

Frackable

Vulgar Fractions

v0.2.0

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<https://www.github.com/jamesrswift/frackable>

- `frackable()`
- `generator()`

frackable

Create vulgar fractions using unicode

```
#frackable(1, 2)
#frackable(1, 3)
#frackable(9, 16)
#frackable(31, 32)
#frackable(0, "000")
#frackable(whole: 9, 3, 4)
```

$\frac{1}{2}$ $\frac{1}{3}$ $\frac{9}{16}$ $\frac{31}{32}$ $\frac{0}{000}$ $9\frac{3}{4}$

Parameters

```
frackable(
    numerator: integer string,
    denominator: integer string,
    whole: integer string
) -> content
```

numerator integer or string

The top part of the fraction.

denominator integer or string

The bottom part of the fraction.

whole integer or string

Optional whole number to precede the vulgar fraction, making mixed fraction.

Default: `none`

generator

Returns a function having the same signature as `frackable`, to be used for typesetting vulgar fractions within fonts that do not support the `frac` feature. Default values are chosen for Linux Libertine font. Can be used to display arbitrary strings as a vulgar fraction, rather than just integers or interger-like strings.

```
#set text(font: "Calibri")
#let my-frackable = generator(
    shift-numerator-x: -0.1em,
    shift-denominator-x: -0.1em,
)

#my-frackable(1, 2)
#my-frackable(1, 3)
#my-frackable(3, 4, whole: 9)
#my-frackable(0, "000")
```

$\frac{1}{2}$ $\frac{1}{3}$ $9\frac{3}{4}$ $\frac{0}{000}$

Parameters

```
generator(  
  font-size: length,  
  shift-numerator-x: length,  
  shift-numerator-y: length,  
  shift-denominator-x: length,  
  shift-denominator-y: length  
)
```

font-size length

Font size with which to display numerator and denominator. Best practice is to use em units.

Default: 0.55em

shift-numerator-x length

Amount of horizontal space **between slash and numerator**. Best practice is to use em units.

Default: -0em

shift-numerator-y length

Amount of vertical shift to apply to numerator. Best practice is to use em units.

Default: -0.6em

shift-denominator-x length

Amount of horizontal space **between slash and denominator**. Best practice is to use em units.

Default: 0em

shift-denominator-y length

Amount of vertical shift to apply to denominator. Best practice is to use em units.

Default: 0.05em