The package dice2e (2023-11-27 v0.1)

Davide Campagnari

Searching in the Comprehensive TEX Archive Network for the keyword "dice" I found four results: one is a METAFONT font, one a package which includes a clipped external file, and the other two use tikz. I thus decided (mostly for fun) to write a small package to draw dice with pict2e.

Loading it

The package is loaded as usual by

\usepackage{drcdice}

and it loads the packages pict2e and color. There is only one package option, black, which is described below.

Using it

The package provides a single macro $\dice\langle * \rangle [\langle length \rangle] \{\langle number \rangle\}$ doing this:

Code	Ergebnis
\dice{0}	
\dice{1}	\odot
\dice*{2}	•
\dice{3}	\odot
\dice{4}	
\dice*{5}	⊗
\dice{6}	

Numbers larger than 6 (as well as negative numbers) yield an error. The optional parameter (default 2ex) sets the symbols' size:

$$\dice{3} \rightarrow \bigcirc \dice{3}{3} \rightarrow \bigcirc$$

If no explicit unit is given, then ex is assumed. The line thickness scales according to the size. (The default is currently fixed at 0.07742 times the total size; the weird number comes from the thickness being 0.8pt in the default 10pt setting.)

The package option 'black'

As you can see from the example, the macro \dice uses black pips on a white background, while the starred form \dice* uses white pips on a black background. By loading the package with the option black, the behaviour of the non-starred and starred forms is swapped.

Grammatical considerations

I know that technically the singular form is 'die' (though 'dice' is widely used also as singular), but I really did not want to write a package named die2e...