

Tutorial (D1)

Intro ^[D1.1] DiscussionBox provides a forum-like typesetting for discussions taking place on L^AT_EX document sharing platforms like Overleaf. Compared to review mechanisms provided by such platforms, DiscussionBox enables non-volatile and structured conversations, somewhat similar to e-mail. Unlike e-mail, however, you can benefit from all of the powerful L^AT_EX features!

Basics ^[D1.2] The fundamental component of the DiscussionBox package is, well, a discussionbox:

```
% discussion boxes are declared as an environment:
\begin{discussionbox}[Discussion \dbox{nextid}] % title is optional
% you can use \dbox{nextid} to enumerate titles
% the default title is "Discussion Box #1"

% messages...
\end{discussionbox}
```

Please check discussionbox.sty file to learn about the customization opportunities.

Basics ^[D1.3] A discussion box is merely a container for *messages* and a message is typed by a *person*.

```
% in the preamble, define a person:
\DefinePerson{Canberk}{blue} % \DefinePerson{name}{color}

% within the document:

\begin{discussionbox}

% messages using a simple command:
\Canberk{
  Your message here...
}

% or, defined as an environment: (which might work better in some cases)
\begin{dboxmsg}{Canberk} % \begin{dboxmsg}{person name}...\end{dboxmsg}
  Your message here...
\end{dboxmsg}

\end{discussionbox}
```

The name of the author is shown in the beginning of the message, and the entire message colored with the color of the author.

Communication ^[D1.4] The main idea of a DiscussionBox is to enable effective communication over. For that purpose, it provides four important features: (1) *message addresses*, (2) *references*, (3) *replies* and (4) *see-messages*.

Communication ^[D1.5] Each message in a discussion box is uniquely identified by an address. For example, the address of this one D1.5. Dx stands for the discussion with number x and the rest of the address identifies the message within a discussion. Addresses appear right next to the author name and formatted as superscript. You can use the address of a message to refer to it. Similar to other L^AT_EX objects that can be referenced, you need to first label the message:

```
% use \LabelMsg{label} to label a message
\Canberk{Hello, I say things .... \LabelMsg{canberk:things}}

% later...

\Mehmet{Note what Canberk says \ref{canberk:things}, he says some serious stuff.}
```

Let's reference the previous message: D1.4! You can click on the reference to navigate to the message.

Communication ^[D1.5.1] A message can be a reply to another message. For example, this message (D1.5.1) replies to D1.5. Message addresses reflect reply-to relations. If a message has address $Dx.y.z.n$, it is the n^{th} reply to $Dx.y.z$.

Communication ^[D1.5.2] For instance, the last character of the address of this message is 2. A reply message is nested within the message that it replies to:

```
\Mehmet{I think Switzerland is the most prominent economy in Europe.  
      \Canberk{I disagree, it is Germany.}  
}
```

% works the same way with environments

Communication ^[D1.6] Finally, DiscussionBox provides a simple, in-document mailbox mechanism to notify people of new messages, namely see-message:

```
% list the unread messages for someone:  
\ListSeeMsgs{Canberk} % usage: \ListSeeMsgs{person}  
  
% mark a message unread for someone:  
% usage: \SeeMsg{person}  
\Mehmet{  
      \SeeMsg{Canberk} should see this!  
}
```

The person who read the message marked to be seen can unmark it by removing `\SeeMsg{...}`.