

# webgraphic.sty: Graphics from the Web for XML Conversion from L<sup>A</sup>T<sub>E</sub>X\*

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## Abstract

This package supplies an infrastructure for including web graphics in L<sup>A</sup>T<sub>E</sub>X documents written for transformation to web formats.<sup>1</sup>

EdNote(1)

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<sup>1</sup>EdNOTE: extend

# 1 Introduction

The L<sup>A</sup>T<sub>E</sub>XML system [Mil] can be used to generate various web formats from L<sup>A</sup>T<sub>E</sub>X, most prominently XHTML+MathML that can directly be used for web pages. AS L<sup>A</sup>T<sub>E</sub>XML covers a wide range of L<sup>A</sup>T<sub>E</sub>X classes and packages, almost all L<sup>A</sup>T<sub>E</sub>X documents can be converted. But not all XHTML+MathML can be produced; the main problem is that XHTML allows the inclusion of images located by URLs and L<sup>A</sup>T<sub>E</sub>X only allows the inclusion of images from the local file system. The `webgraphic` package provides a simple markup structure to change this.

# 2 User Interface

`\webgraphic` The `webgraphic` package provides a single macro: `\webgraphic`. It works exactly like the `\includegraphics` macro from the `graphicx` package [CR99], except that the image file may be a URL [DS05] and that `\webgraphic` has an additional key `local` `local` that can be used to specify a local copy of the image file (L<sup>A</sup>T<sub>E</sub>X cannot fetch files from the web. If the `local` attribute is not given L<sup>A</sup>T<sub>E</sub>X tries to interpret the second argument as a file path to an image file and to include it. The normal usage is as given in Figure?? which results in the picture given that a file `LWebComp.*` in a format that `graphicx` can handle (here `LWebComp.png`) is present.

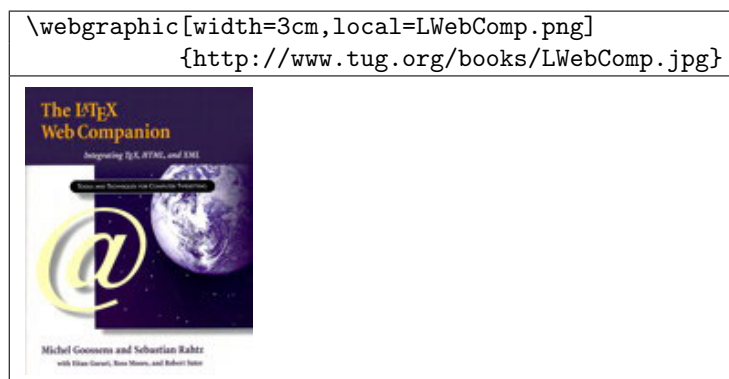


Figure 1: Normal usage of `\webgraphic`

If no local file is given, then L<sup>A</sup>T<sub>E</sub>X generates a box that contains the URL as a fallback, see Figure 2.

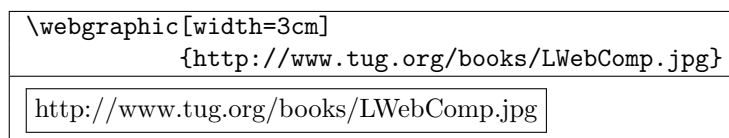


Figure 2: `\webgraphic` Fallback Behavior

In both cases, L<sup>A</sup>T<sub>E</sub>X<sub>M</sub>L converts this into a suitable web representation, e.g.

```

```

### 3 Implementation

We first set up header information for the L<sup>A</sup>T<sub>E</sub>X<sub>M</sub>L binding file.

```
1 <*ltxml>
2 package LaTeXML::Package::Pool;
3 use strict;
4 use LaTeXML::Package;
5 </ltxml>
```

Then we need to include the `graphicx` package we build upon

```
6 <package>\RequirePackage{graphicx}
7 <ltxml>\RequirePackage('graphicx');
```

`\webgraphic` We build the `\webgraphic` macro on `\includegraphics`: for the L<sup>A</sup>T<sub>E</sub>X implementation we first extend its keys by `local`, we fish out its value from `\webgraphic` and then supply it is the file to `\includegraphics`.<sup>2</sup>

```
8 <*package>
9 \define@key{Gin}{local}{\def\Gin@local{#1}}
10 \newcommand{\webgraphic}[2][]{\def\Gin@local{}\setkeys{Gin}{#1}%
11 \ifx\Gin@local\empty%
12 \IfFileExists{#2}{\includegraphics[#1]{#2}}{\fbox{#2}}%
13 \else\includegraphics[#1]{\Gin@local}\fi}
14 </package>
15 <*ltxml>
16 DefConstructor('\webgraphic[]{}','');
17 </ltxml>
```

Finally, we need to terminate the file with a success mark for perl.

```
18 <ltxml>1;
```

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<sup>2</sup>EDNOTE: ©Deyan, please add the binding and describe what you did.

## References

- [CR99] David Carlisle and Sebastian Rathz. *The graphicx package*. Part of the T<sub>E</sub>X distribution. The Comprehensive T<sub>E</sub>X Archive Network. 1999. URL: <https://www.tug.org/texlive/devsrc/Master/texmf-dist/doc/latex/graphics/graphicx.pdf>.
- [DS05] Martin Dürst and Michel Suignard. *Internationalized Resource Identifiers (IRIs)*. RFC 3987. Internet Engineering Task Force, 2005. URL: <http://www.ietf.org/rfc/rfc3987.txt>.
- [Mil] Bruce Miller. *LaTeXML: A L<sup>A</sup>T<sub>E</sub>X to XML Converter*. URL: <http://dlmf.nist.gov/LaTeXML/> (visited on 05/08/2010).