CONTENTS

I.	The name of the game	
2.	Book printing versus ordinary typing	
_	Controlling TeX	
	Fonts of type	
	Grouping	
_	Running TeX	
7 .	How TEX reads what you type	28
_	The characters you type	
9.	TEX's standard roman fonts	30
10.	Dimensions	40
11.	Boxes	4.
12 .	Glue	4
13.	Modes	50
14.	How TEX breaks paragraphs into lines	52
15 .	How TEX makes lists of lines into pages	57
16.	Typing math formulas	6
17 .	More about math	6
18.	Fine points of mathematics typing	7.
19.	Displayed equations	9:
2 0.	Definitions (also called macros)	90
21.	Making boxes	99
22 .	Alignment	10-
2 3.	Output routines	109
	Summary of vertical mode	
2 5.	Summary of horizontal mode	12
26 .	Summary of math mode	130
27 .	Recovery from errors	138
A.	Answers to all the exercises	148
В.	Basic TeX format	15.
E.	Example of a book format	15
F.	Font tables	168
H.	Hyphenation	180
	Index	
S.	Special notes about using TEX at Stanford	198
X.	Recent extensions to TEX	199