

`\fam` [*⟨number⟩* parameter]

When T_EX is in math mode, it ordinarily typesets a character using the font family given in its mathcode. However, when T_EX is in math mode and encounters a character whose class is 7 (Variable), it typesets that character using the font family given by the value of `\fam`, provided that the value of `\fam` is between 0 and 15. If the value of `\fam` isn't in that range, T_EX uses the family in the character's mathcode as in the ordinary case. T_EX sets `\fam` to `-1` whenever it enters math mode. Outside of math mode, `\fam` has no effect.

By assigning a value to `\fam` you can change the way that T_EX typesets ordinary characters such as variables. For instance, by setting `\fam` to `\ttfam`, you cause T_EX to typeset variables using a typewriter font. Plain T_EX defines `\tt` as a macro that, among other things, sets `\fam` to `\ttfam`.

Example:

```
\def\bf{\fam\bffam\tenbf} % As in plain TeX.
```