

# A L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> class for Draft Screenplays

by  
John Pate

This paper describes class `screenplay`  
version v1.504, released 2006/10/08

## 1 Introduction

Every year *The Academy of Motion Picture Arts and Sciences* runs a competition for screenplay writers, the *Nicholl Fellowships in Screenwriting*. Full-length feature film screenplays are submitted (for a fee). You can win money but, more importantly, placing in the competition will make agents take notice. The *Academy* recommends a particular format which this `class` file attempts to duplicate, using a `.pdf` available from the Academy website as the model. This format has various functions, amongst which is a gate-keeping function to show you have at least a first idea. It also gives readers a better chance of assessing how long, in filmic terms, your screenplay would be. Formatted along the lines recommended, you should aim to have your screenplay in the region of 120 pages long. Although they say A4 paper is acceptable, it is widely held that you severely handicap yourself if you don't use American 8.5" by 11" Letter size paper. I have a ream on my lap as I type: 20 pound, 106 bright, acid free. My sister brought it from America for me—it's very expensive to buy outside the US and not easy to find. However, if all else fails you can have a stationer cut down A3 80gsm paper for you. It won't be the same weight but it's unlikely anyone will notice. One might imagine it's at the photocopy stage that dealing with A4 in America becomes a nuisance—one more reason to put your magnum opus to the bottom of the pile.

Of course, if you didn't know this already you likely need to do some serious reading and research *before* you start writing. I guess trying to understand what's going on here is a start.

The format specifications are pretty straightforward. You'll have to believe me when I say it wasn't quite so straightforward for me to start from a minimal understanding of T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> to a usable `.dtx` file.

This is an attempt to turn T<sub>E</sub>X into a typewriter emulator. A crazy idea—which is why it appealed to me, obviously. Fortunately I'm easily entertained.

I hope `screenplay.dtx` proves of use (and instruction) to others as it has to me.

Anyhoo, on with the show...

## 2 Getting started

You should have:

- `README`—plain text file
- `screenplay.dtx`—the source file
- `screenplay.ins`—driver file
- `screenplay.pdf`—the file I assume you’re reading right now
- `test.pdf`—format test .pdf result
- `COPYING`—GNU General Public License

If not, get `screenplay.zip` via,  
<http://dvc.org.uk/sacrific.txt/screenplay.zip>  
Use the command,  
> `latex screenplay.ins`  
to generate from `screenplay.dtx`...

- `screenplay.cls`—class file
- `hardmarg.sty`—optional style package
- `example.tex`—example (very) mini-screenplay
- `test.tex`—format test source file

Once you’ve unpacked the bundle and generated the `class` file do,  
> `latex test`  
to generate the `test.dvi` you can compare with the `test.pdf`.

Make sure everything in the printing chain can deal properly with 8.5ins by 11ins letter paper. Print out your version of `test` and the provided `test.pdf` (on letter paper of course!) and compare them. The two printouts should be dimensionally identical. The left margin should measure as *exactly* 1.5ins. If not you have an old version of `dvips` and/or your printer driver is configured incorrectly and you’ll need to fix things before you proceed further.

## 3 Some example markup

Although `screenplay.cls` builds on the standard `TeX` document class `article`, it is not intended you pass it any options (except for the release date specification, see below). The formatting required is minimalist. `screenplay.cls` will issue an error message if you use any options.

`\documentclass{screenplay}[2006/10/08]`  
is your first command, you can give the optional date argument in case of any earlier copies of `screenplay.cls` lying around. I’ll try not to break things

retro-actively with later revisions but this can't be guaranteed. Per this revision, anything marked with [2006/09/23] or later will produce the expected results.

Your second command is, of course...

```
\begin{document}
```

The first typesetting command, in the body of the document, must be the one to build the title page. For the *Nicholl Competition* this is simply,

```
\nicholl{the title of your screenplay}
```

for other formats, please refer to **The Coding** section or `example.tex`.

The next command is always `\fadein` to produce the words FADE IN: left justified.

Next would typically be a slugline,

```
\intslug[day]{Johnny's House}
```

which would produce...

INT. JOHNNY'S HOUSE DAY

I made the time of day optional because my screenplay had stuff happening in space where there is no time of day. You will likely *always* use either *day* or *night*. (Refer to the *Academy's* information on formatting.) Likewise there's an `\extslug[]{} for EXT.`

After a slugline you would typically have some description. This is simply ordinary text with paragraph breaks as per usual.

When you get to dialogue, you have the `dialogue environment`.

```
\begin{dialogue}{Johnny} After some description you  
would typically have some dialogue. \end{dialogue}
```

Directions (short) can be put inside dialogue text either as an optional argument to the dialogue environment, `\begin{dialogue}[shouting]{Johnny}` which will result in parenthesized text below the dialogue name, or the `\paren{}` command can be used to put parentheses into the blocks of dialogue text.

Do not put any blank lines in dialogue text.

So you wander on with your screenplay requiring little in the way of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>'s spiffy powers until you reach the end of the final scene. Personally I use **Elvis** with a selection of macros in my `.exrc` to save me having to type the commands I've invented.

The command at the end of the final scene is always `\fadeout` to produce the words FADE OUT: flushright.

Then it's simply a case of `\theend` and `\end{document}`.

The only tricky parts of the formatting are deciding where to put *pagebreaks* and hunting down places where *linebreaks*... `\ \ ...` will help T<sub>E</sub>X out with formatting. You may need to insert linebreaks manually even where 'Overfull \hbox' warnings are absent. You'll know when it is necessary by spotting extra vertical whitespace in the document. `example.tex` demonstrates this, read through the raw `.tex` file and try modifying it as indicated. It's likely you will have to put quite a few linebreaks 'by hand' into dialogue text due to the restricted margins.

**Do not put in pagebreaks until you have really, really, really finished editing.**

Putting in pagebreaks will likely involve using the `\dialbreak` command, though for description text `\pagebreak` is all that is required.

The `\dialbreak` command needs to know the character name and any optional directions as required.

If you’ve used the `\titleover` environment you may need the `\titbreak` command (more tea, vicar?). However, mostly for TITLE OVER: you’ll be doing a date to accommodate flashbacks or flashforwards, I expect, so use the `\centretitle` command as in `\centretitle{December 21, 2012}`.

Yes, that’s the English (or for that matter French and Canadian) “centre” not “center” in a stunning break from tradition.

For further enlightenment, you should scrutinise the markup of `example.tex` and peruse **The Coding** section of this document.

You can see a completed script marked-up via L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and formatted with `screenplay.cls` at <http://dvc.org.uk/sacrific.txt/>. There is also, at time of writing, a “work-in-progress” script that has had manual linebreaks inserted but not manual pagebreaks.

## 4 Hard Margins package

Here we’re emulating a typewriter. On a typewriter, the left margin is a hard stop, whereas the right margin is a bell (those of us who typed in the stone age well remember that “ding”). Even the best typist would run past the right margins by a character or two once in a while, sometimes deliberately. Hence the “fudge factors” interpolated by me.

The provided `hardmarg.sty` shows you what happens with the *fudge factors* eliminated. Place the command `usepackage{hardmarg}` in the document preamble (i.e. between `\documentclass{...}` and `\begin{document}`) and judge for yourself. Personally I’ll stick with my *fudge*. All the brainwork makes me crave carbs anyway.

## 5 User customisation

***Don’t!*** It really is a case of KISS for Draft Screenplay formatting. There are a couple of things you might get away with though...

You may want to change how the time of day is spaced from the rest of the slugline. You can do this without editing the class file by redefining the `\slugspace` command e.g. `\renewcommand*{\slugspace}{ - }` which will change the default 3em space to **em hyphen em** spacing. Likewise you could `\renewcommand*{\pov}{POV }` to lose the dots.

Should you not want page number 1 to appear on the first page of the body of the script put the `\thispagestyle{empty}` command in your document source file immediately *after* the command to build the title page.

## 6 Specs from the Academy

Be sure to read, carefully, and inwardly digest,  
<http://www.oscars.org/nicholl/format.html>  
and view,  
<http://www.oscars.org/nicholl/script.pdf>,  
the model document.

- Letter paper 8.5"x11.0"  
Courier 12pt, 10 pitch
- **Page**  
Top margin: 1.0"  
Bottom margin: 0.5"-1.5"  
Left margin: 1.5"  
Right margin: 1.0"
- **Dialogue**  
tab NAME to: 4.2"  
Left margin: 3.0"  
Right margin: 2.5"  
*Parenthetical*  
Left margin: 3.7"  
Right margin: 3.3"
- **Numbering**  
top right, Arabic  
Top margin: 0.5"  
Right margin: 0.75"

INT/EXT. SLUG LINE DESCRIPTION DAY/NIGHT  
(with some kind of extra spacing before time of day)

## 7 The Coding

`screenplay.cls` v1.504 was tested with...

- pdf<sub>ε</sub>TeX 3.141592-1.21a-2.2 (WEB2C 7.5.4)
- dvips(k) 5.95a
- kpathsea version 3.5.4
- `article` 2004/02/16 v1.4f

IMHO, it's worth reading through the comments, there's some useful stuff  
for you in there.

We are a L<sup>A</sup>T<sub>ε</sub>X 2<sub>ε</sub> thang...

`1 \NeedsTeXFormat{LaTeX2e}[2003/12/01]`

Say it like it is...

```
2 \ProvidesClass{screenplay}[2006/10/08 v1.504
3 LaTeX2e Draft Screenplay document class
4 (C)2006 John Pate
5 released under the GNU General Public License]
```

Whinge if the user is being a bozo...

```
6 \DeclareOption*{%
7     \PackageError{screenplay}{Unwanted option '\CurrentOption'}%
8     {There are no options available for class screenplay v1.504}}
9 \ProcessOptions\relax
```

ifthen needed for testing for optional args...

```
10 \RequirePackage{ifthen}[2001/05/26]
```

Use `article` class for its base functionality, *must* be American letter paper *not* A4, `screenplay.cls` eats any papersize options and ignores them...

```
11 \LoadClass[12pt,letterpaper,onecolumn,oneside]{article}[2004/02/16]
```

geometry package makes dvips/pdf do the right thang for letter paper...

```
12 \RequirePackage[dvips,letterpaper]{geometry}[2002/07/08]
```

... and make sure your printer driver knows letter. Yes, you *must* use American 8.5"x11" letter paper—stationers in the UK call it 'quarto' paper, see...

<http://www.gwydir.demon.co.uk/jo/units/print.htm>

```
13 \setlength{\paperheight}{11in}
14 \setlength{\paperwidth}{8.5in}
```

*Must* have Courier as font (may cause warnings about font stuff, ignore)...

```
15 \RequirePackage{courier}[2004/09/15]
16 \renewcommand*\familydefault{\ttdefault}
```

Can load hyphenation ability for non-standard font...

```
17 %\RequirePackage[htt]{hyphenat}
```

but *don't*, you should *not* hyphenate for Nicholl format you want this...

```
18 \raggedright
```

(you'll have to nuke `\raggedright` wherever found to test out hyphenation)

Page Nums Arabic top right, I'll live with where  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$  puts the margin...

```
19 \pagenumbering{arabic}
20 \pagestyle{myheadings}
```

CR/LF Line spacing / pitch—it looks to me the standard  $\mathrm{L}^{\mathrm{A}}\mathrm{T}_{\mathrm{E}}\mathrm{X}_{2\epsilon}$  courier font is correct pitch, 12pt line-spacing is what's in `script.pdf`...

```
21 \setlength{\baselineskip}{12pt plus 0pt minus 0pt}
```

and this `\baselinestretch` appears to emulate `script.pdf` closely...

```
22 \renewcommand*\baselinestretch{0.8}
```

adjust space above `\minipage` in dialogue to emulate description linebreaks, must be adjusted if `\baselinestretch` is altered...

```
23 \newcommand*\dialfix{\vspace{3pt}}
```

skip one line between paras...

```
24 \setlength{\parskip}{\baselineskip}
```

no paragraph indent...

```
25 \setlength{\parindent}{0in}
```

**\slugspace** Extra inter-word spacing in sluglines...

```
26 \newcommand*{\slugspace}{\hspace{2.0em plus 0em minus 0em}}
```

(will result in a total of 3em space).

**Margins/tabs** See specs, fudge factors are needed to resemble the ‘correct’ layout, take a ruler to it and `script.pdf`...

left margin 1.5”, default 1” +

```
27 \setlength{\evensidemargin}{0.5in}
28 \setlength{\oddsidemargin}{0.5in}
```

top margin (0.5” to number, 1” to body)...

```
29 \setlength{\topmargin}{-0.5in}
30 \setlength{\headsep}{0.4in}
31 \setlength{\topskip}{0in}
```

11” - (1” top margin) - (0.5” bottom) =

```
32 \setlength{\textheight}{9.5in}
```

...bottom can go to 1.5” for page breaking purposes.

6” width for description text to give 1” right margin, +0.1” fudge...

```
33 \setlength{\textwidth}{6.1in}
```

...so we can adjust centring and flush right to the ‘correct’ margin...

```
34 \newcommand*{\widthfudge}{0.1in}
```

**Tabbing / spacing dialogues**

Width of dialogue text, 3” with 0.2” fudge...

```
35 \newcommand*{\dialwidth}{3.2in}
```

3” from left edge of page (1.5” left margin + 1.5”)...

```
36 \newcommand*{\dialtab}{\hspace*{1.5in}}
```

**name**, tab in 4.2” (margin + `\dialtab` + `\dialnametab`) from left edge of page...

```
37 \newcommand*{\dialnametab}{\hspace*{1.2in}}
```

parenthetical 1.5” with 0.2” fudge...

```
38 \newcommand*{\parenwidth}{1.7in}
```

parenthetical, tab in 3.7” (margin + `\dialtab` + `\parentab`) from left edge of page...

```
39 \newcommand*{\parentab}{\hspace{0.7in}}
```

fix for formatting of multi-line parenthetical (I really should look at the `TEX` source sometime because I don’t know why I had to do this.)...

```
40 \newcommand*{\parenkludge}{\dialfix}
```

AFAICS floats not involved...

```
41 \renewcommand*{\textfraction}{1}
42 \renewcommand*{\topfraction}{0}
43 \renewcommand*{\bottomfraction}{0}
```

### Title Page

Use one of `\nicholl`, `\titleauthor`, `\titleextra` to taste. This must be the first command after `\begin{document}`.

```
\nicholl \nicholl{title of your magnum opus}
for Nicholl Competition—just the title, not bolded...
44 \newcommand{\nicholl}[1]{
45 \thispagestyle{empty}
46 \vspace*{2.25in}
47 \begin{center}\MakeUppercase{#1}\end{center}
48 \newpage\setcounter{page}{1}
49 }%nicholl
```

Now the ability to make the the type of cover pages for Draft Scripts submitted to agents, `\titleauthor` being of the form suggested in `script.pdf`.

You may have to adjust the `\titlesepspace` if you put in a lot of text but if you do there's probably too much...

```
50 \newcommand*{\titlesepspace}{\vspace{3.75in plus 0in minus 1.5in}}
there's also a the space occupied by the optional copyright year...
51 \newcommand*{\copyspace}{\vspace*{2ex plus 0ex minus 0ex}}
```

```
\titleauthor \titleauthor [year] {title} {author's name}
{contact details\\email etc}
the copyright notice doesn't fit the spec so optional...if you put it on the web
though © certainly won't hurt!
52 \newcommand{\titleauthor}[4] [] {
no page number...
53 \thispagestyle{empty}
0.5" topmargin +...
54 \vspace*{2.25in}
centre and bold the title (bolding the title is probably the only embellishment
you're allowed)...
55 \begin{center}{\textbf{\MakeUppercase{#2}}}\
56 \vspace{\baselineskip}
57 by\
58 \vspace{\baselineskip}
59 #3\
60 \vspace*{\baselineskip}
```



logic for handling optional © argument...

```
61 \ifthenelse{\not\equal{#1}{}}{
62 {
63 \scriptsize\copyright\normalsize#1
64 }{
65 \copyspace
66 }
67 \end{center}
```

`\titlesepspace` is a rubber length, try not put in excessive amounts of text though...

```
68 \titlesepspace
```

Details in a `\parbox 5"` out from left margin...

```
69 \hspace*{4.0in}\parbox[t]{2.0in}{\raggedright#4}
```

reset page numbers for actual blurb...

```
70 \newpage\setcounter{page}{1}
71 }%titleauthor
```

```
\tilteextra \titleextra{extra blurb} {title} {author's name}
{contact details\\email etc}
```

for title page—author details with extra blurb not recommended by `script.pdf` but by popular request, apparently some people like to put in copyright and WGA registration details on their submitted scripts. No really, you shouldn't use this one but it's your script...

```
72 \newcommand{\titleextra}[4]{
73 \thispagestyle{empty}
74 \vspace*{2.25in}
75 \begin{center}{\textbf{\MakeUppercase{#2}}}\
76 \vspace{\baselineskip}
77 by\
78 \vspace{\baselineskip}
79 #3\
80 \vspace*{\baselineskip}
81 \copyspace
82 \end{center}
83 \titlesepspace
```

Extra details 3" out in a `\parbox`, 2" space then other details in a `\parbox 5"` out...

```
84 \parbox[t]{2.0in}{\raggedright#1}\hspace*{2.0in}
85 \parbox[t]{2.0in}{\raggedright#4}
86 \newpage\setcounter{page}{1}
87 }%titleextra
```

End title page—author details

Dialogue blocks...

```

\paren \paren{hello world}
parenthetical within dialogue environment...only for very short text (directions) within dialogue, the optional argument is for internal use only...
88 \newcommand{\paren}[2][\]{%
89 #1\parentab\parbox[t]{\parenwidth}{\raggedright(#2)\parenkludge}\\
90 }%paren

dialogue env \begin{dialogue}[directions]{character name} ... \end{dialogue}
\begin{dialogue}{character name} ... \end{dialogue}
\minipage won't allow pagebreaks, see below for new manual pagebreak command for this environment. Do not have blank lines inside this environment. Name is outside \minipage to mitigate 'Overfull \hbox' warnings with long names...
91 \newenvironment{dialogue}[2][]{
92
93 \dialtab\dialnametab\hbox{\MakeUppercase{#2}}\nopagebreak\\
94 \dialtab\begin{minipage}[b]{\dialwidth}
95 \dialfix
96 \raggedright
97 \ifthenelse{\not\equal{#1}{}}{
98 {
99 \paren[] {#1}
100 }{ }
101 }{
102 \end{minipage}
103
104 }%dialogue

\dialbreak Forcing pagebreak in dialogue,
\dialbreak{Character}
\dialbreak[directions]{Character}
(need to know character name—LATEX 2ε scoping rules don't seem to like global vars, somebody tell me otherwise) Note: only do any manual pagebreaks when you absolutely positively have killed every muthafucka in the room!...
105 \newcommand{\dialbreak}[2][]{
106 \\ \dialnametab\hbox{(MORE)}%
107 \end{dialogue}
108 \pagebreak
109 \ifthenelse{\not\equal{#1}{}}{
110 {
111 \begin{dialogue}[#1]{\MakeUppercase{#2} (CONT'D)}
112 }{
113 \begin{dialogue}{\MakeUppercase{#2} (CONT'D)}
114 }
115 }%dialbreak

```

### Sluglines

Optional arg for night/day. You probably should not consider time of day

optional when you're writing descriptions—unless you're in a spaceship, of course...

```

\intslug INT. SLUGLINE DESCRIPTION DAY
\intslug[time of day]{description text}
\intslug{description text}

116 \newcommand{\intslug}[2][]{
117
118 \MakeUppercase{INT. #2}%
119 \ifthenelse{\not\equal{#1}{}}{
120     {%
121 \slugspace\MakeUppercase{#1}\hspace{\fill}
122     }{}
123 \nopagebreak
124
125 }%\intslug

\extslug EXT. SLUGLINE DESCRIPTION DAY
\extslug[time of day]{description text}
\extslug{description text}

126 \newcommand{\extslug}[2][]{
127
128 \MakeUppercase{EXT. #2}%
129 \ifthenelse{\not\equal{#1}{}}{
130     {%
131 \slugspace\MakeUppercase{#1}\hspace{\fill}
132     }{}
133 \nopagebreak
134
135 }%\extslug

\intextslug Apparently people do this...
INT./EXT. SLUGLINE DESCRIPTION DAY
\intextslug[time of day]{description text}
\intextslug{description text}

136 \newcommand{\intextslug}[2][]{
137
138 \MakeUppercase{INT./EXT. #2}%
139 \ifthenelse{\not\equal{#1}{}}{
140     {%
141 \slugspace\MakeUppercase{#1}\hspace{\fill}
142     }{}
143 \nopagebreak
144
145 }%\intextslug

\extintslug and/or this...
EXT./INT. SLUGLINE DESCRIPTION DAY

```

```

\extintslug[time of day]{description text}
\extinttextslug{description text}
146 \newcommand{\extintslug}[2][]{
147
148 \MakeUppercase{EXT./INT. #2}%
149 \ifthenelse{\not\equal{#1}{} }{
150     {%
151 \slugspace\MakeUppercase{#1}\hspace{\fill}
152     }{}
153 \nopagebreak
154
155 }%extintslug

```

### Title Over

`titleover env` \begin{titleover} ... \end{titleover}  
as pseudo dialogue environment (think “Star Wars”) the optional argument is  
for internal use *only*...

```

156 \newenvironment{titleover}[1][]{
157
158 \ifthenelse{\not\equal{#1}{} }{
159 {
160 TITLE OVER (#1):\\
161 }{
162 TITLE OVER:\\
163 }
164 \vspace{\baselineskip}
165 \nopagebreak
166 \dialtab\begin{minipage}[b]{\dialwidth}
167 \raggedright
168 }{
169 \end{minipage}
170
171 }%titleover

```

`\titbreak` pagebreak for titleover environment...

```

172 \newcommand{\titbreak}{
173 \\ \dialnametab\hbox{(MORE)}%
174 \end{titleover}
175 \pagebreak
176 \begin{titleover}[CONT'D]
177 }%titbreak

```

`\centretitle` \centretitle {short text}  
titleover for short text most often a date...

```

178 \newcommand{\centretitle}[1]{
179
180 TITLE OVER:
181 \nopagebreak

```

```

182
183 \hspace*{\fill}{#1}\hspace{\fill}\hspace{\widthfudge}
184
185 }%centretitle

```

### Other spiffy macros

```

\fadein \fadein
        always the first thing in your script, for some reason...
186 \newcommand{\fadein}{
187
188 FADE IN:
189
190 }%fadein

```

```

\fadeout \fadeout
        always the last thing in your script, for some reason...
191 \newcommand{\fadeout}{
192
193 \hspace*{\fill}FADE OUT:\hspace{\widthfudge}
194
195 }%fadeout

```

```

\intercut
196 \newcommand{\intercut}{
197
198 \hspace*{\fill}INTERCUT WITH:\hspace{\widthfudge}
199
200 }%intercut

```

**Misc**—IMHO this stuff is useful for description, maybe you should develop your own style package for your own screenplays...

```

\pov, \revert switch point of view...
201 \newcommand*{\pov}{P.O.V. }
        ...switch it back...
202 \newcommand*{\revert}{REVERSE \pov }

```

```

\nb
203 \newcommand*{\nb}{NOTE: }

```

```

\theend But this is what we've all been waiting for...OK, so this is actually the last
        thing in the script...
204 \newcommand{\theend}{
205
206 \hspace*{\fill}THE END\hspace{\fill}\hspace{\widthfudge}
207
208 }%THE END

```

hardmarg.sty    **Hard Margins package**  
 Re-defines margins to exactly as stated in `script.pdf`. Try it out and see why I don't like it.  
     Issue info as to what we do...

```

209 \ProvidesPackage{hardmarg}[2006/10/08 v1.504
210 For use with class screenplay
211 (C)2006 John Pate
212 released under the GNU General Public License]

Hard 1" right margin...

213 \setlength{\textwidth}{6.0in}
214 \renewcommand*{\widthfudge}{0in}

Set dialogue to 3" width, right margin 2.5"...

215 \renewcommand*{\dialwidth}{3.0in}

Set parentheticals to 1.5" width, right margin 3.3"...

216 \renewcommand*{\parenwidth}{1.5in}
```

## 8 Todo

If anybody else uses it maybe they'll spot stuff that's wrong but *Johnny* says, "It works for me."

The test file `test.tex` shows `screenplay` markup applied to "FOR A FEW DAYS MORE" (<http://www.oscars.org/nicholl/script.pdf>) and the `test.pdf` file was generated from that.

A printout of the first page `script.pdf` and `test.pdf` show identical pitch and the inter-line spacing is pretty damn close. You can easily tell which is which because, as well as the title being in bold on the cover page, `test.pdf` numbers the first page whilst `script.pdf` starts numbering on page 2.

If I get any *useful* feedback I *may* alter things accordingly.

Feel free to help with documentation.

## 9 A note for our Sponsor

I don't think I'm alone when I say...

Hail Eris!  
 All Hail Discordia!

## Change History

1.0.0	General: first <code>screenplay.dtx</code> , 2006/09/23, v1.457 . . . . .	1	1.0.5	General: minor code changes, revision to documentation, v1.494 . . . . .	1
1.0.1	General: minor code changes, revision to documentation, v1.461 . . . . .	1	1.0.6	General: fixed typos, v1.496 . . . . .	1
1.0.2	General: minor code changes, revision to documentation, added <code>test</code> file, <code>example</code> file, to <code>.dtx</code> , amended <code>.ins</code> , v1.465 . . . . .	1	1.0.7	General: revision to documentation, v1.499 . . . . .	1
1.0.3	General: minor code changes, revision to documentation, added change history, v1.487 . . . . .	1	1.0.8	General: minor format fix, v1.500 . . . . .	1
1.0.4	General: enabled hyperlinks in documentation, v1.491 . . . . .	1	1.0.9	General: added <code>hardmarg.sty</code> , v1.502 . . . . .	1
			1.1.0	General: minor code changes, v1.503 . . . . .	1
			1.1.1	General: minor code changes, v1.504 . . . . .	1