clicks: LaTeX Package for Slide Deck Animation*

Yegor Bugayenko
yegor256@gmail.com

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1 Introduction

This package helps simulate animation in PDF documents. You put some content on the page, then you "click" and the pages ends, while the content gets copied to the next page. There, you add new content. In the full-screen presentation mode this will look like animation, similar to what you can get with MS PowerPoint:

```
\documentclass{article}
\usepackage{clicks}
\begin{document}
\print{Here is your wedding plan:}\click
\print{1. Buy a ring}\click
\print{2. Propose}\click
\print{3. Get married}\flush
\end{document}
```

You can make it shorter, with the help of `\plick` and `\plush` commands:

```
\documentclass{article}
\usepackage{clicks}
\begin{document}
\plick[2]{Here is your wedding plan:}
\plick[3]{1. Buy a ring}
\plick[5]{2. Propose}
\plush[1]{3. Get married}
\end{document}
```

The optional parameters at `\plick` and `\plush` are the minutes: how long you are planning to stay at this animation. The minutes are accumulated in the `minutes` counter, which you can show, for example, at your header. This will help you track time during the presentation. The commands `\click` and `\flush` also have the same optional arguments.

2 Package Options

static   If you need to render the document without animation, just use the `static` package option.

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*The sources are in GitHub at [yegor256/clicks](https://github.com/yegor256/clicks)

3   Implementation

First, we parse package options:

```
1 \RequirePackage{pgfopts}
2 \pgfkeys{
3   /clicks/.cd,
4   static/.store in=\clicks@static,
5 }
6 \ProcessPgfPackageOptions{/clicks}
```

Then, we define a few supplementary commands:

```
7 \makeatletter
8 \newcommand*\clicks@body{}
9 \newcommand\clicks@flush{%
10   \clicks@body\vspace*{0pt}\newpage%
11 }
12 \makeatother
```

Then, we declare a counter of minutes:

```
13 \newcounter{minutes}
```

\print   Then, we define \print command:

```
14 \RequirePackage{etoolbox}
15 \makeatletter
16 \newcommand\print[1]{%
17   \gappto\clicks@body{{#1}}%
18   \def\param{#1}%
19   \ifx\param\empty\else%
20     \gappto\clicks@body{{\par}}%
21   \fi%
22 }
23 \makeatother
```

\flush   Then, we define \flush command:

```
24 \makeatletter
25 \newcommand\flush[1][1]{%
26   \ifx\clicks@body\empty\else%
27     \clicks@flush%
28     \renewcommand*\clicks@body{}%
29   \fi%
30   \ifdefined\clicks@static\else%
31     \addtocounter{minutes}{#1}%
32   \fi%
33 }
34 \makeatother
```

\click   Then, we define \click command:

```
35 \makeatletter
36 \newcommand\click[1][0]{%
37   \ifdefined\clicks@static\else%
38     \addtocounter{minutes}{#1}%
39   \fi%
40   \ifdefined\clicks@static\else%
41     \clicks@flush%
```

```
42    \fi%
43 }
44 \makeatother
```

\plush Then, we define \plush command:

```
45 \newcommand\plush[2][1]{%
46    \print{#2}%
47    \flush[#1]%
48 }
```

\plick Then, we define \plick command:

```
49 \newcommand\plick[2][1]{%
50    \print{#2}%
51    \click[#1]%
52 }
```

Change History

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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.