

The `dramatist` package*

User Guide

Massimiliano Dominici
mlgdominici@gmail.com

2014/12/18

Abstract

The present package provides support for drama both in verse and in prose. The following facilities are given: two environments for typesetting dialogues in prose or in verse; new document divisions corresponding to acts and scenes; macros that control the appearance of characters and stage directions; and automatical generation of a *dramatis personæ* list.

Contents

1	Introduction	2
2	User interface	2
2.1	Package Options	2
2.2	The <code>drama</code> environment	2
2.3	Sectioning Commands	3
2.4	Defining characters	4
2.4.1	Grouped characters	5
2.5	Stage direction	5
2.6	Local configuration file	6
2.7	Acknowledgements	6
2.8	Known bugs	6
3	Code	6
3.1	Package identification	6
3.2	Conditionals, options and counters	7
3.3	Environments	7
3.4	Sectioning commands	8
3.5	Defining characters	11
3.6	Stage direction	13
3.7	Configuration settings	14
3.8	Error messages handling	16
3.9	Local configuration file	16
A	The GNU General Public License	16

*This file has version number v1.2e dated 2014/12/18.

1 Introduction

The edition of a drama requires special treatment for many typographical elements. The purpose of the present package is that of providing full support for these specialities. So, besides the standard document divisions, new ones are introduced reflecting the peculiar nature of the document itself; environments are provided for introducing dialogues, and a set of macros is placed at the user's disposal to handle characters, automatically generate a *dramatis personæ* list, and control the appearance of stage directions. All these features I have tried to make fully customizable, with the idea that typographical conventions are hints rather than laws, and the fully conscious user should be enabled to override them.

The decision to write a package rather than a class is due to similar considerations about user's freedom. The package strictly provides what is meant in his name and doesn't involve itself in the layout design of the document. This task is left to the class chosen by the user. In particular, the package does not provide explicit support for text in verse, though it provides support for those features that are peculiar to a *drama* in verse. However, `dramatist` is integrated with the main packages dealing with verse (such as `verse` or `poemscol`), so that the user can, for instance, use line numbering defined by one of the aforesaid packages in a meaningful way inside a `drama*` environment.

2 User interface

2.1 Package Options

`lnpa` The package provides two options, both concerning line numbering in verse drama.
`lnps` By default none of the options is used and the counter holding the line number is not reset throughout the document. If you like it better you can choose line numbering per act or per scene issuing one of the options, namely: `lnpa` or `lnps`. Issuing the options when typesetting a play in prose, has no effect on the document, but a package warning is typed in the `log` file every time a `drama` environment is called.

2.2 The `drama` environment

`drama` The `drama` environment is the heart of the package. Two versions, of this environment, are provided: the normal version, used for typesetting dramas in prose, and the starred version (`drama*`) for typesetting dramas in verse. The unstarred form arranges the items given by the macros for defining characters (see Section 2.4) in a sort of description-like environment – but the parameters can be managed and adjusted to get every kind of list the user desires. These are the hooks provided for customizing the look of the environment¹:

`\speakwidth` is the width of the label in which the name of the character is printed;

¹For this parametrization of the `drama` environment I'm in debt with Christian Ebert.

Commands	Default settings
<code>\speakwidth</code>	<code>\z@</code>
<code>\speaksindent</code>	<code>-\leftmargin</code>
<code>\speechskip</code>	<code>\itemsep</code>
<code>\Dparsep</code>	<code>\z@</code>
<code>\Dlabelsep</code>	<code>\labelsep</code>

Table 1: Sectioning commands

`\speaksindent` is the indentation of that label;

`\Dlabelsep` is the space between the label and the text;

`\Dparsep` is the space between paragraphs inside the dialogue;

`\speechskip` is the space between two subsequent speeches.

You can see default settings for these macros in Table 1. A conditional expression checks the eventual presence of a line numbering option, in which case a warning is sent to the user in the `log` file about the meaninglessness of the option.

`drama*` The starred form switches to `\@drversettrue` (this is used by the commands that define characters – see Section 2.4), calls the `verse` environment – or the `poem` environment if `poemscol` package has been loaded: this is automatically recognized by the package and needs no additional option –, and, if `\poemlines` is defined², the value of the `poemline` counter is restored at the beginning and saved at the end of the environment (this is needed because, by default, the aforesaid counter is reset to 1 every time the `verse` environment is called). In case `poemscol` has been loaded, the same operations are performed for counters `linenumber` and `printlineindex`.

2.3 Sectioning Commands

The package provides two series of commands in order to get a proper sectioning of the text: a *lowercase* series and an *uppercase* series. The difference between them is that the *lowercase* form takes no mandatory argument and can be used absolutely, while the *uppercase* form take one mandatory argument and should be used only when a title is specified as a part of the *act/scene* heading. I chose to introduce this peculiar form of sectioning commands without argument (and as the default one) because I think that in most cases the user only wants to get something like *Act I* and should not bore himself issuing a pair of curly braces.

`\act` So `\act` and `\scene` print by default only the act or scene name (e.g.: `Act`) and
`\scene` its ordinal number. They (and `\DramPer` also) may take an optional argument: this feature is useful for inserting footnotes or endnotes in the *act/scene* headings, but causes an undesirable consequence: the user should issue a blank line after each of these commands when used without argument (two blank lines for `\DramPer` followed by a void `\scene`).

`\Act` `\Act` and `\Scene` take as mandatory argument the title of the act or of the
`\Scene`

²This is provided by the `memoir` [2] class and the `verse` [3] package for line numbering purpose.

Commands	Default settings
<code>\printactname</code>	<code>\centering\actnamefont \actname</code>
<code>\printactnum</code>	<code>\actnumfont \theact</code>
<code>\printacttitle</code>	<code>\acttitlefont #1</code>
<code>\actname</code>	Act
<code>\actnamefont</code>	<code>\scshape\Large</code>
<code>\actnumfont</code>	<code>\actnamefont</code>
<code>\acttitlefont</code>	<code>\actnamefont</code>
<code>\theact</code>	<code>\roman{act}</code>
<code>\actcontentsline</code>	<code>\actname\ \theact</code>
<code>\printscenename</code>	<code>\centering\scenenamefont \scenename</code>
<code>\printscenum</code>	<code>\scenumfont \theact\intersep\thescene</code>
<code>\printscenetitle</code>	<code>\scenetitlefont #1</code>
<code>\scenenamefont</code>	<code>\scshape\large</code>
<code>\scenumfont</code>	<code>\scenenamefont</code>
<code>\scenetitlefont</code>	<code>\scenenamefont</code>
<code>\scenename</code>	Scene
<code>\thescene</code>	<code>\roman{scene}</code>
<code>\scenecontentsline</code>	<code>\scenename\ \thescene</code>
<code>\printsep</code>	<code>_</code>
<code>\intersep</code>	<code>_--_</code>

Table 2: Sectioning commands

scene. An optional argument has the same meaning as for standard sectioning commands (`\chapter`, `\section`, etc.). The title is printed by means of `\printacttitle` or `\printscenetitle`.

Each command is fully customizable, in the style of Peter Wilson’s memoir class (see for the documentation [2]), via commands like `\printactname` or `\printactnum`. These commands can be redefined by the user according with his own desire. Table 2 shows the commands and their default settings.

`\actmark` and `\scenemark`, defined by default to do nothing, can be useful for printing marks in the headers, and have the same meaning of `\chaptermark` and `\sectionmark` in the standard classes.

A starred version also is provided for `\Act`, `\act`, `\Scene` and `\scene`. As in standard classes the starred form does not make an entry for the table of contents, and does not print the section mark in the headers.

2.4 Defining characters

`\Character` The introduction of a new character is made by the command `\Character`. It takes three arguments: the first, optional³, is the entry for the list of *Dramatis Personæ*, the second is the name appearing in the text and the third is the base for the construction of the commands typesetting the occurrence of that name in

³The argument, mandatory until version 1.1, has been made optional by suggestion of Christian Ebert in version 1.2. This avoids issuing a `\Character` command with a dummy first argument *after* `\DramPer` when you need a character not appearing in the *Dramatis Personæ* list.

Commands	Default settings
<code>\printcasttitle</code>	<code>\centering\casttitlefont \casttitlename</code>
<code>\casttitlefont</code>	<code>\Large\scshape</code>
<code>\casttitlename</code>	Dramatis Personæ
<code>\castfont</code>	<code>\normalfont</code>
<code>\namefont</code>	<code>\scshape</code>
<code>\speaksfont</code>	<code>\scshape</code>
<code>\speaksdel</code>	

Table 3: Parameters for characters commands

the stage direction and as a speaker. Shortly, if $\langle name \rangle$ is given as third argument, the macro will return the following commands: $\langle name \rangle$ is used in stage direction, $\langle name \rangle$ `speaks` is used as speaker.

`\DramPer` The first argument, when present, is passed to the macro `\DramPer`, printing the list of *Dramatis Personæ*. The parameters of this macro are also customizable; the list of default settings can be seen in Table 3. Other parameters related to the customization of $\langle name \rangle$ and $\langle name \rangle$ `speaks` commands are added.

`\speaker` You can also use a `\speaker{\langle name \rangle}` command in the place you want the character with name $\langle name \rangle$ to appear (in this case no command is defined to print the name of the character inside a stage direction).

2.4.1 Grouped characters

Characters, in the *Dramatis Personæ* list, may need to be grouped under a common denomination⁴. For this occurrence the package provides an environment, `CharacterGroup`, taking, as mandatory argument the denomination common to each character belonging to the current group. Inside this environment the characters have to be defined by `\GCharacter` whose syntax is the same of `\Character`, except that the first argument is here, obviously, mandatory. The result will be that the characters will be grouped by a big parentheses on whose right will be printed, centered, the common denomination. The user can define the amount of space reserved to the characters names, the parentheses and the common denomination by means of `\CharWidth`, `\ParenWidth` and `\GroupWidth`.

`\CharWidth`
`\ParenWidth`
`\GroupWidth`

The commands appearing in this section (especially `\DramPer` and `\Character`, i.e. the most crucial part of the whole work) have been inspired by Matt Swift's package `drama`.

2.5 Stage direction

`\StageDir` Two commands are provided for printing stage directions: the first, `\StageDir` is used for the very setting of the stage and calls a `quote` environment. The second, `\direct` is used for specifications in the middle of the speaker's text. In connection with the `verse` environment a starred version exists also to be used at the end of a stanza⁵.

`\direct`
`\direct*`

⁴Thanks to Christian Ebert for having submitted the problem to my attention.

⁵This works only with the `verse` environment provided by the `verse` package and by the `memoir` class. You can use the normal, not starred version of the command with the standard `verse` environment

`stagedir` A `stagedir` environment is finally provided for extremely long stage directions: it differs in nothing from his command version.

`\StageDirConf` `\StageDir` and the `stagedir` environment can be customized by means of `\StageDirConf`. The command takes two arguments related to the code to be executed at the beginning and at the end of `\StageDir` or `stagedir`.

2.6 Local configuration file

`dramatist.cfg` As my chief aim has been the one of giving the user the support for a complete customization of the provided commands, I have taken under consideration the case of a stable local configuration set up by the user. So I introduced the possibility of reading a set of user definitions from a local configuration file called `dramatist.cfg`. You must create this file, if you need it, and place it in a suitable directory (either the working directory or the package directory); if you don't need it, no problem: the package will merely print in your log file a message claiming the absence of such a file, but nor interruptions neither error will take place.

2.7 Acknowledgements

I must acknowledge a debt of inspiration toward both Peter Wilson's all purpose class package `memoir` and Matt Swift's `drama`. While the former inspired me with a peculiar care toward complete customization, the latter was the formal model and the source of solution for many among the problems which arose in the proceeding of the code writing. I highly recommend the use of the class `memoir` and the study of Matt Swift's ambitious bundle `Frankenstein` (but I hope you want use `dramatist` package instead!).

I also wish to thank Christian Ebert, whose suggestions have been so useful to me in solving – and often in merely recognizing – many problems, and whose help and stimulating conversation is at the basis of the present (v1.2) revision of the package.

2.8 Known bugs

The user should issue an empty line after `\act` or `\scene` and *two* empty lines after `\DramPer` (especially when it's followed by `\scene` used without argument).

Using option `lnpa` or `lnps` together with package `hyperref` causes a long series of warning to be typed in the `log` file. This is due, I think, because `hyperref` finds duplicates of the same entry every time the `drama*` environment resets the `poemline` counter. However, there are no effects on the document, because the counter itself is by no way used by `hyperref`.

If you encounter new bugs, or have suggestions about the solution of the known ones, please send me a mail to this address: mlgdominici@gmail.com.

3 Code

3.1 Package identification

```
1 (*dramatist)
2 \ProvidesPackage{dramatist}[2014/12/18 v1.2e Package for typesetting drama -
  - Author: Massimiliano Dominici]
```

```

3 \NeedsTeXFormat{LaTeX2e}
4 \RequirePackage{xspace}

```

3.2 Conditionals, options and counters

The following line checks whether a class defining `\if@openright` has been loaded; if not, it defines that conditional expression.

```

5 \@ifundefined{if@openright}{\newif\if@openright}{}
6 \newif\if@drverse

```

The following lines provide support for the `poemscol` package.

```

7 \newif\if@poemscol
8 \@ifpackageloaded{poemscol}{\@poemscoltrue}{\@poemscolfalse}

```

The conditional `\if@stagedir` is switched to true at the end of a stage direction.

```

9 \newif\if@stagedir

```

The two options for line numbering are defined to switch to true a conditional expression.

```

10 \newif\if@lnpa
11 \newif\if@lnps
12 \newif\if@lnpd
13 \DeclareOption{lnpa}{\@lnpatrue}
14 \DeclareOption{lnps}{\@lnpstrue}
15 \ProcessOptions

```

This is needed for saving and restoring the value of the `poemline` counter in the case it is defined and used.

```

16 \newcounter{storelineno}
17 \setcounter{storelineno}{0}
18 \if@poemscol\else
19 \refstepcounter{storelineno}\fi
20 \newcounter{storeprintlineindex}

21 \newcounter{character}
22 \newcounter{temp}
23 \newcounter{gtemp}
24 \newcounter{act}
25 \newcounter{scene}[act]
26 \renewcommand{\theact}{\roman{act}}
27 \renewcommand{\thescene}{\roman{scene}}

```

3.3 Environments

<code>drama</code>	The unstarred version of the <code>drama</code> environment defines a list with negative item indentation and whose label is the speaker's name. A previous check is made for an option and, in the case it has been issued, a warning is typed out to the log file. Hooks for user customization are provided: <code>\speakwidth</code> is the width of a label in which the name of the character is printed; <code>\speaksindent</code> is the indentation of the same label; <code>\Dlabelsep</code> is the space between this label and the text of the dialogue; <code>\Dparsep</code> controls the space between paragraphs inside the dialogue; <code>\speechskip</code> controls the space between two subsequent speeches. <code>\speakslabel</code> formats the appearance of the name of the character.
--------------------	---

```

28 \newenvironment{drama}{%
29   \if@lnpa

```

```

30 \PackageWarning{dramatist}{\lnpwarning{a}}
31 \fi
32 \if@lnps
33 \PackageWarning{dramatist}{\lnpwarning{s}}
34 \fi
35 \list{}{%
36     \labelwidth\speakswidth
37     \itemindent\speaksindent
38     \itemsep\speechskip
39     \parsep\Dparsep
40     \labelsep\Dlabelsep
41     \let\makelabel\speakslabel}
42 } {\endlist}

```

drama* The starred version calls the verse environment (or the poem environment if `poemscol` is loaded), after switching to `\@drverse>true`, controls line numbering, if any, and, after closing verse, restores `\@drverse>false`.

```

43 \@namedef{drama*}{%
44     \@drverse>true
45     \if@poemscol
46         \begin{poem}
47         \setcounter{verselinenum}{\value{storelineno}}
48         \setcounter{printlineindex}{\value{storeprintlineindex}}
49     \else
50         \begin{verse}
51     \fi
52     \ifx\poemlines\@undefined\else
53         \setcounter{poemline}{\value{storelineno}}
54     \fi}
55 \@namedef{enddrama*}{%
56     \ifx\poemlines\@undefined\else
57         \setcounter{storelineno}{\value{poemline}}
58     \fi
59     \if@poemscol
60         \end{poem}
61         \setcounter{storelineno}{\value{verselinenum}}
62         \setcounter{storeprintlineindex}{\value{printlineindex}}
63     \else
64         \end{verse}
65     \fi
66     \@drverse>false}

```

3.4 Sectioning commands

The sectioning commands `\act` and `\scene` have been made wholly customizable via `\m@ke@cthead` and `\m@kescenehead` just like the sectioning commands of memoir class (see [2] for further details).

`\phantomsection` is needed for compatibility with the `hyperref` package. It is defined to do nothing when `hyperref` is not loaded.

```

67 \providecommand\phantomsection{}
68 \newcommand\actmark[1]{}
69 \newcommand\scenemark[1]{}
70 \newcommand\drampermark[1]{}

```

`\@openact` `\@openact` must check if a class defining `\if@openright` has been loaded. In this case it provides an if statement to control switching between `openany` and `openright` behaviour. By default, the option loaded with the class is inherited. If the class loaded behaves like `article` only the `openany` option is allowed. According to the option loaded for line numbering, `\@openact` performs the needed operations.

```

71 \newcommand\@openact{%
72   \ifundefined{if@openright}{\clearpage}{%
73     \if@openright
74       \clearpage{\thispagestyle{empty}\cleardoublepage}
75     \else
76       \clearpage
77     \fi}
78   \thispagestyle{plain}
79   \refstepcounter{act}
80   \if@lnpa
81     \setcounter{storelineno}{0}
82     \if@poemscol
83       \setcounter{storeprintlineindex}{0}
84     \else
85       \refstepcounter{storelineno}
86     \fi
87   \fi
88 }
```

`\act` `\act` switches between `\@act` and `\@sact`; in the first case a line is added to the table of contents and an argument is assigned to `\actmark`. The actual task of printing the heading is left to `\m@ke@cthead`.

```

89 \newcommand\act{%
90   \@openact
91   \secdef\@act\@sact}
92 \newcommand\act[1][ ]{%
93   \phantomsection
94   \addcontentsline{toc}{chapter}{\actcontentsline}
95   \actmark{\actname\ \theact}
96   \m@ke@cthead{#1}
97   \@afterindentfalse
98   \@afterheading}
99 \newcommand\@sact[1][ ]{%
100  \m@ke@cthead{#1}
101  \@afterindentfalse
102  \@afterheading}
```

`\Act` `\Act` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sact`

```

103 \newcommand\Act{%
104   \@openact
105   \secdef\@Act\@sact}
106 \def\@Act[#1]#2{%
107   \phantomsection
108   \ifnum\c@secnumdepth>\m@ne
109     \addcontentsline{toc}{chapter}{\actcontentsline~#1}
110   \else
111     \addcontentsline{toc}{chapter}{#1}
```

```

112 \fi
113 \actmark{\actname\ \theact\ #1}
114 \m@ke@cthead{#2}
115 \@afterindentfalse
116 \@afterheading}

```

`\m@ke@cthead` `\m@ke@cthead` actually prints the headings.

```

117 \newcommand\m@ke@cthead[1]{%
118 \actheadstart
119 {\parindent \z@
120 \ifnum\c@secnumdepth>\m@ne
121 \printactname \printsep \printactnum
122 \fi
123 \printacttitle{#1}
124 \afteract}
125 }

```

`\@openscene` According to the option loaded for line numbering, `\@openscene` performs the needed operations.

```

126 \newcommand\@openscene{%
127 \stepcounter{scene}
128 \if@lmps
129 \setcounter{storelineno}{0}
130 \if@poemscol
131 \setcounter{storeprintlineindex}{0}
132 \else
133 \refstepcounter{storelineno}
134 \fi
135 \fi
136 }

```

`\scene` `\scene` switches between `\@scene` and `\@sscene`; in the first case a line is added to the table of contents and an argument is assigned to `\scenemark`. The actual task of printing the heading is left to `\m@kescenehead`.

```

137 \newcommand\scene{%
138 \@openscene
139 \secdef\@scene\@sscene}
140 \newcommand\@scene[1] [] {%
141 \phantomsection
142 \addcontentsline{toc}{section}{\scenecontentsline}
143 \scenemark{\scenename\ \thescene}
144 \m@kescenehead{#1}
145 \@afterindentfalse
146 \@afterheading}
147 \newcommand\@sscene[1] [] {%
148 \m@kescenehead{#1}
149 \@afterindentfalse
150 \@afterheading}

```

`\Scene` `\Scene` is defined in the standard way for sectioning commands. For its starred version relies upon `\@sscene`

```

151 \newcommand\Scene{%
152 \@openscene

```

```

153 \secdef\@Scene\@sscene}
154 \def\@Scene[#1]#2{%
155 \phantomsection
156 \ifnum\c@secnumdepth>\z@
157 \addcontentsline{toc}{section}{\scenecontentsline~#1}
158 \else
159 \addcontentsline{toc}{section}{#1}
160 \fi
161 \scenemark{\scenename\ \thescene\ #1}
162 \m@kescenehead{#2}
163 \@afterindentfalse
164 \@afterheading}

```

`\m@kescenehead` `\m@kescenehead` actually prints the headings.

```

165 \newcommand\m@kescenehead[1]{%
166 \sceneheadstart
167 {\parindent \z@
168 \ifnum\c@secnumdepth>\z@
169 \printscenename \printsep \printscenumum
170 \fi
171 \printscenetitle{#1}
172 \afterscene}
173 }

```

3.5 Defining characters

`\Character` The macro `\Character` performs three different tasks. First, it creates, being $\langle name \rangle$ the third argument, the command $\langle name \rangle$, for use in stage directions; in order to achieve this task it uses `\@namedef` (see the latex source).

In second place it creates a $\langle name \rangle$ `speaks` command, used for printing the speaker's name. It uses, for this purpose a `\n@me@ppend@nddef` macro which is similar to `\@namedef`. A conditional `\if@drverse` produces different formatting for the verse and the prose environment.

Finally, in third place, if the first optional argument is given and `\@xcharacter` is called, it creates an internal command, still using `\n@me@ppend@nddef`, in the form `\persona\langle count \rangle`, where $\langle count \rangle$ is a counter expressed in roman lowercase numerals increasing by one every time `\Character` is called. This family of commands is used by `\DramPer` when it prints the list of the characters.

```

174 \newcommand\Character{%
175 \ifnextchar[{\@xcharacter}{\@character}}
176 \def\@xcharacter[#1]#2#3{%
177 \stepcounter{character}
178 \@character{#2}{#3}
179 \n@me@ppend@nddef{persona}{@\Roman{character}}{\castfont #1}
180 }
181 \def\@character#1#2{%
182 \@namedef{#2}{\namefont #1}\xspace}
183 \n@me@ppend@nddef{#2}{\@ppendname}{%
184 \if@drverse
185 {\speakstab\speaksfont{#1}\speaksdel\par\nobreak\addvspace{-\parskip}}
186 \else
187 \item[#1\speaksdel]
188 \fi}

```

```

189 }
190 \newcommand{\n@me@ppend@enddef}[2]{%
191   \expandafter\def\csname#1#2\endcsname}
192 \newcommand{\@ppendname}{speaks}

```

CharacterGroup This environment is used for groups of characters in the *Dramatis Personæ* list. The main idea is that each group of characters should be treated as a single `\persona<count>` when called by `\DramPer`, while inside it should behave like `\DramPer` itself – in this case `\dogrouplist`, which is identical in structure. The main feature is that every instance of `CharacterGroup` defines an internal counter whose name depends by another counter – namely: `character` – and this is used by the correspondent ‘call’ to `\dogrouplist`.

```

193 \newenvironment{CharacterGroup}[1]{%
194   \stepcounter{character}
195   \newcounter{g\Roman{character}}
196   \grouplist{#1}
197 }{}

```

The name and the first specification of the characters, the big parentheses, and the common denomination are arranged in boxes whose length can be specified by the user by means of *ad hoc* commands.

```

198 \newsavebox{\tbox}
199 \newcommand\grouplist[1]{%
200   \global\n@me@ppend@enddef{persona}{@\Roman{character}}{%
201     \begin{lrbox}{\tbox}
202       \begin{minipage}[c]{\CharWidth}\raggedright
203         \leftmargini=0pt
204         \begin{list}{}{\itemsep=0pt}
205           \dogrouplist
206         \end{list}
207       \end{minipage}
208     \end{lrbox}
209     \parbox{\CharWidth}{\usebox{\tbox}}%
210     \parbox{\ParenWidth}{$\left.\rule{0pt}{\ht\tbox}\right\}$}
211     \parbox{\CastWidth}{\castfont #1\strut}}
212 }

213 \newcommand{\dogrouplist}{%
214   \ifnum\value{g\Roman{temp}}>\value{gtemp}
215     \stepcounter{gtemp}
216     \item\@nameuse{gpersona@\Roman{temp}@\Roman{gtemp}}\strut
217     \dogrouplist
218   \fi
219   \setcounter{gtemp}{0}
220 }

```

\GCharacter This is the version of `\Character` to be used inside a `CharacterGroup` environment. In this case the first argument is, obviously, mandatory.

```

221 \newcommand\GCharacter[3]{
222   \stepcounter{g\Roman{character}}
223   \global\@namedef{#3}{\namefont #2}\xspace}
224 \global\n@me@ppend@enddef{#3}{\@ppendname}{%
225   \if@drverse
226     {\speakstab\speaksfont #2\speaksdel\par\nobreak\addvspace{-\parskip}}

```

```

227     \else
228         \item[#2\speaksdel]
229     \fi}
230 \global\newcommand\nddef{gpersona@\Roman{character}}{%
231     @\Roman{g\Roman{character}}}{\castfont #1}
232 }

```

`\speaker` This command is provided for defining characters which must not appear in the ‘Dramatis Personæ’ list and are not mentioned in stage directions.

```

233 \newcommand\speaker[1]{%
234     \if@drverse
235         {\speakstab\speaksfont #1\speaksdel\par\nobreak\addvspace{-\parskip}}
236     \else
237         \item[#1\speaksdel]
238     \fi}

```

`\DramPer` The macro `\DramPer` prints in the list of *Dramatis Personæ* the characters previously defined by the first argument of `\Character`. This is done via the `\dodramperlist` macro, which recursively calls the `\persona<count>` commands and put them in the list defined by `\DramPer`.

```

239 \newcommand{\DramPer}{%
240     \ifundefined{if@openright}{\clearpage}{%
241         \if@openright\cleardoublepage\else\clearpage\fi}
242     \secdef\dramper\sdramper}

243 \newcommand\@dramper[1] []{%
244     \phantomsection
245     \addcontentsline{toc}{chapter}{\casttitlename}
246     \drampermark{\casttitlename}
247     \m@kedramperhead{#1}}

248 \newcommand\@sdramper[1] []{%
249     \m@kedramperhead{#1}}

250 \newcommand\m@kedramperhead[1]{
251     \castheadstart
252     {\printcasttitle #1
253     \aftercasttitle}
254     \begin{list}{\leftmargin=0pt \itemsep=0pt}
255     \dodramperlist
256     \end{list}
257 }

258 \newcommand{\dodramperlist}{%
259     \ifnum\value{character}>\value{temp}
260         \stepcounter{temp}
261         \item\@nameuse{persona@\Roman{temp}}\strut
262     \dodramperlist
263     \fi
264 }

```

3.6 Stage direction

`\direct` In the prose environment `\direct` merely encloses its argument in plain braces and emphasizes it; and has no starred version. In the verse environment things

are a little more complicated, a `\parbox` is involved and I have to admit the result is not really perfect – yet I found no better solution. The starred version must be used at the end of a stanza.

```

265 \newcommand{\direct}{%
266   \@ifstar\@sdirect\@direct}
267 \newcommand{\@direct}[1]{%
268   \if@drverse
269     \vskip2\normallineskip
270     \parbox[b]{\dirwidth}{\dirdelimiter{\itshape #1}}\@centercr
271   \else
272     \dirdelimiter{\itshape #1}\unskip
273   \fi
274 }
275 \newcommand{\@sdirect}[1]{%
276   \if@drverse
277     \vskip2\normallineskip
278     \parbox[b]{\dirwidth}{\dirdelimiter{\itshape #1}}\!
279   \else
280     \starrederror
281   \fi
282 }
283 \newcommand{\dirdelimiter}[1]{(#1)}

```

`\StageDir` It's a very simple command `\StageDir`: it merely calls the `stagedir` environment. No more talking of it.

```

284 \newcommand{\StageDir}[1]{%
285   \begin{stagedir}
286   #1
287   \end{stagedir}
288 }

```

`stagedir` The `stagedir` environment calls by default the `quote` environment, but can be re-defined by the user to do everything by means of `\StageDirConf`. I use here `\em` instead of `\emph` in order to avoid strange indentations – thanks to Christian Ebert for having recognized and solved the problem.

```

289 \newenvironment{stagedir}{%
290   \StageDirOpenSettings}%
291   \StageDirCloseSettings\global\@stagedirtrue}
292 \newcommand\StageDirOpenSettings{\begin{quote}\em}
293 \newcommand\StageDirCloseSettings{\end{quote}}
294 \newcommand\StageDirConf[2]{%
295   \renewcommand\StageDirOpenSettings{#1}
296   \renewcommand\StageDirCloseSettings{#2}
297 }

```

3.7 Configuration settings

```

298 \newcommand\actcontentsline{\actname\ \theact}
299 \newcommand{\actnamefont}{\scshape\Large}
300 \newcommand{\actnumfont}{\actnamefont}
301 \newcommand{\acttitlefont}{\actnamefont}

```

```

302 \newcommand{\actname}{Act}
303 \newcommand{\printactname}{\centering\actnamefont \actname}
304 \newcommand{\printactnum}{\actnumfont \theact}
305 \newcommand{\printacttitle}[1]{\acttitlefont\ #1}
306 \newcommand\scenecontentsline{\scenename\ \thescene}
307 \newcommand{\scenenamefont}{\scshape\large}
308 \newcommand{\scenenumfont}{\scenenamefont}
309 \newcommand{\scenetitlefont}{\scenenamefont}
310 \newcommand{\scenename}{Scene}
311 \newcommand{\printscenename}{\centering\scenenamefont \scenename}
312 \newcommand{\printscenenum}{\scenenumfont \theact\intersep\thescene}
313 \newcommand{\printscenetitle}[1]{\scenetitlefont\ #1}
314 \newcommand{\intersep}{\ --\ }
315 \newcommand{\printsep}{\ }
316 \newcommand{\printcasttitle}{\centering\casttitlefont \casttitlename}
317 \newcommand{\casttitlefont}{\Large\scshape}
318 \newcommand{\casttitlename}{Dramatis Person\ae}
319 \newcommand{\castfont}{\normalfont}
320 \newcommand{\namefont}{\scshape}
321 \newcommand{\speaksfont}{\scshape}
322 \newcommand{\speaksdel}{}
323 \newlength{\CharWidth}
324 \setlength{\CharWidth}{.3\textwidth}
325 \newlength{\ParenWidth}
326 \setlength{\ParenWidth}{.05\textwidth}
327 \newlength{\CastWidth}
328 \setlength{\CastWidth}{.6\textwidth}

329 \def\actheadstart{\vspace*{\beforeactskip}}
330 \def\afteract{\par\nobreak\vskip\afteractskip}
331 \def\sceneheadstart{\vspace*{\beforesceneskip}}
332 \def\afterscene{\par\nobreak\vskip\aftersceneskip}
333 \def\castheadstart{\vspace*{\beforecastskip}}
334 \def\aftercasttitle{\par\nobreak\vskip\aftercasttitleskip}
335 \newcommand{\speakstab}{\hspace{\speaksskip}}
336 \newlength{\beforeactskip}
337 \setlength{\beforeactskip}{\baselineskip}
338 \newlength{\afteractskip}
339 \setlength{\afteractskip}{\baselineskip}
340 \newlength{\beforesceneskip}
341 \setlength{\beforesceneskip}{0pt}
342 \newlength{\aftersceneskip}
343 \setlength{\aftersceneskip}{\baselineskip}
344 \newlength{\beforecastskip}
345 \setlength{\beforecastskip}{0pt}
346 \newlength{\aftercasttitleskip}
347 \setlength{\aftercasttitleskip}{0pt}
348 \newlength{\speaksskip}
349 \setlength{\speaksskip}{1em}
350 \newlength{\dirwidth}
351 \setlength{\dirwidth}{.6\textwidth}

Default settings for the drama environment.
352 \newdimen\speakswidth
353 \speakswidth\z@

```

```

354 \newdimen\speaksindent
355 \speaksindent=-\leftmargin
356 \newdimen\speechskip
357 \speechskip\itemsep
358 \newdimen\Dparsep
359 \Dparsep\z@
360 \newdimen\Dlabelsep
361 \Dlabelsep\labelsep
362 \newcommand{\speakslabel}[1]{%
363   \hspace\labelsep \speaksfont{#1}}

```

3.8 Error messages handling

```

364 \newcommand{\starrederror}{\PackageError{dramatist}{%
365   The starred version of this command is not available under the
366   option you have chosen}
367   {You probably misspelled the command.^^J%
368   Only the ‘verse’ option supports a starred version of this
369   command.}}
370 }
371 \newcommand{\lnpwarning}[1]{The option ‘lnp#1’ is meaningless outside the%
372   ‘drama*’ environment}
373 \newcommand{\inputfilewarning}{\PackageWarningNoLine{dramatist}{^^J^^J%
374 *****^^J%
375 * No Configuration file found, using default settings. *^^J%
376 *****^^J%
377 }}
378 \newcommand{\foundfile}{\PackageWarningNoLine{dramatist}{^^J^^J%
379 *****^^J%
380 * Using Configuration file dramatist.cfg. *^^J%
381 *****^^J%
382 }}

```

3.9 Local configuration file

The following code inputs the local configuration file `dramatist.cfg`.

```

383 \InputIfFileExists{dramatist.cfg}{\foundfile}{\inputfilewarning}
384 </dramatist>

```

In Appendix are given the terms under which the package and his documentation are released.

A The GNU General Public License

THE GNU GENERAL PUBLIC LICENSE
Version 2, June 1991
Copyright © 1989, 1991 Free Software Foundation, Inc.

59 Temple Place - Suite 330, Boston, MA 02111-1307, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation’s software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author’s protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors’ reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone’s free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The “Program”, below, refers to any such program or work, and a “work based on the Program” means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term “modification”.) Each licensee is addressed as “you”.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
 - (a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
 - (b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
 - (c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:
 - (a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
 - (b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
 - (c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program

(or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.
7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later

version”, you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM “AS IS” WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.
12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the “copyright” line and a pointer to where the full notice is found.

one line to give the program's name and a brief idea of what it does.
Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) yyyy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for de-
tails type 'show w'.
This is free software, and you are welcome to redistribute it under
certain conditions; type 'show c' for details.
```

The hypothetical commands `show w` and `show c` should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w` and `show c`; they could even be mouse-clicks or menu items—whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a “copyright disclaimer” for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
'Gnomovision' (which makes passes at compilers) written by James
Hacker.
```

```
signature of Ty Coon, 1 April 1989
Ty Coon, President of Vice
```

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

B GNU Free Documentation License

GNU FREE DOCUMENTATION LICENSE

Version 1.2, November 2002
Copyright ©2000,2001,2002 Free Software Foundation, Inc.

59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The purpose of this License is to make a manual, textbook, or other functional and useful document “free” in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of “copyleft”, which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The “**Document**”, below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as “**you**”. You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A “**Modified Version**” of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A “**Secondary Section**” is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document’s overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The “**Invariant Sections**” are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The

Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The “**Cover Texts**” are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A “**Transparent**” copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not “Transparent” is called “**Opaque**”.

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The “**Title Page**” means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, “Title Page” means the text near the most prominent appearance of the work’s title, preceding the beginning of the body of the text.

A section “**Entitled XYZ**” means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as “**Acknowledgements**”, “**Dedications**”, “**Endorsements**”, or “**History**”.) To “**Preserve the Title**” of such a section when you modify the Document means that it remains a section “Entitled XYZ” according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or

further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together

with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.

- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
- K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
- L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
- M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.
- N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.
- O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To

do this, add their titles to the list of Invariant Sections in the Modified Version’s license notice. These titles must be distinct from any other section titles.

You may add a section Entitled “Endorsements”, provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled “History” in the various original documents, forming one section Entitled “History”; likewise combine any sections Entitled “Acknowledgements”, and any sections Entitled “Dedications”. You must delete all sections Entitled “Endorsements”.

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an “aggregate” if the copyright resulting from the compilation is not used to limit the legal rights of the compilation’s users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document’s Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled “Acknowledgements”, “Dedications”, or “History”, the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License “or any later version” applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

Copyright ©YEAR YOUR NAME. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled “GNU Free Documentation License”.

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the “with... Texts.” line with this:

with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

References

- [1] Donald Knuth. *The T_EXbook*, Addison–Wesley, Reading, MA, 1996.
- [2] Peter Wilson *The Memoir Class*, The Herries Press, Normandy Park, WA, 2001 (Available from CTAN, `macros/latex/contrib/supported/memoir`)
- [3] Peter Wilson *Typesetting simple verse with L^AT_EX*, (Available from CTAN, `macros/latex/contrib/supported/verse`)

Change History

v1.0		the <code>drama*</code> environment; made <code>\act</code> , <code>\scene</code> and <code>\DramPer</code> more compliant to the standard document division commands. . 1
General:	First public release. 1	
v1.1		<code>\act</code> : <code>\act</code> is now defined in a standard way and has an optional
General:	Added support for line numbering; added a <code>\speaker</code> command; changes made to	

argument (to use for footnotes and the like).	9	CharacterGroup : Added environment for characters groups in the <i>dramatis personæ</i> list. . . .	12
\DramPer : \DramPer is now defined in a standard way and has an optional argument (to use for footnotes and the like).	13	drama : Added hooks for customization.	7
drama* : Environment drama* has been completely restyled. Now, it automatically calls environment verse	8	drama* : Added support for poemscol	8
\scene : \scene is now defined in a standard way and has an optional argument (to use for footnotes and the like).	10	\Scene : Introduced macro \Scene for sections with a title.	10
\speaker : Command \speaker added.	13	\scene : Shared code moved to \@penscene	10
v1.2		v1.2a	
General: Added support for poemscol package; introduced an <i>uppercase</i> series of sectioning commands; first argument in \Character made optional; added environment (CharacterGroup) for characters groups in the <i>Dramatis Personæ</i> list; added various hooks for user customization.	1	General: Fixed a bug in the vertical spacing of \DramPer . Changed name of counter linenumber in verselinenumber in order to maintain compatibility with package poemscol	1
\Act : Introduced macro \Act for sections with a title.	9	v1.2c	
\act : Shared code moved to \@openact	9	General: Fixed two bugs: now the package works correctly with the spanish extension of babel and a \<name> command at the end of a \direct macro no more gives an unwanted space. Fixed a typo in the author e-mail address.	1
\Character : Added hook for inserting a delimiter after the character's name: \speakdel	11	v1.2d	
The first argument of \Character has been made optional so that documents printed with previous versions are not compatible with the present and the future versions.	11	General: Fixed three bugs: restored a missing backslash in \dirdelimiter ; customized lengths in character groups inside a <i>Dramatis Personae</i> list now work correctly; \speaksdel is now appended to characters' label in verse drama environment too.	1
\direct : Parbox length made customizable.	14	v1.2e	
\GCharacter : Added macro for introducing a single character inside a group in the <i>dramatist personæ</i> list.	12	\Act : Now \Act actually uses \actcontentsline	9
		\act : Now \act actually uses \actcontentsline	9
		\Scene : Now \Scene actually uses \scenecontentsline	10
		\scene : Now \scene actually uses \scenecontentsline	10

Index

Numbers written in *italic* refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in *roman* refer to the code lines where the entry is used.

Symbols

\@Act	105, 106
------------------------	----------

<code>\@Scene</code>	153, 154		
<code>\@act</code>	91, 92		
<code>\@character</code>	175, 178, 181		
<code>\@direct</code>	266, 267		
<code>\@dramper</code>	242, 243		
<code>\@drversefalse</code>	66		
<code>\@drversetrue</code>	44		
<code>\@ifnextchar</code>	175		
<code>\@lnpatrue</code>	13		
<code>\@lnpstrue</code>	14		
<code>\@openact</code>	<u>71</u> , 90, 104		
<code>\@openscene</code>	<u>126</u> , 138, 152		
<code>\@poemscolfalse</code>	8		
<code>\@poemscoltrue</code>	8		
<code>\@ppendname</code>	183, 192, 224		
<code>\@sact</code>	91, 99, 105		
<code>\@scene</code>	139, 140		
<code>\@sdirect</code>	266, 275		
<code>\@sdramper</code>	242, 248		
<code>\@sscene</code>	139, 147, 153		
<code>\@stagedirtrue</code>	291		
<code>\@xcharacter</code>	175, 176		
A			
<code>\Act</code>	<u>3</u> , <u>103</u>		
<code>\act</code>	<u>3</u> , <u>89</u>		
<code>\actcontentsline</code>	94, 109, 298		
<code>\actheadstart</code>	118, 329		
<code>\actmark</code>	<u>4</u> , 68, 95, 113		
<code>\actname</code>	95, 113, 298, 302, 303		
<code>\actnamefont</code>	299–301, 303		
<code>\actnumfont</code>	300, 304		
<code>\acttitlefont</code>	301, 305		
<code>\afteract</code>	124, 330		
<code>\afteractskip</code>	330, 338, 339		
<code>\aftercasttitle</code>	253, 334		
<code>\aftercasttitleskip</code>	334, 346, 347		
<code>\afterscene</code>	172, 332		
<code>\aftersceneskip</code>	332, 342, 343		
B			
<code>\beforeactskip</code>	329, 336, 337		
<code>\beforecastskip</code>	333, 344, 345		
<code>\beforesceneskip</code>	331, 340, 341		
C			
<code>\castfont</code>	179, 211, 231, 319		
<code>\castheadstart</code>	251, 333		
<code>\casttitlefont</code>	316, 317		
<code>\casttitlename</code>	245, 246, 316, 318		
<code>\CastWidth</code>	211, 327, 328		
<code>\Character</code>	<u>4</u> , <u>174</u>		
<code>\CharacterGroup</code>	<u>5</u> , <u>193</u>		
<code>\CharWidth</code>	<u>5</u> , 202, 209, 323, 324		
		D	
<code>\dirdelimiter</code>	270, 272, 278, 283		
<code>\direct</code>	<u>5</u> , <u>265</u>		
<code>\direct*</code>	<u>5</u>		
<code>\dirwidth</code>	270, 278, 350, 351		
<code>\Dlabelsep</code>	7, 40, 360, 361		
<code>\dodramperlist</code>	255, 258, 262		
<code>\dogrouplist</code>	205, 213, 217		
<code>\Dparsep</code>	7, 39, 358, 359		
<code>\drama</code>	<u>28</u>		
<code>drama (environment)</code>	<u>2</u>		
<code>\drama*</code>	<u>43</u>		
<code>drama* (environment)</code>	<u>3</u>		
<code>\DramPer</code>	<u>5</u> , <u>239</u>		
<code>\drampermark</code>	70, 246		
		E	
		environments:	
	<code>drama</code>	<u>2</u>	
	<code>drama*</code>	<u>3</u>	
	<code>stagedir</code>	<u>6</u>	
		F	
<code>\foundfile</code>	378, 383		
		G	
<code>\GCharacter</code>	<u>5</u> , <u>221</u>		
<code>\grouplist</code>	196, 199		
<code>\GroupWidth</code>	<u>5</u>		
		I	
<code>\if@drverse</code> ..	6, 184, 225, 234, 268, 276		
<code>\if@lnpa</code>	10, 29, 80		
<code>\if@lnpd</code>	12		
<code>\if@lnps</code>	11, 32, 128		
<code>\if@poemscol</code>	7, 18, 45, 59, 82, 130		
<code>\if@stagedir</code>	9		
<code>\inputfilewarning</code>	373, 383		
<code>\intersep</code>	312, 314		
<code>\itshape</code>	270, 272, 278		
		L	
<code>lnpa (option)</code>	<u>2</u>		
<code>lnps (option)</code>	<u>2</u>		
<code>\lnpwarning</code>	30, 33, 371		
		M	
<code>\m@ke@cthead</code>	96, 100, 114, <u>117</u>		
<code>\m@kedramperhead</code>	247, 249, 250		
<code>\m@kescenehead</code>	144, 148, 162, <u>165</u>		
		N	
<code>\n@me@ppend@nddef</code>			
 179, 183, 190, 200, 224, 230		
<code>\namefont</code>	182, 223, 320		

	O		
options:		\scenenamefont	307–309, 311
lnpa	2	\scenenumfont	308, 312
lnps	2	\scenetitlefont	309, 313
		\speaker	5, <u>233</u>
	P	\speaksdel	
\ParenWidth	5, 210, 325, 326	. 185, 187, 226, 228, 235, 237, 322	
\phantomsection		\speaksfont	185, 226, 235, 321, 363
.	67, 93, 107, 141, 155, 244	\speaksindent	7, 37, 354, 355
\poemlines	52, 56	\speakslabel	7, 41, 362
\printactname	4, 121, 303	\speaksskip	335, 348, 349
\printactnum	4, 121, 304	\speakstab	185, 226, 235, 335
\printacttitle	123, 305	\speakswidth	7, 36, 352, 353
\printcasttitle	252, 316	\speechskip	7, 38, 356, 357
\printscenename	169, 311	\StageDir	5, <u>284</u>
\printscenenum	169, 312	\stagedir	<u>289</u>
\printscenetitle	171, 313	stagedir (environment)	6
\printsep	121, 169, 315	\StageDirCloseSettings	291, 293, 296
		\StageDirConf	6, 294
	R	\StageDirOpenSettings	290, 292, 295
\RequirePackage	4	\starrederror	280, 364
		\strut	211, 216, 261
	S		
\Scene	3, <u>151</u>		T
\scene	3, <u>137</u>	\theact	26, 95, 113, 298, 304, 312
\scenecontentsline	142, 157, 306	\thescene	27, 143, 161, 306, 312
\sceneheadstart	166, 331		X
\scenemark	4, 69, 143, 161	\xspace	182, 223
\scenename	143, 161, 306, 310, 311		