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Introduction

Skribilo is a document production toolkit and a programming language designed for implementing electronic documents\(^1\). It is mainly designed for the writing of technical documents such as the documentation of computer programs. With Skribilo these documents can be rendered using various tools and technologies. For instance, a Skribilo document can be *compiled* to an HTML file that suits Web browser, it can be compiled to a TeX file in order to produce a high-quality printed document, and so on.

This manual documents Skribilo version 0.9.4. Since it is based on Skribe’s user manual, you might stumble upon documentation bits that are obsolete or inaccurate in the context of Skribilo, although work is being done to fix it.

Who May Use Skribilo?

Anyone needing to design web pages, PostScript/PDF files or Info documents can use Skribilo. In particular, there is *no need* for programming skills in order to use Skribilo. Skribilo can be used as any text description languages such as LaTeX, Lout or HTML.

Why Use Skribilo?

There are three main reasons for using Skribilo:

- It is easier to type in Skribilo texts than other text description formats. The need for *meta keywords*, that is, words used to describe the structure of the text and not the text itself, is very limited.

- Skribilo is highly skilled for computing texts. It is very common that one needs to automatically produce parts of the text. This can be very simple such as, for instance, the need to include inside a text, the date of the last update or the number of the last revision. Sometimes it may be more complex. For instance, one may be willing to embed inside a text the result of a complex arithmetic

---

\(^1\)To be more precise, the programming language itself is that of Skribe, the project Skribilo is based on.
computation. Or even, you may want to include some statistics about that text, such as, the number of words, paragraphs, sections, and so on. Skribilo makes these sort of text manipulation easy whereas other systems rely on the use of text preprocessors.

- The same source file can be compiled to various output formats such as HTML, PostScript, Info pages, etc.

**More on Skribilo**

Skribilo is based on Skribe, which was designed and implemented by Manuel Serrano and Érick Gallesio. Although it departs from it on some aspects, it shares the overall design and philosophy. Érick and Manuel described the main design decisions behind Skribe in a paper published in the 2005 Journal of Functional Programming (JFP) entitled *Skribe: A Functional Authoring Language*. Although parts of the paper are slightly outdated, it gives a very good idea of Skribilo’s innards, and notably contains a description of the 3 stages of documentation “evaluation”.
Chapter 1. Getting Started

In this chapter, the syntax of a Skribilo text is presented informally. In particular, the Skribilo syntax is compared to the HTML syntax. Then, it is presented how one can use Skribilo to make dynamic text (i.e., texts which are generated by the system rather than entered-in by hand). Finally, it is also presented how Skribilo source files can be processed.

1.1. Hello World!

In this section we show how to produce very simple electronic documents with Skribilo. Suppose that we want to produce the following Web document:

Hello World!

This is a very simple text.

The HTML source file for such a page should look like:

```html
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Hello World Example</title>
</head>
<body>
<h1>Hello World!</h1>
This is a very simple text.
</body>
</html>
```

In Skribilo, the very same document must be written:

```skribilo
(document :title [Hello World!]
 :html-title [Hello World Example]
 [This is a very simple text.])
```
1.2. Adding Colors and Fonts

Let us suppose that we want now to colorize and change the face of some words such as:

Hello World!

This is a very simple text.

The HTML source file for such a document should look like:

```html
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Hello World Example</title>
</head>
<body>
<h1>Hello World!</h1>
This is a <b>very</b> <i>simple</i> text.<font color="red">text</font>.</body>
</html>
```

In Skribilo, the very same document must be written:

```skribilo
(document :title [Hello World!]
  :html-title [Hello World Example]
  [This is a ,(bold [very]) ,(it [simple])
   ,(color :fg [red] [text]).])
```

As one may notice the Skribilo version is much more compact than the HTML one.

1.3. Structured Documents

For large documents there is an obvious need of structure. Skribilo documents may contain chapters, sections, subsections, itemize, ... For instance, if we want to extend our previous example to:

Hello World!
1.3. Structured Documents

1. A first Section

This is a very simple text.

2. A second Section

That contains an itemize construction:
  . first item
  . second item
  . third item

The Skribilo source for that text is:

```
(document :title [Hello World!]
  (chapter :title [A first Section]
    [This is a, (bold [very]), (it [simple]), (color :fg [red] :text)].])
  (chapter :title [A second Section]
    [That section contains an, (bold [itemize])
     construction:
     ,(itemize (item [first item])
      (item [second item])
      (item [third item]))])
```

1.4. Hyperlinks

A Skribilo document may contain links to chapters, to sections, to other Skribilo documents or web pages. The following Skribilo source code illustrates these various kinds of links:

```
(document :title [Various Links]
  (chapter :title [A Section]
    [The first link points to an external web page, (ref :url "http://slashdot.org/" :text [Slashdot]) web page. The second one points to the second, (ref :chapter "A Second Section" :text [section]) of that document.])
```
1.5. Using Modules

Skribilo comes with extra features bundled in modules. In fact, anyone can write new modules that extend Skribilo. For example, extra bibliography features are bundled in a module called (skribilo biblio). To use them in a document, that document the following line must be added at the very beginning of the document, before the document markup:

```
(use-modules (skribilo biblio))
```

Suppose you also want to use the mathematical formula layout package, which is bundled in the (skribilo package eq) module. To do that, you can either add another use-modules form at the top of the document, or combine both:

```
(use-modules (skribilo biblio)
             (skribilo package eq))
```

The module system described above is actually that of GNU Guile. More information is available in Guile’s manual.

1.6. Dynamic Documents

Since Skribilo is a programming language, rather than just a markup language, it is easy to use it to generate some parts of a document. This section presents here the kind of documents that can be created with Skribilo.

1.6.1. Simple Computations
In this section we present how to introduce a simple computation into a document. For instance, the following sentence

Document creation date: Mon Apr 30 11:10:44+0200 2018

is generated with the following piece of code (using SRFI-19):

\[
\text{[Document creation date: \texttt{(date->string (current-date))}]}
\]

Here, we use the Skribilo function \texttt{date} to compute the date to be inserted in the document. In general, any valid Scheme expression is authorized inside a \texttt{, (...) construct\textsuperscript{1}}.

Another example of such a computation is given below.

\[
\text{[The value of \texttt{(symbol "pi") is \texttt{(* 4 (atan 1))}]}
\]

When evaluated, this form produces the following output:

The value of \(\pi\) is 3.141592653589793.

1.6.2. Text Generation

When building a document, one often need to generate some repetitive text. Skribilo programming skills can be used to ease the construction of such documents as illustrated below.

- The square of 1 is 1
- The square of 2 is 4
- The square of 3 is 9
- The square of 4 is 16
- The square of 5 is 25

\textsuperscript{1}Any valid GNU Guile Scheme code may be used inside \texttt{, (...) expressions!}
• The square of 6 is 36
• The square of 7 is 49
• The square of 8 is 64
• The square of 9 is 81

This text has been generated with the following piece of code

```
(itemize
  (map (lambda (x)
        (item [(The square of , (bold x) is , (bold (* x x)))]
           '([1 2 3 4 5 6 7 8 9])))

1.6.3. Introspection

In Skribilo, a document is represented by a tree which is available to the user. So, it
is easy to perform introspective tasks on the current document. For instance the fol-
lowing code displays as an enumeration the sections titles of the current chapter:

```
(resolve (lambda (n e env)
  (let*
    ((current-chapter (ast-chapter n))
     (body (markup-body current-chapter))
     (sects (filter (lambda (x) (is-markup? x 'section)) body)))
  (itemize
    (map (lambda (x)
          (item (markup-option x :title)))
         sects))))

Without entering too much into the details here, the resolve function is called at
the end of the document processing. This function searches the node representing
the chapter to which belongs the current node and from it finds all its sections. The
titles of these sections are put in italics in an itemize.

The execution of this code yield the following text:

• Hello World!
1.6. Dynamic Documents

- Adding Colors and Fonts
- Structured Documents
- Hyperlinks
- Using Modules
- Dynamic Documents
- Compiling Skribilo Documents

1.7. Compiling Skribilo Documents

There are several ways to render a Skribilo document. It can be statically compiled by the skribilo compiler to various formats such as HTML, LaTeX, Lout and so on. In this section we only present static “document compilation”.

Let us suppose a Skribilo text located in a file file.skb. In order to compile to various formats one must type in:

$ skribilo –target=html file.skb -o file.html # This produces an HTML file.
$ skribilo -t latex file.skb -o file.tex # This produces a TeX file.
$ skribilo -t lout file.skb -o file.lout # This produces a Lout file.

The reference of the skribilo compiler is given in Chapter 14.
Chapter 2. Syntax

This chapter describes the syntax or Skribilo documents—or rather, the available syntaxes Skribilo documents can use. Skribilo actually supports several input syntaxes, each of which is implemented by a reader. The input syntax (and reader) can be selected at document compilation time using the -reader option of the compiler (see Chapter 14). Nevertheless, it has a “preferred” syntax (the default syntax), which is that of the Skribe document preparation system. Thus, the Skribe syntax is first described, and then alternate syntaxes are presented.

2.1. The Skribe Syntax

By default or when the -reader=skribe option is passed to the compiler, a Skribilo document is composed of Skribe expressions, which resemble expressions in the Scheme programming language, with a few extensions to make them more convenient to use within documents. A Skribe expression can be:

- An atomic expression, such as a string of characters, a number.
- A list.
- A text.

Here are several examples of correct Skribe expressions:
• "foo", a string of characters composed of the characters ‘f’, ‘o’ and ‘o’.
• 123 3.14, two numbers.
• #t #f, the true and false Skribe value.
• (bold "foo bar"), a list.
• [A text sample], a simple text containing three words and no escape sequence.
• [Another text sample (that is still) simple], another simple text.
• [Another , (bold "text") sample], a more complex text that contains two words (Another and sample) and an expression (bold "text"). The escape sequence is introduced with the ‘, (’ characters.

Expressions are evaluated, thus (bold "foo") has the effect of typesetting the word foo in bold face to produce foo. Escape sequences enable evaluation of expressions inside the text. Thus the text [Another , (bold "text") sample] produces ‘Another text sample’. On the other hand [Another (bold "text") sample] produces ‘Another (bold "text") sample’ because it does not contain the escape sequence ‘, (’.

2.1.1. Formal Syntax

<expr>  ->  <atom>
        |<text>
        |<list>
<list>  ->  (<expr>+)
<text>  ->  [any sequence but ‘,’ or a ‘,’<list>]
<atom>  ->  <boolean>
        |<integer>
        |<float>
        |<string>
        |<color>
<integer>  ->  [0-9] +
2.1. The Skr intentions

2.1. The Skr intentions

2.1. The Skr intentions

2.1.2. Values

2.1.2.1. Width

A Skr intentions width refers to the horizontal size a construction occupies on an output document. There are three different ways for specifying a width:

An absolute pixel size

This is represented by an exact integer value (such as 350).

A relative size

This is represented by an inexact integer value (such as 50.0) which ranges in the interval [-100.0 .. 100.0]

An engine dependent representation

This is represented by a string that is directly emitted in the output document (such as HTML column "0*" specification). Note that this way of specifying width is strictly unportable.

2.2. The Outline Syntax

Alternatively, Skribilo allows documents to be written in a plain text format, with almost no markup. Instead, conventions borrowed from Emacs’ Outline Mode to denote the text structure as well as other common conventions are used to express various formatting ideas. This syntax is implemented by the outline reader; thus, it is made available by passing the -reader=outline option to the compiler. The major elements of this syntax are the following:

Document title and author

The document title is introduced by adding a line starting with Title: at the beginning of the text file, and followed by the title. Likewise, the author can be specified with a line starting with Author:.
Sectioning

Chapters are introduced using a heading preceding by a single * (star) character. For instance, *The First Part* on a line on its own, followed by an empty line, introduces a new chapter entitled “The First Part”. Likewise, two stars introduce a section, three stars introduce a subsection, etc.

Emphasis, italics, bold

Words or phrases surrounded by the _ (underscore) character are emphasized; those surrounded by / (slash) characters are italicized; finally, those surrounded by * (star) characters are typeset in boldface (see Section 3.5).

Quotes

Words enclosed in double quotes (i.e., two back-quote characters, then two single-quote characters) are interpreted as quoted text, as per q.

Code

Words enclosed in single quotes (i.e., one back-quote character, then one single-quote) are interpreted as code and are typeset using a fixed-width font, as per tt.

Hyperlinks

URLs are automatically recognized and converted into a (ref :url ...) form (see ref). In addition, outline has limited support for Org-Mode-style hyperlinks; for instance, [[http://gnu.org/][The GNU Project]] yields The GNU Project.

Here is an example showing how the outline syntax maps to the native skribe syntax:

**Example 1. The outline syntax**

```latex
-** mode: outline; coding: iso-8859-1; -*
Title: Demonstrating Skribilo’s Outline Syntax
Author: Ludovic Courtes
Keywords: Skribilo outline Emacs
This document aims to *demonstrate* [[http://skribilo.nongnu.org/][Skribilo]]’s outline syntax.

* The First Chapter
The first chapter contains a couple of sections.
```
They look as though they had been introduced with the ‘section’ markup of the Skribe syntax.

** The First Section
This section is pretty much empty.

** The Second Section
This section introduces lists.

*** Bullet Lists
This section contains a wonderful ‘itemize’-style bullet list:
- the first item;
- the second item;
- the last one, which spans two lines of text.

And that’s it. Note that list items had to be separated by empty lines.

*** Enumerations
This section shows an ‘enumerate’-style list:
1. The first item;
2. The second one;
3. The last one.

Note that list items are numbered this time.

* The Second Chapter
The second chapter does _not_ add anything useful.

Text like this that starts after an empty line is put into a new paragraph.

...produces:

```
(document
  #:title "Demonstrating Skribilo’s Outline Syntax"
  #:author (author #:name "Ludovic Courtes")
  #:keywords ("Skribilo outline Emacs")
  (p (list (list (list "This document aims to "
                   (bold "demonstrate")
                   "")
            "\n"))
    (list ""
      (ref #:url "http://skribilo.nongnu.org/"
           #:text
           "..."))
```
Chapter 2. Syntax

"Skribilo"

's outline syntax."

(chapter
  #:title
  "The First Chapter"
  (p (list (list "The first chapter contains a couple of sections."
                 "\n")
       "They look as though they had been introduced with"
       "\n")
    (list "the"
      (tt "section")
    " markup of the Skrie syntax."))

(section
  #:title
  "The First Section"
  (p (list "This section is pretty much empty."
         "\n")))

(section
  #:title
  "The Second Section"
  (p (list "This section introduces lists."
         "\n")))

(subsection
  #:title
  "Bullet Lists"
  (p (list (list "This section contains a wonderful "
             (tt "itemize")
   "-style bullet list:"))
    (itemize
      (item (list "the first item;"))
      (item (list "the second item;"))
      (item (list "the last one, which spans"
              " two lines of text.")))
  (p (list "And that’s it. Note that list items had to be"
       "\n")
    "separated by empty lines."
    "\n")

(subsection
  #:title
  "Enumerations"
  (p (list (list "This section shows an "
             (tt "enumerate")
   "-style list:"))
    (enumerate
      (item (list "The first item;"))
      (item (list "The second one;"))
      (item (list "The last one.")))
    (p (list "Note that list items are numbered this time."
         "\n"))))

(chapter
  #:title
  "The Second Chapter"
  (p (list (list "The second chapter does "
            (emph "not")
            " add anything useful."
            "\n"))
   (p (list "Text like this that starts after an empty line is"
         "\n")
    "put into a new paragraph."
    "\n"))))
2.2. The Outline Syntax

The outline mode makes it possible to quickly create documents that can be output in a variety of formats (see Chapter 13). The downside is that, being a very simple markup-less document format, there are many things that cannot be done using it, most notably tables, bibliographies, and cross-references.

2.3. The RSS 2.0 Syntax

RSS 2.0 (aka. Really Simple Syndication) is supported as an input syntax. To use it, just pass --reader=rss-2 to the compiler. This makes it possible to generate Skribilo documents from RSS 2.0 feeds, which can be useful or at least funny. Consider the following example:

```
$ wget http://planet.gnu.org/rss20.xml
$ skribilo -R rss-2 -t lout -c column-number=2 < rss20.xml \
   |lout |ps2pdf - > gnu-planet.pdf
```

It produces a two-column PDF file with the contents of the RSS feed of GNU Planet, where each item of the feed is mapped to a Skribilo “chapter”.

2.4. Documents in Scheme Programs

It is also possible to create and output Skribilo documents from a Guile Scheme program. In that case, you get to use the Scheme syntax, which is close to the Skribe syntax described above, modulo the [...] constructs. A typical Scheme program that would produce and output a document, pretty much like what the skribilo compiler does, would look like this:

**Example 2. Programming Skribilo documents in Scheme.**

This should give you an idea of the wonderful, life-changing things that can be achieved with a bit of document programming.

```
(use-modules (skribilo engine) ;; provides 'find-engine
  (skribilo evaluator) ;; provides
  'evaluate-document' ;; provides 'chapter', etc.
  (skribilo package base) ;; provides 'chapter', etc.
  (srfi srfi-1))

(let (;; Select an engine, i.e., an output format.
`
2.5. Writing New Readers

Skribilo is extensible and makes it easy to add custom readers, allowing the use of virtually any input syntax. A reader is essentially a procedure like R5RS’ read, i.e., a one-argument procedure that takes a port and returns an S-expression. The returned S-expression should be a valid “document program” as shown in 2.4.

The are a few additional details, though. Implementations of readers are required to use the (skribilo reader) modules and the define-reader macro. In addition, the reader must live in its own module, under the (skribilo reader) module hierarchy, so that the reader lookup mechanism (used by the –reader option of the compiler) can find it. This mechanism is the same as that used for engines (see Section 13.1.5). A skeleton for a reader would be like this:

Example 3. Writing a new reader.

Users and encouraged to look at examples in the Skribilo source for additional details.

```
(define-module (skribilo reader my-reader)
 :use-module (skribilo reader)
 :export (reader-specification))

(define (make-my-reader)
  (lambda (port)
    ...
  ))

(define-reader my-reader ;; the reader name
  "0.1" ;; a version number
  make-my-reader) ;; the procedure that returns
  ;; a reader procedure
```
2.5. Writing New Readers
Chapter 3. Standard Markups

This chapter describes the forms composing Skribilo texts that use the Skribe syntax (see Section 2.1). In XML/HTML jargon these forms are called markups. In LaTeX they are called macros. In Skribilo these forms are called functions. In this manual, we will say that we call a function when a function is used in a form. The values used in a function call are named the actual parameters of the function or parameters in short. When calling a function with parameters we say that we are passing arguments to the function.

In this document function names are typeset in boldface. We call keyword argument a named argument, i.e., an argument whose name, starting with a colon (:), must be specified when the function is called. Other arguments are called plain arguments or arguments for short. An optional argument is represented by a list, starting with the character « [ » and ending with the character « ] », whose first element is a keyword argument and the optional second (#f when not specified) element is the default value used if the optional argument value is not provided on a function call. Arguments that are not optional are said mandatory. If a plain argument is preceded by a . character, this argument may be used to accumulate several values. There are two ways to pass actual arguments to a function:

- for keyword arguments: the value of the parameter must be preceeded by the name of the argument.
- for plain arguments: a value is provided.

Example: Let us consider the function section defined as follows:

\[(\text{section } :\text{title} [:\text{number } #t] [:\text{toc } #t] . \text{body})\]

The argument :title is a mandatory keyword argument. The keyword arguments :number and :toc are optional. The plain argument body is preceeded with a . character so it may receive several values. All the following calls are legal section calls:

- (section :title [number 1] [toc 1] body)
- (section :title [number 1] body)
- (section :title body)
- (section :title [number 1] [toc] body)
Chapter 3. Standard Markups

The remainder of this chapter describes “standard” markups or functions that are commonly used in documents. By “standard”, we mean two things: first, you will quickly notice that they look familiar if you have ever written, say, HTML or LaTeX documents; second, they are standard because these markups are always available by default to Skribilo documents, unlike those bundled in separate packages such as pie charts, slides, etc. In fact, these markups are also bundled in a package, called base, but this package is always available to Skribilo documents\(^1\).

3.1. Building documents

3.1.1. Document

The document function defines a Skribe document.

\[
\text{document } [\text{:env }()] \text{ [[:keywords }() \text{ [[:ending ]} \text{ [:author]} \text{ [[:html-title ]} \text{ [:title]} \text{ [:class }"\text{document}"\text{] [:ident] node...}]
\]

:ident
The node identifier.

:class
The node class.

:title
The title of the document.

:html-title
The title of window of the HTML browser.

---

\(^1\)When creating Skribilo documents within Guile Scheme programs (see Section 2.4), these standard markups can be made available by using the following clause: `(use-modules (skribilo package base)).`
3.2. Spacing

:author

The authors of the document.

:ending

An ending text.

:keywords

A list of keywords which may be plain strings or markups. The keywords will not appear in the final document but only as meta-information (e.g., using the HTML ‘meta’ tag) if the engine used supports it.

:env

A counter environment.

node...

The document nodes.

See also author, p. 24, chapter, p. 26, toc, p. 30.

Example 4. The document markup

```
(document :title "This is a Skribilo document"
  :author (list (author :name "Foo" :email (mailto "foo@nowhere.org"))
    (author :name "Bar" :email (mailto "bar@anywhere.org"))
    (author :name "Gee" :email (mailto "gee@nowhere.org")))

"A body..."
```

... produces:

This is a Skribilo document

Foo <foo@nowhere.org>  Bar <bar@anywhere.org>  Gee <gee@nowhere.org>

A body...
3.1.2. Author

The author function is used to specify the authors of a Skrike document.

\[
\]

- :ident html lout latex context info xml
  The node identifier.
- :class html lout latex context info xml
  The node class.
- :name html lout latex context info
  The name of the author.
- :title html lout latex context info
  Their title.
- :affiliation html lout latex context info
  Their affiliation.
- :email html lout latex context info
  Their email.
- :url html lout latex context info
  Their web page.
- :address html lout latex context info
  Their address.
- :phone html lout latex context info
  Their phone number.
- :photo html lout latex context info
  Their photograph.
- :align html lout latex context info
  The author item alignment.

See also mailto, p. 68, ref, p. 64.
3.3. Sectioning

Example 5. The author markup

```author
:name "Manuel Serrano"
:affiliation "Inria Sophia-Antipolis"
:url (ref: url "http://www.inria.fr/mimosa/Manuel.Serrano")
:email (mailto "Manuel.Serrano@inria.fr")
:address '("2004 route des Lucioles - BP 93" "F-06902 Sophia Antipolis, Cedex" "France")
:phone "phone: (+33) 4 92 38 76 41")
```

... produces:

Manuel Serrano <Manuel.Serrano@inria.fr>
Inria Sophia-Antipolis
2004 route des Lucioles - BP 93 F-06902 Sophia Antipolis, Cedex France
phone: (+33) 4 92 38 76 41
http://www.inria.fr/mimosa/Manuel.Serrano

3.2. Spacing

By default, the spacing rules are the same as those of TeX/LaTeX, for instance: subsequent white spaces in the input text are coalesced into a single space in the output. Language-dependent spacing rules (e.g., for punctuation) are to be handled by the engine. This frees you from having to remember all the spacing details.

Additionally, the following markups allow you to produce explicit unbreakable and breakable space, respectively:

```html
(~ [:class])
```

:class html lout latex context info xml

The node class.
3.3. Sectioning

3.3.1. Chapter

The function `chapter` creates new chapters.

```
(chapter :title [::number #t] [:toc #t] [:file] [:info-node]
[:html-title] [:class "chapter"] [:ident] node…)
```

- **:ident**
  - html lout latex context info xml
  - The node identifier.

- **:class**
  - html lout latex context info xml
  - The node class.

- **:title**
  - html lout latex context info
  - The title of the chapter.

- **:html-title**
  - html
  - The title of window of the HTML browser.

- **:info-node**
  - info
  - The title of the Info node (see Section about the Info engine).

- **:number**
  - html lout latex context info
  - This argument controls the chapter number. A value of #t means that Skribilo computes the chapter number. A value of #f means that the chapter has no number. A number or string specifies a number to be used in lieu of the automatically computed number.
3.4. Table of contents

:toc
html lout latex context info
This argument controls if the chapter must be referenced in the table of contents.

:file
html lout latex context info
The argument must be a boolean or a string. A value of #t tells the compiler to store that chapter in a separate file; a value of #f tells the compiler to embed the chapter in the main target file. When the argument is a string, it is used as the name of the file for this chapter.

node...

The nodes of the chapter.

See also document, p. 22, section, p. 27, toc, p. 30.

Example 6. The chapter markup

```lisp
(chapter :title "This is a simple chapter" :number #f :toc #f
  (p [Its body is just one sentence.]))
```

... produces:

This is a simple chapter

Its body is just one sentence.

3.3.2. Sections
These functions create new sections.

```lisp
(section :info-node :title [:number #t] [:toc #t] [:file] [:class "section"] [:ident] node...)
```
Chapter 3. Standard Markups

(subsection :info-node :title [:number #t] [:toc #t] [:file] [:class "subsection"] [:ident] node...)

(subsubsection :info-node :title [:number #t] [:toc] [:file] [:class "subsubsection"] [:ident] node...)

:ident

The node identifier.

:class

The node class.

:title

The title of the chapter.

:info-node

The title of the Info node (see Section about the Info engine).

:number

This argument controls the chapter number. A value of #t means that Skribilo computes the chapter number. A value of #f means that the chapter has no number. A number or string specifies a number to be used in lieu of the automatically computed number.

:toc

This argument controls if the chapter must be referenced in the table of contents.

:file

The argument must be a boolean or a string. A value of #t tells the compiler to store that section in a separate file; a value of #f tells the compiler to embed the section in the main target file. When the argument is a string, it is used as the name of the file for this section.

node...

The nodes of the section.


3.3.3. Paragraph

The function paragraph (also aliased p) creates paragraphs.
3.3. Sectioning

(paragraph [:class] [:ident] node...)

:ident html lout latex context info xml
  The node identifier.
:class html lout latex context info xml
  The node class.
node...
  The nodes of the paragraph.

See also document, p. 22, chapter, p. 26, section, p. 27, p, p. 29.

The function p is an alias for paragraph.

(p :ident [:class] node...)

:ident html lout latex context info xml
  The node identifier.
:class html lout latex context info xml
  The node class.
node...
  The nodes of the paragraph.

See also document, p. 22, chapter, p. 26, section, p. 27, paragraph, p. 28.

3.3.4. Blockquote

The function blockquote can be used for text quotations. A text quotation is generally rendered as an indented block of text.

(blockquote [:class] [:ident] node...)

:ident html lout latex context info xml
  The node identifier.
Chapter 3. Standard Markups

3.4. Table of contents
The production of table of contents.

(toc [[:subsubsection] [:subsection] [:section #t] [:chapter #t] [:class "toc"] [:ident] handle)

:ident
The node identifier.

:class
The node class.

:chapter
A boolean. The value #t forces the inclusion of chapters in the table of contents.

:section
A boolean controlling sections.

:subsection
A boolean controlling subsections.

:subsubsection
A boolean controlling subsubsections.

handle
An optional handle pointing to the node from which the table of contents if computed.

See also document, p. 22, chapter, p. 26, section, p. 27, [mark resolve: skribilo/documentation/api.scm:771:36], [mark handle: skribilo/documentation/api.scm:771:36].

Example 7. The toc markup

\[(\text{toc :chapter \#t :section \#f :subsection \#f})\]

... produces:

The second example only displays the table of contents of the current chapter.

Example 8. A restricted table of contents

\[(\text{resolve (lambda (n e env) (toc :chapter \#t :section \#t :subsection \#t (handle (ast-chapter n))))})\]

... produces:

### 3.5. Ornaments

Scribe supports the standard text ornaments.

\[(\text{bold [:class] [:ident] node\ldots})\]
\[(\text{code [:class] [:ident] node\ldots})\]
\[(\text{emph [:class] [:ident] node\ldots})\]
\[(\text{it [:class] [:ident] node\ldots})\]
\[(\text{kbd [:class] [:ident] node\ldots})\]
\[(\text{roman [:class] [:ident] node\ldots})\]
Example 9. The ornament markups

```
(itemize (item (roman "a roman text."))
 (item (bold "a bold text."))
 (item (it "an italic text."))
 (item (emph "an emphasized text."))
 (item (underline "an underline text."))
 (item (tt "a typewriter text."))
 (item (code "a text representing computer code."))
 (item (var "a computer program variable description."))
 (item (samp "a sample."))
 (item (sc "a smallcaps text."))
 (item (sf "a sans-serif text."))
 (item (sup "a superscripts text."))
 (item (sub "a subscripts text."))
 (item (underline (bold (it "an underline, bold, italic text.")))))
```

...produces:

- a roman text.
3.5. Ornaments

- a bold text.
- an italic text.
- an emphasized text.
- an underline text.
- a keyboard description.
- a typewriter text.
- a text representing computer code.
- a computer program variable description.
- a sample.
- A SMALLCAPS TEXT.
- a sans-serif text.
- a superscripts text.
- a subscripts text.
- an underline, bold, italic text.

3.6. Line breaks
Line breaks and horizontal rules enable text cutting.

3.6.1. Linebreak
The Skribe function linebreak is unportable. Even if most engines handle it for their code production, using linebreak generally produces expected result. For instance, using linebreak with an engine producing LaTeX code is bound to fail. In consequence, as much as possible, one should prefer other ways for splitting a text

(linebreak [:class] [:ident] num)
Chapter 3. Standard Markups

3.6.2. Horizontal rule

\begin{verbatim}
(hrule [:height 1] [:width 100.0] [:class] [:ident])
\end{verbatim}

:ident
The node identifier.
:width
The 2.1.2.1 of the horizontal rule.
:height
The thickness of the rule. A positive integer value stands for a number of pixels.

3.7. Font

The function \texttt{font} enables font selection.

\begin{verbatim}
(font [:face] [:size] [:class] [:ident] node...)
\end{verbatim}

:ident
The node identifier.
:class

The node class.

:size

The size of the font. The size may be relative (with respect to the current
font size) or absolute. A relative font is either specified with a floating
point value or a negative integer value. A positive integer value specifies
an absolute font size.

:face

The name of the font to be used.

node...

The nodes of the font.

Example 10. The font markup

```
(itemize
  (item (font :size -2 [A smaller font.]))
  (item (font :size 6 [An absolute font size.]))
  (item (font :size 4. [A larger font.]))
  (item (font :face "Helvetica" [An helvetica example.])))
```

…produces:

- A smaller font.
- **An absolute font size.**
- A larger font.
- An helvetica example.
3.8. Justification

These functions control the text layout. The default layout is text justification.

\[
\begin{align*}
&\text{flush :side [:class] [:ident] node...)} \\
&\text{center [:class] [:ident] node...)} \\
&\text{pre [:class] [:ident] node...)} \\
\end{align*}
\]

:ident html lout latex context info xml
The node identifier.
:class html lout latex context info xml
The node class.
:side html lout latex context info
The possible values for the side justification are left, center or right.
node...
The nodes of the font.

See also linebreak, p. 33, table, p. 47, prog, p. 89.

Example 11. The justification markups

```plaintext
{center [A , (linebreak) multilines , (linebreak) text]}
{hrule}
{flush :side 'left [A , (linebreak) multilines , (linebreak) text]}
{hrule}
{flush :side 'right [A , (linebreak) multilines , (linebreak) text]}
{hrule}
{pre [A text layout that}
preserves linebreaks and spaces ,(it "(into which it is still legal")
,(it "to use Skribe markups")).
}
```

... produces:
3.8. Justification

A multilines text

A multilines text

A multilines text

A text layout that preserves linebreaks and spaces *(into which it is still legal to use Skribe markups).*

3.9. Enumeration

These functions implements three various style of enumerations.

```
(itemize :symbol [:class "itemize"] [:ident] item_)
(enumerate :symbol [:class "enumerate"] [:ident] item_)
(description :symbol [:class "description"] [:ident] item_)
```

:ident | html | lout | latex | context | info | xml

The node identifier.
Chapter 3. Standard Markups

:class html lout latex context info xml
The node class.

:symbol html lout latex context info
The symbol that prefixes the items.

item...
The items of the enumeration.

Items are introduce by the means of the item markup:

=item :key [::class] [::ident]

:ident html lout latex context info xml
The node identifier.

:class html lout latex context info xml
The node class.

:key html lout latex context info
The item key.

Example 12. The enumeration markups

=itemize {item [A first item.]
  (item [A , (bold "second") one:
    (itemize (item "One."
      (item "Two."
        (item "Three.")))
    (item [Lists can be nested. For instance that item contains
    a
      (tt "description"):
      ,(description (item :key (bold "foo")
        (item :key (bold "bar")
          [is a usual Lisp dummy identifier.])
        (item :key (list (bold "foo") (bold
          "bar"))
          [is another one.])
        (item :key (list (bold "foo") (bold
          "bar")
            [A description entry may contain
            more than
            one keyword.])))
      (item [The last , (tt "itemize") entry contains an , (tt
        "enumerate")]:

3.10. Frames and Colors

\begin{verbatim}
; (enumerate (item "One.") (item "Two.") (item "Three.")]
; (itemize :symbol "-"
   (item "One.")
   (item "Two.")
   (item "Three.")
   (item "Four."))
\end{verbatim}

... produces:

- A first item.
- A second one:
  - One.
  - Two.
  - Three.
- Lists can be nested. For instance that item contains a description:
  \begin{verbatim}
  foo
  \end{verbatim}
  is a usual Lisp dummy identifier.
  \begin{verbatim}
  bar
  \end{verbatim}
  is another one.
  \begin{verbatim}
  foo bar
  \end{verbatim}
  A description entry may contain more than one keyword.
- The last itemize entry contains an enumerate:
  1. One.
  2. Two.
  3. Three.
3.10. Frames and Colors

The function \texttt{frame} embeds a text inside a frame. The function \texttt{color} may also use the same purpose when it is specified a \texttt{bg} option. This is why both functions are included in the same Skribe manual section.

3.10.1. Frame

\begin{verbatim}
(frame [::border 1] [::margin 2] [::width] [::class "frame"] [::ident]
node...)
\end{verbatim}

- \texttt{:ident} \hspace{1cm} html lout latex context info xml
  The node identifier.
- \texttt{:class} \hspace{1cm} html lout latex context info xml
  The node class.
- \texttt{:width} \hspace{1cm} html lout latex context
  The 2.1.2.1 of the frame.
- \texttt{:margin} \hspace{1cm} html lout latex context
  The margin pixel size of the frame.
- \texttt{:border} \hspace{1cm} html lout latex context
  The border pixel of the frame.

node...

The items of the enumeration.

See also \texttt{color}, p. 41, \texttt{table}, p. 47.
3.10. Frames and Colors

Example 13. The frame markup

\[
\text{(center \{frame :width 10. :margin 10 (p [This is a frame.])\})}
\]

... produces:

This
frame.

3.10.2. Color

The color markup enables changing \textit{locally} the text of the document. If the \texttt{bg} color is used, then, color acts as a container. Otherwise, it acts as an 3.5.

\[
\text{(color [ :margin] [ :width] [ :fg] [ :bg] [ :class "color"] [ :ident] node...)}
\]

\texttt{:ident} \hspace{1cm} \texttt{html lout latex context info xml}
The node identifier.

\texttt{:class} \hspace{1cm} \texttt{html lout latex context info xml}
The node class.

\texttt{:width} \hspace{1cm} \texttt{html lout latex context}
The 2.1.2.1 of the frame.

\texttt{:margin} \hspace{1cm} \texttt{html context}
The margin pixel size of the frame.

\texttt{:bg} \hspace{1cm} \texttt{html lout latex context}
The background color
Chapter 3. Standard Markups

:fg

The foreground color

node...

The items of the enumeration.

See also frame, p. 40, table, p. 47.

Example 14. The color markup

```html
\center
\color\{bg \#aaaaaa\}
\margin 10
\width 30.
\center
\color\{bg \#eeeeee\} \color\{fg blue\} \width 100. \margin 10 [This is an example of color box that uses a color for the background, and the \emph{foreground}. It also specifies a width, that is, an horizontal space, the text should span to.]
```

... produces:

This is an example of color box that uses a color for the background and the foreground. It also specifies a width, that is, an horizontal space, the text should span to.

3.11. Figures

The figure markup shown below produces floating figures. Well, whether the figure is really “floating” depends on the engine used (see Chapter 13): printed output as produced by the lout and latex engines do produce floating figures, but on-line output as produced by the html engine does not.
The node identifier.

The node class.

The legend of the figure. If no :ident is provided to the figure, it uses the legend value as an identifier. In consequence, it is possible to use the :legend value in references.

If the optional argument :number is a number, that number is used as the new Scribe compiler figure counter. If it is  #t the compiler automatically sets a number for that figure. If it is  #f the figure is numberless.

A boolean that indicates, for back-ends supporting multi-columns rendering (e.g., "TeX"), if the figure spans over all the columns.

The body of the figure.

See also ref, p. 64, document, p. 22.

Example 15. The figure markup

```
(center
  (figure :legend "This is a unnumbered figure"
    :ident "fig1"
    :number #f
    (frame [Skrive is a functional programming language.])))

(center
  (figure :legend "The great Penguin"
    (image :file "linux.png"))
)```
Skribe is a functional programming language.

Figure. This is an unnumbered figure.

3.11.1. List of Figures

Skribilo has no built-in facility to display the list of figures. Instead, it provides a general machinery for displaying any kind of lists of items contained in a document. This is described in the section [section Resolve: /figure.skb:65:10] and 1.6.3. For the sake of simplicity, an example showing how to display the list of figures of a document is included below.

Example 16. The figure markup

```
(resolve (lambda (n e env)
    (let* ((d (ast-document n))
           (ex (container-env-get d 'figure-env)))
      (table (map (lambda (e)
          (tr (td :align 'left
                  (markup-option e ':number)
              " "
              (ref :handle (handle e))
          )
          :text (markup-option e
                  :legend))
      ) (sort ex
              (lambda (e1 e2)
                  (let ((n1 (markup-option e1
                              :number))
                (n2 (markup-option e2
                              :number)))
                    (cond
                        ((not (number? n1))
                         #t)
                        ((not (number? n2))
                         #f)
                        (else
                         (< n1 n2))))))))))
```
Figure 1. The great Penguin

... produces:

This is a unnumbered figure (section Figures)
1 The great Penguin (section Figures)

3.12. Images

Images are defined by the means of the image function

(image
  comment)

:ident
  html lout latex context info xml
  The node identifier.

:class
  html lout latex context info xml
  The node class.

:file
  html lout latex context info
  The file where the image is stored on the disk (see image path). The image is converted (see convert-image) into a format supported by the engine. This option is exclusive with the :url option.

:url
  html lout latex context info
  The URL of the file. This option is exclusive with the option.

:width
  html lout latex context info
  The width of the image. It may be an integer for a pixel size or a floating point number for a percentage.
Chapter 3. Standard Markups

:height

html lout latex context info

The height of the image. It may be an integer for a pixel size or a floating point number for a percentage.

:zoom

lout latex context

A zoom factor.

comment

A text describing the image.

See also *image-path*, p. 46, convert-image, p. 47.

Example 17. The image markup

```
(image :file "linux.png" "A first image")
(image :height 50 :file "linux.png" "A smaller one")
(image :file "bsd.png" "A second image")
(image :width 50 :file "bsd.png")
(image :width 200 :height 40 :file "bsd.png")
```

... produces:

![Image 1]

Files passed as a :file argument to image are searched in the current image path, which is defined by the *image-path* SRFI-39 parameter. This parameter contains a list of directories and its value can be obtained using (*image-path*).
3.12. Images

Its value can be altered using the \texttt{-P} command-line option of the \texttt{skribilo} compiler (see Chapter 14 for details).

3.12.1. Image formats

Images are unfortunately \textit{unportable}. The various Skribe output formats support different image formats. For instance, HTML supports \texttt{gif} and \texttt{jpeg} while the \LaTeX{} back-end only supports \texttt{ps}. Skribe tries, only when needed, to automatically \textit{convert} images to a format supported by the target to be produced. For this, it uses external tools. The default Skribe translation scheme is:

- Do not translate an image that needs no conversion.
- Uses the \texttt{fig2dev} external tool to translate \texttt{Xfig} images.
- Uses the \texttt{convert} external tools to translate all other formats.

Engines support different image formats. Each engine may specify a converter to be applied to an image. The engine custom \texttt{image-format} specifies the list of supported image formats. This list is composed of a suffix such as \texttt{jpeg} or \texttt{gif}.

The function \texttt{convert-image} tries to convert an image according to a list of formats. All the specified formats are successively tried. On the first success, the function \texttt{convert-image} returns the name of the new converted image. On failure, it returns \texttt{#f}.

\begin{verbatim}
(convert-image file formats)

file
The image file to be converted. The file is searched in the *image-path* image path.

formats
A list of formats into which images are converted to.

See also *image-path*, p. 46.
\end{verbatim}
3.13. Table

Tables are defined by the means of the `table` function.

```
(table [::rulecolor] [::cellspacing] [::cellpadding] [::cellstyle
   [::&location] [::class] [::ident] row...)
```

`:ident` html lout latex context info xml

The node identifier.

`:class` html lout latex context info xml

The node class.

`:border` html lout context info

The table border thickness.

`:width` html lout latex context info

The 2.1.2.1 of the table.

`:frame` html lout latex context info

Which parts of frame to render. Must be one of none, above, below, hsides, vsides, lhs, rhs, box, border.

`:rules` html lout latex context info

Rulings between rows and cols. Must be one of none, rows, cols, header, all.

`:cellstyle` html latex

The style of cells border. Must be either collapse, separate, or a length representing the horizontal and vertical space separating the cells.

`:cellpadding` html lout context info

A number of pixels around each cell.

`:cellspacing` html

An optional number of pixels used to separate each cell of the table. A negative uses the target default.

`:rulecolor` lout info

The color of rules (see Section 3.10).

row...

The rows of the table. Each row must be constructed by the trtr function.
Note: Table rendering may be only partially supported by graphical agents. For instance, the cellstyle attribute is only supported by HTML engines supporting CSS2.

3.13.1. Table Row

Table rows are defined by the \texttt{tr} function.

$$(\texttt{tr} \ [\begin{array}{c} \text{:bg} \ [\begin{array}{c} \text{:class} \ [\begin{array}{c} \text{:ident} \ \text{cell...}\end{array}\end{array}]\end{array}]\end{array}])$$

\begin{itemize}
  \item \textbf{:ident} \text{html lout latex context info xml}
    The node identifier.
  \item \textbf{:class} \text{html lout latex context info xml}
    The node class.
  \item \textbf{:bg} \text{html lout latex context}
    The background color of the row.
  \item \text{cell...}
    The row cells.
\end{itemize}

3.13.2. Table Cell

Two functions define table cells: \texttt{th} for header cells and \texttt{td} for plain cells.

$$(\texttt{th} \ [\begin{array}{c} \text{:bg} \ [\begin{array}{c} \text{:rowspan} \ 1 \ [\begin{array}{c} \text{:colspan} \ 1 \ [\begin{array}{c} \text{:valign} \ [\begin{array}{c} \text{:align} \ \text{'center}\end{array}\end{array}]\end{array}]\end{array}]\end{array}]\end{array}]$$

$$(\texttt{td} \ [\begin{array}{c} \text{:bg} \ [\begin{array}{c} \text{:rowspan} \ 1 \ [\begin{array}{c} \text{:colspan} \ 1 \ [\begin{array}{c} \text{:valign} \ [\begin{array}{c} \text{:align} \ \text{'center}\end{array}\end{array}]\end{array}]\end{array}]\end{array}]$$

\begin{itemize}
  \item \textbf{:ident} \text{html lout latex context info xml}
    The node identifier.
  \item \textbf{:class} \text{html lout latex context info xml}
    The node class.
\end{itemize}
The background color of the cell.

The 2.1.2.1 of the table.

The horizontal alignment of the table cell (left, right, or center. Some engines, such as the HTML engine, also supports a character for the alignment.)

The vertical alignment of the cell. The value can be top, center, bottom.

The number of columns that the cell expands to.

The number of columns that the cell spans over.

The value of the cell.

3.13.3. Example

Example 18. A table

```html
<example>
  <table border='1':width='50':frame='hsides':cellstyle='collapse'>
    <tr bg='#cccccc'>
      <th align='center':colspan='3'>A table</th>
    </tr>
    <tr>
      <th>Col 1</th>
      <th>Col 2</th>
      <th>Col 3</th>
    </tr>
    <tr>
      <td align='center'>10</td>
      <td>-20</td>
      <td>30</td>
    </tr>
    <tr>
      <td align='right':rowspan='2':valign='center'>12</td>
      <td>21</td>
    </tr>
    <tr>
      <td align='center':colspan='2'>1234</td>
      <td align='right'>5</td>
    </tr>
    <tr>
      <td align='center':colspan='1'>1</td>
      <td colspan='2'>2345</td>
    </tr>
  </table>
</example>
```

... produces:
3.13. Table

<table>
<thead>
<tr>
<th>Col 1</th>
<th>Col 2</th>
<th>Col 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>-20</td>
<td>30</td>
</tr>
<tr>
<td>12</td>
<td>21</td>
<td></td>
</tr>
<tr>
<td>1234</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>2345</td>
<td></td>
</tr>
</tbody>
</table>

3.14. Footnote

By default, footnotes appear at the bottom of the page that contains the reference to the footnote.

(footnote [:label #t] [:class "footnote"] [:ident] text...)

:ident html lout latex context info xml
   The node identifier.
:class html lout latex context info xml
   The node class.
:label html lout info
   This may be either a boolean (i.e., #f or #t) indicating whether a footnote label should automatically be produced, a string specifying a label to use (e.g., "*") or a number.

   text...
   The text of the footnote.

See also document, p. 22, chapter, p. 26, section, p. 27.

Example 19. A footnote
... produces:

Scheme\textsuperscript{1} is a programming language\textsuperscript{2}.

### 3.15. Characters, Strings and Symbols

#### 3.15.1. Characters

The function \texttt{char} introduces a \textit{character} in the produced document. The purpose of this function is to introduce escape characters or to introduce characters that cannot be typesetted in the document (for instance because the editors does not support them). The escapes characters are \texttt{,} and \texttt;.

\begin{verbatim}
(char char)
\end{verbatim}

\texttt{char}

The character to be introduced. Specified value can be a character, a string or an integer

Example 20. Some characters

\begin{verbatim}
(itemize (item [The character , (code "#\a") : , (char \#\a).])
  (item [The character , (code "\"a\") : , (char "a").])
  (item [The character , (code "97") : , (char 97).]))
\end{verbatim}

\textsuperscript{1}To be pronounced [Skim]

\textsuperscript{2}And a great one!
3.15. Characters, Strings and Symbols

... produces:

- The character \a: a.
- The character "a": a.
- The character 97: a.

3.15.2. Strings

the function ! introduces raw strings in the target. That is, the strings introduced by ! are written as is, without any transformation from the engine.

(! format node...)

format

The format of the command.

node...

The arguments.

The sequences $1, $2, ... in the format are replaced with the actual values of the arguments node.

Example 21. Some characters

[A simple, (! "string"), A more annoying one, (! @B { string })],
A last one with arguments, (! @Underline { $1 $2 }" (bold 1) (it 2)).]

... produces:

A simple string. A more annoying one string. A last one with arguments 1 2.
3.15.3. Symbols

The function `symbol` introduces special symbols in the produced file. Note that the rendering of symbols is unportable. It depends of the capacity of the targeted format.

```
(symbol symbol)

symbol

The symbol to introduce.
```

Here is the list of recognized symbols:

<table>
<thead>
<tr>
<th>Symbol name</th>
<th>Rendering</th>
</tr>
</thead>
<tbody>
<tr>
<td>-&gt;</td>
<td>→</td>
</tr>
<tr>
<td>-&gt;</td>
<td>→</td>
</tr>
<tr>
<td>1/2</td>
<td>½</td>
</tr>
<tr>
<td>1/4</td>
<td>¼</td>
</tr>
<tr>
<td>3/4</td>
<td>¾</td>
</tr>
<tr>
<td>&lt;+</td>
<td>↑</td>
</tr>
<tr>
<td>&lt;-</td>
<td>←</td>
</tr>
<tr>
<td>&lt;=</td>
<td>≤</td>
</tr>
<tr>
<td>==</td>
<td>=</td>
</tr>
<tr>
<td>===&gt;</td>
<td>⇔</td>
</tr>
<tr>
<td>&lt;==&gt;</td>
<td>⇐</td>
</tr>
<tr>
<td>=&gt;</td>
<td>⇒</td>
</tr>
<tr>
<td>=&gt;</td>
<td>⇒</td>
</tr>
<tr>
<td>AEligature</td>
<td>œ</td>
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<tr>
<td>Aacute</td>
<td>Á</td>
</tr>
<tr>
<td>Acircumflex</td>
<td>Å</td>
</tr>
<tr>
<td>Character</td>
<td>Symbol</td>
</tr>
<tr>
<td>-----------</td>
<td>--------</td>
</tr>
<tr>
<td>Agrave</td>
<td>Å</td>
</tr>
<tr>
<td>Alpha</td>
<td>A</td>
</tr>
<tr>
<td>Amul</td>
<td>Ä</td>
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<tr>
<td>Aring</td>
<td>Å</td>
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<tr>
<td>Atilde</td>
<td>Ā</td>
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<tr>
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<td>B</td>
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<tr>
<td>Ccedilla</td>
<td>Ç</td>
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<td>X</td>
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<tr>
<td>Delta</td>
<td>Δ</td>
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<tr>
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<tr>
<td>ETH</td>
<td>Ð</td>
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<td>É</td>
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<tr>
<td>Ecircumflex</td>
<td>Ë</td>
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<tr>
<td>Egrave</td>
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<tr>
<td>Epsilon</td>
<td>E</td>
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<td>Eta</td>
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<td>Euml</td>
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<td>Gamma</td>
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</table>
### 3.15. Characters, Strings and Symbols

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<th>Symbol</th>
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<tbody>
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<tr>
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<tr>
<td>uacute</td>
<td>û</td>
</tr>
<tr>
<td>ucircumflex</td>
<td>û</td>
</tr>
<tr>
<td>ugrave</td>
<td>ū</td>
</tr>
<tr>
<td>uparrow</td>
<td>↑</td>
</tr>
<tr>
<td>upsilon</td>
<td>υ</td>
</tr>
<tr>
<td>uuml</td>
<td>ü</td>
</tr>
<tr>
<td>vdash</td>
<td>⊥</td>
</tr>
<tr>
<td>weierp</td>
<td>ϕ</td>
</tr>
<tr>
<td>xi</td>
<td>ξ</td>
</tr>
<tr>
<td>yacute</td>
<td>ý</td>
</tr>
<tr>
<td>yen</td>
<td>¥</td>
</tr>
<tr>
<td>ymul</td>
<td>ÿ</td>
</tr>
<tr>
<td>zeta</td>
<td>ζ</td>
</tr>
</tbody>
</table>
Chapter 4. References and Hyperlinks

Skribilo supports traditional cross-references (that is, references to some part of documents) and hyperlinks (that is, visual marks enriching texts that enable interactive browsing). Hyperlinks and references may point to:

- Inner parts of a document, such as a section or a figure.
- Other documents, such as Web documents.
- Other Skribe documents.
- Specific part of other Skribe documents, such as a chapter of another Skribe document.

In order to use hyperlinks, Skribilo documents must:

- Refer to marks. This is the role of the `ref` Skribe function.
- Set marks. This is the role of the `mark` function. However, most Skribe functions that introduce text structures (e.g., chapters, sections, figures, ...) automatically introduce marks as well. So, it is useless to explicitly introduce a mark at the beginning of these constructions in order to refer to them with an hyperlink.

4.1. Mark

The `mark` function sets a mark in the produced document that can be referenced to with the `ref` function. Unless a `:text` option is specified, no visible text in associated with the mark in the generated document.

(mark [:text] [:class "mark"] [:ident] mark)
Chapter 4. References and Hyperlinks

The node identifier.

The node class.

A text associated with the markup.

A string that will be used in a ref function call to point to that mark.

The Skribe functions chapter, section, subsection, subsubsection Skribe automatically set a mark whose value is the title of the section. The Skribe function figure automatically sets a mark whose value is the legend of the figure.

4.2. Reference

Skribilo proposes a single function that can be used for most references. This same ref function is used for introducing references to section, to bibliographic entries, to source code line number, etc.


The node identifier.

The node class.

The text that is the visual part the links for engines that support hyperlinks.

An URL, that is, a location of another file, such as an HTML file.
:mark html lout latex context info
A string that is the name of a mark. That mark has been introduced by a mark markup.

:handle html lout latex context info
A Skribe node handle.

:ident html lout latex context info xml
The identifier of a node (which was specified as an value).

:figure html lout latex context info
The identifier of a figure.

:chapter html lout latex context info
The title of a chapter.

:section html lout latex context info
The title of a section.

:subsection html lout latex context info
The title of a subsection.

:subsubsection html lout latex context info
The title of a subsubsection.

:page lout latex context info
A boolean enabling/disabling page reference (for hard copies as produced by the Lout and LaTeX engines).

:bib html lout latex context info xml
A name or a list of names of bibliographic entry.

:bib-table
The bibliography where searching the entry.

:sort-bib-refs
In case where multiple bibliography entries are referenced, as in `(ref :bib '("smith81:disintegration" "corgan07:zeitgeist"))`, this should be a two-argument procedure suitable for sorting. The default procedure sorts references by number, when the-bibliography uses the number labeling style. If it is #f, then references will not be sorted.

:line html lout latex context info xml
A reference to a program line number.
The name of a Skribe Url Index file that contains the reference. The reference can be a chapter, section, subsection, subsubsection or even a mark located in the Skribe document described by the file sui.

See also index, p. 72, numref, p. 66, the-bibliography, p. 80.

Sometimes, it is useful to produce phrases that refer a section by its number, as in “See Section 2.3”. This is especially useful on printed documents, as produced by the Lout and LaTeX engines. The numref markup is provided to that end:

\begin{verbatim}
(numref [ :class ] [ :separator "." ] [ :page ] [ :text "" ] [ :ident ])
\end{verbatim}

The node identifier.

The node class.

Text preceding the reference number.

The identifier of the node (a chapter, section, subsection, etc.) being referenced.

A boolean enabling/disabling page reference (for hard copies as produced by the Lout and LaTeX engines).

The separator between numbers.

See also ref, p. 64.

Example 22. Some references
This hyperlink points to the figure of the chapter 3 (or also, the chapter about markups). In the second example of reference, no :text option is specified: 1. One may use the :ident field when specified such as: (ref :ident "fig1") or (ref :figure "fig1").

That other one points to a well known url. The same without :text:

And one can also refer to sections by number, as in “see Wonderful Section 4.2”.

With more complex tricks that are explained in Section [?section Resolve:.//src/links1.skb:19:2], it is also possible use, for the text of the reference, a container number such as chapter: 3.
4.3. Electronic Mail

The `mailto` function is mainly useful for electronic output formats that are able to run a mailing agent. The function `mailto` introduces mail annotation in a Skribe document.

```
(mailto :text [:class "mailto"] [:ident] email)
```

- `:ident` (html lout latex context info xml)
  - The node identifier.
- `:class` (html lout latex context info xml)
  - The node class.
- `:text` (html lout latex context info)
  - The text that is the visual part the links.
- `email`
  - The electronic address.

**Example 23. Mail address reference**

```
[It is possible to send a mail by ,mailto "foo@nowhere.com" :text "clicking"] that link. That same reference without ,code :text options: ,mailto "foo@nowhere.com"].
```

... produces:

It is possible to send a mail by clicking that link. That same reference without :text options: foo@nowhere.com.
4.4. Skribe URL Index

A Skribe URL Index (henceforth SUI) describes the marks that are available in a Skribe or Skribilo document. It is to be used to make marks available to other Skribe/Skribilo documents through the :skribe option of the ref markup. The syntax of a SUI file is:

\[
<sui> \rightarrow \text{(skribe-url-index <title> :file <file-name> (marks <sui-ref>*))}
\]

SUI files can be automatically produced by the Skribilo compiler. For instance, in order to produce the SUI file of this user manual, one should set the emit-sui HTML custom to #t; a user.sui file will then be produced when the manual is compiled to HTML:

```
skribilo -t html -o user.html user.skb
```
Chapter 5. Indexes

Skrive support indexes. One may accumulate all entries inside one unique index or dispatch them amongst user declared indexes. Indexes may be monolithic or split. They only differ in the way they are rendered by the back-ends. For a split index a sectioning based on the specific (e.g., "the first one") character of index entries is deployed.

5.1. Making indexes

The function make-index declares a new index.

\[(\text{make-index } \text{ident})\]

ident

A string, the name the index (currently unused).

See also default-index, p. 72, index, p. 72, the-index, p. 73, ref, p. 64, mark, p. 63.

For instance, the following Skribe expression declares an index named *index1*:

Example 24. Creation of a new index

\[(\text{define } *\text{index1}* (\text{make-index } "\text{a new index}"))\]

This example produces no output but enables entries to be added to that index. In general it is convenient to declare indexes before the call to the document function.
The function `default-index` returns the default index that pre-exists to all execution.

```
(default-index)
```

### 5.2. Adding entries to an index

The function `index` adds a new entry into one existing index and sets a mark in the text where the index will point to. It is an error to add an entry into an index that is not already declared.

```
@index (:url) [:shape] [:index] [:note] [:class "index"] [:ident] name)
```

- **:ident**
  - The node identifier.

- **:class**
  - The node class.

- **:index**
  - The name of the index whose index entry belongs to. A value of `#f` means that the default-index owns this entry.

- **:note**
  - An optional note added to the index entry. This note will be displayed in the index printing.

- **:shape**
  - An optional shape to be used for rendering the entry.

- **:url**
  - An optional URL that is referenced in the index table instead of the location of the index.

- **name**
  - The name of the entry. This must be a string.
The following expressions add entries to the index *index1*:

**Example 25. Adding entries to an index**
The identifier Foo is a usually used as an example. When two identifiers have to used, frequently the second choice is, `(code "Bar")`, `(index :index *index1* "Bar" :shape (it "Bar"))`. When three are needed, some use, `(code "Baz")`, `(index :index *index1* "Baz" :shape (it "Baz"))`. This illustrates how to use identifier, `(index :index *index1* "Foo" :note "How to use Foo")`, `(index :index *index1* "Foo" :note "How not to use Foo")`, `(index :index *index1* "Foz")` ...

There is no output associated with these expressions.

### 5.3. Printing indexes

The function `the-index` displays indexes in the produced document.

```plaintext
(the-index [:column 1] [:header-limit 50] [:char-offset 0] [:split]
[ :class "the-index" ] [:ident] index...)
```

:ident

The node identifier.

:class

The node class.
Chapter 6. Bibliographies

:splitchar-based sectioning is deployed. Otherwise all the index entries are displayed one next to the other.

:char-offset
The character number to use when split is required. This option may be useful when printing index whose items share a common prefix. The argument can be used to skip this prefix.

:header-limit
The number of entries from which an index header is introduced.

:column
The number of columns of the index.

index...
The indexes to be displayed. If index is provided, the global index default-index is printed.

If the engine custom index-page-ref is true when a index is rendered then, page reference framework is used instead of a direct reference framework.

Example 26. Printing indexes

(the-index *index1*)

... produces:

Bar
Baz
Foo
How to use Foo
How not to use Foo
Fooz
See the Skribe [mark global index: ./index.skb:127:21] for a real life index example.
Chapter 6. Bibliographies

Skribilo provides support for bibliographies. To setup a bibliography database and to be able to refer to its entries from a document, the following things must be done:

• Use the default pre-existing bibliography table or create a custom one.

• Provide a bibliography database.

• Load the database using the bibliography function.

• Reference to bibliography entries with ref :bib function calls.

The following sections will guide you through these steps.

6.1. Bibliography Tables

This section describes functions dealing with bibliography tables. Essentially, bibliography tables are the representation of your bibliographies used by Skribilo at run-time.

The predicate bib-table? returns #t if and only if its argument is a bibliography table as returned by make-bib-table or *bib-table*. Otherwise bib-table? returns #f.

(bib-table? obj)

obj

The value to be tested

See also make-bib-table, p. 78, *bib-table*, p. 77, bibliography, p. 78, the-bibliography, p. 80.

The function *bib-table* returns a global, pre-existing bibliography-table:
(*bib-table*)

See also bib-table?, p. 77, make-bib-table, p. 78, bibliography, p. 78, the-bibliography, p. 80.

Technically, *bib-table* is actually an SRFI-39 parameter object, so it can be queried and modified like any other parameter object.

The function make-bib-table constructs a new bibliography-table:

(make-bib-table ident)

ident

The name of the bibliography table.

See also bib-table?, p. 77, *bib-table*, p. 77, bibliography, p. 78, the-bibliography, p. 80.

6.2. Bibliography

The bibliography function loads bibliography entries into the bibliography table specified using the :bib-table parameter. It can be passed either lists representing entries (such as an article or book reference), or strings denoting the names of files that contains several entries. All the entries loaded in memory can then be referred to with ref. A bibliography database must be loaded before any reference is introduced. It is advised to place the bibliography function call before the call to the document function call.

(bibliography [:bib-table (*bib-table*)] [:command] entry...)

:command html lout latex context info xml

An external command to be applied when loading the bibliography entries. The sequence ~a is replaced with the name of the file when the command is invoked.

:bib-table html lout latex context info xml

The table where entry is searched.
entry...

If `entry` is a string, it denotes a file containing the entry (see bibliograph path). Otherwise, it is a list described by the syntax below.

See also `bib-table?`, p. 77, `make-bib-table`, p. 78, `*bib-table*`, p. 77, `the-bibliography`, p. 80.

Files passed as an argument to `bibliography` are searched in the current bibliography path, which is defined by the `*bib-path*` SRFI-39 parameter. This parameter contains a list of directories and its value can be obtained using `(*bib-path*)`. Its value can be altered using the `-B` command-line option of the `skribilo` compiler (see Chapter 14 for details).

The `:command` option can be used to import foreign bibliography. The following example, shows how to directly use a BibTeX bibliography using the 6.4 translator.

**Example 27. Printing a Bibliography**

```lisp
(bibliography :command "gzip -d -to-stdout ~a | skribebibtex" "scheme.bib.gz")
```

### 6.2.1. Bibliography Syntax

The Skribe/Skribilo bibliography database uses a format very close to the BibTeX one, which is a parenthetic version of BibTeX. Here is the syntax of an entry:

```
<entry>  ->  (<kind> <key> <field>+)
<kind>   ->  techreport | article | inproceedings | book
<key>    ->  <symbol> | <string>
<field>  ->  (<symbol> <string>)
```

BibTeX files cannot be directly loaded but the tool `skribebibtex` can be use to automatically convert BibTeX format to Skribe bibliography format. Here is an example of a simple Skribe database.
6.3. Printing a Bibliography

The function `the-bibliography` displays the bibliography.

```
(the-bibliography :pred [:labels 'number] [:count 'partial] [:sort bib-sort/authors] [:bib-table (*bib-table*)])
```

The bibliography table to be displayed.
A predicate filtering the bibliography entries. It takes two parameters: the bibliography entry and the `the-bibliography` node.

A function sorting a list of entries.

Specifies the style for bibliography entries labels. The default, `number`, uses numbers to identify references, e.g., "[7]". When `name+year` is chosen, long labels including the first author’s last name (and optionally the second author’s last name) and the year of publication will be used. For instance: "[Smith 1984]", "[Smith & Johnson 1979]", or "[Smith et al. 1980]".

The symbol `partial` or `full` specifies the numbering to be applied. The value `partial` tells Skribilo to count only the entries filtered in by `:pred`. The value `full` tells Skribilo to count all entries, even those filtered out by `:pred`.


Note that the `name+year` label style will only work if the following conventions are followed by the `author` field of your bibliography entries:

- the `author` fields of bibliographic entries should be a string containing a comma-separated list of full author names;

- each “full author name” should have the form `first-name second-name ... last-name`.

When using the `name+year` label style, it is sometimes desirable to preclude automatic abbreviations for some authors, e.g., when the author is the name of a consortium or company rather than that of a person. In that case, you should enclose the value of your `author` field in a `noabbrev` markup.

```text
(noabbrev [:class] [:ident])
```
The node identifier.

The node class.

See also the-bibliography, p. 80, bib-sort/first-author-last-name, p. 87.

The following example illustrates typical use of a bibliography.

Example 28. Printing a Bibliography

```scheme
(Scheme , (ref :bib 'scheme:r5rs) is functional programming language. It exists several books about this language , (ref :bib '(as:sicp queinnec:lisp)).

, (linebreak 2)
, (center (bold [- Bibliography -]))
, (center (frame :border 1 :margin 2 :width 90. (the-bibliography))))
```

... produces:

Scheme [5] is functional programming language. It exists several books about this language [2, 3].

– Bibliography –
Note that the current locale setting affects the language used in bibliography entries. For instance, if the \texttt{LC\_ALL} environment variable is set to \texttt{sv\_SE.utf8}, then phrases like “Chapter” or “Technical Report” will be written in Swedish.

### 6.3.1. Filtering Bibliography Entries

The \texttt{:pred} option is bound to a function of one argument that filters bibliography entries. It is used to control which entries must appear on a bibliography. The default behavior is to display only the entries referenced to in the text. For instance, in order to display all the entries of a bibliography, it is needed to print the bibliography with a predicate returning always \texttt{#t}.

**Example 29. Unfiltering Bibliography Entries**

```scheme
(center (frame :border 1 :margin 2 :width 90.
  (the-bibliography :pred (lambda (m n) #t)))))
```

... produces:
The second example, filters out the entries that are not book or that are not referenced to from the document.

Example 30. Unfiltering Bibliography Entries

```
(center (frame :border 1 :margin 2 :width 90. (the-bibliography :pred (lambda (m n) (and (eq? (markup-option m 'kind) 'book) (pair? (markup-option m 'used)))))))))
```

... produces:
The last example, illustrates how to change the rendering of a bibliography. It uses the construction and it defines two for displaying &bib-entry-ident and &bib-entry-title markups. These two markups are introduced by Skribe when it loads a bibliography. All fields of bibliography entries are represented by markups whose prefix are &bib-entry-. The parent of all these markups is the bibliography entry itself. The &bib-entry- markups are options of there parent.

Example 31. Unfiltering Bibliography Entries

```scheme
(center 
  (frame :border 1 :margin 2 :width 90. 
    (processor :engine 
      (make-engine ' :filter string-upcase) 
      :combinator 
      (lambda (el e2) 
        (let ((e (copy-engine '_ e2))) 
          (markup-writer '&bib-entry-ident e 
            :action 
            (lambda (n e) 
              (let* ((be (ast-parent n)) 
                  (o (markup-option be 'author)) 
                  (y (markup-option be 'year)) 
                  (o) el) 
                (output (markup-body o) e)) 
              (display "::") 
              (output (markup-body y) e)))) 
        (markup-writer '&bib-entry-title e 
          :action 
          (lambda (n e) 
            (evaluate-document (it 
              (markup-body n)) e)) 
          e)) 
      (the-bibliography :pred 
        (lambda (m n))) 
    )))
```
6.3.2. Sorting Bibliography Entries

The :sort option of the the-bibliography markup is used for sorting the bibliography entries. There are three pre-existing functions for sorting entries, defines in the (skribilo biblio) module (see Section 1.5).

(bib-sort/authors 1)
(bib-sort/idents 1)
(bib-sort/dates 1)

1

The list of entries.

See also bib-sort/first-author-last-name, p. 87.
The first function sorts the entries according to an alphabetic ordering on authors. The second sorts according to an alphabetic ordering on entries identifier. The last one sorts according to entries date.

Example 32. Sorting Bibliography Entries

```scheme
(define (bib-sort/idents l)
  (sort l (lambda (e f) (string<? (markup-ident e) (markup-ident f))))))
```

In addition, the `(skribilo biblio author)` module exports a fourth procedure that sorts bibliography entries:

```scheme
(bib-sort/first-author-last-name entries)
```

entries

The list of entries.

See also bib-sort/authors, p. 86, the-bibliography, p. 80, noabbrev, p. 81.

This procedure allows entries to be sorted according to the last name of the first author of each bibliography entry. For this to work, the author field of bibliography entries must follow the same conventions as for the `name+year` label style of the-bibliography.

6.4. Skribebibtex

FIXME: This tool is not available as of Skribilo version 0.9.4.
Chapter 7. Computer Programs

In a document describing a computer programming language, it is common to include excerpt of programs. Program code is typically typeset in a specific font, with no justification, and with a precise indentation. Indentation is important because it helps understand the code; it is thus desirable to preserve indentation in program text. The pre text layout already allows indentation to be preserved. This chapter presents two new functions that complement it: prog and source, both of which are specially designed to represent computer programs in text.

7.1. Program

A prog function call preserves the indentation of the program. It may automatically introduce line numbers.

(prog [:mark ";!"] [:linedigit] [:line 1] [:class "prog"] [:ident])

:ident  html lout latex context info xml
The node identifier.

:class  html lout latex context info xml
The node class.

:line  html lout latex context info xml
Enables/disables automatic line numbering. An integer value enables the line number and specifies the number of the first line of the program. A value of #f disables the line numbering.

:linedigit  html lout latex context info xml
The number of digit for representing line numbers.

:mark  html lout latex context info xml
A string or the boolean #f. If this option is a string, that string is the prefix of line marks. These marks can be used in the ref reference. A mark identifier is defined by the regular expression: (_a-zA-Z[_a-zA-Z0-9]*). The prefix and the mark are removed from the output program.
See also `source`, p. 90, `pre`, p. 36, `ref`, p. 64.

Example 33. A program

```plaintext
(frame :width 100,
  (prog :line 10 :mark "##" [SKRIBILO = skribilo
    all: demo.html demo.lout ##main-goal
    demo.html: demo.skb
      $(SKRIBILO) -t html demo.skb -o demo.html
    demo.lout: demo.skb
      $(SKRIBILO) -t lout demo.skb -o demo.lout
  ]))

[p [The main goal is specified on line , (ref :line "main-goal").]]
```

... produces:

```
10. SKRIBILO = skribilo
11. all: demo.html demo.lout
12. demo.html: demo.skb
   $(SKRIBILO) -t html demo.skb -o demo.html
14. demo.lout: demo.skb
   $(SKRIBILO) -t lout demo.skb -o demo.lout
```

The main goal is specified on line 12.

7.2. Source Code

The `source` function extracts part of the source code and enables `fontification`. That is, some words of the program can be rendered using different colors or faces.

```
```

The language of the source code.
7.3. Language

The file containing the actual source code. The file is searched in the `*source-path*` path.

A start line number or a start marker.

A stop line number or a stop marker.

The identifier of the definition to extract.

The tabulation width.

See also `prog`, p. 89, `language`, p. 94, `ref`, p. 64, `*source-path*`, p. 93.

Example 34. The source markup

```scheme
(use-modules (skribilo source lisp))

(frame :width 100. (prog (source :language scheme :file "prgm.skb" :definition 'fib)))

(p [The Fibonacci function is defined on line ,(ref :line "fib").])

(frame :width 100. (prog :line 23 :mark #f (source :language skribe :file "prgm.skb" :start 22 :stop 29)))

(p [Here is the source of the frame above:])

(frame :width 100. (prog :line 30 :mark #f (source :language skribe :file "src/prgm2.skb" :start (string-append ";" ";" "!start") ;; trick! :stop (string-append ";" ";" "!stop"))))
```
... produces:

```lisp
(define (fib x)
  (if (< x 2)
    1
    (+ (fib (- x 1)) (fib (- x 2)))))
```

The Fibonacci function is defined on line 1.

Here is the source of the frame above:

```lisp
(define (fib x)
  (if (< x 2)
    1
    (+ (fib (- x 1)) (fib (- x 2)))))
```

Note that even awful programming languages of the C family can be highlighted!

**Example 35. The source markup for C**

```c
#include <stdlib.h>
static int foo = 10;
static float bar;
/* This is the function responsible for integer chbouibification. */
float chbouibify (int x)
{
  bar = foo + (float) x / random ();
  foo = (float) x * random ();
  if (x > 2)
    /* Great! */
```
...produces:

Here’s how:

```c
#include <stdlib.h>

static int foo = 10;
static float bar;

/* This is the function responsible for integer chbouibification. */
float chbouibify (int x)
{
  bar = foo + (float) x / random ();
  foo = (float) x * random ();
  if (x > 2)
    /* Great! */
    printf ("hello world!\n");
  else
    printf ("lower than two\n");
  return ((float) foo * bar);
}
```

You would highlight Java™ code in a similar way, i.e., with `:language java`.

Files passed as the :file argument of `source` are searched in the current source path, which is defined by the *source-path* SRFI-39 parameter. This parameter contains a list of directories and its value can be obtained using (*source-path*). Its value can be altered using the -S command-line option of the skribilo compiler (see Chapter 14 for details).

The :language parameter of `source` takes a language object, which performs the actual source highlighting. Several programming languages are currently supported: the (skribilo source lisp) module provides skribe, scheme, stklos, bigloo and lisp, which implement source highlighting for the corresponding lispy dialects, while the (skribilo source c) module provides c and java. Thus, you need to import the relevant module to get the right language, for instance by adding (use-modules (skribilo source c)) at the beginning of your document. Additional languages can be created using the language function (see below).
### 7.3. Language

The `language` function builds a language that can be used in `source` function call.

```
(language :name [ :extractor ] [ :fontifier ])
```

- **:name**
  - html lout latex context info xml
  - A string which denotes the name of the language.

- **:fontifier**
  - html lout latex context info xml
  - A function of one argument (a string), that colorizes a line source code.

- **:extractor**
  - html lout latex context info xml
  - A function of three arguments: an input port, an identifier, a tabulation size. This function scans in the input port the definition is looks for.

See also [prog, p. 89], [source, p. 90], [ref, p. 64].
Chapter 8. Equation Formatting

Skribilo comes with an equation formatting package. This package may be loaded by adding the following form at the top of your document:

1. (use-modules (skribilo package eq))

It allows the inclusion of (complex) equations in your documents, such as, for example, the following:

\[ A(D) = \sum_{i=b}^{Sb} C_i \left( \mu \left( 1 - \mu \right)^{Sb-i} \right) \]

This chapter will describe the syntactic facilities available to describe equations, as well as the rendering options.

8.1. Syntax

To start with, let’s have a look at a concrete example.

Example 36. Example of a simple equation using the verbose syntax

---

;: The golden ratio, phi.
(eq (eq:= (symbol "phi")  
    (eq:/ (eq:+ 1 (eq:sqrt 5))  
        2)))

---

… produces:

\[ \phi = \frac{1 + \sqrt{5}}{2} \]

In this example, the eq: sub-markups are used pretty much like any other kind of markup. However, the resulting syntax is very verbose and hard to read.

Fortunately, the eq package allows for the use of a much simpler syntax.
Example 37. Example of a simple equation

;;; The golden ratio, phi.
(eq '(= phi (/ (+ 1 (sqrt 5)) 2)))

... produces:

\[
\phi = \frac{1 + \sqrt{5}}{2}
\]

Readers familiar with the Lisp family of programming languages may have already recognized its prefix notation. Note that, unlike in the previous example, the equation itself if quoted, that is, preceded by the ‘ sign. Additionally, when referring to a symbol (such as the Greek letter \(\phi\)), you no longer need to use the symbol markup (see Section 3.15.3).

It is possible to create equation display blocks, where several equations are displayed and aligned according to a particular operator.

Example 38. Inlined, displayed, and aligned equations

\[
\begin{align*}
\text{(p [This paragraph contains this equation: ])} & \text{(eq :inline? #t } / \text{(alpha beta)). This is actually an } \text{(emph [inline]) equation, meaning that it occurs within a paragraph. Typesetting has to be adjusted accordingly. ])} \\
\text{(eq-display (p [This is an equation display block, within which equations can be aligned with one another. ])} \\
\text{(eq :ident "eq-limit-b-over-l" :renderer (and %have-lout? 'lout) :align-with `=' (limit (/ lambda beta) 0 (apply IPL n k)))} \\
\text{;; non-simplified } \\
\text{/ (expt (+ alpha beta) k) (* beta (sum :from (- x 0) :to (- k 1) (* (combinations k x) (expt beta (- k 1 x)) (expt alpha x))))})
\end{align*}
\]
8.3. Summary

This equation can be simplified as follows:

\[
\lim_{\beta \to 0} \left( \frac{\alpha + \beta}{1 - \frac{\alpha k}{\beta^{k-1}}} \right) = 0
\]  

This equation can be simplified as follows:

\[
\left( \frac{\alpha + \beta}{\alpha} \right)^k = \lim_{\beta \to 0} \left( \frac{\alpha + \beta}{\alpha} \right)^k
\]  

8.2. Rendering

8.3. Summary

The options available for the top-level \texttt{eq} markup are summarized here:
Chapter 8. Equation Formatting


:ident
The node identifier.

:class
The node class.

:inline?
If auto, Skribilo will automatically determine whether the equation is to be "in-line". Otherwise, it should be a boolean indicating whether the equation is to appear "in-line", i.e., within a paragraph. If the engine supports it, it may adjust various parameters such as in-equation spacing accordingly.

:number
If true, then a number is automatically assigned to the equation and displayed. If it is a string, then that string is used as the equation’s number. If #f, then the equation is left unnumbered. Note that this option is only taken into account for displayed equations.

:renderer
The engine that should be used to render the equation. This allows, for instance, to use the Lout engine to render equations in HTML.

:mul-style
A symbol denoting the default style for multiplications. This should be one of space, cross, asterisk or dot.

:div-style
A symbol denoting the default style for divisions. This should be one of over, fraction, div and slash. Per-eq:/ :div-style options override this setting.

:align-with
Within a eq-display block, this should be a symbol specifying according to which operator equations are to be aligned with one another.

Equation display blocks can be defined using eq-display. Display blocks define the scope of the alignment among equations as specified by the :align-with options of eq.
8.3. Summary

(eq-display [:class "eq-display"] [:ident])

<table>
<thead>
<tr>
<th>:ident</th>
<th>html lout latex context info xml</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The node identifier.</td>
</tr>
<tr>
<td>:class</td>
<td>html lout latex context info xml</td>
</tr>
<tr>
<td></td>
<td>The node class.</td>
</tr>
</tbody>
</table>
Chapter 9. Pie Charts

Skribilo contains a pie-chart formatting package, located in the \texttt{skribilo package pie} module. It allows users to represent numeric data as pie charts as in the following example:

![Pie Chart Example](image)

A default implementation, which uses Ploticus as an external program, is available for all engines. There is also a specific implementation for the Lout engine which relies on Lout’s own pie-chart package. In the latter case, you don’t need to have Ploticus installed, but you need it in the former.

Currently it only supports slice-coloring, but support for textures (particularly useful for black & white printouts) could be added in the future.

9.1. Syntax

Let us start with a simple example:

Example 39. Example of a pie chart

```plaintext
;;; A sad pie chart.
```

[Relevant code for pie charts]

... produces:

This illustrates the three markups provided by the pie package, namely pie, slice, and sliceweight. This last markup returns the weight of the slice it is used in, be it as a percentage or an absolute value. Note that the :total option of pie can be used to create pie charts no entirely filled.

Various options allow the pie layout to be controlled:

Example 40. Specifying the layout of a pie chart
... produces:

Casualties of the Conflict in Iraq since 2003 (source: English Wikipedia page, 2006-07-23)

![Pie chart diagram]

The available markups and their options are described below.

(pie [:labels 'outside] [:fingers? #t] [:radius 3] [:total] [:initial-angle 0] [:title "Pie Chart"] [:class "pie"] [:ident])

:ident
The node identifier.

:class
The node class.

:title
The title of the pie chart.

:initial-angle
The initial angle of the pie, in degrees.
Chapter 9. Pie Charts

:total

If a number, specifies the "weight" of the whole pie; in this case, if the pie’s slices don’t add up to that number, then part of the pie is shown as empty. If #f, the total that is used is the sum of the weight of each slice.

:radius

The pie’s radius. How this value is interpreted depends on the engine used.

:fingers?

Indicates whether to add “fingers” (arrows) from labels to slices when labels are outside of slices.

:labels

A symbol indicating where slice labels are rendered: outside to have them appear outside of the pie, inside to have them appear inside the pie, and legend to have them appear in a separate legend.

See also slice, p. 104.

(slice [:detach?] [:color "white"] [:weight 1] [:class "pie-slice"] [:ident label])

:ident

The node identifier.

:class

The node class.

:weight

A symbol indicating where slice labels are rendered: outside to have them appear outside of the pie, inside to have them appear inside the pie, and legend to have them appear in a separate legend.

:color

The background color of the slice.

:detach?

Indicates whether the slice should be detached from the pie.
9.1. Syntax

The label of the node. It can contain arbitrary markup, notably instances of \texttt{sliceweight}. However, some engines, such as the Ploticus-based rendering, are not able to render markup other than \texttt{sliceweight}; consequently, they render the label as though it were markup-free.

See also \texttt{pie}, p. 103, \texttt{sliceweight}, p. 105.

As seen in the examples above, the body of a \texttt{slice} markup can contain instances of \texttt{sliceweight} to represent the weight of the slice:

\begin{verbatim}
(sliceweight [::percentage?] [::class "pie-sliceweight"] [::ident])

::ident
   The node identifier.
::class
   The node class.
::percentage?
   Indicates whether the slice’s weight should be shown as a percentage of the total pie weight or as a raw weight.
\end{verbatim}

See also \texttt{slice}, p. 104.
Chapter 10. Slide Package

This chapter describes the facilities Skribilo offers authoring slides. As usual, in order to access the functionalities described in this chapter, the `(use-modules (skribilo package slide))` expression must be introduced at the beginning of the document.

10.1. Slides and Slide Topics

A slide function call creates a slide.

```
    [:number #t] [:toc #t] [:class] [:ident])
```

- **:ident**
  - The node identifier.

- **:class**
  - The node class.

- **:title**
  - The title of the slide.

- **:number**
  - The number of the slide (a boolean or an integer).

- **:toc**
  - This argument controls if the slide must be referenced in the table of contents and the outline slide that introduces a slide-topic (see below).

- **:vspace**
  - The boolean `#f` or an integer representing the vertical space size between the title and the body of the slide.

- **:vfill**
  - A boolean that is used to control whether a LaTeX \vfill is issued at the end of the slide.
The boolean \#f or a symbol in the list (split blinds box wipe dissolve glitter).

The background color of the slide.

The background image of the slide.

Optionally, one may group slides into topics and subtopics. Topics and subtopics are just logical groupings under a given title that are meant to provide structure to a set of slides. With their \:outline? option, these two markups can be used to automatically produce an outline at the beginning of each new (sub)topic, which reminds the audience of the current position within the talk.

$$\text{(slide-topic :title [:class] [:ident] [:toc #t] [:unfold? #t]}$$

$$\text{[:outline? #t])}$$

$$\text{(slide-subtopic :title [:class] [:ident] [:toc #t] [:unfold?] [:outline?])}$$

The node identifier.

The node class.

The title of a topic.

A boolean (i.e., \#t or \#f) telling whether an outline should be produced at the beginning of this topic. The outline will typically list the titles of the different topics, as well as the titles of the slides under the current topic. Note that slides whose \:toc option is \#f will not be shown in the outline.

If \#t, then the outline will also show the contents of the current topic.
10.1. Slides and Slide Topics

This argument controls if the slide must be referenced in the table of contents and the outline slide that introduces a slide-topic (see below).

This package understands the following additional customs (see Section 13.1.4):

slide-outline-title
The title of outline slides. By default, no title is produced.

slide-outline-active-color
The color in which the current slide topic is displayed in outline slides.

slide-outline-inactive-color
The color in which inactive slide topics are displayed in outline slides.

10.2. Pause

A slide-pause function call introduces a pause in the slide projection. This may not be supported by all engines.

(slide-pause)

10.3. Slide Vertical Space

The slide-vspace introduces a vertical space in the slide.

(slide-vspace [:unit 'cm] val)

:unit
The unit of the space.
10.4. Slide Embed Applications

Embed an application inside a slide.

\[(\text{slide-embed} \ :\ command \ [\ :\ alt] \ [\ :\ transient-opt] \ [\ :\ transient] \ [\ :\ rgeometry] \ [\ :\ geometry] \ [\ :\ geometry-opt \ "-geometry"] \ [\ :\ arguments \ '()])\]

\(:\ command\]
\[
\text{lout latex}
\]

The binary file for running the embedded application.

\(:\ arguments\]
\[
\text{lout}
\]

Additional arguments to be passed to the application (a list of strings).

\(:\ geometry-opt\]
\[
\text{html lout latex context info xml}
\]

The name of the geometry option to be sent to the embedded application.

\(:\ geometry\]
\[
\text{lout latex}
\]

The geometry value to be sent.

\(:\ rgeometry\]
\[
\text{latex}
\]

A relative geometry to be sent.

\(:\ transient-opt\]
\[
\text{latex}
\]

The name of the transient option to be sent to the embedded application.

\(:\ transient\]
\[
\text{latex}
\]

The transient value to be sent.

\(:\ alt\]
\[
\text{html lout latex context info xml}
\]

An alternative Skribilo expression to be used if the output format does not support embedded application.
Here is a complete example of Skribilo slides:

Example 41. Example of Skribilo slides

```scheme
(use-modules (skribilo package slide))

(document :title (color :fg "red" (sf "Skribilo Slides")))

:author (author :name (it [Bob Smith]))

:affiliation [The Organization]

:address (ref :url "http://example.org/"))

(slide :title "Table of Contents" :number #f)

;; "Manually" produce a list of the slides. This works
;; by traversing
;; the whole document tree, looking for 'slide' nodes.

(p (resolve (lambda (n e env)

  (let ((slides (search-down (lambda (n)

    (is-markup? n 'slide))

    n 'slide))

    (ast-document n))))

  (itemize (map (lambda (n)

    (item ref :handle (handle n)

    :text (markup-option n :text)))))

  slides)))))))

(slide :title "Introduction" :vspace 0.3

  (p [This is a simple slide, not grouped in any topic.]))

(slide-topic :title "Interactive Features" :outline? #t

  (slide :title "X11 Clients" :toc #t :vspace 0.3

    (itemize

      (item "xlock")

      (item "xeyes")

      (item "xterm")))

  (slide :title "Xclock" :toc #t :vspace 0.3

    (center (sf (underline "The Unix xclock client")))

    (slide-vspace 0.3)

    (slide-pause)

    (slide-embed :command "xlock"

      :alt (frame "Can't run embedded application")))))
```
Chapter 11. Standard Packages

This chapter describes the standard packages that come with Skribilo. Additional packages may be found from the Skribe web page, but they may require slight modifications to work correctly with Skribilo.

In order to use the facilities described in the following sections, the Skribilo source file must contains statements such as:

```
(use-modules (skribilo package THE-PACKAGE))
```

where THE-PACKAGE is the desired package. GNU Guile users will recognize that this is Guile’s standard way to use Scheme modules. The effect of the `use-modules` clause is to insert the bindings exported by THE-PACKAGE into the current module’s name space. Note that third-party Skribilo packages can have arbitrary Guile module names. And of course, the `use-modules` clause can be used to import any Guile module, not just Skribilo packages.

11.1. Articles

11.1.1. acmproc

This package enables producing LaTeX documents conforming to the ACM proceeding (ACMPROC) style. It introduces the markup `abstract`:

```
(abstract :postscript [:class "abstract"])
```

- `:class` html lout latex context info xml
  The node class.
- `:postscript` html lout latex context info xml
  The URL of the PostScript version of the paper.
11.1.2. jfp

This package enables producing LaTeX documents conforming to the *Journal of Functional Programming* (JFP) style. It introduces the markup `abstract`:

```
(abstract :postscript)
```

```
:postscript html lout latex context info xml
```

The URL of the PostScript version of the paper.

11.1.3. lncs

This package enables producing LaTeX documents conforming to the *Lecture Notes on Computer Science* (LNCS) style. It introduces the markups `abstract` and `references`:

```
(abstract :postscript)
```

```
:postscript html lout latex context info xml
```

The URL of the PostScript version of the paper.

```
(references [:sort])
```

```
:sort html lout latex context info xml
```

A sort procedure, as for the-bibliography.

See also the-bibliography, p. 80, bib-sort/authors, p. 86.

11.2. Languages

Currently, native language support in Skribilo is rudimentary, limited to the following package. In the future, it should be possible to specify a document’s language so
that the output engine behaves accordingly, e.g., by choosing the right typographi-
cal rules and the right phrases.

11.2.1. french

Enables French typesetting and typographical rules.

11.3. letter

This package is to be used to authoring simple letters. It redefines the document markup.

\[
\text{(document :author :date :where [:class "letter"] [:ident])}
\]

- 
  \text{ident}
  
  The node identifier.

- 
  \text{class}
  
  The node class.

- 
  \text{where}
  
  The location where the letter is posted.

- 
  \text{date}
  
  The date of the letter.

- 
  \text{author}
  
  The author of the letter.

11.4. Web

11.4.1. web-book

This package provides a convenient mode for rendering books (i.e., documents made of chapters and sections) in HTML. It modifies the left-margin custom of the HTML engine (see HTML customs) such that the left margin of each HTML file produced contains a menu allowing for quick navigation within the HTML document.
11.4.2. web-book2

This package provides a different way to render books in HTML. Concretely, it prepends a small table of contents to each chapter, section, etc., that appears in an HTML file of its own, making it easy to move around the various HTML files of the document. Compared to web-book, it does not clutter the left margin of the HTML pages.

Unlike web-book, this package is “purely functional” in that it does not modify the HTML engine customs and writers.

11.4.3. html-navtabs

The html-navtabs package enables quick navigation inside HTML documents by means of tabs. The produced HTML code uses CSS declarations. The html-navtabs package does not introduce any new markups. It is configured via additional engine customs.

11.4.3.1. HTML Engine Customization

html-navtabs is to be used in conjunction with the html-engine engine. Specifically, it adds the following new customization to this engine:

```
html-navtabs #<<markup> (it/it9031) 73267264>

The tabs.
```

```
html-navtabs-padding 20.0

Padding above tabs.
```

```
html-navtabs-bar-background #f

Bar background color.
```

11.4.3.2. Additional Container Options

html-navtabs introduces two new containers (i.e., a document chapter section, ...) attributes: :html-tabs-bar and :no-tabs. The attribute :html-tabs-bar may contain any Skrile expression. It controls the content of the navtabs sub-bar (i.e., a small line above the tabs). The attribute :no-tabs disable tabs for this container.
11.4. Web

11.4.3.3. Example
Please see the HTML version of the manual for an example.
Chapter 12. Standard Library

This section describes Skribilo’s standard library.

12.1. File Functions

The function include is particularly useful to spread a long document amongst several files.

\[
\text{(include file)}
\]

file

The file containing the nodes to be included. These nodes are included in the document in place of the include call.

See also *document-path*, p. 119.

The given file is searched in the current document path. Skribilo provides functions to deal with paths. These functions are related to the path that can be specified on the command line, when the Skribilo compiler is invoked (see Chapter 14.)

\[
(*\text{document-path}*)
\]

See also include, p. 119, *image-path*, p. 46, *bib-path*, p. 79, *source-path*, p. 93.

*document-path* is a procedure as returned by SRFI-39 make-parameter. As such, (*document-path*) returns the current document path, while (*document-path* ’”./” ”/some/path”) changes the value of the current path. This is equivalent to Skribe’s skribe-path and skribe-path-set! functions. The value
of *document-path* can also be changed using the `-I` command-line option of the compiler (see Chapter 14 for details).

### 12.2. Configuration Functions

Several functions describing the configuration of Skribilo are exported by the (skribilo config) module. First, the skribilo-version function returns the version of Skribilo being used as a string.

(as \texttt{(skribilo-version)})

For instance, the following piece of code:

```scheme
[This manual documents version \texttt{(bold (skribilo-version))} of Skribilo.]
```

produces the following output

This manual documents version 0.9.4 of Skribilo.

The \texttt{skribilo-url} function returns, not surprisingly, the URL of the project:

(as \texttt{(skribilo-url)})

The \texttt{skribilo-module-directory} returns the directory under which Skribilo modules were installed:

(as \texttt{(skribilo-module-directory)})

Similar information can be obtained using the \texttt{skribilo-config} program, as described in Section 15.
Chapter 13. Engines

Skribilo documents can be rendered, or output, in a variety of different formats. When using the compiler, which format is used is specified by the `-target` command-line option (see Chapter 14). This command-line option actually specifies the engine or “back-end” to be used, which is roughly a set of procedures that translate the input document into the output format. For instance, passing `-target=html` to the compiler instructs it to produce an HTML document using the `html engine`.

This chapter describes procedures allowing the manipulation of engines in Skribilo documents or modules (creation, customization, etc.), as well as the available engines. Currently, the available engines are:

- HTML Engine
- Lout Engine
- LaTeX Engine
- ConTeXt Engine
- Info Engine
- XML Engine

Engine customization provides tight control over the output produced for each particular engine. In particular, it allows the style for each output to be fine-tuned, be it HTML, PDF via Lout, or anything else. However, note that such fine-tuning usually requires good knowledge of the output format (e.g., HTML/CSS, Lout, LaTeX).

13.1. Manipulating Engines

13.1.1. Creating Engines

The function `make-engine` creates a brand new engine.
Chapter 13. Engines

(make-engine [:info ()] [:custom ()] [:symbol-table ()]
  [:delegate] [:filter] [:format "raw"] [:version 'unspecified]
  ident)

:version
  The version number.

:format
  The output format (a string) of this engine.

:filter
  A string filter (a function).

:delegate
  A delegate engine.

:symbol-table
  The engine symbol table.

:custom
  The engine custom list.

:info
  Miscellaneous.

ident
  The name (a symbol) of the new engine.

The function copy-engine duplicates an existing engine.

(copy-engine [:custom] [:symbol-table] [:delegate] [:filter]
  [:version 'unspecified] ident e)

:version
  The version number.

:filter
  A string filter (a function).

:delegate
  A delegate engine.
13.1. Manipulating Engines

:symbol-table
    The engine symbol table.
:custom
    The engine custom list.
ident
    The name (a symbol) of the new engine.
e
    The old engine to be duplicated.

13.1.2. Retrieving Engines

The find-engine function searches in the list of defined engines. It returns an engine object on success and #f on failure.

(find-engine [ :version 'unspecified ] id)

:version
    An optional version number for the searched engine.
id
    The name (a symbol) of the engine to be searched.

13.1.3. Engine Accessors

The predicate engine? returns #t if its argument is an engine. Otherwise, it returns #f. In other words, engine? returns #t for objects created by make-engine, copy-engine, and find-engine.

(engine? obj)

obj
    The checked object.
The following functions return information about engines.

\[(\text{engine-ident } \text{obj})\]
\[(\text{engine-format } \text{obj})\]
\[(\text{engine-customs } \text{obj})\]
\[(\text{engine-filter } \text{obj})\]
\[(\text{engine-symbol-table } \text{obj})\]

\[\text{obj}\]

The engine.

13.1.4. Engine Customs

Engine customs are locations where dynamic informations relative to engines can be stored. Engine custom can be seen a global variables that are specific to engines. The function \text{engine-custom} returns the value of a custom or \#f if that custom is not defined. The function \text{engine-custom-set!} defines or sets a new value for a custom.

\[(\text{engine-custom } \text{e id})\]

\[\text{e}\]

The engine (as returned by \text{find-engine}).

\[\text{id}\]

The name of the custom.

\[(\text{engine-custom-set! } \text{e id val})\]

\[\text{e}\]

The engine (as returned by \text{find-engine}).
id

The name of the custom.

val

The new value of the custom.

In the documentation of available engines that follows, a list of available customs is shown for each engine, along with each custom’s default value and a description.

13.1.5. Writing New Engines

Writing new engines (i.e., output formats) and making them available to Skribilo is an easy task. Essentially, this boils down to instantiating an engine using make-engine and registering markup writers using the markup-writer procedure for all supported markups (e.g., chapter, bold, etc.).

Most likely, you will want to make your new engine visible so that find-engine and consequently the –target command-line option can find it. To that end, a few rules must be followed:

1. your engine must be enclosed in a Guile Scheme module under the skribilo engine hierarchy; for instance, if the engine is named foo, then it should be in a module called (skribilo engine foo);

2. the engine itself as returned by make-engine must be bound, in that module, to a variable called, say, foo-engine;

3. finally, the (skribilo engine foo) module must be in Guile’s load path; for instance, you can adjust the GUILE_LOAD_PATH environment variable.

This is all it takes to extend Skribilo’s set of engines! Note that this mechanism is the same as that of readers (see Section 2.5).

1FIXME: Markup writers are not currently documented, but looking at the source of an engine will give you the idea, trust me.
13.2. HTML Engine

The HTML engine produces—guess what!—HTML output. It can be customized in various ways, as shown below.

13.2.1. HTML Customization

- **favicon**
  
  The name of an image file of the URL image. The `favicon` custom can be either bound to a string which is the name of the image, or to a procedure of two arguments, a node and an engine that returns the file name of the icon. This can be used to use different icons per chapter or section.

- **charset**
  
  "ISO-8859-1"

  The character set used for the document.

- **javascript**
  
  Enable/disable Javascript support.

- **head**
  
  A string included in the HTML header.

- **css**
  
  The URL or a list of URLs of CSS used by the document.

- **inline-css**
  
  The file or a list of files inlined inside the header’s style section. The custom `inline-css` should be used in replacement of the `css` custom in order to produce stand alone HTML documents.

- **js**
  
  A URL or a list of URLs of JavaScript programs used by the document.

- **emit-sui**
  
  Emit a SUI file for this document (see Section 4.4 for details).
13.2. HTML Engine

background
   The background color of the document.

foreground
   The foreground color of the document.

margin-padding 3
   Margins padding.

left-margin
   A procedure of two arguments producing the left margin of the document.

chapter-left-margin
   A procedure of two arguments producing the left margin of the document.

section-left-margin
   A procedure of two arguments producing the left margin of the document.

left-margin-font
   The font of the left margin.

left-margin-size 17.0
   The width of the left margin.

left-margin-background
   The background color of the left margin.

left-margin-foreground
   The foreground color of the left margin.

right-margin
   A procedure of two arguments producing the right margin of the document.

chapter-right-margin
   A procedure of two arguments producing the right margin of the document.
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section-right-margin
A procedure of two arguments producing the right margin of the document.

right-margin-font
The font of the right margin.

right-margin-size 17.0
The width of the right margin.

right-margin-background
The background color of the right margin.

right-margin-foreground
The foreground color of the right margin.

author-font
The author font.

title-font
The title font.

title-background
The title background color.

title-foreground
The title foreground color.

file-title-separator (unquote (! " " \\#8212; "'))
A text to be inserted in between the document title and the chapter or section title when the chapter or section is rendered in a separate file.

file-name-proc (unquote html-file-default)
A two-argument procedure that should return a string. This procedure is to be passed a node and an engine and should return a file name for the HTML page corresponding to this node.
13.2. HTML Engine

index-header-font-size #f
The index header font size.

chapter-number->string number->string
A procedure of one argument for rendering chapter numbers.

chapter-file #f
A boolean specifying if chapters are rendered in separate HTML file (see chapter markup).

section-title-start "<h3>"
The HTML sequence for starting section title.

section-title-stop "</h3>"
The HTML sequence for stopping section title.

section-title-background #f
The background color of section title.

section-title-foreground #f
The foreground color of section title.

section-title-number-separator " "
The section title number separator.

section-number->string number->string
A procedure of one argument for rendering section numbers.

section-file #f
A boolean specifying if sections are rendered in separate HTML file (see section markup).

subsection-title-start "<h3>"
The HTML sequence for starting subsection title.
subsection-title-stop
"</h3>"
The HTML sequence for stopping subsection title.

subsection-title-background
#f
The background color of subsection title.

subsection-title-foreground
#f
The foreground color of subsection title.

subsection-title-number-separator
" 
The subsection title number separator.

subsection-number->string
number->string
A procedure of one argument for rendering subsection numbers.

subsection-file
#f
A boolean specifying if subsections are rendered in separate HTML file (see subsection markup).

subsubsection-title-start
"<h4>"
The HTML sequence for starting subsubsection title.

subsubsection-title-stop
"</h4>"
The HTML sequence for stopping subsubsection title.

subsubsection-title-background
#f
The background color of subsubsection title.

subsubsection-title-foreground
#f
The foreground color of subsubsection title.

subsubsection-title-number-separator
" 
The subsubsection title number separator.

subsubsection-number->string
number->string
A procedure of one argument for rendering subsubsection numbers.

\texttt{subsubsection-file \#f}

A boolean specifying if subsubsections are rendered in separate HTML file (see \texttt{subsubsection} markup).

\texttt{source-color \#t}

A boolean enabling/disabling color of source code (see \texttt{source} markup).

\texttt{source-comment-color \#ffa600}

The source comment color.

\texttt{source-error-color \#red}

The source error color.

\texttt{source-define-color \#6959cf}

The source define color.

\texttt{source-module-color \#1919af}

The source module color.

\texttt{source-markup-color \#1919af}

The source markup color.

\texttt{source-thread-color \#ad4386}

The source thread color.

\texttt{source-string-color \#red}

The source string color.

\texttt{source-bracket-color \#red}

The source bracket color.

\texttt{source-type-color \#00cf00}

The source type color.
13.3. Lout Engine

The Lout engine produces documents for the Lout typesetting system, which is then suitable for the production of PostScript/PDF files for printing. Lout is a typesetting system comparable to TeX/LaTeX in functionality. However, it is based on a lazy, purely functional programming language and makes it easy to customize document layout; it is also lightweight compared to typical LaTeX installations, consuming less than 10 MiB of disk space.

Skribilo’s Lout engine provides lots of customization opportunities (currently more than the LaTeX engine), which are shown below. It also enhances Lout by adding new features: PDF bookmarks, high-level interface to the use of dropped capitals, improved paragraph indentation, etc.

13.3.1. Lout Customization

document-type

A symbol denoting the underlying Lout document type, i.e., one of doc (the default), report, book or slides. Note that these document types are not interchangeable: slides should be used only when using the slides package; report and book do not permit text in the body of a document outside chapters. Also, these document types provide different layout features, book being the “richest” one; in addition, some of the customs below do not apply to all these document types.

document-include

Document style file include line (a string such as @Include { my-doc-style.lout }) or the symbol auto in which case the include file is deduced from document-type.

includes

A string containing @Include directives.
inline-definitions-proc (unquote lout-definitions)

A procedure that is passed the engine and returns Lout definitions to be included at the beginning of the document as a string.

encoding "ISO-8859-1"

The encoding of the output document\(^1\). As of Lout 3.39, only "ISO-8859-1" and "ISO-8859-2" are supported.

initial-font "Palatino Base 10p"

Lout specification of the document font.

initial-break (unquote (string-append "unbreakablefirst " "unbreakablelast " "hyphen adjust 1.2fx"))

Lout specification of the default paragraph breaking style.

initial-language "English"

Lout specification of the document’s language. This is used to select hyphenation rules, among other things.

column-number 1

Number of columns.

first-page-number 1

Number of the first page.

page-orientation portrait

A symbol denoting the page orientation, one of portrait, landscape, reverse-portrait or reverse-landscape.

cover-sheet? #t

For report, this boolean determines whether a cover sheet should be produced. The doc-cover-sheet-proc custom may also honor this custom for doc documents.

\(^1\)This option is supported when Guile 2.0+ is being used.
date-line #t
For report and slide, determines whether a date line will appear on the first page (if it’s a boolean), or what date line will appear (if it’s not a boolean).

abstract #f
For report, this can be an arbitrary Skribe expression for use as an abstract.

abstract-title #t
For report, the title/name of the abstract. If #f then no abstract title is produced. If #t, then a default abstract title is chosen according to initial-language.

publisher #f
For book, the publisher.

edition #f
For book, the edition.

before-title-page #f
For book, an expression that will appear before the title page.

on-title-page #f
For book, the expression used as the title page.

after-title-page #f
For book, an expression that will appear right after the title page.

at-end #f
For book, an expression that will appear at the end of the book, on a page of its own.

optimize-pages? #f
A boolean indicating whether to optimize pages. Refer to Lout’s User’s Guide for caveat.

doc-cover-sheet-proc (unquote lout-make-doc-cover-sheet)
For `doc`, a procedure that produces the title or cover sheet. When invoked, the procedure is passed the `document` node and the engine.

```
bib-refs-sort-proc #f
```

Kept for backward compatibility, do not use.

```
paragraph-gap "\n//1.0vx @ParaIndent @Wide &{0i}\n"
```

Lout code for paragraph gaps. Note that the default value is not `@PP` as one would expect but is instead similar to `@PP` with `@ParaGap` equal to `1.0vx`, which means that a regular inter-line space is used as inter-paragraph space. This differs from Lout’s default where the inter-paragraph space is larger than the inter-line space, but looks better, at least in the author’s eyes.

```
first-paragraph-gap "\n@LP\n"
```

Gap for the first paragraph within a container (e.g., the first paragraph of a chapter). This allows paragraphs to have a different indentation depending on whether they are the first paragraph of a section or not. By default, the first paragraph is not indented and subsequent paragraph are indented.

```
drop-capital? #f
```

A boolean or predicate indicating whether drop capitals should be used at the beginning of paragraphs. When invoked, the predicate is passed the node at hand and the engine.

```
drop-capital-lines 2
```

Number of lines over which dropped capitals span. Only 2 and 3 are currently supported.

```
use-header-rows? #f
```

For multi-page tables, setting this to `#t` allows header rows to be repeated on each new page. However, it appears to be buggy at the moment.

```
use-lout-footnote-numbers? #f
```

Tells whether to use Lout’s footnote numbering scheme or Skribilo’s number. Using Lout’s numbering scheme may yield footnote numbers that are different from those obtained with other engines, which can be undesirable.
transform-url-ref-proc (unquote lout-split-external-link)

A procedure that takes a URL ref markup and returns a list containing (maybe) one such ref markup. This custom can be used to modify the way URLs are rendered. The default value is a procedure that limits the size of the text passed to Lout’s @ExternalLink symbols to work around the fact that @ExternalLink objects are unbreakable. In order to completely disable use of @ExternalLink, just set it to markup-body.

toc-leader

A string, which is the leader used in table-of-content entries.

toc-leader-space "2.5s"

Inter-leader space in table-of-contents entries.

toc-entry-proc (unquote lout-make-toc-entry)

Procedure that takes a large-scale structure (chapter, section, etc.) and the engine and produces the number and possibly title of this structure for use in table-of-contents.

lout-program-name "lout"

The lout program path, only useful when producing lout-illustration on other engines.

lout-program-arguments ()

List of additional arguments that should be passed to lout, e.g., ("-I foo" "-I bar").

make-pdf-docinfo? #t

Tells whether to produce PDF "docinfo", i.e., meta-information with title, author, etc.

pdf-title #t

Title for use as the PDF document meta-information. If #t, the document’s :title is used.

pdf-author #t
Author for use as the PDF document meta-information. If #t, the document’s :author is used.

pdf-keywords #f

Keywords (a list of string) in the PDF document information. This custom is deprecated, use the :keywords option of document instead.

pdf-extra-info ("SkribiloVersion" (unquote (skribilo-version))))

A list of key-value pairs (strings) to appear in the PDF meta-information.

make-pdf-outline? #t

Tells whether to produce a PDF outline (aka. "bookmarks").

pdf-bookmark-title-proc (unquote lout-pdf-bookmark-title)

Procedure that takes a node and an engine and return a string representing the title of that node’s PDF bookmark.

pdf-bookmark-node-pred (unquote lout-pdf-bookmark-node?)

Predicate that takes a node and an engine and returns true if that node should have a PDF outline entry.

pdf-bookmark-closed-pred (unquote (lambda (n e) (not (and (markup? n) (memq (markup-markup n) (quote (chapter slide slide-top-ic)))))))

Predicate that takes a node and an engine and returns true if the bookmark for that node should be closed ("folded") when the user opens the PDF document.

color? #t

Indicate whether to use colors or not.

source-color #t

A boolean enabling/disabling color of source code (see source markup).

source-comment-color "#ffa600"

The source comment color.
source-define-color "#6959cf"
    The source define color.

source-module-color "#1919af"
    The source module color.

source-markup-color "#1919af"
    The source markup color.

source-thread-color "#ad4386"
    The source thread color.

source-string-color "red"
    The source string color.

source-bracket-color "red"
    The source bracket color.

source-type-color "#00cf00"
    The source type color.

13.3.2. Additional Markup

The (skribilo engine lout) module also exports a new markup called lout-illustration, which provides an engine-independent way to include illustrations written in Lout, such as @Diag pictures. When an engine other than Lout is used, lout-illustration are first automatically translated to EPS (using Lout’s @Illustration) and then to whatever image format is supported by the engine (see Section 3.12).

(lout-illustration :alt :ident [:file] illustration..)
An identifier. This identifier is also used as the basis of the EPS file name with non-Lout engines.

**:file**

If different from `#f`, this specifies a file where the Lout illustration is stored.

**:alt**

A string displayed on display devices not capable of displaying images, as for `image`.

The illustration itself if **:file** is `#f`.

The following example shows a simple diagram. When using the `lout` engine, the diagram is integrated in-line in the document. When using other engines, it is integrated using `image`.

**Example 42. A Lout illustration**

```lout
(use-modules (skribilo engine lout))
(lout-illustration :ident "document-toolchain" :alt "a document toolchain"

# This is Lout code to produce a diagram.
@Diag
  @Font A { Courier Base 1f } @Font B { Palatino Slope 2f } @Font C
  @Paint { Black } @Format { white @Color @Body }
  @Outline { circle } @Outline B { curvebox } @Outline C
  @Outline { curvebox }
  @Table
    @Row @Column A { W:: @DNode HTML } @Column B
      @Cell A | @Cell marginhorizontal { 2.0fe } B | @Cell C | @Cell D
    @Row @Column A { B:: @ANode skr } @Column B { S:: @BNode Skribilo }
      @Cell D { X:: @DNode PostScript }
    @Row @Column A { C:: @ANode txt } @Column C { P:: @CNode Lout }
      @Cell D { X:: @DNode PostScript }
    @Row
  @Margin { 1.0fe }
```

(html lout latex context info xml)

::ident

html lout latex context info xml

An identifier. This identifier is also used as the basis of the EPS file name with non-Lout engines.

::file

If different from `#f`, this specifies a file where the Lout illustration is stored.

::alt

A string displayed on display devices not capable of displaying images, as for `image`.

The illustration itself if ::file is `#f`.

Example 42. A Lout illustration

```lout
(use-modules (skribilo engine lout))
(lout-illustration :ident "document-toolchain" :alt "a document toolchain"

# This is Lout code to produce a diagram.
@Diag
  @Font A { Courier Base 1f } @Font B { Palatino Slope 2f } @Font C
  @Paint { Black } @Format { white @Color @Body }
  @Outline { circle } @Outline B { curvebox } @Outline C
  @Outline { curvebox }
  @Table
    @Row @Column A { W:: @DNode HTML } @Column B
      @Cell A | @Cell marginhorizontal { 2.0fe } B | @Cell C | @Cell D
    @Row @Column A { B:: @ANode skr } @Column B { S:: @BNode Skribilo }
      @Cell D { X:: @DNode PostScript }
    @Row @Column A { C:: @ANode txt } @Column C { P:: @CNode Lout }
      @Cell D { X:: @DNode PostScript }
    @Row
  @Margin { 1.0fe }
```
... produces:

```
@Rowa A { C:: @ANode rss } C { R:: @CNode ConTeXt }
D { Y:: @DNode PDF }
@Rowa D { Z:: @DNode Info }

//
# input arrows
@Arrow from { A } to { S }
@Arrow from { B } to { S }
@Arrow from { C } to { S }

# arrows to intermediate files
@Arrow from { S } to { P }
@Arrow from { S } to { Q }
@Arrow from { S } to { R }

# PS/PDF incoming arrows
@Arrow from { P } to { X }
@Arrow from { P } to { Y }
@Arrow from { Q } to { X }
@Arrow from { Q } to { Y }
@Arrow from { R } to { X }
@Arrow from { R } to { Y }

# HTML and Info
@Link from { S } to { W } arrow { yes } path { vhcurve }
@Link from { S } to { Z } arrow { yes } path { vhcurve }
```

...
13.4. LaTeX Engine

Not surprisingly, the LaTeX engine produces LaTeX output, which can then be used to produce high-quality PostScript of PDF files for printing.

13.4.1. LaTeX Customization

documentclass "\documentclass{article}"

A string declaring the LaTeX document class.

encoding "UTF-8"

The encoding of the output document.\footnote{This option is supported when Guile 2.0+ is being used.}

class-has-chapters? #f

A boolean indicating whether the document class has a chapter markup. If #f, then Skribilo’s chapter is mapped to LaTeX’ section, and so on.

usepackage "\usepackage{epsfig}\n"

The boolean #f if no package is used or a string declaring The LaTeX packages.

predocument "\newdimen\oldframetabcolsep\n\newdimen\oldcolortabcolsep\n\newdimen\oldpretabcolsep\n"

The boolean #f or a string to be written before the \begin{document} statement.

postdocument #f

The boolean #f or a string to be written after the \begin{document} statement.

maketitle "\date{}\n\maketitle"

The boolean #f or a string to be written after the \begin{document} statement for emitting the document title.
Chapter 13. Engines

```
color #t

Enable/disable colors.

%font-size 0

source-color #t

A boolean enabling/disabling color of source code (see source markup).

source-comment-color "#ffa600"

The source comment color.

source-error-color "red"

The source error color.

source-define-color "#6959cf"

The source define color.

source-module-color "#1919af"

The source module color.

source-markup-color "#1919af"

The source markup color.

source-thread-color "#ad4386"

The source thread color.

source-string-color "red"

The source string color.

source-bracket-color "red"

The source bracket color.

source-type-color "#00cf00"
```
13.4. LaTeX Engine

The source type color.

\texttt{\texttt{color-usepackage}} \hspace{1cm} "\texttt{usepackage\{color\}}\n"

The LaTeX package for coloring.

\texttt{\texttt{hyperref \#t}}

Enables/disables hyperref.

\texttt{\texttt{hyperref-usepackage}} \hspace{1cm} "\texttt{usepackage[setpagesize=false]\{hyperref\}}\n"

The LaTeX package for hyperref.

\texttt{\texttt{image-format}} \hspace{1cm} ("eps")

The image formats for this engine.

\texttt{\texttt{index-page-ref \#t}}

Indexes use page references.

13.4.2. LaTeX Document Class

The default setting of the Skribilo LaTeX engine is to produce a document using the \texttt{article} document class. In order to produce a document that uses a document class defining the \texttt{chapter} command (unlike the \texttt{article} class), the engine must be customized. Changing this setting can be done with expressions such as:

\begin{verbatim}
(let ((le (find-engine 'latex)))
  (engine-custom-set! le 'documentclass "\documentclass\{book\}"
  (engine-custom-set! le 'class-has-chapters? \#t))
\end{verbatim}

13.5. ConTeXt Engine

The context engine produces documents for the ConTeXt document layout system, which can then be used to produce high-quality PostScript or PDF output.
13.5.6. **ConTeXt Customization**

- `document-style`: "book"
  - A string describing the document style.
- `user-style`: 
  - A string denoting a the name of a file specifying user customization
- `font-type`: "roman"
  - A string denoting the default font family.
- `font-size`: 11
  - An integer representing the default font size.
- `image-format`: ("jpg")
  - A list of supported image formats.
- `source-comment-color`: "#ffa600"
  - The source comment color.
- `source-error-color`: "red"
  - The source error color.
- `source-define-color`: "#6959cf"
  - The source define color.
- `source-module-color`: "#1919af"
  - The source module color.
- `source-markup-color`: "#1919af"
  - The source markup color.
- `source-thread-color`: "#ad4386"
  - The source thread color.
13.5.6. ConTeXt Customization

source-string-color "red"

The source string color.

source-bracket-color "red"

The source bracket color.

source-type-color "#00cf00"

The source type color.

13.7. Info Engine

The info engine produces GNU Info files for on-line browsing with GNU Emacs or with the stand-alone Info reader of GNU Texinfo.

For each chapter, section, etc., an Info node is created, whose name is inferred from the :title option. However, Info node names have to be unique, which the :title options are not necessarily. Thus, the Info engine does two things:

1. It warns you about duplicate Info node titles.

2. It allows you to choose a different node name to avoid conflicts, using the :info-node option of chapter, etc.

Most markups shown in Chapter 3 are meaningfully rendered in Info, including tables. The image markup is also implemented: the Info reader in Emacs 23 and later is able to display them, or to display the alternate text (the body of the image markup) when running in text mode.

13.8. XML Engine

The XML engine produces a simple XML representation of Skribilo documents that is essentially a one-to-one mapping of the input document. For instance, chapter markups are turned into <chapter> nodes, etc.
13.8.1. XML Customization
Chapter 14. Skribilo Compiler

This chapter introduces the Skribilo compiler, i.e., the tool that turns input documents into various output formats.

Synopsis

skribilo [options] [input]…

Description

The skribilo compiler turns Skribilo input documents into one of a variety of output formats, including HTML, LaTeX and Lout. The input format is specified using the -reader command-line option, while the output format is specified using the -target option. These options and others are described below.

Suffixes

A number of file name extensions are used by convention:

.skib
   a Skribilo or Skribe source file.
.html
   an HTML target file.
.lout
   a Lout target file.
.tex
   a TeX, LaTeX or ConTeXt target file.
Options

The options supported by the skribilo compiler are listed below. They follow the usual GNU convention, i.e., each option can have both a short name (a hyphen followed by a single character) and a long name (two hyphens followed by a name).

-h, --help
  Produce a help message.

-V, --version
  Show program version.

-R, --reader=reader
  Use reader to read the input file, i.e., as the format of the input file. Currently, two formats are supported: skribe, which corresponds to the Skribe syntax (see Chapter 2), or outline, which corresponds to plain text (markup-less) following the structuring conventions of Emacs’ Outline mode (see Section 2.2).

-t, --target=engine
  Use engine as the engine, i.e., as the output format. For details on engines and for a list of supported engines, see Chapter 13.

-c, --custom=custom=value
  Set engine custom to value, a constant. See Section 13.1.4 for more information on customs.

-o, --output=file
  Write output to file.

--compat=compat
  Use compat as the compatibility mode. This defaults to skribilo. Specifying skribe enables the Skribe compatibility mode, making it possible to compile most Skribe documents. Technically, the skribe compatibility mode populates the name space of Skribilo documents with bindings available to Skribe documents and that are not available by default to Skribilo documents (e.g., SRFI-1.
functions, Bigloo’s hash table API, etc.); for Skribe functions not available in Skribilo, such as \texttt{skribe-load}, a compatible implementation is provided.

\begin{itemize}
\item[-I, \texttt{-doc-path=dir}] Prepend \texttt{dir} to the document include path.
\item[-B, \texttt{-bib-path=dir}] Prepend \texttt{dir} to the bibliography include path.
\item[-S, \texttt{-source-path=dir}] Prepend \texttt{dir} to the source include path.
\item[-P, \texttt{-image-path=dir}] Prepend \texttt{dir} to the image include path.
\item[-U, \texttt{-sui-path=dir}] Prepend \texttt{dir} to the Skribe URL Index (SUI) search path (see Section 4.4 for details).
\item[-b, \texttt{-base=base}] Strip \texttt{base} (an arbitrary string, typically an URL) from all hyperlinks when producing HTML files.
\item[-e, \texttt{-eval=expr}] Prepend \texttt{expr} to the list of expressions to be evaluated before the input document is processed. \texttt{expr} is evaluated in the document’s environment/module; thus, this option can be used to pass parameters to the document, e.g., with \texttt{-e '(define chbouib-enabled? "yes")'}.
\item[-p, \texttt{-preload=file}] Pre-load \texttt{file} before processing the input document. \texttt{file} is evaluated in the document’s name space and should be a regular Scheme file, i.e., it cannot use the Skribe syntax.
\item[-v, \texttt{-verbose[=level]}] Be verbose, unless level is 0.
\item[-w, \texttt{-warning[=level]}] Issue warnings, unless level is 0.
\end{itemize}

\footnote{Skribe uses a single name space for all the code of packages, documents, in addition to bindings provided by the underlying Scheme implementation.}
-g, --debug[=arg]
  Issue debugging output, unless arg is 0. If arg is not a number, it is interpreted as a symbol to be watched.

-no-color
  By default, debugging output is colored on capable terminals such as xterm or the Linux console (check your TERM environment variable). This option turns coloring off.

Environment Variables

The skribilo command does not pay attention to any specific environment variable. In particular, it does not honor the SKRIBEPATH variable that is recognized by Skribe. Instead, you should use the -I command-line option to specify the load path of documents (see include), or, alternatively, change the value of the GUILE_LOAD_PATH variable, which affects Guile’s own module load path.
Chapter 15. Getting Configuration Information

This chapter presents skribilo-config, a stand-alone program that gives information about the current configuration.

Synopsis

   skribilo-config [options]...

Description

The skribilo-config program gives information about the Skribilo configuration, such as the module installation path, version number, etc. The full list of supported options and their meaning is the following:

Usage: skribilo-config [OPTIONS]
Display the configuration of Skribilo.

   -version, -v          Show Skribilo version.
   -help, -h             Show a list of options.
   -prefix, -p           Prefix that was given during the
                          build
   -module-dir, -m       Display the Guile module directory
   -doc-dir, -d          Display the documentation directory
   -emacs-dir, -e        Display the emacs directory location
   -scheme, -s           Display the configured Scheme imple-
                          mentation
Report bugs to <skribilo-users@nongnu.org>.

Note that the same information can be obtained through the programming interface exposed by the (skribilo config) module (see Section 12.2).
Chapter 16. Editing Skribilo Programs

Skribilo documents can be typed in. The outline syntax (see Section 2.2) can be easily typed in with any editor, although the Outline and Org modes found in GNU Emacs and XEmacs make it more convenient to deal with this format. For instance, they allow section contents to be hidden, leaving only the section headings visible; Org Mode can also highlight forms that denote emphasis, and provide proper display of Org-Mode-style hyperlinks (well, not surprisingly).

When using the Skribe syntax (see Section 2.1), it is highly recommended to use GNU Emacs or XEmacs. In addition to parentheses matching, these editors provide syntax highlighting (or “fontification”) through the Skribe Mode described below.

16.1. Skribe Emacs Mode

The Skribilo distribution contains a minor mode dedicated to Skribe edition originally written by Manuel Serrano. This mode provides fontification and indentation of Skribe programs. In this manual, we present the two most important key bindings specific to this mode:

- **tab** indents the current line.
- **M-C-q** indents a whole Skribe expression.

To use the Skribe/Skribilo Emacs mode, you need to tell Emacs that when the Emacs Lisp **skribe-mode** function is needed it has to be loaded from the **skribe.el** file:

```lisp
(autoload 'skribe-mode "skribe.el" "Skribe mode." t)
```

The **skribe.el** file must in the path described by the Emacs Lisp **load-path** variable.
The `skr`ibe mode is a minor mode. It is intended to be used with a Lisp or Scheme mode. Hence, to use the `skr`ibe mode you will have to use the following Emacs commands:

M-x scheme-mode
M-x skr`ibe-mode
Chapter 17. List of examples

1. The outline syntax (chapter Syntax)
2. Programming Skribilo documents in Scheme. (chapter Syntax)
3. Writing a new reader. (chapter Syntax)
4. The document markup (chapter Standard Markups)
5. The author markup (chapter Standard Markups)
6. The chapter markup (chapter Standard Markups)
7. The toc markup (chapter Standard Markups)
8. A restricted table of contents (chapter Standard Markups)
9. The ornament markups (chapter Standard Markups)
10. The font markup (chapter Standard Markups)
11. The justification markups (chapter Standard Markups)
12. The enumeration markups (chapter Standard Markups)
13. The frame markup (chapter Standard Markups)
14. The color markup (chapter Standard Markups)
15. The figure markup (chapter Standard Markups)
16. The figure markup (chapter Standard Markups)
17. The image markup (chapter Standard Markups)
18. A table (chapter Standard Markups)
19. A footnote (chapter Standard Markups)
20. Some characters (chapter Standard Markups)
21. Some characters (chapter Standard Markups)
22. Some references (chapter References and Hyperlinks)
23. Mail address reference (chapter References and Hyperlinks)
24. Creation of a new index (chapter Indexes)
25. Adding entries to an index (chapter Indexes)
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Chapter 17. List of examples

28. Printing a Bibliography (chapter Bibliographies)
29. Unfiltering Bibliography Entries (chapter Bibliographies)
30. Unfiltering Bibliography Entries (chapter Bibliographies)
31. Unfiltering Bibliography Entries (chapter Bibliographies)
32. Sorting Bibliography Entries (chapter Bibliographies)
33. A program (chapter Computer Programs)
34. The source markup (chapter Computer Programs)
35. The source markup for C (chapter Computer Programs)
36. Example of a simple equation using the verbose syntax (chapter Equation Formatting)
37. Example of a simple equation (chapter Equation Formatting)
38. Inlined, displayed, and aligned equations (chapter Equation Formatting)
39. Example of a pie chart (chapter Pie Charts)
40. Specifying the layout of a pie chart (chapter Pie Charts)
41. Example of Skribilo slides (chapter Slide Package)
42. A Lout illustration (chapter Engines)