

The `dialogue` LaTeX package dialogue environment (Frankenstein's mouth)

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Abstract

The `dialogue` environment is for citing short passages of scripted dialogue. It is not for typesetting a long script.

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Part I

Discussion

1 Dialogue

An example will have to suffice for most documentation at the moment. `\attrib` is defined in the *attrib* package, also in the *Frankenstein* bundle.

```
\begin{dialogue}
  \speak{Vladimir} Whare are all these corpses from?
  \speak{Estragon} These skeletons.
  \par\lips\par
  \speak{Vladimir} A charnel-house!  A charnel-house!

  \attrib{\play{Waiting for Godot}, 41 \normalcitations\cite{beckett:godot}}

  \medskip
  \direct{
    Estragon has exited offstage to right and left and come ‘‘panting’’ back
    and fallen into Vladimir’s arms.  \emph{---Ed.}
  }
  \speak{Estragon} I’m in hell!
  \speak{Vladimir} Where were you?
  \speak{Estragon} They’re coming there too!
  \speak{Vladimir} We’re surrounded! \direct{\refer{Estragon} makes a rush
    towards back.} Imbecile! There’s no way out there.
    \direct{\refer{He} takes \refer{Estragon} by the arms
    and drags him towards front.  Gesture towards front.}
    There! Not a soul in sight! Off you go! Quick!
    \direct{\refer{He} pushes \refer{Estragon} towards
    auditorium. \refer{Estragon} recoils in horror.} You
    won’t? \direct{\refer{He} contemplates auditorium.}
    Well I can understand that. Wait till I see.
    \direct{\refer{He} reflects.} Your only hope left is to
    disappear.

  \attrib{47}
\end{dialogue}
```

LOOKS LIKE:

<p>VLADIMIR: Where are all these corpses from? ESTRAGON: These skeletons. ... VLADIMIR: A charnel-house! A charnel-house! (<i>Waiting for Godot</i>, 41 (Beckett 1954)) [<i>Estragon has exited offstage to right and left and come “panting” back and fallen into Vladimir’s arms. —Ed.]</i> ESTRAGON: I’m in hell! VLADIMIR: Where were you? ESTRAGON: They’re coming there too! VLADIMIR: We’re surrounded! [ESTRAGON <i>makes a rush towards back.</i>] Imbecile! There’s no way out there. [HE <i>takes ESTRAGON by the arms and drags him towards front. Gesture towards front.</i>] There! Not a soul in sight! Off you go! Quick! [HE <i>pushes ESTRAGON towards auditorium. ESTRAGON recoils in horror.</i>] You won’t? [HE <i>contemplates auditorium.</i>] Well I can understand that. Wait till I see. [HE <i>reflects.</i>] Your only hope left is to disappear.</p> <p style="text-align: right;">(47)</p>
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<code>\direct</code>	<code>\direct {⟨<i>directions</i>⟩}</code> Inline stage directions. Can be used anywhere.
<code>\refer</code>	<code>\refer {⟨<i>speaker</i>⟩}</code> Refer to a character in a play. Can be used anywhere.
<code>dialogue</code>	Inside the <code>dialogue</code> environment, commands <code>\direct</code> , and <code>\refer</code> behave differently, but have the same function.
<code>\speak</code>	<code>\speak {⟨<i>speaker</i>⟩}</code> Introduce the speech of speaker <code>⟨<i>speaker</i>⟩</code> within a <code>dialogue</code> environment.

2 Programmer’s interface

<code>\ReferStyle</code>	These macros are available for adjusting the behavior of the user commands. I’m afraid you’ll have to read the (easy) code until I write better documentation.
<code>\DirectStyle</code>	
<code>\DialogueLabel</code>	
<code>\PreDialogue</code>	

Part II

Implementation

3 Version control

```
\fileinfo These definitions must be the first ones in the file.
\DoXUsepackage 1 \def\fileinfo{dialogue environment (Frankenstein's mouth)}
\HaveECitationS 2 \def\DoXPackageS {dialogue,attrib}
\fileversion 3 \def\initelyHaveECitationS {}
\filedate 4 \def\fileversion{v1.1}
\docdate 5 \def\filedate{1999/03/01}
\PPOptArg 6 \def\docdate{1996/04/11}
7 \edef\PPOptArg {%
8 \filedate\space \fileversion\space \fileinfo
9 }
```

If we're loading this file from a `\ProcessDTXFile` command (see the *compsci* package), then `\JustLoadInformation` will be defined; otherwise we assume it is not (that's why the `FunkY NamE`).

If we're loading from `\ProcessDTXFile`, we want to load the packages listed in `\DoXPackageS` (needed to typeset the documentation for this file) and then bail out. Otherwise, we're using this file in a normal way as a package, so do nothing. `\DoXPackageS`, if there are any, are declared in the `dtx` file, and, if you're reading the typeset documentation of this package, would appear just above. (It's OK to call `\usepackage` with an empty argument or `\relax`, by the way.)

```
10 \makeatletter% A special comment to help create bst files. Don't change!
11 \@ifundefined{JustLoadInformation} {%
12 }{% ELSE (we know the compsci package is already loaded, too)
13 \UndefinedCS\JustLoadInformation
14 \SaveDoXVarS
15 \eExpand\csname DoXPackageS\endcsname\In {%use \csname in case it's undefined
16 \usepackage{#1}%
17 }%
18 \RestoreDoXVarS
19 \makeatother
20 \endinput
21 }% A special comment to help create bst files. Don't change!
```

Now we check for $\LaTeX 2\epsilon$ and declare the LaTeX package.

```
22 \NeedsTeXFormat{LaTeX2e}
23 \ProvidesPackage{dialogue}[\PPOptArg]
```

4 Requirements

```
24 \RequirePackage{blkcntrl,moredefs,resize}
```

5 The macros

The standard classes set `\partopsep`, `\parsep`, `\topsep`, and `\itemsep` to positive values. `\leftmargin` goes to 2.5em in onecolumn. `\labelsep` is .5em; `\labelwidth = \leftmargin - \labelsep`.

```

\refer
\ReferStyle 25 \NewTextFontCommand\refer\ReferStyle
\direct 26
\DirectStyle 27 \newcommand\ReferStyle {%
28 \scshape
29 }
30 \newcommand\direct [1] {%
31 [{\DirectStyle #1}]%
32 }
33 \newcommand\DirectStyle {%
34 \relsize{-1}%
35 \slshape
36 }

\DialogueLabel The first line of a new speaker has the speaker's name flush with the left margin
\PreDialogue of the surrounding text, then the default \labelsep, then the first line of dia-
dialogue logue. Subsequent lines all begin 2.5em in, and end 2.5em before the surrounding
text. Interparagraph space is the same as the surrounding text's. Extra positive
stretchability of .5ex is added between speakers.
To do: Ensure that the units will be relative to the current size in the envi-
ronment, not the current size when the setting is done.

37 \newcommand*\DialogueLabel [1] {%
38 \scshape\lowercase{#1}:\hfil
39 }
40 \newcommand\PreDialogue {%
41 \PreChunk
42 }
43 \newenvironment{dialogue} {%
44 \begin{list}{} {%
45 \setlength\itemsep{\z@ \@plus .5ex}%
46 \setlength\parsep{\parskip}%
47 \setlength\rightmargin{\leftmargin}%
48 \defcommand\speak [1] {\item[{\#1}]}%
49 \let\makelabel\DialogueLabel
50 }%
51 \PreDialogue\relax
52 }{%
53 \end{list}%
54 }

```

References

Beckett, Samuel. 1954. *Waiting for Godot*. First Evergreen ed. Translated from the French by the author. New York: Grove Press. Reprint, New York: Grove Press, 1956. Composed in 1948. First published as *En attendant Godot* in 1952. Premiered in French in 1953, in English in 1955.

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

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