Deck

Anthony Starks

@ajstarks

ajstarks@gmail.com

Deck is:

a Go package that enables clients make presentations from a portable markup language. Deck clients may be interactive or produce document formats such as PDF, HTML or SVG.

Deck elements are: text, list, image, line, rect, ellipse, arc, curve. Element positions and sizes are only specified in percentages, resulting in scalable slides that adapt to any size or orientation.

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

Item 2

Item 3

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

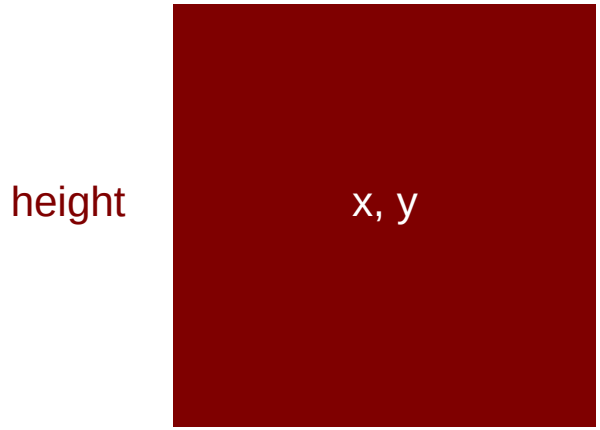
1. This
2. That
3. The other
4. One more

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

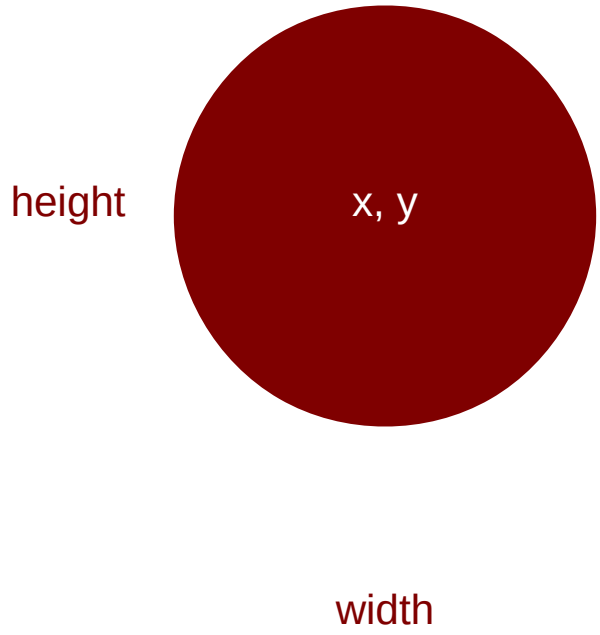
height

width

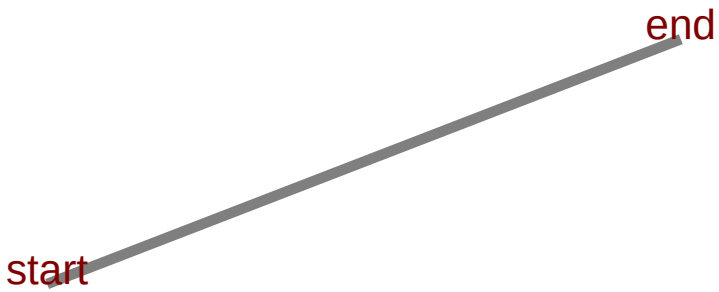
```
<image .../>
```



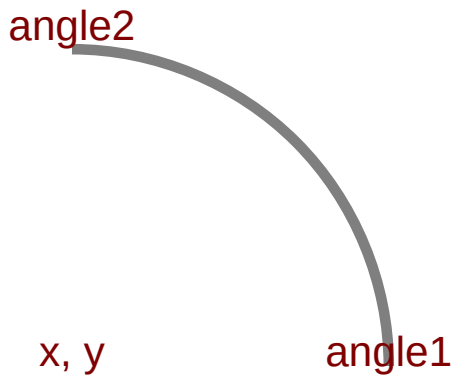
<rect .../>



<ellipse .../>



<line .../>



<arc .../>

<curve .../>

Markup and Layout

Start the deck

Set the canvas size

Begin a slide

Place an image

Draw some text

Make a bullet list

End the list

Draw a line

Draw a rectangle

Draw an ellipse

Draw an arc

Draw a quadratic bezier

End the slide

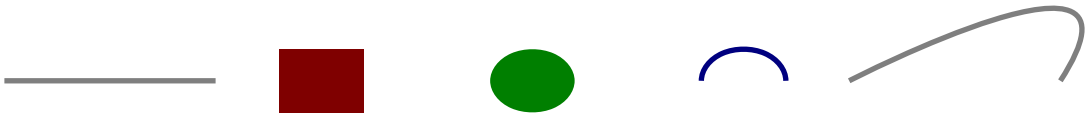
End of the deck

```
<deck>
  <canvas width="1024" height="768" />
  <slide bg="white" fg="black">
      <image xp="50" yp="60" width="256" height="179" name="work.png" />
      <text  xp="20" yp="80" sp="3">Deck uses these elements</text>
      <list  xp="20" yp="70" sp="2" type="bullet">
         <li>text</li>
         <li>list</li>
         <li>image</li>
         <li>line</li>
         <li>rect</li>
         <li>ellipse</li>
         <li>arc</li>
         <li>curve</li>
      </list>
      <line    xp1="20" yp1="10" xp2="30" yp2="10"/>
      <rect    xp="35"  yp="10" wp="4" hp="3" color="rgb(127,0,0)"/>
      <ellipse xp="45"  yp="10" wp="4" hp="3" color="rgb(0,127,0)"/>
      <arc     xp="55"  yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>
      <curve   xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />
  </slide>
</deck>
```

Anatomy of a Deck

Deck uses these elements

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



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="...">`

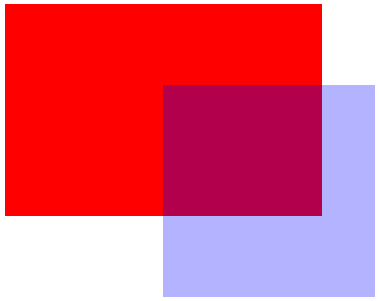
Position, size	`<list xp="..." yp="..." sp="...">`
Bullet list	`<list ... type="bullet">`
Numbered list	`<list ... type="number">`
Attributes	`<list ... color="..." opacity="..." font="..." align="...">`

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"

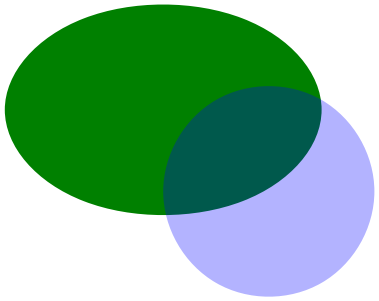
Graphics Markup

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



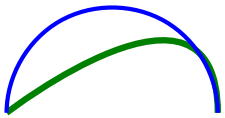
```
<rect xp="10" yp="60" wp="15" hp="10" color="red"/>

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



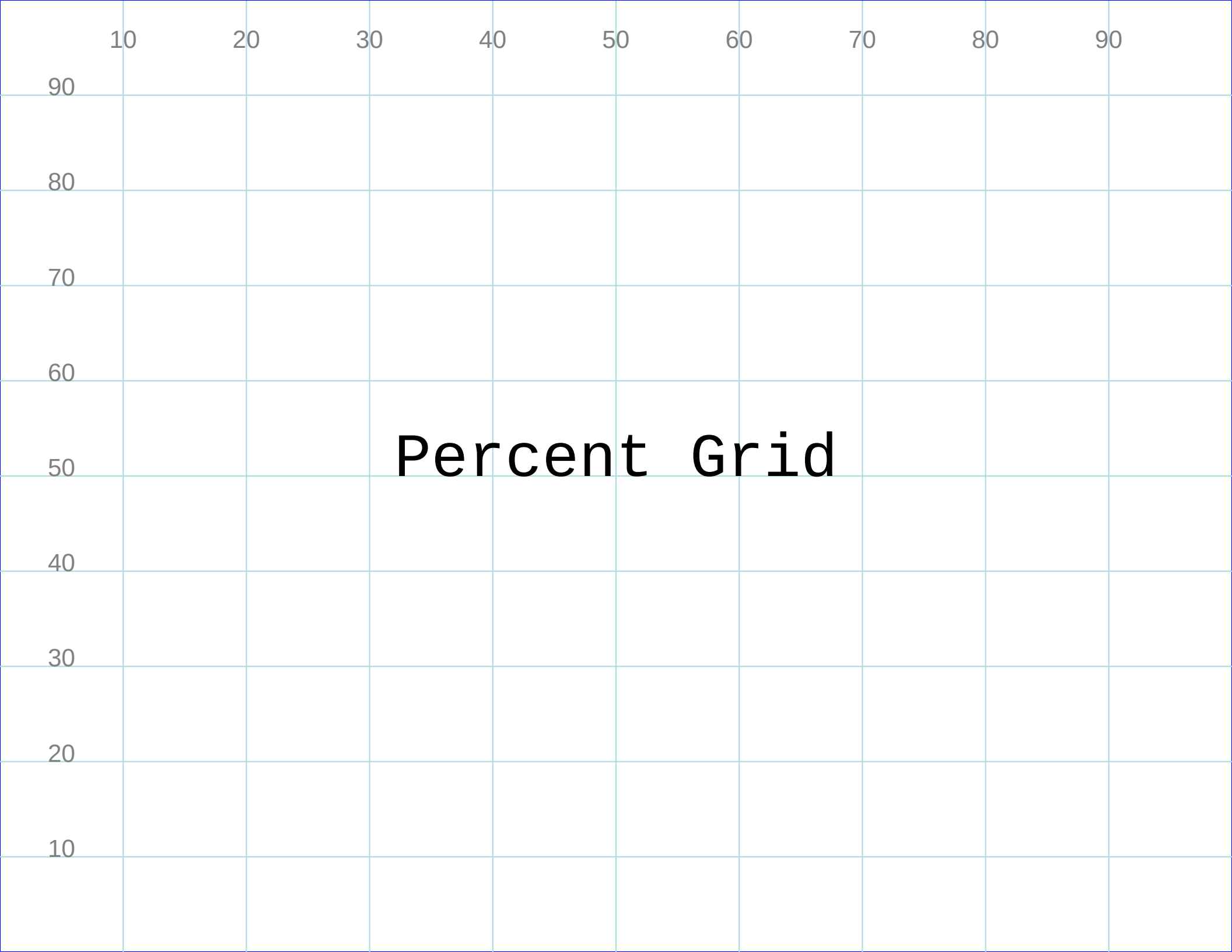
```
<ellipse xp="10" yp="35" wp="15" hp="10" color="green"/>

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



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

<arc xp="20" 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

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.

The Go Programming Language

is a static typed,

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with an unique class inheritance system.

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

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

DECK: a package for presentations

Deck is a package written in Go

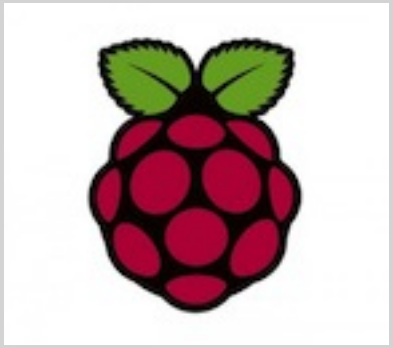
That uses a singular markup language

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

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, A3, A4, A5]

-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

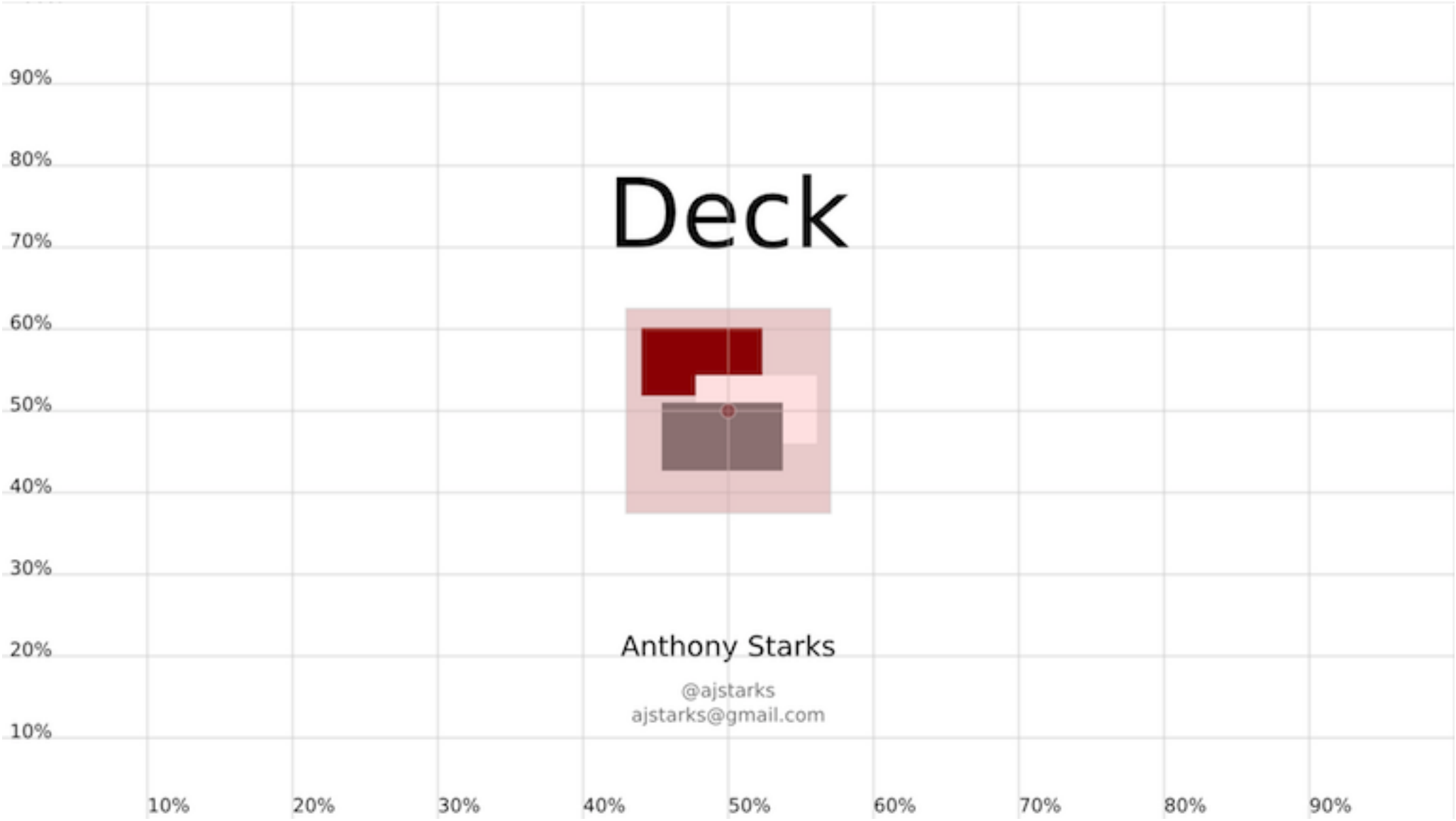
-h [height] canvas height

-g [percent] draw a percent grid

vgdeck Commands

`+, 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

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

ajstarks@gmail.com