

my talk: a nice talk

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A chapter

A title

`present-tex` converts a `.slide` presentation to a LaTeX/Beamer presentation.
Here are some bullets:

- ▶ correctly rendered
- ▶ but not numbered

present-tex and code

Consider this simple package github.com/me/hello:

```
package main

import (
    "fmt"
)

func main() {
    fmt.Printf("hello world\n")
}
```

present-tex and play

present-tex has some limited supported for .play:

```
package main

import (
    "fmt"
)

func main() {
    fmt.Printf("hello world\n")
}
```

.code support

present-tex infers the language of a .code snippet based on the file extension.

Here is some C:

```
#include <stdio.h>

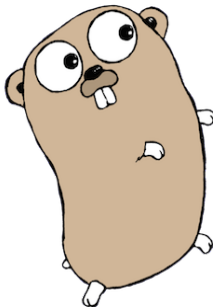
int main(int argc, char **argv) {
    printf("hello world\n");
    return 0;
}
```

And here is some python:

```
#!/usr/bin/env python2
from __future__ import print_function
print("hello world")
```

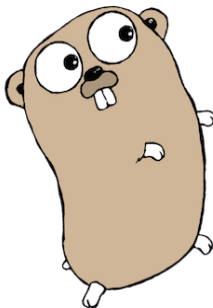
present-tex and images

Images are supported, such as this lovely PNG gopher:



present-tex and images (cont'd)

or that lovely gopher:



present-tex and text formatting

present-tex should be able to correctly handle URLs like [so](#).

But, also, **bold** text and text in *italics*.

Special LaTeX characters, such as $\&\{\}\backslash\$%^_ \#$, are also correctly handled.

[github.com/sbinet/present-tex](#)

Snippets of code look like so:

```
$> ls /my/dir
```

```
$> exit
```

[github.com/sbinet/present-tex](#) is still a *work in progress*.

The END.