Introduction to LATEX: local information

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http://web.mat.bham.ac.uk/R.W.Kaye/latex/.

Logging on from room 304

There are several 'X-terminals' in 304. I recommend you log on to fourier, babbage or ugs2, depending on where you have an account.

When you have logged on, you will need to have a 'command tool', 'terminal', or 'console' window open. If you haven't already got one, you can get one by pressing and holding the right mouse button on some empty workspace, selecting programs, moving the mouse right, and then selecting 'command tool' (or 'terminal', or 'console'), and then releasing the mouse button.

Running I₄T_EX

Your first task will be to get used to the $Edit-IAT_EX-View$ cycle. You will find material for this course from the web page

http://web.mat.bham.ac.uk/R.W.Kaye/latex/

Beginners to either LATEX or the suns or both are recommended to start by going to 'Session 1' and working through the small2e example. Do not print out small2e.tex until you have changed it in some way which will be recognizable as your output and not someone else's! (For example, add your name somewhere in the text.)

Viewing dvi files

To view dvi files on the suns, use the xdvi command. For example, to view small2e.dvi you should type

```
xdvi small2e &
```

in the command tool or console window. A table later on in this document lists some of the key-presses that you will find useful for xdvi.

Printing dvi files

To print dvi files in room 304, use the dvips command. For example, to view small2e.dvi you should type

```
dvips -PLsp small2e
```

in the command tool or console window. (The -PLsp option tells dvips to print to the printer in room 304.)

For the remaining sessions...

Please bring with you some mathematics of the sort you do, or expect to have to type up. This could be a text book, a paper, or some work of your own. Start to experiment with typing it up. We will discuss any difficulties that arise and which of the huge number of LATEX packages that are available can help you.

xdvi recognizes the following keystrokes when typed in its window. Each may optionally be preceded by a (positive or negative) number, whose interpretation will depend on the particular keystroke. Also, the 'Home', 'Prior', 'Next', and arrow cursor keys are synonyms for '^', 'b', 'f', 'l', 'r', 'u', and 'd' keys, respectively.

- **q** Quits the program. Control-C and control-D will do this, too.
- **n** Moves to the next page (or to the nth next page if a number is given). Synonyms are 'f', Space, Return, and Line Feed.
- **p** Moves to the previous page (or back n pages). Synonyms are 'b', control-H, and Delete.
- **g** Moves to the page with the given number. Initially, the first page is assumed to be page number 1, but this can be changed with the 'P' keystroke, below. If no page number is given, then it goes to the last page.
- **P** "This is page number n." This can be used to make the 'g' keystroke refer to actual page numbers instead of absolute page numbers.
- **Control-L** Redisplays the current page. (Useful when you have re-LATEXed a document and want to see the results.)
- ^ Move to the "home" position of the page. This is normally the upper left-hand corner of the page.
- **u** Moves up two thirds of a windowfull.
- **d** Moves down two thirds of a windowfull.
- 1 Moves left two thirds of a windowfull.
- **r** Moves right two thirds of a windowfull.
- **c** Moves the page so that the point currently beneath the cursor is moved to the middle of the window. It also (gasp!) warps the cursor to the same place.
- **R** Forces the dvi file to be reread. This allows you to preview many versions of the same file while running xdvi only once.
- **x** Toggles expert mode (in which the buttons do not appear).