

DropPgn2Ltx v0.7

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Abstract

DropPgn2Ltx is a Droplet interface to the program `pgn2ltx`¹. Dropping valid `.pgn` files (Chess Portable Game Notation) onto the Droplet produces corresponding `ⒺTX` files for pretty printing Chess games. As of November, 2009 the dropscripT has been made into a Universal binary for faster execution without the need for Rosetta on Intel Macs.

1 Using DropPgn2Ltx

Drop one or more `.pgn` files onto the DropPgn2Ltx application and skak (using the skaknew type1 chess fonts) compatible `.tex` files will be created! That's it! As of version 0.7, you can also drop folders containing `.pgn` files onto DropPgn2Ltx and the individual `.pgn` files inside will be converted. Folders of files within folders will *not* be converted; it only goes down one level.

An additional file, `Pgn2LtxLog`, will be created in each of the folders containing the converted files. It lists all the creations and any problems that `pgn2ltx` detected in the conversion; *please read this file*. Your original `.pgn` files are untouched. You can drop multiple `.pgn` files and folders at once and each of them will get converted.

The skak package and skaknew type1 postscript fonts are part of Mac_T_EX-2008 and later. Also enclosed is a version of the skak package that has a small bug fix which hasn't made it into the official release yet. A simple sample file, `fish60.pgn`, is enclosed as a test case. While it has multiple games there are no board displays (via PGN FEN commands).

1.1 On First Run

The first time DropPgn2Ltx runs it will create the folder

`~/Library/Application Support/DropPgn2Ltx`

and store several `.tex` files used by DropPgn2Ltx there. Each file corresponds to the different kind of Game Heading that `pgn2ltx` supports². In addition, there is a `DefaultHeader.tex` file which is a copy of the `nameselo.tex` file. This is the file that DropPgn2Ltx uses for its Headings.

If you want to use one of the other styles with DropPgn2Ltx you need only duplicate it and rename it `DefaultHeader.tex`, removing the original `DefaultHeader.tex` file first.

You can also customize the `DefaultHeader.tex` file: e.g.,

¹By Dirk Bächle. See the [SourceForge Project](#).

²See the [pgn2ltx manual](#) for more information about the available styles.

- add options you want to the skak package;
- customize the game header to a format you prefer.

Things you *shouldn't* do include:

- *remove* any macros defined in the file;
- delete the `DefaultHeader.tex` file from the directory.

2 Notes

There *were* a couple of limitations to DropPgn2Ltx:

- The `.pgn` files must have UNIX style line endings or the resulting `.tex` file will be empty.
- Here is an obscure one! If the Game Terminator Marker (“1-0”, “0-1”, “1/2-1/2” or “*”) for any game in the `.pgn` file is on a line by itself *and* there is one or more spaces after the Marker before the newline `pgn2ltx` gets confused, doesn't complete the game properly and fails for the rest of the file. The author of `pgn2ltx` has been contacted about the bug.

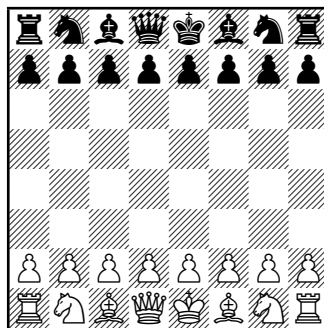
These no longer exist in this latest version:

- Files are automatically translated into Unix style line endings before being processed by `pgn2ltx`.
- If a Game Terminator Marker is followed by one or more spaces all on a line by itself the spaces are deleted before the file is passed to `pgn2ltx` for processing. Actually, there is no need to have trailing spaces on any line so they are all “filtered out”.

Although DropPgn2Ltx may terminate quickly from the Dock there may still be processes that are running that may take a while to complete. If you are converting a large `.pgn` file or multiple `.pgn` files give the processes a chance to complete. Once the processes are finished the `Pgn2LtxLog` file will reflect all of the conversions or problems that have been encountered; before completion it may be incomplete when you look at it.

Finally, it appears that the Finder in older versions of Mac OS X doesn't refresh the display of files in a folder very often unless there has been some activity to force that redisplay. This lead to long lag times before the new files created by DropPgn2Ltx were displayed. I want to thank many helpful folks on the T_EX on Mac OS X Mailing List³ for helping solve this problem.

How about a nice game of chess:



³For more information about T_EX on Mac OS X in general and the mailing list in particular go to <http://www.esm.psu.edu/mac-tex/>.