

TrivialPursuit [en]

Create a '*Trivial Pursuit*' board,
with customization.

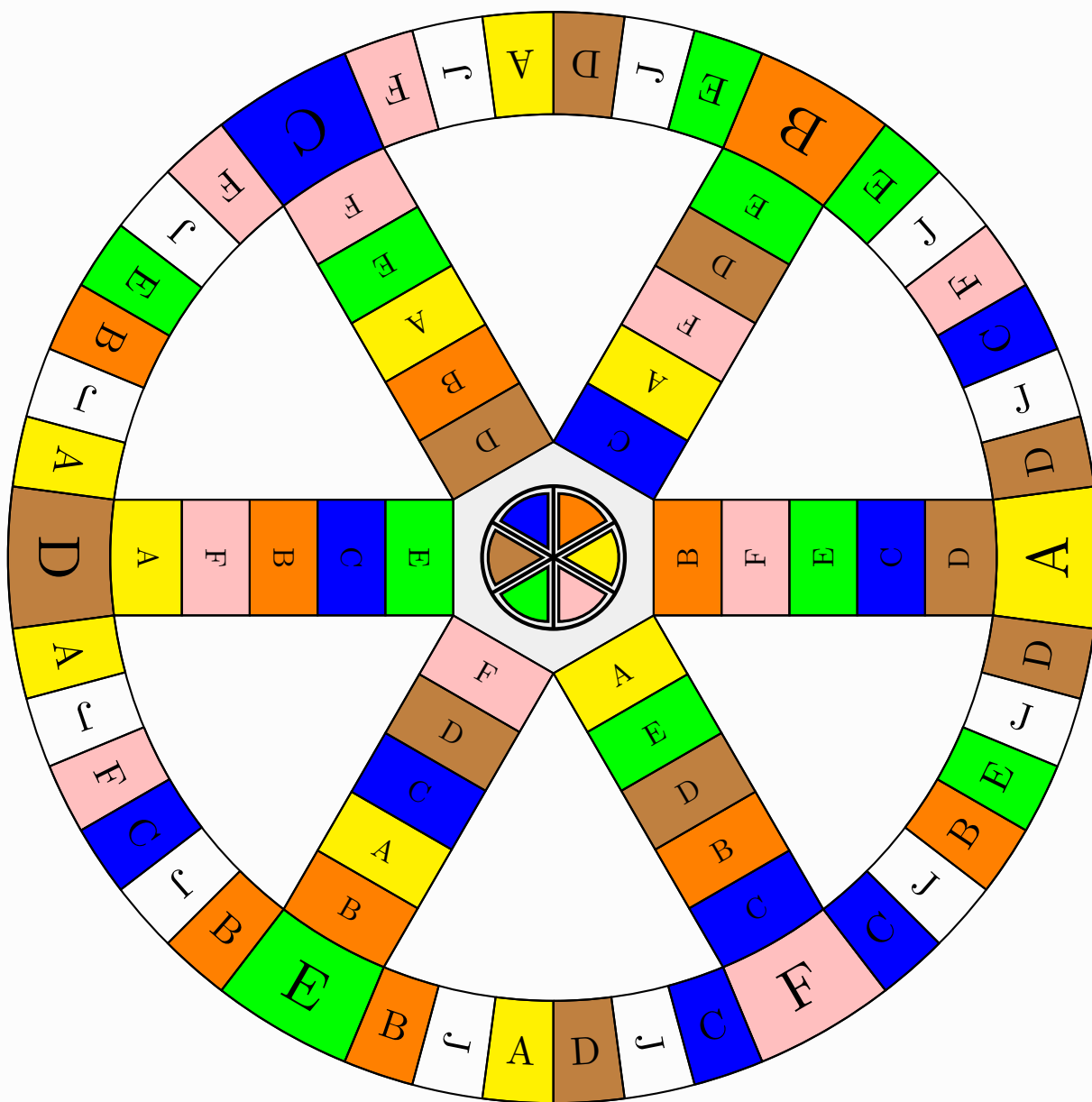
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<https://github.com/cpierquet/latex-packages/tree/main/trivialpursuit>

Trivial Pursuit™, is a trademark of Hasbro.



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1 Introduction

1.1 Description

This package provides a command to display a Trivial Pursuit (trademark of Hasbro) board, with some customization:

- of lengths (radius + height cells);
- of colors;
- of logos (with `fontawesome`).

Cells and colors are globally fixed, are came from an original board.

For the moment, limitations are:

- number of categories (6);
- logos, given by a character, eg from package `fontawesome`.

1.2 Loading

To load the package, simply add in the preamble:

```
\usepackage{TrivialPursuit}           %with fa5, default
\usepackage[fa6]{TrivialPursuit}      %with fa6 (test)
\usepackage[fa7]{TrivialPursuit}      %with fa7 (test)
\usepackage[nofa]{TrivialPursuit}     %w/o fa (test), loading manually
```

Loaded are useful package are:

- `tikz` with libraries `calc`, `positioning`;
- `calc` and `fontawesome5`;
- `simplekv`; `xintexpr` and `listofitems`.

2 History

0.1.6: Bugfix + pre-compatibility with fa7
0.1.5: Bugfix (compatibility with twemoji)
0.1.4: Bugfix + pre-compatibility with fa6
0.1.2: Key [ShortVersion] in order to reduce number of border cells
0.1.1: Adding two schemes of colors
0.1.0: Initial version

3 The macro

3.1 General usage

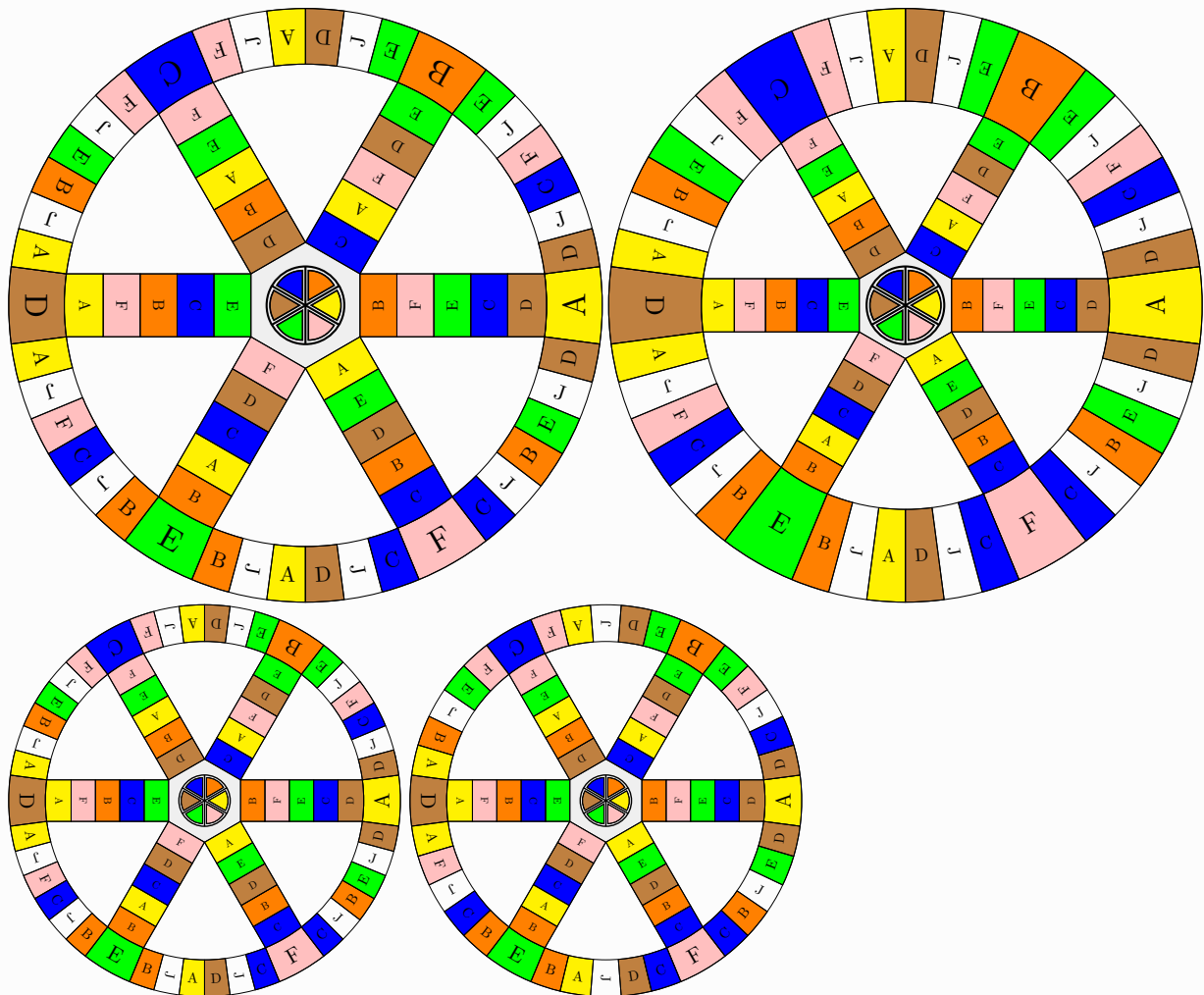
The code draw the board, with optional logos.

All the available keys are presented in the following paragraph, but concerning the dimensions, *general* are proposed by default, but it is however possible to modify them:

- either explicitly by the keys `[Radius=]` and `[BorderHeight=]`;
- or by specifying a particular unit using the `[Unit=]` key, in which case the general shape of the board will be preserved !

```
\BoardTrivialPursuit[Unit=0.5]
%
\BoardTrivialPursuit[Radius=4,BorderHeight=1.25] %beware of the rendering...

\BoardTrivialPursuit[Unit=0.33]
%
\BoardTrivialPursuit[Unit=0.33,ShortVersion]
```

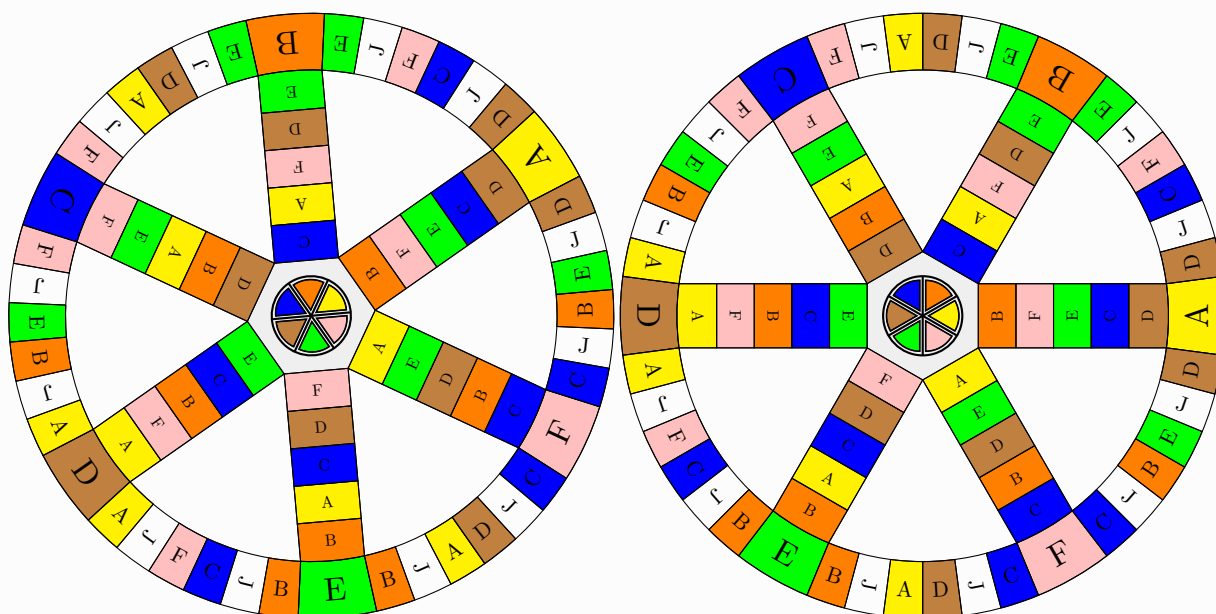


3.2 Keys and options

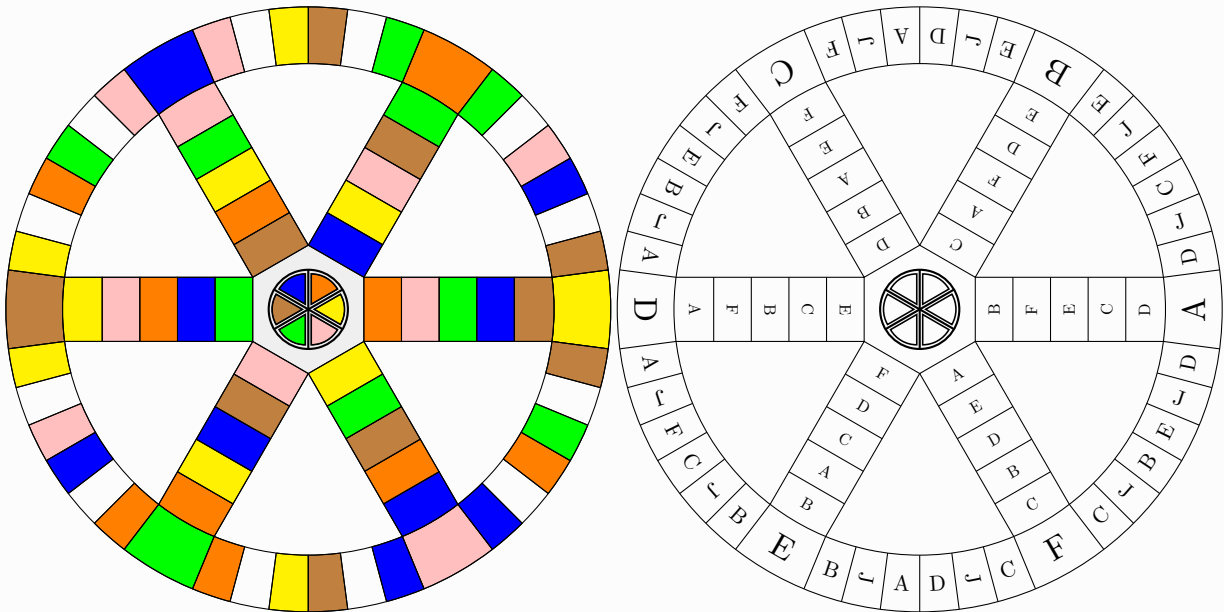
Available keys are:

- **Radius**:= radius of the board (in unit), and **8** by default;
- **BorderHeight**:= height of ext cells, and **1.5** by default;
- **ListColors**:= colors of the categories,
and **yellow,orange,blue,brown,green,pink** by default;
- **ListIcons**:= icons of categories,
\faArchway,\faTableTennis,\faUmbrellaBeach,\faGuitar,\faTree,\faMusic by default;
- **Icons**:= boolean for display icons, and **true** by default;
- **Center**:= boolean for filling central hexagon, and **true** by default;
- **ColorCenter**:= color of central hexagon, and **lightgray!25** by default;
- **Colors**:= boolean for printing colors, and **true** by default;
- **Logo**:= boolean for displaying logo at the center, and **true** by default;
- **Jokers**:= boolean for printing jokers, and **true** by default;
- **IconJoker**:= icon for joker, and **\faDice** by default;
- **Blank**:= boolean for an empty board, and **false** by default;
- **Unit**:= to precis an unit (better than a scale !), and **1** by default;
- **Thickness**:= thickness of the borders, and **0.8pt** by default;
- **Rotation**:= possible rotation of the board, and **0** by default;
- **ShortVersion**:= use 5 cells instead 6 between 'big cells', and **false** by default.

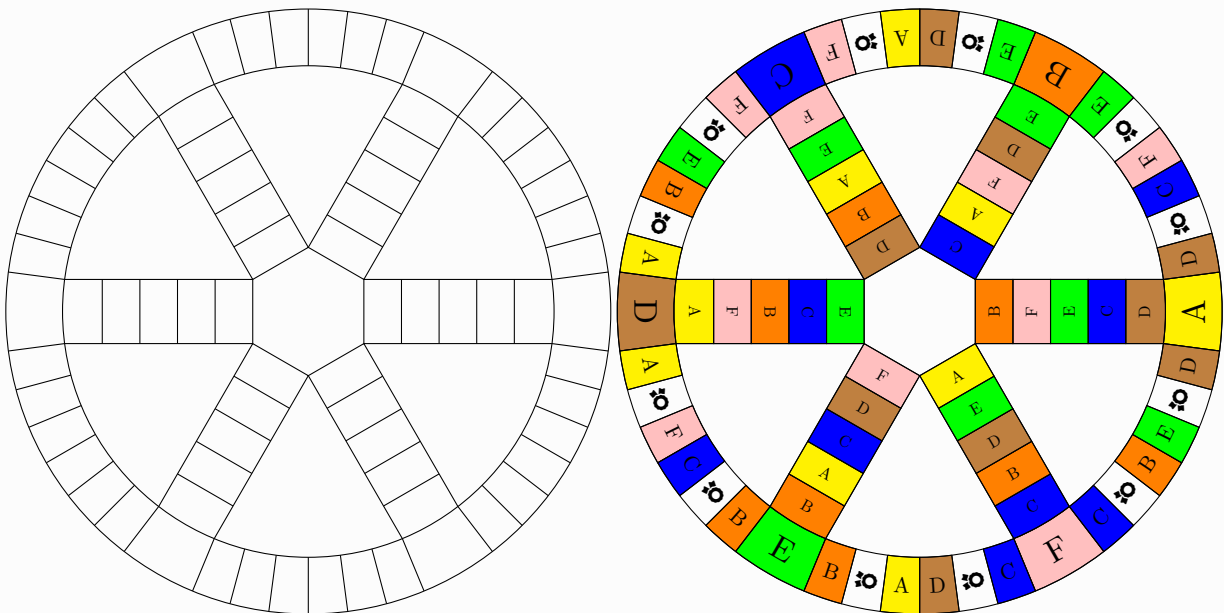
```
\BoardTrivialPursuit[Rotation=35,Unit=0.5]  
\BoardTrivialPursuit[Unit=0.5]
```



```
\BoardTrivialPursuit[Unit=0.5,Icons=false]
\BoardTrivialPursuit[Unit=0.5,Colors=false]
```



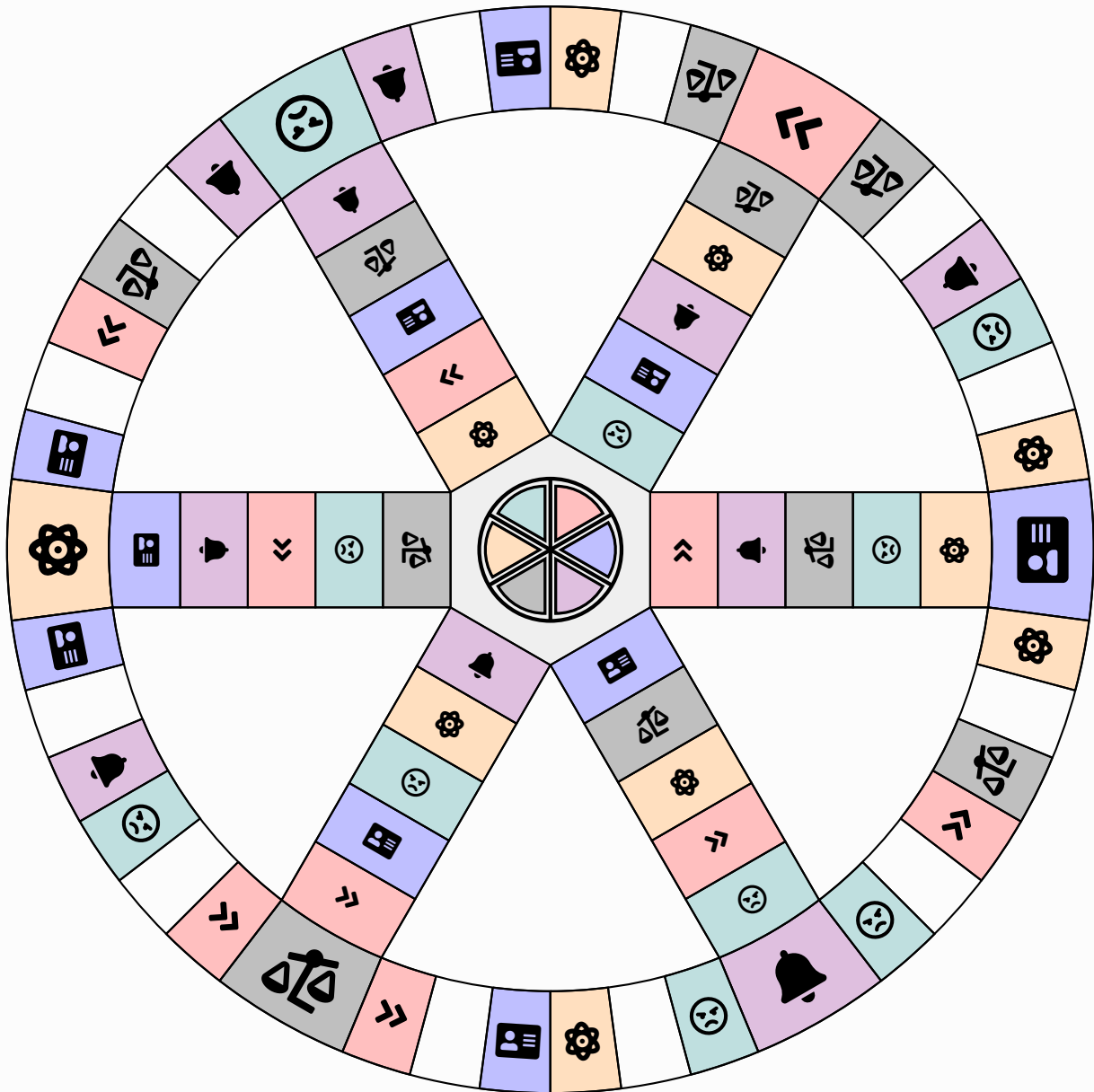
```
\BoardTrivialPursuit[Unit=0.5,Blank]
\BoardTrivialPursuit[Unit=0.5,Logo=false,Center=false,IconJoker=\faAward]
```



```

\BoardTrivialPursuit[%
  Jokers=false,%
  ListColors={%
    blue!25,red!25,teal!25,orange!25,gray!50,violet!25},%
  ListIcons={
    \faAddressCard,\faAngleDoubleRight,\faAngry[regular],%
    \faAtom,\faBalanceScaleLeft,\faBell}
]

```

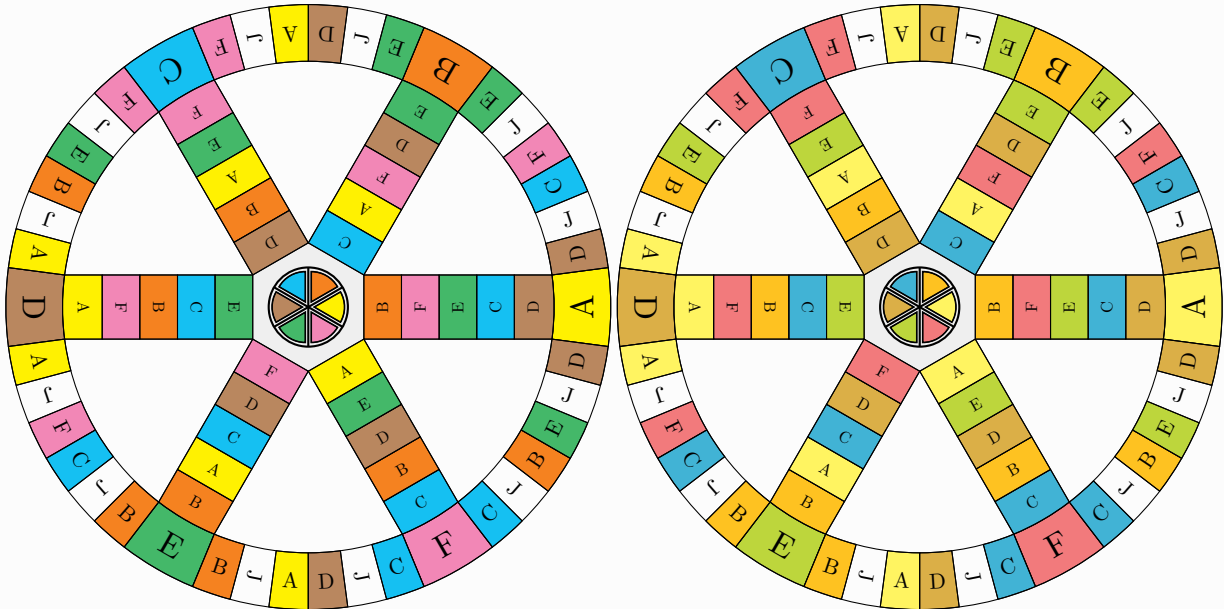


3.3 Schemes of colors, predefined fa icons

In addition (on a suggestion from quark67), two color styles have been defined internally:

```
\TPColorsA
\TPColorsB
```

```
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsA]
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsB]
```



```
\categorivialpursuit
```


\BoardTrivialPursuit%

[ListIcons=\categorivialpursuit,ListColors=\TPColorsB,IconJoker=\faDice]

