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# USER GUIDE

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ESCRIBA

An efficient and automated  
 $\text{\LaTeX}$  project layout



# Abstract

This is the official **ESCRIBA** user guide. The tool allows for efficiently manage large  $\text{\LaTeX}$ based projects and automate several tasks such as cleaning of the working directory, code reformatting, linking of externally generated figures and bibliography compilation.

In this manual, all required information for downloading, installing, creating a new project and customizing it is presented.

The tool is still under heavy maintenance, so if you experience any issue or bug while working with it, please open a new issue in the official board: <https://github.com/jorgepiloto/escriba/issues>.

**Keywords:**  $\text{\LaTeX}$ , automated template, project documentation, academical work



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# 1 The **ESCRIBA** project

**ESCRIBA** is just an efficient and automated  $\text{\LaTeX}$  project layout:

- A project layout because it provides you with several directories for building documents making use of  $\text{\LaTeX}$ .
- It is automated, as it ships with a Makefile for cleaning, formatting, compiling and rendering your work.
- And finally, it is efficient because it saves you time!

When working with large academical works, it might be difficult to manage large quantities of data and information. The only thing writer should care about is writing. This is the main goal of **ESCRIBA** .

In addition, this tool does not require from Ethernet access, meaning that you can fully work locally and keep track of the changes by using a version control system (VCS) such is **Git**.

Finally, **ESCRIBA** is an open-source software, released under **Apache 2.0 LICENSE**. This means that users are allowed to improve and contribute to the project or even create a new one! The source code is hosted in <https://github.com/jorgepiloto/escrība>.

## 2 Installation guide

This chapter is devoted to explain the user how to install the **ESCRIBA** tool. First all software dependencies are introduced and their own installation guide is provided. Then, the chapter focuses on how to download and install **ESCRIBA** .

### 2.1 Project dependencies

Before even downloading **ESCRIBA** , you require from some additional tools. These tools or dependencies are for code formatting of drawings compilation and rendering. Some of those are optional, but it is recommended that you install all of them.

The required dependencies by **ESCRIBA** are:

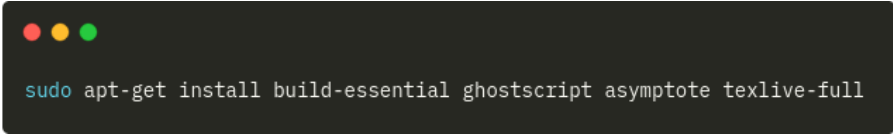
- **Make**: a tool for automating processes, originally designed for controlling the generation of executables and other non-source files. By making use of a Makefile, different rules are provided for managing all your  $\text{\LaTeX}$ project.
- **$\text{\LaTeX}$** : of course, without it you will not be able to render any document.

- **Ghostscript (optional)**: used for building drawings created by the Asymptote software.
- **Asymptote (optional)**: a framework which allows the creation of vectorial drawings by making use of custom scripts. It is a very powerful tool for drawing beautiful scientific figures which would be complex of getting if using **TikZ**.
- **Python**: because **ESCRIBA** is a **cookiecutter** template, you will need this programming language to create a new project.

From now on, it will be assumed that the operative system you are using is a Linux based one, in particular the **Ubuntu** flavor. The only thing which differs from this flavor with the rest is the package manager you use for installing the dependencies.

### 2.1.1 Installing the dependencies

For installing the different dependencies, use your favorite package manager. As said before, Ubuntu is the Linux distribution being used as example. Therefore, follow the command exposed by figure 2.1:

A terminal window with a dark background and three colored window control buttons (red, yellow, green) in the top left corner. The command `sudo apt-get install build-essential ghostscript asymptote texlive-full` is displayed in a light blue monospaced font.

```
sudo apt-get install build-essential ghostscript asymptote texlive-full
```

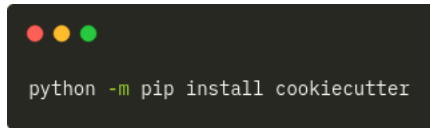
**Fig. 2.1:** The command to be used for installing the dependencies.

Regarding Python installation, it is likely that your system already ships with it. Nevertheless, you can download it from the official Python webpage. To do so, use the link provided below these lines:



Download Python: <https://www.python.org/downloads/>

Once you have downloaded Python and installed it, it is time for installing the **cookiecutter** package. This package allows for building templates, so you can start a new **ESCRIBA** project whenever you want. Run the same command from figure 2.2:

A terminal window with a dark background and three colored window control buttons (red, yellow, green) in the top-left corner. The text `python -m pip install cookiecutter` is displayed in a light-colored monospace font.

```
python -m pip install cookiecutter
```

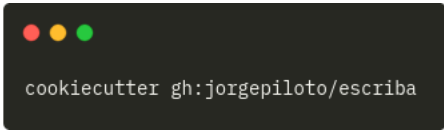
**Fig. 2.2:** The command to install cookiecutter package.

## 3 How to use ESCRIBA

This chapter presents to the user how to use **ESCRIBA** . At first, the procedure for creating a new project is presented together with the different available rules and commands.

### 3.1 Creating a new ESCRIBA project

After installing all project dependencies, you are ready to download and use **ESCRIBA** . Because this tool is simply a  $\text{\LaTeX}$ template it does not require from an installation but from a cookiecutter call. Hence, start a new **ESCRIBA** project by running the command from figure 3.1:

A terminal window with a dark background and three colored window control buttons (red, yellow, green) in the top-left corner. The text inside the terminal is the command to create a new ESCRIBA project using cookiecutter.

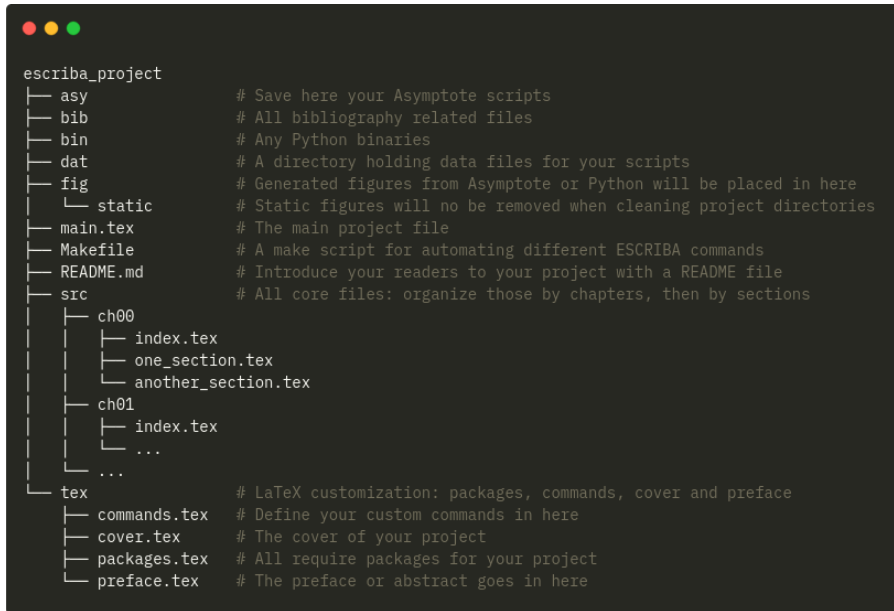
```
cookiecutter gh:jorgepiloto/escriba
```

**Fig. 3.1:** The command to create a new ESCRIBA project.

Previous command will ask you to input some parameters such as the name of your project, the title of your work, author, location and date among others. These parameters might become more complex as the project evolves.

## 3.2 Project structure

Any **ESCRIBA** project will generate the structure depicted by figure 3.2.



**Fig. 3.2:** Generic ESCRIBA project layout.

Each one of the directories is devoted to a particular task:

- The main goal of the `asy/` directory is to store all the **Asymptote** scripts for generating the different vector figures of your project. **ESCRIBA** will automatically detect if any figure is present, compile it and move it temporary to the `fig/` folder before compiling your  $\text{\LaTeX}$  document.
- The `bib/` directory is expected to store all the bibliography files, who's extension is `*.bib`. You will need to link manually

those in the main.tex file.

- Regarding the bin/ folder, it is devoted to the storage of binaries. These can be Python files or any other ones. However, for the moment, **ESCRIBA** is only expected to work with Python scrips.
- The dat/ directory can be used to save different data files used by the binaries.
- For the fig/ folder, every PNG file which is not stored in the fig/static/ directory will be assumed to be a temporary file. This is because the output of the **Asymptote** scripts or the figures developed using the Python binaries are expected to be saved in this directory.
- The main.tex is the critical file of the project. It links all the different \*.tex and \*.bib files, while declares the  $\LaTeX$ class of the document. User is expected to add the different index.tex files of every chapter within the main.tex.
- All the commands and rules are defined in the Makefile. Not only that, you can set up the tools and their configuration, such us the formatting options or the output name of the rendered PDF.
- The README.md is not included but user is encouraged to add one. This is a common file in software projects and its goal is to inform users about whatever the author considers important about the project.
- The src/ directory stores all the information files of the work. The idea is that you create a folder for each one of the chapters. Each one of these folders is expected to have an index.tex file and one TeX per section of the chapter. These

content files can be linked using the input  $\text{\LaTeX}$  command in the `index.tex`. Remember to include the `index.tex` files in the `main.tex` one. Make sure to include the new chapter directories within the  $\$(\text{CHDIRS})$  variable in the Makefile.

- Finally, the `tex/` folder stores some  $\text{\LaTeX}$  files which are not related to the content of your work but to its style, such as the cover, preface or abstract and custom commands and packages.

## 3.3 Available commands

As introduced in previous section, the Makefile contains all the rules and automation commands. Among these rules you can find:

- **make clean:** this rule removes all the auxiliary files generated by  $\text{\LaTeX}$ , so your project directory becomes clean.
- **make drawings:** this command will compile all the scripts stored in the `asy/` directory but will not remove those from the `fig/` one.
- **make binaries:** this command will compile all the binaries hosted in the `bin/` folder.
- **make reformat:** by calling this rule, all your TeX files will be reformatted according to the options defined in the  $\$(\text{LATEXINDENTOPTS})$  variable, which you can modify as you need.
- **make pdf:** the command use to compile and render the whole project into a final PDF file.

# 4 How to customize

To be completed...