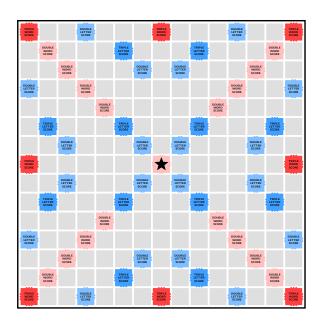
Scrabble [en]

A board of Scrabble, with words or not.

ScrabbleTM, from HasbroTM and MattelTM. Version 0.1.5 - 23/01/2024

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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!

FATEX

pdflATEX

LualATEX

TikZ

TEXLive



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)

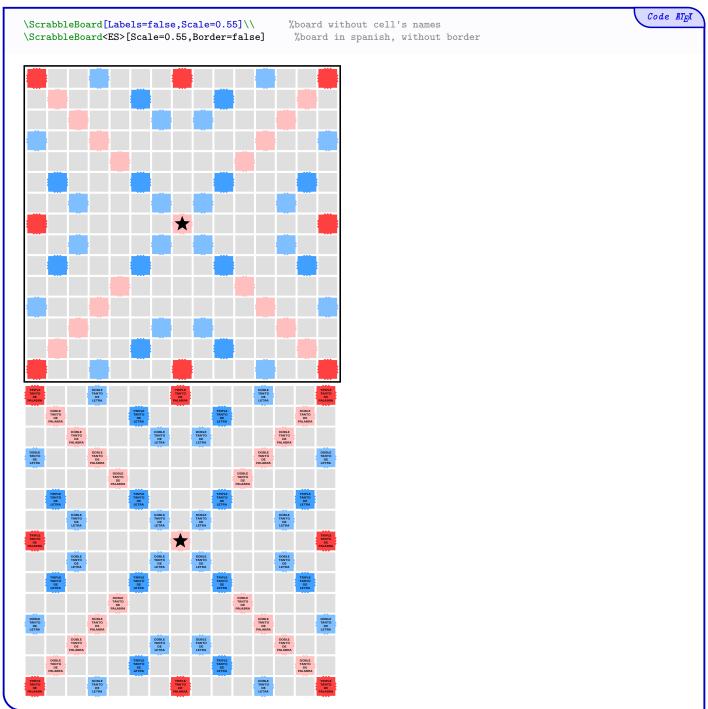
• **(ScaleLabels)** for the cell's names ;

• 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.

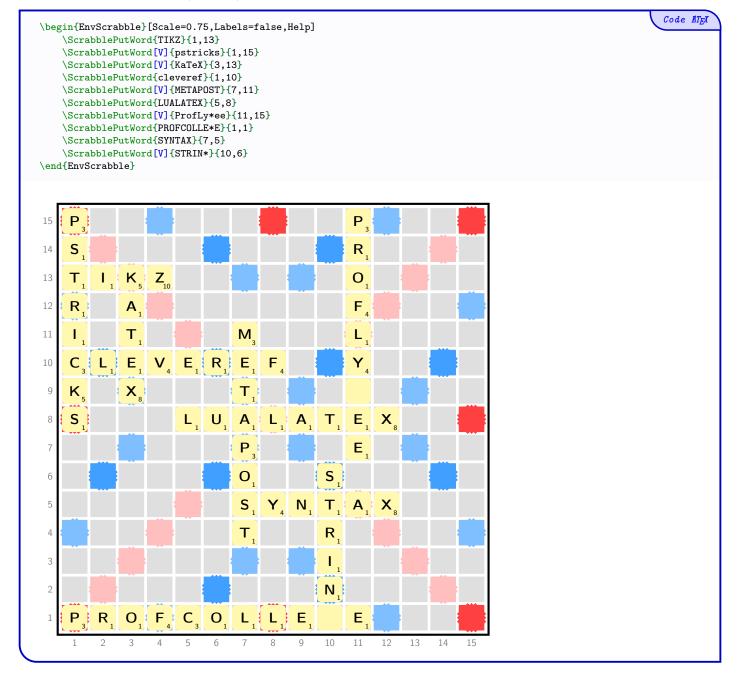
For the *environment*, the options are the same as for the independent command!

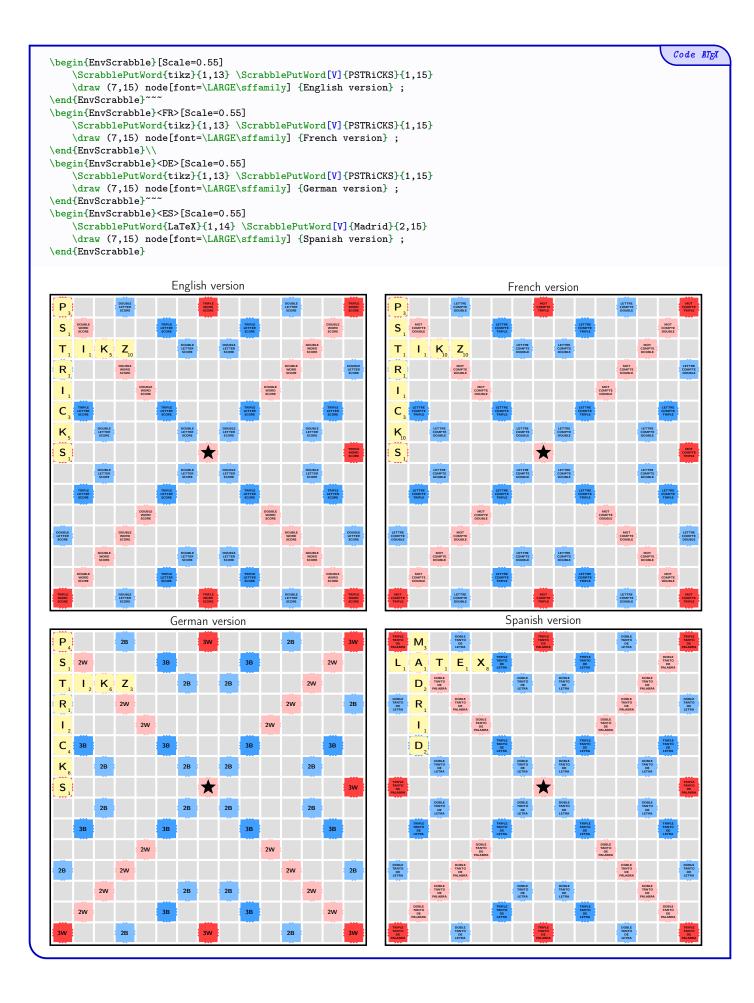
For putting word on the board:

- 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 *.





2.3 Inline word

The idea is to propose a command to insert a word in *online* mode, with automatic adjustment of size and position.

Code MTEX %command to put inline word \ScrabbleWord[keys] {word}

The first argument, optional, between [...] allows you to configure the **keys**:

- (Colback) for the color of the pieces; default: (vellow!40)
- **(Font)** for the font; default: (\bfseries\sffamily)
- (**Colfonte**) for the color of the characters ; default: (black)
- (Lang) to choose the language (for the number of points); default: **(EN)**
- (Offset) to specify horizontal spacing between pieces; default: (0.1pt)
- (Scale) to specify a base scale for texts; default: (0.6)
- (Score) which is a boolean to display the score of each piece. default: (true)

Note 1: the code is responsible for positioning the pieces for *satisfactory* alignment and scaling based on the active font.

Note 2: the blank (or wildcard) is obtained by the character *.



Positioning P, Y, T, H, A, G, * R E to see

{\LARGE Test positioning \Scrabble\Word[Score=false,Offset=1pt,Colback=orange!50]{PSTRICKS} to see !}

Code ATEX

Test positioning P, S, T, R, I, C, K, S, to see!

2.4 Special letters

It is possible to use special characters, for the languages <DE> and <ES>, but for compatibility reasons, special characters are coded by numbers :

- 0 code the letter \ddot{A} with 6 points;
- 1 code the letter $|\ddot{O}|$ with 8 points;
- 4 code the letter $|\ddot{\mathbf{U}}|$ with 6 points;
- 6 code the *letter* CH with 5 points;
- 7 code the letter \tilde{N} with 8 points;
- 8 code the *letter* RR with 8 points;
- 9 code the *letter* LL with 8 points.

History

 $\begin{array}{ll} v0.1.5: & {\rm Special\ letters\ for\ <DE>\ and\ <ES>} \\ v0.1.4: & {\rm Command\ to\ insert\ \it inline\ words} \end{array}$

 $\mathtt{v0.1.3}:\quad \text{Words in uppercase or lowercase, adjusted codes for language (ISO 639-1)}$

v0.1.2: Key <ScaleLabels> to modify scale of the cell's names

v0.1 : Initial version