TEX/*Mathematica*
Formatting and Emacs quick reference guide*

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To format, preview and print TEX/*Mathematica* documents, you use the following tools.

- `latex`: Formats a LATEX file into a device-independent file,

  `*.tex` ⟶ `*.dvi`

- `xdvi`: Displays a device-independent file in an X-window,

  `*.dvi` ⟶ X-window

- `dvips`: Converts a device-independent file into a PostScript file,

  `*.dvi` ⟶ `*.ps`

- `ghostview`: Displays a PostScript file in an X-window,

  `*.ps` ⟶ X-window

- `lpr`: Print a (PostScript) file on the printer specified in the `PRINTER` environment variable (or the default printer)

  `*.ps` ⟶ printer

On the following pages are tables summarizing basic Emacs commands, commands to access the formatting tools, and commands specific to TEX/*Mathematica*.

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Commands for basic editing

Command	Action
`C-g`	“never mind” (keyboard interrupt), the most useful command of all!
`C-x u`	undo the last command
`C-l`	refresh screen display
`C-n`	next (down) line
`C-p`	previous (up) line
`C-f`	forward (next) character
`C-a`	beginning of line
`C-e`	end of line
`M-n`	go to a particular line. Emacs will ask for the line number.
`C-v`	scroll down
`M C-v`	scroll other window down
`M-v`	scroll up
`DEL`	delete previous character
`C-d`	delete current character
`M-DEL`	delete previous word
`C-k`	delete current line
`C-SPACE`	set the mark
`C-w`	wipe away (cut) text between the mark and the cursor
`M-w`	copy text between the mark and cursor
`C-y`	yank (paste) text
`M-y`	Use after `C-y` to instead yank previously wiped text.
`M-q`	fill paragraph. Adjust all lines to about equal length.
`C-x C-s`	save buffer to file
`C-x C-w`	save buffer to file of a different name. Emacs will ask for the file name.
`C-x C-f`	find a file for editing. Emacs will ask for the file name.
`C-x 1`	display a single window
`C-x 2`	display two windows
`C-x o`	go to other window
`C-x b`	go to buffer. Emacs will ask for the buffer name.
`C-x C-c`	quit Emacs
`C-z`	suspend Emacs

TEX/*Mathematica* commands

Command	Action
`M-x latex-mathematica`	Startup LATEX/*Mathematica* mode. This is only necessary for a brand new document.
`M-x to-latex-mma`	Startup LATEX/*Mathematica* mode and insert LATEX formatting commands.
`C-c c`	Create a cell
`M-RET`	Send a cell to *Mathematica*
`C-c r`	Replace (copy) *Mathematica* output into a cell
`C-c u`	Update output portion of cell. This is a combination of `M-RET` and `C-c r`.
`C-c C-]`	Move to the start of the following cell.
`C-c C-[`	Move to the start of the preceding cell.
`C-c a`	Optionally evaluate every cell in order from the beginning of the document.
`C-u C-c a`	Evaluate every cell in order from the beginning of the document.
`C-c TAB`	Toggle intiialization
`C-c i`	Optionally evaluate every initialization cell in order from the beginning of the document.
`C-u C-c i`	Evaluate every initialization cell in order from the beginning of the document.
`C-c f`	Insert LATEX figure template
`M-TAB`	Complete current symbol
`C-h e`	Get help on current symbol
`C-h E`	Get extended help on current symbol
`C-c h`	Get texinfo help on LATEX/*Mathematica*
`C-g`	Return to the LATEX/*Mathematica* buffer before evaluation of cell by *Mathematica* is finished, or, optionally, interrupt evlaution by *Mathematica*.
`C-c C-c`	Interrupt parallel evaluation by *Mathematica*, started by using `C-g` to return to the LATEX/*Mathematica* buffer before evaluation of cell by *Mathematica* is finished.

Commands for formatting, previewing and printing

Command	**Action**
`C-c C-b`	Run `latex` on the entire buffer
`C-c C-r`	Run `latex` on the region (the text between the mark and the cursor)
`C-c C-x`	Preview a `dvi` file using `xdvi`. Any graphics will *not* be displayed, but space will be left for them.
`C-c C-d`	Run `dvips`
`C-u C-c C-d`	Run `latex` and then `dvips`. This combination is useful to update a `ghostview` preview window.
`C-c C-v`	Preview a `ps` file using `ghostview`. Graphics *will* be displayed (unlike `xdvi`).
`C-c C-p`	Print a `ps` file with lpr.
`C-u C-c C-p`	Run `dvips` and then `lpr`. This combination is useful when you have run `latex` to make a new `dvi` file.