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 This is \
 \ ducksay! /\

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(----- But which Version? -----)

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  (----- v1.2 -----)  
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(----- by Jonathan P. Spratte -----)

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(----- Today is 2017/10/30 -----)  
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## 1 Macros

The following macros are available:

\ducksay[<options>]{<message>}

options might include any of the options described in [section 2](#). Prints an <animal> saying <message>. <message> is not read in verbatim. Multi-line <message>s are possible using \\\. \\ should not be inside a macro but at toplevel. Else use the option `ht`.

\duckthink[<options>]{<message>}

options might include any of the options described in [section 2](#). Prints an <animal> thinking <message>. <message> is not read in verbatim. It is implemented using regular expressions replacing a \ which is only preceded by \s\* in the first three lines with 0 and o. It is therefore slower than \ducksay. Multi-line <message>s are possible using \\\. \\ should not be inside a macro but at toplevel. Else use the option `ht`.

\DefaultAnimal{<animal>}

use the <animal> if none is given in the optional argument to \ducksay or \duckthink. Package default is duck.

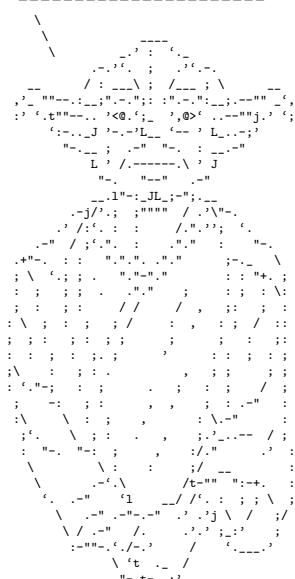
\DucksayOptions{<options>}

set the defaults to the keys described in [section 2](#). Don't use an <animal> here, it has no effect.

\AddAnimal(\*){<animal>}<ascii-art>

adds <animal> to the known animals. <ascii-art> is multi-line verbatim and therefore should be delimited either by matching braces or by anything that works for \verb. If the star is given <animal> is the new default. One space is added to the begin of <animal> (compensating the opening symbol). For example, snowman is added with:

( Use those, you might )



```
\AddAnimal{snowman}
{ \
  \_[_]_
  ("")
>-( : )-<
(_:_:_)}
```

## 2 Options

The following options are available to `\ducksay`, `\duckthink`, and `\DucksayOptions` and if not otherwise specified also as package options:

`<animal>`

One of the animals listed in [section 5](#) or any of the ones added with `\AddAnimal`. Not useable as package option.

`animal=<animal>`

a longer alternative to the use of `<animal>` if used in `\ducksay` or `\duckthink`. If it is used as a package option or in `\DucksayOptions` it changes the default animal to `<animal>`.

`bubble=#1`

use #1 in a group right before the bubble (for font switches). Might be used as a package option but not all control sequences work out of the box there.

`body=#1`

use #1 in a group right before the body (meaning the `<animal>`). Might be used as a package option but not all control sequences work out of the box there. E.g., to right-align the `<animal>` to the bubble, use `body=\hfill`.

`align=#1`

use #1 as the vertical alignment specifier given to the `tabular` which is around the contents of `\ducksay` and `\duckthink`.

`msg-align=#1`

use #1 for alignment of the rows of multi-line `<message>`s. It should match a `tabular` column specifier. Default is 1. It only affects the contents of the speech bubble not the bubble.

`wd=#1`

in order to detect the width the `<message>` is expanded. This might not work out for some commands (e.g. `\url` from `hyperref`). If you specify the width using `wd` the `<message>` is not expanded and therefore the command *might* work out. #1 should be the character count.

`ht=#1`

you might explicitly set the height (the row count) of the `<message>`. This only has an effect if you also specify `wd`.

`ligatures=#1`

this is a L<sup>A</sup>T<sub>E</sub>X3 regular expression which should match every character you

don't want to form ligatures during `\AddAnimal`. The default expression is `[\<->']`. Giving no argument (or an empty one) disables the replacement, which enhances compilation speed. The formation of ligatures was only observed in combination with `\usepackage[T1]{fontenc}` by the author of this package. Therefore giving the option `ligatures` without an argument might enhance the compilation speed for you without any drawbacks.

### 3 Defects

- no automatic line wrapping

### 4 Dependencies

The package depends on the two packages `xparse` and `13keys2e` and all of their dependencies.

### 5 Available Animals

The following animals are provided by this package. I did not create them (but altered some), they belong to their original creators.

`( duck )`

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\ \
>(--)
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/(
/ '----/
\ ~-- /
~~~~~
```

`( squirrel )`

```
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\ ;;;;;
.=', ";;;;
/_', "=. ';;;;
@=:_, \,;;;;
_ (\.= ;;;;
" (_/="
" ,,,
```

`( small-duck )`

```
\ \
\ \
>()
(--)-- -
```

`( cow )`

```
\ ^__^
\ (oo)_____
_) \)\ \)
||----w |
|| ||
```

`( duck-family )`

```
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\ \
>(')
)/
/(
/ '----/ -()_ >()
\ ~-- /-_ (--)-- -

```

`( tux )`

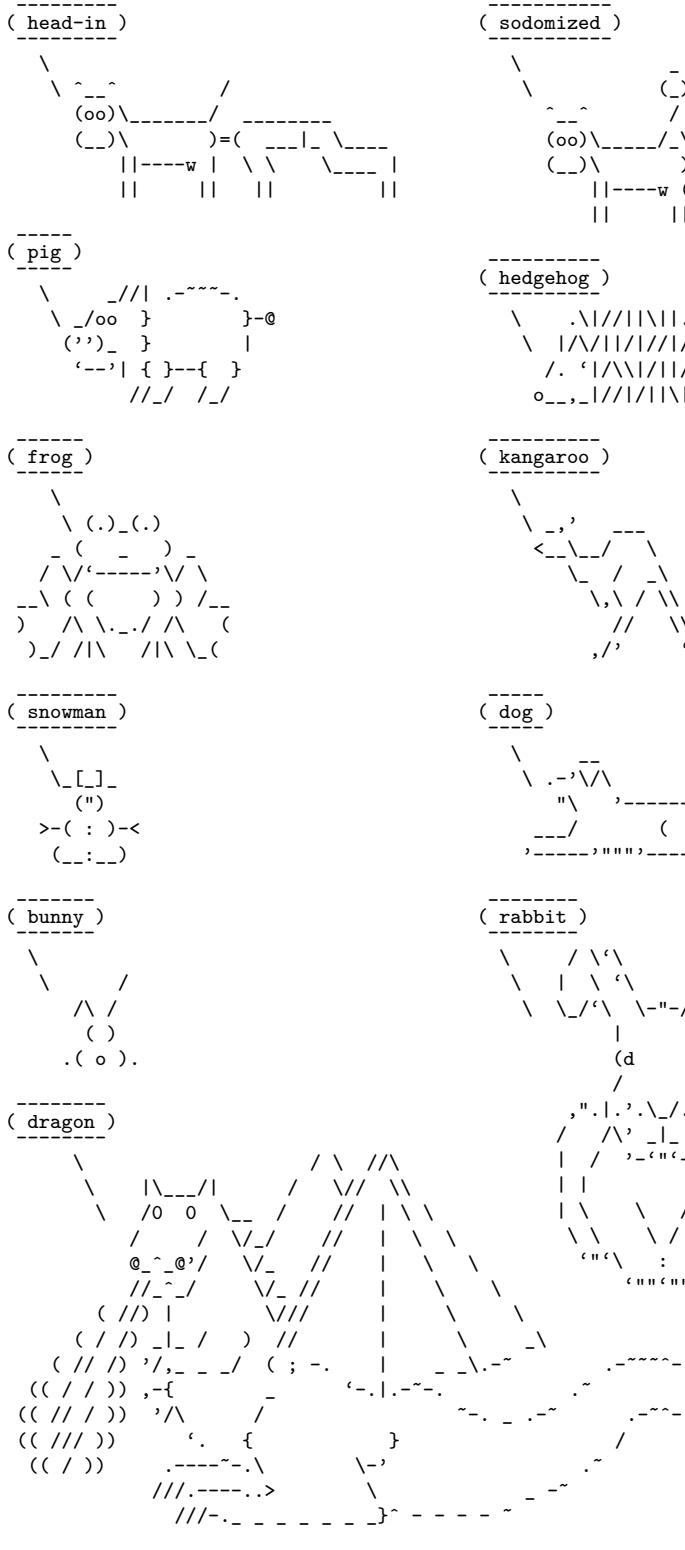
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___)=(_/
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`( small-rabbit )`

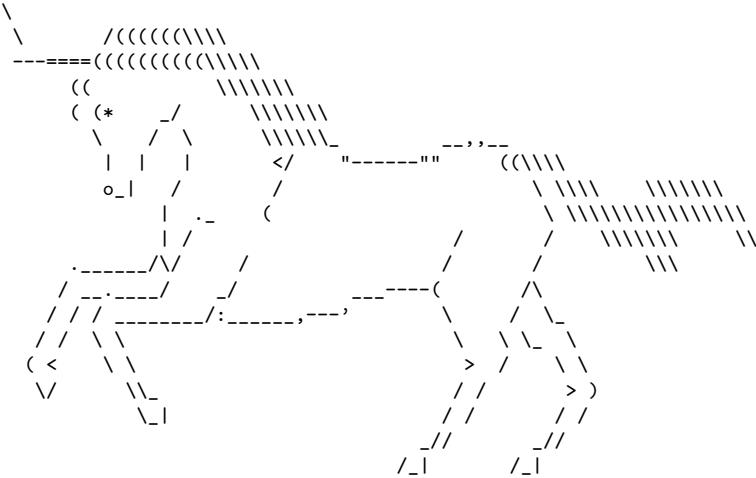
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\ _//_
(')---.
/-_ ()o
```

`( We rely on you )`

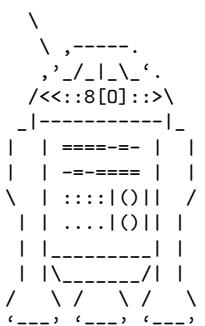
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\, \ / \
// \ \
, / \ _/
```



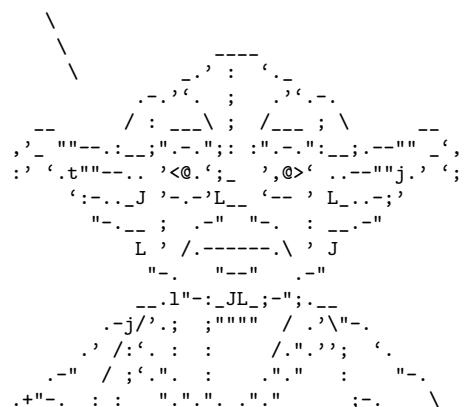
( unicorn )



( r2d2 )

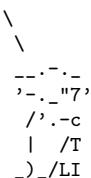
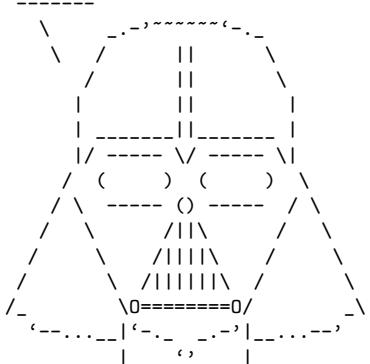


( yoda-head )



( small-yoda )

( vader )



```
(yoda)
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```

## 6 Miscellaneous

This package is distributed under the terms of the GPLv3 or later, or the LPPL 1.3c or later, choose which ever license fits your needs the best.

The package is hosted on [https://github.com/Skillmon/ltx\\_ducksay](https://github.com/Skillmon/ltx_ducksay), you might report bugs there.

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(I'd choose WTFPL)
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Who's gonna use it anyway?  
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( -----  
hosted at [https://github.com/Skillmon/ltx\\_ducksay](https://github.com/Skillmon/ltx_ducksay)  
----- )

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