

# WTMath Package (dev)

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## Abstract

WT Series collects macros which author frequently use to create  $\text{\LaTeX}$  documents. **WTMath** package is a part of this WT Series which contains a lot of macros for mathematics.  $\text{\LaTeX} 2_{\epsilon}$  on any kind of  $\text{\TeX}$  engine is supported. Moreover **amsmath**, **xkeyval** package is required.

## 1 System Requirements

System requirements of **WTMath** are shown bellow:

- $\text{\TeX}$  engine: any engine
- $\text{\TeX}$  format:  $\text{\LaTeX} 2_{\epsilon}$
- Document class: any class
- Required package: **amsmath**, **xkeyval**

## 2 Loading the **WTMath** Package

To use **WTMath** package, load **wtmath.sty** file with `\usepackage` command in preamble. No package option is available.

```
\usepackage{wtmath}
```

## 3 Basic commands

**WTMath** package defines some basic commands at the time you load it. It also redefine part of **amsmath** commands and extends their functions.

### 3.1 Commands for mathematics

The package defines following commands for mathematics as default. These commands can be used only in math mode unless otherwise noted.

`\func{\function name}` This command print function name.

`\eqsep` Put space between equations.

`\then` Output symbol “ $\Rightarrow$ ”.

`\st` Output string “such that”. Spaces are put around it.

`\tand` Output string “and”. Spaces are put around it.

`\tor` Output string “or”. Spaces are put around it.

`\defeq` Output symbol “:=” which means define equation.

`\defiff` Output symbol “ $\stackrel{\text{def}}{\iff}$ ” which means define equivalence.

`\qed` Output halmos letter which means define equation. This command can be used in both inner and outer math mode. Note that there are not equational number if use this command in math mode.

### 3.2 Overwrite **amsmath** commands

Following commands, which are defined in **amsmath** package, redefined if you load **WTMath** package.

`\bar{⟨commands⟩}` Put overline on  $\langle commands \rangle$ . For example,  
`\bar{A\times B}` outputs  $\overline{A \times B}$ .

### 3.3 Commands for macros

## 4 Loading libraries

## 5 Details of each libraries