



simplivre  
WRITE YOUR BOOKS IN  
A SIMPLE AND CLEAR WAY

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## Preface

- 1 `simplivre` is part of the minimalist class series. Its name is taken from French words “simple”
- 2 and “livre” (for “book”). The entire collection includes `minimart` and `einfart` for typesetting
- 3 articles, and `minimbook` and `simplivre` for typesetting books. My original intention in de-
- 4 signing them was to write drafts and notes that look simple yet not shabby.
- 5 `simplivre` supports six languages: English, French, German, Chinese, Japanese and Russian.
- 6 These languages can be switched seamlessly in a single document. Due to the usage of
- 7 custom fonts, `einfart` requires  $\text{Xe}\text{L}\text{A}\text{T}\text{E}\text{X}$  or  $\text{Lua}\text{L}\text{A}\text{T}\text{E}\text{X}$  to compile.
- 8 This documentation is typeset using `simplivre`. You can think of it as a short introduction
- 9 and demonstration.

### Remind

Multi-language support, theorem-like environments, draft marks and some other features are provided by the [ProjLib](#) toolkit. Here we only briefly discuss how to use it with this document class. For more detailed information, you can refer to the documentation of [ProjLib](#).





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PART I

# INSTRUCTION

You can add some introduction text here via `\parttext<text>`.



# 1 Initialization

/ 1 /

## How to load

One only needs to put

```
\documentclass{simplivre}
```

1 as the first line to use the simplivre class.

### Attention

You need to use either  $\text{X}\text{\LaTeX}$  or  $\text{Lua}\text{\LaTeX}$  engine to compile.

/ 2 /

## Options

2 simplivre offers the following options:

3 • **draft** or **fast**

- 4 – The option **fast** enables a faster but slightly rougher style, main differences are:
- 5 \* Use simpler math font configuration;
- 6 \* Do not use `hyperref`;
- 7 \* Enable the fast mode of [ProjLib](#) toolkit.

8 • **a4paper** or **b5paper**

- 9 – Optional paper size. The default paper size is 7in  $\times$  10in.

10 • **allowbf**

- 11 – Allow boldface. When this option is enabled, the title, titles of all levels and names
- 12 of theorem-like environments will be bolded.

13 • **classical**

- 14 – Classic mode. When this option is enabled, the style will become more regular:
- 15 paragraphs are indented, the use of underlines are reduced, heading styles are
- 16 changed, and the theorem styles will be much closer to common styles.

#### Remind

- During the draft stage, it is recommended to use the `fast` option to speed up compilation. At the end, one should remove the “fast” option to get the final version. When in fast mode, there will be a watermark “DRAFT” to indicate that you are currently in the draft mode.
- `allowbf + classical` is probably a good choice if you prefer traditional style.

- 1 In addition, the commonly used `oneside` and `twoside` options are also available. Two-page
- 2 layout is used by default.

## 2 On the fonts

- 1 By default, simplivre uses Palatino Linotype as the English font, FounderType's YouSong  
2 and YouHei GBK as the Chinese fonts, and partially uses Neo Euler as the math font. Among  
3 them, Neo Euler can be downloaded at <https://github.com/khaledhosny/euler-otf>.  
4 The other fonts are not free, you need to purchase and use them on your own. (For the  
5 Chinese fonts, visit FounderType's website for detail: <https://www.foundertype.com>).

### Font demonstration

- English main font. English sans serif font. English typewriter font.
- 中文主要字体，中文无衬线字体
- 数学示例:  $\alpha, \beta, \gamma, \delta, 1, 2, 3, 4, a, b, c, d,$

$$\text{li}(x) := \int_2^x \frac{1}{\log t} dt$$

- 6 When the corresponding font is not installed, fonts that comes with TeX Live will be used  
7 instead. In this case, the experience might be reduced.



# 3

## Some instructions

Many of the features described next are provided by the [ProjLib](#) toolkit. Only the basic usage is mentioned here. For more details, please refer to its user documentation.

/ 1 /

### Language configuration

simplivre has multi-language support, including simplified Chinese, traditional Chinese, English, French, German, Japanese, and Russian. The language can be selected by the following macros:

- `\UseLanguage{⟨language name⟩}` is used to specify the language. The corresponding setting of the language will be applied after it. It can be used either in the preamble or in the main body. When no language is specified, “English” is selected by default.
- `\UseOtherLanguage{⟨language name⟩}{⟨content⟩}`, which uses the specified language settings to typeset `⟨content⟩`. Compared with `\UseLanguage`, it will not modify the line spacing, so line spacing would remain stable when CJK and Western texts are mixed.

`⟨language name⟩` can be:

- Simplified Chinese: Chinese, chinese, SChinese, schinese, SimplifiedChinese or simplifiedchinese
- Traditional Chinese: TChinese, tchinese, TraditionalChinese or traditionalchinese
- English: English or english
- French: French or french
- German: German, german or ngerman
- Japanese: Japanese or japanese
- Russian: Russian or russian

In addition, you can also add new settings to selected language:

- `\AddLanguageSetting{⟨settings⟩}`
  - Add `⟨settings⟩` to all supported languages.
- `\AddLanguageSetting(⟨language name⟩){⟨settings⟩}`
  - Add `⟨settings⟩` to the selected language `⟨language name⟩`.

For example, `\AddLanguageSetting(German){\color{orange}}` can make all German text displayed in orange (of course, one then need to add `\AddLanguageSetting{\color{black}}` in order to correct the color of the text in other languages).

## Theorems and how to reference them

- 1 Environments such as definitions and theorems have been pre-defined and can be used  
2 directly.
- 3 More specifically, preset environments include: `assumption`, `axiom`, `conjecture`, `convention`,  
4 `corollary`, `definition`, `definition-proposition`, `definition-theorem`, `example`, `exercise`,  
5 `fact`, `hypothesis`, `lemma`, `notation`, `problem`, `property`, `proposition`, `question`, `remark`,  
6 `theorem`, and the corresponding unnumbered version with an asterisk `*` in the name. The  
7 display of these environments will change according to the current language.
- 8 When referencing a theorem-like environment, it is recommended to use clever reference  
9 `\cref{<label>}`. In this way, there is no need to explicitly write down the name of the corre-  
10 sponding environment every time.

### Example

```
\begin{definition}[Strange things] \label{def: strange} ...
```

will produce

DEFINITION 3.1 | (Strange things) This is the definition of some strange objects. There is approximately an one-line space before and after the theorem environment, and there will be a symbol to mark the end of the environment. ■

`\cref{def: strange}` will be displayed as: DEFINITION 3.1.

After using `\UseLanguage{French}`, a theorem will be displayed as:

THÉORÈME 3.2 | (Inutile) Un théorème en français. ■

By default, when referenced, the name of the theorem always matches the language of the context in which the theorem is located. For example, the definition above is still displayed in English in the current French mode : DEFINITION 3.1 and THÉORÈME 3.2. If you want the name of the theorem to match the current context when referencing, you can add `regionalref` to the global options.

## Define a new theorem-like environment

- 11 If you need to define a new theorem-like environment, you must first define the name of the  
12 environment in the language used: `\<name of environment><language abbr>`, where *<language*  
13 *abbr>* is the abbreviation of language, which can be:

CN	Simplified Chinese	DE	German
TC	Traditional Chinese	JP	Japanese
EN	English	RU	Russian
FR	French		

## Remind

If you want to define an environment with an asterisk \* after the name, you don't need to write an asterisk in the  $\langle \text{name of environment} \rangle$  above. See the example below.

And then define this environment in one of following five ways:

- `\CreateTheorem*{ $\langle \text{name of environment} \rangle$ }`
  - Define an unnumbered environment  $\langle \text{name of environment} \rangle$
- `\CreateTheorem{ $\langle \text{name of environment} \rangle$ }`
  - Define a numbered environment  $\langle \text{name of environment} \rangle$ , numbered in order 1,2,3,...
- `\CreateTheorem{ $\langle \text{name of environment} \rangle$ }[ $\langle \text{numbered like} \rangle$ ]`
  - Define a numbered environment  $\langle \text{name of environment} \rangle$ , which shares the counter  $\langle \text{numbered like} \rangle$
- `\CreateTheorem{ $\langle \text{name of environment} \rangle$ }< $\langle \text{numbered within} \rangle$ >`
  - Define a numbered environment  $\langle \text{name of environment} \rangle$ , numbered within the counter  $\langle \text{numbered within} \rangle$
- `\CreateTheorem{ $\langle \text{name of environment} \rangle$ }( $\langle \text{existed environment} \rangle$ )`  
`\CreateTheorem*{ $\langle \text{name of environment} \rangle$ }( $\langle \text{existed environment} \rangle$ )`
  - Identify  $\langle \text{name of environment} \rangle$  with  $\langle \text{existed environment} \rangle$  or  $\langle \text{existed environment} \rangle$ .\*.
  - This method is usually useful in the following two situations:
    1. To use a more concise name. For example, with `\CreateTheorem{thm}` (theorem), one can then use the name `thm` to write theorem.
    2. To remove the numbering. For example, one can remove the numbering of the remark environment with `\CreateTheorem{remark}(remark*)`.

## Remind

It uses `amsthm` internally, so the traditional `theoremstyle` is also applicable to it. One only needs declare the style before the relevant definitions.

Here is an example. The following code:

```
\def\proofideanameEN{Idea}
\CreateTheorem*{proofidea*}
\CreateTheorem{proofidea}<section>
```

defines an unnumbered environment `proofidea*` and a numbered environment `proofidea` (numbered within section) respectively. They can be used in English context. The effect is as follows:

Idea | The `proofidea*` environment.

Idea 3.1 | The `proofidea` environment.

Draft mark

1 You can use `\dnf` to mark the unfinished part. For example:

- 2 • `\dnf` or `\dnf<...>`. The effect is: `To be finished #1` or `To be finished #2: ...`.  
 3 The prompt text changes according to the current language. For example, it will be  
 4 displayed as `Pas encore fini #3` in French mode.

5 Similarly, there is `\needgraph` :

- 6 • `\needgraph` or `\needgraph<...>`. The effect is:

7 `A graph is needed here #1`

8 or

9 `A graph is needed here #2: ...`

10 The prompt text changes according to the current language. For example, in French  
 11 mode, it will be displayed as

12 `Il manque une image ici #3`

On the line numbers

13 Line numbers can be turned on and off at any time. `\linenumbers` is used to enable the  
 14 line numbers, and `\nolinenumbers` is used to disable them. For the sake of beauty, the  
 15 title, table of contents, index and some other elements are not numbered.

On the footnotes in the title

16 In `\section` or `\subsection` , if you wish to add footnotes, you can only:

- 17 • first write `\mbox{\protect\footnotemark}`,  
 18 • then add `\footnotetext{...}` afterwards.

19 This is a disadvantage brought about by the underline decoration of the title.

Known issues

- 20 • The font settings are still not perfect.
- 21 • Since many features are based on the ProjLib toolkit, simplivre inherits all its problems.  
 22 For details, please refer to the "Known Issues" section of the ProjLib documentation.
- 23 • The error handling mechanism is incomplete: there is no corresponding error prompt  
 24 when some problems occur.
- 25 • There are still many things that can be optimized in the code.

PART II

# DEMONSTRATION



# 4

## Document templates

/ 1 /

### The standard way

- 1 If you want to write in the standard way, you can refer to the following example:

```
\documentclass{simplivre}
\usepackage{PJLtoolkit} % Load ProjLib toolkit

\UseLanguage{French} % Use French from here

\begin{document}

\title{Le Titre}
\author{Auteur}
\date{\PJLdate{2022-04-01}}

\maketitle

\chapter{Un théorème}

%% Theorem-like environments can be used directly
\begin{theorem}\label{thm:abc}
    Ceci est un théorème.
\end{theorem}

Référence du théorème: \cref{thm:abc}
    % It is recommended to use clever reference

\end{document}
```

- 2 If you wish to switch to the standard class later, just replace the first two lines with:

```
\documentclass{article}
\usepackage[a4paper,margin=1in]{geometry}
\usepackage[hidelinks]{hyperref}
\usepackage[palatino]{PJLtoolkit} % Load ProjLib toolkit
```

- 1 If you intend to switch to the journal template in the future and thus want to use the writing  
2 style as in the  $\mathcal{AMS}$  classes, you can refer to the following example:

---

```
\documentclass{simplivre}
\usepackage{PJLtoolkit} % Load ProjLib toolkit

\UseLanguage{French} % Use French from here

\begin{document}

\title{Le Titre}
\author{Auteur 1}
\address{Adresse 1}
\email{\href{Courriel 1}{Courriel 1}}
\author{Auteur 1}
\address{Adresse 1}
\email{\href{Courriel 2}{Courriel 2}}
\date{\PJLdate{2022-04-01}}
\subjclass{*****}
\keywords{...}

\maketitle

\chapter{Première section}

%% Theorem-like environments can be used directly
\begin{theorem}\label{thm:abc}
    Ceci est un théorème.
\end{theorem}

Référence du théorème: \cref{thm:abc}
    % It is recommended to use clever reference

\end{document}
```

---

- 3 In this way, if you wish to switch to  $\mathcal{AMS}$  class later, just replace the first two lines with:

---

```
\documentclass{amsart}
\usepackage[a4paper,margin=1in]{geometry}
\usepackage[hidelinks]{hyperref}
\usepackage{palatino}{PJLtoolkit} % Load ProjLib toolkit
```

---

# 5

## Heading on Level 0 (chapter)

1 Hello, here is some text without a meaning. This text should show what a printed text will  
2 look like at this place. If you read this text, you will get no information. Really? Is there  
3 no information? Is there a difference between this text and some nonsense like “Huardest  
4 gefburn”? Kjift – not at all! A blind text like this gives you information about the selected  
5 font, how the letters are written and an impression of the look. This text should contain all  
6 letters of the alphabet and it should be written in of the original language. There is no need  
7 for special content, but the length of words should match the language.

/ 1 /

### Heading on Level 1 (section)

8 Hello, here is some text without a meaning. This text should show what a printed text will  
9 look like at this place. If you read this text, you will get no information. Really? Is there  
10 no information? Is there a difference between this text and some nonsense like “Huardest  
11 gefburn”? Kjift – not at all! A blind text like this gives you information about the selected  
12 font, how the letters are written and an impression of the look. This text should contain all  
13 letters of the alphabet and it should be written in of the original language. There is no need  
14 for special content, but the length of words should match the language.

#### 1.1 | Heading on Level 2 (subsection)

15 Hello, here is some text without a meaning. This text should show what a printed text will  
16 look like at this place. If you read this text, you will get no information. Really? Is there  
17 no information? Is there a difference between this text and some nonsense like “Huardest  
18 gefburn”? Kjift – not at all! A blind text like this gives you information about the selected  
19 font, how the letters are written and an impression of the look. This text should contain all  
20 letters of the alphabet and it should be written in of the original language. There is no need  
21 for special content, but the length of words should match the language.

#### Heading on Level 3 (subsubsection)

22 Hello, here is some text without a meaning. This text should show what a printed text will  
23 look like at this place. If you read this text, you will get no information. Really? Is there  
24 no information? Is there a difference between this text and some nonsense like “Huardest  
25 gefburn”? Kjift – not at all! A blind text like this gives you information about the selected  
26 font, how the letters are written and an impression of the look. This text should contain all

1 letters of the alphabet and it should be written in of the original language. There is no need  
2 for special content, but the length of words should match the language.

3 **Heading on Level 4 (paragraph)** Hello, here is some text without a meaning. This text  
4 should show what a printed text will look like at this place. If you read this text, you will  
5 get no information. Really? Is there no information? Is there a difference between this text  
6 and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives  
7 you information about the selected font, how the letters are written and an impression of  
8 the look. This text should contain all letters of the alphabet and it should be written in of  
9 the original language. There is no need for special content, but the length of words should  
10 match the language.

/ 2 /  
Lists

2.1 | Example for list (itemize)

- 11 ● First item in a list
- 12 ● Second item in a list
- 13 ● Third item in a list
- 14 ● Fourth item in a list
- 15 ● Fifth item in a list

Example for list (4\*itemize)

- 16 ● First item in a list
  - 17 – First item in a list
    - 18 \* First item in a list
      - 19 · First item in a list
      - 20 · Second item in a list
    - 21 \* Second item in a list
  - 22 – Second item in a list
- 23 ● Second item in a list

2.2 | Example for list (enumerate)

- 24 1. First item in a list
- 25 2. Second item in a list
- 26 3. Third item in a list
- 27 4. Fourth item in a list
- 28 5. Fifth item in a list

Example for list (4\*enumerate)

- 29 1. First item in a list
  - 30 (a) First item in a list
    - 31 i. First item in a list
    - 32 A. First item in a list
    - 33 B. Second item in a list
  - 34 ii. Second item in a list

- 1 (b) Second item in a list
- 2 2. Second item in a list

2.3 | Example for list (description)

- 3 **First** item in a list
- 4 **Second** item in a list
- 5 **Third** item in a list
- 6 **Fourth** item in a list
- 7 **Fifth** item in a list

Example for list (4\*description)

- 8 **First** item in a list
  - 9 **First** item in a list
  - 10 **First** item in a list
  - 11 **First** item in a list
  - 12 **Second** item in a list
  - 13 **Second** item in a list
  - 14 **Second** item in a list
  - 15 **Second** item in a list