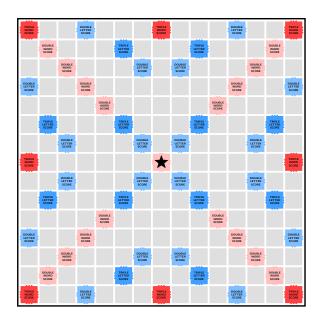
Scrabble [en]

A board of Scrabble, with words or not.

ScrabbleTM, from HasbroTM and MattelTM. $Version \ 0.1.3 - 09/01/2023$

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- ▶ Some commands to display a Scrabble board, with or without words.
- ▶ English, French, German or Spanish version for points and labels.
- $\blacktriangleright \ \ \, Ideas \ from \ https://tex.stackexchange.com/questions/194780/tikz-drawing-a-rectangle-with-spikes-on-borders$





Thanks to Denis Bitouzé and Patrick Bideault for help and ideas!

MEX

pdflATEX

LualATEX

TikZ

T_EXLive

MiKTFX

Introduction

1 The Scrabble package

1.1 Source

Some ideas are from https://tex.stackexchange.com/questions/194780/tikz-drawing-a-rectangle-with-spikes-on-borders, with propostion from Mark Wibrow.

This package is build within styles and ideas from Mark Wibrow.

1.2 Loading of the package, used packages

The package Scrabble loads within the preamble :

\usepackage{Scrabble}

Code MTEX

It's mostly compatible with latex, pdflatex, lualatex or xelatex compilation!

It loads the following packages and libraries :

- tikz with (calc) with the tikzlibraries (calc) and (shapes.geometric);
- pgf and pgffor;
- xstring, xparse, simplekv and listofitems.

1.3 The package itself

The idea is to, thanks to TikZ, propose commands or environments to display a ScrabbleTM board:

- independent;
- in an environment with words.

%independent command for the empty board
\ScrabbleBoard<language>[keys]

%environment with word(s)
\begin{EnvScrabble}<language>[keys]
\ScrabblePutWord[orientation]{word}{coordinates of the beginning cell}
\end{EnvScrabble}

1.4 Languages

The commands, environments et keys are in english, but cells can be displayed in:

- english (code ISO 639-1 EN);
- french (code ISO 639-1 FR);
- german (code ISO 639-1 DE);
- spanish (code ISO 639-1 ES).

2 Commands, keys and options

2.1 The board, standalone

The first argument, *optional*, between <...> is the **(langage)** of the display, form the list : **(EN)** (english, default), **(FR)** (french), **(DE)** (german) et **(ES)** (spanish).

The second argument, optional, between [...] give the $\langle keys \rangle$:

• (Scale) for the display (the initial unit is 1 cm); default: (1)

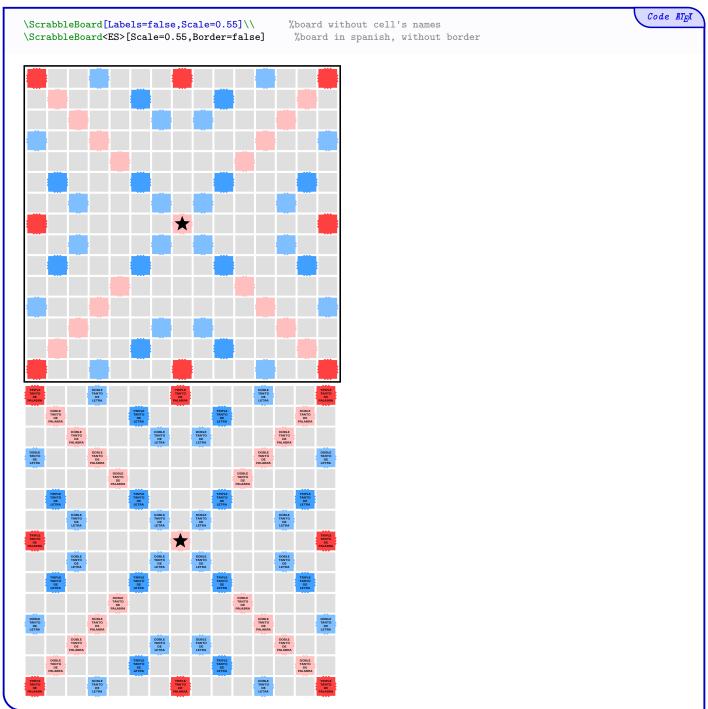
• **(ScaleLabels)** for the cell's names ;

• the boolean (Border) pour print a border outside the board ; default : (true)

défaut : (1)

• the boolean (Labels) to print names of the special cells ; default : (true)

• the boolean **(Help)** pour print numbers to reperate th cells ; default : **(false)**



2.2 The board with words

Here we can use the environment with the specific command in order to print words on the board.

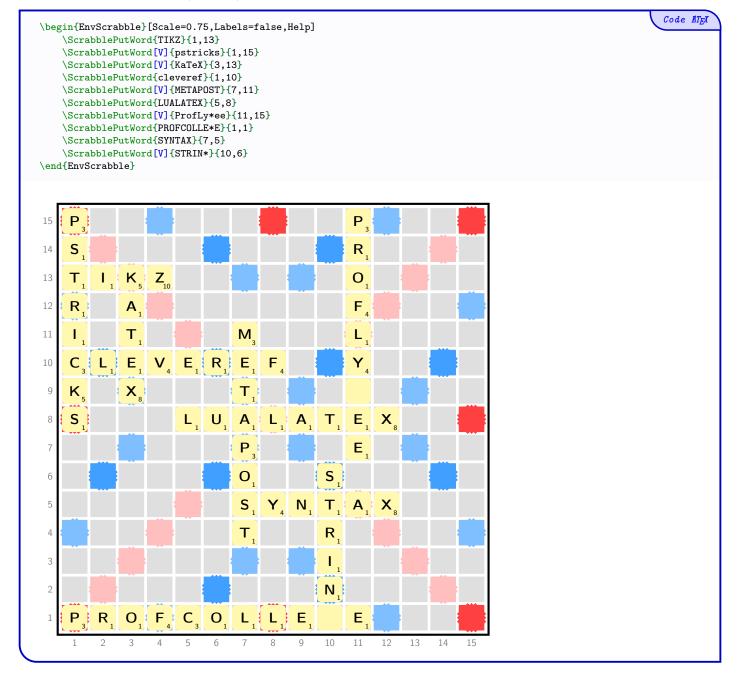
For the *environment*, the options are the same as for the independent command!

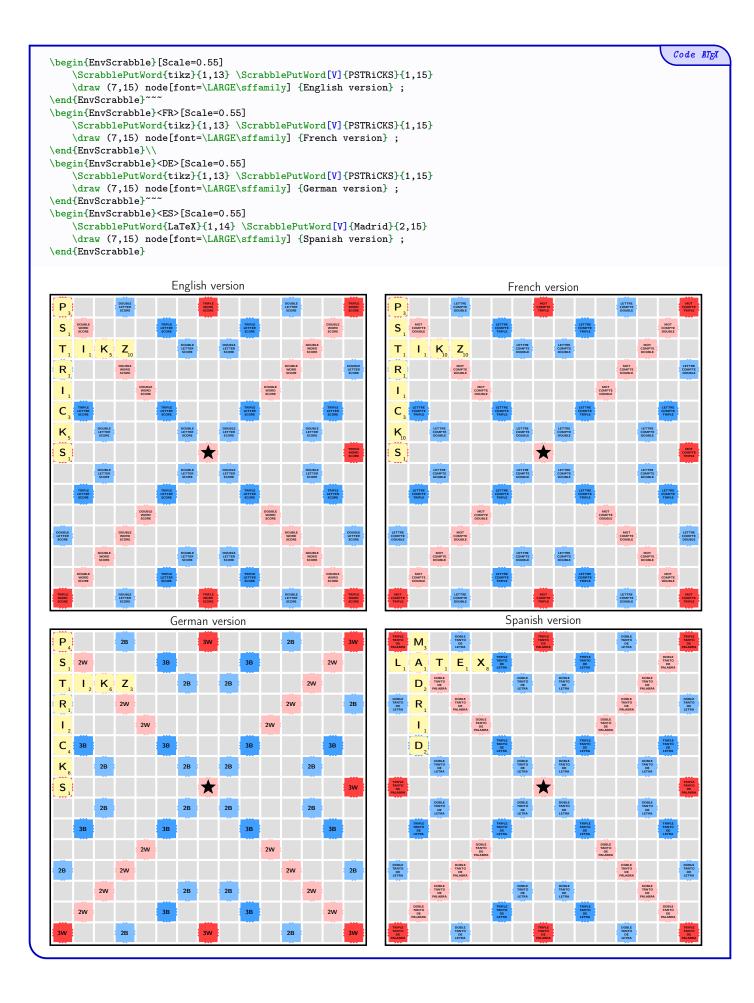
For putting word on the board:

- the first argument, optional, between [...] is the orientation of the word, $\langle H \rangle$ (by default) or $\langle V \rangle$;
- the second argument, mandatory, between {...}, is the word, with uppercase or lowercase letters;
- the last argument, mandatory, between $\{...\}$, is the coordinates of the first cell for first lettre (the cell (1;1) is south-west corner).

Observation 1: the chosen language will display the right points in the til!

Observation 2: the *white* (or joker) is coded by the character *.





History

v0.1.3: Words in uppercase or lowercase, adjusted codes for language (ISO 639-1)

 ${\tt v0.1.2:} \quad {\tt Key} < {\tt ScaleLabels} > {\tt to} \ {\tt modify} \ {\tt scale} \ {\tt of} \ {\tt the} \ {\tt cell's} \ {\tt names}$

v0.1 : Initial version