

MATTALX symbol list

v 0.1.1

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Introduction

MatTalX uses, most of the time, the same command as LaTeX. Some important differences are, for instance, \mathbb{R} is `\mathbb{R}` in MatTalX, instead of `\mathbb{R}` in LaTeX. The same goes for \mathbf{R} , which is obtained with `\mathbf{R}` instead of `\mathbf{R}`. The same goes for every other letter. The same difference, but applied somewhere else is `\hat{y}` instead of `\hat{y}` for \hat{y} .

Another important change from LaTeX is that you can't "build" a symbol in MatTalX. As an example, $\stackrel{\rm def}{=}$ is simply `\def` in MatTalX, but `\stackrel{\rm def}{=}` in LaTeX. As a last example, $\sqrt[3]{2}$ is `\sqrt[3]{2}` instead of `\sqrt[3]{2}`.


For fractions, since MatTalX renders symbol in UTF format, it is recommended to represent $f(x)$ divided by $g(x)$ as $f(x)/g(x)$ or $f(x)(g(x))^{-1}$. If it is a simple fraction (like one half), you can use `\frac{1}{2} \rightarrow \frac{1}{2}`, but it won't work for every fraction (see page 7). It is however possible to build your own fraction with `^1 / _2 \rightarrow \frac{1}{2}`.

If you find a bug or have any suggestion, please tell me via <https://github.com/samueleblanc/MatTalX/issues>

Tutorial

It is important to know that every command, in MatTalX, must be separated by a space. For instance: `\Pi`, `\pi` \rightarrow undefined π , but `\Pi` , `\pi` \rightarrow Π , π . The difference is `\Pi`, and `\Pi` ,

MatTalX is a simple extension, there are only four buttons.

1. If you press **Convert**, the text written in the first area will be translated and the output will appear in the second area.
2. If you press **Copy text**, the text of the second area will be automatically copied on your clipboard, so that you can paste and send it afterwards.
3. If you press **Clear**, it will erase both areas.
4. If you hover over the question mark  you will be able to see this document under "Documentation", the code under "Code (GitHub)" and you can uncheck "Remove spaces"
 - a. With "Remove spaces" checked
Input: $x > y \wedge y \geq 0 \implies x > 0$
Output: $x > y \wedge y \geq 0 \implies x > 0$
Input: $\Gamma(k) = \sum_{k=1} (2k^2 + 4)$
Output: $\Gamma(k) = \sum_{k=1} (2k^2 + 4)$
 - b. With "Remove spaces" unchecked
Input: $x > y \wedge y \geq 0 \implies x > 0$
Output: $x > y \wedge y \geq 0 \implies x > 0$
Input: $\Gamma(k) = \sum_{k=1} (2k^2 + 4)$
Output: $\Gamma(k) = \sum_{k=1} (2k^2 + 4)$

Mathematics

Unary and binary operators

| | |
|--|-------------------------------------|
| <code>+</code> , <code>-</code> , <code>\times</code> , <code>/</code> , <code>\div</code> | $+$, $-$, \times , $/$, \div |
| <code>#</code> | $\#$ |
| <code>!</code> | $!$ |
| <code>\neg</code> | \neg |

| | |
|---|--|
| <code>\sqrt</code> , <code>\sqrt3</code> , <code>\sqrt4</code> | $\sqrt{\quad}$, $\sqrt[3]{\quad}$, $\sqrt[4]{\quad}$ |
| <code>\prod</code> , <code>\sum</code> | \prod , \sum |
| <code>\cdot</code> | \cdot |
| <code>\ast</code> , <code>\star</code> , <code>\circ</code> , <code>\diamond</code> | \ast , \star , \circ , \diamond |
| <code>\pm</code> , <code>\mp</code> | \pm , \mp |

| | |
|------------------|-------|
| <code>\wr</code> | \wr |
|------------------|-------|

| | |
|----------------------|-----------|
| <code>\bowtie</code> | \bowtie |
|----------------------|-----------|

| | |
|---|--|
| <code>\sin</code> , <code>\cos</code> , <code>\tan</code> | \sin , \cos , \tan |
| <code>\arcsin</code> , <code>\arccos</code> , <code>\arctan</code> | \arcsin , \arccos , \arctan |
| <code>\cot</code> , <code>\csc</code> , <code>\sec</code> | \cot , \csc , \sec |
| <code>\operatorname{arccot}</code> , <code>\operatorname{arcsc}</code> , <code>\operatorname{arcsec}</code> | arccot , arcsc , arcsec |

| | |
|--------------------------------------|----------------|
| <code>\ln</code> , <code>\log</code> | \ln , \log |
|--------------------------------------|----------------|

| | |
|-------------------|--------|
| <code>\det</code> | \det |
|-------------------|--------|

| | |
|-----------------------------|--------------------------|
| <code>\cup, \cap</code> | \cup, \cap |
| <code>\sqcup, \sqcap</code> | \sqcup, \sqcap |
| <code>\Cup, \Cap</code> | \mathbb{U}, \mathbb{N} |
| <code>\sqCup, \sqCap</code> | \mathbb{U}, \mathbb{N} |
| <code>\cupplus</code> | \cup |
| <code>\setminus</code> | \setminus |
| <code>\amalg</code> | \amalg |

| | |
|--------------------------------------|---------------------------|
| <code>\oplus, \ominus</code> | \oplus, \ominus |
| <code>\otimes, \odot, \oslash</code> | \otimes, \odot, \oslash |
| <code>\boxplus, \boxminus</code> | \boxplus, \boxminus |
| <code>\boxtimes, \boxdot</code> | \boxtimes, \boxdot |

Calculus

Integrals, sum, derivatives

| | |
|--|-------------------------------------|
| <code>\int, \iint, \iiint, \iiint</code> | $\int, \iint, \iiint, \iiint$ |
| <code>\oint, \oiint, \oiint</code> | \oint, \oiint, \oiint |
| <code>\intclockwise</code> | \int |
| <code>\ointclockwise, \ointctrclockwise</code> | \oint, \oint |
| <code>\sqint, \timesint</code> | \sqint, \timesint |
| <code>\cupint, \capint</code> | \cupint, \capint |
| <code>\fint</code> | \fint |
| <code>\overbarint, \underbarint</code> | $\overline{\int}, \underline{\int}$ |

| | |
|-------------------|--------|
| <code>\sum</code> | \sum |
|-------------------|--------|

| | |
|-------------------------------------|--------------------------|
| <code>\prime, \prime, \prime</code> | \prime, \prime, \prime |
|-------------------------------------|--------------------------|

| | |
|-----------------------|------------|
| <code>\partial</code> | ∂ |
| <code>\nabla</code> | ∇ |

| | |
|-------------------|--------|
| <code>\lim</code> | \lim |
|-------------------|--------|

Relation

| | |
|---|---|
| <code>=</code> , <code>\neq</code> | $=$, \neq |
| <code>\equiv</code> | \equiv |
| <code>\cong</code> , <code>\ncong</code> | \cong , \ncong |
| <code>\approx</code> | \approx |
| <code>\sim</code> , <code>\nsim</code> , <code>\simeq</code> | \sim , \simeq , \approx |
| <code>\doteq</code> , <code>\doteqdot</code> , <code>\dotso</code> | \doteq , \doteqdot , \dotso |
| <code>\triangleq</code> , <code>\mquest</code> | \triangleq , \equiv |
| <code><</code> , <code>></code> | $<$, $>$ |
| <code>\less</code> , <code>\ngtr</code> | \less , \ngtr |
| <code>\ll</code> , <code>\gg</code> , <code>\lll</code> , <code>\ggg</code> | \ll , \gg , \lll , \ggg |
| <code>\lquest</code> , <code>\rquest</code> | \lquest , \rquest |
| <code>\leq</code> , <code>\geq</code> , <code>\leqslant</code> , <code>\geqslant</code> | \leq , \geq , \leqslant , \geqslant |
| <code>\nsim</code> , <code>\gnsim</code> | \nsim , \gnsim |
| <code>\napprox</code> , <code>\gnapprox</code> | \napprox , \gnapprox |
| <code>\lneq</code> , <code>\gneq</code> , <code>\lneqq</code> , <code>\gneqq</code> | \lneq , \gneq , \lneqq , \gneqq |
| <code>\propto</code> | \propto |

| | |
|---|---|
| <code>\prec</code> , <code>\succ</code> , <code>\nprec</code> , <code>\nsucc</code> | \prec , \succ , \nprec , \nsucc |
| <code>\preceq</code> , <code>\succeq</code> | \preceq , \succeq |
| <code>\precneqq</code> , <code>\succneqq</code> | \precneqq , \succneqq |
| <code>\precnsim</code> , <code>\succnsim</code> | \precnsim , \succnsim |

| | |
|---|------------------------------|
| <code>\preccurlyeq, \succcurlyeq</code> | $\preccurlyeq, \succcurlyeq$ |
|---|------------------------------|

| | |
|---------------------------------------|--------------------------------|
| <code>\in, \ni, \notin</code> | \in, \ni, \notin |
| <code>\subset, \supset</code> | \subset, \supset |
| <code>\nsubset, \nsupset</code> | $\not\subset, \not\supset$ |
| <code>\subseteq, \supseteq</code> | \subseteq, \supseteq |
| <code>\nsubseteq, \nsupseteq</code> | $\not\subseteq, \not\supseteq$ |
| <code>\Subset, \Supset</code> | \Subset, \Supset |
| <code>\sqsubset, \sqsupset</code> | \sqsubset, \sqsupset |
| <code>\sqsubseteq, \sqsupseteq</code> | \sqsubseteq, \sqsupseteq |
| <code>\subsetplus, \supsetplus</code> | \subsetplus, \supsetplus |

| | |
|--|---------------------------------------|
| <code>\triangleleft, \triangleright</code> | $\triangleleft, \triangleright$ |
| <code>\ntriangleleft, \ntriangleright</code> | $\ntriangleleft, \ntriangleright$ |
| <code>\ntrianglelefteq, \ntrianglerighteq</code> | $\ntrianglelefteq, \ntrianglerighteq$ |

| | |
|----------------------|-----------|
| <code> , \mid</code> | $, \mid$ |
|----------------------|-----------|

| | |
|------------------------|-------------|
| <code>\emptyset</code> | \emptyset |
|------------------------|-------------|

Delimiters

| | |
|-----------------------------------|--------------------------|
| <code>(,)</code> | $(,)$ |
| <code>\lparen, \rparen</code> | \langle, \rangle |
| <code>{, }</code> | $\{, \}$ |
| <code>\lbracket, \rbracket</code> | \llbracket, \rrbracket |
| <code>[,]</code> | $[,]$ |

| | |
|---|--------------------------------------|
| <code>\lbracket, \rrbracket</code> | \llbracket, \rrbracket |
| <code> </code> | $ $ |
| <code>\langle, \rangle</code> | \langle, \rangle |
| <code>\llangle, \rrangle</code> | $\langle\!\langle, \rangle\!\rangle$ |
| <code>\lceil, \rceil, \lfloor, \rfloor</code> | $\lceil, \rceil, \lfloor, \rfloor$ |

Logic

| | |
|--|--|
| <code>\exists, \nexists, \exists !</code> | $\exists, \nexists, \exists !$ |
| <code>\land or \wedge, \lor or \vee</code> | \wedge, \vee |
| <code>\doublewedge, \doublevee</code> | $\mathbin{\wedge\!\wedge}, \mathbin{\vee\!\vee}$ |
| <code>\curlywedge, \curlyvee</code> | \curlywedge, \curlyvee |
| <code>\forall</code> | \forall |

| | |
|--------------------------------------|---------------------------|
| <code>\vdash, \dashv, \nvDash</code> | \vdash, \dashv, \nvDash |
| <code>\Dashv, \VDash, \nVDash</code> | \dashv, \Vdash, \nVdash |
| <code>\dashV, \Vdash, \nVdash</code> | \dashV, \Vdash, \nVdash |
| <code>\DashV, \VDash, \nVDash</code> | \DashV, \VDash, \nVDash |
| <code>\top, \bot</code> | \top, \bot |

| | |
|-------------------|----------------|
| <code>\qed</code> | \blacksquare |
|-------------------|----------------|

Geometry

| | |
|------------------------------------|-------------------------|
| <code>\parallel, \nparallel</code> | \parallel, \nparallel |
| <code>\asymp</code> | \asymp |
| <code>\perp, \notperp</code> | $\perp, \not\perp$ |
| <code>\angle, \rightangle</code> | \angle, \rightangle |

| | |
|--|------------------------------------|
| <code>\measuredangle</code> , <code>\sphericalangle</code> | $\sphericalangle, \sphericalangle$ |
| <code> </code> , <code>\mid</code> | $, \mid$ |
| <code>\between</code> | \oslash |

Arrows

| | |
|--|-----------------------------|
| <code>\leftarrow</code> , <code>\rightarrow</code> | \leftarrow, \rightarrow |
| <code>\leftrightarrow</code> | \leftrightarrow |
| <code>\uparrow</code> , <code>\downarrow</code> | \uparrow, \downarrow |
| <code>\updownarrow</code> | \updownarrow |
| <code>\nleftarrow</code> , <code>\nrightarrow</code> | $\nleftarrow, \nrightarrow$ |
| <code>\nleftrightarrow</code> | \nleftrightarrow |
| <code>\Lleftarrow</code> , <code>\Rrightarrow</code> | $\Lleftarrow, \Rrightarrow$ |
| <code>\Leftrightarrow</code> , <code>\iff</code> | \Leftrightarrow, \iff |
| <code>\Longleftarrow</code> , <code>\implies</code> | \Longleftarrow, \implies |
| <code>\Uparrow</code> , <code>\Downarrow</code> | \Uparrow, \Downarrow |
| <code>\Updownarrow</code> | \Updownarrow |
| <code>\nLeftarrow</code> , <code>\nRightarrow</code> | $\nLeftarrow, \nRightarrow$ |
| <code>\nLeftrightarrow</code> | \nLeftrightarrow |
| <code>\mapsto</code> | \mapsto |

| | |
|---|--|
| <code>\rightharpoonup</code> , <code>\rightharpoonleft</code> | $\rightharpoonup, \rightharpoonleft$ |
| <code>\leftharpoonup</code> , <code>\leftharpoonleft</code> | $\leftharpoonup, \leftharpoonleft$ |
| <code>\leftrightharpoons</code> , <code>\rightleftharpoons</code> | $\leftrightharpoons, \rightleftharpoons$ |
| <code>\upharpoonleft</code> , <code>\upharpoonright</code> | $\upharpoonleft, \upharpoonright$ |
| <code>\downharpoonleft</code> , <code>\downharpoonright</code> | $\downharpoonleft, \downharpoonright$ |

| | |
|--|---|
| <code>\twoheadleftarrow</code> , <code>\twoheadrightarrow</code> | $\twoheadleftarrow, \twoheadrightarrow$ |
|--|---|

| | |
|--|---------------------------------------|
| <code>\twoheaduparrow</code> , <code>\twoheaddownarrow</code> | \Uparrow, \Downarrow |
| <code>\leftleftarrows</code> , <code>\rightrightarrows</code> | $\Leftrightarrow, \Rrightarrow$ |
| <code>\upuparrows</code> , <code>\downdownarrows</code> | \Uparrow, \Downarrow |
| <code>\leftrightarrows</code> , <code>\rightleftarrows</code> | $\Leftrightarrow, \Rrightarrow$ |
| <code>\hookleftarrow</code> , <code>\hookrightarrow</code> | $\hookleftarrow, \hookrightarrow$ |
| <code>\looparrowleft</code> , <code>\looparrowright</code> | $\looparrowleft, \looparrowright$ |
| <code>\Lsh</code> , <code>\Rsh</code> | \Lsh, \Rsh |
| <code>\nwarrow</code> , <code>\nearrow</code> | \nwarrow, \nearrow |
| <code>\searrow</code> , <code>\swarrow</code> | \searrow, \swarrow |
| <code>\Lleftarrow</code> , <code>\Rrightarrow</code> | $\Lleftarrow, \Rrightarrow$ |
| <code>\leftarrowtail</code> , <code>\rightarrowtail</code> | $\leftarrowtail, \rightarrowtail$ |
| <code>\leftsquigarrow</code> , <code>\rightsquigarrow</code> | $\leftsquigarrow, \rightsquigarrow$ |
| <code>\leftrightsquigarrow</code> | \leftrightsquigarrow |
| <code>\circlearrowleft</code> , <code>\circlearrowright</code> | $\circlearrowleft, \circlearrowright$ |
| <code>\curvearrowleft</code> , <code>\curvearrowright</code> | $\curvearrowleft, \curvearrowright$ |

Fractions

| | |
|---|--|
| <code>\frac{1}{2}</code> | $\frac{1}{2}$ |
| <code>\frac{1}{3}</code> , <code>\frac{2}{3}</code> | $\frac{1}{3}, \frac{2}{3}$ |
| <code>\frac{1}{5}</code> , <code>\frac{2}{5}</code> , <code>\frac{3}{5}</code> , <code>\frac{4}{5}</code> | $\frac{1}{5}, \frac{2}{5}, \frac{3}{5}, \frac{4}{5}$ |
| <code>\frac{1}{6}</code> , <code>\frac{5}{6}</code> | $\frac{1}{6}, \frac{5}{6}$ |
| <code>\frac{1}{7}</code> | $\frac{1}{7}$ |
| <code>\frac{1}{8}</code> , <code>\frac{3}{8}</code> , <code>\frac{5}{8}</code> , <code>\frac{7}{8}</code> | $\frac{1}{8}, \frac{3}{8}, \frac{5}{8}, \frac{7}{8}$ |
| <code>\frac{1}{9}</code> | $\frac{1}{9}$ |
| <code>\frac{1}{10}</code> | $\frac{1}{10}$ |
| <code>\frac{a}{c}</code> , <code>\frac{a}{s}</code> , <code>\frac{c}{o}</code> , <code>\frac{c}{u}</code> | $\frac{a}{c}, \frac{a}{s}, \frac{c}{o}, \frac{c}{u}$ |

For any other simple fractions that are not on this list, you can create them with a superscript, a “/” and a subscript (e.g. $\frac{53}{19} \rightarrow ^{53}/_{19}$ and $\frac{y}{x} \rightarrow ^y/_x$).

Greek letters

| | |
|---------------------------|-----------------------------|
| A, \alpha | A, α |
| B, \beta | B, β |
| \Gamma, \gamma | Γ, γ |
| \Delta, \delta | Δ, δ |
| E, \epsilon, \varepsilon | E, ϵ, ε |
| Z, \zeta | Z, ζ |
| H, \eta | H, η |
| \Theta, \theta, \vartheta | $\Theta, \theta, \vartheta$ |
| I, \iota | I, ι |
| K, \kappa, \varkappa | K, κ, \varkappa |
| \Lambda, \lambda | Λ, λ |
| N, \nu | N, ν |
| \Xi, \xi | Ξ, ξ |
| O, o | O, o |
| \Pi, \pi, \varpi | Π, π, ϖ |
| P, \rho, \varrho | P, ρ, ϱ |
| \Sigma, \sigma, \varsigma | $\Sigma, \sigma, \varsigma$ |
| T, \tau | T, τ |
| \Upsilon, \upsilon | Υ, υ |
| \Phi, \phi, \varphi | Φ, ϕ, φ |
| X, \chi | X, χ |
| \Psi, \psi | Ψ, ψ |
| \Omega, \omega | Ω, ω |

Fonts

| | |
|--|--|
| $A, a, \dots z$ | $A, a, \dots z$ |
| $\mathbf{A}, \mathbf{a}, \dots \mathbf{z}$ | $\mathbf{A}, \mathbf{a}, \dots \mathbf{z}$ |
| $\mathbb{A}, \mathbb{a}, \dots \mathbb{z}$ | $\mathbb{A}, \mathbb{a}, \dots \mathbb{z}$ |

| | |
|--|--|
| $0, 1, \dots 9$ | $0, 1, \dots 9$ |
| $\mathbf{0}, \mathbf{1}, \dots \mathbf{9}$ | $\mathbf{0}, \mathbf{1}, \dots \mathbf{9}$ |
| $\mathbb{0}, \mathbb{1}, \dots \mathbb{9}$ | $\mathbb{0}, \mathbb{1}, \dots \mathbb{9}$ |

Greek letters

| | |
|--------------------------|--------------------------|
| \mathbb{P}, \mathbb{p} | \mathbb{P}, \mathbb{p} |
| \mathbb{G}, \mathbb{g} | \mathbb{G}, \mathbb{g} |
| \mathbb{S} | \mathbb{S} |

* These are the only one as of v 0.1.1

| | |
|--|--|
| $\mathbf{\alpha}, \dots \mathbf{\omega}$ | $\mathbf{\alpha}, \dots \mathbf{\omega}$ |
|--|--|

Every greek letters that exists in the regular font exists in \mathbf{mathbf}

Hat and overline

| | |
|--|--|
| $\hat{A}, \hat{a}, \dots \hat{z}$ | $\hat{A}, \hat{a}, \dots \hat{z}$ |
| $\hat{\alpha}, \dots \hat{\omega}$ | $\hat{\alpha}, \dots \hat{\omega}$ |
| $\overline{A}, \dots \overline{z}$ | $\overline{A}, \dots \overline{z}$ |
| $\overline{\alpha}, \dots \overline{\omega}$ | $\overline{\alpha}, \dots \overline{\omega}$ |

* Some are missing due to a bad rendering (e.g. \hat{A} in the example above. However, the hat will be positioned adequately in some app or software).

Subscript and superscript

| | |
|-----------------------------------|---------------------------|
| <code>x ^abc123, o ^1+2=3</code> | $x^{abc123}, o^{1+2=3}$ |
| <code>y _ijk456, i _2(3)=6</code> | $y_{i_{456}}, i_{2(3)=6}$ |

Some characters are missing because they do not exist in unicode

| | |
|--|--------------------------|
| <code>\^beta, _beta</code> | β, β |
| <code>\^Gamma, \^gamma, _gamma</code> | Γ, γ, γ |
| <code>\^Delta, \^delta</code> | Δ, δ |
| <code>\^epsilon</code> | ϵ |
| <code>\^Lambda</code> | Λ |
| <code>\^Theta</code> | θ |
| <code>\^iota</code> | ι |
| <code>\^nu</code> | ν |
| <code>_rho</code> | ρ |
| <code>\^phi, _phi</code> | Φ, ϕ |
| <code>\^chi, _chi</code> | χ, χ |

Chess & card games

| | |
|---------------------------------|--|
| <code>\wking, \bking</code> |  ,  |
| <code>\wqueen, \bqueen</code> |  ,  |
| <code>\wrook, \brook</code> |  ,  |
| <code>\wbishop, \bbishop</code> |  ,  |
| <code>\wknight, \bknight</code> |  ,  |
| <code>\wpawn, \bpawn</code> |  ,  |

| | |
|-----------------------------------|------|
| <code>\wspade, \bspade</code> | ♠, ♠ |
| <code>\wheart, \bheart</code> | ♥, ♥ |
| <code>\wclub, \bclub</code> | ♣, ♣ |
| <code>\wdiamond, \bdiamond</code> | ♦, ♦ |

Money and currency

| | |
|--|---------------|
| <code>\dollar, \cent</code> | \$, ¢ |
| <code>\euro, \franc, \ruble, \pound, \hryvnia</code> | €, ₣, ₧, £, ₴ |
| <code>\yen, \rupee, \won, \baht</code> | ¥, ₹, ₩, ฿ |
| <code>\lira, \tlira</code> | ₺, ₺ |
| <code>\peso</code> | ₱ |
| <code>\austral</code> | ₳ |
| <code>\bitcoin</code> | ₿ |

Other symbols

| | |
|---|-----------------|
| <code>\infty</code> | ∞ |
| <code>\hbar</code> | ℏ |
| <code>\wp</code> | ℘ |
| <code>\ell</code> | ℓ |
| <code>\dagger, \ddagger</code> | †, ‡ |
| <code>\section, \paragraph, \bullet</code> | §, ¶, • |
| <code>\copyright, \registered</code> | ©, ® |
| <code>\qc</code> | ♣ |
| <code>\smile, \frown</code> | ☺, ☹ |
| <code>\ldots, \cdots, \udots, \vdots, \ddots</code> | ..., ⋯, ⋮, ⋱, ⋰ |

Space, line break, tab

Space : “ \: ”

Line break : “ \\\ ”

Tab : “ \tab ”

Also note that it's possible to uncheck “Remove spaces” (more info in “Tutorial”) and to make modifications, including adding or removing spaces, skipping a line, etc., once the converted text is in the second area.