

# 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

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")
}
```

<text>...</text>

Item 1

- First item

1. This

Item 2

- Second item

2. That

Item 3

- The third item
- and the last thing

3. The other

4. One more

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

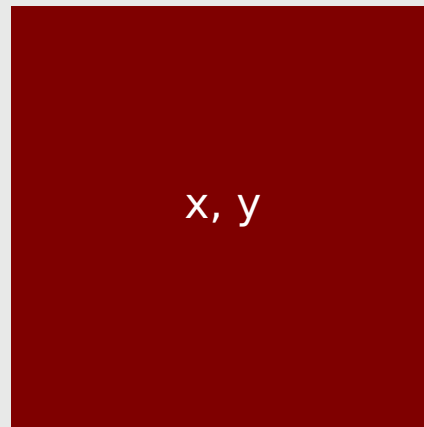
height



width

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

height (relative  
to element  
or canvas  
width)

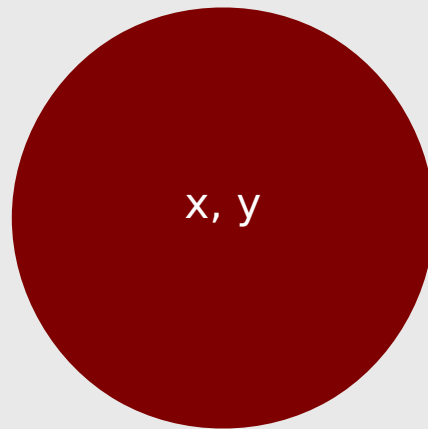


x, y

width

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

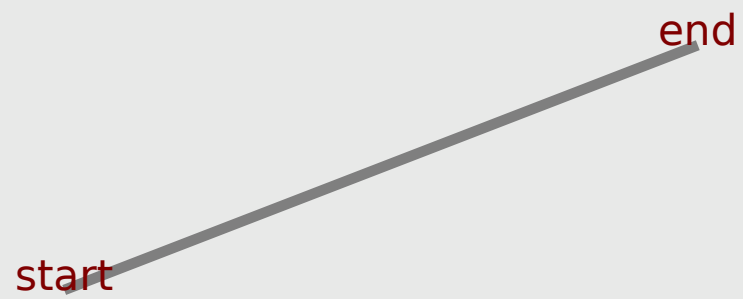
height (relative  
to element  
or canvas  
width)



width

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





`<line .../>`

angle2 (90 deg)

x, y

angle1 (0 deg)

<arc .../>



`<curve ... />`

Markup and Layout

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

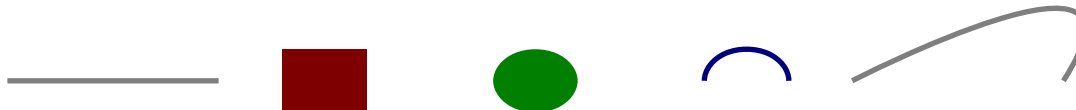
## Anatomy of a Deck

# Deck uses these elements

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



Desk



# Text and List Markup

Position, size	<code>&lt;text xp="..." yp="..." sp="..."&gt;</code>
Block of text	<code>&lt;text ... type="block"&gt;</code>
Lines of code	<code>&lt;text ... type="code"&gt;</code>
Attributes	<code>&lt;text ... color="..." opacity="..." font="..." align="..."&gt;</code>

Position, size	<code>&lt;list xp="..." yp="..." sp="..."&gt;</code>
Bullet list	<code>&lt;list ... type="bullet"&gt;</code>
Numbered list	<code>&lt;list ... type="number"&gt;</code>
Attributes	<code>&lt;list ... color="..." opacity="..." font="..." align="..."&gt;</code>

# Common Attributes for text and list

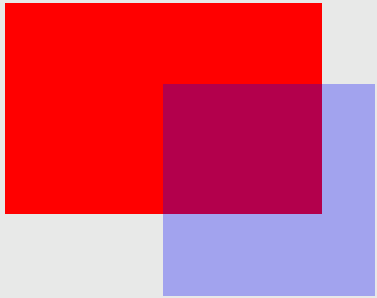
<b>xp</b>	horizontal percentage
<b>yp</b>	vertical percentage
<b>sp</b>	font size percentage
<b>type</b>	"bullet", "number" (list), "block", "code" (text)
<b>align</b>	"left", "middle", "end"
<b>color</b>	SVG names ("maroon"), or RGB "rgb(127,0,0)"
<b>opacity</b>	percent opacity (0-100, transparent -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



# Graphics Markup

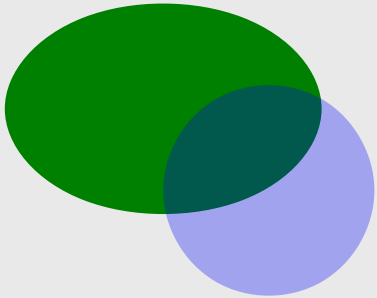


```
<line xp1="5" yp1="75" xp2="20" yp2="70" sp="0.2"/>
```



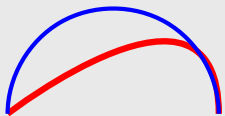
```
<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>
```

```
<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"/>
```



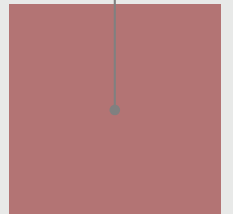
10%, 50%

Hello

50%, 50%



90%, 50%



Percentage-based layout

# Two Columns

One

Two

Three

Four



Tree and Sky

Five

Six

Seven

Eight



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.

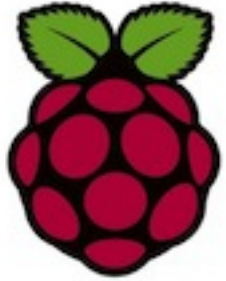
So, the next time you're about to  
make a subclass, think hard and  
ask yourself

what would Go do





Clients



```
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...

- mono [monospaced font]
- serif [serif font]
- sans [sans font]
- 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...

- mono [monospaced font]
- serif [serif font]
- sans [sans font]
- 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

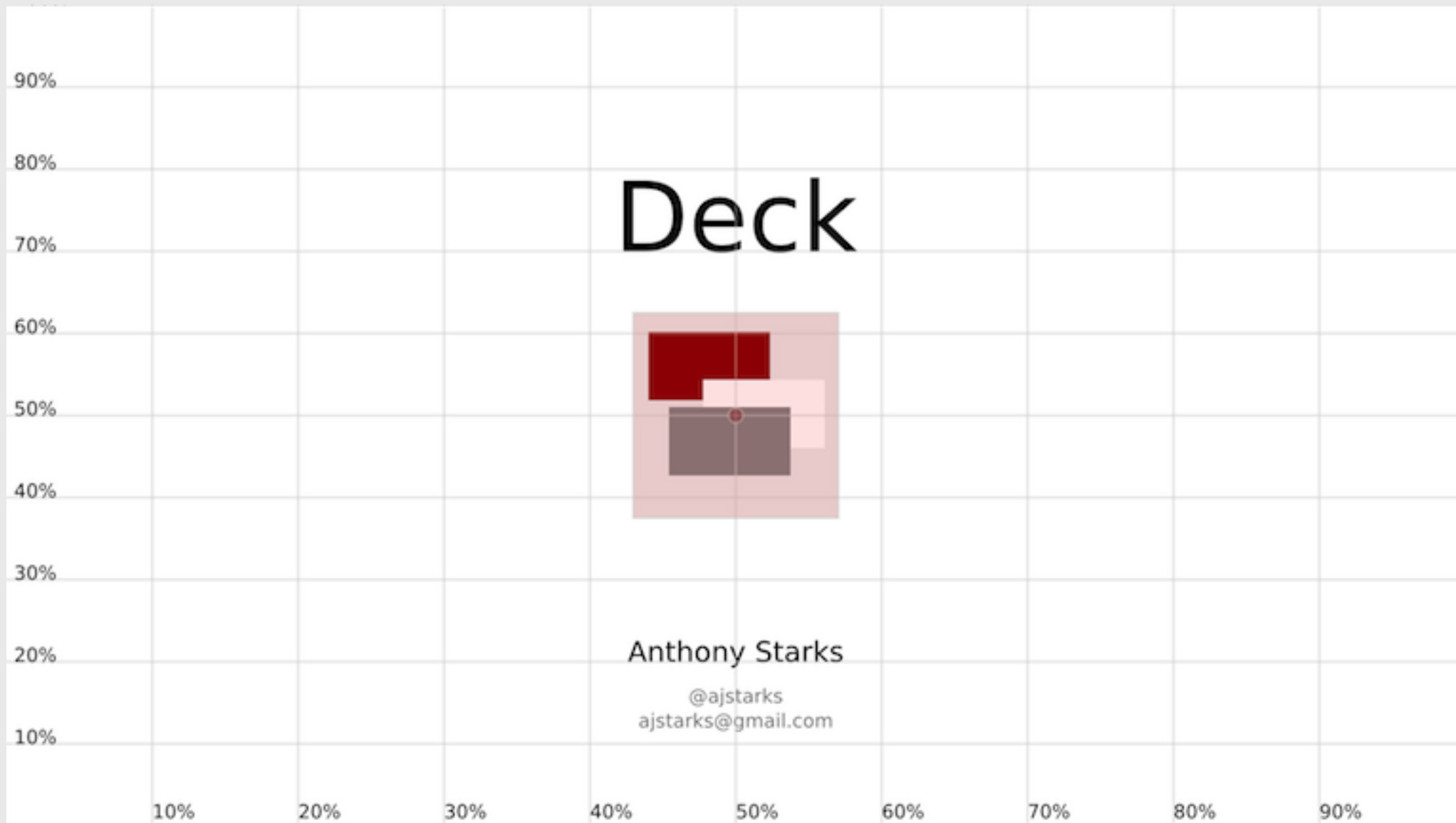
# vgdeck [options] file.xml...

- 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

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

All commands are a single keystroke, acted on immediately (only the search command waits until you hit [Return] after entering your search text).  
To cycle through the deck, repeatedly tap [Return] key



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

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



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