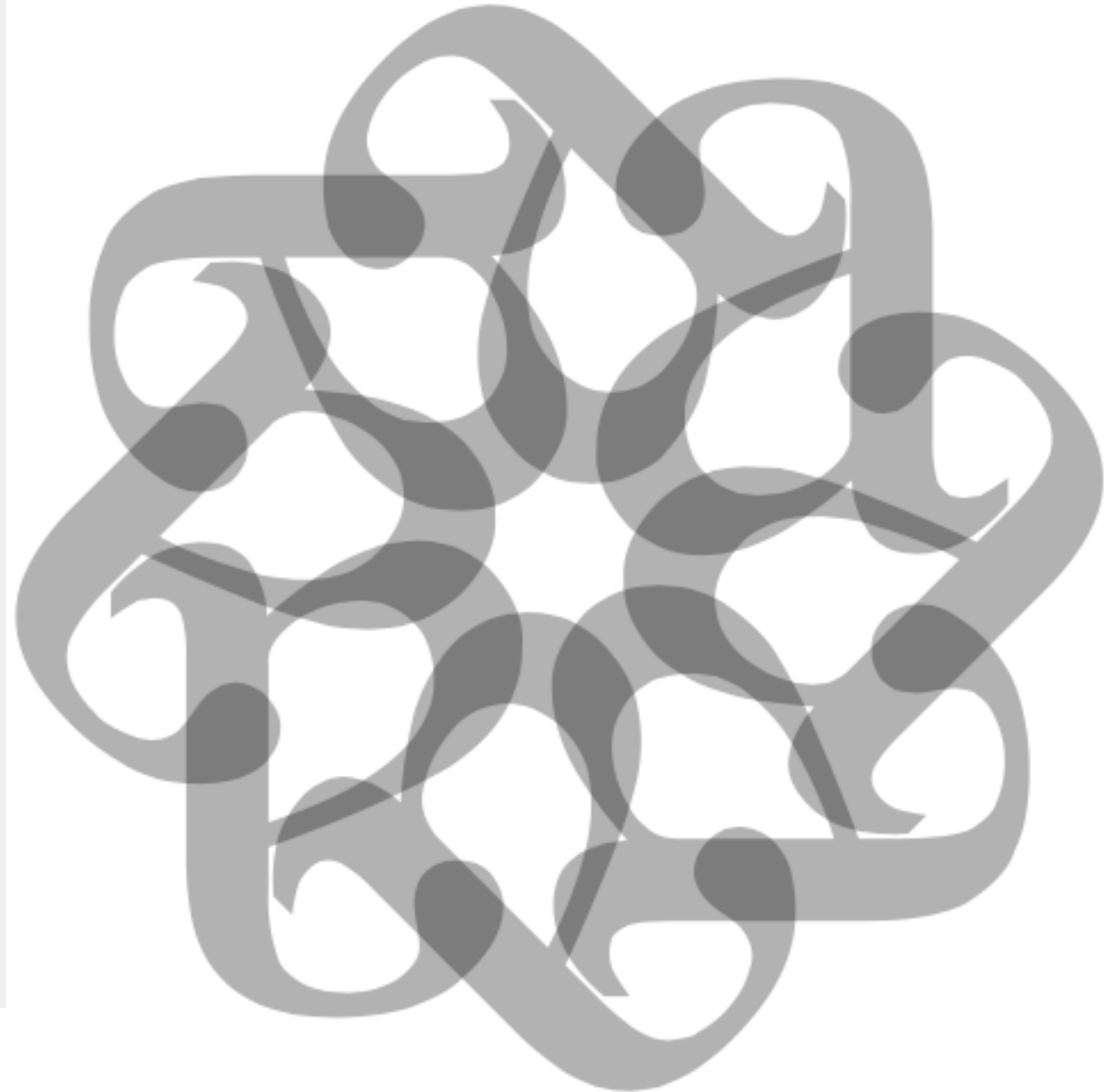
We have each other

Poor

## Code

```
package main
import (
    "os"
    "github.com/ajstarks/svgo"
)
func main() {
    canvas := svgo.New(os.Stdout)
    width := 850
    height := 1100
    canvas.Start(width, height)
    canvas.Gstyle("fill-opacity:0.3;font-size:480pt")
    for r := 0.0; r < 360.0; r += 45 {
        canvas.TranslateRotate(width/2, height/2, r)
        canvas.Text(0, 0, "a")
        canvas.Gend()
    }
    canvas.Gend()
    canvas.End()
}
```

## Output



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. It doesn't have one.

# 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.

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

what would Go do

Andrew Mackenzie-Ross, <http://pocket.co/sSc56>



A full-page background image of a sky filled with dark, textured clouds. A bright, glowing light source, likely the sun, is visible through a break in the clouds near the top center, casting a strong light across the scene. The overall color palette is dominated by deep blues and greys, with the bright light providing a stark contrast.

You must not blame me if I do talk to the clouds.

FOR, LO,

the winter is past,

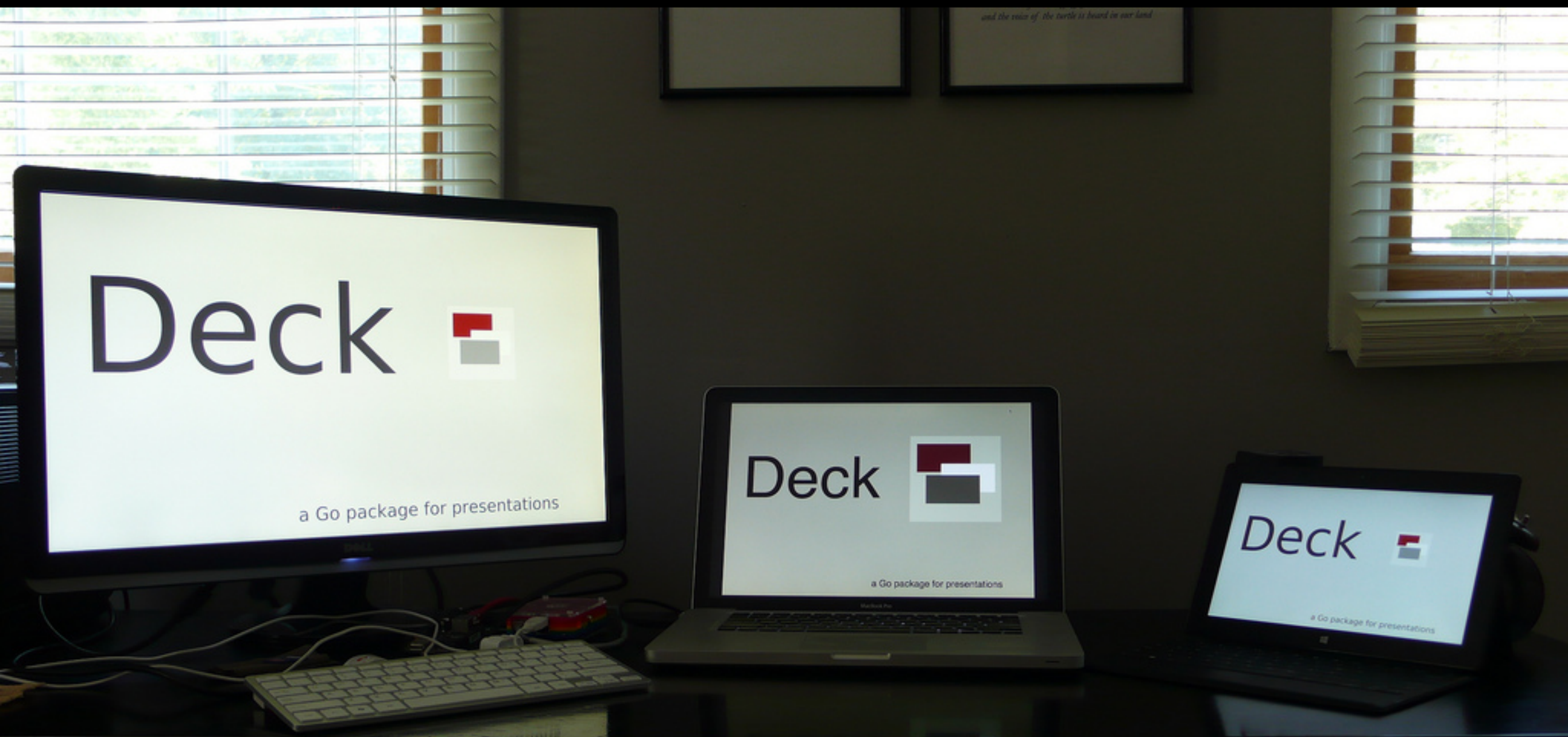
the rain is over and gone;

The flowers appear on the earth;

the time for the singing of birds is come,

and the voice of the turtle is heard in our land.





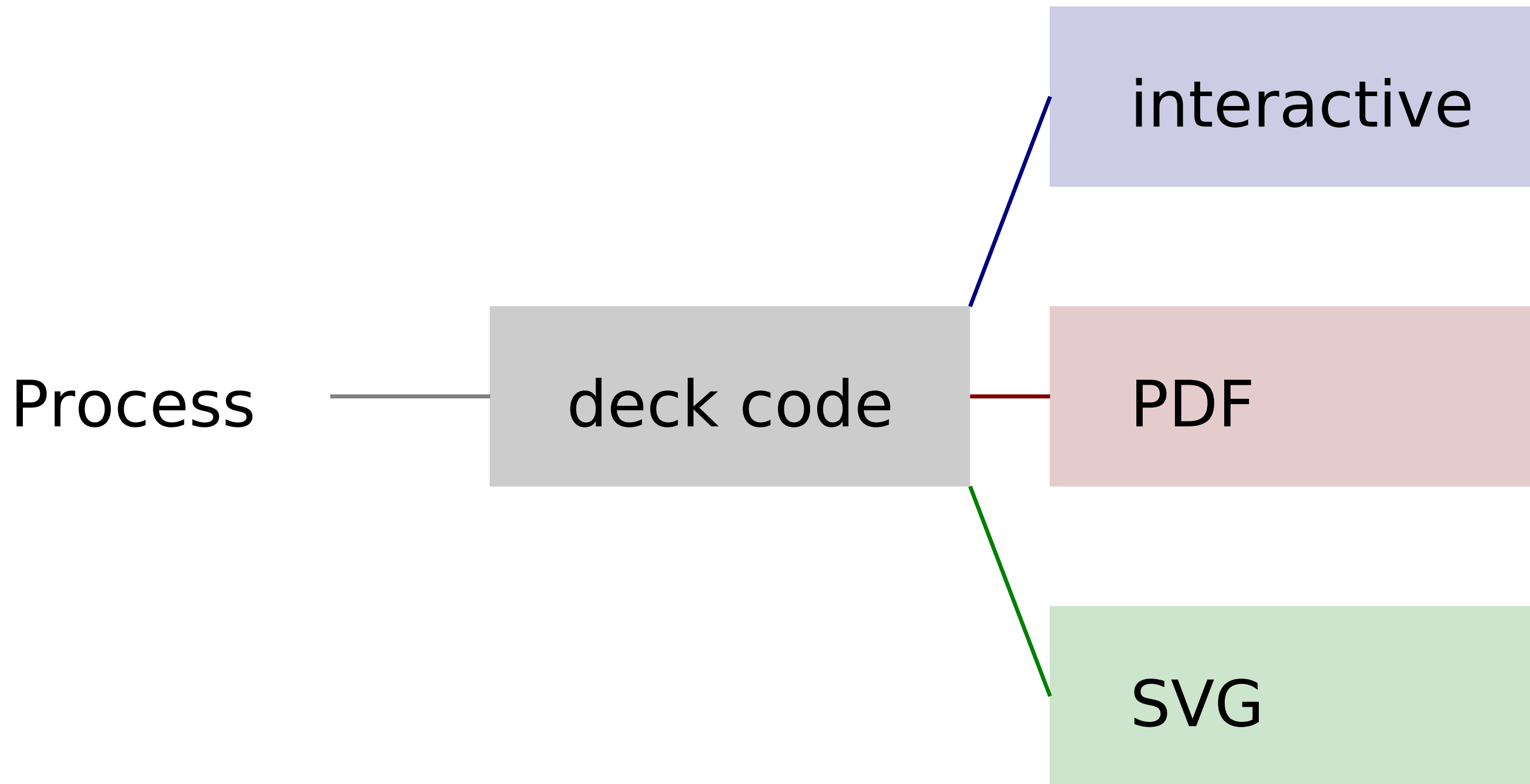
Clients

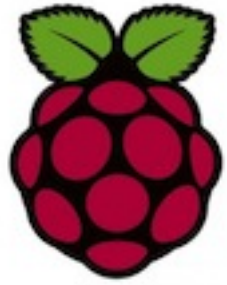
```

package main
import (
    "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 _, slide := range presentation.Slide {           // for every slide...
        for _, t := range slide.Text {                   // process the text elements
            x, y, size := deck.Dimen(presentation.Canvas, t.Xp, t.Yp, t.Sp)
            slideText(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)
            slideList(x, y, size, l)
        }
    }
}

```

# A Deck Client





```
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]

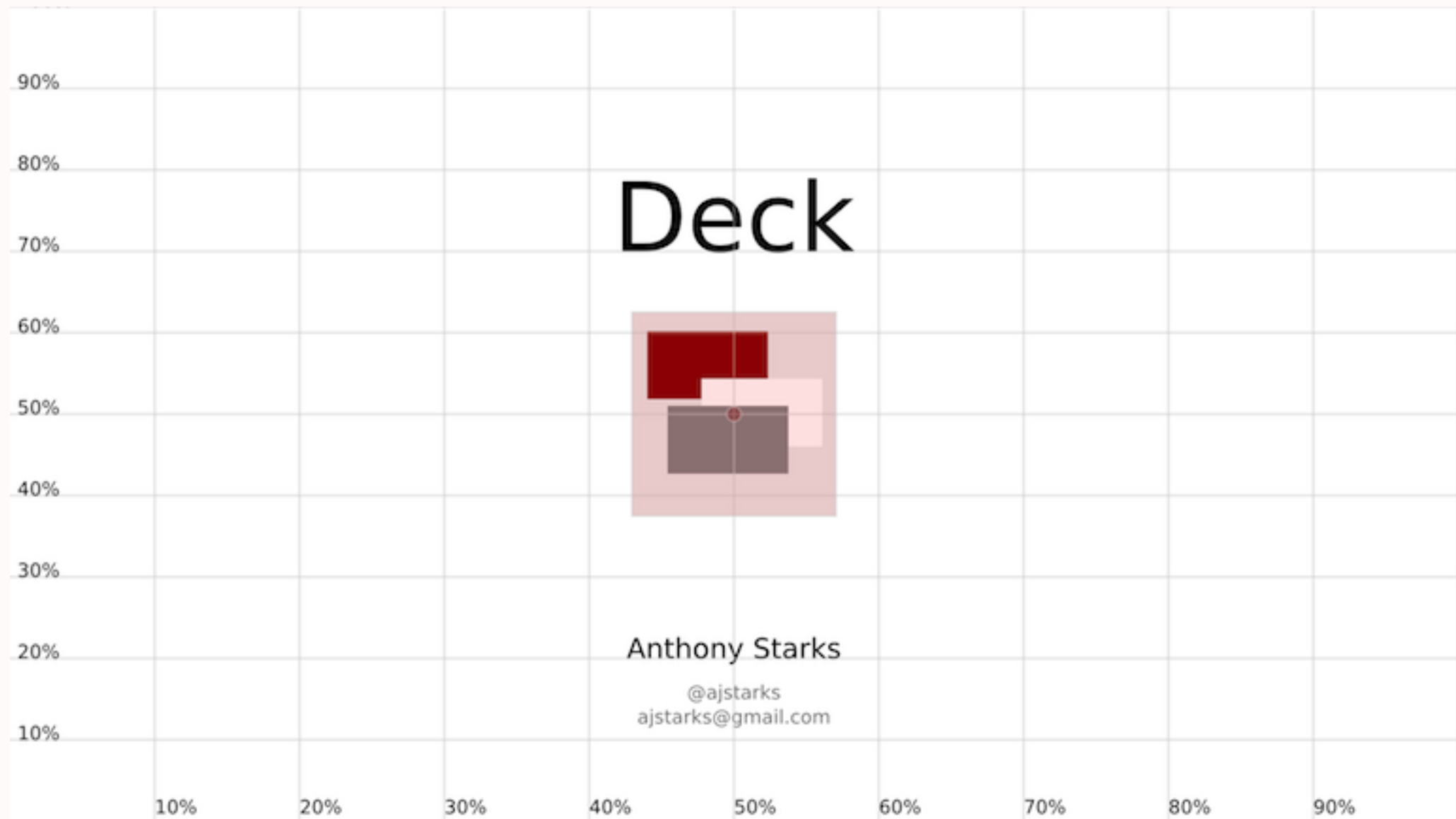
Search

s, Ctrl-S

Save

q

Quit



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

[github.com/ajstarks/deck](https://github.com/ajstarks/deck)



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