

Technical details on texvcjs

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Chapter 1

Technical details on texvc identifier extraction

1.1 Introduction

This chapter 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 1.2, and the Identifier variants (section 1.3) are supported.

1.2 Literals

The following literals are supported:

`\Bbbk` is rendered as \mathbb{k}

`\Delta` is rendered as Δ

`\Finv` is rendered as \mathfrak{F}

`\Game` is rendered as \mathfrak{G}

`\Gamma` is rendered as Γ

`\Lambda` is rendered as Λ

`\Omega` is rendered as Ω

`\P` is rendered as \mathbb{P}

\backslash Phi is rendered as Φ
 \backslash Pi is rendered as Π
 \backslash Psi is rendered as Ψ
 \backslash S is rendered as \S
 \backslash Sigma is rendered as Σ
 \backslash Theta is rendered as Θ
 \backslash Xi is rendered as Ξ
 \backslash aleph is rendered as \aleph
 \backslash alpha is rendered as α
 \backslash amalg is rendered as \amalg
 \backslash backepsilon is rendered as ϵ
 \backslash beta is rendered as β
 \backslash beth is rendered as \beth
 \backslash chi is rendered as χ
 \backslash complement is rendered as \complement
 \backslash daleth is rendered as \daleth
 \backslash delta is rendered as δ
 \backslash digamma is rendered as \digamma
 \backslash ell is rendered as ℓ
 \backslash epsilon is rendered as ϵ
 \backslash eta is rendered as η
 \backslash eth is rendered as \eth
 \backslash flat is rendered as \flat
 \backslash gamma is rendered as γ
 \backslash gimel is rendered as \gimel
 \backslash hslash is rendered as \hslash
 \backslash imath is rendered as \imath

`\intercal` is rendered as \intercal
`\iota` is rendered as ι
`\jmath` is rendered as \jmath
`\kappa` is rendered as κ
`\lambda` is rendered as λ
`\mho` is rendered as \mho
`\mu` is rendered as μ
`\natural` is rendered as \natural
`\nu` is rendered as ν
`\omega` is rendered as ω
`\phi` is rendered as ϕ
`\pi` is rendered as π
`\pitchfork` is rendered as \pitchfork
`\psi` is rendered as ψ
`\rho` is rendered as ρ
`\sigma` is rendered as σ
`\tau` is rendered as τ
`\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

`\zeta` is rendered as ζ

1.3 Identifier variants

The following variants are supported¹:

`\Bbb` applied on x , X is rendered as \mathbb{x} , \mathbb{X}

`\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 \cancel{x} , \cancel{X}

`\bmod` applied on x , X is rendered as $\bmod x$, $\bmod X$

`\bold` applied on x , X is rendered as \mathbf{x} , \mathbf{X}

`\boldsymbol` applied on x , X is rendered as \mathbf{x} , \mathbf{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 \mathcal{x} , \mathcal{X}

`\mathclose` applied on x , X is rendered as x , X

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

$\backslash\mathrm{mathfrak}$ applied on x, X is rendered as $\mathfrak{x}, \mathfrak{X}$
 $\backslash\mathrm{mathit}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathop}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathopen}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathord}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathpunct}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathrel}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathrm}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathsf}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{mathtt}$ applied on x, X is rendered as \mathtt{x}, \mathtt{X}
 $\backslash\mathrm{overleftarrow}$ applied on x, X is rendered as $\overleftarrow{x}, \overleftarrow{X}$
 $\backslash\mathrm{overleftrightharpoon}$ applied on x, X is rendered as $\overleftrightharpoon{x}, \overleftrightharpoon{X}$
 $\backslash\mathrm{overline}$ applied on x, X is rendered as $\overline{x}, \overline{X}$
 $\backslash\mathrm{overrightarrow}$ applied on x, X is rendered as $\overrightarrow{x}, \overrightarrow{X}$
 $\backslash\mathrm{textbf}$ applied on x, X is rendered as \mathbf{x}, \mathbf{X}
 $\backslash\mathrm{textit}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{textrm}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{textsf}$ applied on x, X is rendered as x, X
 $\backslash\mathrm{texttt}$ applied on x, X is rendered as \mathtt{x}, \mathtt{X}
 $\backslash\mathrm{tilde}$ applied on x, X is rendered as \tilde{x}, \tilde{X}
 $\backslash\mathrm{underline}$ applied on x, X is rendered as $\underline{x}, \underline{X}$
 $\backslash\mathrm{vec}$ applied on x, X is rendered as \vec{x}, \vec{X}
 $\backslash\mathrm{widehat}$ applied on x, X is rendered as \hat{x}, \hat{X}
 $\backslash\mathrm{widetilde}$ applied on x, X is rendered as $\widetilde{x}, \widetilde{X}$
 $\backslash\mathrm{xcancel}$ applied on x, X is rendered as \cancel{x}, \cancel{X}
 $\backslash\mathrm{xleftarrow}$ applied on x, X is rendered as $\overset{x}{\leftarrow}, \overset{X}{\leftarrow}$

`\xrightarrow` applied on x, X is rendered as $\overset{x}{\rightarrow}, \overset{X}{\rightarrow}$

Chapter 2

List of all commands supported

Chapter 2 lists all commands allowed by texvcjs.

2.1 Group `big_literals`

`\Big` is rendered as \Big

`\Bigg` is rendered as \Bigg

`\Biggl` is rendered as \Biggl

`\Biggr` is rendered as \Biggr

`\Bigl` is rendered as \Bigl

`\Bigr` is rendered as \Bigr

`\big` is rendered as \big

`\bigg` is rendered as \bigg

`\biggl` is rendered as \biggl

`\biggr` is rendered as $\bigg($

`\bigl` is rendered as $\bigl($

`\bigr` is rendered as $\bigr($

2.2 Group `box_functions`

`\hbox` is rendered as a

`\mbox` is rendered as a

`\text` is rendered as a

`\vbox` is rendered as a

2.3 Group `color_function`

`\color` is rendered as *red*

`\pagecolor` is not rendered.

2.4 Group `declh_function`

`\bf` is rendered as

`\cal` is rendered as

`\it` is rendered as

`\rm` is rendered as

2.5 Group `definecolor_function`

`\definecolor` is rendered as

2.6 Group `fun_ar1`

`\acute` is rendered as \acute{a}

`\bar` is rendered as \bar{a}

`\bcancel` is rendered as \cancel{a}
`\bmod` is rendered as $\bmod a$
`\boldsymbol` is rendered as \boldsymbol{a}
`\breve` is rendered as \breve{a}
`\cancel` is rendered as \cancel{a}
`\check` is rendered as \check{a}
`\ddot` is rendered as \ddot{a}
`\dot` is rendered as \dot{a}
`\emph` is rendered as \emph{a}
`\grave` is rendered as \grave{a}
`\hat` is rendered as \hat{a}
`\hphantom` is rendered as \hphantom{a}
`\mathcal` is rendered as \mathcal{C}
`\mathclose` is rendered as \mathclose{a}
`\mathfrak` is rendered as \mathfrak{a}
`\mathit` is rendered as a
`\mathopen` is rendered as \mathopen{a}
`\mathord` is rendered as \mathord{a}
`\mathpunct` is rendered as \mathpunct{a}
`\mathsf` is rendered as a
`\mathtt` is rendered as \mathtt{a}
`\overleftarrow` is rendered as \overleftarrow{a}
`\overleftrightharpoon` is rendered as \overleftrightharpoon{a}
`\overline` is rendered as \overline{a}
`\overrightarrow` is rendered as \overrightarrow{a}
`\phantom` is rendered as
`\pmod` is rendered as \pmod{a}

`\sqrt` is rendered as \sqrt{a}
`\textbf` is rendered as **a**
`\textit` is rendered as *a*
`\textrm` is rendered as a
`\textsf` is rendered as a
`\texttt` is rendered as a
`\tilde` is rendered as \tilde{a}
`\underline` is rendered as a
`\vec` is rendered as \vec{a}
`\vphantom` is rendered as
`\widehat` is rendered as \hat{a}
`\widetilde` is rendered as \widetilde{a}
`\xcancel` is rendered as ~~a~~

2.7 Group fun_ar1nb

`\mathbb` is rendered as \mathbb{a}
`\mathbf` is rendered as **a**
`\mathbin` is rendered as a
`\mathop` is rendered as a
`\mathrel` is rendered as a
`\mathrm` is rendered as a
`\operatorname` is rendered as a
`\overbrace` is rendered as \overbrace{a}
`\underbrace` is rendered as \underbrace{a}
`\xleftarrow` is rendered as \xleftarrow{a}
`\xrightarrow` is rendered as \xrightarrow{a}

2.8 Group fun_ar1opt

`\sqrt` is rendered as \sqrt{a}

`\xleftarrow` is rendered as \xleftarrow{a}

`\xrightarrow` is rendered as \xrightarrow{a}

2.9 Group fun_ar2

`\binom` applied on ab is rendered as $\binom{a}{b}$

`\cancelto` applied on ab is rendered as \cancel{b}^a

`\cfrac` applied on ab is rendered as $\frac{a}{b}$

`\dbinom` applied on ab is rendered as $\dbinom{a}{b}$

`\dfrac` applied on ab is rendered as $\dfrac{a}{b}$

`\frac` applied on ab is rendered as $\frac{a}{b}$

`\overset` applied on ab is rendered as $\overset{a}{b}$

`\stackrel` applied on ab is rendered as $\stackrel{a}{b}$

`\tbinom` applied on ab is rendered as $\tbinom{a}{b}$

`\tfrac` applied on ab is rendered as $\tfrac{a}{b}$

`\underset` applied on ab is rendered as $\underset{a}{b}$

2.10 Group fun_ar2nb

`\sideset` applied on ${}^{24}_{13}\Sigma$ is rendered as ${}^2_1\Sigma^4_3$

2.11 Group fun_infix

`\atop` applied on x, y is rendered as x_y

`\choose` applied on x, y is rendered as $\binom{x}{y}$

`\over` applied on x, y is rendered as $\frac{x}{y}$

2.12 Group `fun_mhchem`

`\ce` is rendered as a

2.13 Group `hline_function`

`\hline` applied in a table is rendered as $\underline{x_{11} \quad x_{12}}$

2.14 Group `latex_function_names`

`\Pr` is rendered as Pr

`\arccos` is rendered as arccos

`\arcsin` is rendered as arcsin

`\arctan` is rendered as arctan

`\arg` is rendered as arg

`\cos` is rendered as cos

`\cosh` is rendered as cosh

`\cot` is rendered as cot

`\coth` is rendered as coth

`\csc` is rendered as csc

`\deg` is rendered as deg

`\det` is rendered as det

`\dim` is rendered as dim

`\exp` is rendered as exp

`\gcd` is rendered as gcd

`\hom` is rendered as hom

`\inf` is rendered as inf

$\backslash\ker$ is rendered as \ker
 $\backslash\lg$ is rendered as \lg
 $\backslash\lim$ is rendered as \lim
 $\backslash\liminf$ is rendered as \liminf
 $\backslash\limsup$ is rendered as \limsup
 $\backslash\ln$ is rendered as \ln
 $\backslash\log$ is rendered as \log
 $\backslash\max$ is rendered as \max
 $\backslash\min$ is rendered as \min
 $\backslash\sec$ is rendered as \sec
 $\backslash\sin$ is rendered as \sin
 $\backslash\sinh$ is rendered as \sinh
 $\backslash\sup$ is rendered as \sup
 $\backslash\tan$ is rendered as \tan
 $\backslash\tanh$ is rendered as \tanh

2.15 Group `left_function`

$\backslash\left$ is rendered as $($

2.16 Group `mediawiki_function_names`

$\backslash\operatorname{arccot}$ is rendered as $\operatorname{arccot} y$
 $\backslash\operatorname{arccsc}$ is rendered as $\operatorname{arccsc} y$
 $\backslash\operatorname{arcsec}$ is rendered as $\operatorname{arcsec} y$
 $\backslash\operatorname{sen}$ is rendered as $\operatorname{sen} y$
 $\backslash\operatorname{sgn}$ is rendered as $\operatorname{sgn} y$

2.17 Group mhchem_bond

`\bond` is rendered as $-$

2.18 Group mhchem_macro_1p

`\ce` is rendered as a

`\mathbf` is rendered as **a**

2.19 Group mhchem_macro_2p

`\frac` applied on ab is rendered as $\frac{a}{b}$

`\overset` applied on ab is rendered as b^a

`\underset` applied on ab is rendered as b_a

2.20 Group mhchem_macro_2pc

`\color` is rendered as red

2.21 Group mhchem_macro_2pu

`\underbrace` is rendered as \underbrace{a}

2.22 Group mhchem_single_macro

`\Alpha` is rendered as A

`\Beta` is rendered as B

`\Chi` is rendered as X

`\Delta` is rendered as Δ

`\Epsilon` is rendered as E

`\Eta` is rendered as H

`\Gamma` is rendered as Γ

`\Iota` is rendered as I

`\Kappa` is rendered as K

`\Lambda` is rendered as Λ

`\Mu` is rendered as M

`\Nu` is rendered as N

`\Omega` is rendered as Ω

`\Omicron` is rendered as O

`\Phi` is rendered as Φ

`\Pi` is rendered as Π

`\Psi` is rendered as Ψ

`\Rho` is rendered as P

`\Sigma` is rendered as Σ

`\Tau` is rendered as T

`\Theta` is rendered as Θ

`\Upsilon` is rendered as Υ

`\Zeta` is rendered as Z

`\alpha` is rendered as α

`\approx` is rendered as \approx

`\beta` is rendered as β

`\ca` was never used.

<https://phabricator.wikimedia.org/T323878>

`\chi` is rendered as χ

`\circ` is rendered as \circ

`\delta` is rendered as δ

`\epsilon` is rendered as ϵ

`\eta` is rendered as η

`\gamma` is rendered as γ

`\iota` is rendered as ι

\backslash kappa is rendered as κ
 \backslash lambda is rendered as λ
 \backslash mu is rendered as μ
 \backslash nu is rendered as ν
 \backslash omega is rendered as ω
 \backslash omicron is rendered as \omicron
 \backslash phi is rendered as φ
 \backslash pi is rendered as π
 \backslash pm is rendered as \pm
 \backslash psi is rendered as ψ
 \backslash rho is rendered as ρ
 \backslash sigma is rendered as σ
 \backslash tau is rendered as τ
 \backslash theta is rendered as ϑ
 \backslash upsilon is rendered as υ
 \backslash varepsilon is rendered as ε
 \backslash varkappa is rendered as \varkappa
 \backslash varphi is rendered as φ
 \backslash varpi is rendered as ϖ
 \backslash varrho is rendered as ϱ
 \backslash varsigma is rendered as ς
 \backslash vartheta is rendered as ϑ
 \backslash zeta is rendered as ζ

2.23 Group nullary_macro

\backslash And is rendered as ς
 \backslash Bbbk is rendered as \mathbb{k}

`\Box` is rendered as \square
`\Bumpeq` is rendered as \approx
`\Cap` is rendered as \cap
`\Cup` is rendered as \cup
`\Delta` is rendered as Δ
`\Diamond` is rendered as \diamond
`\Finv` is rendered as \nexists
`\Game` is rendered as \oslash
`\Gamma` is rendered as Γ
`\Im` is rendered as \Im
`\Lambda` is rendered as Λ
`\Leftarrow` is rendered as \Leftarrow
`\Leftrightarrow` is rendered as \Leftrightarrow
`\Lleftarrow` is rendered as \Lleftarrow
`\Longleftarrow` is rendered as \Longleftarrow
`\Longleftrightarrow` is rendered as \Longleftrightarrow
`\Longrightarrow` is rendered as \Longrightarrow
`\Lsh` is rendered as \lsh
`\Omega` is rendered as Ω
`\P` is rendered as \P
`\Phi` is rendered as Φ
`\Pi` is rendered as Π
`\Psi` is rendered as Ψ
`\Re` is rendered as \Re
`\Rightarrow` is rendered as \Rightarrow
`\Rrightarrow` is rendered as \Rrightarrow
`\Rsh` is rendered as \rsh

`\S` is rendered as §
`\Sigma` is rendered as Σ
`\Subset` is rendered as \Subset
`\Supset` is rendered as \Supset
`\Theta` is rendered as Θ
`\Upsilon` is rendered as Υ
`\Vdash` is rendered as \Vdash
`\Vvdash` is rendered as \Vvdash
`\Xi` is rendered as Ξ
`\aleph` is rendered as \aleph
`\alpha` is rendered as α
`\amalg` is rendered as \amalg
`\angle` is rendered as \angle
`\approx` is rendered as \approx
`\approxeq` is rendered as \approxeq
`\ast` is rendered as \ast
`\asymp` is rendered as \asymp
`\backepsilon` is rendered as \backepsilon
`\backprime` is rendered as \backprime
`\backsimeq` is rendered as \backsimeq
`\backsimeq` is rendered as \backsimeq
`\barwedge` is rendered as \barwedge
`\because` is rendered as \because
`\beta` is rendered as β
`\beth` is rendered as \beth
`\between` is rendered as \between
`\bigcap` is rendered as \bigcap

`\bigcirc` is rendered as \bigcirc
`\bigcup` is rendered as \bigcup
`\bigodot` is rendered as \bigodot
`\bigoplus` is rendered as \bigoplus
`\bigotimes` is rendered as \bigotimes
`\bigsqcup` is rendered as \bigsqcup
`\bigstar` is rendered as \bigstar
`\bigtriangledown` is rendered as \bigtriangledown
`\bigtriangleup` is rendered as \bigtriangleup
`\biguplus` is rendered as \biguplus
`\bigvee` is rendered as \bigvee
`\bigwedge` is rendered as \bigwedge
`\blacklozenge` is rendered as \blacklozenge
`\blacksquare` is rendered as \blacksquare
`\blacktriangle` is rendered as \blacktriangle
`\blacktriangledown` is rendered as \blacktriangledown
`\blacktriangleleft` is rendered as \blacktriangleleft
`\blacktriangleright` is rendered as \blacktriangleright
`\bot` is rendered as \bot
`\bowtie` is rendered as \bowtie
`\boxdot` is rendered as \boxdot
`\boxminus` is rendered as \boxminus
`\boxplus` is rendered as \boxplus
`\boxtimes` is rendered as \boxtimes
`\bullet` is rendered as \bullet
`\bumpeq` is rendered as \bumpeq
`\cap` is rendered as \cap

`\cdot` is rendered as \cdot
`\cdots` is rendered as \cdots
`\centerdot` is rendered as \cdot
`\checkmark` is rendered as ✓
`\chi` is rendered as χ
`\circ` is rendered as \circ
`\circeq` is rendered as $\overset{\circ}{=}$
`\circlearrowleft` is rendered as \curvearrowleft
`\circlearrowright` is rendered as \curvearrowright
`\circledS` is rendered as \textcircled{S}
`\circledast` is rendered as $\textcircled{*}$
`\circledcirc` is rendered as $\textcircled{\circ}$
`\circleddash` is rendered as $\textcircled{-}$
`\clubsuit` is rendered as ♣
`\colon` is rendered as $:$
`\complement` is rendered as \mathbb{C}
`\cong` is rendered as \cong
`\coprod` is rendered as \coprod
`\cup` is rendered as \cup
`\curlyeqprec` is rendered as \curlyeqprec
`\curlyeqsucc` is rendered as \curlyeqsucc
`\curlyvee` is rendered as \curlyvee
`\curlywedge` is rendered as \curlywedge
`\curvearrowleft` is rendered as \curvearrowleft
`\curvearrowright` is rendered as \curvearrowright
`\dagger` is rendered as \dagger
`\daleth` is rendered as \daleth

`\dashv` is rendered as \dashv
`\ddagger` is rendered as \ddagger
`\ddots` is rendered as \ddots
`\delta` is rendered as δ
`\diagdown` is rendered as \diagdown
`\diagup` is rendered as \diagup
`\diamond` is rendered as \diamond
`\diamondsuit` is rendered as \diamondsuit
`\digamma` is rendered as \digamma
`\displaystyle` is rendered as
$$`\div` is rendered as \div
`\divideontimes` is rendered as \divideontimes
`\doteq` is rendered as \doteq
`\doteqdot` is rendered as \doteqdot
`\dotplus` is rendered as \dotplus
`\dots` is rendered as \dots
`\dotsb` is rendered as \dotsb
`\dotsc` is rendered as \dotsc
`\dotsi` is rendered as \dotsi
`\dotsm` is rendered as \dotsm
`\dotso` is rendered as \dotso
`\doublebarwedge` is rendered as $\overline{\wedge}$
`\downdownarrows` is rendered as \downdownarrows
`\downharpoonleft` is rendered as \downharpoonleft
`\downharpoonright` is rendered as \downharpoonright
`\ell` is rendered as ℓ
`\emptyset` is rendered as $\emptyset$$$

`\epsilon` is rendered as ϵ
`\eqcirc` is rendered as \equiv
`\eqsim` is rendered as \approx
`\eqslantgtr` is rendered as \gtrless
`\eqslantless` is rendered as \lessgtr
`\equiv` is rendered as \equiv
`\eta` is rendered as η
`\eth` is rendered as \eth
`\exists` is rendered as \exists
`\fallingdotseq` is rendered as \fallingdotseq
`\flat` is rendered as \flat
`\forall` is rendered as \forall
`\frown` is rendered as \frown
`\gamma` is rendered as γ
`\geq` is rendered as \geq
`\geqq` is rendered as \geqq
`\geqslant` is rendered as \geqslant
`\gets` is rendered as \leftarrow
`\gg` is rendered as \gg
`\ggg` is rendered as \ggg
`\gimel` is rendered as \gimel
`\gnapprox` is rendered as \gtrapprox
`\gneq` is rendered as \gtrneq
`\gneqq` is rendered as \gtrneqq
`\gnsim` is rendered as \gtrsim
`\gtrapprox` is rendered as \gtrapprox
`\gtrdot` is rendered as \gtrdot

`\gtreqless` is rendered as \gtrless
`\gtreqqlless` is rendered as \gtrleqq
`\gtrless` is rendered as \gtrless
`\gtrsim` is rendered as \gtrsim
`\gvertneqq` is rendered as \gvertneqq
`\hbar` is rendered as \hbar
`\heartsuit` is rendered as \heartsuit
`\hookleftarrow` is rendered as \hookleftarrow
`\hookrightarrow` is rendered as \hookrightarrow
`\hslash` is rendered as \hslash
`\iff` is rendered as \iff
`\iiint` is rendered as \iiint
`\iint` is rendered as \iint
`\int` is rendered as \int
`\imath` is rendered as \imath
`\implies` is rendered as \implies
`\in` is rendered as \in
`\infty` is rendered as ∞
`\injl` is rendered as \injl
`\int` is rendered as \int
`\intbar` is rendered as \intbar
`\intercal` is rendered as \intercal
`\iota` is rendered as ι
`\jmath` is rendered as \jmath
`\kappa` is rendered as κ
`\lVert` is rendered as \lVert
`\lambda` is rendered as λ

`\land` is rendered as \wedge
`\ldots` is rendered as \dots
`\leftarrow` is rendered as \leftarrow
`\leftarrowtail` is rendered as \leftarrowtail
`\leftharpoondown` is rendered as \leftharpoondown
`\leftharpoonup` is rendered as \leftharpoonup
`\leftleftarrows` is rendered as \longleftrightarrow
`\leftrightarrows` is rendered as \longleftrightarrow
`\leftrightharpoons` is rendered as \leftrightharpoons
`\leftrightsquigarrow` is rendered as \leftrightsquigarrow
`\leftthreetimes` is rendered as \curlywedge
`\leq` is rendered as \leq
`\leqq` is rendered as \leqslant
`\leqslant` is rendered as \leqslant
`\lessapprox` is rendered as \lessapprox
`\lessdot` is rendered as \lessdot
`\lesseqgtr` is rendered as \lesseqgtr
`\lesseqqgtr` is rendered as \lesseqqgtr
`\lessgtr` is rendered as \lessgtr
`\lesssim` is rendered as \lesssim
`\limits` is rendered for example as \bigcap_a^b
`\ll` is rendered as \ll
`\lll` is rendered as \lll
`\lnapprox` is rendered as \lnapprox
`\lneq` is rendered as \lneq
`\lneqq` is rendered as \lneqq

`\lnot` is rendered as \neg
`\lnsim` is rendered as \napprox
`\longleftarrow` is rendered as \longleftarrow
`\longleftrightarrow` is rendered as \longleftrightarrow
`\longmapsto` is rendered as \longmapsto
`\longrightarrow` is rendered as \longrightarrow
`\looparrowleft` is rendered as \looparrowleft
`\looparrowright` is rendered as \looparrowright
`\lor` is rendered as \vee
`\lozenge` is rendered as \Diamond
`\ltimes` is rendered as \ltimes
`\lvertneqq` is rendered as \nlessgtr
`\mapsto` is rendered as \mapsto
`\measuredangle` is rendered as \sphericalangle
`\mho` is rendered as \mathcal{O}
`\mid` is rendered as \mid
`\mod` is rendered as \bmod
`\models` is rendered as \models
`\mp` is rendered as \mp
`\mu` is rendered as μ
`\multimap` is rendered as \multimap
`\nLeftarrow` is rendered as \nLeftarrow
`\nLeftrightarrow` is rendered as \nLeftrightarrow
`\nRightarrow` is rendered as \nRightarrow
`\nVDash` is rendered as \nVdash
`\nVdash` is rendered as \nVdash
`\nabla` is rendered as ∇

`\natural` is rendered as \natural
`\ncong` is rendered as \ncong
`\nearrow` is rendered as \nearrow
`\neg` is rendered as \neg
`\neq` is rendered as \neq
`\nexists` is rendered as \nexists
`\ngeq` is rendered as \ngeq
`\ngeqq` is rendered as \ngeqq
`\ngeqslant` is rendered as \ngeqslant
`\ngtr` is rendered as \ngtr
`\ni` is rendered as \ni
`\nleftarrow` is rendered as \nleftarrow
`\nleftrightarrow` is rendered as \nleftrightarrow
`\nleq` is rendered as \nleq
`\nleqq` is rendered as \nleqq
`\nleqslant` is rendered as \nleqslant
`\nless` is rendered as \nless
`\nmid` is rendered as \mid
`\nolimits` is rendered for example as \cap_a^b
`\not` is rendered as $/$
`\notin` is rendered as \notin
`\nparallel` is rendered as \nparallel
`\nprec` is rendered as \nprec
`\npreceq` is rendered as \npreceq
`\rightarrow` is rendered as \rightarrow
`\nshortmid` is rendered as \nshortmid
`\nshortparallel` is rendered as \nshortparallel

$\backslash\mathrm{nsim}$ is rendered as \sim
 $\backslash\mathrm{nsubseteq}$ is rendered as $\not\subseteq$
 $\backslash\mathrm{nsubseteqq}$ is rendered as \nsubseteqq
 $\backslash\mathrm{nsucc}$ is rendered as \succ
 $\backslash\mathrm{nsucceq}$ is rendered as \succeq
 $\backslash\mathrm{nsupseteq}$ is rendered as $\not\supseteq$
 $\backslash\mathrm{nsupseteqq}$ is rendered as \nsupseteqq
 $\backslash\mathrm{ntriangleleft}$ is rendered as \ntriangleleft
 $\backslash\mathrm{ntrianglelefteq}$ is rendered as \ntrianglelefteq
 $\backslash\mathrm{ntriangleright}$ is rendered as \ntriangleright
 $\backslash\mathrm{ntrianglerighteq}$ is rendered as \ntrianglerighteq
 $\backslash\mathrm{nu}$ is rendered as ν
 $\backslash\mathrm{nvDash}$ is rendered as \nVdash
 $\backslash\mathrm{nvdash}$ is rendered as \nvdash
 $\backslash\mathrm{nwarrow}$ is rendered as \nwarrow
 $\backslash\mathrm{odot}$ is rendered as \odot
 $\backslash\mathrm{oiint}$ is rendered as \oiint
 $\backslash\mathrm{ooint}$ is rendered as \ooint
 $\backslash\mathrm{oint}$ is rendered as \oint
 $\backslash\mathrm{oointctrclockwise}$ is rendered as \oint
 $\backslash\mathrm{omega}$ is rendered as ω
 $\backslash\mathrm{ominus}$ is rendered as \ominus
 $\backslash\mathrm{oplus}$ is rendered as \oplus
 $\backslash\mathrm{oslash}$ is rendered as \oslash
 $\backslash\mathrm{otimes}$ is rendered as \otimes
 $\backslash\mathrm{parallel}$ is rendered as \parallel
 $\backslash\mathrm{partial}$ is rendered as ∂

`\perp` is rendered as \perp
`\phi` is rendered as ϕ
`\pi` is rendered as π
`\pitchfork` is rendered as \pitchfork
`\pm` is rendered as \pm
`\prec` is rendered as \prec
`\precapprox` is rendered as \precapprox
`\preccurlyeq` is rendered as \preccurlyeq
`\preceq` is rendered as \preceq
`\precnapprox` is rendered as \precnapprox
`\precneqq` is rendered as \precneqq
`\precnsim` is rendered as \precnsim
`\precsim` is rendered as \precsim
`\prime` is rendered as \prime
`\prod` is rendered as \prod
`\projlim` is rendered as proj lim
`\propto` is rendered as \propto
`\psi` is rendered as ψ
`\quad` is rendered as \quad
`\quad` is rendered as \quad
`\rVert` is rendered as \parallel
`\rho` is rendered as ρ
`\rightarrow` is rendered as \rightarrow
`\rightarrowtail` is rendered as \rightarrowtail
`\rightharpoondown` is rendered as \rightharpoondown
`\rightharpoonup` is rendered as \rightharpoonup
`\rightleftarrows` is rendered as \rightleftarrows

`\rightrightarrows` is rendered as \rightrightarrows
`\rightsquigarrow` is rendered as \rightsquigarrow
`\rightthreetimes` is rendered as \rightthreetimes
`\risingdotseq` is rendered as \risingdotseq
`\rtimes` is rendered as \rtimes
`\scriptscriptstyle` is rendered as \scriptscriptstyle
`\scriptstyle` is rendered as \scriptstyle
`\searrow` is rendered as \searrow
`\setminus` is rendered as \setminus
`\sharp` is rendered as \sharp
`\shortmid` is rendered as \shortmid
`\shortparallel` is rendered as \shortparallel
`\sigma` is rendered as σ
`\sim` is rendered as \sim
`\simeq` is rendered as \simeq
`\smallfrown` is rendered as \smallfrown
`\smallsetminus` is rendered as \smallsetminus
`\smallsmile` is rendered as \smallsmile
`\smile` is rendered as \smile
`\spadesuit` is rendered as \spadesuit
`\sphericalangle` is rendered as \sphericalangle
`\sqcap` is rendered as \sqcap
`\sqcup` is rendered as \sqcup
`\sqsubset` is rendered as \sqsubset
`\sqsubseteq` is rendered as \sqsubseteq
`\sqsupset` is rendered as \sqsupset
`\sqsupseteq` is rendered as \sqsupseteq

`\square` is rendered as \square
`\star` is rendered as \star
`\subset` is rendered as \subset
`\subseteq` is rendered as \subseteq
`\subseteqq` is rendered as \subseteqq
`\subsetneq` is rendered as \subsetneq
`\subsetneqq` is rendered as \subsetneqq
`\succ` is rendered as \succ
`\succapprox` is rendered as \succapprox
`\succcurlyeq` is rendered as \succcurlyeq
`\succeq` is rendered as \succeq
`\succnapprox` is rendered as \succnapprox
`\succneqq` is rendered as \succneqq
`\succnsim` is rendered as \succnsim
`\succsim` is rendered as \succsim
`\sum` is rendered as \sum
`\supset` is rendered as \supset
`\supseteq` is rendered as \supseteq
`\supseteqq` is rendered as \supseteqq
`\supsetneq` is rendered as \supsetneq
`\supsetneqq` is rendered as \supsetneqq
`\surd` is rendered as \surd
`\swarrow` is rendered as \swarrow
`\tau` is rendered as τ
`\textstyle` is rendered as \textstyle
`\therefore` is rendered as \therefore
`\theta` is rendered as θ

`\thickapprox` is rendered as \approx
`\thicksim` is rendered as \sim
`\times` is rendered as \times
`\to` is rendered as \rightarrow
`\top` is rendered as \top
`\triangle` is rendered as \triangle
`\triangledown` is rendered as ∇
`\triangleleft` is rendered as \triangleleft
`\trianglelefteq` is rendered as \trianglelefteq
`\triangleq` is rendered as \triangleq
`\triangleright` is rendered as \triangleright
`\trianglerighteq` is rendered as \trianglerighteq
`\upharpoonleft` is rendered as \upharpoonleft
`\upharpoonright` is rendered as \upharpoonright
`\uplus` is rendered as \uplus
`\upsilon` is rendered as υ
`\upuparrows` is rendered as \Uparrow
`\vDash` is rendered as \models
`\varDelta` is rendered as Δ
`\varGamma` is rendered as Γ
`\varLambda` is rendered as Λ
`\varOmega` is rendered as Ω
`\varPhi` is rendered as Φ
`\varPi` is rendered as Π
`\varSigma` is rendered as Σ
`\varTheta` is rendered as Θ
`\varUpsilon` is rendered as Υ

`\varXi` is rendered as Ξ
`\varepsilon` is rendered as ε
`\varinjlim` is rendered as \varinjlim
`\varkappa` is rendered as \varkappa
`\varliminf` is rendered as \varliminf
`\varlimsup` is rendered as \varlimsup
`\varnothing` is rendered as \varnothing
`\varointclockwise` is rendered as \oint
`\varphi` is rendered as φ
`\varpi` is rendered as ϖ
`\varprojlim` is rendered as \varprojlim
`\varpropto` is rendered as \propto
`\varrho` is rendered as ϱ
`\varsigma` is rendered as ς
`\varsubsetneq` is rendered as \subsetneq
`\varsubsetneqq` is rendered as \subsetneqq
`\varsupsetneq` is rendered as \supsetneq
`\varsupsetneqq` is rendered as \supsetneqq
`\vartheta` is rendered as ϑ
`\vartriangle` is rendered as \triangle
`\vartriangleleft` is rendered as \triangleleft
`\vartriangleright` is rendered as \vartriangleright
`\vdash` is rendered as \vdash
`\vdots` is rendered as \vdots
`\vee` is rendered as \vee
`\veebar` is rendered as \veebar
`\vline` is rendered as $|$

`\wedge` is rendered as \wedge

`\wp` is rendered as \wp

`\wr` is rendered as \wr

`\xi` is rendered as ξ

`\zeta` is rendered as ζ

2.24 Group `nullary_macro_in_mbox`

`\AA` is rendered as \forall

`\Coppa` is rendered as λ

`\Digamma` is rendered as \P

`\Koppa` is rendered as λ

`\Sampi` is rendered as ν

`\Stigma` is rendered as μ

`\coppa` is rendered as ι

`\euro` is rendered as e

`\geneuro` is rendered as €

`\geneuronarrow` is rendered as €

`\geneurowide` is rendered as €

`\koppa` is rendered as θ

`\officialeguro` is rendered as e

`\sampi` is rendered as σ

`\stigma` is rendered as Σ

`\textvisiblespace` is rendered as

`\varstigma` is rendered as Υ

2.25 Group `other_delimiters1`

`\Downarrow` is rendered as \Downarrow

\backslash Uparrow is rendered as \Uparrow
 \backslash Updownarrow is rendered as \Updownarrow
 \backslash Vert is rendered as \Vdash
 \backslash backslash is rendered as \backslash
 \backslash downarrow is rendered as \Downarrow
 \backslash langle is rendered as \langle
 \backslash lbrace is rendered as $\{$
 \backslash lbrack is rendered as $[$
 \backslash lceil is rendered as \lceil
 \backslash lfloor is rendered as \lfloor
 \backslash llcorner is rendered as \llcorner
 \backslash lrcorner is rendered as \lrcorner
 \backslash rangle is rendered as \rangle
 \backslash rbrace is rendered as $\}$
 \backslash rbrack is rendered as $]$
 \backslash rceil is rendered as \rceil
 \backslash rfloor is rendered as \rfloor
 \backslash rightleftharpoons is rendered as \rightleftharpoons
 \backslash twoheadleftarrow is rendered as \twoheadleftarrow
 \backslash twoheadrightarrow is rendered as \twoheadrightarrow
 \backslash ulcorner is rendered as \ulcorner
 \backslash uparrow is rendered as \Uparrow
 \backslash updownarrow is rendered as \Updownarrow
 \backslash urcorner is rendered as \urcorner
 \backslash vert is rendered as \mid

2.26 Group other_delimiters2

`\Darr` is rendered as \Downarrow

`\Uarr` is rendered as \Uparrow

`\dArr` is rendered as \Downarrow

`\darr` is rendered as \downarrow

`\lang` is rendered as \langle

`\rang` is rendered as \rangle

`\uArr` is rendered as \Uparrow

`\uarr` is rendered as \uparrow

2.27 Group right_function

`\right` is rendered as $)$