Abstract

HEVEA is a \LaTeX{} to HTML translator. The input language is a fairly complete subset of \LaTeX\,2ε (old \LaTeX{} style is also accepted) and the output language is HTML that is (hopefully) correct with respect to version 5.

HEVEA understands \LaTeX{} macro definitions. Simple user style files are understood with little or no modifications. Furthermore, HEVEA customisation is done by writing \LaTeX{} code.

HEVEA is written in Objective Caml, as many lexers. It is quite fast and flexible. Using HEVEA it is possible to translate large documents such as manuals, books, etc. very quickly. All documents are translated as one single HTML file. Then, the output file can be cut into smaller files, using the companion program HECA.

HEVEA can also be instructed to output plain text or info files.

Information on HEVEA is available at http://hevea.inria.fr/.
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Part A

Tutorial

1 How to get started

Assume that you have a file, a.tex, written in \LaTeX, using the \texttt{article}, \texttt{book} or \texttt{report} style. Then, translation is achieved by issuing the command:

\begin{verbatim}
# hevea a.tex
\end{verbatim}

Probably, you will get some warnings. If \texttt{Hevea} does not crash, just ignore them for the moment (Section 4 explains how to correct errors).

If everything goes fine, this will produce a new file, a.html, which you can visualise through a HTML browser.

If you wish to experiment \texttt{Hevea} on small \LaTeX source fragments, then launch \texttt{Hevea} without arguments. \texttt{Hevea} will read its standard input and print the translation on its standard output. For instance:

\begin{verbatim}
# hevea
$x \in \mathcal{E}$
\end{verbatim}

Incidentally, notice that the symbol “\textasciitilde” translates to the appropriate numerical character reference and that the calligraphic letter “\textit{E}” renders as a red “\textit{E}”. You can find some more elaborate examples\footnote{http://hevea.inria.fr/examples/index.html} in the on-line documentation.

2 Style files

\LaTeX style files are files that are not intended to produce output, but define document layout parameters, commands, environments, etc.

2.1 Standard base styles

The base style of a \LaTeX document is the argument to the \texttt{\documentclass} command (\texttt{\documentstyle} in old style). Normally, the base style of a document defines the structure and appearance of the whole document.

\texttt{Hevea} really knows about two \LaTeX base styles, \texttt{article} and \texttt{book}. Additionally, the \texttt{report} base style is recognized and considered equivalent to \texttt{book} and the \texttt{seminar} base style for making slides is recognized and implemented by small additions on the \texttt{article} style.

Base style \texttt{style} is implemented by an \texttt{Hevea} specific style file \texttt{style.hva}. More precisely, \texttt{Hevea} interprets \texttt{\documentclass\{style\}} by attempting to load the file \texttt{style.hva} (see section C.1.1.1 on where \texttt{Hevea} searches for files). Thus, at the moment, \texttt{Hevea} distribution includes the files, \texttt{article.hva}, \texttt{book.hva}, etc.

2.2 Other base styles

Documents whose base style is not recognized by \texttt{Hevea} can be processed when the unknown base style is a derivation of a recognized base style.

Let us assume that \texttt{doc.tex} uses an exotic base style such as \texttt{acmconf}. Then, typing \texttt{hevea doc.tex} will yield an error, since \texttt{Hevea} cannot find the \texttt{acmconf.hva} file:
This situation is avoided by invoking \texttt{Hevea} with the known base style file \texttt{article.hva} as an extra argument:

```
# hevea article.hva doc.tex
```

The extra argument instructs \texttt{Hevea} to load its \texttt{article.hva} style file before processing \texttt{doc.tex}. It will then ignore the document base style specified by \texttt{\documentclass} (or \texttt{\documentstyle}).

Observe that the fix above works because the \texttt{acmconf} and \texttt{article} base styles look the same to the document (i.e., they define the same macros). More generally, most base styles that are neither \texttt{article} nor \texttt{book} are in fact variations on either two of them. However, such styles usually provide extra macros. If users documents use these macros, then users should also instruct \texttt{Hevea} about them (see section 4.1).

Finally, it is important to notice that renaming a base style file \texttt{style.cls} into \texttt{style.hva} will not work in general. As a matter of fact, base style files are \texttt{TEX} and not \texttt{LaTeX}. \texttt{Hevea} will almost surely fail on \texttt{TEX}-ish input.

### 2.3 Other style files

A \TeX{} document usually loads additional style files, by using the commands \texttt{\input} or \texttt{\usepackage} or \texttt{\input}.

#### 2.3.1 Files loaded with \texttt{\input}

Just like \LaTeX{}, \texttt{Hevea} reacts to the construct \texttt{\input{file}} by loading the file \texttt{file}. (if I got it right, \texttt{Hevea} even follows \TeX{}'s crazy conventions on .tex extensions).

As it is often the case, assume that the document \texttt{doc.tex} has a \texttt{\input{mymacros.tex}} instruction in its preamble, where \texttt{mymacros.tex} gathers custom definitions. Hopefully, only a few macros give rise to trouble: macros that perform fine typesetting or \TeX{}ish macros. Such macros need to be rewritten, using basic \TeX{} constructs (section 4 gives examples of macro-rewriting). The new definitions are best collected in a style file, \texttt{mymacros.hva} for instance. Then, \texttt{doc.tex} is to be translated by issuing the command:

```
# hevea mymacros.hva doc.tex
```

The file \texttt{mymacros.hva} is processed before \texttt{doc.tex} (and thus before \texttt{mymacros.tex}). As a consequence of \texttt{Hevea} behaviour with respect to definition and redefinition (see section B.8.1), the macro definitions in \texttt{mymacros.hva} take precedence over the ones in \texttt{mymacros.tex}, provided the document original definitions (the ones in \texttt{mymacros.tex}) are performed by \texttt{\newcommand} (or \texttt{\newenvironment}).

Another situation is when \texttt{Hevea} fails to process a whole style file. Usually, this means that \texttt{Hevea} crashes on that style file. The basic idea is then to write a \texttt{mymacros.hva} style file that contains alternative definitions for all the commands defined in \texttt{mymacros.sty}. Then, \texttt{Hevea} should be instructed to load \texttt{mymacros.hva} and not to load \texttt{mymacros.tex}. This is done by invoking \texttt{hevea} as follows:

```
# hevea mymacros.hva -e mymacros.tex doc.tex
```

Of course, \texttt{mymacros.hva} must now contain replacements for all the useful macros of \texttt{mymacro.tex}.

#### 2.3.2 Files loaded with \texttt{\usepackage}

As far as I know, \TeX{} reacts to the construct \texttt{\usepackage{name}} by loading the file \texttt{name.sty}. \texttt{Hevea} reacts in a similar, but different, manner, by loading the file \texttt{name.hva}.
HEVEA distributions already includes quite a few .hva implementations of famous packages (see section B.17). When a given package (say zorglub) is not implemented, the situation may not be as bad as it may seem first. Hopefully, you are only using a few commands from package zorglub, and you feel confident enough to implement them yourself. Then, it suffices to put your definitions in file zorglub.hva and HEVEA will react to \usepackage{zorglub} by loading zorglub.hva.

See section B.5.2 for the full story on \usepackage.

3 A note on style

3.1 Spacing, Paragraphs

Sequence of spaces normally are translated into one single space. Newlines in the input document undergo a special treatment. A newline triggers a special scanning mode that reads all following spaces and newlines. In case at least one additional newline character is read, then HEVEA executes the \par command. Otherwise, HEVEA outputs a single newline character. This process approximates \TeX process for introducing paragraph breaks and, as a result, empty lines produce paragraph breaks.

Space after commands with no argument is skipped (as in LaTeX) — however this is not true in math mode, as explained in section 3.2.1.

The following two subsections describe management of paragraphs and spaces after command sequences in greater detail. They can be skipped in first reading.

3.1.1 Spurious Paragraphs

Paragraphs are rendered by the means of p elements. HEVEA is a bit simplistic in breaking paragraphs and spurious paragraphs may be present in the final HTML document. Normally, as HEVEA never outputs p elements whose contents is made of spaces only, this should not happen very often. Unfortunately, some commands do not produce any output in \LaTeX, while they do produce output in HEVEA: those commands are \label, \index etc. HEVEA translates \label{name} into the anchor <a id="name"></a>. As a result, the following source fragment will introduce a spurious paragraph.

This a first paragraph.
\label{label}
This is another paragraph.
Indeed, whe have the following translation:
<p>This a first paragraph.</p>
<p><a id="label"></a></p>
<p>This is another paragraph.</p>

Most of the time, such extra paragraphs remain unnoticed. Of course, they can be supressed by erasing one of the empty lines. For instance:
This a first paragraph.
\label{label}
This is another paragraph.

A similar situation occurs when a sectioning command is followed by \label and a paragraph break:
\section*{A section}\label{section:label}

First paragraph.
Produced HTML is, after a few cosmetic simplifications:

```html
<h2 class="section">A section</h2>
<p><a id="section:label"></a></p>
<p>First paragraph.</p>
```

Output is so, because closing the element h2 implies re-opening a new paragraph. Here, two possible re-writing of source are:

```latex
\section*{A\label{section:label} section} \section*{A section}
First paragraph. \label{section:label}First paragraph.
```

In all cases, this amounts to avoiding a paragraph whose contents consists in a sole \label command.

Spurious paragraphs are more easily seen by running hevea with the command-line option -dv, which instructs hevea to add border on some of the elements it produces, including p elements.

### 3.1.2 Spaces after Commands

Space after commands with no argument is skipped. Consider the following example:

```latex
\newcommand{\open}{}
\newcommand{\close}{}
\open text opened by ‘‘\verb+\open+’’
and closed by ‘‘\verb+\close+’’\close.
```

We get:

```
(text opened by “\open” and closed by “\close”).
```

In the output above, the space after \open does not find its way to the output.

More generally, \texttt{HEVEA} tries to emulate \LaTeX{} behaviour in all situations, but discrepancies probably exist. Thus, users are invited to make explicit what they want. This is good practice anyway, because \LaTeX{} is mysterious here. Consider the following example, where the \texttt{tryspace} macro is first applied and then expanded by hand:

```latex
\newcommand{\bfsymbol}{\textbf{symbol}}
\newcommand{\tryspace}[1]{#1 XXX}
Some space: \tryspace{\bfsymbol}\textbackslash
No space: \bfsymbol XXX
```

Spacing is a bit chaotic here, the space after symbol remains when #1 is substituted for it by \LaTeX{} (or \texttt{HEVEA}).

```
Some space : symbol XXX
No space : symbolXXX
```

Note that, if a space before “XXX” is wanted, then one should probably write:

```latex
\newcommand{\tryspace}[1]{#1\{} XXX
```

Finally, whether the tabulation character is a space or not is random, so avoid tabs in your source document.
3.2 Math mode

H\TeX\A math mode is not very far from normal text mode, except that all letters are shown in italics and that space after macros is echoed.

However, typesetting math formulas in HTML rises two difficulties. First, formulas contain symbols, such as Greek letters; second, even simple formulas do not follow the simple basic typesetting model of HTML.

3.2.1 Spacing in math mode

By contrast with L\TeX, spaces from the input are significant in math mode, this feature allows users to instruct H\TeX\A on how to put space in their formulas. For instance, \texttt{\alpha\rightarrow\beta} is typeset without spaces between symbols, whereas \texttt{\textalpha\textrightarrow\textbeta} produces these spaces. Note that L\TeX ignores spaces in math mode, so that users can freely adjust H\TeX\A output without changing anything to L\TeX output.

3.2.2 Symbols

With respect to previous versions of H\TeX\A since the beginning, the treatment of symbols has significantly evolved. Outputting symbols is now performed by using Unicode character references, an option that much more complies with standards than the previous option of selecting a “symbol” font. Observe that this choice is now possible, because more and more browsers correctly display such references. See Figure 1 for a few such symbols.

However, this means that ancient or purposely limited browsers (such as text-oriented browsers) cannot display maths, as translated by H\TeX\A. For authors that insist on avoiding symbols that cannot be shown by any browser, H\TeX\A offers a degraded mode that outputs text in place of symbols. H\TeX\A operates in this mode when given the \texttt{-textsymbols} command-line option. Replacement text is in English. For instance, the “\textepsilon” symbol is replace by “in”. This is far from being satisfactory, but degraded mode may be appropriate for documents than contain few symbols.

3.2.3 Displays

Apart from containing symbols, formulas specify strong typesetting constraints: sub-elements must be combined together following patterns that departs from normal text typesetting. For instance, fractions numerators and denominators must be placed one above the other. H\TeX\A handles such constraints in display mode only.

The main two operating modes of H\TeX\A are text mode and display mode. Text mode is the mode for typesetting normal text, when in this mode, text items are echoed one following the other and paragraph breaks are just blank lines, both in input and output. The so called displayed-paragraph environments of L\TeX (such as center or quote) are rendered by HTML block-level elements (such as div or blockquote). Rendering is correct because both L\TeX displayed environments and HTML block-level elements start a
new line. Conversely, since opening a HTML block-level elements means starting a new line, any text that
should appear inside a paragraph must be translated using only HTML text-level elements. H\TeX\A chooses to
translate in-text formulas that way.

\TeX\A display mode allows more control on text placement, since entering display mode means opening a
HTML table element and that tables allow to control the relative position of their sub-elements. Displays
come in two flavor, horizontal displays and vertical displays. An horizontal display is a one-row table, while a
vertical display is a one-column table. These tables holds display sub-elements, displays sub-elements being
centered vertically in horizontal display mode and horizontally in vertical display mode.

Display mode is first opened by opening a \texttt{displaymath} environment (e.g. by $$ or \[). Then, sub-displays
are opened by L\TeX\ constructs which require them. For instance, a displayed fraction (\texttt{\frac}) opens a
vertical display.

The distinction between text and display modes clearly appears while typesetting math formulas. An in-
text formula such as $\int_1^2 x \, dx = \frac{3}{2}$ appears as: $\int_1^2 x \, dx = \frac{3}{2}$, while the same formula
has a better aspect in display mode:

As a consequence, \TeX\A is more powerful in display mode and formulas should be displayed as soon as they
get a bit complicated. This rule is also true in L\TeX but it is more strict in \TeX\A, since HTML capabilities
to typeset formulas inside text are quite poor. In particular, it is not possible to get in-text “real” fractions
or in-text limit-like subscripts.

Users should remember that \TeX\A is not L\TeX or B\TeX and that \TeX\A author neither is D. E. Knuth
nor L. Lamport. Thus, some formulas may be rendered poorly. For instance, two fractions with different
denominator and numerator height look strange.

The reason is that vertical displays in an horizontal display are HTML tables that always get centered in the
vertical direction. Such a crude model cannot faithfully emulate any L\TeX box placement.

Users can get an idea on how \TeX\A combines elements in display mode by giving the \texttt{-dv} command-line
option, which instructs \TeX\A to add borders to the table elements introduced by displays.

3.2.4 Arrays and display mode

By contrast with formulas, which \TeX\A attempts to render with text-level elements only when they appear
inside paragraphs, L\TeX arrays always translate to the block-level element \texttt{table}, thereby introducing
non-desired line breaks before and after in-text arrays. As a consequence, in-text arrays yield an acceptable
output, only while alone in a paragraph.

However, since in some sense, all HTML tables are displayed, the \texttt{array} and \texttt{tabular} environments
implicitly open display mode, thus allowing a satisfactory typesetting of formulas in arrays. More precisely,
array elements whose column format specification is \texttt{l}, \texttt{c} or \texttt{r} are typeset in display mode (see section B.10.2).
3.3 Warnings

When HEVEA thinks it cannot translate a symbol or construct properly, it issues a warning. This draws user attention onto a potential problem. However, rendering may be correct.

Note that all warnings can be suppressed with the `-s` (silent) option. When a warning reveals a real problem, it can often be cured by writing a specific macro. The next two sections introduce HEVEA macros, then section 4 describes how to proceed with greater detail.

3.4 Commands

Just like LATEX, HEVEA can be seen as a macro language, macros are rewritten until no more expansion is possible. Then, either some characters (such as letters, integers...) are outputed or some internal operation (such as changing font attributes, or arranging text items in a certain manner) are performed.

This scheme favors easy extension of program capabilities by users. However, predicting program behaviour and correcting errors may prove difficult, since final output or errors may occur after several levels of macro expansion. As a consequence, users can tailor HEVEA to their needs, but it remains a subtle task. Nevertheless, happy LATEX users should enjoy customizing HEVEA, since this is done by writing LATEX code.

3.5 Style choices

LATEX and HTML differ in many aspects. For instance, LATEX allows fine control over text placement, whereas HTML does not. More symbols and font attributes are available in LATEX than in HTML. Conversely, HTML has font attributes, such as color, which standard LATEX has not.

Therefore, there are many situations where HEVEA just cannot render the visual effect of LATEX constructions. Here some choices have to be made. For instance, calligraphic letters (`\mathcal`) are rendered in red.

If you are not satisfied with HEVEA rendering of text style declarations, then you can choose your own, by redefining the `\cal` macros, using `\renewcommand`, the macro redefinition operator of LATEX. The key point is that you need not worry about HEVEA internals: just redefine the old-LATEX style text-style declarations (i.e. `\it`, `\sc`, etc.) and everything should get fine:

```latex
\renewcommand{\sc}{\Huge}
\renewcommand{\cal}{\em}
```

(See sections 4 and 5 on how to make such changes while leaving your file processable by LATEX, and section 10.2 for a more thorough description of customizing type styles).

Note that many of LATEX commands and environments are defined in the `hevea.hva` file that HEVEA loads before processing any input. These constructs are written using LATEX source code, in the end they invoke HEVEA internal commands.

Other LATEX constructs, such as LATEX key constructs or HEVEA internal commands (see section 8.3), that require special processing are defined in HEVEA source code. However, the vast majority of these definitions can be overridden by a redefinition. This may prove useless, since there is little point in redefining core constructs such as `\newcommand` for instance.

4 How to detect and correct errors

Most of the problems that occur during the translation of a given LATEX file (say `trouble.tex`) can be detected and solved at the macro-level. That is, most problems induce a macro-related warning and can be solved by writing a few macros. The best place for these macros is an user style file (say `trouble.hva`) given as argument to HEVEA.

```
# hevea trouble.hva trouble.tex
```
By doing so, the macros written specially for \texttt{HVEA} are not seen by \LaTeX. Even better, \texttt{trouble.tex} is not changed at all.

A worth-mentioning alternative is inserting \texttt{\usepackage{trouble}} in the document preamble. Then, given \texttt{HVEA} semantics for \texttt{\usepackage} (see Section B.5.2), \texttt{HVEA}-specific commands should be placed in the file “\texttt{trouble.hva}” file, while \LaTeX-specific commands should be placed in the file “\texttt{trouble.sty}”.

Of course, adapting a document to \texttt{HVEA} processing will be easier if the \LaTeX source is written in a generic style, using macros. Note that this style is recommended anyway, since it facilitates document maintenance.

4.1 \texttt{HVEA} does not know a macro

This section has been outdated by the implementation of \texttt{\raisebox} by C. Spiel. Nevertheless, the method illustrated here is still highly valuable. This method can be summarised as “if \texttt{HVEA} does not know about a macro, you may solve the problem a simple one yourself” and “do not ignore warnings”.

Consider the following \LaTeX source excerpt:

\begin{verbatim}
You can \raisebox{.6ex}{\em raise} text.
\end{verbatim}

\LaTeX typesets this as follows:

\begin{verbatim}
You can \texttt{raise} text.
\end{verbatim}

Since \texttt{HVEA} does not know about \texttt{\raisebox}, it incorrectly processes this input. More precisely, it first prints a warning message:

\texttt{trouble.tex:34: Unknown macro: \raisebox}

Then, it goes on by translating the arguments of \texttt{\raisebox} as if they were normal text. As a consequence some \texttt{.6ex} is finally found in the HTML output:

\begin{verbatim}
You can .6ex\texttt{raise} text.
\end{verbatim}

To correct this, you should provide a macro that has more or less the effect of \texttt{\raisebox}. It is impossible to write a generic \texttt{\raisebox} macro for \texttt{HVEA}, because of \texttt{html} limitations.\footnote{Clearly the author of those lines was wrong, as demonstrated here.} However, in this case, the effect of \texttt{\raisebox} is to raise the box \emph{a little}. Thus, the first, numerical, argument to \texttt{\raisebox} can be ignored in a private \texttt{\raisebox} macro defined in \texttt{trouble.hva}:

\begin{verbatim}
\newcommand{\raisebox}[2]{\texttt{$^\mbox{#2}$}}
\end{verbatim}

Now, translating the document yields:

\begin{verbatim}
You can \texttt{raise} text a little.
\end{verbatim}

Of course, this will work only when all \texttt{\raisebox} commands in the document raise text a little. Consider, the following example, where text is both raised a lowered a little:

\begin{verbatim}
You can \raisebox{.6ex}{\em raise}
or \raisebox{-.6ex}{\em lower} text.
\end{verbatim}

Which \LaTeX renders as follows:
You can \emph{raise} or \emph{lower} text.

Whereas, with the above definition of \texttt{\raisebox}, \HeVeA produces:

You can \emph{raise} or \emph{lower} text.

A solution is to add a new macro definition in the \texttt{trouble.hva} file:

\begin{lstlisting}[language=TeX]
\newcommand{\lowerbox}[2]{$_{\text{#2}}$}
\end{lstlisting}

Then, \texttt{trouble.tex} itself has to be modified a little.

You can \texttt{\raisebox{.6ex}{\em raise}}
or \texttt{\lowerbox{-.6ex}{\em lower}} text.

\HeVeA now produces a satisfying output:

You can \emph{raise} or \emph{lower} text.

Note that, for the document to remain \LaTeX-processable, it should also contain the following definition for \texttt{\lowerbox}:

\begin{lstlisting}[language=TeX]
\newcommand{\lowerbox}[2]{\raisebox{#1}{#2}}
\end{lstlisting}

This definition can safely be placed anywhere in \texttt{trouble.tex}, since by \HeVeA semantics for \texttt{\newcommand} (see section B.8.1) the new definition will not overwrite the old one.

### 4.2 \HeVeA incorrectly interprets a macro

\textbf{Note} : \HeVeA now renders the \texttt{\rule} command very similarly to \LaTeX. Hence the forthcoming section is in some sense obsolete. Nevertheless, the technique described is useful and the section is still worth reading.

Sometimes \HeVeA knows about a macro, but the produced HTML does not look good when seen through a browser. This kind of errors is detected while visually checking the output. However, \HeVeA does its best to issue warnings when such situations are likely to occur.

Consider, for instance, this definition of \texttt{\blob} as a small black square.

\begin{verbatim}
\newcommand{\blob}{\rule[.2ex]{1ex}{1ex}}
\end{verbatim}

\texttt{\blob\ Blob \blob}

Which \LaTeX typesets as follows:

\begin{itemize}
  \item Blob \end{itemize}

\HeVeA always translates \texttt{\rule} as \texttt{<hr>}, ignoring size arguments. Hence, it produces the following, wrong, output:

\vspace{1cm}

\begin{verbatim}
Blob
\end{verbatim}

\vspace{1cm}

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We may not be particularly committed to a square blob. In that case, other small symbols would perfectly do the job of \blob, such as a bullet (\bullet). Thus, you may choose to give \blob a definition in trouble.hva:

\newcommand{\blob}{\bullet}

This new definition yields the following, more satisfying output:

\begin{itemize}
  \item Blob \item
\end{itemize}

In case we do want a square blob, there are two alternatives. We can have \LaTeX typeset some subparts of the document and then to include them as images, section 6 explains how to proceed. We can also find a square blob somewhere in the variety of Unicode (or do I mean ISO 10646?) characters, and define \blob as a numerical character reference. Here, the character U+02588 seems ok.

\newcommand{\blob}{\@print@u{X2588}}

However, beware that not all browsers display all of Unicode...

Finally, users that experience poor rendering of the \rule command can also upgrade H\TeX, so as to benefit from the new implementation of this command:

\begin{itemize}
  \item Blob \item
\end{itemize}

4.3 \TeX\ crash

\TeX failure may have many causes, including a bug. However, it may also stem from a wrong \LaTeX input. Thus, this section is to be read before reporting a bug...

4.3.1 Simple cases: \LaTeX also crashes

In the following source, environments are not properly balanced:

\begin{verbatim}
\begin{flushright}
\begin{quote}
This is right-flushed quoted text.
\end{quote}
\end{flushright}
\end{verbatim}

Such a source will make both \LaTeX and H\TeX choke. H\TeX issues the following error message that shows the \LaTeX environment that is not closed properly:

./trouble.tex:6: Environment nesting error: html: 'DIV' closes 'BLOCKQUOTE'
./trouble.tex:4: Latex environment 'quote' is pending
Adios

Thus, when H\TeX crashes, it is a good idea to check that the input is correct by running \LaTeX on it.
4.3.2 Complicated cases

Unfortunately, \TeX\ may crash on input that does not affect \LaTeX. Such errors usually relate to environment or group nesting.

Consider for instance the following “optimized” version of a \texttt{quoteright} environment:

\begin{verbatim}
newenvironment{quoteright}{\quote\flushright}{\endquote}

\begin{quoteright}
This a right-flushed quotation
\end{quoteright}
\end{verbatim}

The \texttt{quote} and \texttt{flushright} constructs are intended to replace \texttt{\begin{quote}} and \texttt{\begin{flushright}}, while \texttt{\endquote} stands for \texttt{\end{quote}}. Note that the closing \texttt{\endflushright} is omitted, since it does nothing. \LaTeX\ accepts such an input and produces a right-flushed quotation.

However, \TeX\ usually translates \LaTeX\ environments to HTML block-level elements and it \textit{requires} those elements to be nested properly. Here, \texttt{quote} translates to \texttt{<blockquote>}, \texttt{flushright} translates to \texttt{<div class="flushright">} and \texttt{\endquote} translates to \texttt{</blockquote>}. At that point, \TeX\ refuses to generate obviously non-correct HTML and it crashes:

\begin{verbatim}
Giving up command: @close
Giving up command: \endquote
Giving up command: \endquoteright
Giving up command: \end
./trouble.tex:7: Environment nesting error: html: 'BLOCKQUOTE' closes 'DIV'
./trouble.tex:5: Latex environment 'quoteright' is pending
Adios
\end{verbatim}

Also notice that the error message above includes a backtrace showing the call-chain of commands.

In this case, the solution is easy: environments must be opened and closed consistently. \LaTeX\ style being recommended, one should write:

\begin{verbatim}
newenvironment{quoteright}
  {\begin{quote}\begin{flushright}}
  {\endflushright\end{quote}}
\end{verbatim}

And we get:

This is a right-flushed quotation

Unclosed \LaTeX\ groups (\ldots) are another source of nuisance to \TeX. Consider the following \texttt{horreur.tex} file:

\begin{verbatim}
\documentclass{article}

\begin{document}
In this sentence, a group is opened now {\tt\em and never closed.}
\end{document}
\end{verbatim}

\LaTeX\ accepts this file, although it produces a warning:

# latex horreur.tex
This is TeX, Version 3.14159 (Web2C 7.2)
...

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By contrast, running \texttt{Hevea} on \texttt{horreur.tex} yields a fatal error:

```
# hevea horreur.tex
Giving up command: \@raise@enddocument
Giving up command: \enddocument
Giving up command: \end
./horreur.tex:4: Environment nesting error: Latex env error: ‘document’ closes ‘’
./horreur.tex:3: Latex environment ‘’ is pending
Adios
```

Thus, users should close opening braces where it belongs. Note that \texttt{Hevea} error message “\texttt{Latex environment ’env’ is pending}” helps a lot in locating the brace that hurts.

4.3.3 Desperate cases

If \texttt{Hevea} crashes on \LaTeX{} source (not on \TeX{} source), then you may have discovered a bug, or this manual is not as complete as it should. In any case, please report to Luc.Maranget@inria.fr.

To be useful, your bug report should include \LaTeX{} code that triggers the bug (the shorter, the better) and mention \texttt{Hevea} version number.

5 Making \texttt{Hevea} and \LaTeX{} both happy

A satisfactory translation from \LaTeX{} to HTML often requires giving instructions to \texttt{Hevea}. Typically, these instructions are macro definitions and these instructions should not be seen by \LaTeX{}. Conversely, some source that \LaTeX{} needs should not be processed by \texttt{Hevea}. Basically, there are three ways to make input vary according to the processor, file loading, the \texttt{hevea} package and comments.

5.1 File loading

\texttt{Hevea} and \LaTeX{} treat files differently. Here is a summary of the main differences:

- \LaTeX{} and \texttt{Hevea} both load files given as arguments to \texttt{\input}, however when given the option \texttt{-e filename}, \texttt{Hevea} does not load \texttt{filename}.
- \texttt{Hevea} loads all files given as command-line arguments.
- Both \LaTeX{} and \texttt{Hevea} load style files given as optional arguments to \texttt{\documentstyle} and as arguments to \texttt{\usepackage}, but the files are searched by following different methods and considering different file extensions.

As a consequence, for having a file \texttt{latexonly} loaded by \LaTeX{} only, it suffices to use \texttt{\input{latexonly}} in the source and to invoke \texttt{Hevea} as follows:

```
# hevea -e latexonly...
```

Having \texttt{heveaonly} loaded by \texttt{Hevea} only is more simple: it suffices to invoke \texttt{Hevea} as follows:

```
# hevea heveaonly...
```

Finally, if one has an \texttt{Hevea} equivalent \texttt{style.hva} for a \LaTeX{} style file \texttt{style.sty}, then one should load the file as follows:
\usepackage{style}

This will result in, \LaTeX loading style.sty, while \Hevea loads style.hva. As \Hevea will not fail in case style.hva does not exist, this is another method for having a style file loaded by \LaTeX only.

Writing an \Hevea-specific file file.hva is the method of choice for supplying command definitions to \Hevea only. Users can then be sure that these definitions are not seen by \LaTeX and will not get echoed to the image file (see section 6).

The file file.hva can be loaded by either supplying the command-line argument file.hva, or by \usepackage{file} from inside the document. Which method is better depends on whether you choose to override or to replace the document definition. In the command-line case, definitions from file.hva are processed before the ones from the document and will override them, provided the document definitions are made using \newcommand (or \newenvironment). In the \usepackage case, \Hevea loads file.hva at the place where \LaTeX loads file.sty, hence the definitions from file.hva replace the definitions from file.sty in the strict sense.

5.2 The \hevea package

The \hevea.sty style file is intended to be loaded by \LaTeX and not by \Hevea. It provides \LaTeX with means to ignore or process some parts of the document. Note that \Hevea copes with the constructs defined in the \hevea.sty file by default. It is important to notice that the \hevea.sty style file from the distribution is a package in \LaTeX2\epsilon terms and that it is not compatible with old \LaTeX. Moreover, the \hevea package loads the comment package which must be present. Also notice that, for compatibility, \Hevea reacts to \usepackage{hevea} by loading its own version of the comment package (Section B.17.7).

5.2.1 Environments for selecting a translator

\Hevea and \LaTeX perform the following actions on source inside the latexonly, verblatex, htmlonly, rawhtml, toimage and verbimage environments:

<table>
<thead>
<tr>
<th>environment</th>
<th>\Hevea</th>
<th>\LaTeX</th>
</tr>
</thead>
<tbody>
<tr>
<td>latexonly</td>
<td>ignore, \end{env} constructs are processed (see section 5.2.2)</td>
<td>process</td>
</tr>
<tr>
<td>verblatex</td>
<td>ignore</td>
<td>process</td>
</tr>
<tr>
<td>htmlonly</td>
<td>process</td>
<td>ignore</td>
</tr>
<tr>
<td>rawhtml</td>
<td>echo verbatim (see section 8.4)</td>
<td>ignore</td>
</tr>
<tr>
<td>toimage</td>
<td>send to the image file, \end{env} constructs and macro characters are processed (see section 6)</td>
<td>process</td>
</tr>
<tr>
<td>verbimage</td>
<td>send to the image file (see section 6)</td>
<td>process</td>
</tr>
</tbody>
</table>

As an example, this is how some text can be typeset in purple by \Hevea and left alone by \LaTeX:

We get:
\begin{htmlonly}\
\purple purple rain, purple rain\
\end{htmlonly}

\begin{latexonly}\
purple rain, purple rain\
\end{latexonly}\
\ldots

We get: purple rain, purple rain...

It is impossible to avoid the spurious space in \Hevea output for the source above. This extra spaces comes from the newline character that follows \end{htmlonly}. Namely this construct must appear in a line of its own for \LaTeX to recognize it. Anyway, better control over spaces can be achieved by using the \hevea boolean register or comments, see sections 5.2.3 and 5.3.
Also note that environments define a scope and that style changes (and non-global definitions) are local to them. For instance, in the example above, “…” appears in black in HTML output. However, as an exception, the environments \texttt{image} and \texttt{verbatim} do not create scope. It takes a little practice of HEVEA to understand why this is convenient.

5.2.2 Why are there two environments for ignoring input?

Some scanning and analysis of source is performed by HEVEA inside the \texttt{latexonly} environment, in order to allow \texttt{latexonly} to dynamically occur inside other environments.

More specifically, \texttt{\end{env}} macros are recognized and their \texttt{env} argument is tested against the name of the environment whose opening macro \texttt{\begin{env}} opened the \texttt{latexonly} environment. In that case, macro expansion of \texttt{\end{env}} is performed and any further occurrence of \texttt{\end{env'}} is tested and may get expanded if it matches a pending \texttt{\begin{env'}} construct.

This enables playing tricks such as:

\begin{verbatim}
\newenvironment{latexhuge}
  {\begin{latexonly}\huge}{\end{latexonly}}
\begin{latexhuge}
  This will appear in huge font in \LaTeX{} output only.
\end{latexhuge}
\end{verbatim}

\LaTeX{} output will be:

\begin{verbatim}
\textbf{This will appear in huge font in \LaTeX{} output only.}
\end{verbatim}

While there is no HEVEA output.

Since HEVEA somehow analyses input that is enclosed in the \texttt{latexonly} environment, it may choke. However, this environment is intended to select processing by \LaTeX{} only and might contain arbitrary source code. Fortunately, it remains possible to have input processed by \LaTeX{} only, regardless of what it is, by enclosing it in the \texttt{verbatim} environment. Inside this environment, HEVEA performs no other action than looking for \texttt{\end{verbatim}}. As a consequence, the \texttt{\begin{verbatim}} and \texttt{\end{verbatim}} constructs may only appear in the main flow of text or inside the same macro body, a bit like \LaTeX{} \texttt{verbatim} environment.

Relations between \texttt{toimage} and \texttt{verbatim} are similar. Additionally, formal parameters \texttt{#i} are replaced by actual arguments inside the \texttt{toimage} environment (see end of section 6.3 for an example of this feature).

5.2.3 The hevea boolean register

Boolean registers are provided by the \texttt{ifthen} package (see [\LaTeX{}, Section C.8.5] and section B.8.5 in this document). Both the \texttt{hevea.sty} style file and HEVEA define the boolean register \texttt{hevea}. However, this register initial value is \texttt{false} for \LaTeX{} and \texttt{true} for HEVEA.

Thus, provided, both the \texttt{hevea.sty} style file and the \texttt{ifthen} packages are loaded, the “purple rain” example can be rephrased as follows:

We get:

\begin{verbatim}
{\ifthenelse{\boolean{hevea}}{\purple}{\textcolor{red}{\textbackslash dots}}
\end{verbatim}

We get: purple rain, purple rain...

Another choice is using the \LaTeX{}-style conditional macro \texttt{\ifhevea} (see Section B.16.1.4):
We get:
{\ifhevea\purple\fi purple rain, purple rain}\ldots

We get: purple rain, purple rain...

5.3 Comments

\Hevea processes all lines that start with %HEVEA, while \LaTeX treats these lines as comments. Thus, this is a last variation on the “purple rain” example:

We get
\begin{verbatim}
%HEVEA\{\purple
purple rain, purple rain%
\}%HEVEA
\ldots
\end{verbatim}

(Note how comments are placed at the end of some lines to avoid spurious spaces in the final output.)

We get: purple rain, purple rain...

Comments thus provide an alternative to loading the \hevea package. For user convenience, comment equivalents to the \latexonly and \toimage environment are also provided:

<table>
<thead>
<tr>
<th>environment</th>
<th>comment equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>\begin{latexonly}... \end{latexonly}</td>
<td>%BEGIN LATEX ... %END LATEX</td>
</tr>
<tr>
<td>\begin{toimage}... \end{toimage}</td>
<td>%BEGIN IMAGE ... %END IMAGE</td>
</tr>
</tbody>
</table>

Note that \LaTeX, by ignoring comments, naturally performs the action of processing text between %BEGIN... and %END... comments. However, no environment is opened and closed and no scope is created while using comment equivalents.

6 With a little help from \LaTeX

Sometimes, \Hevea just cannot process its input, but it remains acceptable to have \LaTeX process it, to produce an image from \LaTeX output and to include a link to this image into \Hevea output. \Hevea provides a limited support for doing this.

6.1 The image file

While outputting \texttt{doc.html}, \Hevea echoes some of its input to the image file, \texttt{doc.image.tex}. Part of this process is done at the user’s request. More precisely, the following two constructs send \texttt{text} to the image file:

\begin{verbatim}
\begin{toimage}
text
\end{toimage}
\begin{verbatim}
%BEGIN IMAGE
text
%END IMAGE
\end{verbatim}

\begin{verbatim}
%BEGIN\LaTeX
\begin{verbatim}
text
%\end{verbatim}
\end{verbatim}
\end{verbatim}
Additionally, `\usepackage` commands, top-level and global definitions are automatically echoed to the image file. This enables using document-specific commands in `text` above.

Output to the image file builds up a current page, which is flushed by the `\imageflush` command. This command has the following effect: it outputs a strict page break in the `image` file, increments the image counter and output a `<img src="pagename.png">` tag in H_{\TeX}A output file, where `pagename` is build from the image counter and H_{\TeX}A output file name. Then the `imagen` script has to be run by:

```
# imagen doc
```

This will process the `doc.image.tex` file through L_{\TeX}, dvips, ghostscript and a few others tools, which must all be present (see section C.4.1), finally producing one `pagename.png` file per page in the `image` file.

The usage of `imagen` is described at section C.1.5. Note that `imagen` is a simple shell script. Unix users can pass `hevea` the command-line option `-fix`. Then `hevea` will itself call `imagen`, when appropriate.

### 6.2 A toy example

Consider the “blob” example from section 4.2. Here is the active part of a `blob.tex` file:

```latex
\newcommand{\blob}{\rule[.2ex]{1ex}{1ex}}
\blob\ Blob \blob
```

This time, we would like `\blob` to produce a small black square, which `\rule[.2ex]{1ex}{1ex}` indeed does in L_{\TeX}. Thus we can write:

```latex
\newcommand{\blob}{\begin{toimage}\rule[.2ex]{1ex}{1ex}\end{toimage}}
\blob\ Blob \blob
```

Now we issue the following two commands:

```
# hevea blob.tex
# imagen blob
```

And we get:

```
\begin{center}
\epsfbox{round.ps}
\end{center}
```

Observe that the trick can be used to replace missing symbols by small `.png` images. However, the cost may be prohibitive, text rendering is generally bad, fine placement is ignored and font style changes are problematic. Cost can be lowered using `\savebox`, but the other problems remain.

### 6.3 Including Postscript images

In this section, a technique to transform included Postscript images into included bitmap images is described. Note that this technique is used by H_{\TeX}A implementation of the `graphics` package (see section B.14.1), which provides a more standard manner to include Postscript images in L_{\TeX}X documents.

Included images are easy to manage: it suffices to let L_{\TeX}X do the job. Let `round.ps` be a Postscript file, which is included as an image in the source file `round.tex` (which must load the `epsf` package):

```latex
\begin{center}
\epsfbox{round.ps}
\end{center}
```
Then, \texttt{HEVEA} can have this image translated into a inlined (and centered) \texttt{.png} image by modifying source as follows:

\begin{center}
%BEGIN IMAGE
\epsfbox{round.ps}
%END IMAGE
%HEVEA\imageflush
\end{center}

(Note that the \texttt{round.tex} file still can be processed by \LaTeX, since comment equivalents of the \texttt{toimage} environment are used and that the \texttt{\imageflush} command is inside a \%HEVEA comment — see section 5.3.)

Then, processing \texttt{round.tex} through \texttt{HEVEA} and \texttt{imagen} yields:

\begin{center}
\begin{toimage}
\epsfbox{round.ps}
\end{toimage}
\imageflush
\end{center}

It is important to notice that things go smoothly because the \texttt{\usepackage{epsf}} command gets echoed to the \texttt{image} file. In more complicated cases, \LaTeX{} may fail on the \texttt{image} file because it does not load the right packages or define the right macros.

However, the above solution implies modifying the original \LaTeX{} source code. A better solution is to define the \texttt{\epsfbox} command, so that \texttt{HEVEA} echoes \texttt{\epsfbox} and its argument to the image file and performs \texttt{\imageflush}:

\begin{verbatim}
\newcommand{\epsfbox}[1]{%
\begin{toimage}
\epsfbox{#1}
\end{toimage}
\imageflush}
\end{verbatim}

Such a definition must be seen by \texttt{HEVEA} only. So, it is best put in a separate file whose name is given as an extra argument on \texttt{HEVEA} command-line (see section 5.1). Putting it in the document source protected inside an \%HEVEA comment is a bad idea, because it might then get echoed to the \texttt{image} file and generate trouble when \LaTeX{} is later run by \texttt{imagen}.

Observe that the above definition of \texttt{\epsfbox} is a definition and not a redefinition (\textit{i.e.} \texttt{\newcommand} is used and not \texttt{\renewcommand}), because \texttt{HEVEA} does not know about \texttt{\epsfbox} by default. Also observe that this not a recursive definition, since commands do not get expanded inside the \texttt{toimage} environment.

Finally, if the Postscript image is produced from a bitmap, it is a pity to translate it back into a bitmap. A better idea is first to generate a PNG file from the bitmap source independantly and then to include a link to that PNG file in \texttt{HTML} output, see section 8.2 for a description of this more adequate technique.
6.4 Using filters

Some programs extend \LaTeX\ capabilities using a filter principle. In such a scheme, the document contains source fragments for the program. A first run of the program on \LaTeX\ source changes these fragments into constructs that \LaTeX\ (or a subsequent stage in the paper document production chain, such as dvips) can handle. Here again, the rule of the game is keeping \Hevea\ away from the normal process: first applying the filter, then making \Hevea\ send the filter output to the image file, and then having imagen do the job.

Consider the \texttt{gpic} filter, for making drawings. Source for \texttt{gpic} is enclosed in .PS... .PE, then the result is available to subsequent \LaTeX\ source as a \TeX\ box \texttt{\box\graph}. For instance the following source, from a \texttt{smile.tex} file, draws a “Smile!” logo as a centered paragraph:

\begin{verbatim}
.PS
ellipse "{\Large\bf Smile!}"
.PE
\begin{center}
\~\box\graph\~
\end{center}
\end{verbatim}

Both the image description (.PS... .PE) and usage (\texttt{\box\graph}) are for the image file, and they should be enclosed by \%\texttt{BEGIN IMAGE}... \%\texttt{END IMAGE} comments. Additionally, the image link is put where it belongs by an \texttt{\imageflush} command:

\begin{verbatim}
\%BEGIN IMAGE
.PS
ellipse "{\Large\bf Smile!}"
.PE
\%END IMAGE
\begin{center}
\%BEGIN IMAGE
\~\box\graph\~
\%END IMAGE
\%HEVEA\imageflush
\end{center}
\end{verbatim}

The \texttt{gpic} filter is applied first, then come \texttt{hevea} and \texttt{imagen}:

\begin{verbatim}
# gpic -t < smile.tex > tmp.tex
# hevea tmp.tex -o smile.html
# imagen smile
\end{verbatim}

And we get:

![Smile!]

Observe how the -o argument to \texttt{Hevea} is used and that \texttt{imagen} argument is \texttt{Hevea} output basename (see section C.1.1.2 for the full definition of \texttt{Hevea} output basename).

In the \texttt{gpic} example, modifying user source cannot be totally avoided. However, writing in a generic style saves typing. For instance, users may define the following environment for centered \texttt{gpic} pictures in \LaTeX:\n
\begin{verbatim}
\newenvironment{centergpic}{}{\begin{center}\~\box\graph\~\end{center}}
\end{verbatim}

Source code will now be as follows:

\begin{verbatim}
\begin{center}
\~\box\graph\~
\end{center}
\end{verbatim}
\begin{center}
\begin{ps}
\ellipse{\Large\bf Smile!}\end{ps}
\end{center}

\texttt{H\verb|\|E\verb|\|V\verb|\|E\verb|\|A will process this source correctly, provided it is given its own definition for the \texttt{centergpic} environment beforehand:}

\begin{verbatim}
\newenvironment{centergpic}
{\begin{toimage}}
{\box\graph\end{toimage}\begin{center}\imageflush\end{center}}
\end{verbatim}

Assuming that the definition above is in a smile.hva file, the command sequence for translating smile.tex now is:

\begin{verbatim}
# gpic -t < smile.tex > tmp.tex
# hevea smile.hva tmp.tex -o smile.html

tmp.tex:5: Warning: ignoring definition of \centergpic
tmp.tex:5: Warning: not defining environment centergpic
# imagen smile
\end{verbatim}

The warnings above are normal: they are issued when \texttt{H\verb|\|E\verb|\|V\verb|\|E\verb|\|A runs across the \LaTeX-intended definition of the \centergpic environment and refuses to override its own definition for that environment.

7 Cutting your document into pieces with H\verb|\|A\verb|\|C\verb|\|H\verb|\|A

\texttt{H\verb|\|A\verb|\|C\verb|\|H\verb|\|A outputs a single \texttt{.html} file. This file can be cut into pieces at various sectional units by H\verb|\|A\verb|\|C\verb|\|H\verb|\|A.}

7.1 Simple usage

First generate your \texttt{HTML} document by applying \texttt{H\verb|\|A\verb|\|C\verb|\|H\verb|\|A:}

\begin{verbatim}
# hevea doc.tex
\end{verbatim}

Then cut \texttt{doc.html} into pieces by the command:

\begin{verbatim}
# hacha doc.html
\end{verbatim}

This will generate a simple root file \texttt{index.html}. This root file holds document title, abstract and a simple table of contents. Every item in the table of contents contains a link to or into a file that holds a “cutting” sectional unit. By default, the cutting sectional unit is \texttt{section} in the \texttt{article} style and \texttt{chapter} in the \texttt{book} style. The name of those files are \texttt{doc001.html}, \texttt{doc002.html}, etc.

Additionally, one level of sectioning below the cutting unit (\textit{i.e.} subsections in the \texttt{article} style and sections in the \texttt{book} style) is shown as an entry in the table of contents. Sectional units above the cutting section (\textit{i.e.} parts in both \texttt{article} and \texttt{book} styles) close the current table of contents and open a new one. Cross-references are properly handled, that is, the local links generated by \texttt{H\verb|\|A\verb|\|C\verb|\|H\verb|\|A are changed into remote links.

The name of the root file can be changed using the \texttt{-o} option:

\begin{verbatim}
# hacha -o root.html doc.html
\end{verbatim}

Some of \texttt{H\verb|\|A\verb|\|C\verb|\|H\verb|\|A output get replicated in all the files generated by H\verb|\|A\verb|\|C\verb|\|H\verb|\|A. Users can supply a header and a footer, which will appear at the begining and end of every page generated by H\verb|\|A\verb|\|C\verb|\|H\verb|\|A. It suffices to include the following commands in the document preamble:
\htmlhead{header}
\htmlfoot{footer}

\textsc{HeVeA} also makes every page it generates a clone of its input as regards attributes to the \texttt{<body \ldots>}
opening tag and meta-information from the \texttt{<head>\ldots \</head>} block. See section B.2 for examples of this replication feature.

By contrast, style information specified in the \texttt{style} elements from the \texttt{<head>\ldots \</head>} block is not replicated. Instead, all style definitions are collected into an external style sheet file whose name is \texttt{doc.css}, and all generated \texttt{.irxml} files adopt \texttt{doc.css} as an external style sheet. It is important to notice that, since version 1.08, \textsc{HeVeA} produces a \texttt{style} element by itself, even if users do not explicitly use styles. As a consequence, \textsc{HeVeA} normally produces a file \texttt{doc.css}, which should not be forgotten while copying files to their final destination after a run of \textsc{HeVeA}.

### 7.2 Advanced usage

\textsc{HeVeA} behaviour can be altered from the document source, by using a counter and a few macros.

A document that explicitly includes cutting macros still can be typeset by \LaTeX, provided it loads the \texttt{hevea.sty} style file from the \textsc{HeVeA} distribution. \textit{(See section 5 for details on this style file).} An alternative to loading the \texttt{hevea} package is to put all cutting instructions in comments starting with \texttt{%HEVEA}.

#### 7.2.1 Principle

\textsc{HeVeA} recognizes all sectional units, ordered as follows, from top to bottom: \texttt{part, chapter, section, subsection, subsubsection, paragraph and subparagraph}.

At any point between \texttt{\begin{document}} and \texttt{\end{document}}, there exist a current cutting sectional unit (cutting unit for short), a current cutting depth, a root file and an output file. Table of contents output goes to the root file, normal output goes to the output file. Cutting units start a new output file, whereas units comprised between the cutting unit and the cutting units plus the cutting depth add new entries in the table of contents.

At document start, the root file and the output file are \textsc{HeVeA} output file (\textit{i.e.} \texttt{index.html}). The cutting unit and the cutting depth are set to default values that depend on the document style.

#### 7.2.2 Cutting macros

The following cutting instructions are for use in the document preamble. They command the cutting scheme of the whole document:

\begin{verbatim}
\cuttingunit This is a macro that holds the document cutting unit. You can change the default (which is section in the article style and chapter in the book style) by doing:
\renewcommand{\cuttingunit}{secname}.
\end{verbatim}

\begin{verbatim}
\tocnumber Instruct \textsc{HeVeA} to put section numbers into table of content entries.
\notocnumber Instruct \textsc{HeVeA} \textit{not} to put section numbers into table of content entries. This is the default.
\end{verbatim}

\begin{verbatim}
cuttingdepth This is a counter that holds the document cutting depth. You can change the default value of 1 by doing \texttt{\setcounter{cuttingdepth}{numvalue}}. A cutting depth of zero means no other entries than the cutting units in the table of contents.
\end{verbatim}

Other cutting instructions are to be used after \texttt{\begin{document}}. They all generate \texttt{HTML} comments in \textsc{HeVeA} output. These comments then act as instructions to \textsc{HeVeA}.

\begin{verbatim}
\cuthere{secname}{itemtitle} Attempt a cut.
\end{verbatim}
• If secname is the current cutting unit or the keyword now, then a new output file is started and an entry in the current table of contents is generated, with title itemtitle. This entry holds a link to the new output file.

• If secname is above the cutting unit, then the current table of contents is closed. The output file is set to the current root file.

• If secname is below the cutting unit and less than the cutting depth away from it, then an entry is added in the table of contents. This entry contains itemtitle and a link to the point where \cuthere appears.

• Otherwise, no action is performed.

\cutdef[depth]{secname} Open a new table of contents, with cutting depth depth and cutting unit secname. If the optional depth is absent, the cutting depth does not change. The output file becomes the root file. Result is unspecified if whatever secname expands to is a sectional unit name above the current cutting unit, is not a valid sectional unit name or if depth does not expand to a small positive number.

\cutend End the current table of contents. This closes the scope of the previous \cutdef. The cutting unit and cutting depth are restored. Note that \cutdef and \cutend must be properly balanced.

Commands \cuthere and \cutend have starred variants, which behave identically except for footnotes (see 7.3.7).

Default settings work as follows: \begin{document} performs

\cutdef*[{value}{cuttingdepth}]{cuttingunit}

and \end{document} performs \cutend*. All sectioning commands perform \cuthere, with the sectional unit name as first argument and the (optional, if present) sectioning command argument (i.e. the section title) as second argument. Note that starred versions of the sectioning commands also perform cutting instructions.

7.2.3 Table of links organisation

A table of links generated by H\TeX\ is a list of links to generated files. Additionally, some sublists may be present, up to a certain depth. The items in those sublists are links inside generated files, they point to sectional unit titles below the cutting unit, up to a certain depth.

More precisely, let A be a certain sectional unit (e.g. “part”), let B be just below A (e.g. “section”), and let C be just below C (e.g. “subsection”). Further assume that cutting is performed at level B with a depth of more than one. Then, every unit A holds a one or several tables of links to generated files, and each generated file normally holds a B unit. Sublists with links to C units inside B units normally appear in the tables of links of level A. The command-line options \texttt{-tocbis} and \texttt{-tocter} instruct hacha to put sublists at other places. With \texttt{-tocbis} sublists are duplicated at the beginning of the B level files; while with \texttt{-tocter} sublist only appear at the beginning of the B level files.

In my opinion, default style is appropriate for documents with short B units; while \texttt{-tocbis} style is appropriate for documents with long B units with a few sub-units; and \texttt{-tocter} style is appropriate for documents with long B units with a lot of sub-units.

Whatever the style is, if a B unit is cut (e.g. because its text is enclosed in \texttt{\cutdef\{C\}... \cutend}), then every C unit goes into its own file and there is no sublist after the relevant B level entry in the A level table of links.

7.2.4 Examples

Consider, for instance, a \textit{book} document with a long chapter that you want to cut at the section level, showing subsections:
\chapter{A long chapter}

\chapter{The next chapter}

Then, you should insert a \texttt{\textbackslash cutdef} at chapter start and a \texttt{\textbackslash cutend} at chapter end:

\begin{verbatim}
\chapter{A long chapter}
%H\textsc{HEVEA}\texttt{cutdef}[1]{section}
........
%H\textsc{HEVEA}\texttt{cutend}
\chapter{The next chapter}
\end{verbatim}

Then, the file that would otherwise contain the long chapter now contains the chapter title and a table of sections. No other change is needed, since the command \texttt{\textbackslash section} already performs the appropriate \texttt{\textbackslash cuthere\{section\}}\ldots commands, which were ignored by default. (Also note that cutting macros are placed inside %\textsc{HEVEA} comments, for \LaTeX\ not to be disturbed).

The \texttt{\textbackslash cuthere} macro can be used to put some document parts into their own file. This may prove appropriate for long cover pages or abstracts that would otherwise go into the root file. Consider the following document:

\begin{verbatim}
\documentclass{article}
\begin{document}
\begin{abstract} A big abstract \end{abstract}
...
\end{document}
\end{verbatim}

Then, you make the abstract go to its own file as it was a cutting unit by typing:

\begin{verbatim}
\documentclass{article}
\usepackage{hevea}
\begin{document}
\cuthere{\texttt{\textbackslash cuttingunit}}{Abstract}
\begin{abstract} A big abstract \end{abstract}
...
\end{document}
\end{verbatim}

(Note that, this time, cutting macros appear unprotected in the source. However, \LaTeX\ still can process the document, since the \texttt{\textsc{hevea}} package is loaded).

\subsection{More and More Pages in Output}

In some situations it may be appropriate to produce many pages from one source files. More specifically, loading the \texttt{deepcut} package will put all sectioning units of your document (from \texttt{\textbackslash part} to \texttt{\textbackslash subsection} in their own file.

Similarly, loading the \texttt{figcut} package will make all figures and tables go into their own file. The \texttt{figcut} package accepts two options, \texttt{show} and \texttt{noshow}. The former, which is the default, instructs \HATE\ to repeat the caption into the main flow of text, with a link to the figure. The latter option disables the feature.

\subsection{More Advanced Usage}

In this section we show how to alter some details of \HATE\ behaviour. This includes controlling output file names and the title of generated web pages and introducing arbitrary cuts.
7.3.1 Controlling output file names

When invoked as `hacha doc.html`, HACHA produces a `index.html` table of links file that points into `doc001.html`, `doc002.html`, etc. content files. This is not very convenient when one wishes to point inside the document from outside. However, the `\cutname{name}` command sets the name of the current output file name as `name`.

Consider a document cut at the section level, which contains the following important section:

\section{Important\label{important} section}
...

To make the important section goes into file `important.html`, one writes:

\section{Important\label{important} section}\cutname{important.html}
...

Then, section “Important section” can be referenced from an HEVEA unaware HTML page by:

In this document, there is a very  
\url{important.html#important} important section</a>.

7.3.2 Controlling page titles

When HACHA creates a web page from a given sectional unit, the title of this page normally is the name of the sectional unit. For instance, the title of this very page should be “Cutting your document into pieces with HACHA”. It is possible to insert some text at the beginning of all page titles, by using the `\htmlprefix` command. Hence, by writing `\htmlprefix{\hevea{} Manual: }` in the document, the title of this page would become: “HEVEA Manual: Cutting your document into pieces with HACHA” and the title of all other pages would show the same prefix.

7.3.3 Links for the root file

The command `\toplinks{prev}{up}{next}` instructs HACHA to put links to a “previous”, “up” and “next” page in the root file. The following points are worth noticing:

- The `\toplink` command must appear in the document preamble (i.e. before `\begin{document}`).
- The arguments `prev`, `up` and `next` should expand to urls, notice that these argument are processed (see section 8.1.1).
- When one of the expected argument is left empty, the corresponding link is not generated.

This feature can prove useful to relate documents that are generated independently by HEVEA and HACHA.

7.3.4 Controlling link contents from the document

By default the links to the previous, up and next pages show a small icon (an appropriate arrow). This can be changed with the command `\setlinkstext{prev}{up}{next}`, where `prev`, `up` and `next` are some \LaTeX source. For instance the default behaviour is equivalent to:

\setlinkstext
\{\imgsrc[alt="Previous"]{previous_motif.svg}\}
\{\imgsrc[alt="Up"]{contents_motif.svg}\}
\{\imgsrc[alt="Next"]{next_motif.svg}\}

Command `\setlinkstext` behaves as `\toplinks` does. That is, it must occur in document preamble, arguments are processed and empty arguments yield no effect (i.e. defaults apply).
7.3.5 Complete control over navigation links

The previous commands only impact the contents of the navigation links. It is possible, although reserved to advanced users, to achieve greater control by using the \formatlinks command. The \formatlinks command takes four arguments which are command themselves. The last three command format the “previous”, “up” and “next” links respectively, while the first argument formats the resulting group of links. For instance, one can avoid images and for arrows and typeset the full set of navigation links in a purple border (see Section 9 for styling techniques) as follows:

\newstyle{a.navarrow}{font-family:monospace;font-size:x-large;color:purple}
\newstyle{div.navarrows}{border:solid purple;display:inline-block;padding:1ex;}
\newcommand{\myprev}{\ahref[class="navarrow" title="Previous"]{#1}{$\rightarrow$}quad}
\newcommand{\myup}{\quad\ahref[class="navarrow" title="Up"]{#1}{$\uparrow$}quad}
\newcommand{\mynext}{\quad\ahref[class="navarrow" title="Next"]{#1}{$\writearrow$}}
\newcommand{\mylinks}{\@open{div}{class="navarrows"}{#1}\@close{div}\end{center}}
\formatlinks{\mylinks}{\myprev}{\myup}{\mynext}

7.3.6 Cutting a document anywhere

Part of a document goes to a separate file when enclosed in a cutflow environment:

\begin{cutflow}{title}...
\end{cutflow}

The content “… ” will go into a file of its own, while the argument title is used as the title of the introduced HTML page. The HTML page introduced here does not belong to the normal flow of text. Consequently, one needs an explicit reference from the normal flow of text into the content of the cutflow environment. This will occur naturally when the content of the cutflow environment contains a \label construct. This look natural in the following quiz example:

\paragraph{A small quiz}
\begin{enumerate}
\item What is black?
\item What is white?
\item What is Dylan?
\end{enumerate}
Answers in section-\ref{answers}.
\begin{cutflow}{Answers}
\paragraph{Quiz answers}\label{answers}
\begin{enumerate}
\item Black is black.
\item White is white.
\item Dylan is Dylan.
\end{enumerate}
\end{cutflow}

However, introducing HTML hyperlink targets and references with the \aname and \ahrefloc commands (see section 8.1.1) will be more practical most of the time. The starred variant environment cutflow* is the same as cutflow, save for the HTML header and footer (see Section 7.1) which are not replicated in the introduced page.
Footnotes

Footnote texts (given as arguments either to \texttt{footnote} or \texttt{footnotetext}) do not go directly to output. Instead, footnote texts accumulate internally in a buffer, awaiting to be flushed. The flushing of notes is controlled by the means of a current flushing unit, which is a sectional unit name or document — a fictional unit above all units. At any point, the current flushing unit is the value of the command \texttt{@footnotelevel}. In practice, the flushing of footnote texts is performed by two commands:

- \texttt{\footnoteflush{secname}} simply sets the flushing unit to \texttt{secname}.
- \texttt{\footnoteflush{secname}} acts as follows:
  - If argument \texttt{secname} is equal to or above the current flushing unit, then footnote texts are flushed (if any). In the output, the texts themselves are surrounded by special comments that tag them as footnote texts and record \texttt{secname}.
  - Otherwise, no action is performed.

The \texttt{article} style file performs \texttt{\flushdef{document}}, while the \texttt{book} style file performs \texttt{\flushdef{chapter}}. At the end of processing, \texttt{\end{document}} performs \texttt{\footnoteflush{\@footnotelevel}}, so as to flush any pending notes.

Cutting commands interact with footnote flushing as follows:

- \texttt{\cuthere{secname}} executes \texttt{\footnoteflush{secname}}. Remember that all sectioning commands perform \texttt{\cuthere} with their sectional unit name as argument.
- \texttt{\cutdef{secname}} saves the current flushing unit and buffer on some internal stack, starts a new buffer for footnote texts, and sets the current flushing unit to \texttt{secname} (by performing \texttt{\flushdef{secname}}).
- \texttt{\cutend} first flushes any pending texts (by performing \texttt{\footnoteflush} with the current flushing unit as argument), and restores the flushing unit and footnote text buffer saved by the matching \texttt{\cutdef}.
- The starred variants \texttt{\cutdef*} and \texttt{\cutend*} perform no operation that is related to footnotes.

Later, when running across footnote texts in its input file, \texttt{HAC} sometimes put notes in a separate file. More precisely, \texttt{HAC} has knowledge of the current cutting level, the current sectional unit where cuts occur — as given by the relevant \texttt{\cutdef}. Moreover, \texttt{HAC} knows the current section level — that is, the last sectional command processed. Besides, \texttt{HAC} extracts the note level from the comments that surround the notes (as given by the command \texttt{\footnoteflush} that produced the notes). Then, \texttt{HAC} creates a separate file for notes when the cutting level and the note level differ, or when the current level is above the cutting level (e.g. the current level is \texttt{document} while the cutting level is \texttt{chapter}). As a result, notes should stay where they are when they occur at the end of \texttt{HAC} output file and otherwise go to a separate file.

To make a complicated story even more complicated, footnotes in \texttt{minipage} environments or in the arguments to \texttt{\title} or \texttt{\author} have a different, I guess satisfactory, behaviour.

Given the above description, footnotes are managed by default as follows.

- In style \texttt{article}, \texttt{hevea} puts all footnotes go at the end of the HTML file. A later run of \texttt{hacha} creates a separate footnote file.
- In style \texttt{book}, footnotes are collected at the end of chapters. A later run of \texttt{hacha} leaves them where they are. Footnotes in the title or author names are managed specially, they will normally appear at the end of the root file.

In case you wish to adopt a \texttt{book}-like behaviour for an \texttt{article} (footnotes at the end of sections), it suffices to insert \texttt{\flushdef{section}} in the document preamble.
8 Generating HTML constructs

\[\text{HeVeA}\] output language being HTML, it is normal for users to insert hypertext constructs their documents, or to control colours.

8.1 High-Level Commands

\[\text{HeVeA}\] provides high-level commands for generating hypertext constructs. Users are advised to use these commands in the first place, because it is easy to write incorrect HTML and that writing HTML directly may interfere in nasty ways with \[\text{HeVeA}\] internals.

8.1.1 Commands for Hyperlinks

A few commands for hyperlink management and included images are provided, all these commands have appropriate equivalents defined by the \[\text{hevea}\] package (see section 5.2). Hence, a document that relies on these high-level commands still can be typeset by \LaTeX, provided it loads the \[\text{hevea}\] package.

<table>
<thead>
<tr>
<th>Macro</th>
<th>[\text{HeVeA}]</th>
<th>\LaTeX</th>
</tr>
</thead>
<tbody>
<tr>
<td>\ahref{url}{text}</td>
<td>\text{make text an hyperlink to url}</td>
<td>\text{echo text}</td>
</tr>
<tr>
<td>\footahref{url}{text}</td>
<td>\text{make text an hyperlink to url}</td>
<td>\text{make url a footnote to text, url is shown in typewriter font}</td>
</tr>
<tr>
<td>\ahrefurl{url}</td>
<td>\text{make url an hyperlink to url}</td>
<td>\text{typeset url in typewriter font}</td>
</tr>
<tr>
<td>\ahrefloc{label}{text}</td>
<td>\text{make text an hyperlink to label inside the document}</td>
<td>\text{echo text}</td>
</tr>
<tr>
<td>\aname{label}{text}</td>
<td>\text{make text an hyperlink target with label label}</td>
<td>\text{echo text}</td>
</tr>
<tr>
<td>\mailto{address}</td>
<td>\text{make address a “mailto” link to address}</td>
<td>\text{typeset address in typewriter font}</td>
</tr>
<tr>
<td>\imgsrc[attr]{url}</td>
<td>\text{insert url as an image, attr are attributes in the HTML sense}</td>
<td>\text{do nothing}</td>
</tr>
<tr>
<td>\home{text}</td>
<td>\text{produce a home-dir url both for output and links, output aspect is: “~text”}</td>
<td></td>
</tr>
</tbody>
</table>

It is important to notice that all arguments are processed. For instance, to insert a link to my home page, \[\text{(http://pauillac.inria.fr/~maranget/index.html)}\], you should do something like this:

\ahref{http://pauillac.inria.fr/~maranget/index.html}{his home page}

Given the frequency of -, # etc. in urls, this is annoying. Moreover, the immediate solution, using \verb, \ahref{\verb".../~maranget/..."}{his home page} does not work, since \LaTeX\ forbids verbatim formatting inside command arguments.

Fortunately, the \url\ package provides a very convenient \url\ command that acts like \verb and can appear in other command arguments (unfortunately, this is not the full story, see section B.17.12). Hence, provided the \url\ package is loaded, a more convenient reformulation of the example above is:

\ahref{\url{http://pauillac.inria.fr/~maranget/index.html}}{his home page}

Or even better:

\urldef{\lucpage}{\url{http://pauillac.inria.fr/~maranget/index.html}}
\ahref{\lucpage}{his home page}

It may seem complicated, but this is a safe way to have a document processed both by \LaTeX\ and \HeVeA. Drawing a line between url typesetting and hyperlinks is correct, because users may sometime want urls to be processed and some other times not. Moreover, \HeVeA\ (optionally) depends on only one third party package: url, which is as correct as it can be and well-written.
In case the \url command is undefined at the time \begin{document} is processed, the commands \url, \oneurl and \footurl are defined as synonymous for \ahref, \ahrefurl and \footahref, thereby ensuring some compatibility with older versions of \Hevea. Note that this usage of \url is deprecated.

### 8.1.2 HTML style colours

Specifying colours both for \LaTeX{} and \Hevea{} should be done using the color package (see section B.14.2). However, one can also specify text colour using special type style declarations. The hevea.sty style file define no equivalent for these declarations, which therefore are for \Hevea{} consumption only.

Those declarations follow HTML conventions for colours. There are sixteen predefined colours:

- \black, \silver, \gray, \white, \maroon, \red, \fuchsia, \purple,
- \green, \lime, \olive, \yellow, \navy, \blue, \teal, \aqua

Additionally, the current text color can be changed by the declaration \htmlcolor{number}, where number is a six digit hexadecimal number specifying a color in the RGB space. For instance, the declaration \htmlcolor{404040} changes font color to dark gray.

### 8.2 More on included images

The \imgsrc command becomes handy when one has images both in Postscript and GIF (or PNG or JPG) format. As explained in section 6.3, Postscript images can be included in \LaTeX{} documents by using the \epsfbox command from the epsf package. For instance, if screenshot.ps is an encapsulated Postscript file, then a doc.tex document can include it by:

\epsfbox{screenshot.ps}

We may very well also have a GIF version of the screenshot image (or be able to produce one easily using image converting tools), let us store it in a screenshot.ps.gif file. Then, for \Hevea{} to include a link to the GIF image in its output, it suffices to define the \epsfbox command in the macro.hva file as follows:

\newcommand{\epsfbox}[1]{\imgsrc{#1.gif}}

Then \Hevea{} has to be run as:

# hevea macros.hva doc.tex

Since it has its own definition of \epsfbox, \Hevea{} will silently include a link the GIF image and not to the Postscript image.

If another naming scheme for image files is preferred, there are alternatives. For instance, assume that Postscript files are of the kind name.ps, while GIF files are of the kind name.gif. Then, images can be included using \includeimage{name}, where \includeimage is a specific user-defined command:

\newcommand{\includeimage}[1]{\ifhevea\imgsrc{#1.gif}\else\epsfbox{#1.ps}\fi}

Note that this method uses the hevea boolean register (see section 5.2.3). If one does not wish to load the hevea.sty file, one can adopt the slightly more verbose definition:

\newcommand{\includeimage}[1]{%
%HEVEA\imgsrc{#1.gif}%
%BEGIN LATEX
\epsfbox{#1.ps}
%END LATEX
}

When the Postscript file has been produced by translating a bitmap file, this simple method of making a bitmap image and using the \imgsrc command is the most adequate. It should be preferred over using the more automated image file mechanism (see section 6), which will translate the image back from Postscript to bitmap format and will thus degrade it.

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8.3 Internal macros

In this section a few of \texttt{HAVeA} internal macros are described. Internal macros occur at the final expansion stage of \texttt{HAVeA} and invoke Objective Caml code.

Normally, user source code should not use them, since their behaviour may change from one version of \texttt{HAVeA} to another and because using them incorrectly easily crashes \texttt{HAVeA}. However:

- Internal macros are almost mandatory for writing supplementary base style files.
- Casual usage is a convenient (but dangerous) way to finely control output (cf. the examples in the next section).
- Knowing a little about internal macros helps in understanding how \texttt{HAVeA} works.

The general principle of \texttt{HAVeA} is that \texttt{\LaTeX} environments \texttt{\begin{env}... \end{env}} get translated into \texttt{html} block-level elements \texttt{<block attributes>... </block>}. More specifically, such block level elements are opened by the internal macro \texttt{@open} and closed by the internal macro \texttt{@close}. As a special case, \texttt{\LaTeX} groups \texttt{\{... \}} get translated into \texttt{html} \texttt{groups}, which are shadow block-level elements with neither opening nor closing tag.

In the following few paragraphs, we sketch the interaction of \texttt{@open}...\texttt{@close} with paragraphs. Doing so, we intend to warn users about the complexity of the task of producing correct \texttt{html}, and to encourage them to use internal macros, which, most of the time, take nasty details into account.

Paragraphs are rendered by \texttt{p} elements, which are opened and closed automatically. More specifically, a first \texttt{p} is opened after \texttt{\begin{document}}, then paragraph breaks close the active \texttt{p} and open a new one. The final \texttt{\end{document}} closes the last \texttt{p}. In any occasion, paragraphs consisting only of space characters are discarded silently.

Following \texttt{html} “normative reference [HTML-5a]”, block-level elements cannot occur inside \texttt{p}; more precisely, block-level opening tags implicitly close any active \texttt{p}. As a consequence, \texttt{HAVeA} closes the active \texttt{p} element when it processes \texttt{@open} and opens a new \texttt{p} when it processes the matching \texttt{@close}. Generally, no \texttt{p} element is opened by default inside block-level elements, that is, \texttt{HAVeA} does not immediately open \texttt{p} after having processed \texttt{@open}. However, if a paragraph break occurs later, then a new \texttt{p} element is opened, and will be closed automatically when the current block is closed. Thus, the first “paragraph” inside block-level elements that include several paragraphs is not a \texttt{p} element. That alone probably prevents the consistent styling of paragraphs with style sheets.

Groups behave differently, opening or closing them does not close nor open \texttt{p} elements. However, processing paragraph breaks inside groups involves temporarily closing all groups up to the nearest enclosing \texttt{p}, closing it, opening a new \texttt{p} and finally re-opening all groups. Opening a block-level element inside a group, similarly involves closing the active \texttt{p} and opening a new \texttt{p} when the matching \texttt{@close} is processed.

Finally, display mode (as introduced by \texttt{\$$}) is also complicated. Displays basically are \texttt{table} elements with one row (\texttt{tr}), and \texttt{HAVeA} manages to introduce table cells (\texttt{td}) where appropriate. Processing \texttt{@open} inside a display means closing the current cell, starting a new cell, opening the specified block, and then immediately opening a new display. Processing the matching \texttt{@close} closes the internal display, then the specified block, then the cell and finally opens a new cell. In many occasions (in particular for groups), either cell break or the internal display may get cancelled.

It is important to notice that primitive arguments are processed (except for the \texttt{@print} primitive, and for some of the basic style primitives). Thus, some characters cannot be given directly (e.g. \# and \% must be given as \texttt{\#} and \texttt{\%}).

\texttt{@print{text}} Echo \texttt{text} verbatim. As a consequence use only ASCII in \texttt{text}.

\texttt{@getprint{text}} Process \texttt{text} using a special output mode that strips off \texttt{html} tags. This macro is the one to use for processed attributes of \texttt{html} tags.

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\hr\{attr\}{width}{height} Output an hr element, this is, a horizontal rule. Optional argument attr are attributes passed on directly (e.g. size=3 noshade), while width and height are length arguments given in \LaTeX{} style (e.g. 2pt or .5\linewidth).

Users can style the rules generated with \hr by overriding class horizontal-rule.

\print\{n\} Output Unicode character “n” which can be given either as a decimal number or as a hexadecimal number prefixed with “X”.

\open\{block\}\{attributes\} Open HTML block-level element block with attributes attributes. The block name block must be lowercase.

As a special case, block may be the empty string, then an HTML group is opened. Argument block cannot be p; use \open\par to open a paragraph element.

\close\{block\} Close HTML block-level element block. Note that \open and \close must be properly balanced.

\open\par\{attributes\} Open a paragraph block element, which optionally gets attributes attributes.

\close\par Close a paragraph block element. Note that \open\par and \close\par also must be properly balanced.

\out\par\{arg\} If occurring inside a p element, that is, if a \<p> opening tag is active, \out\par first closes it (by emitting </p>), formats arg, and then re-opens a p element. Otherwise, \out\par simply formats arg. This command is adequate when formatting arg produces block-level elements.

Text-level elements are managed differently. They are not seen as blocks that must be closed explicitly. Instead they follow a “declaration” style, similar to the one of \LaTeX{} “text-style declarations” — namely, \its shape, \em etc. Block-level elements (and HTML groups) delimit the effect of such declarations.

\span\{attr\} Declare the text-level element span (with given attributes) as active. The text-level element span will get opened as soon as necessary and closed automatically, when the enclosing block-level elements get closed. Enclosed block-level elements are treated properly by closing span before them, and re-opening span (with given attributes) inside them. The following text-level constructs exhibit similar behaviour with respect to block-level elements.

\style\{shape\} Declare the text shape shape (which must be lowercase) as active. Text shapes are known as font style elements (i, tt, etc.; \begin{warning} most of font style elements are depreciated in HTML5, and some of them are no longer valid, prefer CSS in \span tags) or phrase elements (em, etc.) in the HTML terminology.

\styleattr\{name\}\{attr\} This command generalises both \span and \style, as both a text-level element name name and attributes are specified. More specifically, \span\{attr\} can be seen as a shorthand for \styleattr\{span\}\{attr\}; while \style\{name\} can be seen as a shorthand for \styleattr\{name\}\{\}. \end{warning}

\fontsize\{int\} Declare the text-level element span with attribute style=\"font-size:font-size\" as active. The argument int must be a small integer in the range 1,2, …, 7. \begin{hevea} computes font-size, a CSS font-size value, from int. More specifically, font-size will range from x-small to 120\%, included in a xx-large, 3 being the default size medium. Notice that \fontsize is depreciated in favour of \span with proper font-size declarations: \span\{style=\"font-size=xx-small\"\}, \span\{style=\"font-size=x-small\"\}, \span\{style=\"font-size=small\"\}, etc.

\fontcolor\{color\} Declare the text-level element span with attribute \"style=color\" as active. The argument color must be a color attribute value in the HTML style. That is either one of the sixteen conventional colours black, silver etc, or a RGB hexadecimal color specification of the form #XXXXXX. Note that the argument color is processed, as a consequence numerical color arguments should be given as \#XXXXXX.
\@nostyle Close active text-level declarations and ignore further text-level declarations. The effect stops when the enclosing block-level element is closed.

\@clearstyle Simply close active text-level declarations.

Notice on font styling with CSS

The preferred way to style text in new versions of the HTML “standard” is using style-sheet specifications. Those can be given as argument to a “style” attributes of HTML elements, most noticeably of the span elements. For instance, to get italics in old versions of HTML one used the text-level “i” element as in \textit{...}. Now, for the same results of getting italics one may write: \texttt{<span style="font-style:italic">...</span>}. An indeed hevea styles text in that manner, starting from version 2.00. Such (verbose) declarations are then abstracted into style class declarations by HEVEA optimiser esponja, which is invoked by hevea when given option “-O”.

Notice that style attributes can be given to elements other than span. However, combining style attributes requires a little care as only one style attribute is allowed. Namely $<$cite style="font-weight:bold" style="color:red">...$>$ is illegal and should be written $<$cite style="font-weight:bold;color:red">...$>$.

The command \@addstyle can be handy for adding style to already styled elements:

\@addstyle{name:val}{attrs} Echo the space-separated attributes attrs of a tag with the name:val style declaration added to these attributes. The style attribute is added if necessary. Examples: \@addstyle{color:red}{href="#" style="color:red"}, and \@addstyle{color:red}{href="#" style="font-style:italic"} will produce \texttt{href="#" style="color:red;"}, and \texttt{href="#" style="font-style:italic;"}. Note that an unnecessary extra space can be added in some cases.

As an example, consider the following definition of a command for typesetting citation in bold, written directly in HTML:

\newcommand{\styledcite}{[2]}[]
{\{[@styleattr{cite}{\@addstyle[#1]{style="font-weight:bold"}}#2]\}}

The purpose of the optional argument is to add style to specific citations, as in:

Two fundamental works: \styledcite{The Holy Bible} and \styledcite[color:red]{Das Kapital}.

Notice that the example is given for illustrating the usage of the \@addstyle macros, which is intended for package writers. A probably simpler way to proceed would be to use \LaTeX{} text-style declarations:

\newcommand{styledcite}{[2]}[]{{\@style{cite}{#1}bf{}#2}}

Two fundamental works: styledcite{The Holy Bible} and styledcite[color]{Das Kapital}.

8.4 The rawhtml environment

Any text enclosed between \texttt{\begin{rawhtml}} and \texttt{\end{rawhtml}} is echoed verbatim into the HTML output file. Similarly, \texttt{\rawhtmlinput{file}} echoes the contents of file \texttt{file}. In fact, rawhtml is the environment counterpart of the \@print command, but experience showed it to be much more error prone.

When HEVEA was less sophisticated then it is now, rawhtml was quite convenient. But, as time went by, numerous pitfalls around rawhtml showed up. Here are a few:

- Verbatim means that no translation of any kind is performed. In particular, be aware that input encoding (see B.17.4) does not apply. Hence one should use ascii only, if needed non-ascii characters can be given as entity or numerical character references — e.g. \texttt{\&eacute;} or \texttt{\&#XE9;} for é.
• The \texttt{rawhtml} environment should contain only HTML text that makes sense alone. For instance, writing \texttt{\begin{rawhtml}\begin{table}\end{rawhtml}\end{rawhtml}} is dangerous, because \texttt{HEVEA} is not informed about opening and closing the block-level element \texttt{table}. In that case, one should use the internal macros \texttt{\@open} and \texttt{\@close}.

• \texttt{\begin{rawhtml}/text\end{rawhtml}} fragments that contain block-level elements will almost certainly mix poorly with p elements (introduced by paragraph breaks) and with active style declaration (introduced by, for instance, \texttt{\it}). Safe usage will most of the time means using the internal macros \texttt{\@nostyle} and \texttt{\@out@par}.

• When \texttt{HEVEA} is given the command-line option \texttt{-O}, checking and optimisation of text-level elements in the whole document takes place. As a consequence, incorrect HTML introduced by using the \texttt{rawhtml} environment may be detected at a later stage, but this is far from being certain.

As a conclusion, do not use the \texttt{rawhtml} environment! A much safer option is to use the \texttt{htmlonly} environment and to write \LaTeX{} code. For instance, in place of writing:

\begin{verbatim}
\begin{rawhtml}
A list of links:
<ul>
</ul>
\end{rawhtml}
\end{verbatim}

One can write:

\begin{verbatim}
\begin{htmlonly}
A list of links:
\begin{itemize}
\item \texttt{\ahref{http://www.apple.com/}{Apple}}.
\item \texttt{\ahref{http://www.sun.com/}{Sun}}.
\end{itemize}
\end{itemize}
\end{htmlonly}
\end{verbatim}

If \texttt{HEVEA} is targeted to text or info files (see Section 11). The text inside \texttt{rawhtml} environments is ignored. However there exists a \texttt{rawtext} environment (and a \texttt{\rawtextinput} command) to echo text verbatim in text or info output mode. Additionally, the \texttt{raw} environment and a \texttt{\rawinput} command echo their contents verbatim, regardless of \texttt{HEVEA} output mode. Of course, when \texttt{HEVEA} produces HTML, the latter environment and command suffer from the same drawbacks as \texttt{rawhtml}.

8.5 Examples

As a first example of using internal macros, consider the following excerpt from the \texttt{hevea.hva} file that defines the \texttt{center} environment:

\begin{verbatim}
\begin{verbatim}
\newenvironment{center}{\@open{div}{style="text-align:center"}}{\@close{div}}
\end{verbatim}
\end{verbatim}

Notice that the code above is no longer present and is given here for explanatory purpose only. Now \texttt{HEVEA} uses style-sheets and the actual definition of the \texttt{center} environment is as follows:

\begin{verbatim}
\newstyle{.center}{text-align:center;margin-left:auto;margin-right:auto;}%
\setenvclass{center}{center}%
\newenvironment{center}
{{\@open{div}{\getprint{class="getenvclass{center}"}}}%}
{{\@close{div}}}%
\end{verbatim}

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Basically environments \begin{center}...\end{center} will, by default, be translated into blocks <div class="center">...<div class="center).

Additionally, the style class associated to center environments is managed through an indirection, using the commands \setenvclass and \getenvclass. See section 9.3 for more explanations.

Another example is the definition of the \purple color declaration (see section 8.1.2):

\newcommand{\purple}{\@fontcolor{purple}}

H\TeX\A does not feature all text-level elements by default. However one can easily use them with internal macros. For instance this is how you can make all emphasised text blink:

\renewcommand{\em}{\@styleattr{em}{style="text-decoration:blink"}}

Then, here is the definition of a simplified \imgsrc command (see section 8.1.1), without its optional argument:

\newcommand{\imgsrc}{1}
{\@print{<img src="}\@getprint{#1}\@print{">}}

Here, \@print and \@getprint are used to output HTML text, depending upon whether this text requires processing or not. Note that \open{img}{#1} is not correct, because the element img consists in a single tag, without a closing tag.

Another interesting example is the definition of the command \@doaelement, which H\TeX\A uses internally to output A elements.

\newcommand{\@doaelement}{2}
{\nostyle\@print{<a }\@getprint{#1}\@print{>}}{#2}{\nostyle\@print{</a>}}

The command \@doaelement takes two arguments: the first argument contains the opening tag attributes; while the second element is the textual content of the A element. By contrast with the \imgsrc example above, tags are emitted inside groups where styles are cancelled by using the \nostyle declaration. Such a complication is needed, so as to avoid breaking proper nesting of text-level elements.

Here is another example of direct block opening. The bgcolor environment from the color package locally changes background color (see section B.14.2.1). This environment is defined as follows:

\newenvironment{bgcolor}{2}{style="padding:1em"]
{\table\@open{tr}\@open{td}{\addstyle{background-color:\@getcolor{#2}}{#1}}}{\close{td}\close{tr}\close{table}}

The bgcolor environment operates by opening a HTML table (table) with only one row (tr) and cell (td) in its opening command, and closing all these elements in its closing command. In my opinion, such a style of opening block-level elements in environment opening commands and closing them in environment closing commands is good style. The one cell background color is forced with a background-color property in a style attribute. Note that the mandatory argument to \begin{bgcolor} is the background color expressed as a high-level color, which therefore needs to be translated into a low-level color by using the \getcolor internal macro from the color package. Additionally, \begin{bgcolor} takes HTML attributes as an optional argument. These attributes are the ones of the table element.

If you wish to output a given Unicode character whose value you know, the recommended technique is to define an ad-hoc command that simply call the \@print@u command. For instance, “blackboard sigma” is Unicode U+02140 (hexa). Hence you can define the command bbsigma as follows:

\newcommand{\bbsigma}{\@print@u{X2140}}
8.6 The document charset

According to standards, as far as I understand them, HTML pages are made of Unicode (ISO 10646) characters. By contrast, a file in any operating system is usually considered as being made of bytes.

To account for that fact, HTML pages usually specify a document charset that defines a translation from a flow of bytes to a flow of characters. For instance, the byte \textcurrency\ means Unicode \texteuro\ in the ISO-8859-1 (or latin1) encoding, and \texteuro\ in the ISO-8859-15 (or latin9) encoding. Notice that \texttt{Hevea} has no difficulty to output both symbols, in fact they are defined as Unicode characters:

\begin{verbatim}
\newcommand{\textcurrency}{\@print@u{XA4}}
\newcommand{\texteuro}{\@print@u{X20AC}}
\end{verbatim}

But the \@print@u\ command may output the specified character as a byte, when possible, by the means of the output translator. If not possible, \@print@u\ outputs a numerical character references (for instance &\textcurrency;).

Of course, the document charset and the output translator must be synchronised. The command \@def@charset\ takes a charset name as argument and performs the operation of specifying the document character set and the output translator. It should occur in the document preamble. Valid charset names are ISO-8859-\textit{n} where \textit{n} is a number in 1...15, KOI8-R, US-ASCII (the default), windows-\textit{n} where \textit{n} is 1250, 1251, 1252 or 1257, or macintosh, or UTF-8. In case those charsets do not suffice, you may ask the author for other document charsets. Notice however that document charset is not that important, the default US-ASCII works everywhere! Input encoding of source files is another, although related, issue — see Section B.17.4.

If wished so, the charset can be extracted from the current locale environment, provided this yields a valid (to \texttt{Hevea}) charset name. This operation is performed by a companion script: \texttt{xxcharset.exe}. It thus suffices to launch \texttt{Hevea} as:

\begin{verbatim}
# hevea -exec xxcharset.exe other arguments
\end{verbatim}

9 Support for style sheets

9.1 Overview

Starting with version 1.08, Hevea offers support for style sheets (of the CSS variant see [CSS-2]).

Style sheets provide enhanced expressiveness. For instance, it is now possible to get “real” (whatever real means here) small caps in HTML, and in a relatively standard manner. There are other, discrete, maybe unnoticeable, similar enhancements.

However, style sheets mostly offer an additional mechanism to customise their documents to Hevea users. To do so, users should probably get familiar with how Hevea uses style sheets in the first place.

Hevea interest for style sheets is at the moment confined to block-level elements (\texttt{div, table, H<n>}, etc.). The general principle is as follows: when a command or an environment gets translated into a block-level element, the opening tag of the block level element has a \texttt{class="name"} attribute, where \texttt{name} is the command or environment name.

As an example the \LaTeX\ command \texttt{\subsection} is implemented with the element \texttt{h3}, resulting in HTML output of the form:

\begin{verbatim}
<h3 class="subsection">
...
</h3>
\end{verbatim}

By default, most styles are undefined, and default rendering of block-level elements applies. However, some packages (such as, for instance \texttt{fancysection}, see Section B.16.4) may define them. If you wish to change the style of section headers, loading the \texttt{fancysection} package may prove appropriate (see B.16.4). However, one can also proceed more directly, by appending new definitions to the document style sheet, with the command \texttt{\newstyle}. For instance, here is a \texttt{\newstyle} to add style for subsections.
This declaration adds some style element to the `subsection` class (notice the dot!): blocks that declare to belong to the class will show dark-blue text, some padding (space inside the box) is added and a border will be drawn around the block. These specification will normally affect all subsections in the document.

The following points are worth noticing:

- To yield some effect, \newstyle commands must appear in the document preamble, i.e. before \begin{document}.
- Arguments to \newstyle commands are processed.
- The `hevea` package defines all style sheet related commands as no-ops. Thus, these commands do not affect document processing by \LaTeXX.

9.2 Changing the style of all instances of an environment

In this very document, all `verbatim` environments appear over a light green background, with small left and right margins. This has been performed by simply issuing the following command in the document preamble.

\newstyle{.verbatim}{margin:1ex 1ex;padding:1ex;background: \#ccffcc;}

Observe that, in the explicit numerical color argument above, the hash character “#” has to be escaped.

9.3 Changing the style of some instances of an environment

One can also change the style class attached to a given instance of an environment and thus control styling of environments more precisely.

As a matter of fact, the name of the class attribute of environment `env` is referred to through an indirection, by using the command \getenvclass{env}. The class attribute can be changed with the command \setenvclass{env}{class}. The \setenvclass command internally defines a command `\env@class`, whose content is read by the \getenvclass command. As a consequence, the class attribute of environments follows normal scoping rules. For instance, here is how to change the style of one `verbatim` environment.

\begin{verbatim}
This will be styled through class 'myverbatim', introduced by:
\newstyle{.myverbatim}
\begin{verbatim}
    {margin:1ex 3x;padding:1ex;
     color:maroon;
     background:\@getstylecolor[named]{Apricot}}
\end{verbatim}
\end{verbatim}

Observe how the class of environment `verbatim` is changed from its default value to the new value `myverbatim`. The change remains active until the end of the current group (here, the “}” at the end). Then, the class of environment `verbatim` is restored to its default value — which happen to be `verbatim`.

This example also shows two new ways to specify colours in style definition, with a conventional HTML color name (here maroon) or as a high-level color (see Section B.14.2), given as an argument to the \@getstylecolor internal command (here \texttt{Apricot} from the \texttt{named} color model).

A good way of specifying style class changes probably is by defining new environments.

\begin{verbatim}
\newenvironment{flashyverbatim}
{\setenvclass{verbatim}{myverbatim}\verbatim}
{\verbatim}
\end{verbatim}

Then, we can use \begin{flashyverbatim}... \end{flashyverbatim} to get verbatim environments style with the intended `myverbatim` style class.
9.4 Which class affects what

Generally, the styling of environment \textit{env} is performed through the commands \texttt{\getenvclass{env}} and \texttt{\setenvclass{env}{...}}, with \texttt{\getenvclass{env}} producing the default value of \textit{env}.

Concretely, this means that most of the environments are styled through an homonymous style class. Here is a non-exhaustive list of such environments

- figure
- table
- itemize
- enumerate
- list
- description
- trivlist
- center
- flushleft
- flushright
- quote
- quotation
- verbatim
- abstract
- mathpar (cf Section B.17.16)
- lstlisting (cf. Section B.17.14), etc.

All sectioning commands (\texttt{\part}, \texttt{\section} etc.) output H<n> block-level elements, which are styled through style classes named part, section, etc.

List making-environment introduce extra style classes for items. More specifically, for list-making environments itemize and enumerate, li elements are styled as follows:

\begin{verbatim}
<ul class="itemize">
  <li class="li-itemize"> ...
</ul>

<ol class="enumerate">
  <li class="li-enumerate"> ...
</ol>
\end{verbatim}

That is, li elements are styled as environments, the key name being li-env.

The description, trivlist and list environments (which all get translated into DL elements) are styled in a similar way, internal DT and DD elements being styles through names dt-env and dd-env respectively.

9.5 A few examples

9.5.1 The title of the document

The command \texttt{\maketitle} formats the document title within a table element, with class title, for display. The name of the title is displayed inside block h1, with class titlemain, while all other information (author, date) are displayed inside block h3, with class titlerest.

\begin{verbatim}
<table class="title">
  <tr>
    <td style="padding:1ex">
      <h1 class="titlemain">..title here..</h1>
      <h3 class="titlerest">..author here..</h3>
      <h3 class="titlerest">..date here..</h3>
    </td>
  </tr>
</table>
\end{verbatim}

Users can impact on title formatting by adding style in the appropriate style classes. For instance the following style class definitions:

\begin{verbatim}
\newstyle{.title}
  {text-align:center;margin:1ex auto;color:navy;border:solid navy;}
\newstyle{.titlerest}{font-variant:small-caps;}
\end{verbatim}

will normally produce a title in dark blue, centered in a box, with author and date in small-caps.


9.5.2 Enclosing things in a styled div

At the moment, due to the complexity of the task, environments tabular and array cannot be styled as others environments can be, by defining an appropriate class in the preamble. However, even for such constructs, limited styling can be performed, by using the divstyle environment. The opening command \begin{divstyle}{class} takes the name of a class as an argument, and translates to <div class="class">. Of course the closing command \end{divstyle} translates to </div>. The limitation is that the enclosed part may generate more HTML blocks, and that not all style attribute defined in class class class will apply to those inner blocks.

As an example consider the style class definition below.

\newstyle{ruled}{border:solid black;padding:1ex;background:\#eeddbb;color:maroon}

The intended behaviour is to add a black border around the inner block (with some padding), and to have text over a light brown background.

If we, for instance, enclose an itemize environment, the resulting effect is more or less what we have expected:

\begin{divstyle}{ruled}
\begin{itemize}
\item A ruled itemize
\item With two items.
\end{itemize}
\end{divstyle}

However, enclosing a centered tabular environment in a divstyle{ruled} one is less satisfactory.

\begin{divstyle}{ruled}
\begin{center}\begin{tabular}{|c|c|}
\hline \bf English & \bf French\\
Good Morning & Bonjour\\ Thank You & Merci\\ Good Bye & Au Revoir\\ \hline
\end{tabular}\end{center}
\end{divstyle}

In the HTML version of this document, one sees that the brown background extend on all the width of the displayed page.

This problem can be solved by introducing an extra table. We first open an extra centered table and then only open the divstyle environment.

\begin{center}\begin{tabular}{c}
\begin{divstyle}{ruled}
\begin{tabular}{|c|c|}
\hline \bf English & \bf French\\
Good Morning & Bonjour\\ Thank You & Merci\\ Good Bye & Au Revoir\\ \hline
\end{tabular}
\end{divstyle}
\end{tabular}\end{center}

This works because of the rules that govern the width of HTML table elements, which yield minimal width. This trick is used in numerous places by H\TeX, for instance in document titles, and looks quite safe.

Another solution is to specify the display property of the styling div block as being inline-block:

\newstyle{ruledbis}{border:solid black;padding:1ex;background:\#eeddbb;color:maroon;display:inline-block;}
9.5.3 Styling the itemize environment

Our idea is highlight lists with a left border whose color fades while lists are nested. Such a design may be appropriate for tables of content, as the one of this document. The text above is typeset from the following \LaTeX source.

\begin{toc}
\item Part~A
\begin{toc}
\item Chapter~I
\begin{toc}
\item Section~I.1
\item Section~I.2
\end{toc}
\end{toc}
\end{toc}

For simplicity, we assume a limit of four over the nesting depth of toc environment. We first define four style classes toc1, toc2, toc3 and toc4 in the document preamble. Since those classes are similar, a command \newtocstyle is designed.

\newcommand{\newtocstyle}[2]{\newstyle{.toc#1}{list-style:none;border-left:1ex solid #2;padding:0ex 1ex;}}
\newtocstyle{1}{\@getstylecolor{Sepia}}
\newtocstyle{2}{\@getstylecolor{Brown}}
\newtocstyle{3}{\@getstylecolor{Tan}}
\newtocstyle{4}{\@getstylecolor{Melon}}

The toc environment uses a counter to record nesting depth. Notice how the style class of the itemize environment is redefined before \begin{itemize}.

\newcounter{toc}
\newenvironment{toc}
\{\stepcounter{toc}\setenvclass{itemize}{toc\thetoc}\begin{itemize}\}
\{\addtocounter{toc}{-1}\end{itemize}\}

The outputted HTML is:

\begin{verbatim}
<ul class="toc1"><li class="li-itemize">Part&nbsp;A
<ul class="toc2"><li class="li-itemize">Chapter&nbsp;I
<ul class="toc3"><li class="li-itemize">Section&nbsp;I.1
<li class="li-itemize">Section&nbsp;I.2
...
</ul></li></ul></li></ul>
</ul>

9.6 Miscellaneous

9.6.1 Hacha and style sheets

\Hacha now produces an additional file: a style sheet, which is shared by all the HTML files produced by \Hacha. Please refer to section 7.1 for details.

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9.6.2 Producing an external style sheet

By default, style declarations defined with \newstyle go into the header of the HTML document doc.html. However, one can send those declarations into an external style file, whose name is doc.css. Then, HeVeA automatically relates doc.html to its style sheet doc.css. To achieve this behaviour, it suffices to set the value of the boolean register externalcss to true, by issuing the command \externalcsstrue in the preamble of the source document. Notice that HeVeA output still can be processed by HoChA, with correct behaviour.

9.6.3 Linking to external style sheets

The HeVeA command \loadcssfile{url} allows the user to link to an external style sheet (like the link option for HTML). The command takes an url of the external sheet as argument and emits the HTML text to link to the given external style sheet. As an example, the command \loadcssfile{../abc.css} produces the following HTML text in the head of the document.

```html
<link rel="stylesheet" type="text/css" href="../abc.css">
```

To yield some effect, \loadcssfile must appear in the document preamble. Several \loadcssfile commands can be issued. Then the given external style sheets appear in the output, following source order.

Notice that the argument to \loadcssfile is processed. Thus, if it contains special characters such as “#” or “$”, those must be specified as \# and \$ respectively. A viable alternative would be to quote the argument using the \url command from the url package (see Section B.17.12).

9.6.4 Limitations

At the moment, style class definitions cumulate, and appear in the style element in the order they are given in the document source. There is no way to cancel the default class definitions performed by HeVeA before it starts to process the user’s document. Additionally, external style sheets specified with \loadcssfile appear before style classes defined with \newstyle. As a consequence (if I am right), styles declared by \newstyle take precedence over those contained in external style sheets. Thus, using external style sheets, especially if they alter the styling of elements, may produce awkward results.

Those limitations do not apply of course to style classes whose names are new, since there cannot be default definitions for them. Then, linking with external style sheets can prove useful to promote uniform styling of several documents produced by HeVeA.

10 Customising HeVeA

HeVeA can be controlled by writing \LaTeX code. In this section, we examine how users can change HeVeA default behaviour or add functionalities. In all this section we assume that a document doc.tex is processed, using a private command file macros.hva. That is, HeVeA is invoked as:

```
# hevea macros.hva doc.tex
```

The general idea is as follows: one redefines \LaTeX constructs in macros.hva, using internal commands. This requires a good working knowledge of both \LaTeX and HTML. Usually, one can avoid internal commands, but then, all command redefinitions interact, sometimes in very nasty ways.

10.1 Simple changes

Users can easily change the rendering of some constructs. For instance, assume that all quotations in a text should be emphasised. Then, it suffices to put the following re-declaration in macros.hva:
The same effect can be achieved without using any of the internal commands:

\let\oldquote\quote
\let\oldendquote\endquote
\renewenvironment{quote}{{\oldquote}\em}{{\oldendquote}}

In some sense, this second solution is easier, when one already knows how to customise \LaTeX. However, this is less safe, since the definition of \em can be changed elsewhere.

There is yet another solution that takes advantage of style sheets. One can also add this line to the macros.hva file:

\newstyle{.quote}{font-style:oblique;}

This works because the environment quote is styled through style class quote (see Section 9.2). Notice that this solution has very little to do with “emphasising” in the proper sense, since here we short-circuit the implicit path from \em to oblique fonts.

10.2 Changing defaults for type-styles

\LaTeX default rendering of type style changes is described in section B.15.1. For instance, the following example shows the default rendering for the font shapes:

\itshape italic shape \slshape slanted shape
\scshape small caps shape \upshape upright shape

By default, \itshape is italics, \slshape is oblique italics, \scshape is small-caps (thanks to style sheets) and \upshape is no style at all. All shapes are mutually exclusive, this means that each shape declaration cancels the effect of other active shape declarations. For instance, in the example, small caps shapes is small caps (no italics here).

If one wishes to change the rendering of some of the shapes (say slanted caps), then one should redefine the old-style declaration. For instance, to render slanted as Helvetica (why so?), one should redefine \sl by \renewcommand{\sl}{\@span{style="font-family:Helvetica"}} in macros.hva.

Hence, redefining old-style declarations using internal commands should yield satisfactory output. However, since cancellation is done at the HTML level, a declaration belonging to one component may sometimes cancel the effect of another that belongs to another component. Anyway, you might have not noticed it if I had not told you.

10.3 Changing the interface of a command

Assume for instance that the base style of doc.tex is jsc (the Journal of Symbolic Computation style for articles). For running \LaTeX, the jsc style can be replaced by article style, but for a few commands whose calling interface is changed. In particular, the \title command takes an extra optional argument (which \LaTeX should ignore anyway). However, \LaTeX can process the document as it stands. One solution to insert the following lines into macros.hva:

\input{article.hva}% Force document class 'article'
\let\oldtitle=\title
\renewcommand{\title}[2][]{{\oldtitle[#2]}}

The effect is to replace \title by a new command which calls \LaTeX \title with the appropriate argument.
10.4 Checking the optional argument within a command

\texttt{HV\TeX\ A} fully implements \LaTeX\ \texttt{\newcommand}. That is, users can define commands with an optional argument. Such a feature permits to write a \texttt{\epsfbox} command that has the same interface as the \LaTeX\ \texttt{\newcommand} and echoes itself as it is invoked to the image file. To do this, the \texttt{HV\TeX\ A \epsfbox} command has to check whether it is invoked with an optional argument or not. This can be achieved as follows:

\begin{verbatim}
\newcommand{\epsfbox}[2][!*!]{%  
  \ifthenelse{\equal{#1}{!*!}}{  
    \begin{toimage}\epsfbox{#2}\end{toimage}}{  
    \begin{toimage}\epsfbox[#1]{#2}\end{toimage}}}%With optional argument
\imageflush
\end{verbatim}

10.5 Changing the format of images

Semi-automatic generation of included images is described in section 6. Links to included images are generated by the \texttt{\imageflush} command, which calls the \texttt{\imsrc} command:

\begin{verbatim}
\newcommand{\imageflush}[1][]{\@imageflush\stepcounter{image}\imsrc[#1]{\heveaimagedir\jobname\theimage\heveaimageext}}
\end{verbatim}

That is, you may supply a HTML-style attribute to the included image, as an optional argument to the \texttt{\imageflush} command.

By default, images are PNG images stored in .png files. \texttt{HV\TeX\ A} provides support for the alternative GIF image file format. It suffices to invoke \texttt{hevea} as:

```
# hevea gif.hva doc.tex
```

Then \texttt{imagen} must be run with option \texttt{-gif}:

```
# imagen -gif doc
```

A convenient alternative is to invoke \texttt{hevea} as:

```
# hevea -fix gif.hva doc.tex
```

Then \texttt{hevea} will invoke \texttt{imagen} with the appropriate option when it thinks images need to be rebuild. An even more convenient alternative is to load \texttt{gif.hva} from within document source, for instance with the \texttt{\usepackage} command.

\texttt{HV\TeX\ A} also provides support for the alternative SVG image file format. As for GIF images, it is more convenient to use option \texttt{-fix} to combine \texttt{hevea} and \texttt{imagen} invocations:

```
# hevea -fix svg.hva doc.tex
```

Notice that \texttt{imagen} production chain of SVG images always call \texttt{pdflatex}, even when \textit{not} given the \texttt{-pdf} command-line option. Hence the source code of images must be processable by \texttt{pdflatex}. This precludes using \texttt{latex}-only packages such as \texttt{pstricks} for instance.

As not all browsers display SVG images, \texttt{hevea} and \texttt{imagen} are bit special: \texttt{imagen} produces both PNG\footnote{or GIF, if \texttt{gif.hva} is loaded} and SVG images; while \texttt{hevea} offers both image sources, letting client browser select the most appropriate one by the means of the \texttt{srcset} attribute of the \texttt{img} element.
10.6 Storing images in a separate directory

By redefining the \heveaimagedir command, users can specify a directory for images. More precisely, if the following redefinition occurs in the document preamble.

```
\renewcommand{\heveaimagedir}{dir}
```

Then, all links to images in the produced HTML file will be as “dir/...”. Then imagen must be invoked with option -todir:

```
# imagen -todir dir doc
```

As usual, hevea will invoke imagen with the appropriate option, provided it is passed the -fix option.

10.7 Controlling imagen from document source

The internal command \@addimagenopt{option} add the text option to imagen command-line options, when launched automatically by hevea (i.e. when hevea is given the -fix command-line option).

For instance, to instruct hevea/imagen to reduce all images by a factor of $\sqrt{2}$, it suffices to state:

```
\%HEVEA@addimagenopt{-mag 707}
```

See section C.1.5 for the list of command-line options accepted by imagen.

11 Other output formats

It is possible to translate \LaTeX file into other formats than HTML. There are two such formats: plain text and info files. This enables producing postscript, HTML, plain text and info manuals from one (\LaTeX) input file.

11.1 Text

The \LaTeX file is processed and converted into a plain text formatted file. It allows some pretty-printing in plain text.

To translate into text, invoke \texttt{Hevea} as follow:

```
# hevea -text [-w <width>] myfile.tex
```

Then, \texttt{Hevea} produces \texttt{myfiles.txt} a plain text translation of \texttt{myfile.tex}.

Additionally, the optional argument \texttt{-w <number>} sets the width of the output for text formatting. By default, The text will be 72 characters wide.

Nearly every environment has been translated, included lists and tables. The support is nearly the same as in HTML, excepted in some cases described hereafter.

Most style changes are ignored, because it is hardly possible to render them in plain text. Thus, there are no italics, bold fonts, underlinings, nor size change or colours... The only exception is for the verbatim environment that puts the text inside quotes, to distinguish it more easily.

Tables with borders are rendered in the same spirit as in \LaTeX. Thus for instance, it is possible to get vertical lines between some columns only. Table rendering can be poor in case of line overflow. The only way to correct this (apart from changing the tables themselves) is to adjust the formatting width, using the the -w command-line option.

For now, maths are not supported at all in text mode. You can get very weird results with in-text mathematical formulas. Of course, simple expressions such as subscripts remains readable. For instance, $x^2$ will be rendered as x$^2$, but $\int_0^1 f(x)dx$ will yield something like : \texttt{int01f(x)dx}.
11.2 Info

The file format info is also supported. Info files are text files with limited hypertext links, they can be read by using *emacs* info mode or the *info* program. Please note that *hevea* translates plain *\LaTeX* to info, and not TeXinfo.

You can translate your *\LaTeX* files into info file(s) as follows:

```
# hevea -info [-w <width>] myfile.tex
```

Then, *hevea* produces the file `myfile.info`, an info translation of `myfile.tex`. However, if the resulting file is too large, it is cut into pieces automatically, and `myinfo.info` now contains references for all the nodes in the others files, which are named `myfile.info-1`, `myfile.info-2`, ...

The optional argument `-w` has the same meaning as for text output.

The text will be organised in nodes that follow the pattern of *\LaTeX* sectioning commands. Menus are created to navigate through the sections easily.

A table of content is produced automatically. References, indexes and footnotes are supported, as they are in *HTML* mode. However, the info format only allows pointers to info nodes, *i.e.* in *hevea* case, to sectional units. As a consequence all cross references lead to sectional unit headers.

Part B

Reference manual

This part follows the pattern of the *\LaTeX* reference manual [*\LaTeX*, Appendix C].

B.1 Commands and Environments

B.1.1 Command Names and Arguments

*\LaTeX* comments that start with “%” and end at end of line are ignored and produce no output. Usually, *hevea* ignore such comments. However, *hevea* processes text that follows “\HEVEA” and some other comments have a specific meaning to it (see section 5.3).

Command names follow strict *\LaTeX* syntax. That is, apart from #, $, -, _ and ^, they either are “\” followed by a single non-letter character or “\” followed by a sequence of letters. Additionally, the letter sequence may be preceded by “@” (and this is the case of many of *hevea* internal commands), or terminated by “*” (starred variants are implemented as plain commands).

Users are strongly advised to follow strict *\LaTeX* syntax for arguments. That is, mandatory arguments are enclosed in curly braces `{...}` and braces inside arguments must be properly balanced. Optional arguments are enclosed in square brackets `[... ]`. However, *hevea* does its best to read arguments even when they are not enclosed in curly braces. Such arguments are a single, different from “\”, “{” and “ “, character or a command name. Thus, constructs such as \`ecole, $a_1$ or $a_\Gamma$ are recognized and processed as \`ecole, \textbf{a}_1 and \textbf{a}_\Gamma. By contrast, a`\mbox{...}` is not recognized and must be written a`\mbox{...}`.

Also note that, by contrast with *\LaTeX*, comments are parsed during argument scanning, as an important consequence brace nesting is also checked inside comments.

With respect to previous versions, *hevea* has been improved as regards emulation of complicated argument passing. That is, commands and their arguments can now appear in different static text bodies. As a consequence, *hevea* correctly processes the following source:

```
\newcommand{\boite}{\textbf}
\boite{In bold}
```

The definition of \boite makes it reduces as \textbf{In bold} and *hevea* succeeds in fetching the argument “{In bold}”. We get
In bold

The above example arguably is no “legal” \TeX, but \TeXe handles it. Of course, there remains numerous “clever” \TeX tricks that exploits \TeX internal behaviour, which \TeXe does not handle. For instance consider the following source:

```latex
\newcommand{\boite}[1]{\textbf{#1}}
\boite{{In bold}, Not in Bold.}
```

\TeX typesets the text “In bold” using bold font, leaving the rest of the text alone. While \TeXe typesets everything using bold font. Here is \TeX output:

```
In bold, Not in Bold.
```

Note that, in most similar situations, \TeXe will likely crash.

As a conclusion of this important section, Users are strongly advised to use ordinary command names and curly braces and not to think too much the \TeX way.

### B.1.2 Environments

Environment opening and closing is performed like in \TeX, with `\begin{env}` and `\end{env}`. The *-form of an environment is a plain environment.

It is not advised to use `\env` and `\endenv` in place of `\begin{env}` and `\end{env}`.

### B.1.3 Fragile Commands

Fragile commands are not relevant to \TeXe and `\protect` is defined as a null command.

### B.1.4 Declarations

Scope rules are the same as in \TeX.

### B.1.5 Invisible Commands

I am a bit lost here. However spaces in the output should correspond to users expectations. Note that, to \TeXe being invisible commands is a static property attached to command name.

### B.1.6 The `\` Command

The `\` and `\*` commands are the same, they perform a line break, except inside arrays where they end the current row. Optional arguments to `\` and `\*` are ignored.

### B.2 The Structure of the Document

Document structure is a bit simplified with respect to \TeX, since documents consist of only two parts. The `preamble` starts as soon as \TeXe starts to operate and ends with the `\begin{document}` construct. Then, any input occurring before `\end{document}` is translated to HTML. However, the preamble is processed and the preamble comprises the content of the files given as command-line arguments to \TeXe, see section C.1.1.1). As a consequence, command and environment definitions that occur before `\begin{document}` are performed and they remain valid during all the processing.
In particular one can define a header and a footer, by using the \htmlhead and \htmlfoot commands in the preamble. Those commands register their argument as the header and the footer of the final HTML document. The header appears first while the footer appears last in (visible) HTML output. This is mostly useful when \TeX output is later cut into pieces by \TeX, since both header and footer are replicated at the start and end of any file generated by \TeX. For instance, to append a copyright notice at the end of all the HTML pages, it suffices to invoke the \htmlfoot command as follows in the document preamble:

\htmlfoot{\copyright to me}

The \htmlhead command cannot be used for changing anything outside of the HTML document body, there are specific commands for doing this. Those command must be used in the document preamble. One can change \TeX default (empty) attribute of the opening \texttt{<body ...>} tag by redefining \@bodyargs. For instance, you get black text on a white background, when the following declaration occurs before \begin{document}:

\renewcommand{\@bodyargs}{style="color:black;background:white"}

Since version 1.08, a recommended alternative is to use style sheets:

\newstyle{body}{color:black; background:white;}

One can also change the default (empty) attribute of the opening \texttt{<html ...>} tag by redefining \@htmlargs. For instance you can set the language attribute of the whole document by issuing the following redefinition in the document preamble:

\renewcommand{\@htmlargs}{lang=en}

Similarly, some elements can be inserted into the output file head element by redefining the \@meta command (Such elements typically are \texttt{meta}, \texttt{link}, etc.). As such text is pure HTML, it should be included in a \texttt{rawhtml} environment. For instance, you can specify author information as follows:

\let\oldmeta=@meta
\renewcommand{\@meta}{%\oldmeta
<meta name="Author" content="Luc Maranget">%\end{rawhtml}}

Note how \@meta is first bound to \oldmeta before being redefined and how \oldmeta is invoked in the new definition of \@meta. Namely, simply overriding the old definition of \@meta would imply not outputting default meta-information.

The \@charset command holds the value of the (HTML) document character set. By default, this value is US-ASCII. In previous versions of \TeX, one could change the value of the document character set by simply redefining \@charset. Then, it was users responsibility to provide a \LaTeX document in the corresponding encoding. This is no longer so, and users should not redefine \@charset directly. Please, see Section 8.6 for details.

### B.3 Sentences and Paragraphs

#### B.3.1 Spacing

Generally speaking, spaces (and single newline characters) in the source are echoed in the output. Browser then manage with spaces and line-breaks. Following \LaTeX behaviour, spaces after commands are not echoed. Spaces after invisible commands with arguments are not echoed either.

However this is no longer true in math mode, see section B.7.7 on spaces in math mode.
B.3.2 Paragraphs

New paragraphs are introduced by one blank line or more. Paragraphs are not indented. Thus the macros \indent and \noindent perform no action. Paragraph are rendered by p elements. In some occasions, this technique may produce spurious paragraphs (see 3.1.1).

B.3.3 Footnotes

The commands \footnote, \footnotetext and \footnotemark (with or without optional arguments) are supported. The footnote counter exists and (re)setting it or redefining \thefootnote should work properly. When footnotes are issued by a combination of \footnotemark and \footnotetext, a \footnotemark command must be issued first, otherwise some footnotes may get numbered incorrectly or disappear. Footnotes appear at document end in the article style and at chapters end in the book style. See section 7.3.7 for a description of how footnotes are flushed.

B.3.4 Accents and special symbols

Thanks to Unicode character references, \LaTeX{} can virtually output any symbol. It may happen that \LaTeX{} does not know about a particular symbol, that is, most of the time, \LaTeX{} does not know about a particular command. In that case a warning is issued to draw user attention. Users can then choose a particular symbol amongst the recognized ones, or as an explicit Unicode character reference (see Section 4.2 for an example of this technique).

Commands for making accents used in non-English languages, such as ‘’, work when applied to accent-less (i.e. ascii) letters and that the corresponding accented letters exist in the Unicode character set. Otherwise, the argument to the command is not modified and a warning is issued. For instance, consider the following source code, where, after a legitimate use of acute accents, one attempt to put an accute accent over the letter “h”:

```
"'Ecole" works as in \LaTeX{}, while "'h" does not.
```

\LaTeX{} output will be “École” works as in \LaTeX{}, while “h” does not. And a warning will be issued.

```
./tmp.tex:3741: Warning: Application of '\' on 'h' failed
```

Observe that using input encodings is a convenient alternative to accent commands — see Section B.17.4.

B.4 Sectioning

B.4.1 Sectioning Commands

Sectioning commands from \part down to \subparagraph are defined in base style files. They accept an optional argument and have starred versions.

The non-starred sectioning commands from \part down to \subsection show section numbers in sectional unit headings, provided their level is greater than or equal to the current value of the secnumdepth counter. Sectional unit levels and the default value of the secnumdepth counter are the same as in \LaTeX{}. Furthermore, given a sectional unit secname, the counter secname exists and the appearance of sectional units numbers can be changed by redefining \theseuname. For instance, the following redefinition turn the numbering of chapters into alphabetic (uppercase) style:

```
\renewcommand{\thechapter}{\Alph{chapter}}
```

When jumping to anchors, browsers put the targeted line on top of display. As a consequence, in the following code:
\section{A section}
\label{section:section}

...  
See Section-\ref{section:section}

Clicking on the link produced by \ref{section:section} will result in not displaying the targeted section title. A fix is writing:

\section{\label{section:section}A section}
\label{section:section}

...  
See Section-\ref{section:section}

Starting with version 2.04, \HVEA and \HCHA will use the label name (\section{section:section} above) for the table of contents they generate. Notice that this behaviour applies to the \label command that occurs first in the sectioning command argument.

B.4.2 The Appendix

The \appendix command exists and should work as in \LaTeX.

B.4.3 Table of Contents

\HVEA now generates a table of contents, using a procedure similar to the one of \LaTeX(a .htoc file is involved). One inserts this table of contents in the main document by issuing the command \texttt{\tableofcontents}. Table of contents is controlled by the counter \texttt{tocdepth}. By default, the table of contents shows sectioning units down to the subsubsection level in \texttt{article} style and down to the subsection level in \texttt{book} (or \texttt{report}) style. To include more or less sectioning units in the table of contents, one should increase or decrease the \texttt{tocdepth} counter. It is important to notice that \HVEA produces such a table of contents, only when it has total control over cross-references. More precisely, \HVEA cannot produce the table of contents when it reads \LaTeX-produced .aux files. Instead, it should read its own .haux files. This will naturally occur if no .aux files are present, otherwise these .aux files should be deleted, or \HVEA should be instructed not to read them with the command-line option -fix (see Sections B.11.1 and C.1.1.4).

One can also add extra entries in the table of contents by using the command \texttt{\addcontentsline}, in a way similar to \LaTeX homonymous command. However, hyperlinks need to be introduced explicitly, as in the following example, where an anchor is defined in the section title and referred to in the argument to \addcontentsline:

\subsection*{\aname{no:number}{Use \hacha{}}}
\addcontentsline{toc}{subsection}{\ahrefloc{no:number}{Use \hacha{}}}

(See Section 8.1.1 for details on commands related to hyperlinks.)

There is no list of figures nor list of tables.

Use \HCHA

However, \HCHA has a more sophisticated way of producing a kind of map w.r.t. the sectioning of the document. A later run of \HCHA on \HVEA output file splits it in smaller files organized in a tree whose nodes are tables of links. By contrast with \LaTeX, starred sectioning commands generate entries in these tables of contents. Table of contents entries hold the optional argument to sectioning commands or their argument when there is no optional argument. Section 7 explains how to control \HCHA.
B.5 Classes, Packages and Page Styles

B.5.1 Document Class

Both \documentclass and old \documentstyle are accepted. Their argument style is interpreted by attempting to load a style.hva file. Presently, only the style files article.hva, seminar.hva, book.hva and report.hva exist, the latter two being equivalent.

If one of the recognized styles has already been loaded at the time when \documentclass or \documentstyle is executed, then no attempt to load a style file is made. This allows to override the document style file by giving one of the four recognized style files of \Hevea as a command line argument (see 2.2).

Conversely, if \Hevea attempt to load style.hva fails, then a fatal error is flagged, since it can be sure that the document cannot be processed.

B.5.2 Packages and Page Styles

\Hevea reacts to \usepackage[options]{pkg} in the following way:

1. The whole \usepackage command with its arguments gets echoed to the image file (see 6).
2. \Hevea attempt to load file pkg.hva, (see section C.1.1.1 on where \Hevea searches for files).

Note that \Hevea will not fail if it cannot load pkg.hva and that no warning is issued in that case.

The \Hevea distribution contains implementations of some packages, such as verbatim, colors, graphics, etc.

In some situations it may not hurt at all if \Hevea does not implement a package, for instance \Hevea does not provide an implementation for the fullpage package.

Users needing an implementation of a package that is widely used and available are encouraged to contact the author. Experienced users may find it fun to attempt to write package implementations by themselves.

B.5.3 The Title Page and Abstract

All title related commands exist with the following peculiarities:

- The argument of the \title command appears in the html document header. As a consequence titles should remain simple. Normal design (as regards \Hevea) is for \title to occur in the document preamble, so that the title is known at the time when the document header is emitted, this is, while processing \begin{document}. However, there are two subtleties.

  1. If no \title command occurs in document preamble and that one \title command appears in the document, then the title is saved into the .haux file for the next run of \Hevea to put it in the html document header.

  2. If \title commands are present both in preamble and after \begin{document} the former takes precedence.

- When not present the date is left empty. The \today command generates will work properly only if \Hevea is invoked with the -exec xxdate.exe option. Otherwise \today generates nothing and a warning is issued.

The abstract environment is present in all base styles, including the book style. The titlepage environment does nothing.

\Hevea places the \title argument into an h1-element with class titlemain and puts the arguments of \author and \date into a h3-element with class titlerest. The abstract goes into a blockquote-element with class abstract.
B.6 Displayed Paragraphs

Displayed-paragraph environments translate to block-level elements. In addition to the environments described in this section, \texttt{HeVeA} implements the \texttt{center}, \texttt{flushleft} and \texttt{flushright} environments. \texttt{HeVeA} also implements the corresponding \LaTeX{} style declaration \texttt{\centering} \texttt{\raggedright} and \texttt{\raggedleft}, but these declarations may not work as expected, when they do not appear directly inside a displayed-paragraph environment or inside an array element.

B.6.1 Quotation and Verse

The \texttt{quote} and \texttt{quotation} environments are similar; they translate to \texttt{BLOCKQUOTE} elements with associated classes \texttt{quote} and \texttt{quotation}, respectively.

The \texttt{verse} environment is supported as \texttt{BLOCKQUOTE} element with class \texttt{verse}.

B.6.2 List-Making environments

The \texttt{itemize}, \texttt{enumerate} and \texttt{description} environments translate to the \texttt{ul}, \texttt{ol}, and \texttt{DL} elements and this is the whole story.

As a consequence, no control is allowed on the appearances of these environments. More precisely optional arguments to \texttt{\item} do not function properly inside \texttt{itemize} and \texttt{enumerate}. Moreover, item labels inside \texttt{itemize} or numbering style inside \texttt{enumerate} are browser dependent.

However, customized lists can be produced by using the the \texttt{list} environment (see next section).

B.6.3 The \texttt{list} and \texttt{trivlist} environments

The \texttt{list} environment translates to the \texttt{DL} element. Arguments to \texttt{\begin{list}} are handled as follows:

\begin{list}{default\_label}{decls}

The first argument \texttt{default\_label} is the label generated by an \texttt{\item} command with no argument. The second argument, \texttt{decls} is a sequence of declarations. In practice, the following declarations are relevant:
\begin{itemize}
  \item \texttt{usecounter}{\texttt{counter}} The counter \texttt{counter} is incremented by \texttt{\refstepcounter} by every \texttt{\item} command with no argument, before it does anything else.
  \item \texttt{renewcommand}{\texttt{makelabel}}[1]{\texttt{\ldots}} The command \texttt{\item} executes \texttt{\makelabel{\texttt{label}}}, where \texttt{label} is the item label, to print its label. Thus, users can change label formatting by redefining \texttt{\makelabel}. The default definition of \texttt{\makelabel} simply echoes \texttt{label}.
\end{itemize}

As an example, a list with an user-defined counter can be defined as follows:

\begin{verbatim}
\newcounter{coucou}
\begin{list}{\textbf{\thecoucou}}
  \usecounter{coucou}
  \renewcommand{\makelabel}{[1]{\textbf{#1}.}}
  ...
\end{list}
\end{verbatim}

This yields:

1. First item.
2. Second item.

The \texttt{trivlist} environment is also supported. It is equivalent to the \texttt{description} environment.
B.6.4 Verbatim

The verbatim and verbatim* environments translate to the PRE elements. Inside verbatim*, spaces are replaced by visual spaces ("\u2423"). Similarly, \verb and \verb* translate to CODE text elements. The environments are associated with CSS classes of the same names, this is, verbatim and \verb, respectively. The alltt environment is supported.

B.7 Mathematical Formulae

B.7.1 Math Mode Environment

The three ways to use math mode ($...$, \(...\)) and \begin{math}...\end{math} are supported. The three ways to use display math mode ($$...$$, \[...\]) and \begin{displaymath}...\end{displaymath} are also supported. Furthermore, \ensuremath behaves as expected.

The equation, eqnarray, eqnarray* environments are supported. Equation labelling and numbering is performed in the first two environments, using the equation counter. Additionally, numbering can be suppressed in one row of an eqnarray, using the \nonumber command.

Math mode is not as powerful in HEVEA as in LATEX. The limitations of math mode can often be surpassed by using math display mode. As a matter of fact, math mode is for in-text formulas. From the HTML point of view, this means that math mode does not close the current flow of text and that formulas in math mode must be rendered using text-level elements only. By contrast, displayed formulas can be rendered using block-level elements. This means that HEVEA have much more possibilities in display context than inside normal flow of text. In particular, stacking text elements one above the other is possible only in display context.

B.7.2 Common Structures

HEVEA admits, subscript (_), superscripts (^) and fractions (\frac{numerator}{denominator}). The best effect is obtained in display mode, where HTML table element is extensively used. By contrast, when not in display mode, HEVEA uses only SUB and SUP text-level elements to render superscrits and subscript, and the result may not be very satisfying.

However, simple subscripts and superscripts, such as \(x_i\) or \(x^2\), are always rendered using the SUB and SUP text-level elements and their appearance should be correct even in in-text formulas.

When occurring outside math mode, characters _ and ^ act as ordinary characters and get echoed to the output. However, a warning is issued.

An attempt is made to render all ellipsis constructs (\ldots, \cdots, \vdots and \ddots). The effect may be strange for the latter two.

B.7.3 Square Root

The n\textsuperscript{th} root command \sqrt is supported only for n=3,4, thanks to the existence of Unicode characters for the same. For the others, we shift to fractional exponents, in which case, the \sqrt command is defined as follows:

\newcommand{\sqrt}[3][2]{\left(#2\right)^{1/#1}}

B.7.4 Unicode and mathematical symbols

The support for unicode symbols offered by modern browsers allows to translate almost all math symbols correctly.

Log-like functions and variable sized-symbols are recognized and their subscripts and superscripts are put where they should in display mode. Subscript and superscript placement can be changed using the \limits and \nolimits commands. Big delimiters are also handled.
B.7.5 Putting one thing above/below/inside

The commands \textstackrel, \textunderline and \textoverline are recognized. They produce sensible output in display mode. In text mode, these macros call the \texttextstackrel, \texttextunderline and \texttextoverline macros. These macros perform the following default actions

\textstackrel Performs ordinary superscripting.
\textunderline Underlines its argument, using the $U$ text-level element.
\textoverline Overlines using style-sheets (used $<SPAN>$ with a top border).

The command \boxed works well both in display and normal math mode. Input of the form \boxed{\frac{\pi}{2}} produces $\pi \over 2$ in normal math, and

\[
\pi \over 2
\]
in display-math mode. The commands \textbigl, \textbigr etc. are also rendered well. Some examples can be found in the test file random-math.html provided with the distribution.

B.7.6 Math accents

Math accents that have corresponding text accents ($\hat$, $\tilde$, etc.) are handled by default. They in fact act as the corresponding text-mode accents (Section B.3.4). As a consequence, they work properly only on ascii letters. This may be quite cumbersome, but at least some warnings draw user's attention on the problem. If accents are critical to your document and that \HeVeA issues a lot of warnings, a solution is to redefine the math accent command. A suggested replacement is using limit superscripts. That way accents are positioned above symbols in display mode and after symbols in text mode.

\renewcommand{$\hat$}{\mathop{#1}\limits^\textasciicircum\nolimits}

Displayed:
$$
\hat{\mu} = \hat{\Delta}.
$$
In text: $\hat{\mu} = \hat{\delta}$

The \textvec command is rendered differently in display and non-display mode. In display mode, the arrow appears in normal position, while in non-display the arrow appears as an ordinary superscript.

$\textvec{u}$ in text mode: $\vec{u}$, $\textvec{u}$ in display mode: $\vec{u}$

Most “extensible accents” ($\widetilde$, $\widehat$, etc.) are not even defined. There are a few exceptions: line “accents”:

\begin{verbatim}
abc \underline abc \overline
\end{verbatim}

Brace “accents”:

\begin{verbatim}
1 \times n \underbrace 1 \times n \overbrace
\end{verbatim}

And arrow “accents”:

\begin{verbatim}
1 \times n \overleftarrow 1 \times n \overrightarrow
\end{verbatim}
B.7.7 Spacing

By contrast with $\LaTeX$, space in the input matters in math mode. One or more spaces are translated to one space. Furthermore, spaces after commands (such as $\backslash$alpha) are echoed except for invisible commands (such as $\backslash$t, $\backslash$tte). This allows users to control space in their formulas, output being near to what can be expected.

Explicit spacing commands ($\;, \;!, \;: \;\text{and} \;\;\backslash;i$) are recognized, the first two commands do nothing, while the others two output one space.

B.7.8 Changing Style

Letters are italicized inside math mode and this cannot be changed. The appearance of other symbols can be changed using $\LaTeX$ style changing commands ($\mathbf$, etc.). The commands $\boldmath$ and $\unboldmath$ are not recognized. Whether symbols belonging to the symbol font are affected by style changes or not is browser dependent.

The $\mathcal$ declaration and the $\mathbf{mathcal}$ command (that yield calligraphic letters in $\LaTeX$) exist. They yield red letters by default.

Observe that this does not correspond directly to how $\LaTeX$ manage style in math mode and that, in fact, style cannot really change in math mode.

Math style changing declarations $\displaystyle$ and $\textstyle$ do nothing when $\Hveva$ is already in the requested mode, otherwise they issue a warning. This is so because $\Hveva$ implements displayed maths as tables, which require to be both opened and closed and introduce line breaks in the output. As a consequence, warnings on $\displaystyle$ are to be taken seriously.

The commands $\scriptstyle$ and $\scriptscriptstyle$ perform type size changes.

B.8 Definitions, Numbering

B.8.1 Defining Commands

$\Hveva$ understands command definitions given in $\LaTeX$ style. Such definitions are made using $\newcommand$, $\renewcommand$ and $\providecommand$. These three constructs accept the same arguments and have the same meaning as in $\LaTeX$, in particular it is possible to define an user command with one optional argument. However, $\Hveva$ is more tolerant: if command name already exists, then a subsequent $\newcommand{name}$...is ignored. If macro name does not exists, then $\renewcommand{name}$...performs a definition of name. In both cases, $\LaTeX$ would crash, $\Hveva$ just issues warnings.

The behaviour of $\newcommand$ allows to shadow document definition, provided the new definitions are processed before the document definitions. This is easily done by grouping the shadowing definition in a specific style file given as an argument to $\Hveva$ (see section 5.1). Conversely, changes of base macros (i.e. the ones that $\Hveva$ defines before loading any user-specified file) must be performed using $\renewcommand$.

Scoping rules apply to macros, as they do in $\LaTeX$. Environments and groups define a scope and command definition are local to the scope they occur.

It is worth noticing that $\Hveva$ also partly implements $\TeX$ definitions (using $\\def$) and bindings (using $\\let$), see section B.16.1 for details.

B.8.2 Defining Environments

$\Hveva$ accepts environment definitions and redefinitions by $\newenvironment$ and $\renewenvironment$. The support is complete and should conform to [\LaTeX, Sections C.8.2].

Environments define a scope both for commands and environment definitions.

B.8.3 Theorem-like Environments

New theorem-like environments can also be introduced and redefined, using $\newtheorem$ and $\renewtheorem$. 

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Note that, by contrast with plain environments definitions, theorem-like environment definitions are global definitions.

B.8.4 Numbering

\LaTeXX counters are (fully ?) supported. In particular, defining a counter \texttt{cmd} with \texttt{\newcounter{cmd}} creates a macro \texttt{\thecmd} that outputs the counter value. Then the \texttt{\thecmd} command can be redefined. For instance, section numbering can be turned into alphabetic style by:

\texttt{\renewcommand{\thessection}{\alph\the\section}}

Note that \TeX\ style for counters is not supported at all and that using this style will clobber the output. However, \Hevea\ implements the \textit{calc} package that makes using \TeX\ style for counters useless in most situations (see section B.17.3).

B.8.5 The ifthen Package

The \texttt{ifthen} package is partially supported. The one unsupported construct is the \texttt{\lengthtest} test expression, which is undefined.

As a consequence, \Hevea\ accepts the following example from the \LaTeX\ manual:

\begin{verbatim}
\newcounter{ca}\newcounter{cb}\%
\newcommand{\printgcd}{\printgcd}[2]{\%
  \setcounter{ca}{#1}\setcounter{cb}{#2}\%
  Gcd(#1,#2) = \whiledo{\not (\value{ca}= \value{cb})}\%
  {\ifthenelse{\value{ca}>\value{cb}}{\addtocounter{ca}{-\value{cb}}}\
    \addtocounter{cb}{-\value{ca}}}\%
  gcd(\arabic{ca}, \arabic{cb}) = }\%
\arabic{ca}.} \%
\end{verbatim}

For example:\texttt{\printgcd{54}{30}}

For example:  \texttt{Gcd(54,30) = gcd(24, 30) = gcd(24, 6) = gcd(12, 6) = gcd(6, 6) = 6.}

Additionally, a few boolean registers are defined by \Hevea. Some of them are of interest to users.

\texttt{hevea} Initial value is \textit{true}. The \texttt{hevea.sty} style file also defines this register with initial value \textit{false}.

\texttt{mmode} This register value reflects \Hevea\ operating mode, it is \textit{true} in math-mode and \textit{false} otherwise.

\texttt{display} This register value reflects \Hevea\ operating mode, it is \textit{true} in display-mode and \textit{false} otherwise.

\texttt{footer} Initial value is \textit{true}. When set false, \Hevea\ does not insert its footer \textit{“This document has been translated by \Hevea”}.

Finally, note that \Hevea\ also recognised à la \TeX\ conditional macros (see section B.16.1.4). Such macros are fully compatible with the boolean registers of the \texttt{ifthen} package, as it is the case in \LaTeX.

B.9 Figures, Tables, and Other Floating Bodies

B.9.1 Figures And Tables

Figures and tables are put where they appear in the source (location “h”), regardless of their placement arguments. \Hevea\ wraps them in \texttt{BLOCKQUOTE} elements that are associated with CSS classes \texttt{figure} and \texttt{table} respectively. Figures and tables are separated from enclosing text by two horizontal rules (CSS class \texttt{floatrule}). If the capabilities of \texttt{floatrule} prove insufficient users can create their own separators by defining the parameter-less macro \texttt{\floatseparator}, like for example,
or even drop them completely by supplying an empty expansion and thereby recover the original \LaTeX layout.

Captions and cross referencing are handled. However, captions are not moved at end of figures or tables: instead, they appear where the \texttt{\caption} commands occur in source.

The \texttt{\suppressfloats} command does nothing; the figure related counters (such as \texttt{topnumber}) exist but are useless.

**B.9.2 Footnotes**

The basics of footnotes are discussed in section B.3.3.

H\TeX puts the text of every footnote in a block associated with CSS class \texttt{footnotetext}. The rule that separates the body text from the footnotes can be styled with CSS class \texttt{footnoterule}.

**B.9.3 Marginal Notes**

Marginal notes are handled in an H\TeX specific way. By default, all notes go in the right margin. Issuing \texttt{\reversemarginpar} causes the notes to go in the left margin. Unsurprisingly, issuing \texttt{\normalmarginpar} reverts to default behaviour.

The \texttt{\marginpar} command has an optional argument.

\texttt{\marginpar[\texttt{left_text}]{\texttt{right_text}}}  

If optional argument \texttt{left_text} is present and that notes go in the left margin, then \texttt{left_text} is the text of the note. Otherwise, \texttt{right_text} is the text of the note. As a conclusion, marginal notes in H\TeX always go to a fixed side of the page, which side being controlled by the commands \texttt{\normalmarginpar} (right side) and \texttt{\reversemarginpar} (left side). This departs form \LaTeX that selects a default side depending on the parity of the page counter.

Marginal notes are styled by the means of two environment style classes (see Section 9.3) : \texttt{marginpar} and \texttt{marginparside}. The latter \texttt{marginparside} takes care of margins and placement as a float, its value is \texttt{marginparright} for notes in the right margin and \texttt{marginparleft} for notes in the left margin. Users are not expected to alter those. The \texttt{marginpar} environment style class governs the general aspect of all marginal notes. Users can control the aspect of all marginal notes by defining a new style class and assigning the \texttt{marginpar} environment style class. For instance, to get all marginal notes in red font, and taking 10% of the page width (in place of the default 20%), one can issue the following commands in the document preamble.

\begin{verbatim}
\newstyle{.mynote}{width:10\%; color:red;}
\setenvclass{marginpar}{mynote}
\end{verbatim}

**B.10 Lining It Up in Columns**

**B.10.1 The \texttt{tabbing} Environment**

Limited support is offered. The \texttt{tabbing} environment translate to a flexible \texttt{tabular}-like environment. Inside this environment, the command \texttt{\kill} ends a row, while commands \texttt{\=} and \texttt{\>} start a new column. All other tabbing commands do not even exist.

**B.10.2 The \texttt{array} and \texttt{tabular} environments**

These environments are supported, using HTML \texttt{table} element, rendering is satisfactory in most (not too complicated) cases. By contrast with \LaTeX, some of the array items always are typeset in display mode. Whether an array item is typeset in display mode or not depends upon its column specification, the 1, c
and r specifications open display mode while the remaining p and @ do not. The l, c, r and @ specifications disable word wrap, while the p specification enables it.

Entries in a column whose specification is l (resp. c or r) get left-aligned (resp. centered or right-aligned) in the horizontal direction. They will get top-aligned in the vertical direction if there are other column specifications in the same array that specify vertical alignment constraints (such as p{wd}, see below). Otherwise, vertical alignment is unspecified.

Entries in a column whose specification is p{wd} get left-aligned in the horizontal direction and top-aligned in the vertical direction and a paragraph break reduces to one line break inside them. This is the only occasion where HEVEA makes a distinction between LR-mode and paragraph mode. Also observe that the length argument wd to the p specification is ignored.

Some \LaTeX{} array features are not supported at all:

- Optional arguments to \texttt{\begin{array}} and \texttt{\begin{tabular}} are ignored.
- The command \texttt{\vline} does not exists.

Some others are partly rendered:

- Spacing between columns is different.
- @ formatting specifications in \texttt{\multicolumn} argument are ignored.
- If a \texttt{|} appears somewhere in the column formatting specification, then the array is shown with borders.
- The command \texttt{\hline} does nothing if the array has borders (see above). Otherwise, an horizontal rule is outputted.
- The command \texttt{\cline} ignores its argument and is equivalent to \texttt{\hline}.
- Similarly the command \texttt{\extracolsep} issues a warning and ignores its argument.

Additionally, the \texttt{\tabular*} environment is recognised and gets rendered as an HTML table with an advisory width attribute.

By default, HEVEA implements the \texttt{array} package (see \LaTeX{}-bis, Section 5.3] and section B.17.2 in this document), which significantly extends the \texttt{array} and \texttt{tabular} environments.

\section*{B.11 Moving Information Around}

\subsection*{B.11.1 Files}

In some situations, HEVEA uses some of the ancillary files generated by \LaTeX{}. More precisely, while processing file \texttt{doc.tex}, the following files may be read:

- \texttt{.aux} The file \texttt{doc.aux} contains cross-referencing information, such as figure or section numbers. If this file is present, HEVEA reads it and put such numbers (or labels) inside the links generated by the \texttt{\ref} command. If the \texttt{.aux} file is not present, or if the \texttt{hevea} command is given the \texttt{-fix} option, HEVEA will instead use \texttt{.haux} files.
- \texttt{.haux} Such files are HEVEA equivalents of \texttt{.aux} files. Indeed, they are \texttt{.aux} files tailored to HEVEA needs. Two runs of HEVEA might be needed to get cross references right.
- \texttt{.htoc} This file contains a formatted table of contents. It is produced while reading the \texttt{.haux} file. As consequence a table of contents is available only when the \texttt{.haux} file is read.
- \texttt{.hbbl} The \texttt{doc.hbbl} file is generated by \texttt{bibhva} from \texttt{doc.haux}. When present, it is read by the \texttt{\bibliography} command.

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The .bbl file is generated by BibTeX from .aux. When present, and if no .bbl exists, .bbl is read by the \bibliography command.

.hidx and .hind HeVeA computes its own indexes, using .hidx files for storing index references and, using .hind files for storing formatted indexes. Index formatting significantly departs from the one of \LaTeX. Again, several runs of HeVeA might be needed to get indexes right.

HeVeA does not fail when it cannot find an auxiliary file. When another run of HeVeA is needed, a warning is issued, and it is user’s responsibility to rerun HeVeA. However, the convenient -fix command-line option instructs HeVeA to rerun itself, until it believes it has reached stable state.

B.11.2 Cross-References

The \LaTeX commands \label and \ref are changed by HeVeA into HTML anchors and local links, using the “a” element. Additionally, numerical references to sectional units, figures, tables, etc. are shown, as they would appear in the .dvi file. Numerical references to pages (such as generated by \pageref) are not shown; only an link is generated.

The anchor used is the label argument to \label{label}. More precisely, \label{label} translates to <a id="label"></a>; while \ref{label} translates to <a name="#label">nnn</a>, where nnn is the appropriate numerical reference to a section. As a consequence spaces are better avoided in label.

Starting with HeVeA version 2.04, the html anchors used by \label and \ref cannot differ from the arguments to these commands anymore. Moreover, when \label{label} occurs inside the argument of a sectioning command (i.e. in section title, as recommended by section B.4.1), then HeVeA and HeLa will use label as the “id” attribute of the corresponding section. For instance, the \LaTeX source of this very section is:

\subsection{Cross-References\label{cross-reference}}

It translates to HTML similar to

<h3 class="subsection" id="cross-reference">B.11.2 Cross-References</h3>

Notice that no <a id="cross-reference"></a> appears above. Instead id="cross-reference" appears in the enclosing h3 header element.

While processing a document doc.tex, cross-referencing information can be computed in two different, mutually exclusive, ways, depending on whether \LaTeX has been previously run or not:

- If there exists a file doc.aux and that hevea has not been given the command-line option -fix, then cross-referencing information is extracted from that file. Of course, the doc.aux file has to be up-to-date, that is, it should be generated by running \LaTeX as many times as necessary. (For HeVeA needs, one run is probably sufficient).

- If no doc.aux file exists or if hevea has been given the -fix command-line option, then HeVeA expect to find cross-referencing information in the file doc.haux.

The second option is recommended.

When using its own doc.haux file, HeVeA will output a new doc.haux file at the end of its processing. This new doc.haux file contains actualised cross referencing information. Hence, in that case, HeVeA may need to run twice to get cross-references right. Note that, just like \LaTeX, HeVeA issues a warning then the cross-referencing information it generates differs from what it has read at start-up, and that it does not fail if doc.haux does not exist.

Observe that if a non-correct doc.aux file is present, then cross-references will apparently be wrong. However the links are correct.
B.11.3 Bibliography and Citations

The \cite macro is supported. Its optional argument is correctly handled. Citation labels are extracted from the .aux file if present, from the .haux file otherwise. Note that these labels are put there by \BibTeX{} in the first case, and by \Hevea{} in the second case, when they process the \bibitem command.

Using \BibTeX

All \BibTeX{} related commands exist and echo the appropriate information into the .haux file.

In particular, the \bibliography command exists and attempts to load the formatted bibliography, \textit{i.e.} to load the .hbbl file. The .hbbl file is produced from the .haux file by the companion program \bibhva (see C.1.4). To include the bibliographic references extracted from .bib databases, it should normally suffice to do:

```
# hevea doc.tex
# bibhva doc
# hevea doc.tex
```

In case no .hbbl file exists, the \bibliography command attempts to load the .bbl file normally used while combining \BibTeX{} and \BibTeX{}. Thus, another way to extract bibliographic references from .bib databases is:

```
# latex doc.tex
# bibtex doc
# hevea doc.tex
```

In case both files exist, notice that loading the .hbbl file has priority over loading the .bbl file.

B.11.4 Splitting the Input

The \input and \include commands exist and they perform exactly the same operation of searching (and then processing) a file, whose name is given as an argument. See section C.1.1.1 on how \Hevea{} searches files. However, in the case of the \include command, the file is searched only when previously given as an argument to the \includeonly command.

Note the following features:

- \TeX{} syntax for \input is not supported. That is, one should write \input{filename}.

- If filename is excluded with the -e command-line option (see section C.1.1.4), then \Hevea{} does not attempt to load filename. Instead, it echoes \input{filename} and \include{filename} commands into the image file. This sounds complicated, but this is what you want!

- \Hevea{} does not fail when it cannot find a file, it just issues a warning.

The \listfiles command is a null command.

B.11.5 Index and Glossary

Glossaries are not handled. (Who uses them anyhow?)

While processing a document \texttt{doc.tex}, index entries go into the file \texttt{doc.hidx}, while the formatted index gets written into the file \texttt{doc.hind}. As with \BibTeX{}, two runs of \Hevea{} are normally needed to format the index. However, if all index producing commands (normally \texttt{\index}) occur before the index formatting command (usually \texttt{\printindex}), then only one run is needed.

As in \BibTeX{}, index processing is not enabled by default and some package has to be loaded explicitly in the document preamble. To that aim, \Hevea{} provides the standard packages \texttt{makeidx} and \texttt{imakeidx}, as well as two extended packages that allow the production of several indexes (see section B.17.8).
Formatting of indexes in H\TeX{} departs from L\TeX{} behaviour: environment \texttt{the@hevea@index} replaces the \texttt{theindex} environment; \texttt{the@hevea@index} places all index entries in class \texttt{theindex}. The environment can be modified with the commonly accepted magic:

\begin{verbatim}
\let\OldTheIndex\the@hevea@index
\let\OldEndTheIndex\endthe@hevea@index
\renewenvironment{the@hevea@index}\
{"\OldTheIndex ...}\
{... \OldEndTheIndex}
\end{verbatim}

An optional index prolog paragraph gets the ID \texttt{indexprologue} such that it can be manipulated with CSS as, for example:

\begin{verbatim}
p#indexprologue {
  font-size: smaller;
}
\end{verbatim}

The index entries themselves are formatted using special \texttt{indexenv} environments. Those details do not normally concern users. However, the number of columns in the presentation of the index can be controlled by setting the value of the \texttt{indexcols} counter (default value is two). And the boolean \texttt{indexcolseprule} toggles typesetting rules between index columns (default is false, which means no rules).

\textbf{B.11.6 \ Terminal Input and Output}

The \texttt{\typeout} command echos its argument on the terminal, macro parameter \texttt{#i} are replaced by their values. The \texttt{\typein} command is not supported.

\textbf{B.12 \ Line and Page Breaking}

\textbf{B.12.1 \ Line Breaking}

The advisory line breaking command \texttt{\linebreak} will produce a line break if it has no argument or if its optional argument is 4. The \texttt{\nolinebreak} command is a null command.

The \texttt{\} and \texttt{\*} commands output a \texttt{<BR>} tag, except inside arrays where the close the current row. Their optional argument is ignored. The \texttt{\newline} command outputs a \texttt{<BR>} tag.

All other line breaking commands, declarations or environments are silently ignored.

\textbf{B.12.2 \ Page Breaking}

They are no pages in the physical sense in HTML. Thus, all these commands are ignored.

\textbf{B.13 \ Lengths, Spaces and Boxes}

\textbf{B.13.1 \ Length}

All length commands are ignored, things go smoothly when L\TeX{} syntax is used (using the \texttt{\newlength}, \texttt{\setlength}, etc. commands, which are null macros). Of course, if lengths are really important to the document, rendering will be poor.

Note that T\TeX{} length syntax is not at all recognised. As a consequence, writing things like \texttt{\textwidth=10cm} will clobber the output. Users can correct such misbehaviour by adopting L\TeX{} syntax, here they should write \texttt{\setlength{\textwidth}{10cm}}.
B.13.2 Space
The \hspace, \vspace and \addvspace spacing commands and their starred versions recognise positive explicit length arguments. Such arguments get converted to a number of non-breaking spaces or line breaks. Basically, the value of 1em or 1ex is one space or one line-break. For other length units, a simple conversion based upon a 12pt font is used.
H\TeX\ cannot interpret more complicated length arguments or perform negative spacing. In these situations, a warning is issued and no output is done.
Spacing commands without arguments are recognised. The \enspace, \quad and \qquad commands output one, two and four non-breaking spaces, while the \smallskip, \medskip and \bigskip output one, one, and two line breaks.
Stretchable lengths do not exist, thus the \hfill and \vfill macros are undefined.

B.13.3 Boxes
Box contents is typeset in text mode (i.e. non-math, non-display mode). Both \LaTeX\ boxing commands \mbox and \makebox exist. The latter is associated with class \makebox, which is empty by default and can be redefined by the user.
Similarly, the boxing-with-frame commands \fbox and \framebox are recognized. Here both, long and short forms refer to class \framebox, which also can be redefined by the user.
Boxes can be saved for latter usage by storing them in bins. New bins are defined by \newsavebox{cmd}.
Then some text can be saved into cmd by \sbox{cmd}{text} or \begin{lrbox}{cmd} text \end{lrbox}. The text is translated to HTML, as if it was inside a \mbox and the resulting output is stored. It is retrieved (and outputted) by the command \usebox{cmd}. The \savebox command reduces to \sbox, ignoring its optional arguments.
No other box-related commands are implemented.

B.14 Pictures and Colours
B.14.1 The picture environment and the graphics Package
It is possible to have pictures and graphics processed by imagen (see section 6.1). In the case of the picture environment it remains users responsibility to explicitly choose source chunks that will get rendered as images. In the case of the commands from the graphics package, this choice is made by H\TeX\.
For instance consider the following picture:

\newcounter{cms}
\setlength{\unitlength}{1mm}
\begin{picture}(50,10)
\put(0,7){\makebox(0,0)[b]{cm}}
\multiput(10,7)(10,0){5}{\addtocounter{cms}{1}\makebox(0,0)[b]{\arabic{cms}}}
\multiput(1,0)(1,0){49}{\line(0,1){2.5}}
\multiput(5,0)(10,0){5}{\line(0,1){5}}
\thicklines
\put(0,0){\line(1,0){50}}
\multiput(0,0)(10,0){6}{\line(0,1){5}}
\end{picture}

Users should enclose all picture elements in a toimage environment (or inside %BEGIN IMAGE... %END IMAGE comments) and insert an \imageflush command, where they want the image to appear in HTML output:
This will result in normal processing by \LaTeX{} and image inclusion by HEVEA:

\begin{center}
\scalebox{0.5}{\includegraphics{round.ps}}
\scalebox{0.75}{\includegraphics{round.ps}}
\includegraphics{round.ps}
\end{center}

Then, issuing the following two commands:

```
# hevea doc.tex
# imagen doc
```

yields HTML that basically consists in three image links, the images being generated by \texttt{imagen}. Since the advent of pdflatex, using \texttt{\includegraphics} to insert bitmap images (\textit{e.g.} \texttt{.gif} or \texttt{.jpg}) became frequent. In that case, users are advised \textit{not} to use HEVEA default implementation of the \texttt{graphics} package. Instead, they may use a simple variation of the technique described in Section 8.2.

### B.14.2 The \texttt{color} Package

HEVEA partly implements the \texttt{color} package. Implemented commands are \texttt{\definecolor}, \texttt{\color}, \texttt{\colorbox}, \texttt{\textcolor}, \texttt{\colorbox} and \texttt{\fcolorbox}. Other commands do not exist. At startup, colours \texttt{black}, \texttt{white}, \texttt{red}, \texttt{green}, \texttt{blue}, \texttt{cyan}, \texttt{yellow} and \texttt{magenta} are pre-defined.

Colours are defined by \texttt{\definecolor(name){model}{spec}}, where \texttt{name} is the color name, \texttt{model} is the color model used, and \texttt{spec} is the color specification according to the given model. Defined colours are used by the declaration \texttt{\color(name)} and by the command \texttt{\textcolor(name){text}}, which change text color. Please note that, the \texttt{\color} declaration accepts color specifications directly when invoked as \texttt{\color[model]{spec}}. The \texttt{\textcolor} command has a similar feature.

As regards color models, HEVEA implements the \texttt{rgb}, \texttt{cmyk}, \texttt{hsv} and \texttt{hls} color models. In those models, color specifications are floating point numbers less than one. For instance, here is the definition for the \texttt{red} color:

\begin{verbatim}
\definecolor{red}{rgb}{1, 0, 0}
\end{verbatim}

The \texttt{named} color model is also supported, in this model color specification are just names... Named colours are the ones of \texttt{dvips}.
GreenYellow, Yellow, Goldenrod, Dandelion, Apricot, Peach, Melon, YellowOrange, Orange, BurntOrange, Bittersweet, RedOrange, Mahogany, Maroon, BrickRed, Red, OrangeRed, RubineRed, WildStrawberry, Salmon, CarnationPink, Magenta, VioletRed, Rhodamine, Mulberry, RedViolet, Fuchsia, Lavender, Thistle, Orchid, DarkOrchid, Purple, Plum, Violet, RoyalPurple, BlueViolet, Periwinkle, CadetBlue, CornflowerBlue, MidnightBlue, NavyBlue, RoyalBlue, Blue, Cerulean, Cyan, ProcessBlue, SkyBlue, Turquoise, TealBlue, Aquamarine, BlueGreen, Emerald, JungleGreen, SeaGreen, Green, ForestGreen, PineGreen, LimeGreen, YellowGreen, SpringGreen, OliveGreen, RawSienna, Sepia, Brown, Tan, Gray, Black, White.

There are at least three ways to use colours from the named model.

1. Define a color name for them.
2. Specify the named color model as an optional argument to \color and \textcolor.
3. Use the names directly (\texttt{H\v E\v E\v A} implements the \texttt{color} package with the usenames option given).

That is:

1. \texttt{\definecolor{rouge-brique}{named}{BrickRed}}\texttt{\textcolor{rouge-brique}{Text as a brick}}.
2. \texttt{\textcolor[named]{BrickRed}{Text as another brick}}.
3. \texttt{\textcolor{BrickRed}{Text as another brick}}.

\texttt{H\v E\v E\v A} also implements the \texttt{colorbox} and \texttt{fcolorbox} commands.

\texttt{colorbox[red]{Red background}}, \texttt{fcolorbox[magenta]{red}{Red background, magenta border}}.

**Red background**, [Red background, magenta border]

Those two commands accept an optional first argument that specifies the color model, as \texttt{textcolor} does:

\texttt{fcolorbox[named]{RedOrange}{Apricot}{Apricot background, RedOrange border}}.

**Apricot background, RedOrange border**.

Colours should be used carefully. Too many colours hinders clarity and some of the colours may not be readable on the document background color.

**B.14.2.1 The bgcolor environment**

With respect to the \texttt{\La T\m X} color package, \texttt{H\v E\v E\v A} features an additional \texttt{bgcolor} environment, for changing the background color of some subparts of the document. The \texttt{bgcolor} environment is a displayed environment and it normally starts a new line. Simple usage is \texttt{\begin{bgcolor}{color}... \end{bgcolor}}, where \texttt{color} is a color defined with \texttt{definecolor}. Hence the following source yield a paragraph with a red background:

\begin{verbatim}
\begin{bgcolor}{red}
\color{yellow} Yellow letters on a red background
\end{bgcolor}
\end{verbatim}

The \texttt{bgcolor} environment is implemented by one-cell \texttt{table} element, it takes an optional argument that is used as an attribute for the inner \texttt{td} element (default value is \texttt{style="padding:1em"}). Advanced users may change the default, for instance as:

\begin{verbatim}
\begin{bgcolor}{style="padding:0"}{yellow}
\color{red} Red letters on a yellow background
\end{bgcolor}
\end{verbatim}

The resulting output will be red letters on a yellow background and no padding:
B.14.2.2  From High-Level Colours to Low-Level Colours

High-level colours are color names defined with \definecolor. Low-level colours are HTML-style colours. That is, they are either one of the sixteen conventional colours black, silver etc., or a RGB hexadecimal color specification of the form "#XXXXXX".

One changes the high-level high-color into a low-level color by \@getcolor{high-color}. Low-level colours are appropriate inside HTML attributes and as arguments to the \@fontcolor internal macro. An example of \@getcolor usage can be found at the end of section 8.5.

There is also \@getstylecolor command that acts like \@getcolor, except that it does not output the double quotes around RGB hexadecimal color specifications. Such low-level colours are appropriate for style definitions in cascading style sheets [CSS-2]. See Section 9.3 for an example.

B.15  Font Selection

B.15.1  Changing the Type Style

All \LaTeX2ε declarations and environments for changing type style are recognised. Aspect is rather like \LaTeX2ε output, but there is no guarantee.

As HTML does not provide the same variety of type styles as \LaTeX does. However, CSS provide a wide variety of font properties. \Hevea uses generic properties, proper rendering will then depend upon user agent. For instance, it belongs to the user agent to make a difference between italics (rendered by the font style “italic”) and slanted (rendered by the font style “oblique”).

Here is how \Hevea implements text-style declarations by default:

\begin{tabular}{llll}
\texttt{\textitshape} & font-style:italic & \texttt{\ttfamily} & font-family:monospace \\
\texttt{\textslshape} & font-style:oblique & \texttt{\sffamily} & font-family:sans-serif \\
\texttt{\textscshape} & font-variant:small-caps & \texttt{\rmfamily} & no style \\
\texttt{\upshape} & no style & \texttt{\bfseries} & font-weight:bold \\
\texttt{\mdseries} & no style & \texttt{\textitshape} & font-style:italic \\
\end{tabular}

Text-style commands also exists, they are defined as \texttt{\mbox{...}}. For instance, \texttt{\texttttt} is defined as a command with one argument whose body is \texttt{\mbox{\ttfamily#1}}. Finally, the \texttt{\emph} command for emphasised text also exists, it yields text-level \texttt{em} elements.

As in \LaTeX, type styles consists in three components: \texttt{shape}, \texttt{series} and \texttt{family}. \Hevea implements the three components by making one declaration to cancel the effect of other declarations of the same kind.

Old style declarations are also recognised, they translate to text-level elements. However, no elements are cancelled when using old style declaration. Thus, the source \texttt{\{sl\sc slanted and small caps\}} yields “slanted” small caps. Users need probably not worry about this. However this has an important practical consequence: to change the default rendering of type styles, one should redefine old style declaration in order to benefit from the cancellation mechanism. See section 10.2 for a more thorough description.

B.15.2  Changing the Type Size

All declarations, from \texttt{\tiny} to \texttt{\Huge} are recognised. Output is not satisfactory inside headers elements generated by sectioning commands.

B.15.3  Special Symbols

The \texttt{\symbol{num}} outputs character number \texttt{num} (decimal) from the Unicode character set. This departs from \LaTeX, which output symbol number \texttt{num} in the current font.
B.16 Extra Features

This section describes HEVEA functionalities that extends on plain $\LaTeX$, as defined in [L<sup>\LaTeX</sup>]. Most of the features described here are performed by default.

B.16.1 $\TeX$ macros

Normally, HEVEA does not recognise constructs that are specific to $\TeX$. However, some of the internal commands of HEVEA are homonymous to $\TeX$ macros, in order to enhance compatibility. Note that full compatibility with $\TeX$ is not guaranteed.

B.16.1.1 À la $\TeX$ macros definitions

The \texttt{\def} construct for defining commands is supported. It is important to notice that HEVEA semantics for \texttt{\def} follows $\TeX$ semantics. That is, defining a command that already exists with \texttt{\def} succeeds.

Delimiting characters in command definition are somehow supported. Consider the following example from the $\TeX$ Book:

\begin{verbatim}
\def\Look{\textsc{Look}}
\def\x{\textsc{x}}
\def\cs AB#1#2C$#3$\{#3{ab#1}#1 c\x #2\}
\cs AB \{\Look\}\{C$\{\textsc{And}\}\{\textsc{Look}\}\} 5.
\end{verbatim}

It yields: And $\textsc{lookab}\textsc{Look}\textsc{Look}\textsc{c\x 5}.$

Please note that delimiting characters are supported as far as I could, problems are likely with delimiting characters which include spaces or command names, in particular the command name \texttt{\{}. One can include \texttt{\{ in a command argument by using the grouping characters { ... }:

\begin{verbatim}
\def\frenchquote(#1){\guillemotleft~\textit{#1}~\guillemotright{}
\textit{(in French)}}
he said \frenchquote(Alors cette accolade ouvrante {"\{"}?).
\end{verbatim}

Yields: he said « Alors cette accolade ouvrante "? » (in French).

Another issue regards comments: "\%" in arguments may give undefined behaviours, while comments are better avoided while defining macros. As an example, the following code will \textit{not} be handled properly by HEVEA:

\begin{verbatim}
\def\x\% #1#1{y}
\end{verbatim}

Such $\TeX$ source should be rewritten as \texttt{\def\x#1\{y\}}.

Another source of incompatibility with $\TeX$ is that substitution of macros parameters is not performed at the same moment by HEVEA and $\TeX$. However, things should go smoothly at the first level of macro expansion, that is when the delimiters appear in source code at the same level as the macro that is to parse them. For instance, the following source will give different results in $\LaTeX$ and in HEVEA:

\begin{verbatim}
\def\cs#1A{"#1"}
\def\othercs#1{\cs#1A}
\othercs{coucouA}
\end{verbatim}

$\LaTeX$ output is "coucou"A, while HEVEA output is "coucouA". For instance, here is $\LaTeX$ output: “coucou”A. Please note that in most situations this discrepancy will make HEVEA crash.
B.16.1.2 The `\let` construct

HEVEA also processes a limited version of `\let`:

```
\let macro-name1 = macro-name2
```

The effect is to bind `macro-name1` to whatever `macro-name2` is bound to at the time `\let` is processed. This construct may prove very useful in situations where one wishes to slightly modify basic commands. See sections 10.3 and B.2 for examples of using `\let` in such a situation.

B.16.1.3 The `\global` construct

It is possible to escape scope and to make global definitions and bindings by using the \TeX construct `\global`. The `\global` construct is significant before `\def` and `\let` constructs.

Also note that `\gdef` is equivalent to `\global\def`.

B.16.1.4 \TeX Conditional Macros

The `\newif\ifname`, where `name` is made of letters only, creates three macros: `\ifname`, `\nametrue` and `\namefalse`. The latter two set the `name` condition to `true` and `false`, respectively. The `\ifname` command tests the condition `name`:

```
\ifname
text1
\else
text2
\fi
```

Text `text1` is processed when `name` is `true`, otherwise `text2` is processed. If `text2` is empty, then the `\else` keyword can be omitted.

Note that HEVEA also implements \LaTeX ifthen package and that \TeX simple conditional macros are fully compatible with \LaTeX boolean registers. More precisely, we have the following correspondences:

```
\begin{tabular}{|l|l|}
\hline
\TeX & \LaTeX \\
\hline
\newif\ifname & \newboolean{name} \\
\nametrue & \setboolean{name}{true} \\
\namefalse & \setboolean{name}{false} \\
\ifname text1\else text2\fi & \ifthenelse{\boolean{name}}{text1}{text2} \\
\hline
\end{tabular}
```

B.16.1.5 Other \TeX Macros

HEVEA implements the macros `\unskip` and `\endinput`. It also supports the `\csname... \endcsname` construct.

B.16.2 Command Definition inside Command Definition

If one strictly follows the \LaTeX manual, only commands with no arguments can be defined inside other commands. Parameters (i.e. \#n) occurring inside command bodies refer to the outer definition, even when they appear in nested command definitions. That is, the following source:

```
\newcommand{\outercom}[1]{\newcommand{\insidecom}{#1}\insidecom}
\outercom{outer}
```

yields this output:
Nevertheless, nested commands with arguments are allowed. Standard parameters \$n\$ still refer to the outer definition, while nested parameters \$##n\$ refer to the inner definition. That is, the source:

\newcommand{\outercom}[1]{\newcommand{\insidecom}[1]{##1}\insidecom{inner}}
\outercom{outer}

yields this output:

inner

B.16.3 Date and time

Date and time support is not enabled by default, for portability and simplicity reasons.

However, \H\TeX\A source distribution includes a simple (\sh) shell script \texttt{xxdate.exe} that activates date and time support. The \texttt{hevea} command, should be invoked as:

# hevea -exec xxdate.exe ...

This will execute the script \texttt{xxdate.exe}, whose output is then read by \H\TeX\A. As a consequence, standard \LaTeX counters \texttt{year, month, day} and \texttt{time} are defined and \LaTeX command \texttt{\today} works properly. Additionally the following counters and commands are defined:

<table>
<thead>
<tr>
<th>Counter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>weekday</td>
<td>day of week, 0...6</td>
</tr>
<tr>
<td>Hour</td>
<td>hour, 00...11</td>
</tr>
<tr>
<td>hour</td>
<td>hour, 00...23</td>
</tr>
<tr>
<td>minute</td>
<td>minute, 00...59</td>
</tr>
<tr>
<td>second</td>
<td>second, 00...61 (According to date man page!)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{\texttt{\texttt{ampm}}}</td>
<td>AM or PM</td>
</tr>
<tr>
<td>\texttt{\texttt{\texttt{timezone}}}</td>
<td>Time zone</td>
</tr>
<tr>
<td>\texttt{\texttt{\texttt{heveadate}}}</td>
<td>Output of the \texttt{date} Unix command</td>
</tr>
</tbody>
</table>

Note that I chose to add an extra option (and not an extra \texttt{\@exec} primitive) for security reasons. You certainly do not want to enable \H\TeX\A to execute silently an arbitrary program without being conscious of that fact. Moreover, the \texttt{hevea} program does not execute \texttt{xxdate.exe} by default since it is difficult to write such a script in a portable manner.

Windows users should enjoy the same features with the version of \texttt{xxdate.exe} included in the Win32 distribution.

B.16.4 Fancy sectioning commands

Loading the \texttt{fancysection.hva} file will radically change the style of sectional units headers: they appear over a green background, the background color saturation decreases as the sectioning commands themselves do. Additionally, the document background color is white.

Note: Fancy section has been re-implemented using style-sheets. While it respects the old behaviour, users are encouraged to try out style-sheets for more flexibility. See Section 9 for details.

The \texttt{fancysection.hva} file is intended to be loaded after the document base style. Hence the easiest way to load the \texttt{fancysection.hva} file is by issuing \texttt{\usepackage{fancysection}} in the document preamble. To allow processing by \LaTeX, one may for instance create an empty \texttt{fancysection.sty} file.

As an alternative, to use fancy section style in \texttt{doc.tex} whose base style is \texttt{article} you should issue the command:

# hevea article.hva fancysection.hva doc.tex

You can also make a \texttt{doc.hva} file that contains the two lines:

70
And then launch hevea as:

```
# hevea doc.hva doc.tex
```

Sectioning command background colours can be changed by redefining the corresponding colours (part, chapter, section,...). For instance, you get various mixes of red and orange by:

```
\definecolor{part}{named}{BrickRed}
\definecolor{section}{named}{RedOrange}
\definecolor{subsection}{named}{BurntOrange}
```

(See section B.14.2 for details on the named color model that is used above.)

Another choice is issuing the command `\colorsections{hue}`, where hue is a hue value to be interpreted in the HSV model. For instance,

```
\definecolor{part}{named}{BrickRed}
\definecolor{section}{named}{RedOrange}
\definecolor{subsection}{named}{BurntOrange}
```

will yield sectional headers on a red-orange background.

\HeveA{} distribution features another style for fancy sectioning commands: the undersection package provides underlined sectional headers.

### B.16.5 Targeting Windows

At the time of this release, Windows support for symbols through Unicode is not as complete as the one of Linux, which I am using for testing \HeveA{}.

One of the most salient shortcomings is the inability to display sub-elements for big brackets, braces and parenthesis, which \HeveA{} normally outputs when it processes `\left[, \right\}` etc.

We (hopefully) expect Windows fonts to display more of Unicode easily in a foreseeable future. As a temporary fix, we provide a style file `winfonts.hva`. Authors concerned by producing pages that do not look too ugly when viewed through Windows browsers are thus advised to load the file `winfonts.hva`. For instance they can invoke \HeveA{} as:

```
# hevea winfonts.hva ...
```

At the moment, loading `winfonts.hva` only changes the rendering of \LaTeX{} big delimiters, avoiding the troublesome Unicode entities.

More generally, it remains authors responsibility to be careful not to issue too refined Unicode entities. To that aim, authors that target a wide audience should first limit themselves to the most common symbols (e.g. use `\leq` in place of `\preceq`) and, above all, they should control the rendering of their documents using several browsers.

### B.16.6 MathJax support

MathJax support is enabled by loading the `mathjax` package. Two operating mode modes are provided: explicit and automatic. Notice that \HeveA{} distribution includes a innocuous `mathjax.sty` for \LaTeX{} compatibility — see also Sec. C.4.2.
B.16.6.1 Explicit mode

Explicit mode is enabled when \usepackage{mathjax} appears in the document preamble, or when \Hevea is invoked as “hevea mathjax.hva...”.

Basic consists in one environment displayjax and one command \textjax. The environment is appropriate for displayed maths. As an example, the following source

A displayed formula:
\begin{displayjax}
\frac{\pi}{4} = \left[1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} + \cdots + \frac{(-1)^n}{2n+1} + \cdots \right]
\end{displayjax}

is displayed as follows: A displayed formula:

\[
\frac{\pi}{4} = \left[1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} + \cdots + \frac{(-1)^n}{2n+1} + \cdots \right]
\]

The \textjax command is appropriate for inline mathematical contents. For instance, the following source

“A nice inline formula:
\textjax{\frac{\pi}{4} = \left[1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} + \cdots + \frac{(-1)^n}{2n+1} + \cdots \right].}”

is typeset as: “A nice inline formula: \[ \frac{\pi}{4} = \left[1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} + \cdots + \frac{(-1)^n}{2n+1} + \cdots \right].\]”

Advanced support consists in the mathjax environment. Source code enclosed in \begin{mathjax}\ldots\end{mathjax} will be reproduced into output for the MathJax script to handle it. However, \Hevea does not start any other action. Thanks to this feature, users can have any (recognised by MathJax) displayed math environment processed by MathJax. For instance, the following source

\begin{mathjax}
\begin{eqnarray*}
z^2 & = & x^2 + y^2 \\
\end{eqnarray*}
\end{mathjax}

will be displayed as:

\[
z^2 = x^2 + y^2
\]

Finally, notice that a document that uses the explicit MathJax constructs can be processed by \LaTeX, provided it loads the mathjax sty file present in \Hevea distribution. This can be done simply by having the line \usepackage{mathjax} in the document preamble. Then, \Hevea and \LaTeX will react appropriately (see sections 2.3.2 and B.5.2).

B.16.6.2 Automatic mode

Automatic mode is enabled when \usepackage[auto]{mathjax} appears in the document preamble, or when \Hevea is invoked as “hevea mathjaxauto.hva...”.

In automatic mode, \Hevea will pass all mathematical text to MathJax. This mode seems by far the most practical, but beware:

1. There is no communication back from MathJax to \Hevea. As result, equation numbers, as generated for instance by the equation environment, will not find their way to the final display.

2. Some constructs, such as \mbox, are not handled by MathJax.
### Table 1: Column specifications from the array package

<table>
<thead>
<tr>
<th>Specification</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\textbf{m{width}}</td>
<td>Equivalent to the \textbf{p} column specification (the \textit{width} argument is ignored, entries are typeset in paragraph mode with paragraph breaks being reduced to a single line break), except that the entries are centered vertically.</td>
</tr>
<tr>
<td>\textbf{b{width}}</td>
<td>Equivalent to the \textbf{p} column specification, except that the entries are bottom-aligned vertically.</td>
</tr>
<tr>
<td>\textbf{\textgreater{decl}}</td>
<td>Can be used before \textbf{l}, \textbf{c}, \textbf{r}, \textbf{p{...}}, \textbf{m{...}} or \textbf{b{...}}. It inserts \textit{decl} in front of the entries in the corresponding column.</td>
</tr>
<tr>
<td>\textbf{\textless{decl}}</td>
<td>Can be used after \textbf{l}, \textbf{c}, \textbf{r}, \textbf{p{...}}, \textbf{m{...}} or \textbf{b{...}}. It inserts \textit{decl} after entries in the corresponding column.</td>
</tr>
<tr>
<td>\textbf{\textbar{decl}}</td>
<td>Equivalent to \textbf{@{decl}}.</td>
</tr>
</tbody>
</table>

### B.16.6.3 Customising the MathJax script

By default HEVEA insert a reference to the “default” MathJax script with “default” configuration parameters. Advanced users can change this setting by redefining the \texttt{\textbackslash jax@meta} command, which must contain the appropriate \texttt{<script>} element. See the file \texttt{html/mathjax.hva} for details.

### B.17 Implemented Packages

HEVEA distribution includes .hva packages that are implementations of L\TeX\ packages. Packages described in the “Blue Book” (\texttt{makeidx}, \texttt{ifthen}, \texttt{graphics} —and \texttt{graphicx}!—, \texttt{color}, \texttt{alltt}) are provided. Additionally, quite a few extra packages are provided. I provide no full documentation for these packages, users should refer to the first pages of the package documentation, which can usually be found in the book \texttt{L\TeX-bis}, in your local L\TeX\ installation or in a TeX CTAN-archive.

At the moment, most package options are ignored, except for the babel package, where it is essential.

### B.17.1 AMS compatibility

HEVEA \texttt{amsmath} package defines some of the constructs of the \texttt{amsmath} package. At the moment, supported constructs are the \texttt{cases} environment and matrix environments \texttt{L\TeX-bis, Section 8.4}, the environments for multi-line displayed equations (\texttt{gather, split,}...) \texttt{L\TeX-bis, Section 8.5} and the \texttt{\textbackslash numberwithin} command \texttt{L\TeX-bis, Section 8.6.2}.

HEVEA provides support for the \texttt{amssymb} symbols using Unicode. I found Unicode equivalent for most symbols. However, a few symbols remain undefined (\textit{e.g.} \textbackslash varsubsetneqq).

### B.17.2 The array and tabularx packages

The \texttt{array} package is described in \texttt{L\TeX-bis, Section 5.3} and in the local documentation of modern L\TeX\ installations. It is a compatible extension of L\TeX\ arrays (see B.10.2). Basically, it provides new column specifications and a \texttt{\newcolumntype} construct for user-defined column specifications. Table 1 gives a summary of the new column specifications and of how HEVEA implements them.

Note that \textit{centered}, \textit{top-aligned} or \textit{bottom-aligned} in the vertical direction, do not have exactly the same meaning in L\TeX\ and in \texttt{HTML}. However, the aspect is the same when all columns agree w.r.t. vertical
alignment. Ordinary column types (c, l and r) do not specify vertical alignment, which therefore becomes browser dependent.

The \{decl\} and \{decl\} constructs permit the encoding of \TeX \cases macro as follows:

\def\cases#1{\left\{\begin{array}{l>{$}l<{$}}#1\end{array}\right.}

(This is an excerpt of the latexcommon.hva file.)

New column specifications are defined by the \newcolumntype construct:

\newcolumntype{\text{col}}[\text{narg}]{\text{body}}

Where col is one letter, the optional narg is a number (defaults to 0), and body is built up with valid column specifications and macro-argument references (#int). Examples are:

\newcolumntype{C}{>{\bf}c}
\newcolumntype{E}[1]{*{#1}{c}}
\begin{tabular}{CE{3}}
| one & two & three & four | five & six & seven & eight | \hline
| one & two & three & four | five & six & seven & eight | \hline
\end{tabular}

HEVEA implements column specifications with commands defined in the \newcommand style. Thus, they have the same behaviour as regards double definition, which is not performed and induces a warning message. Thus, a column specification that is first defined in a macro.hva specific file, overrides the document definition.

The tabularx package [LATeX-bis, Section 5.3.5] provides a new tabular environment tabularx and a new column type X. HEVEA makes the former equivalent to tabular and the latter equivalent to p{ignored}. By contrast with the subtle array formatting that the tabularx package performs, this may seem a crude implementation. However, rendering is usually correct, although different.

More generally and from the HTML point of view such sophisticated formatting is browser job in the first place. However, the HTML definition allows suggested widths or heights for table entries and table themselves. From HEVEA point of view, drawing the border line between what can be specified and what can be left to the browser is not obvious at all. At the moment HEVEA choice is not to specify too much (in particular, all length arguments, either to column specifications or to the arrays themselves, are ignored). As a consequence, the final, browser viewed, aspect of arrays will usually be different from their printed aspect.

B.17.3 The calc package

The calc package enables using traditional, infix, notation for arithmetic operations inside the \text{num} argument to the \setcounter{name}{\text{num}} and \addtocounter{name}{\text{num}} constructs (see \LATeX-bis, Section A.4)

The calc package provides a similar extension of the syntax of the len argument to the \setlength and \addtolength constructs. HEVEA does not implement this extension, since it does not implement length registers in the first place.

B.17.4 Specifying the document input encoding, the inputenc package

The inputenc package enables \LATeX to process a file according to various 8 bits encodings, plus UTF-8. The one used encoding is specified as an option while loading the package \usepackage\{encoding\}{inputenc}. At the moment, HEVEA recognises ten latin encodings (from latin1 to latin10), the koi8-r encoding, the ascii encoding, four windows encodings, the applemac encoding, and the utf8 encoding. It is important
to notice that loading the \texttt{inputenc} package alters the HTML document charset. For instance if the \texttt{latin9} input encoding is selected by:

\begin{verbatim}
\usepackage[latin9]{inputenc}
\end{verbatim}

Then, the document charset is ISO-8859-15, which is an enhanced version of ISO-8859-1 with some characters for Œ, œ and €. The rationale behind changing the output document charset at the same time as changing the input encoding is to allow non-ascii bytes in the input file to be replicated as themselves in the output file.

However, one can change the document charset (and the output translator) by using the internal command \texttt{\@def@charset}. For instance, one can specify \texttt{latin1} encoding, while producing HTML pages in ascii:

\begin{verbatim}
\usepackage[latin1]{inputenc}
\%HEVEA\@def@charset{US-ASCII}
\end{verbatim}

See section 8.6 for a more thorough description of HTML charset management.

The \texttt{inputenc} package also provides the command \texttt{\inputcoding\{encoding\}} that changes the input encoding at any time. The argument \texttt{encoding} can be any of the options accepted by \texttt{\usepackage[encoding]{inputenc}}. The command \texttt{\inputcoding} of HEVEA follows the behaviour of its \LaTeX{} counterpart, it the sense that it obeys scope rules. Notice that \texttt{\inputcoding} does not change the document output encoding and charset.

### B.17.5 The hyphenat package

Control of hyphenation on the HTML-side is much more limited than on the \LaTeX{}-side. Therefore, the functionality of the ported \texttt{hyphenat} package is limited. The package options \texttt{none} and \texttt{htt} are ignored.

### B.17.6 More symbols

HEVEA implements the following packages: \texttt{latexsym amssymb, textcomp} (a.k.a. “Text companion”) and \texttt{eurosym} (a nice € symbol in \LaTeX{}).

### B.17.7 The comment package

The \texttt{comment} package provides two commands, \texttt{\excludecomment} and \texttt{\includecomment}, for (re-)defining new environments that ignore their content or that do nothing. The comment environment is also defined as an environment of the first kind.

### B.17.8 Multiple Indexes with the index and multind packages

HEVEA supports several simultaneous indexes, following the scheme of the \texttt{index} package, which is present in modern \LaTeX{} distributions. This scheme is backward compatible with the standard indexing scheme of \LaTeX{}.

Support is not complete, but the most useful commands are available. More precisely, HEVEA knows the following commands:

\begin{verbatim}
\newindex{tag}{ext}{ignored}{indexname} Declare an index. The first argument \texttt{tag} is a tag to select this index in other commands; \texttt{ext} is the extension of the index information file generated by \LaTeX{} (e.g., \texttt{idx}); \texttt{ignored} is ignored by HEVEA; and \texttt{indexname} is the title of the index. There also exists a \texttt{\renewindex} commands that takes the same arguments and that can be used to redefine previously declared indexes.

\makeindex Perform \texttt{\newindex\{default\}\{idx\}\{ind\}\{Index\}}.

\index[\texttt{tag}]{arg} Act as the \LaTeX{} \texttt{index} command except that the information extracted from \texttt{arg} goes to the \texttt{tag} index. The \texttt{tag} argument defaults to \texttt{default}, thereby yielding standard \LaTeX{} behaviour for the \texttt{\index} command without an optional argument. There also exists a stared-variant \texttt{\index*} that Additionally typesets \texttt{arg}.
\end{verbatim}
\printindex[\textit{tag}] \textit{Compute}, format and output index whose tag is \textit{tag}. The \textit{tag} argument defaults to \textit{default}.

The \texttt{multind} package is supported to some extent, but \texttt{index} is definitely to be preferred.

\section*{B.17.9 \textit{``Natural''} bibliographies, the \texttt{natbib} package}
\LATEX \textit{version of} \texttt{natbib}\footnote{http://www.ctan.org/pkg/natbib.html} \textit{is present in modern installations.} 

Implementation is quite complete and compatible with version 8.0 of the \texttt{natbib} package (with the \texttt{keyval} style command \texttt{\setcitestyle}).

Unimplemented features are the sorting and compression of references. Automatic generation of an index of citations is handled, but the current implementation probably is quite fragile.

\section*{B.17.10 Multiple bibliographies}

The \texttt{multibib} package

\TeX\ A provides a slightly incomplete implementation of the \texttt{multibib} package. The one non-implemented feature is the simultaneous definition of more than one bibliography. That is one cannot invoke \texttt{\newcites} as follows:

\texttt{\newcites{suf1, suf2}{Title1, Title2}}

Instead, one should perform two calls to the \texttt{\newcites} command:

\texttt{\newcites{suf1}{Title1}\newcites{suf2}{Title2}}

The \texttt{chapterbib} package

A basic implementation is provided. At the moment, you can define one bibliography per included file and no toplevel bibliography. \TeX\ A implementation of this package recognizes the option \texttt{sectionbib} and provides the command \texttt{\sectionbib} to change the sectioning command introduced by bibliographies.

\section*{B.17.11 Support for \texttt{babel}}

\section*{B.17.11.1 Basics}

\TeX\ A offers support for the \LaTeX\ package \texttt{babel}. When it reads the command

\texttt{\usepackage[LANG-LIST]{babel}}

it loads \texttt{babel.hva}, and sends it the saved \texttt{LANG-LIST}. The file \texttt{babel.hva} then looks at each language (say \texttt{x}) in it, and loads \texttt{x.hva}, which offers support for the language \texttt{x}. As in \LaTeX, the last language in the list is selected as default; it also determines the document's language, this is, the \texttt{lang} attribute of its \texttt{html} element. As an example the command

\texttt{\usepackage[english,french,german]{babel}}

would load \texttt{babel.hva}, then the files \texttt{english.hva}, \texttt{french.hva}, \texttt{german.hva} containing the respective definitions, and finally activate the definitions in \texttt{german.hva} and sets the current language to \texttt{german}. 
B.17.11.2 Commands and languages

The following babel commands for changing and querying the language work as in \LaTeX:

1. \selectlanguage{LANG}: Change the language to LANG.

2. \iflanguage{LANG}: Branch after comparing LANG with current language.

3. \foreignlanguage{LANG}{TEXT}: Switch to language LANG and then typeset TEXT.

4. \begin{OTHER-LANG} \end{OTHER-LANG}: Select language OTHER-LANG in an environment. \H\E\V\A is frugal – only those languages are allowed for OTHER-LANG that have been announced in the LANG-LIST; see section B.17.11.1.

5. \begin{OTHER-LANG*} \end{OTHER-LANG*}: Same as above.

6. \begin{hyphenrules}{LANG} \end{hyphenrules}: Switch only the hyphenation rules to those of LANG.

7. \hyphenrules{LANG}: Same as above in the form of a macro.

Items 3, 4, and 5 use CSS class foreignlanguage, which can be defined by the user (it is not defined by \H\E\V\A).

The language specific details are described in the corresponding .hva file, just as in the .sty file for \LaTeX. Users need to supply this file for their language, or modify/check the files if they are already supplied with the distribution. The list of languages is given below.

\begin{tabular}{|l|l|l|l|l|l|l|l|}
\hline
american & australian & brazil & catalan & check & danish & dutch &
\hline
dutch & esperanto & finnish & french & galician & german & italian &
\hline
norsk & nynorsk & polish & magyar & polish & russian & slovak &
\hline
romanian & spanish & swedish & turkish & slovene &
\hline
\end{tabular}

B.17.11.3 Writing hva files

The languages for which .hva files are available with the distribution are english, french, german, austrian, czech and portuguese. These may need to be modified as not all accents and hyphenation techniques are supported.

They can be written/modified as simple \TeX files (see the section B.16.1.1 on writing \TeX macros for details). As an example, one may also take a look at the file french.hva\(^5\), which describes the details for french.

Notice how all definitions are inside the definition for \texttt{\french@babel}, which is the command that \texttt{\selectlanguage{french}} would call. Similar commands need to be provided (i.e. \texttt{\x@babel} in \texttt{\x.hva} for language \texttt{x}).

\(^5\)../html/french.hva

\[^6\]http://www.unicode.org/charts/
B.17.12 The url package

This package in fact provides an enhanced \verb command that can appear inside other command arguments. This command is named \url, but it can be used for any verbatim text, including DOS-like path names. Hence, one can insert urls in one’s document without worrying about \TeX active characters:

This is a complicated url: \url{http://foo.com/~user#label%coucou}.

which gets typeset as: “This is a complicated url: http://foo.com/~user#label%coucou.”

The main use for the \url command is to specify urls as arguments to \TeX commands for hyperlinks (see section 8.1.1):

\texttt{\hevea{} home page is \hrefurl{\url{http://hevea.inria.fr/}}}

It yields: “\texttt{\hevea{} home page is http://hevea.inria.fr/}.”

However the \url command is fragile, as a consequence it cannot be used inside \footahref first argument (This is an \TeX problem, not an \TeX one). The url package solves this problem by providing the \urldef command for defining commands whose body is typeset by using \url:

\urldef{\heveahome}{\url}{http://hevea.inria.fr/}

Such a source defines the robust command \heveahome as the intended url. Hence the following source works as expected:

\texttt{Have a look at \footahref{\heveahome}{\hevea{} home page}}

It yields: “Have a look at \texttt{\hevea{} home page}.”

Using \url inside command definitions with a \#i argument is a bad idea, since it gives “verbatim” a rather random meaning. Unfortunately, in some situations (e.g, no \%, no \#), it may work in \TeX. By contrast, it does not work in \Hevea. In such situations, \urldef should be used.

\Hevea implementation is somehow compatible at the “programming level”. Thus, users can define new commands whose argument is understood verbatim. The \urlhref.hva style file from the distribution takes advantage of this to define the \url command, so that it both typesets an url and inserts a link to it. The \urlhref.hva style file (which is an \Hevea style file and not a \TeX style file) can be adequate for bibliographic references, which often use \url for its typesetting power. Of course, loading \urlhref.hva only makes sense when all arguments to \url are urls...

B.17.13 Verbatim text: the moreverb and verbatim packages

These two packages provide new commands and environments for processing verbatim text. I recommend using \moreverb rather than \verbatim, since \Hevea implementation is more advanced for the former package.

B.17.14 Typesetting computer languages: the listings package

I strongly recommend the listings package. Learning the user interface requires a little effort, but it is worth it.

\Hevea features a quite compatible implementation, please refer to the original package documentation. Do not hesitate to report discrepancies. Note that \Hevea does not produce very compact \HTML in case you use this package. This can be cured by giving \texttt{\hevea} the command-line option \texttt{-O} (see C.1.1.4).

The \texttt{\lstlisting} environment is styled through an homonymous style class (see 9.2 and 9.3) and most \texttt{\lstlisting} environments get translated to \texttt{div} elements with the appropriate \texttt{\getenvclass{\lstlisting}} class, which, by default is \texttt{\lstlisting}. A few points deserve mention:

---

3http://www.ctan.org/pkg/url.html

8http://hevea.inria.fr/
1. The definition of default style class \texttt{lstlisting} includes the important declarations \texttt{font-family:monospace;} and \texttt{white-space:pre;} which, more or less, specify non-proportional font and mandatory line breaks. In case you replace \texttt{lstlisting} by another style class (by \texttt{\setenvclass{lstlisting}{another one}}), your alternate definition should probably feature an identical specification. Otherwise, rendering would be poor, as regards spacing and line breaks.

2. When listings are framed, that is, when some \texttt{frame=}... or \texttt{background=}... keyval specifications are active, they no longer get translated to \texttt{div} elements. Instead they get translated to one cell tables whose \texttt{td} and \texttt{table} elements are styled through style classes \texttt{lstlisting} and \texttt{lstframe}, respectively. Of course, those two style classes follow the usual \texttt{\setenvclass/\getenvclass} mechanism. That way, one can for instance center all framed listings by issuing the following declaration in the document preamble:

\begin{verbatim}
\newstyle{.lstframe}{margin:auto;}
\end{verbatim}

Notice that the default style class \texttt{lstframe} is empty.

3. Unfortunately the \texttt{white-space:pre;} style declaration is still a bit young, and some browsers implement it in rather incomplete fashion. This is particularly true as regards text copy-pasted from browser display. In case you want to provide your readers with easy copy-paste of listings, you can, by issuing the command \texttt{\lstavoidwhitepre} in the document preamble. Then, \texttt{white-space:pre;} is not used any longer: spaces get rendered by non-breaking space entities and line-breaks by \texttt{<BR>} elements, which significantly increase output size. However, as a positive consequence, display remains correct and text copy-pasted from browser display indeed possesses the line-breaks shown in display.

\section*{B.17.15 \textbf{(Non-)Multi page tabular material}}

Those two packages provide \LaTeX{} users with the possibility to typeset tabular material over several pages [\LaTeX{}-bis, Section 5.4]. Of course, \HeVEA{} does not care much about physical pages. Thus the \texttt{supertabular} and \texttt{longtable} environments are rendered more or less as \texttt{tabular} environments inside \texttt{table} environments.

\section*{B.17.16 Typesetting inference rules: the \texttt{mathpartir} package}

The \texttt{mathpartir} package, authored by D. Rémy, essentially provides two features:

1. An environment \texttt{mathpar} for typesetting a sequence of math formulas in mixed horizontal and vertical mode. The environment selects the best arrangement according to the line width, exactly as paragraph mode does for words.

2. A command \texttt{\inferrule} (and its starred variant) for typesetting inferences rules.

We give a short description, focussing on \HeVEA{}-related details. Users are encouraged to refer to the original documentation\textsuperscript{9} of the package.

In the following, comments on rule typesetting apply to \HeVEA{} output and not to \LaTeX{} output.

\section*{B.17.16.1 The \texttt{mathpar} environment}

In its \LaTeX{} version, the \texttt{mathpar} environment is a “paragraph mode for formulas”. It allows to typeset long list of formulas putting as many as possible on the same line:

\textsuperscript{9}http://pauillac.inria.fr/~remy/latex/index.html#tir
\begin{mathpar}
A-Formula \and
Longer-Formula \and
And \and The-Last-One
\end{mathpar}

In the example above, formulas are separated with $\texttt{\and}$. The $\LaTeX$ implementation also changes the meaning of paragraph breaks (either explicit as a $\texttt{\par}$ command or implicit as a blank line) to act as $\texttt{\and}$. It also redefines the command $\texttt{\\}$ as an explicit line-break in the flow of formulas.

\begin{mathpar}
\int_0^2 xdx = \frac{3}{2} \\
\int_0^3 xdx = \frac{5}{2}
\end{mathpar}

The $\texttt{\HVE}$ version is simplistic: Formulas are typeset in math display mode, $\texttt{\and}$ separators always produce horizontal space, while $\texttt{\\}$ always produce line-breaks. However, when prefixed by $\texttt{\hva}$ the meaning of explicit separators is reversed: that is, $\texttt{\hva\and}$ produces a line-break, while $\texttt{\hva\\}$ produces horizontal space. Hence, we can typeset the previous example on two lines:

\begin{mathpar}
A-Formula \and
Longer-Formula $\texttt{\hva}\and$
And $\texttt{\hva}\and$ The-Last-One
\end{mathpar}

It is to be noticed that the $\TeX$ version of the package defines $\texttt{\hva}$ as a no-op, so as to allow explicit instructions given to $\texttt{\HVE}$ not to impact on the automatic typesetting performed by $\TeX$.

\subsection*{B.17.16.2 The \texttt{inferrule} macro}

The $\texttt{\inferrule}$ macro is designed to typeset inference rules. It should only be used in math mode (or display math mode). It takes three arguments, the first being optional, specifying the label, premises, and conclusions respectively. The premises and the conclusions are both lists of formulas, and are separated by $\texttt{\\}$. A simple example of its use is

\begin{verbatim}
inferrule
[\{label\}]
\{one \ two \ three \ or \ more \ premises\}
\{and \ any \ number \ of \ conclusions \ as \ well\}
\end{verbatim}

which gives the following rendering:

\begin{center}
\begin{tabular}{cccccc}
\hline
\texttt{label} & \texttt{one} & \texttt{two} & \texttt{three} & \texttt{or} & \texttt{more} \\
\hline
\texttt{premises} & \texttt{and} & \texttt{any} & \texttt{number} & \texttt{of} & \texttt{conclusions} & \texttt{as} & \texttt{well} \\
\end{tabular}
\end{center}
Again, \TeX{} is simplistic. Where \LaTeX{} performs actual typesetting, interpreting `\\' as horizontal or vertical breaks, \TeX{} always interpret `\\' as an horizontal break. In fact \TeX{} interpret all separators (`, `\and`) as horizontal breaks, when they appear in the arguments of the `\inferrule` command. Nevertheless prefixing separators with `\hva` yields vertical breaks:

\begin{verbatim}
\inferrule
  {aa \hva\ bb}
  {dd \ \ ee \ \ ff}
\end{verbatim}

The color of the horizontal rule that separates the premises and conclusions can be changed by redefining the command `\mpr@hhline@color`. This color must be specified as a low-level color (cf. Section B.14.2.2).

### B.17.16.3 Options

By default, lines are centered in inference rules. However, this can be changed either by using `\mprset{flushleft}` or `\mprset{center}`, as shown below.

\begin{verbatim}
$$\mprset{flushleft}
\inferrule
  {a \ \ bbb \ hva \ \ ccc \ \ dddd}
  {e \ \ ff \ hva \ \ gg}
\end{verbatim}

\$$

### B.17.16.4 Derivation trees

The `mathpartir` package provides a starred variant `\inferrule*`. In \LaTeX{}, the boxes produced by `\inferrule` and `\inferrule*` differ as regards their baseline, the second being well adapted to derivation trees. All this is irrelevant to \TeX{}, but `\inferrule*` remains of interest because of its interface: the optional argument to the `\inferrule*` command is a list of `key=value` pairs in the style of `keyval`. This makes the variant command much more flexible.

<table>
<thead>
<tr>
<th>key</th>
<th>Effect for value $v$</th>
</tr>
</thead>
<tbody>
<tr>
<td>before</td>
<td>Execute $v$ before typesetting the rule. Useful for instance to change the maximal width of the rule.</td>
</tr>
<tr>
<td>left</td>
<td>Put a label $v$ on the left of the rule</td>
</tr>
<tr>
<td>Left</td>
<td>Idem.</td>
</tr>
<tr>
<td>right</td>
<td>As left, but on the right of the rule.</td>
</tr>
<tr>
<td>Right</td>
<td>As Left, but on the right of the rule.</td>
</tr>
<tr>
<td>lab</td>
<td>Put a label $v$ above the inference rule, in the style of <code>\inferrule</code>.</td>
</tr>
<tr>
<td>Lab</td>
<td>Idem.</td>
</tr>
<tr>
<td>vdots</td>
<td>Raise the rule by $v$ and insert vertical dots, the length argument is translated to a number of line-skips.</td>
</tr>
</tbody>
</table>

Additionally, the value-less key `center` centers premises and conclusions (this is the default), while `flushleft` commands left alignment of premises and conclusions (as `\mprset{flushleft}` does). Other keys defined by the \LaTeX{} package exist and are parsed, but they perform no operation.

As an example, the code
\begin{mathpar}
\inferrule* { [Left=Foo] }{ \inferrule* { [Right=Bar, width=8em, leftskip=2em, rightskip=2em, vdots=1.5em] }{ \{ a \and a \and bb \hva \ cc \and dd \} } \\and ff \\and gg } \\hva \\and \{ hh \} \hva \and
\inferrule* { [lab=XX] }{ uu \and vv } \{ ww \}
\end{mathpar}

produces the following output:

\begin{align*}
\hva & a & a & bb \\
cc & ee & dd & \text{BAR} \\
\vdots & & ff & gg \\
& & hh & \text{XX} \\
& & & uu & vv \\
& & & ww & \text{ww}
\end{align*}

B.17.17 The ifpdf package

This package should be present in modern latex installations. Basically, the package defines a boolean register pdf, whose value is true for tools that produce PDF (such as pdflatex) and false for tools that produce DVI (such as latex).

The hevea version of the package simply defines the boolean register pdf with initial value true. Command-line option `-pdf` is also added to imagen command-line options (by using the command \@addimagenopt, see Section 10.7). As a result, imagen will normally call pdflatex in place of latex.

In case standard latex processing in imagen is wished, one can issue the command \pdffalse after loading the ifpdf package and before \begin{document}. Then, no command line option is added. Hence, to achieve latex processing of the image file, while still loading the ifpdf package, one writes:

\begin{verbatim}
\usepackage{ifpdf}
\%HEVEA\pdffalse
\end{verbatim}

B.17.18 Typesetting Thai

\texttt{HeVeA} features an implementation of Andrew Seagar's technique for Thai in \LaTeX{}, by the means of the package \texttt{thai.hva} in the distribution.

As regards input encoding, Thai users of \texttt{HeVeA} could (perhaps) use \texttt{\usepackage[utf8]{inputenc}}. However, the typesetting of Thai is more subtle than just proper characters. For that reason, Thai in latex is better performed by another technique, which \texttt{HeVeA} supports. See this specific document\footnote{http://hevea.inria.fr/doc/thaihevea.html}.

B.17.19 Hanging paragraphs

The hanging package is implemented. \texttt{HeVeA} implementation consists of no-ops, except for the hanging environment, which is partially implemented. Assume the following usage of \texttt{hangparas}:

\begin{verbatim}
\begin{hangparas}{wd}{n} \ldots\end{hangparas}
\end{verbatim}

where \texttt{wd} is a length that makes sense both for \LaTeX{} and CSS (typically 2ex). Then html output will reproduce \LaTeX{} output for \texttt{n = 1}, regardless of the given value of argument \texttt{n}. That is, in any paragraph inside the environment, all lines except the first get indented by \texttt{wd}.
B.17.20 The cleveref package

The cleveref package attempts (and mostly succeeds) typesetting references cleverly. Its main feature is a \cref command that accepts several, comma separated, label references and typesets them as a list (which can be one-element long, of course) prefixed with sectional unit names. The \TeX implementation is quite complete, but it does not support some of the subtleties of the LaTeX implementations, especially as regards customisation.

B.17.21 Other packages

The fancyverb and colortbl packages are partly implemented.

The xspace package is implemented, in simple cases, rendering is satisfactory, but beware: \TeX differs significantly from \TeX, and discrepancies are likely.

The chngcntr package is implemented. This package provides commands to connect (and disconnect) counters once they are created.

The import package is partially implemented: all starred commands are missing.

The booktabs package is implemented. This package provides nicer rulers in tables as specific commands. \TeX defines those as no-ops.

Part C
Practical information

C.1 Usage

C.1.1 \TeX usage

The hevea command has two operating modes, normal mode and filter mode. Operating mode is determined by the nature of the last command-line argument.

C.1.1.1 Command line arguments

The hevea command interprets its arguments as names of files and attempts to process them. Given an argument filename there are two cases:

- If filename is base.tex or base.hva, then a single attempt to open filename is made.
- In other cases, a first attempt to open filename.tex is made. In case of failure, a second attempt to open filename is made.

In all attempts, implicit filenames are searched along hevea search path, which consist in:

1. the current directory ".",
2. user-specified directories (with the -I command-line option),
3. hevea library directory.
4. one of the sub-directories html, text or info from hevea library directory, depending upon hevea output format.

The hevea library directory is fixed at compile-time (this is where hevea library files are installed) and typically is /usr/local/lib/hevea. However, this compile-time value can be overridden by setting the HEVEADIR shell environment variable. In all cases, the value of hevea library directory can be accessed from the processed document as the value of the command \@hevealibdir.
C.1.1.2 Normal mode

If the last argument has an extension that is different from \texttt{.hva} or has no extension, then it is interpreted as the name of the \textit{main input file}. The main input file is the document to be translated and normally contains the \texttt{\documentclass} command. In that case two \textit{basenames} are defined:

- The input basename, \texttt{basein}, is defined as the main input file name, with extension removed when present.
- The output basename, \texttt{baseout}, is \texttt{basein} with leading directories omitted. However the output basename can be changed, using the \texttt{-o} option (see below).

\TeX\ will attempt to load the main input file. Ancillary files from a previous run of \TeX\ (\textit{i.e.} \texttt{.aux}, \texttt{.bbl} and \texttt{.idx} files) will be searched as \texttt{basein.ext}. The output base name governs all files produced by \TeX\A. That is, \texttt{HTML} output of \TeX\A\ normally goes to the file \texttt{baseout.html}, while cross-referencing information goes into \texttt{baseout.haux}. Furthermore, if an \texttt{image} file is generated (cf. section 6), its name will be \texttt{baseout.image.tex}.

Thus, in the simple case where the \texttt{hevea} command is invoked as:

```
# hevea file.tex
```

The input basename is \texttt{file} and the output basename also is \texttt{file}. The main input file is searched once along \texttt{hevea} search path as \texttt{file.tex}. HTML output goes into file \texttt{file.html}, in the current directory. In the more complicated case where the \texttt{hevea} command is invoked as:

```
# hevea ./dir/file
```

The input base name is \texttt{./dir/file} and the output basename is \texttt{file}. The main input file is loaded by first attempting to open file \texttt{./dir/file.tex}, then file \texttt{./dir/file}. HTML output goes into file \texttt{file.html}, in the current directory.

Finally, the output base name can be a full path, but you have to use option \texttt{-o}. For instance, we consider:

```
# hevea -o out/out.html file.tex
```

Then, HTML output goes into \texttt{out/out.html} — notice that directory \texttt{out} must exist. Furthermore, \texttt{hevea} output base name is \texttt{out/out}. This means that \texttt{hevea} generates files \texttt{out/out.haux}, \texttt{out/out.image.tex} etc.

The \texttt{article.hva}, \texttt{seminar.hva}, \texttt{book.hva} and \texttt{report.hva} base style files from \TeX\A library are special. Only the first base style file is loaded and the \texttt{\documentclass} command has no effect when a base style file is already loaded. This feature allows to override the document base style. Thus, a document \texttt{file.tex} can be translated using the \texttt{article} base style as follows:

```
# hevea article.hva file.tex
```

C.1.1.3 Filter mode

If there is no command-line argument, or if the last command-line argument has the extension \texttt{.hva}, then there is neither input base name nor output base name, the standard input is read and output normally goes to the standard output. Output starts immediately, whithout waiting for \texttt{\begin{document}}. In other words \texttt{hevea} acts as a filter.

Please note that this operating mode is just for translating isolated \TeX constructs. The normal way to translate a full document \texttt{file.tex} being \texttt{"hevea file.tex"} and not \texttt{hevea < file.tex > file.html}.
C.1.1.4 Options

The hevea command recognizes the following options:

- **--version** Show hevea version and exit.

- **-v** Verbose flag, can be repeated to increase verbosity. However, this is mostly for debug.

- **-dv** Add border around some of the block-level elements issued. Specifically, all div and p are bordered, while the structure of displayed material is also shown.

- **-s** Suppress warnings.

- **-I dirname** Add dirname to the search path.

- **-o name** Make name the output basename. However, if name is base.html, then the output basename is base. Besides, -o - makes HEVEA output to standard output.

- **-e filename** Prevent hevea from loading any file whose name is filename. Note that this option applies to all files, including hevea.hva and base style files.

- **-fix** Iterate HEVEA until a fixpoint is found. Additionally, images get generated automatically.

- **-O** Optimise HTML by calling esponja (see section C.1.3).

- **-exec prog** Execute file prog and read the output. The file prog must have execution permission and is searched by following the searching rules of hevea.

- **-francais** Deprecated by babel support. This option issues a warning message.

- **-help** Print version number and a short help message.

The following options control the HTML code produced by hevea. By default, hevea outputs a page encoded in US-ASCII with most symbols rendered as HTML or numerical Unicode entities.

- **--entities** Render symbols by using entities. This is the default.

- **--textsymbols** Render symbols by English text.

- **--moreenties** Enable the output of some infrequent entities. Use this option to target browsers with wide entities support.

- **--mathml** Produces MathML output for equations, very experimental.

- **--pedantic** Be strict in interpreting HTML definition. In particular, this option disable size and color changes inside <PRE>...</PRE>, which are otherwise performed.

The following options select and control alternative output formats (see section 11):

- **--text** Output plain text. Output file extension is .txt.

- **--info** Output info format. Output file extension is .info.

- **--width width** Set the line width for text or info output, defaults to 72.

Part A of this document is a tutorial introduction to HEVEA, while Part B is the reference manual of HEVEA.
C.1.2  H\texttt{A} usage

The \texttt{hacha} command interprets its argument \texttt{base.html} as the name of a \texttt{HTML} source file to cut into pieces. It also recognises the following options:

\begin{itemize}
\item \texttt{-v} Be a little verbose.
\item \texttt{-o} \texttt{filename} Make \texttt{H\texttt{A}C\texttt{H}\texttt{A}} output go into file \texttt{filename} (defaults to index.html). Additionally, if \texttt{filename} is a composite filename, \texttt{dir/base}, then all files outputted by \texttt{H\texttt{A}C\texttt{H}\texttt{A}} will reside in directory \texttt{dir}.
\item \texttt{-tocbis} Another style for table of contents: sub-tables are replicated at the beginning of every file.
\item \texttt{-tocter} Like \texttt{-tocbis} above, except that sub-tables do not appear in the main table of contents (see Section 7.2.3).
\item \texttt{-no-svg-arrows} Use GIF arrows for the Previous/Up/Next links, in place of the default SVG arrows.
\item \texttt{-nolinks} Do not insert Previous/Up/Next links in generated pages.
\item \texttt{-hrf} Output a \texttt{base.hrf} file, showing in which output files are the anchors from the input file gone. The format of this summary is one \textquote{anchor\tfile} line per anchor. This information may be needed by other tools.
\item \texttt{-help} Print version number and a short help message.
\end{itemize}

Section 7 of the user manual explains how to alter \texttt{H\texttt{A}C\texttt{H}\texttt{A}} default behaviour.

C.1.3  \texttt{esponja} usage

The program \texttt{esponja} is part of \texttt{HEVEA} and is designed to optimise \texttt{hevea} output. However, \texttt{esponja} can also be used alone to optimise text-level elements in \texttt{HTML} files. Since \texttt{esponja} fails to operate when it detects incorrect \texttt{HTML}, it can be used as a partial \texttt{HTML} validator.

C.1.3.1  Operating mode

The program \texttt{esponja} interprets its arguments as names of files and attempt to process them. It is important to notice that \texttt{esponja} will replace files by their optimised versions, unless instructed not to do so with option \texttt{-n}.

Invoking \texttt{esponja} as

\texttt{# esponja foo.html}

will alter \texttt{foo.html}. Of course, if \texttt{esponja} does not succeed in making \texttt{foo.html} any smaller or if \texttt{esponja} fails, the original \texttt{foo.html} is left unchanged. Note that this feature allows to optimise all \texttt{HTML} files in a given directory by:

\texttt{# esponja *.html}

C.1.3.2  Options

The command \texttt{esponja} recognises the following options:

\begin{itemize}
\item \texttt{-v} Be verbose, can be repeated to increase verbosity.
\item \texttt{-n} Do not alter input files. Instead, \texttt{esponja} output for file \texttt{input.html} goes to file \texttt{input.esp}. Option \texttt{-n} implies option \texttt{-v}.
\item \texttt{-u} Output \texttt{esponja} intermediate version of \texttt{HTML}. In most occasions, this amounts to pessimize instead of to optimise. It may yield challenging input for other \texttt{HTML} optimisers.
\end{itemize}
C.1.4 bibhva usage

The program bibhva is a simple wrapper, which basically forces \texttt{bibtex} into accepting a .\texttt{haux} file as input and producing a .\texttt{hbbl} file as output. Usage is \texttt{bibhva bibtex-options basename}.

C.1.5 imagen usage

The command imagen is a simple shell script that translates a \LaTeX{} document into many .\texttt{png} images. The \texttt{imagen} script relies on much software to be installed on your computer, see Section C.4.1.

It is a companion program of \texttt{HEVEA}, which must have been previously run as:

```bash
# hevea... base.tex
or
# hevea... -o base.html...
```

In both cases, \texttt{base} is \texttt{HEVEA} output basename. When told to do so (see section 6) \texttt{HEVEA} echoes part of its input into the \texttt{base.image.tex} file.

The \texttt{imagen} script should then be run as:

```bash
# imagen base
```

The \texttt{imagen} script produces one \texttt{basename}.\texttt{png} image file per page in the \texttt{base.image.tex} file.

This is done by first calling \texttt{latex} on \texttt{base.image.tex}, yielding one \texttt{dvi} file. Then, \texttt{dvips} translates this file into one single Postscript file that contains all the images, or into one Postscript file per image, depending upon your version of \texttt{dvips}. Postscript files are interpreted by ghostscript (\texttt{gs}) that outputs \texttt{ppm} images, which are then fed into a series of transformations that change them into .\texttt{png} files.

The \texttt{imagen} script recognises the following options:

- \texttt{mag nnnn} Change the enlarging ratio that is applied while translating DVI into Postscript. More precisely, \texttt{dvips} is run with \texttt{--xnnnn} option. Default value for this ration is 1414, this means that, by default, \texttt{imagen} magnifies \LaTeX{} output by a factor of 1.414.

- \texttt{extra command} Insert \texttt{command} as an additional stage in \texttt{imagen ppm} to \texttt{png} production chain. \texttt{command} is an Unix filter that expects a \texttt{ppm} image in its standard input and outputs a \texttt{ppm} image on its standard output. A sensible choice for \texttt{command} is one command from the \texttt{netpbm} package, several such commands piped together, or various invocations of the \texttt{convert} command from ImageMagick.

- \texttt{quant number} Add an extra color quantisation step in \texttt{imagen ppm} image production chain, where \texttt{number} is the maximal number of colors in the produced images. This option may be needed as a response to a failure in the image production chain. It can also help in limiting image files size.

- \texttt{png} Output PNG images. This is the default.

- \texttt{gif} Output GIF images in place of PNG images. GIF image files have a .\texttt{gif} extension. Note that \texttt{hevea} should have been previously run as \texttt{hevea gif.hva base.tex} (so that the proper .\texttt{gif} filename extension is given to image file references from within the HTML document).

- \texttt{svg} Output SVG images in addition to PNG (or GIF) images. Note that \texttt{hevea} should have been previously run as \texttt{hevea svg.hva base.tex}.

- \texttt{pnm} Output PPM images. This option mostly serves debugging purposes. Experimented users can also take advantage of it for performing additional image transformation or adopting exotic image formats.

- \texttt{t arg} Pass option \texttt{--t arg} to \texttt{dvips}. For instance, using \texttt{--t a3} may help when images are truncated on the right.

- \texttt{pdf} Have \texttt{imagen} call \texttt{pdflatex} instead of \texttt{latex}.
The first three options enable users to correct some misbehaviours. For instance, when the document base style is \textit{seminar}, image orientation may be wrong and the images are too small. This can be cured by invoking \texttt{imagen} as:

\begin{verbatim}
# imagen -extra "pnmflip -ccw" -mag 2000 base
\end{verbatim}

Notice that \texttt{hevea} calls \texttt{imagen} by itself, when given the command-line option \texttt{-fix}. In that situation, the command-line options of \texttt{imagen} can be controlled from source file by using the command \texttt{@addimagenopt} (see Section 10.7).

\subsection*{C.1.6 Invoking \texttt{hevea}, \texttt{hacha} and \texttt{imagen}}

In this section, we give a few sequence of (Unix) commands to build the \texttt{HTML} version of a document in various situations. The next section gives a few \texttt{Makefile}'s for similar situations.

We translate a file \texttt{doc.tex} that requires a specific style file \texttt{doc.hva}. The file is first translated into \texttt{doc.html} by \texttt{hevea}, which also reads the specific style file \texttt{doc.hva}. Then, \texttt{hacha} cuts \texttt{doc.html} into several, \texttt{doc001.html}, \texttt{doc002.html}, etc. also producing the table of links file \texttt{index.html}.

\begin{verbatim}
# hevea -fix doc.hva doc.tex
# hacha doc.html
\end{verbatim}

Thanks to the command-line option \texttt{-fix}, \texttt{hevea} runs the appropriate number of times automatically. In case \texttt{hevea} produces a non-empty \texttt{doc.image.tex} file, then \texttt{hevea} calls \texttt{imagen} by itself (because of option \texttt{-fix}). Hence, the above sequence of two commands is also appropriate in that situation.

In case some problem occurs, it is sometime convenient to run \texttt{imagen} by hand. It is time \textit{not} to use the option \texttt{-fix}.

\begin{verbatim}
# rm -f doc.image.tex
# hevea doc.hva doc.tex
\end{verbatim}

Now, \texttt{hevea} normally has shown the \texttt{imagen} command line that it would have run, if it had been given the option \texttt{-fix}. For instance, if \texttt{doc.hva} includes \texttt{\input{gif.hva}}, then \texttt{hevea} shows the following warning:

\texttt{HeVeA Warning: images may have changed, run 'imagen -gif doc'}

Now, one can run \texttt{imagen} as it should be.

It is sometime convenient not to clobber the source directory with numerous target files. It suffices to instruct \texttt{hevea} and \texttt{hacha} to output files in a specific directory, say \texttt{doc}.

\begin{verbatim}
# hevea -fix -o doc/doc.html doc.hva doc.tex
# hacha -o doc/index.html doc/doc.html
\end{verbatim}

Notice that \texttt{hevea} does not create the target directory \texttt{doc}: it must exist before \texttt{hevea} runs. Again, in case \texttt{hevea} calls \texttt{imagen}, image generation should proceed smoothly and the final files \texttt{doc001.png}, \texttt{doc002.png}, etc. should go into directory \texttt{doc}.

In all situations, while installing files to their final destination, it is important not to forget any relevant files. In particular, in addition to the root file (\texttt{index.html}), contents files (\texttt{doc001.html}, \texttt{doc002.html}, etc.) and images (\texttt{doc001.png}, \texttt{doc002.png}, etc.), one should not forget the arrow images and the style sheet generated by \texttt{hacha} (\texttt{contents_motif.gif}, \texttt{next_motif.gif}, \texttt{previous_motif.gif} and \texttt{doc.css}).

As a consequence, producing all files into the subdirectory \texttt{doc} may be a good idea, since then one easily install all relevant files by copying \texttt{doc} to a public destination.

\begin{verbatim}
# cp -r doc $(HOME)/public_html
\end{verbatim}

However, one then also installs the auxiliary files of \texttt{hevea}, and \texttt{hevea} output file \texttt{doc.html}, which is no longer useful once \texttt{hacha} has run. Hence, those should be erased beforehand.

\begin{verbatim}
# rm -f doc/doc.h{tml,aux,ind,toc} doc/doc.image.tex
# cp -r doc $(HOME)/public_html
\end{verbatim}
C.1.7 Using make

Here is a typical Makefile, which is appropriate when no images are produced.

```make
HEVEA=hevea
HEVEAOPTS=-fix
HACHA=hacha
#document base name
DOC=doc
index.html: $(DOC).html
   $(HACHA) -o index.html $(DOC).html

$(DOC).html: $(DOC).hva $(DOC).tex
   $(HEVEA) $(HEVEAOPTS) $(DOC).hva $(DOC).tex

clean:
   rm -f $(DOC).html $(DOC).h{toc,aux,ind}
   rm -f index.html $(DOC)[0-9][0-9][0-9].html $(DOC).css

Note that the clean rule removes all the doc001.html, doc002.html, etc. and doc.css files produced by hacha. Also note that make clean also removes the doc.haux, doc.hind and doc.htoc files, which are HEVEA auxiliary files.

When the image file feature is used, one can use the following, extended, Makefile:

```make
HEVEA=hevea
HEVEAOPTS=-fix
HACHA=hacha
#document base name
DOC=doc
DIR=$(HOME)/public_html/$(DOC)
BASE=$(DIR)/$(DOC)
index.html: $(BASE).html
   $(HACHA) -tocter -o $(DIR)/index.html $(BASE).html

$(DIR)/index.html: $(BASE).html
   $(HACHA) -tocter -o $(DIR)/index.html $(BASE).html
```

Observe that the clean rule now also gets rid of doc.image.tex and of the various files produced by imagen.

With the following Makefile, hevea, imagen, hacha all output their files into a specific directory DIR.
The above Makefile directly produces HTML and PNG files into the final directory
$(HOME)/public_html/$(DOC). The new partialclean entry erases files that are not useful anymore, once imagen and hacha have performed their tasks.

However, most often, it is more appropriate to build HTML and PNG files in a specific directory, and then to copy them to their final destination.

... 

#document base name
DOC=doc
DIR=$(DOC)
BASE=$(DIR)/$(DOC)
INSTALLDIR=$(HOME)/public_html/$(DOC)

... 

install: partialclean
    cp $(DIR)/* $(INSTALLDIR)
    ...

C.2 Browser configuration

By default, HeVeA does not anymore use the FACE=symbol attribute to the <FONT ...> tag. As a consequence, browser configuration is no longer needed.

HeVeA now extensively outputs Unicode entities. This first means that HeVeA targets modern browsers with decent unicode support, and only those.

In case your browser is recent and that you nevertheless experience display problems on HeVeA-generated pages, see the excellent Alan Wood’s Unicode Resources\textsuperscript{11}. It may help to understand display problems and even to solve them by configuring browsers or installing some fonts.

C.3 Availability

C.3.1 Internet stuff

HeVeA home page is http://hevea.inria.fr/. It contains links to the on-line manual\textsuperscript{12} and to the distribution\textsuperscript{13}. The author can be contacted at Luc.Maranget@inria.fr.

\textsuperscript{11}http://www.alanwood.net/unicode/
\textsuperscript{12}http://hevea.inria.fr/doc/
\textsuperscript{13}http://hevea.inria.fr/distri
C.3.2 Law

\texttt{Hevea} can be freely used and redistributed without modifications. Modifying and redistributing \texttt{Hevea} implies a few constraints. More precisely, \texttt{Hevea} is distributed under the terms of the Q Public License, but \texttt{Hevea} binaries include the Objective Caml runtime system, which is distributed under the Gnu Library General Public License (LGPL). See the LICENSE\textsuperscript{14} file for details.

The manual itself is distributed under the terms of the Free Document Dissemination License\textsuperscript{15}.

C.4 Installation

C.4.1 Requirements

The programs \texttt{hevea} and \texttt{hacha} are written in Objective Caml\textsuperscript{16}. Thus, you really need Objective Caml (the more recent version, the better) to compile them. However, some binary distributions exist, which are managed by people other than me (thanks to them). Links to some of these distributions appear in \texttt{Hevea} home page.

\texttt{Hevea} users may instruct the program not to process a part of the input (see section 6). Instead, this part is processed into a bitmap file and \texttt{Hevea} outputs a link to the image file. \LaTeX source is changed into .png images by the \texttt{imagen} script, which basically calls, \LaTeX, \texttt{dvips}, \texttt{ghostscript}\textsuperscript{17} and the \texttt{convert} command from the image processing package \texttt{ImageMagick}\textsuperscript{18}.

To benefit from the full functionality of \texttt{Hevea}, you need all this software. However, \texttt{Hevea} runs without them, but then you will have to produce images by yourself.

C.4.2 Principles

The details are given in the \texttt{README} file from the distribution. Basically, \texttt{Hevea} should be given a library directory. The installation procedure stores the \texttt{hevea.hva} and base style files in this directory. There are two compilation modes, the \texttt{opt} mode selects the native code OCaml compiler \texttt{ocamlopt}, while the \texttt{byte} mode selects the bytecode OCaml compiler \texttt{ocamlc}. In \texttt{Hevea} case, \texttt{ocamlopt} produces code that is up to three times as fast as the one produced by \texttt{ocamlc}. Thus, default compilation mode is \texttt{opt}, however it may be the case on some systems that only \texttt{ocamlc} is available.

Note that, when installing \texttt{Hevea} from the source distribution, the \texttt{hevea.sty} (and \texttt{mathjax.sty}) style files are simply copied to \texttt{Hevea} library directory. It remains users (and package maintainers) responsibility to make those files accessible to \LaTeX.

C.5 Other \LaTeX to HTML translators

This short section gives pointers to a few other translators. I performed not extensive testing and make no thorough comparison.

\texttt{LaTeX2html} \LaTeX2html is a full system. It is written in perl and calls \LaTeX when in trouble. As a consequence, \LaTeX2html is powerful but it may fail on large documents, for speed and memory reasons.

More information on \LaTeX2html can be found at

\begin{verbatim}
http://www.latex2html.org/
\end{verbatim}

\textsuperscript{14}http://hevea.inria.fr/distri/LICENSE
\textsuperscript{15}http://pauillac.inria.fr/~lang/licence/v1/fddl.html
\textsuperscript{16}http://caml.inria.fr/ocaml/
\textsuperscript{17}http://www.cs.wisc.edu/~ghost/index.html
\textsuperscript{18}http://www.imagemagick.org/
TTH The principle behind TTH is the same as the one of \TeX{}: write a fast translator as a lexer, use symbol fonts and tables. However, there are differences, TTH accepts both \TeX{} and \LaTeX{} source, TTH is written in C and the full source is not available (only \texttt{lex} output is available). Additionally, TTH insist on not using any kind of \LaTeX{} generated information and will show proper cross-reference labels, even when no \texttt{.aux} file is present. TTH output is a single document, whereas \TeX{} can cut the output of \TeX{} into several files. (however there exists a commercial version of TTH that provides this extra functionality). TTH can be found at

http://hutchinson.belmont.ma.us/tth/.

\TeX{}4ht \TeX{}4ht is a highly configurable TeX-based authoring system dedicated mainly to produce hypertext. It interacts with TeX-based applications through style files and postprocessors, leaving the processing of the source files to the native TeX compiler. As a result, \TeX{}4ht may be more powerful than \TeX{}, but may also be more difficult to configure. More information on \TeX{}4ht can be found at:

http://www.tug.org/tex4ht/

htmlgen The htmlgen translator is specialized for producing the Caml manuals. This is \TeX{} direct ancestor and I owe much to its author, X. Leroy. See \cite{htmlgen} for a description of htmlgen and a (bit outdated) discussion on \LaTeX{} to \html{} translation.

C.6 Acknowledgements

The following people contributed to \TeX{} development:

- Philip A.Viton, maintains a Windows (win32) port of \TeX{}.
- Tibault Suzanne authored the HTML 5 generator that now is the default generator of \TeX{}.
- Abhishek Thakur implemented most of the new features of version 1.08, including, translations of symbols to Unicode entities, the \texttt{babel} package, and style sheet support.
- Christian Queinnec wrote an extra lexer to translate code snippets produced by its tool VideoC for writing pedagogical documents on programming. The very principle he introduced for interfacing the \texttt{videoC} lexer with \TeX{} main lexer is now used extensively throughout \TeX{} source code.
- Andrew Seagar is at the origin of support for the Thai language. He is the author of the document “How to Use \TeX{} with the Thai Character Set”.
- Pierre Boulet, by using \TeX{} as a stage in his tool MIdoc for documenting Objective Caml source code, forced me into debugging \TeX{} implementation of the \texttt{alltt} environment.
- Nicolas Tessaud implemented the \texttt{-text} and \texttt{-info} output modes (see section 11).
- Georges Mariano asked for many feature, and argued a lot to have them implemented.
- Many users contributed by sending bug reports.

References

\cite{LaTeX-bis} M. Goosens, F. Mittelbach, A. Samarin. \textit{The \LaTeX{} Companion} Addison-Websley, 1994.
X. Leroy. *Lessons learned from the translation of documentation from \LaTeX to HTML.* ERCIM/W4G Int. Workshop on WWW Authoring and Integration Tools, 1995. Available on the web at [http://cristal.inria.fr/~xleroy/w4g.html](http://cristal.inria.fr/~xleroy/w4g.html)


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