LatexBuilder

Justin Rawlings

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1 Introduction

This is an introduction.

2 Sections

Document levels are maintained internally by the *LatexDocument*. So there is no need to remember which section/subsection/paragraph level you are at.

Document scopes are implemented using readonly ref structs so they should quite performant to use which can be a concern when writing large documents.

2.1 A subsection

This is now a subsection as we were already inside a Section.

2.2 Another subsection

2.2.1 A subsubsection

A paragraph

A subparagraph

Nesting maxes out at subparagraph That wasnt so bad.

3 Some math

The string interpolation features in newer versions of C# is very well suited to mixing code variables and latex markup.

We seek to calculate the value for γ:

$$\gamma = \alpha + \beta \qquad \text{(a tag)}$$
$$\alpha = 1$$
$$\beta = 2$$
$$\gamma = 1 + 2$$
$$= 3$$

4   Other things

4.1   Lists

- First item

  - Nested item 1
  - Nested item 2

- Second item

4.2   Tables

n	variable	value
1	α	1
2	β	2
3	γ	3

Table 1: *
A table caption

4.3   Manual section

You can also manage sections explicitly using *BeginSection* and *EndSection*