

This style is derived from the ninth style, which was used first at EUROT_EX 99 and later at TUG 2000. This alternative build up a page.

```
1 \startmode [demo]
  \disablemode[demo] \usemodule[pre-09] \enablemode[demo]
  \stopmode
```

2 \startnotmode [demo]
 \usemodule[pre-09]
 \stopnotmode

We use blue colors instead of yellow ones. Since we have used symbolic names, we can easily overload the existing scheme.

3 \definecolor[LineColor] [r=.40,g=.40,b=1.00]

Here we don't use fixed dimensions, but fit the sample windows and derive the text windows's width from this one.

4 \setupframedtexts

```
[SampleText]
[width=fit,height=fit,
background={background,nextpage}]
```

The topic goes to the top right corner of the screen which means that it is positioned left down to the reference point. Watch how we make data on this layer (here only the topic but it van be more) persistent.

5 \setuplayer

```
[topic]
[y=0pt,x=\makeupwidth,location=lb,state=repeat,
hoffset=-\FrameSkip,voffset=\FrameSkip]
```

Clicking on the page brings us back.

6 \setupbackgrounds

```
[page]
[background={previouspage,color,topic}]
```

All layers end up on the text area. This could have been the page area too since these have the same dimensions.

7 \setupbackgrounds

```
[text]
[background={common,sample,text}]
```

Because we build up the text window step by step, we will separate the entries by white space.

8 \startsetups always
 \setupwhitespace[big]
 \setupblank[big]
 \stopsetups

The \Topic commands can be simplified to:

```
\def\Topic#1%
      {\resetlayer[topic]
       \setlayer[topic]{\bfb\setstrut\color[TextColor]{#1}}}
    We also provide a way to erase the topic.
    \def\NoTopic
      {\resetlayer[topic]}
    We have to redefine the structuring commands to support the resetting of buffer counters.
    \newcounter\TextN
11
    \def\StartSample
12
      {\doglobal\newcounter\TextN
       \dostartbuffer[sample][StartSample][StopSample]}
   \def\StartText
      {\doglobal\newcounter\TextN
       \dostartbuffer[text][StartText][StopText]}
    \def\StartSubText
      {\doglobal\increment\TextN
       \dostartbuffer[text-\TextN][StartSubText][StopSubText]}
    \def\StopText
      {\startstandardmakeup
         \DoSampleText{text}{common}{nextpage}
       \stopstandardmakeup}
   \def\StopSubText
      {\startstandardmakeup
         \DoSampleText{text}{common}{nextpage}
       \stopstandardmakeup}
    The \DoSampleText command is adapted to support addition of subtexts (each subtext goes into its
    own buffer).
    \def\DoSampleText#1#2#3%
      {\setupframedtexts[SampleText][background={background,#3}]
       \setbox\nextbox=\hbox
         {\startSampleText[none]
            \setups[#1]
            \setups[always]
            \getbuffer[#1]\par
            \doif{#1}{text}
              {\dorecurse{\TextN}{\getbuffer[text-\recurselevel]\par}}
          \stopSampleText}
       \xdef\SampleTextWidth{\the\wd\nextbox}
       \setlayer[#2]{\box\nextbox}}
```

Since we are no longer swapping windows, we end up with a much simplier \Stopidea macro. We don't reset samples at the inner level.

```
\def\StartIdea%
18
      {\bgroup
       \let\StopSample \relax
       \let\StopText
                       \relax
       \let\StopSubText\relax
       \def\StartSample{\dostartbuffer[sample][StartSample][StopSample]}}
    \def\StopIdea%
19
      {\startstandardmakeup
          \DoSampleText{sample}{sample}{nextpage}
          \SetTextWidth
          \DoSampleText{text} {text} {nextpage}
       \stopstandardmakeup
       \egroup}
    Here we determine the width of the text window. It is derived from the width of the sample and stays
    the same within a sequence.
    \def\SetTextWidth
20
      {\ifnum\TextN<1 % yes or no, may change
          \scratchdimen=\makeupwidth
          \advance\scratchdimen by -\SampleTextWidth
          \advance\scratchdimen by \FrameSkip
          \xdef\SampleWidth{\the\scratchdimen}%
       \fi
       \setupframedtexts
          [SampleText]
          [width=\SampleWidth]}
    We use the (already implemented) second alternative of the titlepage graphic. Please don't change
    this.
    \defineoverlay[joke] [\useMPgraphic{joke}{n=1}] % not to be changed !
21
    \doifnotmode{demo}{\endinput}
22
    The demo section. The original presentation uses proper graphics and has better spacing.
    \def\SomeSymbol#1#2{\definedfont[ContextNavigation at #1]\char#2}
23
    \setupcombinations[distance=\FrameOffset,inbetween=\vskip\FrameOffset]
24
    \starttext
25
    \TitlePage{Some Famous Symbols}
    \Topic{Symbols}
27
    \StartSample
28
      \startcombination[2*2]
        {\Sigma } {\SomeSymbol {5cm}{1}} {}
        {\mathbb{5}cm}{3} {}
        {\Sigma } {\SomeSymbol {5cm}{2}} {}
         {\mathbb{5cm}}{4}
       \stopcombination
```

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\StopSample

```
\Topic{Previous}
29
    \StartIdea
30
      \StartSample
        SomeSymbol{7cm}{1}
      \StopSample
      \StartText
        This symbol can be used to indicate a hyperlink to a
        previous page.
      \StopText
    \StopIdea
    \StartIdea
31
      \StartSubText
        As one can expect there is also a symbol for going to
        the next page.
      \StopSubText
    \StopIdea
    \Topic{Previous}
32
    \StartIdea
      \StartSample
        \SomeSymbol{9cm}{2}
      \StopSample
      \StartText
         This symbol is actually just a mirrored version of the
         first symbol we showed.
      \StopText
    \StopIdea
34
    \NoTopic
    \StartText
35
      Is this nice or not?
    \StopText
    \Topic{First and Last}
36
    \StartSample
37
      \SomeSymbol{11cm}{3}
    \StopSample
   \StartSample
      \SomeSymbol{11cm}{4}
    \StopSample
   \StartIdea
      \StartSample
        \SomeSymbol{5cm}{3}
      \StopSample
      \StartText
        A few screens back, we saw this symbol.
      \StopText
    \StopIdea
```

```
\StartIdea
      \StartSubText
        This symbol represents the beginning of something.
      \StopSubText
    \StopIdea
   \StartIdea
      \StartSample
        \SomeSymbol{5cm}{4}
      \StopSample
      \StartSubText
        Just like this one represents an end.
      \StopSubText
    \StopIdea
   \StartIdea
      \StartSubText
        They look just like the symbols found on audio and
        video players.
      \StopSubText
    \StopIdea
    \Topic{Summary}
    \StartIdea
44
      \StartSample
        \SomeSymbol{6cm}{1}
      \StopSample
      \StartText
        So we have a symbol for previous \unknown
      \StopText
    \StopIdea
   \StartIdea
      \StartSample
        \SomeSymbol{6cm}{2}
      \StopSample
      \StartSubText
        \unknown\ and one for next \unknown
      \StopSubText
    \StopIdea
   \StartIdea
      \StartSample
        \SomeSymbol{6cm}{3}
      \StopSample
      \StartSubText
        \unknown\ and yet another for first \unknown
      \StopSubText
    \StopIdea
   \StartIdea
      \StartSample
        \SomeSymbol{6cm}{4}
      \StopSample
```

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\StartSubText
\unknown\ and of course for last.
\StopSubText
\StopIdea

48 \stoptext

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