

# Creating slides in ConTeXt

ConTeXt user

ConTeXt Interactive Tutorial

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# First Slide

## ■ First bullet

Avoid using too many bullets. It is better to use paragraphs.

- ▶ Especially nested bullet lists
- ▶ That make it hard to understand the main point

## ■ Second bullet

Nonetheless sometimes you are stuck at using bullets. In such cases, make sure that the bullets look nice.

# Sample Slide

Thus, I came to the conclusion that the designer of a new system must not only be the implementer and first large-scale user; the designer should also write the first user manual.

The separation of any of these four components would have hurt  $\TeX$  significantly. If I had not participated fully in all these activities, literally hundreds of improvements would never have been made, because I would never have thought of them or perceived why they were important.

But a system cannot be successful if it is too strongly influenced by a single person. Once the initial design is complete and fairly robust, the real test begins as people with many different viewpoints undertake their own experiments.

# Some math

Here is an example with display math with a long line preceeding it

$$f(x) = a_i x^i$$

and a long line following the display math.