Document begins with some initial text.

1 First Section

Here is some initial text before the shaded box.

Theorem 1.1 This is the text to be shaded.

This is some text after the first shade. It is separated from the environments by a blank line; that is all handled as usual in LAT_FX.

Corollary 1.2 This is more text to be shaded. It is numbered with the same counter as the environment above.

Multiple paragraphs will be handled with the usual paragraph indentation, unless of course the user asks for a different paragraph indentation inside the environment.

This is not separated from the prior environment by a blank line and so I don't expect a new paragraph. This shows that the default is for the shaded areas have the usual text size so that shading sticks out into the margin. This is the shadethm option *bodymargin*. The behavior of having the shading end at the margin (so the words do not take up the full text width) comes from the option *shademargin*, invoked with \usepackage[shademargin]{shadethm}.

Theorem 1.3 More text. This time not set in shade, but it is still numbered in the same sequence.

A bit more.

Comment 1.1 More text. This time neither set in shade, nor numbered in the same sequence.

2 A New Section

Section preamble.

Theorem 2.1 This theorem is shaded and the number has been reset by the section.

Remark 2.2 And a closing remark

Finishing text.

3 A Test of Colors

This section shows how you can fool around to see some of you own colors.

Material before the theorem.

Theorem 3.1 This is a theorem set in the cmyk color .10,.10,0,0, surrounded with a borderline set in the cmyk color .75,.75,0,.5. Note, for instance, that shades darken on overheads, so test your colors where you will use them.

Material before the theorem.

Theorem 3.2 This is a theorem set in the cmyk color .04,.04,0,.10, surrounded with a borderline set in the cmyk color .99,0,0.52,0.70. Note, for instance, that shades darken on overheads, so test your colors where you will use them.

Material before the theorem.

Theorem 3.3 This is a theorem set in the cmyk color 0,.13,.11,0, surrounded with a borderline set in the cmyk color 0,0.88,0.85,0.35. Note, for instance, that shades darken on overheads, so test your colors where you will use them.

The prior theorem illustrates what happens if you use the option *colored*, as supplied in the file colored.sth, except that the supplied file has the color stick out into the margin.

One more supplied option is *shadein* where each shaded theorem is indented, like a LAT_FX quotation.

Enjoy! –*Jim Hefferon*