Getting Started

Introduction

- LATEX is not a WYSIWYG system. That means, it is **not** "what you see is what you get". Microsoft word *is* a WYSIWYG system.
- With LATEX, you begin by writing a text file (in WinEdt). Other than spaces, you will only ever use the following characters:

```
a b c d e f g h i j k l m n o p q r s t u v w x y z

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

0 1 2 3 4 5 6 7 8 9

! " # $ \% & ' ' ( ) * + , - . / :

; < = > ? @ [ \ ] ^ _ { | } ~
```

- In this tutorial, we'll be writing an example of a LATEX input or text file using (some of) these characters. The file name you will produce has two parts. The first part is the base name or first name (Diller 1999, p. 7), the second part is the file extension. The file you will create is called practice.tex with practice being the first name and .tex being the file extension.
- Now, open WinEdt, and type the following:

\documentclass[11pt]{article}
\title{My Day at the Department}
\author{Arthur Spirling}
\begin{document}
\maketitle

\noindent This is an abridged account of a day I spent in the department just before Christmas. Early in the morning, $Tu=\{g\}$ ba $G''\{u\}$ ven\c{c} came by for a chat. She was my math teacher, so I asked her a few questions: ''Tugba", I said, ''how do I calculate $\frac{\pi }{\pi }$ for this week's homework?". She was unimpressed——now seemingly in a rush——and told to me to check Simon \& Blume (pages 345—352) for an answer.

Later in the day, Prof.\ Duggan dropped by to ask me about my earlier enquiries. He said that, in future, I should ask \textit{him} directly about partial derivatives since then he could gauge the average level of the class's knowledge and how 'effective' his teaching had been. 'Right-ho, chief!", I chimed.

\end{document}

- note that some words are coming up in red. This is because WinEdt doesn't think they are spelt correctly. To check spelling, right click on them
- note that the symbol you need to produce ' is on the top left of your keyboard, just below the Escape key, and to the left of the 1 key. It shares a key with the " (called a tilde).

I've finished writing, what next?

- Now you need to run LaTeX on the file. To do this, look on the tool bar at the top of the screen for a 'button' with the word LaTeX on it. It is below the word "Accessories" and between a picture of a bear's head, and the word TeX. Click it once.
- Now WinEdt will show you a 'save as' box. It cannot run IATEX until it knows what to call your file (running IATEX actually saves a copy of your file in its current form). Call the document practice. Note that the "save as type" already says TeX: don't change that bit! Click 'Save'.
- Now, a black box with writing will appear and some lines of words and symbols in white will scroll. When it says Press any key to continue..., press any key.
- Now we want to see how what we have written looks. We press the button with the letters DVI and a picture of a magnifying glass on it (by the LATEX button). Either of the buttons (with or without a green arrow) is fine. Depending on which you choose, you may need to press the button again.
- It looks nice, doesn't it? Minimize the DVI window, and you should be looking at your .tex file again. Alternatively, you can set the size of your WinEdt window so it is on the left of your screen, whilst your DVI window can be sized so that it is on the right (personally, I find this leaves me a bit cramped).

Understanding LaTeX Commands

- LATEX has ten special characters: # \$ % & \ ^ _ { } { } ~
- the character % tells LATEX that everything after it on that line is a comment. Everything between the character % and the next end-of-line character will not appear on the final document produced by LATEX .
- the characters { and } are for grouping. They must always be matched. If you put the cursor on one in WinEdt, it will turn yellow if the left brace is matching something on the right, and green if the right brace

- is matching something on the left. If the brace doesn't seem to match anything, WinEdt turns the cursor red.
- the backslash, \ begins every IATEX command. Examples in the document you have produced today include \noindent which told IATEX not to indent the line of the paragraph and \textit which told IATEX to write the words in the braces in italics.
- \bullet note that LATEX is CaSe SeNSiTIvE.
- LATEX treats any number of spaces as a *single* space. In my WinEdt file, I put five spaces between 'of' and 'spaces' in the previous sentence, but it makes no difference to how it looks.
- we will go over the use of the other special characters in due course: what do you think \$ does?
- if you want to write—in text— the symbols #, %, \$, { and }, you need to use a backslash before the symbol. So to get #, I wrote \#. This is also true of &: not because it is 'special' like the other characters, but because it tells LATEX something about math if you write it without a backslash (we'll come to that later).

Environments

- in our practice today, we used the document environment. The command \begin{document} was used to open the document environment and \end{document} was used to close it. Actually, the document environment is unusual because only one instance of it can occur in any one file (and it is necessary if you want to write anything).
- usually, several instances of an environment can be in a file, or can be nested within other environments. At the moment, I am writing in the itemize environment.

Structure of an Input File

• Generally speaking, you cannot run LATEX on a document unless you have provided an \end{} command for every environment you have begun. So, when you want to write a document, and you want to check how it looks before you finish, make sure you have \documentclass{article}, followed by \begin{document}, followed by your text and math, followed by \end{document} somewhere down the page (nothing you write after \end{document} will be read by LATEX).

• go back and look at the start of the document you wrote in WinEdt. It looks like this:

```
\documentclass[11pt]{article}
\title{My Day at the Department}
\author{Arthur Spirling}
\begin{document}
\maketitle
\noindent
```

- the first command here is \documentclass[11pt]{article}. This means that LATEX will use the article document class. There are other classes, like report, book, letter and slides, but you won't be learning them in this course.
- in the first command in the document we have written, the 11pt option has been chosen; the default is 10pt and if you leave out the square brackets all together, that is what will be chosen.
- the part of the file that occurs between the \documentclass command and the actual start of your document is called the *preamble*. In the case of practice.tex, the preamble contains two 'declarations':

```
\title{My Day at the Department}
\author{Arthur Spirling}
```

The first command tells IATEX what the title of the article will be, and the second tells it that Arthur Spirling is the author. The actual title (and the date) are produced by typing the \maketitle command that occurs within the document environment.

- If you don't want a date in your article, use \date{} with nothing in the braces. If you recompile your LATEX at a later date, LATEX will automatically alter the date to the newer one.
- in fact, you don't have to use these preamble commands at all if you don't want to. For example, an alternative way to write the start of the document here is:

```
\documentclass[11pt]{article}
\begin{document}
\begin{center} \LARGE{My Day at the Department}\end{center}
\noindent
which gives:
```

My Day at the Department

Modes

The LaTeX files you will process will be in one of two modes: paragraph or math. Paragraph mode is for ordinary text. To begin a new paragraph, leave a blank line in the input file. If you want a math formula in the text use dollar signs: $x+y+5=\alpha$ gives you $x+y+5=\alpha$. If you want math to be displayed, use \[at the start, and \] at the end. So, \[y-2x=z\] will give you

$$y - 2x = z$$
.

We'll be doing a lot more on math mode in the coming tutorials.

It isn't working- it's broken and I hate it!

- yes it is, no it isn't, no you don't
- people make coding mistakes (I make a lot) and LATEX sometimes can't understand you. Don't forget it is a language, and languages have rules!

Common Errors

A common error is to incorrectly input the name of a command. For example, go back to your practice file and change \textit{him} to \textit{him}. If you do this, when you run IATEX , it will give you a bunch of white writing followed by something like:

Document Class: article 2003/02/14 v1.3p Standard LaTeX document class

(/UR/PSC/star/tex/inputs/latex2e/base/size11.clo))(practice.aux)

! Undefined control sequence

```
1.14 \texit ?
```

If you type h in response to this, LATEX (may) be able to give you a bit more information about what went wrong. In this case it will tell you the control message is not def'ed by which it means 'defined'. It is telling you it doesn't know what that command means. What you do then is as follows:

- take note of the error and the line it occurs on (1.14 means line 14 above)
- close the LATEX window
- correct the error

- run LATEX again
- repeat these steps till all errors are dealt with and the box gives you the press any key to continue... prompt

Another very common error is **to miss a closing brace**. So, if you write \begin{document without the final brace }, LATEX won't be happy. The error message will have the words

runaway argument?

somewhere. But, again, it will tell you where the (that) error is on your input file. Make sure that you **close math modes** in the right way! That is, make sure your dollar signs and \[and \] match. If they don't, IATEX will let you know

Missing a backslash before special characters that you want it text will upset LATEX too. For example, try typing & in your input file where you have previous written \&. Now type h in response to the error. Now correct the error as is required before LATEX is willing to run again.

• try and be patient: in a short period of time, you will make fewer errors and know immediately how to correct those you do make.