Technical details on texvc identifiere extraction

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1 Introduction

This document describes which mathematical symbols are identified as identifiers. In general every single Latin letter [a-zA-Z] is regarded as identifier. In addition, we accept multi-letter-subscripts that match [0-9a-zA-Z]+, such as a_0 but also ε_{ijk}. Moreover, the Literals described in section 2, and the Identifier variants (section 3) are supported.

2 Literals

The following literals are supported:

- `\aleph` is rendered as $\aleph$
- `\alpha` is rendered as α
- `\amalg` is rendered as $\amalg$
- `\backepsilon` is rendered as $\ni$
- `\Bbbk` is rendered as $\Bbbk$
- `\beta` is rendered as β
- `\beth` is rendered as $\beth$
- `\chi` is rendered as χ
- `\complement` is rendered as $\complement$
- `\daleth` is rendered as $\daleth$
- `\delta` is rendered as δ
- `\Delta` is rendered as Δ
- `\digamma` is rendered as $\digamma$
- `\ell` is rendered as ℓ
- `\emptyset` is rendered as $\emptyset$
- `\epsilon` is rendered as ϵ
- `\eta` is rendered as η
- `\eth` is rendered as $\eth$

\Finv is rendered as ∃
\flat is rendered as ♭
\Game is rendered as ⅁
\gamma is rendered as γ
\Gamma is rendered as Γ
\gimel is rendered as ℷ
\hslash is rendered as $\hbar$
\Im is rendered as $\Im$
\imath is rendered as $\imath$
\infty is rendered as ∞
\intercal is rendered as ⊺
\iota is rendered as ι
\jmath is rendered as $\jmath$
\kappa is rendered as κ
\lambda is rendered as λ
\Lambda is rendered as Λ
\mho is rendered as ℧
\mu is rendered as μ
\natural is rendered as ♮
\nu is rendered as ν
\omega is rendered as ω
\Omega is rendered as Ω
\P is rendered as ¶
\phi is rendered as ϕ
\Phi is rendered as Φ
\pi is rendered as π
\Pi is rendered as Π
\pitchfork is rendered as ⋔
\psi is rendered as ψ
\Psi is rendered as Ψ
\Re is rendered as $\Re$
\rho is rendered as ρ
\S is rendered as §
\sigma is rendered as σ
\Sigma is rendered as Σ
\tau is rendered as τ
\theta is rendered as θ
\Theta is rendered as Θ
\top is rendered as $\top$
\varepsilon is rendered as ε
\varkappa is rendered as $\varkappa$

\varnothing is rendered as $\varnothing$
\varphi is rendered as φ
\varpi is rendered as ϖ
\varrho is rendered as ϱ
\varsigma is rendered as ς
\vartheta is rendered as ϑ
\wp is rendered as $\wp$
\xi is rendered as ξ
\Xi is rendered as Ξ
\zeta is rendered as ζ

3 Identifier variants

The following variants are supported[1]:

\acute applied on x, X is rendered as $\acute{x}, \acute{X}$
\bar applied on x, X is rendered as $\bar{x}, \bar{X}$
\bcancel applied on x, X is rendered as $\bcancel{x}, \bcancel{X}$
\bmod applied on x, X is rendered as $\bmod x, \bmod X$
\boldsymbol applied on x, X is rendered as $\boldsymbol{x}, \boldsymbol{X}$
\breve applied on x, X is rendered as $\breve{x}, \breve{X}$
\cancel applied on x, X is rendered as $\cancel{x}, \cancel{X}$
\check applied on x, X is rendered as $\check{x}, \check{X}$
\ddot applied on x, X is rendered as $\ddot{x}, \ddot{X}$
\dot applied on x, X is rendered as $\dot{x}, \dot{X}$
\emph applied on x, X is rendered as x, X
\grave applied on x, X is rendered as $\grave{x}, \grave{X}$
\hat applied on x, X is rendered as $\hat{x}, \hat{X}$
\mathbb applied on x, X is rendered as $\mathbb{x}, \mathbb{X}$
\mathbf applied on x, X is rendered as $\mathbf{x}, \mathbf{X}$
\mathbin applied on x, X is rendered as x, X
\mathcal applied on x, X is rendered as $\S, \mathcal{X}$
\mathclose applied on x, X is rendered as x, X
\mathfrak applied on x, X is rendered as $\mathfrak{x}, \mathfrak{X}$
\mathit applied on x, X is rendered as x, X
\mathop applied on x, X is rendered as x, X
\mathopen applied on x, X is rendered as x, X
\mathord applied on x, X is rendered as x, X
\mathpunct applied on x, X is rendered as $x\,, X$

[1]Note that \mathcal is not available for lowercase Latin letters.

\mathrel applied on x, X is rendered as x, X
\mathrm applied on x, X is rendered as x, X
\mathsf applied on x, X is rendered as x, X
\mathtt applied on x, X is rendered as $\mathtt{x}, \mathtt{X}$
\operatorname applied on x, X is rendered as x, X
\overleftarrow applied on x, X is rendered as $\overleftarrow{x}, \overleftarrow{X}$
\overleftrightarrow applied on x, X is rendered as $\overleftrightarrow{x}, \overleftrightarrow{X}$
\overline applied on x, X is rendered as $\overline{x}, \overline{X}$
\overrightarrow applied on x, X is rendered as $\overrightarrow{x}, \overrightarrow{X}$
\textbf applied on x, X is rendered as $\mathbf{x}, \mathbf{X}$
\textit applied on x, X is rendered as x, X
\textrm applied on x, X is rendered as x, X
\textsf applied on x, X is rendered as x, X
\texttt applied on x, X is rendered as $\mathtt{x}, \mathtt{X}$
\tilde applied on x, X is rendered as $\tilde{x}, \tilde{X}$
\underline applied on x, X is rendered as $\underline{x}, \underline{X}$
\vec applied on x, X is rendered as $\vec{x}, \vec{X}$
\widehat applied on x, X is rendered as $\widehat{x}, \widehat{X}$
\widetilde applied on x, X is rendered as $\widetilde{x}, \widetilde{X}$
\xcancel applied on x, X is rendered as $\cancel{x}, \cancel{X}$
\xleftarrow applied on x, X is rendered as $\xleftarrow{x}, \xleftarrow{X}$
\xrightarrow applied on x, X is rendered as $\xrightarrow{x}, \xrightarrow{X}$
\Bbb applied on x, X is rendered as $\Bbbx, \BbbX$
\bold applied on x, X is rendered as $\mathbf{x}, \mathbf{X}$