The \texttt{euflag} \LaTeX\ 2\epsilon package*

European Union Flag

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Summary

This package implements a single command \texttt{euflag} which reproduces the official flag of the European Union (EU) using just the built-in \texttt{picture} environment, with the \texttt{xcolor} and \texttt{graphicx} packages and the \texttt{amssymb} font.

The flag is reproduced at 1em high based on the current font size, so it can be scaled arbitrarily by changing the font size (see examples in the table on page 5).

*This document corresponds to \texttt{euflag} v.0.4β, dated 2019/02/02.
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Latest changes

v.0.4 (2019-02-02)

Changed the star

- Changed from the bbding \FiveStar to the amssymb \bigstar command.

v.0.3 (2019-02-02)

Mods to ClassPack

- Added switch in db2dtx.xsl to detect the use of a package in its own documentation (as here) and code around the \PassOptionsToPackage for svgnames on xcolor, which was causing an Option Clash error.

v.0.2 (2019-02-01)

Works in table cells

- Fixed bug (a \vfill) that was crashing (well, locking up) \LaTeX when \euflag was used in a table cell.

v.0.1 (2019-01-31)

First version

- Simple picture mode is all that is needed, plus a decent star.

See p. 19 for details of earlier changes.
1 Background

This package provides a command \euflag for reproducing the flag of the European Union. It follows exactly the official specification. The EU’s web site says:

The European flag symbolises both the European Union and, more broadly, the identity and unity of Europe.

It features a circle of 12 gold stars on a blue background. They stand for the ideals of unity, solidarity and harmony among the peoples of Europe.

The number of stars has nothing to do with the number of member countries, though the circle is a symbol of unity.

History of the European flag

The history of the flag goes back to 1955. The Council of Europe — which defends human rights and promotes European culture — chose the present design for its own use. In the years that followed, it encouraged the emerging European institutions to adopt the same flag.

In 1983, the European Parliament decided that the Communities’ flag should be that used by the Council of Europe. In 1985, it was adopted by all EU leaders as the official emblem of the European Communities, later to become the European Union. In addition, all European institutions now have their own emblems.

The \euflag command provides a simple way to use the flag in any \LaTeX document. Details of construction and spacing are taken from the official specification in http://publications.europa.eu/code/en/en-5000100.htm
2 Usage

The flag is reproduced at 1em high, with the bottom edge at the current baseline like this: using the \euflag command.

The font size of the enclosing environment can be changed to make the flag appear at any size. In the examples below, the code and the flags are in \texttt{m}-type cells (middle-vertical-align, using the \texttt{array} package), so their apparent baselines differ.

\begin{itemize}
  \item \tiny\euflag
  \item \scriptsize\euflag
  \item \footnotesize\euflag
  \item \small\euflag
  \item \normalsize\euflag
  \item \large\euflag
  \item \Large\euflag
  \item \LARGE\euflag
  \item \huge\euflag
  \item \fontsize{64}{72}\selectfont\euflag
  \item \fontsize{128}{0}\selectfont\euflag
\end{itemize}

To move the flag down so that the bottom star’s baseline becomes the flag’s baseline, use the \texttt{\raisebox} command to lower the flag by \( \frac{1}{6}\text{em} \): \( \raisebox{-0.167\text{em}}{\euflag} \)
3 Implementation

3.1 Auto-initialisation

This section is added automatically by ClassPack as a preamble to all classes and style packages. The fixltex2e package is no longer preloaded, as its features are now a part of the latest L\TeX{} kernel.

The code starts with identity and requirements which are generated automatically as needed by the Doc\TeX{} system. For details see the \texttt{tbdoc} package documentation.

\begin{verbatim}
\NeedsTeXFormat{LaTeX2e}[2016/02/01]
\ProvidesPackage{euflag}[2019/02/02 v0.4 \European Union Flag]
\end{verbatim}

\texttt{svgnames} Pass the \texttt{svgnames} option to the \texttt{xcolor} package if that gets loaded later. This avoids a conflict with any other packages (eg \texttt{hyperref}) which use their own default is when they load \texttt{xcolor}.

However, we have to make an exception in this case because the package is used in its own documentation, which would cause a duplicate \texttt{\PassOptionsToPackage}, so we code around it by testing the current package name against the job name of the calling .\texttt{dtx} file — if they are the same, then this is the case in point, and the \texttt{\PassOptionsToPackage} command is not executed; otherwise it is OK to do so.

\begin{verbatim}
4 \def\CPK@thispackage{euflag}
5 \edef\CPK@thispackage{\meaning\CPK@thispackage}
6 \edef\CPK@thisjob{\jobname}
7 \edef\CPK@thisjob{\meaning\CPK@thisjob}
8 \ifx\CPK@thispackage\CPK@thisjob
9 \message{Option svgnames not being passed to package xcolor}
10 \else
11 \message{Option svgnames not being passed to package xcolor}
12 \PassOptionsToPackage{svgnames}{xcolor}
13 \fi
\end{verbatim}

Thanks to zeroth at https://tex.stackexchange.com/questions/44499/
how-to-test-jobname-compilation-option-within-latex-file/54895 for this switch.

### 3.2 Packages required for the package

**xcolor** Provide color.

```latex
\RequirePackage[svgnames]{xcolor}
\@ifundefined{T}{% \newcommand{\T}[2]{{\fontencoding{T1}\selectfont#2}}}{}%
```

There seems to be a bug in the T1 encoding of some package (unidentified, but possibly `xcolor`) which uses the command `\T1`, which is an impossibility (no digits allowed in command names). So we fake it here to stop `\LaTeX` complaining, by dropping the first argument on the floor.

**graphicx** Provide for graphics (PNG, JPG, or PDF format (only) for pdflatex; EPS format (only) for standard `\LaTeX`).

```latex
\RequirePackage{graphicx}
```

**amssymb** Provide for the American Mathematical Society’s symbols (see their documentation for details).

```latex
\RequirePackage{amssymb}
```

### 3.3 Changes to package defaults

The only changes are to implement the blue and yellow according to the specification. Note that exact Pantone® colour codes are not available, so the HTML values used on the EU web site are used here. The CMYK values are commented out in the code; they are available for users to test.

**PantoneReflexBlue** As specified.

```latex
\definecolor{PantoneReflexBlue}{HTML}{003399}
% \definecolor{PantoneReflexBlue}{cmyk}{1.00,.67,0,.40}
```

**PantoneYellow** As specified.

```latex
\definecolor{PantoneYellow}{HTML}{FFCC00}
```
We could have just used the Yellow from the xcolor package, but it was felt better to be explicit.

### 3.4 The flag

We now use the \bigstar command from the amssymb package (earlier versions used the \FiveStar command from the bbd ding package, but that did not reliably scale beyond about 100pt).

\newcommand{\eustar}{\scalebox{0.1}{\ensuremath{\bigstar}}}  

This is the only slightly uncertain part of the implementation: the specification calls for the star to be $\frac{1}{18}$ of the height of the flag, but \LaTeX only has access to the bounding-box of the glyph. The value of 0.1 given here is therefore experimental and subject to change in future in the light of feedback.

The command itself is a blue \colorbox containing the stars set at the clock-points of a circle in a \LaTeX picture environment.

\newcommand{\euflag}{%   
  \fboxsep0pt   
  \colorbox{PantoneReflexBlue}{%   
    \vbox to1em{%   
      \hsize1.5em   
      \parskip0pt   
      \parindent0pt   
      \centering   
      \color{PantoneYellow}   
    }%   
  }%   
}

The rectangle itself is formed from a \vbox 1em high and 1.5em wide. The paragraph skip and indent are zeroed to avoid unwanted space, and the content is centered and made yellow.
For the picture environment, set the unit to 1em and then divide it by 18. This enables us conveniently to use six units for the axes behind the circle of stars, because the specification says it must have a radius of $\frac{1}{3}$ of the height (ie $\frac{6}{18}$). The positioning argument was found by trial and error.

\setlength{\unitlength}{1em}
\divide\unitlength by18
\begin{picture}(6,6)(-2,3.5)

The positioning of the individual stars was found with simple trigonometry. It would have been possible to construct this from a loop cycling through the 12 positions, but it is simpler to do it like this.

\put(6,0){\eustar}
\put(5.196,3){\eustar}
\put(3,5.196){\eustar}
\put(0,6){\eustar}
\put(-3,5.196){\eustar}
\put(-5.196,3){\eustar}
\put(-6,0){\eustar}
\put(-5.196,-3){\eustar}
\put(-3,-5.196){\eustar}
\put(0,-6){\eustar}
\put(3,-5.196){\eustar}
\put(5.196,-3){\eustar}

Finally, close off the picture environment, and close the containing \vbox and other containers.

\end{picture} 
\end{vbox} 
\end{colorbox} 
\end{environment} 
\end{command}

That’s it. Any problems, mail me.
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   (a) If it is being maintained, then ask the Current Maintainer to update their communication data within one month.
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and authors intending to distribute their works under any license are encouraged to
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```text
%% pig.dtx
%% Copyright 2005 M. Y. Name
%%
%% This work may be distributed and/or modified under the
%% conditions of the LaTeX Project Public License, either version 1.3
%% of this license or (at your option) any later version.
%% The latest version of this license is in
%% http://www.latex-project.org/lppl.txt
```
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```latex
%% This work consists of all files listed in manifest.txt.
```

in that place. In the absence of an unequivocal list it might be impossible for the licensee to determine what is considered by you to comprise the Work and, in such a
case, the licensee would be entitled to make reasonable conjectures as to which files comprise the Work.
Change History

v0.1
General: First version: Simple picture mode is all that is needed, plus a decent star. . . . . . . . . . . . 1

v0.2
General: Works in table cells: Fixed bug (a vfill) that was crashing (well, locking up) \LaTeX when eu-flag was used in a table cell. . . . 1

v0.3
General: Mods to ClassPack: Added switch in db2dtx.xsl to detect the use of a package in its own documentation (as here) and code around the PassOptionsTo-Package for svgnames on xcolor, which was causing an Option Clash error. . . . . . . . . . . . . . . 1

v0.4
General: Changed the star: Changed from the bbdingFiveStar to the amssymbbigstar command. . . . 1
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