

See here for comprehensive list of primitive<sup>†</sup>  $\TeX$  cmds. For plain  $\TeX$  macros, see here.  $\TeX$  for the Impatient (chap 13) has a list of all plain  $\TeX$  commands, as does The  $\TeX$ book (appen B).

## 1 Document

### Headers & Footers

Use **fancyhdr** package to define a style:  
`\fancypagestyle{appendix}{ # name style`  
`# now dictate customizations:`  
`\fancyhead[RO,LE]{header \thepage}`  
`\renewcommand\headrulewidth{0pt}`  
`}`  
... and then declare its use:  
`\pagestyle{appendix} # for all pages`  
`\thispagestyle{addendix} # this page only`

### Document Types

`\documentclass{<type>}# set type, ∈:`  
`article report extreport slides`  
`amsart beamer book`

### Sections & Contents

Designate organization (`{[sub*]sections}`) inline:  
`\part{<name>} # level 1`  
`\chapter{<name>} # level 2`  
`\section{<name>} # level 3`  
`\subsection{<name>} # level 4`

For a table of contents, use `\tableofcontents`

### Layout

`\usepackage{geometry}[margin=5mm]`  
`\documentclass[landscape] # landscape`  
`\vfill\, # flush, vertically`

### Spacing, Rules, Pagination

`\thepage # current page number`  
`\newpage # page break`  
`\clearpage # page break`  
`\vspace{3mm} # vertical separation`  
`\hspace{4mm} # horizontal separation`

Some **hspace** aliases (macros):

`\enskip \thinspace \quad \qquad`

### Page Anchors (“References”)

`\label{<name>} # place anchor`  
`\ref{<name>} # point to anchor`  
`\pageref{<name>} # page # of ref`

### Footnotes

`\footnote{...} # basic use`  
`\footnote[3]{...} # micromanage foot num`  
`\thefootnote # last foot #`

Set style as follows:

`\renewc'nd{\thefootnote}{\roman{footnote}}`

Use symbols rather than numbers (from here):

`\usepackage[symbol]{footmisc}`  
`\renewc'nd{\thefootnote}{\fnsymbol{footnote}}`  
`\footnote[<num>]{text} # <num> ∈: 1-9`

### Overlays

## 2 Text

### Font Size

Magnify text using `\magstep#`, but it is better to set font face size using `\font{...}` at # construct (below), or to use a macro like:

`\tiny \scriptsize \footnotesize`  
`\small \normalsize \large`  
`\Large \LARGE \huge`

### Font Family

`serif \textrm{...} \rmfamily`  
`sans-serif \textsf{...} \sffamily`  
`typewriter \texttt{...} \ttfamily`

### Font Styles

`medium \textmd{...} \mdseries { \md }`  
`bold \textbf{...} \bfseries { \bf }`  
`upright \textup{...} \upshape { \up }`  
`italic \textit{...} \itshape { \it }`  
`slanted \textsl{...} \slshape { \sl }`  
`SML CAPS \textsc{...} \scshape { \sc }`

### Fonts (“Typefaces”)

The font catalog contains a long list of fonts which can only be used if compiling with XeLa-TeX or LuaLaTeX. Otherwise, normal L<sup>A</sup>T<sub>E</sub>X only enables open fonts (see here).

`\usepackage{fontspec} # catalog package`  
`\font\myft=cmr at 10pt # raw  $\TeX$  alias`  
`\newfontfamily\myfont{<font>} # ibid, XeTeX`  
`{\myfont ...} # use the above`  
`\setmainfont{<font>} # set overall`  
`\setsansfont{<font>} # set sans overall`  
`\setmonofont{<font>} # set mono overall`

**OTBlimpo** **QTArtiston** **qtusa-ancial**  
**QTInoscroll** **QTOKCorral** **Fontlauri**  
**QTPalatine** **pica** **ocr**  
**QTTechtone** **lmodern** **QTTimeOutline**

### Font Decorations

`\underline\ul{text} # text`  
`\subscript{text} # text`  
`\superscript{text} # text`  
`{\color{red}text} # text`  
`\hl{text} # text`

### Accents

If using XeLaTeX and **fontenc** you can use the character code directly, rather than the following:

`ô \o ó \o ô \o õ \o ö \o`  
`ö \o ò \o ò \o ò \o ò \o`  
`œ \oe æ \ae Æ \AE å \aa Å \AA`  
`ø \e Ø \O ı \i ı \i`

### Characters (more here)

`^ \textasciicircum ~ \textasciitilde`  
`† \textdagger ‡ \textdaggerdbl`  
`§ \textsection ¶ \textparagraph`  
`✓ \checkmark ° \textdegree`  
`↑ \$\uparrow$ ' \textquotesingle`

∃ thousands of wilder symbols, including:

`□ \square # signals`  
`○ \circ # dice`  
`π \pi # particles`  
`[Esc] [PrtSc] [Enter] [Del] [End] # keys`  
`☺ ☹ ☹ ☹ ☹ ☹ # E, O runes`  
`♈ ♉ ♊ ♋ ♌ ♍ # zodiac`  
`♩ ♪ ♫ ♬ ♭ ♮ # musical`

For native characters (UTF-8 encoded ASCII), you can use keyboard characters or, masochistically, enter the ASCII code (in hex or octal):

`\char{<schar>} # insert special char`  
`~<hex> # insert char by <hex> code`

Primitive character<sup>†</sup> manipulation:

`accent catcode char chardef`  
`endlinech'r esc'pechar lccode lowercase`  
`newlinech'r number rom'numeral sfcode`  
`string uccode uppercase`

Define your own, such as these keyboard icons:

`⌂ ↩ ↪ ↩ ↪ ↩ ↪ ↩ ↪ ↩ ↪`

### Quotations

```is a quote" # "is a quote"`  
```qts'in"qts'\thinspace" # "qts'in"qts'"`  
`\say{is a quote} # quote altern.`  
`\midinsert\ narrower ... \endinsert # blkquote`

### Lorem Ipsum

`\blindtext[7] # from pkg blindtext`  
`\lipsum[2-4] # from pkg lipsum`

### Alignment

`\centering # center within group`  
`\centerline{...} # center envmt`  
`\rightline{...} # right justified`  
`\hfil <text> \hfil\hfil # 2/3 to left`

### Kerning & Ligatures

`ff → ff # automatic “ligature”`  
`\not\kern-1pt = # “kerning” (DIY lig’s): ≠`  
`hey – you # ligature removal -{-}`  
`- - — - # dashes: - – — $$$`

Kerning primitives<sup>†</sup>:

**kern** **lastkern** **lower** **moveleft**  
**moveright** **raise** **unkern**

## 3 Math

### Greek Symbols

Greek (omitted capitals are identical to latin):

`α \alpha ν \nu`  
`β \beta ξ \xi`  
`γ \gamma ο \o`  
`δ \delta π \pi`  
`ε \epsilon ρ \rho`  
`ζ \zeta σ \sigma`  
`η \eta τ \tau`  
`θ \theta υ \upsilon`  
`ι \iota φ \phi`  
`κ \kappa χ \chi`  
`λ \lambda ψ \psi`  
`μ \mu ω \omega`

### Adornments

`ā \vec{a}`  
`30° \ang{30}`  
`ā \overline{a}`  
`â \hat{a}`  
`ã \tilde{a}`

### Operators

`× \times ÷ \div`  
`⊕ \oplus ⊗ \otimes`  
`⊙ \odot • \bullet`  
`∧ \wedge ∨ \vee`

### Relations

The below can all be negated by either an ‘n’ in front or being preceded by `\neg`:

`< < > >`  
`≠ \less ≠ \n]gtr`  
`≤ \leq ≥ \n]geq`  
`≪ \ll ≫ \n]gg`  
`≲ \prec ≳ \succ`  
`≴ \preceq ≵ \succeq`  
`≡ \equiv ≈ \approx`  
`≅ \cong ≐ \simeq`  
`≈ \sim ∝ \propto`  
`= = ≠ \neq`  
`∥ \parallel ⊥ \perp`  
`∈ \in ∉ \ni`

### Groupings

The below can be prefixed by **big**, **Big**, **Bigg**, for larger openers. Preface with **r...** to close:

`[ \lbrack \lfloor`  
`\lceil \lrcorner`  
`\rangle \rceil`

### Algebra

`\[d|t|s]frac{1}{2}` #  $\frac{1}{2}, \frac{1}{2}, \frac{1}{2}$   
`\cancel{5}` # 5

### Sets

Write symbols like  $\mathbb{C}$ ,  $\mathbb{R}$ ,  $\mathbb{Z}$ , etc

name	mathbb	mathcal	code
Integers	$\mathbb{Z}$	$\mathcal{Z}$	$\mathbb{Z}$
Rational	$\mathbb{Q}$	$\mathcal{Q}$	$\mathbb{Q}$
Real	$\mathbb{R}$	$\mathcal{R}$	$\mathbb{R}$
Complex	$\mathbb{C}$	$\mathcal{C}$	$\mathbb{C}$

$\cap$	<code>\cap</code>
$\subset$	<code>\subset</code>
$\not\subset$	<code>\not\subset</code>
$\subseteq$	<code>\subseteq</code>
$\nsubseteq$	<code>\nsubseteq</code>
$\supset$	<code>\supset</code>
$\not\supset$	<code>\not\supset</code>
$\supseteq$	<code>\supseteq</code>
$\nsupseteq$	<code>\nsupseteq</code>

### Logic

$\exists$	<code>\[n]exists</code>
$\Rightarrow$	<code>\rightarrow</code>
$\neg$	<code>\neg</code>
$\vee$	<code>\lor</code>
$\forall$	<code>\forall</code>
$\Leftarrow$	<code>\Leftarrow</code>
$\Leftrightarrow$	<code>\Leftrightarrow</code>
$\wedge$	<code>\land</code>

### Calculus

$\sum$	<code>\sum</code>
$\int$	<code>\int</code>
$\iint$	<code>\iint</code>
$\nabla$	<code>\nabla</code>
$\int_{x=0}$	<code>\rvert</code>
$\lim$	<code>\lim</code>
$\oint$	<code>\oint</code>
$\iiint$	<code>\iiint</code>
$\times$	<code>\times</code>

### Geometry

$\angle$	<code>\angle</code>
$\parallel$	<code>\parallel</code>
$\perp$	<code>\perp</code>

### Linear Algebra

<code>\begin{[p b]matrix}</code>	# a matrix
<code>A &amp; B &amp; C \\</code>	# 3 columns
<code>D &amp; E &amp; F \\</code>	# 2 rows
<code>\end{pmatrix}</code>	# end matrix def

### Organization

$\overbrace{x=y}$	<code>\overbrace{x=y}</code>
$\begin{cases} a \\ b \end{cases}$	<code>\begin{cases} a \\ b \end{cases}</code>
$\begin{rcases} a \\ b \end{rcases}$	<code>\begin{rcases} a \\ b \end{rcases}</code>
$\underset{\text{A}}$	<code>\underset{\text{A}}</code>
$\boxed{e=mc^2}$	<code>\boxed{e=mc^2}</code>

### Aligned Equations

<code>\begin{equation*}</code>	# align eqns
<code>\begin{split}</code>	# not sure?
<code>c^2 &amp;= a^2 + b^2</code>	# pythag. thm
<code>c^2-2bc \cos A &amp;= a^2+b^2</code>	# general form
<code>\end{split}\end{equation}</code>	# closeout

<code>\begin{flalign*}</code>	# left aligned
<code>c^2 &amp;= a^2 + b^2 &amp;</code>	# pythag
<code>\end{flalign*}</code>	# closeout

## Math Primitives†

<code>above</code>	<code>abv.disp.sk.s.</code>	<code>ab'vdisk.skp</code>
<code>ab'vw\thdelims</code>	<code>atop</code>	<code>atopwithdelims</code>
<code>bel.disp.s.s.</code>	<code>bel.disp.skp</code>	<code>binoppenalty</code>
<code>def\ltskewchar</code>	<code>delcode</code>	<code>delimiter</code>
<code>delim.factor</code>	<code>delim.shortfall</code>	<code>displayindent</code>
<code>displaylimits</code>	<code>displaystyle</code>	<code>disp.win.pen.</code>
<code>displaywidth</code>	<code>eqno</code>	<code>everydisplay</code>
<code>everymath</code>	<code>fam</code>	<code>left</code>
<code>legno</code>	<code>limits</code>	<code>mathaccent</code>
<code>mathbin</code>	<code>mathchar</code>	<code>mathchardef</code>
<code>mathchoice</code>	<code>mathclose</code>	<code>mathcode</code>
<code>mathinner</code>	<code>mathop</code>	<code>mathopen</code>
<code>mathord</code>	<code>mathpunct</code>	<code>mathrel</code>
<code>mathsurround</code>	<code>medmuskip</code>	<code>mkern</code>
<code>mskip</code>	<code>muskip</code>	<code>muskipdef</code>
<code>nolimits</code>	<code>nonscript</code>	<code>nulldelim\rsp'c</code>
<code>over</code>	<code>overline</code>	<code>overwithd\ms</code>
<code>postdisp.pen.</code>	<code>predisp.pen.</code>	<code>predisp.size</code>
<code>radical</code>	<code>relpenalty</code>	<code>right</code>
<code>scriptfont</code>	<code>script''font</code>	<code>script''tstyle</code>
<code>scriptspace</code>	<code>scriptstyle</code>	<code>skewchar</code>
<code>textfont</code>	<code>textstyle</code>	<code>thickmuskip</code>
<code>thinmuskip</code>	<code>underline</code>	<code>vcenter</code>

# 4 Lists and Tables

#### enumerate

<code>\begin{enumerate}</code>	# begin
<code>\item ...</code>	# unnumbered
<code>\end{enumerate}</code>	# end

Can nest lists and mix **enumerate** and **itemize** nested lists. To change numbering style:

<code>\renewcommand{\labelenumii}{\Roman{enumii}}</code>
--

#### itemize

Same format as **enumerate**:

<code>\begin{itemize}</code>	# begin
<code>[topsep=8pt,itemsep=4pt,</code>	# some params
<code>parsep=4pt,leftmargin=*</code>	# ... and more
<code>\item ...</code>	#
<code>\end{itemize}</code>	# end

#### tabular<sup>LaTeX</sup>

<code>\begin{tabular}{r r r}</code>	# 3 right cols
<code>\multicolumn{2}{c}</code>	# 2-col spread (cent'd)

#### Table Primitives†

<b>cr</b>	<b>crcr</b>	<b>everycr</b>	<b>halign</b>	<b>noalign</b>
<b>omit</b>	<b>span</b>	<b>tabskip</b>	<b>valign</b>	

# 5 Alignment

*TeX* “glues” horizontal and then vertical “boxes” together to make lines, paragraphs / pages (respectively). *TeX* primitives<sup>†</sup> (**cmds** & **params**) afford fine-grained control of placement. For narrow eqn, force box height / depth to 0pt with `\smash`.

## Boxes†

<code>badness</code>	<code>box</code>	<code>boxmaxdepth</code>	<code>cleaders</code>
<code>copy</code>	<code>dp</code>	<code>everyhbox</code>	<code>everyvbox</code>
<code>hbadness</code>	<code>hbox</code>	<code>hfuzz</code>	<code>hrule</code>
<code>ht</code>	<code>lastbox</code>	<code>leaders</code>	<code>overfullrule</code>
<code>prevdepth</code>	<code>setbox</code>	<code>unhbox</code>	<code>unhcopy</code>
<code>unvbox</code>	<code>unvcopy</code>	<code>vbadness</code>	<code>vbox</code>
<code>vfuzz</code>	<code>vrule</code>	<code>vtop</code>	<code>wd</code>
<code>xleaders</code>			

#### Glue†

<code>hf</code>	<code>hfill</code>	<code>hfilneg</code>	<code>hskip</code>	<code>hss</code>	<code>unskip</code>
<code>vf</code>	<code>vfill</code>	<code>vfilneg</code>	<code>vskip</code>	<code>vss</code>	<code>lastskip</code>

#### Pages†

<code>hoffset</code>	<code>maxdepth</code>	<code>pagedepth</code>	<code>p'fillstretch</code>
<code>p'fillstretch</code>	<code>p'filstretch</code>	<code>pagegoal</code>	<code>pageshrink</code>
<code>pagestretch</code>	<code>pagetotal</code>	<code>topskip</code>	<code>voffset</code>
<code>vs</code>			

#### Paragraphs†

<code>adjdemerits</code>	<code>baselineskip</code>	<code>d'blhyp.d's</code>	<code>emerg.stretch</code>
<code>fin.hyph.d's</code>	<code>hangafter</code>	<code>hsize</code>	<code>ignorespaces</code>
<code>indent</code>	<code>leftskip</code>	<code>lineskip</code>	<code>linesk.lim</code>
<code>looseness</code>	<code>noboundary</code>	<code>noindent</code>	<code>par</code>
<code>parfillskip</code>	<code>parindent</code>	<code>parshape</code>	<code>parskip</code>
<code>pretolerance</code>	<code>prevgraf</code>	<code>rightskip</code>	<code>spacefactor</code>
<code>spaceskip</code>	<code>tolerance</code>	<code>vadjust</code>	<code>xspaceskip</code>

#### parbox<sup>LaTeX</sup>

Where *pos*  $\in$  [*top*/*bot*/*cent*]

<code>\parbox[pos][height][contentpos]{width}{text}</code>
--

<code>\parbox[t][2cm]{...}</code>	# top-align, 2cm high
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#### minipage<sup>LaTeX</sup>

<code>\begin{minipage}{3cm}[t]...#</code>	top-align
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# 6 Graphics

#### Inclusion

<code>\includegraphics{a.jpg}</code>	# basic invocation
<code>\includegraphics[5,10][2,2]{a.jpg}</code>	# specific loc.

#### Positioning

`scalebox` and `resizebox` resize content to arguments. Use “!” in one of `<h-scl>`, `<v-scl>` (while setting the other) to retain aspect ratio.

<code>\scalebox{&lt;h-scl&gt;}{&lt;v-scl&gt;}{...}</code>
<code>\resizebox{&lt;h-scl&gt;}{&lt;v-scl&gt;}{...}</code>

#### Rotation

<code>\rotatebox{90}{text}</code>	# 90° rotat'n
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#### Wrapping

<code>\begin{wrapfigure}[9][l]{3cm}</code>	# 3 wide, 9 lines
<code>\vspace{-3mm}</code>	# micromanage
<code>\includegraphics[...].jpg</code>	# fig to wrap
<code>\end{wrapfigure}</code>	# close out

# 7 Control

#### Content

<code>\input{file.tex}</code>	% insert content
<code>\include{file.tex}</code>	% see diff here

#### Macros

Macro defs “expand” into “replacement” text:

<code>\def\x{5.0}</code>	# simple replace
<code>\def\double#1{#1*2}</code>	# one param
<code>\def\times#1#2{#1*#2}</code>	# multip. params
<code>\definecolor\{grn\}{HTML}{228822}</code>	# colors
<code>\colorlet\{prpl\}{purple!80!pink}</code>	# ibid

*LaTeX* provides for multi-line “environment” defs:

<code>\newenvironment{myenv}[1]</code>	# one param
<code>{...}</code>	# initializ'n cmds
<code>{...}</code>	# closing cmds

<code>aft.assign.</code>	<code>aft.group</code>	<code>begingroup</code>	<code>csname</code>
<code>def</code>	<code>edef</code>	<code>endscname</code>	<code>endgroup</code>
<code>expandaft.</code>	<code>futurelet</code>	<code>gdef</code>	<code>global</code>
<code>globaldefs</code>	<code>let</code>	<code>long</code>	<code>noexpand</code>
<code>outer</code>	<code>relax</code>	<code>the</code>	<code>xdef</code>

#### Logic & Loops

<code>\ifnum\balance=0 ... \fi</code>	# simple compare
<code>\ifnum\count0&lt;100 ... \fi</code>	# register compare
<code>\ifdim\hsize&gt;100pt ... \fi</code>	# another if type
<code>\newif\ifabc</code>	# define own if-type
<code>\loop \alpha\if&lt;cond&gt; \beta \repeat</code>	# repeat $\beta$

<code>else</code>	<code>fi</code>	<code>if</code>	<code>ifcase</code>	<code>ifcat</code>
<code>ifdim</code>	<code>ifeof</code>	<code>iffalse</code>	<code>ifhbox</code>	<code>ifhmode</code>
<code>ifinner</code>	<code>ifmmode</code>	<code>ifnum</code>	<code>ifodd</code>	<code>iftrue</code>
<code>ifvbox</code>	<code>ifvmode</code>	<code>ifvoid</code>	<code>ifx</code>	<code>or</code>

#### Registers

Each type (*count*, *dimen*, *skip*, *muskip*, *toks*)  $\ni$  255 registers. Access these directly, or, preferably, define an alias for what you'll use. Groups (*{ }*) create a lexical stack of new registers.

<code>\count5=123</code>	# set register
<code>\advance\count by 1</code>	# mutate register
<code>\multiply\dimen4 by 3</code>	# another mutate
<code>\newcount\myname</code>	# “reserve” a reg

<b>advance</b>	<i>count</i>	<b>countdef</b>	<i>dimen</i>
<b>dimendef</b>	<b>divide</b>	<b>multiply</b>	<b>skip</b>
<b>skipdef</b>	<b>toks</b>	<b>toksdef</b>	

# 8 Packages

- **amsmath** equation envmts & math aids
- **comment** multi-line `\begin{comment}...`
- **dirtytalk** easier quoting with `\say{...}`
- **fontspec** many fonts `\setmainfont{...}`
- **graphics** see § Graphics
- **listings** sourcecode: `\begin{lstlisting}`
- **multicol** `\begin{multicols}...`
- **soul** `{\color{red}}; \ul{...}`; etc
- **tabto** affords `\tabto{...}` tabbing
- **tabularx** additions atop `tabular`
- **tclobox** `\begin{tclobox}...`
- **wrapfig** (see § Graphics)
- **xcolor**
- **xfp** floating pt arithmetic
- **xparse** *LaTeX* advanced functions
- **xstring** String manipulation & conditionals
- **pgfgantt** Gantt charts
- **sankey** Sankey diagrams