

# Typeset Code Listings and Emulate Console Screenshots with L<sup>A</sup>T<sub>E</sub>X Beautifully

<https://github.com/xziyue/latex-beautiful-listings-screenshot>

Ziyue “Alan” Xiang

May 10, 2020

## Contents

<b>1</b>	<b>Quick Start Guide</b>	<b>1</b>
<b>2</b>	<b>Typeset Source Code Listings</b>	<b>1</b>
<b>3</b>	<b>Typeset Generic Verbatims</b>	<b>2</b>
<b>4</b>	<b>Typeset Console Screenshots</b>	<b>3</b>
4.1	Unicode Support . . . . .	5
<b>5</b>	<b>Add Captions</b>	<b>5</b>

# 1 Quick Start Guide

1. Download `customlisting.sty` and place it in your project folder.
2. Load the package with `\usepackage{customlisting}`.
3. If you are using pdf $\text{\LaTeX}$ , make sure to include `\usepackage[T1]{fontenc}` in the preamble. Otherwise, symbols like `~` may not be displayed correctly.

This package provides the following environments:

- `tcbconsole`, `tcbconsole*`
- `tcbcode`, `tcbcode*`
- `tcbverbatim`, `tcbverbatim*`

This package also provides the following commands:

- `tcbinputcode`, `tcbinputcode*`
- `tcbinputverbatim`, `tcbinputverbatim*`

The starred environments/commands offer *unbreakable* listing boxes; while normal ones are *breakable*.

## 2 Typeset Source Code Listings

- Typeset source code inside  $\text{\TeX}$  files

```
1 \begin{tcbcode}{cpp}
2 #include <iostream>
3 using namespace std;
4
5 int main(){
6     cout<<"Hello World\n";
7     return 0;
8 }
9 \end{tcbcode}
```

### Code

```
1 #include <iostream>
2 using namespace std;
3
4 int main(){
5     cout<<"Hello World\n";
6     return 0;
7 }
```

- Typeset source code from external source files

```
1 \tcbinputcode*{cpp}{../res/example.cpp}
```

#### Code

```
1 #include <iostream>
2 using namespace std;
3
4 int main(){
5     cout<<"Hello World\n";
6     return 0;
7 }
```

- Inline source code

```
1 \cinline|printf("%s", "some text");|
2 \pyinline|map(lambda x:x, [1, 2])|
3 \rawinline|raw value|
```

```
printf("%s", "some text"); map(lambda x:x, [1, 2]) raw value
```

- Declare inline macros for other languages

```
1 \newmintinline[rubyinline]{ruby}{frame=None, fontsize=\fontsize{10}{10}}
2 \rubyinline|puts 'Hello, world!'|
```

```
puts 'Hello, world!'
```

## 3 Typeset Generic Verbatims

- Typeset generic verbatims inside  $\text{T}_{\text{E}}\text{X}$  files

```
1 \begin{tcbverbatim}
2
3 \begin{tcbverbatim}
4 \begin{tcbverbatim}
5 \begin{tcbverbatim}
6 \begin{tcbverbatim}
7 \begin{tcbverbatim}
8 \end{tcbverbatim}
9 \end{tcbverbatim}
10 \end{tcbverbatim}
```

#### Verbatim

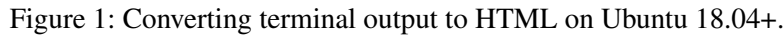
```
\begin{tcbverbatim}
\begin{tcbverbatim}
\begin{tcbverbatim}
\begin{tcbverbatim}
\begin{tcbverbatim}
\begin{tcbverbatim}
\end{tcbverbatim}
\end{tcbverbatim}
\end{tcbverbatim}
```

- Typeset generic verbatims from external files

```
1 \tcbinputverbatim*{../res/wireshark.txt}
```

No.	Time	Source	Destination	Protocol	Length	Info
118	0.159070602	2604.6000:1419:404a::6	2607:f8b0:4009:805::2003	TCP	86	42136> 443 [ACK] Seq=936 Ack=52751 Win=2933 Len=0 TSval=2838670553 TSecr=302725484
119	0.177751097	192.168.0.1	192.168.0.100	DNS	140	Standard query response 0x292a 0fca.gstatic.com CNAME gstaticadsdl1.google.com A 172.17.1.35 OPT
120	0.18038905	192.168.0.1	192.168.0.100	DNS	152	Standard query response 0x0ecf AAAA fca.gstatic.com CNAME gstaticadsdl1.google.com AAAA 2607:f8b0:4009:802::2003 OPT
121	0.178444739	2604.6000:1419:404a::6	2607:f8b0:4009:802::2003	TCP	94	39596> 443 [SYN] Seq=0 Win=64800 Len=0 MSS=1440 SACK_PERM=1 TSval=4016727607 TSecr=0 WS=128
122	0.180362133	2607:f8b0:4009:805::2003	2604.6000:1419:404a::6	TCP	86	443> 42188 [ACK] Seq=1883 Ack=1337 Win=60956 Len=0 TSval=1619629076 TSecr=238627536
123	0.18525454	2607:f8b0:4009:806::2003	2604.6000:1419:404a::6	TCP	86	443> 51514 [ACK] Seq=1 Ack=1 Win=6616 Len=0 TSval=161934940 TSecr=356743249
124	0.18036981	2607:f8b0:4009:806::2003	2604.6000:1419:404a::6	TLSv1.3	238	Server Hello, Change Cipher Spec, Application Data
125	0.187460441	2604.6000:1419:404a::6	2607:f8b0:4009:806::2003	TCP	86	63154> 443 [ACK] Seq=591 Ack=213 Win=64768 Len=0 TSval=356743285 TSecr=161394811
126	0.187881868	2604.6000:1419:404a::6	2607:f8b0:4009:806::2003	TLSv1.3	150	Change Cipher Spec, Application Data
127	0.18795438	2604.6000:1419:404a::6	2607:f8b0:4009:806::2003	TLSv1.3	172	Application Data
128	0.18800758	2604.6000:1419:404a::6	2607:f8b0:4009:806::2003	TLSv1.3	323	Application Data
129	0.188287503	2604.6000:1419:404a::6	2607:f8b0:4009:806::2003	TLSv1.3	348	Application Data
130	0.194787446	2607:f8b0:4009:805::2003	2604.6000:1419:404a::6	TCP	86	443> 42136 [ACK] Seq=52751 Ack=936 Win=609 Len=0 TSval=302725250 TSecr=2838670548
131	0.161108177 WS=256	2607:f8b0:4009:802::2003	2604.6000:1419:404a::6	TCP	94	43956> 443 [ACK] Seq=1 Ack=1 Win=65535 Len=0 MSS=1360 SACK_PERM=1 TSval=3015134314 TSecr=4016727607
132	0.211641489	2604.6000:1419:404a::6	2607:f8b0:4009:802::2003	TCP	86	39596> 443 [ACK] Seq=1 Ack=1 Win=64896 Len=0 TSval=4016727640 TSecr=3015134314

Typesetting console screenshots is a bit trickier. By far, it can be done most conveniently on Ubuntu 18.04+. The key is to convert ANSI color codes used by the console into HTML. As it is shown in Figure 1, on Ubuntu 18.04+, this can be done simply by selecting the desired region, right click and select “Copy as HTML”. On other platforms, this should be also doable by dumping the terminal output to a file and using a conversion tool such as `ansi2html`.



1. Have a way of converting terminal output to HTML.
2. Be able to run the `html2latex`  $\text{\LaTeX}$  Python script. Currently, the script is dependent on `wxPython`, `TexSoup`, `colour` and `PyLaTeX`. Please note that this software is very primitive and does not support many HTML features.

```
1 \input{../res/console-dev.txt}
```

## Terminal

```
ashmem      loop17      psaux       tty30       ttyS2
autofs      loop18      ptmx        tty31       ttyS20
binder      loop19      ptp0        tty32       ttyS21
block       loop2       pts         tty33       ttyS22
bsg         loop20      random      tty34       ttyS23
btrfs-control loop21      rkill       tty35       ttyS24
bus         loop22
```

HTML2LaTeX

```
style="background-color:#2E3436"><font color="#FCE94F"><b>tty33</b></font></span> <span
style="background-color:#2E3436"><font color="#FCE94F"><b>ttyS22</b></font></span>
<font color="#729FCF"><b>bsg</b></font> <span style="background-color:#2E3436"><font
color="#FCE94F"><b>loop20</b></font></span> <span style="background-color:#2E3436"><font
color="#FCE94F"><b>random</b></font></span> <span style="background-color:#2E3436"><font
color="#FCE94F"><b>tty23</b></font></span>
<span style="background-color:#2E3436"><font color="#FCE94F"><b>btrfs-control</b></font></span> <span
style="background-color:#2E3436"><font color="#FCE94F"><b>loop21</b></font></span> <span
style="background-color:#2E3436"><font color="#FCE94F"><b>rkill</b></font></span> <span
style="background-color:#2E3436"><font color="#FCE94F"><b>tty35</b></font></span> <span
style="background-color:#2E3436"><font color="#FCE94F"><b>ttyS24</b></font></span>
<font color="#729FCF"><b>bus</b></font> <span style="background-color:#2E3436"><font
color="#FCE94F"><b>loop22</b></font></span></pre>

{
\definecolor{xxxhtmlcolorIEJKJM}{HTML}{2E3436}
\definecolor{xxxhtmlcolorFCEPKF}{HTML}{FCE94F}
\definecolor{xxxhtmlcolorNIPFCF}{HTML}{729FCF}
\setlength{\fboxsep}{0pt}
\begin{tcbconsole}
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries ashmem}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries loop17}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries psaux}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries tty30}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries ttyS2}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries autofs}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries loop18}}})*)
%*\smash{\colorbox{xxxhtmlcolorIEJKJM}{\color{xxxhtmlcolorFCEPKF}{\bfseries ptmx}}})*)

```

☐ XeLaTeX ☐ Use Hex Char Code

Figure 2: Using html2latex to convert HTML to L<sup>A</sup>T<sub>E</sub>X.

Other classic command-line tools, such as emacs, are supported as well.

```
1 \input{../res/console-emacs.txt}
```

## Terminal

File Edit Options Buffers Tools Help

Emacs tutorial. See end for copying conditions.

Emacs commands generally involve the CONTROL key (sometimes labeled CTRL or CTL) or the META key (sometimes labeled EDIT or ALT). Rather than write that in full each time, we'll use the following abbreviations:

C-<chr> means hold the CONTROL key while typing the character <chr>  
Thus, C-f would be: hold the CONTROL key and type f.  
M-<chr> means hold the META or EDIT or ALT key down while typing <chr>.  
If there is no META, EDIT or ALT key, instead press and release the ESC key and then type <chr>. We write <ESC> for the ESC key.

Important note: to end the Emacs session, type C-x C-c. (Two characters.)

To quit a partially entered command, type C-g.

The characters ">>" at the left margin indicate directions for you to

try using a command. For instance:

```
>> Now type C-v (View next screen) to move to the next screen.  
    (go ahead, do it by holding down the CONTROL key while typing v).  
    From now on, you should do this again whenever you finish  
    reading the screen.
```

```
-UU-:----F1  TUTORIAL   Top L1   (Fundamental) -----
```

## 4.1 Unicode Support

Very frequently, the terminal output contains Unicode characters. For  $\text{\TeX}$  distribution that supports Unicode input natively (e.g.  $\text{\XeLaTeX}$ ,  $\text{\LuaTeX}$ ), this should not be a problem. Just remember to tick the “XeLaTeX” check box in `html2latex`.

As for the most commonly used  $\text{\pdfLaTeX}$ , special treatment is needed. The solution is to use the `\unichar` command provided by loading `\usepackage[utf8x]{inputenc}`. Therefore, if you are using  $\text{\pdfLaTeX}$  and there is Unicode character inside the terminal output, you should do the following:

1. Make sure to include `\usepackage[utf8x]{inputenc}` in your preamble.
2. Put `customlisting-unicode.sty` into your project folder and load it with `\usepackage{customlisting-unicode}`.
3. In `html2latex`, make sure “XeLaTeX” is unchecked.

A  $\text{\pdfLaTeX}$  example is shown as below. However, keep in mind that this Unicode support is extremely limited: many characters are simply unavailable in  $\text{\pdfLaTeX}$ .

```
1 \input{../res/console-unicode.txt}
```

### Terminal

```
(base) user@machine:~/latex_typeset_listings/res$ cat unicode-test.txt  
Basic Latin  
! " # $ % & ' ( ) * +  
Latin-1 Supplement  
  i ç é ð ¥ ¦ § ¨ © º  
Latin Extended-A  
Ā ā Ă ă Ć ć Ĉ ĉ Ċ ċ
```

## 5 Add Captions

To support captions, one needs to load the `caption` package in the preamble and add some related definitions.

```
1 \usepackage{caption}  
2  
3 \newenvironment{mylisting}{\medskip\captionsetup{type=listing, labelsep=space}}{\medskip}  
4 \DeclareCaptionType{lstcap}[Listing][List of Code Listings]
```

This allows one to add caption to code listings with the following code. The “List of Code Listings” can be generated with `\listoflstcaps`.

```

1 \begin{mylisting}
2 \begin{tcbcode*}{julia}
3 function quadratic2(a::Float64, b::Float64, c::Float64)
4     # unlike other languages 2a is equivalent to 2*a
5     # a^2 is used instead of a**2 or pow(a,2)
6     sqr_term = sqrt(b^2-4a*c)
7     r1 = quadratic(a, sqr_term, b)
8     r2 = quadratic(a, -sqr_term, b)
9     # multiple values can be returned from a function using tuples
10    # if the return keyword is omitted, the last term is returned
11    r1, r2
12 end
13 \end{tcbcode*}
14 \end{mylisting}
15 \listoflstcaps

```

#### Code

```

1 function quadratic2(a::Float64, b::Float64, c::Float64)
2     # unlike other languages 2a is equivalent to 2*a
3     # a^2 is used instead of a**2 or pow(a,2)
4     sqr_term = sqrt(b^2-4a*c)
5     r1 = quadratic(a, sqr_term, b)
6     r2 = quadratic(a, -sqr_term, b)
7     # multiple values can be returned from a function using tuples
8     # if the return keyword is omitted, the last term is returned
9     r1, r2
10 end

```

Listing 1: Some random Julia function.

## List of Code Listings

1	Some random Julia function. . . . .	6
---	-------------------------------------	---