Why split a project?

Before version 0.16, files created with Typesetter were saved with the .typ extension.

With a large number of images and pages, this led to continuous RAM usage during operation, eventually exhausting the swap space and causing the program to crash. For example, 64 GB of RAM was sometimes insufficient, resulting in unbearably slow performance.

By installing version 0.16 as a Flatpak, users are forced to adapt their workflow. See the following recommendation. The significant advantage is that less RAM is used, leading to increased system speed.

Schematic Structure of a Project

- Select or create a folder
- Move/copy all required images to the subfolder “Images (assets)”
- Create a new project
- Create a preamble
- Import the desired programs from Universe
- Divide the project, e.g., “Chapter”
- Enter the outline below the preamble as follows:

//#include “Chapter 1.type”

//#include “Chapter 2.type” …; – The // will be removed later.

- Save the project. It’s best to start the name with 0 so that the main part appears at the top in the Navigator.
- Typsetter saves with the .typz extension (archive).
- Restart the project
- In the Navigator, select the “files” tab, click +, and choose “New Content File”. Enter the name as above, starting with “Chapter 1”. The .type extension will be added automatically. - Continue with the other chapters.
- Close and reopen the Navigator. In the Navigator, open the desired chapter. In the left-hand field that opens, enter the text containing the necessary functions/commands.
- Re-enter any imports from Universe here, if necessary.
- Repeat these steps for all chapters.
- In the Navigator, select “main” and remove the “//”.

Clicking a heading or text passage in the right-hand field under “main” opens the corresponding chapter in the left-hand field. The entries on the left are displayed in the preview on the right.

Example