

**Alice and Bob**  
talk about  
the brand new  
**BUBBLER**

Created by  
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*Based on Fountain*

## ACT I - PREPARATIONS

1 INT. ROSE CAFE

1

Alice and Bob are sitting in a café. Bob is showing Alice the script he wrote on his computer.

ALICE

Woah, your script's so cool, Bob!

BOB

Thanks, Alice.

Now that I've found a software that I can work with, writing's been a breeze.

ALICE

What's it called?

BOB

It's called Bubbler, it's a brand-new document class for LuaLaTeX based on Fountain.

ALICE

I know Fountain, I've used it before. It has a more markdown-y feel to it, right?

BOB

Yeah, TeX might seem more advanced compared to it, but with Bubbler it's not that hard.

Alice leans closer to Bob's computer.

ALICE

Really? Can you show me?

Bob nods.

BOB

Of course.

**ACT II - THE TITLE PAGE & FORMATTING**

A waitress brings Bob and Alice their coffe.

WAITRESS

Here you go.

Alice and Bob thank her and the waitress silently leaves.

ALICE

Let's see here. This title page for example, that must have been pretty hard to set up.

BOB

Not at all. It's just the matter of figuring out what you want to place where. Bubbler comes with a lot of options by default, most of them inspired by Better Fountain. Then it's just a matter of using `\renewcommand{\bubblertitle}{etc.}` You would replace `\bubblertitle` with the space you want to use and `etc.` with the text you want to show in it.

ALICE

But, if there are so many spaces, how can you remember them all?

BOB

Well, I could check the code or the documentation but I don't really have to. With Bubbler, it's just a matter of using `\titlehelp` and all the spaces appear with their corresponding names.

ALICE

That's neat.

Bob takes a sip of his coffee.

BOB

It is.

ALICE

But what if I don't want a title page because my script is still a prototype or doesn't have a name yet.

BOB  
Bubbler's ready for that too, you  
would just put  
`\skiptitle`  
in the preamble and the title page  
will not appear in the resulting  
script.

ALICE  
How about the formatting, the bold  
and italic fonts?

BOB  
For **bold** text, you simply wrap it  
in  
`\bol{text}`  
For *italics*, you use  
`\ita{text}`  
If you want ***both***, you use  
`\bolita{text}`  
For underlined text, it's  
`\uli{text}`

Alice smiles and nods.

BOB  
Anything else?

ALICE  
How about forcibly-splitting  
paragraphs. If I recall correctly,  
it's really wrong to do it in TeX  
but I use it all the time in my  
scripts, for emphasis and such.

BOB  
Bubbler's got you covered. It still  
uses paragraphs, it just  
temporarily shrinks the space  
between them. You can either write  
a regular paragraph with a space  
after it and then use  
`\joinup{text\br more text}`  
to, well, join it up to the  
paragraph. You don't use more  
paragraphs in this though, you  
replace them with  
`\br`

Alice listens while bringing up her own tablet.

ALICE  
Alright, and looking at the code of  
Bubbler, you can also do it  
manually by using  
**\unbubskip**  
before the paragraph and  
**\rebubskip**  
after it ends.

Bob nods.

BOB  
Simple, right?

CUT TO:

## ACT III - PAGE FORMAT &amp; CONTENTS

2 EXT. BEFORE ROSE CAFE

2

Bob and Alice are holding to-go cups and their respective digital devices.

ALICE  
(annoyed)  
That's nice and all, but we still haven't talked about the script yet.

BOB  
Sorry, about that, but we might need to make one more detour before we can start working on our script.

Alice sighs.

ALICE  
Alright.

BOB  
I already told you that Bubbler works based on LuaLaTeX, which in turn is based upon LaTeX.

ALICE  
Yes? Which means?

BOB  
That we need to do some things before we start writing. First we need to start the document environment with `\begin{document}` and then inside it we start the script environment `\begin{script}` This prepares the title page and sets up some things for later.

Alice murmurs aggrievedly.

BOB  
It's also a good idea to put `\contop` right before the start of the script's contents, as it's also used by things later on.

ALICE  
Is that all?

FADE TO:

## ACT IV - SCRIPT WRITING

3 EXT. PARK

3

Alice and Bob walk into the nearby park.

PASSERBY

Hi, Alice.  
Hello, Bob.

They wave in answer and sit down on a bench.

ALICE

Come on, Bob, I want to get to writing.

Bob chuckles.

BOB

Of course.  
You already saw some of the formatting in my script, but let's take a closer look at how we get things to work.

Bob opens his laptop again.

BOB

You already saw the conversation, you make these like this  
`\conv[type][method]{name}{text}`  
Name and text are the required arguments, name is for the character and text is where you put the speech.  
You can leave out type and method if you want. Type is written after the character's name, it's usually something like O.S. for off-screen. Method is written under the name and serves as a way of telling how their voice or emotion should sound.

ALICE

Sure, I know that. And I'm reading here that if you want to include an action in the conversation, you use `\inconv{action}`

BOB

You sure do.

ALICE

Can you also do-

BOB

What about-

Alice and Bob laugh.

BOB

Sorry, you first.

ALICE

Just wanted to ask if you can make  
two people talk at the same time  
but I've already figured it out.

BOB

Yep, you use  
`\dia{\diaconv}{\diaconv}`  
where  
`\diaconv`  
works the same as regular conv,  
it's just prepared to fit inside  
the dialogue.

ALICE

And you wanted to say?

Bob looks up from his laptop.

BOB

What-  
(pause, thinking)  
Oh, right, scenes.

ALICE

Yeah, you need those.

BOB

It's quite simple as well.

ALICE

(quietly)  
You say that about everything.

BOB

Because it's true!  
Scenes are made like this  
`\scene[int/ext][daytime]{name}`

ALICE

Let me guess, name is required  
while int/ext and daytime are  
optional.



BOB

That's right, one important thing to note though is that they use special formatting. Int/ext is suffixed with a period (.), which you don't need to include, and should write int/ext in a way that suits this. On the other hand, daytime is prefixed with a dash (-).

ALICE

And cuts are written as **\cut{CUT TO:}** and here you do need to put in the colon (:) as it isn't put in automatically.

BOB

Last, but not least is music. For now, it's mostly just an alias for *italics*, but it's still recommended to use the specific macros in case that changes in the future. The macros are **\lyric{singing goes here}** for a character singing inside their conversation block and **\music{track name}** for scene music.

Alice slides a finger across her tablet's surface, reading through the Bubbler documentation available on its GitHub page.

ALICE

And finally you can do segments with **\seg{name}** and if you want to also put it on a new page you can use **\cseg{name}**

BOB

You can also center any other text by using **\encen{text}**

With the sky turning dark, Alice and Bob leave the park to walk home.

> CUT TO:

## ACT V - TOOLS

4 EXT. STREETS - NIGHT

4

Alice is walking ahead of Bob, excited to write her script.

BOB (O.S.)

Wait for me!

ALICE

(excited)

Sorry, Bob, I'm just so looking forward to getting home and starting to write.

Bob finally catches up to Alice.

BOB

(with heavy breath)

Yeah, that's great, but there's still couple more things to tell you.

Alice turns to Bob.

ALICE

Right, I meant to ask you. I'm actually writing a script that has to comply with the Oscar standards and I noticed that Bubble uses scene numbering and bold scene names, which are both against those standards. What-

Bob cuts her off.

BOB

If you need to conform to Oscar standards, you just put  
**\oscarstyle**  
into your script's preamble. You would then also use  
**\noscenenumber**  
for scenes without numbers and  
**\noboldscene**  
for scenes with regular-weight names.

Alice nods.

ALICE

Thanks. What else is there to tell?

Bob smiles.

BOB  
 Bubbler also comes with couple  
 tools that you can use to make your  
 life easier.  
 First there is upbubble,  
`\upbubble{file.tex}{title}`  
 which allows you to embed one  
 script in Bubbler from  
`\contop`  
 to  
`\end{script}`  
 in another script.

Alice is looking through the documentation, trying to  
 find the part about tools.

ALICE  
 Here it is!  
 (pauses, reading\*)  
 Seems like it can also  
 automatically convert a Fountain  
 file to Bubbler/TeX either with  
`\rebubble[optional  
 title]{file.fountain}`  
 or by using the attached Lua file  
 like this  
`bubbler.lua source.fountain  
 destination.tex`

EDDIE  
 That's how I'm making this script!

A random Eddie disappears as quickly as they appeared.  
 Alice and Bob shrug, continuing to walk down the road.

BOB  
 You sure can. The next thing you  
 can do is get a list of characters  
`\dumpmem[optional title]`  
 which also resets the context or  
 you can do that manually with  
`\clearmem`  
 See? Like this.

- ALICE
- BOB
- WAITRESS
- PASSERBY
- BOB
- EDDIE

ALICE

Cool.

BOB

But it has to be after the section from where you want to get the characters. Only after, not before.

Alice and Bob approach their apartment's door.

BOB

One last thing. Remember how I said that beginning the script environment will be important later on?

Alice nods.

BOB

Well, this is where it comes in. The beginning actually has three optional arguments.  
**\begin[character limit][scene limit][scene categories]{script}**  
This changes if and how detailed a statistics print-out will be.

ALICE

A statistics print-out?

BOB

Yes, at the end of the TeX output there can be a table of statistics, how much do scenes and characters appear in the script. It is disabled by default though but you can enable it and customize it using the code above. Character limit means how many of the top characters will be printed out. Same with scene limit, but for scenes. You can use -1 to print out all of them, respectively. Scene categories can be either set to 0 (false) or 1 (true), which disables/enables (respectively). And -1 to disable all statistics.

FADE OUT.