

Using Sweave and **patchDVI** with Japanese text

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概要

The **patchDVI** package works with Sweave [?] and document previewers to facilitate editing: it modifies the links that L^AT_EX puts into the output so that they refer to the original source. It also includes a few project management functions to make large multi-file Sweave documents easier to handle. This document describes Japanese language support in the package.

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1 Introduction

The main vignette “The patchDVI package” describes general features of patchDVI, and how to set up various editors to use it in typesetting English-language vignettes. This vignette describes how to set it up for Japanese language text. I expect the issues would be the same in other non-Roman alphabets, but I have no experience with them.

The main issues in writing Japanese language (日本語) documents are the encoding of the character set and the varying support by different L^AT_EX engines. The standard pdf_latex engine does not work well with Japanese. In November, 2013 I visited the Institute for Statistical Mathematics in Tokyo, and with the help of Mr. Yasuto Nakano and Prof. Haruhiko Okumura I developed these instructions. In outline: you must use the UTF-8 encoding for the characters, use up_latex to convert to DVI file, and use dvipdfmx to convert the DVI to PDF.

2 Using patchDVI with TeXShop

These instructions have been tested with TeXShop version 2.47, but should work with other versions as well.

1. In Preferences – Typesetting – Sync Method, choose “SyncTeX”.
2. Create a file called Library/TeXShop/Engines/JSweave.engine containing the two lines

```
#!/bin/sh
```

and

```
Rscript -e "Sys.setlocale(locale='en_US.UTF-8');  
patchDVI::SweaveDVIPDFM( '$1', latex='uplatex',  
dvipdfm='dvipdfmx', encoding = 'UTF-8' )"
```

(which I have split to fit in this document; the actual line should not be split). Give this file executable permissions.

3. Install the patchDVI package into R. For this to work, you need at least version 1.9.1587 of patchDVI.
4. Add the lines

```
%!TEX encoding = UTF-8 Unicode  
%!TEX TS-program = JSweave
```

at the beginning of all files, and make sure they are created with UTF-8 encoding.

5. If you have multiple files in your project, your main file must be a Sweave file (e.g. `Main.Rnw`) which lists all Sweave files in a `.SweaveFiles` variable, and you need to add the line

```
%!TEX root = Main.Rnw
```

to each subordinate file.

6. Add

```
\usepackage[utf8]{inputenc}
```

to the main file to declare to Sweave that it uses the UTF-8 encoding. Add

```
\newcommand{\ThisIsNotUsed}{  
\usepackage[utf8]{inputenc}  
}
```

to subordinate files. This defines a macro which is never used; the purpose is for Sweave to see the `inputenc` line. (You can also use this line in the main file if you are using a class file such as `ujarticle` which defines the encoding, and don't want `inputenc` to be used.)

7. Add

```
\SweaveOpts {concordance=TRUE,eps=TRUE,pdf=FALSE}
```

because `uplatex` doesn't support PDF graphics, it requires EPS graphs.

With these changes, the TeXShop previewer will support SyncTeX; you right click in the preview, and choose Sync from the menu to jump to your source location.

3 Using patchDVI with TeXWorks

TeXWorks is an editor for several platforms, somewhat similar to TeXShop. These instructions have been tested in TeXWorks 0.4.4 on MacOS; I have not tested them on Windows, because I do not have `uplatex` and `dvipdfmx` there, but they should work if those programs are available.

1. In Edit – Preferences – Typesetting click on the “+” sign near the bottom of the Processing Tools box. Set the name of the tool to be JSweave. Set the program to Rscript. (You may need to give the fully qualified path if R is not in your system PATH.)

Add two arguments on separate lines. The first is simply -e, the second is

```
{Sys.setlocale(locale='en_US.UTF-8');  
  patchDVI::SweaveDVIPDFM( '$fullname',  
    latex='uplatex', dvipdfm='dvipdfmx',  
    encoding = 'UTF-8' )}
```

This should be typed all on one line.

2. Install the `patchDVI` package into R. For this to work, you need at least version 1.9.1587 of `patchDVI`.
3. Add the lines

```
%!TEX encoding = UTF-8 Unicode  
%!TEX program = JSweave
```

at the beginning of all files, and make sure they are created with UTF-8 encoding.

4. If you have multiple files in your project, your main file must be a Sweave file (e.g. `Main.Rnw`) which lists all Sweave files in a `.SweaveFiles` variable, and you need to add the line

```
%!TEX root = Main.Rnw
```

to each subordinate file.

5. Add

```
\usepackage[utf8]{inputenc}
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to the main file to declare to Sweave that it uses the UTF-8 encoding. Add

```
\newcommand{\ThisIsNotUsed}{  
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}
```

to subordinate files. This defines a macro which is never used; the purpose is for Sweave to see the `inputenc` line. (You can also use this line in the main file if you are using a class file such as `ujarticle` which defines the encoding, and don't want `inputenc` to be used.)

6. Add

```
\SweaveOpts {concordance=TRUE,eps=TRUE,pdf=FALSE}
```

because `uplatex` doesn't support PDF graphics, it requires EPS graphs.

The TeXWorks previewer will jump back to the source if you right click and choose Jump to Source.

参考文献

- [1] Friedrich Leisch. Sweave: Dynamic generation of statistical reports using literate data analysis. In Wolfgang Härdle and Bernd Rönz, editors, *Compstat 2002 — Proceedings in Computational Statistics*, pages 575–580. Physica Verlag, Heidelberg, 2002. ISBN 3-7908-1517-9.