# Long title

Long author

Long institute

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#### **Bullets**

Bullets start with \* and are based on alignment

- Bullet 1
- Bullet 2
  - Second level of bullets

Enumerations with with # and dotted numbers

- Enum 1
- 2 Enum 2
  - Second level of enum (numeric)
  - Even more enum (some text in the item)

Some text after the bullets

# Simple text stuff

Make italics with underscores like this.

Make bold with stars like this.

Urls like http://www.google.com get recognized.

The → symbol is changed to an arrow

The > sign is wrapped in maths

### Maths

Simple inline math: a + b + c

Multiline math is an align environment (starts and ends with a single dollar on the line)

ab

cd

#### Fancy stuff in math:

- No need for curly brackets in simple exponents/indices  $a_{10ab}, a^{11}, b^{(i+1)}$
- \* is turned to times in  $a \times b$ .
- ... is turned to dots  $a \dots b$ .
- ullet 0 makes the next symbol bold,  $(y,\lambda,x^i)$  is a vector).

#### Verbatim

You can include a verbatim section

This is verbatim content  $\{\}$  \* %#

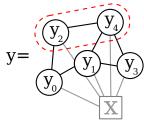
Comments start with %.

There can be inline verbatim denoted with backquotes.

# **Images**

Images are centered, the number before # tells the percentage of the width to use:





### Code

Code must be enclosed between \%\%\% language and \%\%\%. It gets highlighted with pygments.

```
def this_is_a_python_function():
    x = 2
    y = 3
    return x / y
```

If the language is terminal, then the enclosing looks like a terminal.

```
x=2
y=3
echo 'expr $x / $y'
```

# Vim syntax file

A vim syntax file is provided. Put it in ~/.vim/syntax and add au BufRead,BufNewFile \*.slides setfiletype slides to your .vimrc file.

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### TODO

- Subsections
- Columns
- Improve graphics embedding
- Shortcut for divisions in math (use the / symbol)
- Vim syntax file:
  - Support for special characters, highlight math tricks
- Auto protect latex special chars like #, &...
- Make itemize/enumerate work together

First section

- Second section
- 3 Third section
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First section

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