

# Bijlage 15

## Visual T<sub>E</sub>X 5.10 for MS-Windows

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### abstract

MicroPress's Visual T<sub>E</sub>X is a complete T<sub>E</sub>X implementation for MS-DOS and all flavors of MS-Windows. The Windows version is reviewed here. It supports several interesting features that go beyond standard T<sub>E</sub>X, such as outline fonts and conversion to HTML.

### keywords

T<sub>E</sub>X implementation, Visual T<sub>E</sub>X, V<sub>T</sub>E<sub>X</sub>, MS-Windows, HTML

## Introduction

MicroPress's Visual T<sub>E</sub>X 5.10 ('V<sub>T</sub>E<sub>X</sub>' for short) is a complete T<sub>E</sub>X implementation that includes T<sub>E</sub>X, Metafont, BibT<sub>E</sub>X and MakeIndex. A few more utilities are available that enable special features.

To quote the extensive online help file: "On the low end, basic V<sub>T</sub>E<sub>X</sub> package is a small no-frills implementation intended for smaller and older machines. Basic V<sub>T</sub>E<sub>X</sub> can be run on 512k machines without hard drive. Basic V<sub>T</sub>E<sub>X</sub> is the only version of V<sub>T</sub>E<sub>X</sub> that can be run on 8086- and 80286-class computers. Basic V<sub>T</sub>E<sub>X</sub> package is frozen at the version 3.5 and will not be further enhanced. This version of the software is not described in the manual.

V<sub>T</sub>E<sub>X</sub>386 is a 32-bit protected mode implementation of V<sub>T</sub>E<sub>X</sub> for DOS. While the V<sub>T</sub>E<sub>X</sub>386 interface is similar to the basic V<sub>T</sub>E<sub>X</sub>, it offers much greater capacity and speed. Furthermore, it does away with some limitations inherent in 16-bit programs.

V<sub>T</sub>E<sub>X</sub>/Win is a 32-bit Windows application. V<sub>T</sub>E<sub>X</sub>/Win includes many capacities not present in DOS versions of the software; perhaps the most important enhancement being the Visual tools."

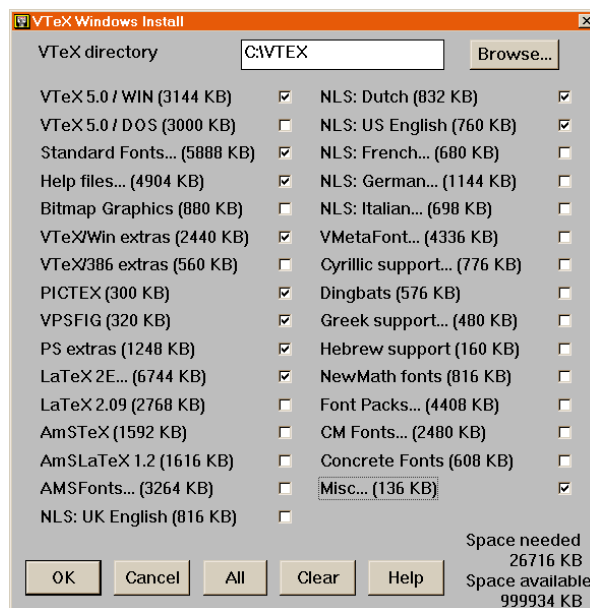
This article is a first impression of the software as it runs on MS-Windows (NT in this case).

## Installation

V<sub>T</sub>E<sub>X</sub> is distributed on diskettes and on cd-rom. The cd-rom that I got was a 'gold' disk that contains no more than 31 megabytes of data. The whole system is packaged in compressed files of 360 kilobytes each, which brings back memories from the old days when everyone used 5.25 inch

'double density' floppy disks that couldn't hold more than 360 kb.

But don't let this packaging method fool you. The software is up-to-date and the Windows version comes with a full-fledged Windows setup program. This program allows you to select which parts of the software you want to install. A typical installation (whatever that is) will require around 30 megabytes, but even if you select all, you need no more than around 60 megabytes. As you select parts you want to install V<sub>T</sub>E<sub>X</sub> will tell you how much space you need. Nice.



Installing V<sub>T</sub>E<sub>X</sub>.

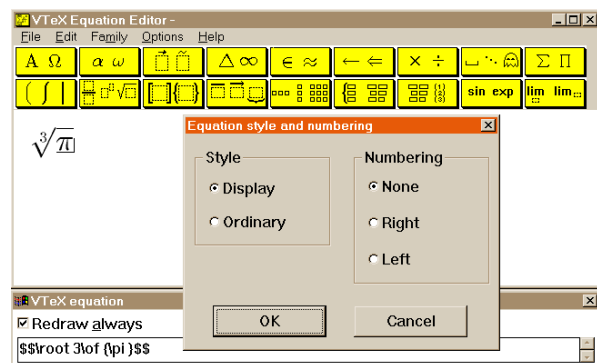
Some of the installation options will not be evident at first. Fortunately the online help information explains them in full detail. You should be able to make a reasonable selection if you read carefully, but if you are new to T<sub>E</sub>X you may well be dazzled by all the choices. In that case it's wise to start with a minimal set and install other parts later if you feel you need them. V<sub>T</sub>E<sub>X</sub>'s installation program can be run again and again to add more and more.

Installation is always done completely on hard disk, so after installation the cd-rom is no longer required. It's not possible to run V<sub>T</sub>E<sub>X</sub> directly from cd-rom, like T<sub>E</sub>X-Live and 4allT<sub>E</sub>X. There is plenty of room left on the cd-rom, so I hope a future version will contain such a 'plug & play' system.

### Special features

When you start V<sub>T</sub>E<sub>X</sub> you will find that it's a fully integrated T<sub>E</sub>X environment in which all standard T<sub>E</sub>X programs can be invoked by pressing a button or selecting them from a menu.

Of course an editor is part of the system. The editor has all the bells and whistles you can expect from a decent programmer's editor. Of course there is 'syntax high-lighting', and the editor can search for a matching brace if you put the cursor on a curly brace. Too bad that this trick doesn't work for '( ) [ ] < > '.



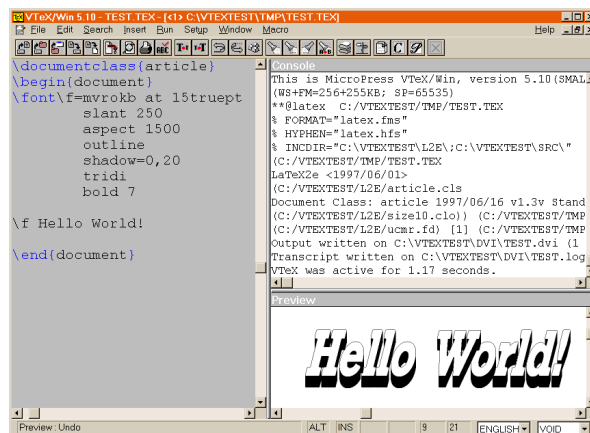
The equation editor.

The editor has a few more features that make it a fine T<sub>E</sub>X user's tool:

- You can start a WYSIWYG equation editor and paste the equation right into your text.
- You can include bitmap pictures for which automatically the correct T<sub>E</sub>X command is inserted (BMP, PCX, JPG, GIF, TIF, TGA and PNG are supported).
- You can include pictures in L<sup>A</sup>T<sub>E</sub>X picture environment format. A simple graphic picture editor is included.
- You can consult the online help file on Plain T<sub>E</sub>X/L<sup>A</sup>T<sub>E</sub>X if you're not certain about specific commands. Unfortunately the L<sup>A</sup>T<sub>E</sub>X part is still based on L<sup>A</sup>T<sub>E</sub>X 2.09, although V<sub>T</sub>E<sub>X</sub> itself fully supports L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.
- You can convert a file written using a specific codepage to another on. If a file is in Latin2 format e.g. it's easy to make it PC850 or ISO8859 (Unicode). There are several other codepage conversions available.
- You can check the spelling of your text. Dictionaries for English (American, I presume), British, German, French, Italian and Dutch can be installed (the Dutch version is still in 'old' spelling, though).

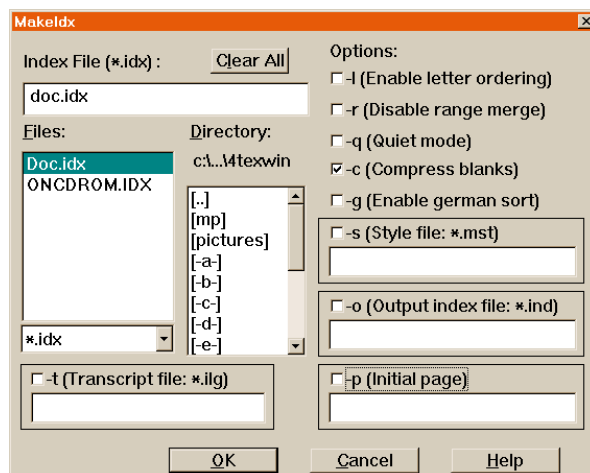
In Visual T<sub>E</sub>X you can easily configure the window in such a way that you have full access to your text, compiler messages and the previewer. This 'topology' idea works rather well, especially if you are developing macros and

need to test a lot. If you are 'only' writing a book, concentrating on content rather than programming, it may be of little use. Nevertheless, it's always convenient to have both a preview and your own text visible.



A possible screen topology that includes editor, T<sub>E</sub>X output messages and DVI preview.

Of course V<sub>T</sub>E<sub>X</sub> also supports BibT<sub>E</sub>X and MakeIndex, tools that are especially popular with L<sup>A</sup>T<sub>E</sub>X users. The MakeIndex menu is a very user friendly system that makes it easy to do more advanced tricks.



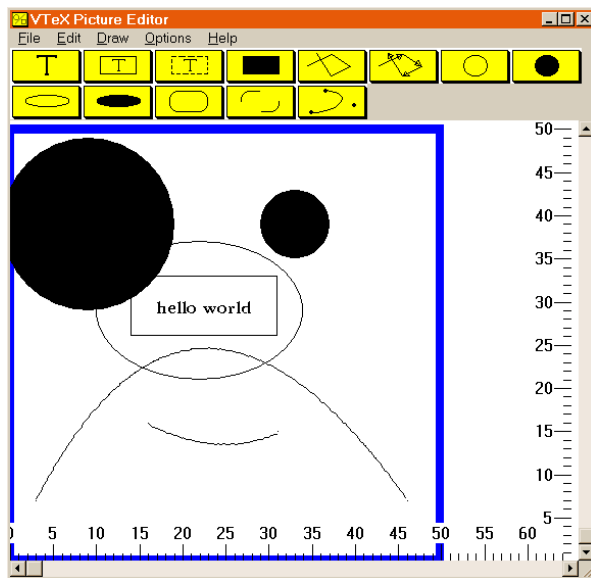
The MakeIndex menu.

In contrast the BibT<sub>E</sub>X menu is rather disappointing. In fact there is no menu. You can select a '.aux' file and then BibT<sub>E</sub>X is started. You can see BibT<sub>E</sub>X's screen messages just like the T<sub>E</sub>X compiler's messages and that's it. No BibT<sub>E</sub>X editor or anything else.

The compiler is not very fast. Compiling the 'L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> Kurzbeschreibung' (49 pages) took 25 seconds, whereas both emT<sub>E</sub>X and Web2c do the job in 10 seconds. A T<sub>E</sub>X

run can be configured and automated in several ways:

- You can specify how many  $\TeX$  runs you want, with or without Bib $\TeX$  and MakeIndex runs;
- You can select ‘normal’, ‘scroll’, ‘non-stop’ or ‘batch’ mode;
- You can enable advanced debugging features. Depending on the level of detail you require the DVI file will grow a lot, but it’s very neat to be able to point to a place on the page in the preview, and then be guided to the correct spot in your text file to start editing. . .
- You can specify which hyphenation patterns you want to use *in runtime*. Unlike standard  $\TeX$   $\text{V}\TeX$  does not depend on hyphenation patterns loaded during ‘ $\text{ini}\TeX$ ’. This approach obviously has advantages. For some reason Dutch hyphenation patterns are not included, so you if you need them you will have to get them from elsewhere.



The picture editor.

## Documentation

$\text{V}\TeX$  comes with about 300 pages of printed documentation. This documentation consists almost entirely of a Plain  $\TeX$  course. The  $\text{V}\TeX$  extensions to standard  $\TeX$  are also covered in the manual. These extensions are mixed with other documentation, so they may be hard to find. E.g., did you know that all  $\text{V}\TeX$  fonts support the Dutch *ij* ligature? That may not be much of an issue, but it would be a pity if you missed the following fancy extensions:

- Gray rules and patterns ( $\backslash\text{gray}$ ,  $\backslash\text{grayl}$ ,  $\backslash\text{grayr}$ ,

$\backslash\text{graypattern}$ );

- Executing external programs from within  $\TeX$  ( $\backslash\text{command}$ ,  $\backslash\text{exec}$ ,  $\backslash\text{errno}$ );
- Extended font attributes (slant, aspect, bold, outline, shadow, fillpattern, reverse, smallcaps);
- Font rotation ( $\backslash\text{sinecos}$ ,  $\backslash\text{sine}$ ,  $\backslash\text{cos}$ ).

The printed documentation does not explain anything about the program itself. This is on purpose. Instead of quickly outdated printed documentation the program comes with truly extensive documentation in online help files.



Online help.

## Conversion to HTML

A new feature in  $\text{V}\TeX$  is direct conversion to HTML. They call it the ‘TeXpider’. Installing this feature is still a bit clumsy, but that will probably soon change. Documentation was not yet available in help files, but a  $\text{L}\TeX$  documentation file and another sample should get you started.

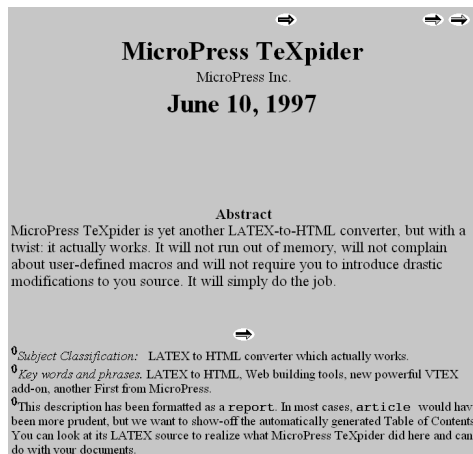
Programs like  $\text{L}\TeX2\text{html}$  try to parse  $\TeX$  code, which is very hard to do and by definition specific to a (subset of a)  $\TeX$  dialect.

A different approach is taken by programs like  $\text{TeX4ht}$  that leave nearly all hard work to  $\TeX$ . They enrich the DVI file with lots of  $\backslash\text{specials}$  that will guide a DVI post-processor in generating HTML.

$\text{V}\TeX$  takes yet another approach: it uses a modified  $\TeX$  compiler that generates HTML directly instead of DVI. This compiler needs a specifically adapted  $\text{L}\TeX$  format. Other formats are not (yet?) supported. An advantage of this approach is speed. Converting any  $\text{L}\TeX$  file to HTML is only slightly slower than a normal compilation. No post-processing is required.

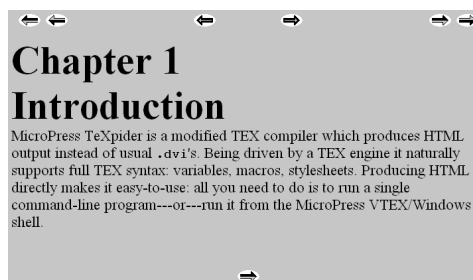
On the next page is a fragment of the TeXpider documentation and how it looks as an HTML page.

```
\maketitle
\begin{abstract}
MicroPress {\TeXspider} is yet another
\LaTeX-to-HTML converter, but with a twist:
it actually works. It will not run out of
memory, will not complain about user-defined
macros and will not require you to introduce
drastic modifications to you source. It will
simply do the job.
\end{abstract}
```



Example of HTML output rendered by Netscape Navigator.

It looks nice, doesn't it? But beware, if you want to change anything in the HTML version you're in for an unpleasant surprise. The HTML code that the TeXpider produces hardly shows anything of the original structure. No `<h1>` commands, not even a `<p>` can be found, whitespace is produced by multiple `<br>`s. The TeXpider produces pure 'visual' markup like in the next fragment:



Example of a section in HTML.

The actual HTML code looks like this:

```
<font face="times" size=4><b>
</div></font></b><font face="times"
size=7><b>Chapter 1 <br>
Introduction<br>
```

```
<a name="introduction"><a name="sec_intro">
</font></b><font face="times"
size=4>MicroPress TeXpider is a
modified TEX compiler which produces HTML
```

This is almost impossible to read, though WWW browsers will have no problem with that. However, if you want search engines to make any sense of your pages you have a problem. But then again maybe you don't if you only want to publish something quickly on the Internet. Fortunately, again, a few HTML editors that I tried understand the code, so editing is still possible, and you can avoid reading the code yourself.

A future version of the TeXpider will also support conversion to Winhelp files.

## Conclusion

V<sub>T</sub>E<sub>X</sub> is a fine environment for using T<sub>E</sub>X on MS-Windows. It has a decent editor, excellent debugging features, some neat extensions to T<sub>E</sub>X, and its integration of editor, previewer and T<sub>E</sub>X console is very well done.

It's a pity that the manual is badly organized, and that the HTML conversion is not as powerful as it might be. V<sub>T</sub>E<sub>X</sub>'s online help should also be updated to support L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>: the current setup is rather confusing to new users.

All in all I think V<sub>T</sub>E<sub>X</sub> is a very powerful tool especially for T<sub>E</sub>X programmers, who will appreciate its flexibility and debugging features. Other T<sub>E</sub>X users may not need all that but they can simply ignore things they don't need. In this case the extra functions don't seem stand in the way of simple tasks. They never should, but in many other programs they do.

## [Response from MicroPress]

While most of the concerns raised in Dr. Frambach's review have been resolved in 6.0 [for example, the online help has been totally reorganized and now covers L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>; the TeXpider is now installed in an obvious fashion], we disagree with the reviewer's position about the importance of reediting the HTML which has been generated by TeXpider. The entire idea of this program has been for producing HTML that best approximates the original document and does not require reediting or testing with different browsers; if the code that has been generated needs correction, it should be done on the source level (very substantial part of the program comes as a macro package), or — when this is not sufficient — by requesting us to add the needed feature. High-level support for "meta" tags falls into the second category [it was indeed a serious omission on our part] and will be added by the time this review is published.