LaTeX-Beamer

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Structure

LaTeX-Beamer

Pro

- "Well known" language: LaTeX
  - Concentrate on content
  - Leave layout for LaTeX
  - What You See Is What You Mean
  - It's always readable
- Works on any platform with PDF viewer
- Works with any resolution
- Easily publishable on the web
- Very fine manual!

Contra

MagicPoint

1. Unknown language
2. Hard to publish on the web
3. No logical markup
4. But: Nice feature of displaying the time left

OpenOffice Impress / Kpresenter / . . .

1. What You See Is Not What You Mean
2. Search for functions inside menu
3. Moving around text and images
4. Might be faster in drawing sketches

Use different styles

- Technical (Debconf CDD talk)
- Moderate (Debconf Debian-Med talk)
- Entertaining (LinuxTag Freebeer talk)

Inputs and scripts

- *Example scripts*
- Prepare handouts for printing via script
- Maintain common `input` and `img` directory
- Reuse slides

The PDF-Viewers

- *gpdf* / *kpdf*
- *xpdf -fullscreen*
  - No animations
  - No image masks
  - Sometimes missing fonts
  - Some shading problems
- Acrobat 7.0
  - Some shading problems
- Acrobat 5.0
  - No transitions

Images

- Beware the masks
- file *-mask.png
  ```
  PNG image data, <width> x <height>, 8-bit
  grayscale, non-interlaced
  ```
- Sometimes Gimp makes a different gray-*something* which does not work

Links

- *Internal links point to wrong slide*
- *Seems to be a problem of Debian* `tetex` *package*

Last slide

- Make a nice last slide for discussion time

This talk can be found at
http://people.debian.org/˜tille/talks/
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