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A Permuted Index for T_EX and L^AT_EX

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Chapter 1

Introduction

This Index is designed to help $\text{T}_{\text{E}}\text{X}$ and $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ users find the right command among the one thousand-odd commands documented. It is a permuted, or keyword-in-context index. Each command appears under each significant keyword in its definition. For example, `\eject` has the following definition:

force a page break

The following two entries appear in the Index, alphabetized by the keywords “page” and “break”:

force a page	break.	<code>\eject</code> ^P
force a	page break.	<code>\eject</code> ^P

The superscript “P” at the end of the line means this is defined in the plain $\text{T}_{\text{E}}\text{X}$ macros. The full list is:

*	$\text{T}_{\text{E}}\text{X}$ primitive
(none)	plain $\text{T}_{\text{E}}\text{X}$
L	$\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ command
3	new $\text{T}_{\text{E}}\text{X}$ version 3 command

If a definition is too long to fit on one side of a definition, it is wrapped around. The command definitions appear after the permuted index. There are two sections, one for $\text{T}_{\text{E}}\text{X}$ primitives and plain $\text{T}_{\text{E}}\text{X}$, and the other for $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ commands.

There may be some difficulty thinking of the right keyword used in a definition. I have tried to be consistent. Here are a few words I chose (in bold) and some likely synonyms:

create: make

define: create, initialize, set

select, construct: use

space: distance, glue, separation

test: if

The Proceedings of the summer 1989 T_EX Users Group meeting contain a description of how this Index was prepared. The Proceedings were published in the *TUGboat* 10, no. 4.

I would like to thank Barbara Beeton, Michael Downes, John Hobby, Howard Trickey, and many others for definitions and suggestions. Doug McIlroy had some helpful suggestions about editing the Index. I'd also like to thank my wife Lorette, who endured my discovery of how much work an index requires.

Chapter 2

Permuted Index

	10 point bold font.	<code>\tenbf</code>
	10 point circle font.	<code>\tencirc^L</code>
	10 point L ^A T _E X symbol font.	<code>\tenly^L</code>
	10 point line font.	<code>\tenln^L</code>
	10 point math extension symbol font.	<code>\tenex</code>
	10 point math italic font.	<code>\teni</code>
	10 point math italic font.	<code>\tenmi^L</code>
	10 point math symbol font.	<code>\tensy</code>
	10 point Roman font.	<code>\tenrm</code>
	10 point sans serif font.	<code>\tensf^L</code>
	10 point slanted font.	<code>\tensl</code>
	10 point text italic font.	<code>\tenit</code>
	10 point typewriter font.	<code>\tentt</code>
	10 point wide circle font.	<code>\tencircw^L</code>
	10 point wide line font.	<code>\tenlnw^L</code>
ratio for variable delimiters times	1000.	<code>\delimitfactor[*]</code>
magnification ratio times	1000.	<code>\mag[*]</code>
	11 point bold extended font.	<code>\elvbf^L</code>
	11 point italic font.	<code>\elvit^L</code>
	11 point L ^A T _E X symbol font.	<code>\elvly^L</code>
use	11 point magnification.	<code>\magstephalf</code>
	11 point math italic font.	<code>\elvmi^L</code>
	11 point math symbol font.	<code>\elvsv^L</code>
	11 point Roman font.	<code>\elvrms^L</code>
	11 point sans serif font.	<code>\elvsf^L</code>
	11 point slanted font.	<code>\elvsl^L</code>
	11 point typewriter font.	<code>\elvtts^L</code>
	12 point bold extended font.	<code>\twlbf^L</code>
	12 point italic font.	<code>\twlit^L</code>
	12 point L ^A T _E X symbol font.	<code>\twlly^L</code>
	12 point math italic font.	<code>\twlmi^L</code>
	12 point math symbol font.	<code>\twlsy^L</code>
	12 point Roman font.	<code>\twlrms^L</code>
	12 point sans serif font.	<code>\twlsf^L</code>
	12 point slanted font.	<code>\twlsl^L</code>
	12 point typewriter font.	<code>\twlts^L</code>
	14 point bold extended font.	<code>\ftrtnbf^L</code>
	14 point L ^A T _E X symbol font.	<code>\ftrtnly^L</code>

14 point math italic font.	<code>\frtnmi</code> ^L
14 point math symbol font.	<code>\frtnsy</code> ^L
14 point Roman font.	<code>\frtnrm</code> ^L
1.5-line left math delimiter.	<code>\Bigl</code>
1.5-line math delimiter size.	<code>\Big</code>
1.5-line middle math delimiter.	<code>\Bigm</code>
1.5-line right math delimiter.	<code>\Bigr</code>
17 point bold extended font.	<code>\svtnbf</code> ^L
17 point \LaTeX symbol font.	<code>\svtnly</code> ^L
17 point math italic font.	<code>\svtnmi</code> ^L
17 point math symbol font.	<code>\svtnsy</code> ^L
17 point Roman font.	<code>\svtnrm</code> ^L
1-line left math delimiter.	<code>\bigl</code>
1-line math delimiter size.	<code>\big</code>
1-line middle math delimiter.	<code>\bigm</code>
1-line right math delimiter.	<code>\bigr</code>
20 point bold extended font.	<code>\twtybf</code> ^L
20 point \LaTeX symbol font.	<code>\twtyly</code> ^L
20 point math italic font.	<code>\twtymi</code> ^L
20 point math symbol font.	<code>\twtysy</code> ^L
20 point Roman font.	<code>\twtyrm</code> ^L
2.5-line left math delimiter.	<code>\Biggl</code>
2.5-line math delimiter size.	<code>\Bigg</code>
2.5-line middle math delimiter.	<code>\Biggm</code>
2.5-line right math delimiter.	<code>\Biggr</code>
2-line left math delimiter.	<code>\biggl</code>
2-line math delimiter size.	<code>\bigg</code>
2-line middle math delimiter.	<code>\biggm</code>
2-line right math delimiter.	<code>\biggr</code>
5 point boldface Roman font.	<code>\fivebf</code>
5 point \LaTeX symbol font.	<code>\fivly</code> ^L
5 point math italic font.	<code>\fivei</code>
5 point math italic font.	<code>\fivmi</code> ^L
5 point math symbol font.	<code>\fivesy</code>
5 point math symbol font.	<code>\fivsy</code> ^L
5 point Roman font.	<code>\fiverm</code>
5 point Roman font.	<code>\fivrm</code> ^L
6 point \LaTeX symbol font.	<code>\sixly</code> ^L
6 point math italic font.	<code>\sixmi</code> ^L
6 point math symbol font.	<code>\sixsy</code> ^L
6 point Roman font.	<code>\sixrm</code> ^L
7 point bold Roman font.	<code>\sevenbf</code>
7 point italic font.	<code>\sevit</code> ^L
7 point \LaTeX symbol font.	<code>\sevly</code> ^L
7 point math italic font.	<code>\seveni</code>
7 point math italic font.	<code>\sevmi</code> ^L
7 point math symbol font.	<code>\sevnsy</code>
7 point math symbol font.	<code>\sevsy</code> ^L
7 point Roman font.	<code>\sevenrm</code>
7 point Roman font.	<code>\sevrn</code> ^L
8 point italic font.	<code>\egtit</code> ^L
8 point \LaTeX symbol font.	<code>\egtly</code> ^L
8 point math italic font.	<code>\egtmi</code> ^L

	8 point math symbol font.	<code>\egtsy^L</code>
	8 point Roman font.	<code>\egtrm^L</code>
	9 point bold extended font.	<code>\ninbf^L</code>
	9 point italic font.	<code>\ninit^L</code>
	9 point L ^A T _E X symbol font.	<code>\ninly^L</code>
	9 point math italic font.	<code>\ninmi^L</code>
	9 point math symbol font.	<code>\ninsy^L</code>
	9 point Roman font.	<code>\ninrm^L</code>
	9 point typewriter font.	<code>\nintt^L</code>
symbol	ã.	<code>\aa</code>
symbol capital	Å.	<code>\AA</code>
place math limits	above and below math operators.	<code>\limits[*]</code>
stack one equation	above another.	<code>\stackrel^L</code>
extra space	above displays.	<code>\abovedisplayskip[*]</code>
lines.	extra space	above displays following short <code>\abovedisplayshortskip[*]</code>
	math	accent: acute (\acute{x}). <code>\acute</code>
	math	accent: bar (\bar{x}). <code>\bar</code>
	math	accent: bar under ($\bar{\underline{x}}$). <code>\b</code>
	math	accent: breve (\breve{x}). <code>\breve</code>
cedilla	accent ($\ç$).	<code>\c</code>
math	accent: check (\check{x}).	<code>\check</code>
check	accent (\check{x}).	<code>\v</code>
math	accent: dot (\dot{x}).	<code>\dot</code>
math	accent: double dot (\ddot{x}).	<code>\ddot</code>
dot under	accent ($\underset{\cdot}{x}$).	<code>\d</code>
acute	accent (\acute{e}).	<code>\'</code>
grave	accent (\grave{e}).	<code>\`</code>
math	accent: grave (\grave{x}).	<code>\grave</code>
math	accent: hat (\hat{x}).	<code>\hat</code>
tilde	accent (\tilde{n}).	<code>\~</code>
circumflex	accent (\hat{o}).	<code>\^</code>
macron or bar	accent (\bar{o}).	<code>\=</code>
put an	accent over the next character.	<code>\accent[*]</code>
place an	accent over the next math field.	<code>\mathaccent[*]</code>
diæresis or umlaut	accent (\ddot{x}).	<code>\"</code>
long Hungarian umlaut	accent (\H{o}).	<code>\H</code>
tie-after	accent (\oo).	<code>\t</code>
math	accent: tilde (\tilde{x}).	<code>\tilde</code>
breve	accent (\breve{x}).	<code>\u</code>
math	accent: vector (\vec{x}).	<code>\vec</code>
math	accent: wide hat (\widehat{x}).	<code>\widehat</code>
math	accent: wide tilde (\widetilde{x}).	<code>\widetilde</code>
dot	accent (\dot{x}).	<code>\.</code>
default horizontal kern character to position	accents.	<code>\defaultskewchar[*]</code>
shift super	accents.	<code>\skew[*]</code>
horizontal kern to position	accents.	<code>\skewchar[*]</code>
produce T _E X	accents in tabbing environment.	<code>\a^L</code>
	accept looser line and page breaks.	<code>\sloppy^L</code>
set @ alphabetic to	access internal commands.	<code>\makeatletter^L</code>
category code for	active characters.	<code>\active</code>
	acute accent (\acute{e}).	<code>\'</code>
math accent:	acute (\acute{x}).	<code>\acute</code>
	add a box to the vertical list shifted left. ..	<code>\moveleft[*]</code>

or tabular environment.		add a box to the vertical list shifted right.	<code>\moveright*</code>
		add extra space before a column in array	<code>\extracolsep^L</code>
		add extra vertical space.	<code>\addvspace^L</code>
		add footnote to title page.	<code>\thanks^L</code>
		add horizontal space.	<code>\hskip*</code>
	un-box an hbox and	add it to the horizontal list.	<code>\unhbox*</code>
	un-box a copy of an hbox and	add it to the horizontal list.	<code>\unhcopy*</code>
	un-box a vbox and	add it to the vertical list.	<code>\unvbox*</code>
	un-box a copy of a vbox and	add it to the vertical list.	<code>\unvcopy*</code>
tables.		add text to table contents, figures, or	<code>\addtocontents^L</code>
		add vertical space.	<code>\vskip*</code>
paragraph.	amount	added to badness of every line in a	<code>\linepenalty*</code>
	remove a kern just	added to the current list.	<code>\unkern*</code>
	remove a penalty just	added to the current list.	<code>\unpenalty*</code>
	remove a skip just	added to the current list.	<code>\unskip*</code>
	extra space	added to top of page.	<code>\topmargin^L</code>
		additional authors on title page.	<code>\and^L</code>
between lines.		additional penalty for page break	<code>\interlinepenalty*</code>
table.		adds an entry to the specified list or	<code>\addcontentsline^L</code>
		adjacent incompatible lines.	<code>\adjdemerits*</code>
	demerits for	advance <code>\pageno</code> by one.	<code>\advancepageno</code>
	ligature digraph symbol	ae (æ).	<code>\ae</code>
	ligature digraph symbol capital	AE (Æ).	<code>\AE</code>
	penalty for page break just	after a display.	<code>\postdisplaypenalty*</code>
	permit a line break	after a slash.	<code>\slash</code>
	penalty for line break	after binary operation.	<code>\binoppenalty*</code>
	penalty for line break	after discretionary hyphen.	<code>\hyphenpenalty*</code>
	pause	after each line is read from a file.	<code>\pausing*</code>
	tokens to insert	after every <code>\cr</code> or nonredundant <code>\crrc</code> .	<code>\everycr*</code>
	penalty for line break	after explicit hyphen.	<code>\exhyphenpenalty*</code>
	penalty if page break	after first line of paragraph.	<code>\clubpenalty*</code>
	create end-of-sentence space	after following punctuation.	<code>\@^L</code>
	penalty if page break	after hyphenated line.	<code>\brokenpenalty*</code>
	badness tolerance	after hyphenation.	<code>\tolerance*</code>
a word.	minimum number of characters	after hyphenation at the end of	<code>\righthyphenposition^s</code>
	place superscripts and subscripts	after math operators.	<code>\nolimits*</code>
	penalty for line break	after math relation.	<code>\relpenalty*</code>
	suppress special spacing	after punctuation.	<code>\frenchspacing</code>
	enable special spacing	after punctuation.	<code>\nonfrenchspacing</code>
	hanging indentation changes	after specified number of lines.	<code>\hangafter*</code>
	extra space	after subscript or superscript.	<code>\scriptspace*</code>
	insert a token	after the current group is completed.	<code>\aftergroup*</code>
	insert a token	after the next assignment command.	<code>\afterassignment*</code>
	math symbol:	aleph (ℵ).	<code>\aleph</code>
		align a stack of equations.	<code>\eqalign</code>
numbers.		align a stack of equations with equation	<code>\eqalignno</code>
numbers.		align a stack of equations with left equation	<code>\leqalignno</code>
		align zero or more columns.	<code>\valign*</code>
	space between	aligned tab entries.	<code>\tabskip*</code>
	create an	aligned table.	<code>\halign*</code>
create a multicolumn entry in an		aligned table.	<code>\span*</code>
	end a line in <code>\halign</code>	aligned text.	<code>\cr*</code>
	equivalent to <code>\cr</code> , end of	aligned text.	<code>\endline</code>

display a stack of formulas without special Plain TeX space used in span several columns in an permit an suppress the template in the	alignment. <code>\displaylines</code>
	alignment. <code>\hideskip</code>
	alignment. <code>\multispan</code>
	alignment entry to stick out of its column. <code>\hidewidth</code>
	alignment preamble for this entry. <code>\omit</code> *
	allocate a new box register. <code>\newbox</code>
	allocate a new count register. <code>\newcount</code>
	allocate a new dimension register. <code>\newdimen</code>
	allocate a new input file. <code>\newread</code>
	allocate a new insert register. <code>\newinsert</code>
	allocate a new math skip register. <code>\newmathskip</code>
	allocate a new output file. <code>\newwrite</code>
	allocate a new skip register. <code>\newskip</code>
	allocate a new token register. <code>\newtoks</code>
most recently	allocated register number. <code>\allocationnumber</code>
	allow a line break. <code>\allowbreak</code>
math Greek letter:	alpha (α). <code>\alpha</code>
set @	alphabetic to access internal commands. <code>\makeatletter</code> ^L
	alternative to an <code>\if</code> <code>\else</code> *
test	always false. <code>\iffalse</code> *
test	always succeeds. <code>\iftrue</code> *
math operator:	amalgamated sum, co-product (II). <code>\amalg</code>
vertical skip a large	amount. <code>\bigskip</code> ^L
vertical skip a medium	amount. <code>\medskip</code> ^L
vertical skip a small	amount. <code>\smallskip</code> ^L
a paragraph.	amount added to badness of every line in <code>\linepenalty</code> *
fail to span included material.	amount by which delimiters can <code>\delimitershortfall</code> *
	amount from a vbox. <code>\vsplit</code> *
an index.	amount of extra space between entries in <code>\indexspace</code> ^L
	amount of fil space in current page. <code>\pagefilstretch</code> *
	amount of fill space in current page. <code>\pagefillstretch</code> *
	amount of filll space in current page. <code>\pagefilllstretch</code> *
	amount of glue shrinkage in current page. <code>\pageshrink</code> *
	amount of glue stretch in current page. <code>\pagestretch</code> *
generate a short	amount of verbatim text. <code>\verb</code> ^L
an unoriented skip	amount with stretch of <code>\lfill</code> <code>\fill</code> ^L
	ampersand. <code>\&</code>
math delimiter: left	angle bracket (\langle). <code>\langle</code>
math delimiter: right	angle bracket (\rangle). <code>\rangle</code>
	angle symbol (\sphericalangle). <code>\angle</code>
stack one equation above	another. <code>\stackrel</code> ^L
the following macro must not be called from	another macro. <code>\outer</code> *
current list.	append a discretionary item to the .. <code>\discretionary</code> *
	appended to overfull boxes. <code>\overfullrule</code> *
width of rules	appendix style. <code>\appendix</code> ^L
set sectional units to	approximately equal (\approx). <code>\approx</code>
math relation:	Arabic numerals. <code>\arabic</code> ^L
display counter as	arc cosine. <code>\arccos</code>
math function:	arc sine. <code>\arcsin</code>
math function:	arc tangent. <code>\arctan</code>
math function:	arg. <code>\arg</code>
protect fragile commands and moving	arguments. <code>\protect</code> ^L
perform	arithmetic on a register. <code>\advance</code> *

vertical space	around a float in the middle of a page. ...	<code>\intextsep^L</code>
define kerning	around math in text.	<code>\mathsurround[*]</code>
put a frame	around some text.	<code>\frame^L</code>
horizontal line in	array and tabular environments.	<code>\hline^L</code>
vertical line in	array and tabular environments.	<code>\vline^L</code>
column separation in	array environment.	<code>\arraycolsep^L</code>
begin	array environment.	<code>\array^L</code>
end	array environment.	<code>\endarray^L</code>
space between rows of	array or tabular environment.	<code>\arraystretch^L</code>
multicolumn line in	array or tabular environment.	<code>\cline^L</code>
double rule separation in	array or tabular environment.	<code>\doublerulesep^L</code>
add extra space before a column in	array or tabular environment.	<code>\extracolsep^L</code>
multicolumn entry in	array or tabular environment.	<code>\multicolumn^L</code>
set width of	array rules.	<code>\arrayrulewidth^L</code>
fill a space with a left	arrow.	<code>\leftarrowfill</code>
fill a space with a right	arrow.	<code>\rightarrowfill</code>
math symbol: down	arrow (\downarrow).	<code>\downarrow</code>
math symbol: downward double	arrow (\Downarrow).	<code>\Downarrow</code>
math symbol: hook left	arrow (\hookleftarrow).	<code>\hookleftarrow</code>
math symbol: hook right	arrow (\hookrightarrow).	<code>\hookrightarrow</code>
math symbol: left	arrow (\leftarrow).	<code>\leftarrow</code>
math symbol: left double	arrow (\Leftarrow).	<code>\Leftarrow</code>
math symbol: left-right	arrow (\leftrightarrow).	<code>\leftrightarrow</code>
math symbol: left-right double	arrow (\Leftrightarrow).	<code>\Leftrightarrow</code>
math symbol: long left	arrow (\longleftarrow).	<code>\longleftarrow</code>
math symbol: long left double	arrow (\Longleftarrow).	<code>\Longleftarrow</code>
math symbol: long left and right	arrow (\longleftrightarrow).	<code>\longleftrightarrow</code>
math symbol: long left-right double	arrow (\Longleftrightarrow).	<code>\Longleftrightarrow</code>
math symbol: long right	arrow (\longrightarrow).	<code>\longrightarrow</code>
math symbol: long right double	arrow (\Longrightarrow).	<code>\Longrightarrow</code>
math symbol: northeast	arrow (\nearrow).	<code>\nearrow</code>
math symbol: northwest	arrow (\nwarrow).	<code>\nwarrow</code>
left	arrow over a math formula.	<code>\overleftarrow</code>
right	arrow over a math formula.	<code>\overrightarrow</code>
math symbol: right	arrow (\rightarrow).	<code>\rightarrow</code>
math symbol: right double	arrow (\Rightarrow).	<code>\Rightarrow</code>
math symbol: southeast	arrow (\searrow).	<code>\searrow</code>
math symbol: southwest	arrow (\swarrow).	<code>\swarrow</code>
math delimiter: upward	arrow (\uparrow).	<code>\uparrow</code>
math symbol: upward double	arrow (\Uparrow).	<code>\Uparrow</code>
math delimiter: up-and-down	arrow (\Updownarrow).	<code>\Updownarrow</code>
math symbol: up-and-down double	arrow (\Uparrow).	<code>\Uparrow</code>
Plain T _E X command to piece together long	arrows. internal	<code>\joinrel</code>
help message to display if user	asks for help.	<code>\errhelp[*]</code>
insert a token after the next	assignment command.	<code>\afterassignment[*]</code>
sequence and continues.	assigns the second token to a control	<code>\futurelet[*]</code>
command.	associate a counter with an item-type	<code>\usecounter^L</code>
	asterisk (*).	<code>\ast</code>
math operator:	asymptote (\asymp).	<code>\asymp</code>
math relation:	attempted.	<code>\pretolerance[*]</code>
badness tolerance before hyphenation is	author.	<code>\author^L</code>
title page	authors on title page.	<code>\and^L</code>
additional	auxiliary files.	<code>\nofiles^L</code>
suppress writing all		

	select largest available font.	<code>\Huge^L</code>
	math delimiter: backslash (<code>\</code>).	<code>\backslash</code>
	extra space in badly-stretched lines.	<code>\emergencystretch³</code>
	amount added to badness of a box.	<code>\badness³</code>
attempted.	badness of every line in a paragraph. ...	<code>\linepenalty*</code>
	badness tolerance after hyphenation.	<code>\tolerance*</code>
	badness tolerance before hyphenation is	<code>\pretolerance*</code>
	write balanced error message to the terminal. .	<code>\errmessage*</code>
list.	include balanced text in DVI file for post-processing.	<code>\special*</code>
	place balanced text into a mark item on the current	<code>\mark*</code>
	translate balanced text to lower-case.	<code>\lowercase*</code>
	write balanced text to terminal.	<code>\message*</code>
	translate balanced text to upper-case.	<code>\uppercase*</code>
	macron or bar accent (<code>ō</code>).	<code>\=</code>
	math accent: bar (\bar{x}).	<code>\bar</code>
	math symbol: double vertical bar ($\ $).	<code>\Arrowvert</code>
	math symbol: vertical bar ($ $).	<code>\arrowvert</code>
	math symbol: double relation bar (<code>=</code>).	<code>\Relbar</code>
	math symbol: relation bar (<code>↔</code>).	<code>\relbar</code>
	math symbol: vertical bar ($\ $).	<code>\ </code>
	math accent: bar under (\underline{x}).	<code>\b</code>
	math delimiter: double vertical bar ($\ $).	<code>\Vert</code>
	math delimiter: vertical bar ($ $).	<code>\vert</code>
create a box with vertical mode material with the	baseline at the top.	<code>\vtop*</code>
	multiple of normal <code>\baselineskip</code>	<code>\baselinestretch^L</code>
	normal <code>\baselineskip</code>	<code>\normalbaselineskip</code>
	extra space between lines if <code>\baselineskip</code> isn't enough.	<code>\lineskip*</code>
	begin a floating figure.	<code>\figure^L</code>
	begin a group.	<code>\begingroup*</code>
	begin a group.	<code>\bgroup</code>
	begin a loop.	<code>\loop</code>
	begin a new math list with a left delimiter. .	<code>\left*</code>
	begin a tabbed line in an inner environment. .	<code>\tabalign</code>
	begin a tabbed line in an outer environment. .	<code>\+</code>
	begin and cross reference an equation.	<code>\equation^L</code>
	begin array environment.	<code>\array^L</code>
	begin centering environment.	<code>\center^L</code>
	begin comment.	<code>%</code>
command name.	begin display math mode.	<code>\[^L</code>
	begin expanding tokens to construct a	<code>\csname*</code>
	begin flush left environment.	<code>\flushleft^L</code>
	begin flush right environment.	<code>\flushright^L</code>
	begin math mode.	<code>\(^L</code>
environment.	begin picture environment.	<code>\picture^L</code>
	begin theorem with special format in math	<code>\proclaim</code>
	penalty at the beginning of a list.	<code>\@beginparpenalty^L</code>
	mark the beginning of a major subdivision.	<code>\beginsection</code>
	beginning of an environment.	<code>\begin^L</code>
	beginning with capital letters.	<code>\uchyph*</code>
	positive if hyphenating words begins.	<code>\everydisplay*</code>
tokens to insert when display math	begins.	<code>\everyhbox*</code>
tokens to insert when an hbox	begins.	<code>\everyjob*</code>
tokens to insert when the job	begins.	<code>\everyjob*</code>

	tokens to insert when math in text	begins.	<code>\everymath*</code>
	tokens to insert when a paragraph	begins.	<code>\everypar*</code>
	tokens to insert when a vbox	begins.	<code>\everyvbox*</code>
	break a page unless there is a better	<code>\filbreak</code>	
	extra space just	below.	<code>\belowdisplayskip*</code>
lines.	extra space just	below displays following short	<code>\belowdisplayshortskip*</code>
	place math limits above and	below math operators.	<code>\limits*</code>
	math Greek letter:	beta (β).	<code>\beta</code>
<code>\framebox.</code>	space	between a box and its contents in <code>\fbox</code> and	<code>\fboxsep^L</code>
	space	between a label and text of a list item.	<code>\labelsep^L</code>
	space	between aligned tab entries.	<code>\tabskip*</code>
	space	between columns in double column text. ..	<code>\columnsep^L</code>
	space	between double-column floats.	<code>\dblfloatsep^L</code>
	rule	between double-column floats and text. .	<code>\dblfigrule^L</code>
text.	space	between double-column floats and .	<code>\dbltextfloatsep^L</code>
	amount of extra	between entries in an index.	<code>\indexspace^L</code>
paragraph.	space	between first list item and preceding	<code>\topsep^L</code>
	space	between floats.	<code>\floatsep^L</code>
	space	between floats and the text.	<code>\textfloatsep^L</code>
	normal space	between lines.	<code>\baselineskip*</code>
	additional penalty for page break	between lines.	<code>\interlinepenalty*</code>
	turn off extra space	between lines.	<code>\offinterlineskip</code>
	extra space	between lines if <code>\baselineskip</code> isn't enough.	<code>\lineskip*</code>
	minimum space	between lines in a vertical list.	<code>\lineskiplimit*</code>
	penalty for breaking	between lines of a display.	<code>\interdisplaylinepenalty</code>
	penalty for breaking	between lines of a	<code>\interfootnotelinepenalty</code>
footnote.	penalty	between list items.	<code>\@itempenalty^L</code>
	space	between main text and footnotes.	<code>\footins^L</code>
	distance	between marginal note and text.	<code>\marginparsep^L</code>
	vertical space	between marginal notes.	<code>\marginparpush^L</code>
	space	between page header and text.	<code>\headsep^L</code>
	define space	between paragraphs.	<code>\parskip*</code>
environment.	space	between paragraphs within an item in a list	<code>\parsep^L</code>
environment.	space	between rows of array or tabular	<code>\arraystretch^L</code>
	space	between sentences.	<code>\xspaceskip*</code>
	distance left by <code>\</code> command	between successive items in a list environment.	<code>\itemsep^L</code>
	place rule	between tabbing fields.	<code>\tabbingsep^L</code>
	space	between text and bottom floats.	<code>\botfigrule^L</code>
	place rule	between text and page footer.	<code>\footskip^L</code>
	space	between top floats and text.	<code>\topfigrule^L</code>
	space	between words.	<code>\spaceskip*</code>
	specify	bibliographic style for <code>BIB_TE_X</code> . ..	<code>\bibliographystyle^L</code>
	create a	bibliography entry.	<code>\bibitem^L</code>
	end	bibliography environment.	<code>\endthebibliography^L</code>
	enable <code>BIB_TE_X</code>	bibliography interface.	<code>\bibliography^L</code>
	specify bibliographic style for	<code>BIB_TE_X</code>	<code>\bibliographystyle^L</code>
	enable	<code>BIB_TE_X</code> bibliography interface.	<code>\bibliography^L</code>
	reference a	<code>BIB_TE_X</code> item without citation.	<code>\nocite^L</code>
		big font size.	<code>\big^L</code>
		bigger font size.	<code>\Big^L</code>
		biggest font size.	<code>\BIG^L</code>
		<code>\bigskip</code> space.	<code>\bigskipamount</code>
	define a	binary math operator.	<code>\mathbin*</code>

math operator:	binary modulo (mod).	<code>\bmod</code>
penalty for line break after	binary operation.	<code>\binoppenalty*</code>
math	binary operator: join or V (\vee).	<code>\vee</code>
math	binary operator: operator (\wedge).	<code>\wedge</code>
math	binary operator: wreath product (\wr).	<code>\wr</code>
a	blank space.	<code>\space</code>
end of a <code>\loop</code>	body.	<code>\repeat</code>
produce a vertical list of the	body of a page.	<code>\pagecontents</code>
select	bold extended font.	<code>\bf</code>
11 point	bold extended font.	<code>\elvbf^L</code>
14 point	bold extended font.	<code>\frtnbf^L</code>
9 point	bold extended font.	<code>\ninbf^L</code>
17 point	bold extended font.	<code>\svtnbf^L</code>
12 point	bold extended font.	<code>\twlbf^L</code>
20 point	bold extended font.	<code>\twtybf^L</code>
10 point	bold font.	<code>\tenbf</code>
	bold font family.	<code>\bffam</code>
	bold font style.	<code>\bf^L</code>
select	bold math italic and symbol fonts.	<code>\boldmath^L</code>
unselect	bold math italic and symbol fonts.	<code>\unboldmath^L</code>
7 point	bold Roman font.	<code>\sevenbf</code>
5 point	boldface Roman font.	<code>\fivebf</code>
value of	<code>\botmark</code> just before current page was boxed.	<code>\topmark*</code>
math symbol:	bottom (\perp).	<code>\bot</code>
place rule between text and	bottom floats.	<code>\botfigrule^L</code>
fraction of column for	bottom floats.	<code>\bottomfraction^L</code>
suppress	bottom justification of page text.	<code>\raggedbottom</code>
justify page	bottoms to the same height.	<code>\flushbottom^L</code>
justify page	bottoms to the same height.	<code>\normalbottom</code>
justify page	bottoms to their natural height.	<code>\raggedbottom^L</code>
upper	bound on output routine calls.	<code>\maxdeadcycles*</code>
math relation:	bowtie (\bowtie).	<code>\bowtie</code>
badness of a	box.	<code>\badness³</code>
use a	box.	<code>\box*</code>
use a copy of a	box.	<code>\copy*</code>
depth of a	box.	<code>\dp*</code>
create and frame a	box.	<code>\fbox^L</code>
thickness of rule surrounding framed	box.	<code>\fboxrule^L</code>
height of a	box.	<code>\ht*</code>
test for a horizontal	box.	<code>\ifhbox*</code>
test for a vertical	box.	<code>\ifvbox*</code>
test for an empty	box.	<code>\ifvoid*</code>
create a	box.	<code>\mbox^L</code>
suppress interline space before next vertical	box.	<code>\nointerlineskip</code>
put a paragraph in a	box.	<code>\parbox^L</code>
create and name a	box.	<code>\sbox^L</code>
show a	box.	<code>\showbox*</code>
mark text last encountered in a split	box.	<code>\splitbotmark*</code>
mark text first encountered in a split	box.	<code>\splitfirstmark*</code>
maximum depth of boxes in a split	box.	<code>\splitmaxdepth*</code>
space at top of a split	box.	<code>\splittopskip*</code>
use a named	box.	<code>\usebox^L</code>
width of a	box.	<code>\wd*</code>

raise a	box a distance.	<code>\raisebox^L</code>
lower a	box a given distance.	<code>\lower[*]</code>
raise a	box a given distance.	<code>\raise[*]</code>
space between a	box and its contents in <code>\fbox</code> and <code>\framebox</code>	<code>\fboxsep^L</code>
math symbol:	box (\square).	<code>\Box^L</code>
	box containing a strut.	<code>\strutbox</code>
	box containing current tabs.	<code>\tabs</code>
maximum	box depth shown.	<code>\showboxdepth[*]</code>
create a	box in dashes, with positioning.	<code>\dashbox^L</code>
create a	box of current line width.	<code>\line</code>
put page contents in a	box of the proper height.	<code>\pagebody</code>
fetch last	box off the current list.	<code>\lastbox[*]</code>
depth of the last	box on the vertical list.	<code>\prevdepth[*]</code>
surround a space with a repeated	box or rule.	<code>\cleaders[*]</code>
fill a space with a repeated	box or rule.	<code>\leaders[*]</code>
fill a space with an evenly distributed	box or rule.	<code>\xleaders[*]</code>
allocate a new	box register.	<code>\newbox</code>
define a new	box register.	<code>\newsavebox^L</code>
store an hbox or vbox in a	box register.	<code>\setbox[*]</code>
send a	box to the DVI file.	<code>\shipout[*]</code>
add a	box to the vertical list shifted left.	<code>\moveleft[*]</code>
add a	box to the vertical list shifted right.	<code>\moveright[*]</code>
create a	box with a single column of items.	<code>\shortstack^L</code>
create a	box with an underline.	<code>\underbar</code>
create a	box with horizontal mode material.	<code>\hbox[*]</code>
create and frame a	box, with positioning.	<code>\framebox^L</code>
create a	box, with positioning.	<code>\makebox^L</code>
create and name a	box, with positioning.	<code>\savebox^L</code>
create an underlined	box with text in it.	<code>\underline^L</code>
create a zero-width	box with text to the left.	<code>\llap</code>
create a zero-width	box with text to the right.	<code>\rlap</code>
constructs a	box with the page foot.	<code>\makefootline</code>
constructs a	box with the page header.	<code>\makeheadline</code>
create a	box with vertical mode material.	<code>\vbox[*]</code>
baseline at the top.	box with vertical mode material with the ...	<code>\vtop[*]</code>
mark text last encountered on page just	boxed.	<code>\botmark[*]</code>
mark text first encountered on page just	boxed.	<code>\firstmark[*]</code>
value of <code>\botmark</code> just before current page was	boxed.	<code>\topmark[*]</code>
maximum	boxed items shown at a given depth.	<code>\showboxbreadth[*]</code>
width of rules appended to overfull	boxes.	<code>\overfullrule[*]</code>
maximum depth of	boxes in a split box.	<code>\splitmaxdepth[*]</code>
maximum depth of	boxes on explicit pages.	<code>\boxmaxdepth[*]</code>
maximum depth of	boxes on main pages.	<code>\maxdepth[*]</code>
show	boxes that are shipped out.	<code>\tracingoutput[*]</code>
lower left piece of a horizontal	brace.	<code>\braceld</code>
upper left piece of a horizontal	brace.	<code>\bracelu</code>
lower right piece of a horizontal	brace.	<code>\bracerd</code>
upper right piece of a horizontal	brace.	<code>\braceru</code>
fill a space with a downward	brace.	<code>\downbracefill</code>
fill a space with an upward	brace.	<code>\upbracefill</code>
piece of a vertical	brace ($\left \right.$).	<code>\bracevert</code>
generate a matrix with a left	brace delimiter.	<code>\cases</code>

math delimiter: left curly horizontal	brace ($\{$).	<code>\lbrace</code>
math delimiter: right curly close	brace over a math formula.	<code>\overbrace</code>
open	brace ($\}$).	<code>\rbrace</code>
horizontal	brace symbol.	<code>\}</code>
fraction without a rule with	brace symbol.	<code>\{</code>
math delimiter: left angle	brace under a math formula.	<code>\underbrace</code>
math delimiter: left ceiling	braces.	<code>\brace</code>
math delimiter: left floor	bracket (\langle).	<code>\langle</code>
math delimiter: right angle	bracket (\rangle).	<code>\rangle</code>
math delimiter: right ceiling	bracket (\lceil).	<code>\lceil</code>
math delimiter: right floor	bracket (\rfloor).	<code>\rfloor</code>
fraction without a rule with	bracket (\lfloor).	<code>\lfloor</code>
allow a line	bracket (\rangle).	<code>\rangle</code>
large vertical space or a good page	bracket (\lceil).	<code>\rceil</code>
large vertical	bracket (\rfloor).	<code>\rfloor</code>
force a line	brackets.	<code>\brack</code>
force a page	break.	<code>\allowbreak</code>
good page	break.	<code>\bigbreak</code>
encourage a line	break.	<code>\bigskip</code>
medium vertical space or a good page	break.	<code>\break</code>
prohibit a line or page	break.	<code>\eject</code>
suppress a line	break.	<code>\goodbreak</code>
suppress a page	break.	<code>\linebreak^L</code>
penalty at the current page	break.	<code>\medbreak</code>
encourage a page	break.	<code>\nobreak</code>
specify penalty for a line or page	break.	<code>\nolinebreak^L</code>
small vertical space and a good page	break.	<code>\nopagebreak^L</code>
<code>\filbreak</code> below.	break.	<code>\outputpenalty[*]</code>
permit a line	break.	<code>\pagebreak^L</code>
penalty for line	break.	<code>\penalty[*]</code>
penalty for line	break.	<code>\smallbreak</code>
penalty for line	break a page unless there is a better	<code>\filbreak</code>
penalty if page	break after a slash.	<code>\slash</code>
penalty if page	break after binary operation.	<code>\binoppenalty[*]</code>
penalty for line	break after discretionary hyphen.	<code>\hyphenpenalty[*]</code>
additional penalty for page	break after explicit hyphen.	<code>\exhyphenpenalty[*]</code>
force a line	break after first line of paragraph.	<code>\clubpenalty[*]</code>
force a line	break after hyphenated line.	<code>\brokenpenalty[*]</code>
penalty for page	break after math relation.	<code>\relpenalty[*]</code>
penalty for page	break between lines.	<code>\interlinepenalty[*]</code>
inhibit a page	break in a paragraph.	<code>\\^L</code>
large	break in a paragraph.	<code>\newline^L</code>
display.	break just after a display.	<code>\postdisplaypenalty[*]</code>
a footnote.	break just before a display.	<code>\predisplaypenalty[*]</code>
penalty for	break over a region.	<code>\samepage^L</code>
penalty for	breakable horizontal skip.	<code>\quad</code>
require strict line and page	breakable medium horizontal skip.	<code>\quad</code>
accept looser line and page	breakable small horizontal skip.	<code>\enskip</code>
verbatim line	breaking between lines of a	<code>\interdisplaylinepenalty</code>
	breaking between lines of	<code>\interfootnotelinepenalty</code>
	breaks.	<code>\fussy^L</code>
	breaks.	<code>\sloppy^L</code>
	breaks in input text.	<code>\obeylines</code>
	breve accent (\breve).	<code>\u</code>

	math accent:	breve (\breve{x}).	<code>\breve</code>
		British pound symbol (\pounds).	<code>\pounds^L</code>
	demerits for a penultimate	broken line.	<code>\finalhyphdemerits*</code>
	demerits for consecutive	broken lines.	<code>\doublehyphdemerits*</code>
	math operator:	bullet (\bullet).	<code>\bullet</code>
	show page-break	calculations.	<code>\tracingpages*</code>
	show line-break	calculations.	<code>\tracingparagraphs*</code>
	math mode	calligraphic letters font.	<code>\cal</code>
	upper bound on output routine	calls.	<code>\maxdeadcycles*</code>
	number of output routine	calls since last <code>\shipout</code>	<code>\deadcycles*</code>
	amount by which delimiters	can fail to span included material.	<code>\delimitershortfall*</code>
environment.		cancel effect of one <code>\+</code> command in tabbing	<code>\<^L</code>
		cancel infinitely stretchable horizontal space.	<code>\hfilneg*</code>
		cancel infinitely stretchable vertical space.	<code>\vfilneg*</code>
	math operator: large	cap (\frown).	<code>\bigcap</code>
	math operator: intersection or	cap (\cap).	<code>\cap</code>
	math operator: square	cap (\sqcap).	<code>\sqcap</code>
	symbol	capital \AA	<code>\AA</code>
	ligature digraph symbol	capital AE (\mathring{A}).	<code>\AE</code>
	math Greek letter:	capital delta (Δ).	<code>\Delta</code>
	math Greek letter:	capital gamma (Γ).	<code>\Gamma</code>
	math Greek letter:	capital lambda (Λ).	<code>\Lambda</code>
positive if hyphenating words beginning with		capital letters.	<code>\uchyph*</code>
	Norwegian letter:	capital o with slash (\oslash).	<code>\O</code>
	ligature digraph symbol	capital OE (\mathring{O}).	<code>\OE</code>
	math Greek letter:	capital omega (Ω).	<code>\Omega</code>
	math Greek letter:	capital phi (Φ).	<code>\Phi</code>
	math Greek letter:	capital pi (Π).	<code>\Pi</code>
	math Greek letter:	capital psi (Ψ).	<code>\Psi</code>
	math Greek letter:	capital sigma (Σ).	<code>\Sigma</code>
	math Greek letter:	capital theta (Θ).	<code>\Theta</code>
	math Greek letter:	capital upsilon (Υ).	<code>\Upsilon</code>
	math Greek letter:	capital xi (Ξ).	<code>\Xi</code>
	select small	caps font.	<code>\sc^L</code>
	produce a numbered	caption.	<code>\caption^L</code>
	place a footnote in a	caption or other vertical list.	<code>\vfootnote</code>
	defines a	carriage return as <code>\</code>	<code>\obeycr^L</code>
	restores a	carriage return to its usual meaning.	<code>\restorecr^L</code>
	separate	cases in an <code>\ifcase</code>	<code>\or*</code>
	test	category code for active characters.	<code>\active</code>
	set a character's processing	category codes.	<code>\ifcat*</code>
	set a math character's processing	category type.	<code>\catcode*</code>
		category type.	<code>\mathcode*</code>
		cedilla accent (\c).	<code>\c</code>
	math delimiter: left	ceiling bracket (\lceil).	<code>\lceil</code>
	math delimiter: right	ceiling bracket (\rceil).	<code>\rceil</code>
	declaration to	center lines.	<code>\centering^L</code>
		center text in a line.	<code>\centerline</code>
	math operator:	centered dot (\cdot).	<code>\cdot</code>
mode.		centered dot with special spacing in math	<code>\cdotp</code>
	three	centered dots in math mode (\cdots).	<code>\cdots</code>
	create a	centered vbox in a math list.	<code>\vcenter*</code>
internal Plain T _E X space used for		centering.	<code>\centering</code>

	begin	centering environment.	<code>\center</code> ^L
	end	centering environment.	<code>\endcenter</code> ^L
	hanging indentation	changes after specified number of lines.	<code>\hangafter</code> [*]
	start a chapter.	chapter.	<code>\chapter</code> ^L
	math symbol: maps to	char (i).	<code>\mapstochar</code>
	put an accent over the next	character.	<code>\accent</code> [*]
	word delimiter	character.	<code>\boundarychar</code> ³
	define a name for a	character.	<code>\chardef</code> [*]
	test the next	character.	<code>\@ifnextchar</code> ^L
	lower-case code for a	character.	<code>\lccode</code> [*]
	define a name for a math	character.	<code>\mathchardef</code> [*]
	suppress expansion of a	character.	<code>\noexpand</code> [*]
	space	character.	<code>\sq</code> [*]
	upper-case code for a	character.	<code>\uccode</code> [*]
	define a	character as a delimiter.	<code>\delcode</code> [*]
	specify a	character by its numeric code.	<code>\char</code> [*]
	specify a math	character code.	<code>\mathchar</code> [*]
characters.	change the	character code for a set of special	<code>\dospecials</code>
	compare two	character codes.	<code>\if</code> [*]
	hyphenation	character for this font.	<code>\hyphenchar</code> [*]
tokens.	escape	character in the output of control sequence	<code>\escapechar</code> [*]
input line.		character placed at the right end of an	<code>\endlinechar</code> [*]
a write statement.		character that starts a new output line in	<code>\newlinechar</code> [*]
	default horizontal kern	character to position accents.	<code>\defaultskewchar</code> [*]
	expand a control sequence into	character tokens.	<code>\string</code> [*]
	category code for active	characters.	<code>\active</code>
	change the character code for a set of special	characters.	<code>\dospecials</code>
	a font with no	characters.	<code>\nullfont</code> [*]
the end of a word.	minimum number of	characters after hyphenation at	<code>\rightshyphenposition</code> ³
the start of a word.	minimum number of	characters before hyphenation at	<code>\leftshyphenposition</code> ³
	show	characters not in the font.	<code>\tracinglostchars</code> [*]
	set a	character's processing category type.	<code>\catcode</code> [*]
	set a math	character's processing category type.	<code>\mathcode</code> [*]
	set a	character's space factor.	<code>\sfcode</code> [*]
	set a	character's spacing factor.	<code>\spacefactor</code> [*]
	check accent (x̃).	check accent (x̃).	<code>\v</code>
	math accent:	check (x̃).	<code>\check</code>
	math Greek letter:	chi (χ).	<code>\chi</code>
	math operator: large	circle (○).	<code>\bigcirc</code>
	math operator:	circle (o).	<code>\circ</code>
	math operator:	circle dot (⊙).	<code>\odot</code>
	10 point	circle font.	<code>\tencirc</code> ^L
	10 point wide	circle font.	<code>\tencircw</code> ^L
	circle in a picture environment.	circle in a picture environment.	<code>\circle</code> ^L
	math operator:	circle minus (⊖).	<code>\ominus</code>
	math operator: direct sum,	circle plus (⊕).	<code>\oplus</code>
	math operator:	circle slash (⊘).	<code>\oslash</code>
	math operator: tensor product,	circle times (⊗).	<code>\otimes</code>
	math operator: large	circle with dot (⊙).	<code>\bigodot</code>
	math operator: large	circle with plus (⊕).	<code>\bigoplus</code>
	math operator: large	circle with times (⊗).	<code>\bigotimes</code>
thick lines for lines and		circles.	<code>\thicklines</code> ^L
thin lines for lines and		circles.	<code>\thinlines</code> ^L

reference a BibTeX item without citation.	circumflex accent (\hat{o}).	<code>\nocite^L</code>
generate an in-text insertion	citation.	<code>\cite^L</code>
insertion	class for footnote inserts.	<code>\footins</code>
end of an <code>\if</code>	class for inserts at the top of a page.	<code>\topins</code>
select math spacing of a math symbol:	clause.	<code>\fi[*]</code>
specify a character by its numeric code.	closing delimiter for the next item.	<code>\mathclose[*]</code>
specify a math character	club suit (\clubsuit).	<code>\clubsuit</code>
lower-case	code.	<code>\char[*]</code>
upper-case	code.	<code>\mathchar[*]</code>
change the character category	code for a character.	<code>\lccode[*]</code>
compare two character codes.	code for a character.	<code>\uccode[*]</code>
test category	code for a set of special characters.	<code>\dospecials</code>
	code for active characters.	<code>\active</code>
	codes.	<code>\if[*]</code>
	codes.	<code>\ifcat[*]</code>
	colon in a math formula.	<code>\colon</code>
width of a column.	column.	<code>\columnwidth^L</code>
permit an alignment entry to stick out of its fraction of column.	column.	<code>\hidewidth</code>
fraction of column	column for bottom floats.	<code>\bottomfraction^L</code>
add extra space before a put text flush right in a create a box with a single	column for top floats.	<code>\topfraction^L</code>
	column in array or tabular environment.	<code>\extracolsep^L</code>
	column in tabbing environment.	<code>\' ^L</code>
	column of items.	<code>\shortstack^L</code>
space between columns in double size of	column separation in array environment.	<code>\arraycolsep^L</code>
generate a matrix labeled on rows and width of rule separating double	column text.	<code>\columnsep^L</code>
align zero or more	column that must contain text.	<code>\textfraction^L</code>
half the width separating	columns.	<code>\bordermatrix</code>
span several	columns.	<code>\columnseprule^L</code>
space between	columns.	<code>\valign[*]</code>
increment the value of a length	columns in a tabular environment.	<code>\tabcolsep^L</code>
insert a token after the next assignment	columns in an alignment.	<code>\multispan</code>
define a new	columns in double column text.	<code>\columnsep^L</code>
define a new length	command.	<code>\addtolength^L</code>
includes the section number in a <code>\contentsline</code>	command.	<code>\afterassignment[*]</code>
redefine a	command.	<code>\newcommand^L</code>
set a length	command.	<code>\newlength^L</code>
define a new <code>\if</code>	command.	<code>\numberline^L</code>
associate a counter with an item-type	command.	<code>\renewcommand^L</code>
distance left by <code>\'</code>	command.	<code>\setlength^L</code>
execute a	command.	<code>\newif</code>
cancel effect of one <code>\+</code>	command.	<code>\usecounter^L</code>
begin expanding tokens to construct a	command between tabbing fields.	<code>\tabbingsep^L</code>
internal Plain TeX	command from the terminal.	<code>\typein^L</code>
set a length	command in tabbing environment.	<code>\< ^L</code>
enable only specific <code>\include</code>	command name.	<code>\csname[*]</code>
set \textcircled{a} alphabetic to access internal	command to piece together long arrows.	<code>\joinrel</code>
set \textcircled{a} non-alphabetic to hide internal	command to width of text.	<code>\settowidth^L</code>
turn on all debugging	commands.	<code>\includeonly^L</code>
protect fragile	commands.	<code>\makeatletter^L</code>
	commands.	<code>\makeatother^L</code>
	commands.	<code>\tracingall</code>
	commands and moving arguments.	<code>\protect^L</code>

	show	commands before they are executed.	<code>\tracingcommands</code> *
	begin	comment.	<code>%</code>
		compare tokens.	<code>\ifx</code> *
		compare two character codes.	<code>\if</code> *
insert a token after the current group is completed.	math relation:	congruent (\cong).	<code>\aftergroup</code> * <code>\cong</code>
demerits for	math symbol: Planck's	consecutive broken lines.	<code>\doublehyphendemerits</code> *
begin expanding tokens to		constant or h-bar (\hbar).	<code>\hbar</code>
		construct a command name.	<code>\csname</code> *
		constructs a box with the page foot. ..	<code>\makefootline</code>
		constructs a box with the page header.	<code>\makeheadline</code>
size of column that must		contain text.	<code>\textfraction</code> ^L
box		containing a strut.	<code>\strutbox</code>
box		containing current tabs.	<code>\tabs</code>
math relation:		contains (\ni).	<code>\ni</code>
generate a table of		contents.	<code>\tableofcontents</code> ^L
add text to table		contents, figures, or tables.	<code>\addtocontents</code> ^L
put page		contents in a box of the proper height.	<code>\pagebody</code>
space between a box and its		contents in <code>\fbox</code> and <code>\framebox</code>	<code>\fboxsep</code> ^L
display the		contents of a register.	<code>\showthe</code> *
includes the section number in a		<code>\contentsline</code> command.	<code>\numberline</code> ^L
message.	number of lines of	context to be displayed in an error	<code>\errorcontextlines</code> ³
the second token to a control sequence and	math operator:	continues. assigns	<code>\futurelet</code> *
define a synonym for the current meaning of a	an undefined	control sequence.	<code>\oint</code> <code>\let</code> *
assigns the second token to a	control sequence.	control sequence.	<code>\undefined</code>
expand a	control sequence and continues.	control sequence into character tokens.	<code>\futurelet</code> *
escape character in the output of	control sequence tokens.	control sequence used by <code>\dospecials</code>	<code>\string</code> *
redefinable scratch	control sequence used in preloading fonts.	control space.	<code>\escapechar</code> * <code>\do</code> <code>\preloaded</code>
scratch	convert a number to a token string.	convert a number to lower-case Roman	<code>\number</code> * <code>\romannumeral</code> *
numerals.		convert a numeric register to displayable form.	<code>\the</code> *
	place several	copies of a picture object.	<code>\multitup</code> ^L
	math operator: amalgamated sum,	co-product (\amalg).	<code>\amalg</code>
	math operator: large	co-product (\coprod).	<code>\coprod</code>
	use a	copy of a box.	<code>\copy</code> *
	un-box a	copy of a vbox and add it to the vertical list.	<code>\unvcopy</code> *
list.	un-box a	copy of an hbox and add it to the horizontal	<code>\unhcopy</code> *
	italic	copyright symbol (\copyright).	<code>\copyright</code>
	math function:	correction.	<code>\</code> *
	math function: arc	cosecant.	<code>\csc</code>
	math function:	cosine.	<code>\arccos</code>
	math function:	cosine.	<code>\cos</code>
	math function: hyperbolic	cosine.	<code>\cosh</code>
	math function:	cotangent.	<code>\cot</code>
	math function: hyperbolic	cotangent.	<code>\coth</code>
	use a	count register.	<code>\count</code> *
	define a name for a	count register.	<code>\countdef</code> *
	allocate a new	count register.	<code>\newcount</code>
	increment a	counter.	<code>\addtocounter</code> ^L

increment and reference a	counter.	<code>\refstepcounter</code> ^L
set value of a	counter.	<code>\setcounter</code> ^L
increment a	counter.	<code>\stepcounter</code> ^L
current value of the third-level item	counter.	<code>\theenumiii</code> ^L
current value of the second-level item	counter.	<code>\theenumii</code> ^L
current value of the first-level item	counter.	<code>\theenumi</code> ^L
current value of the fourth-level item	counter.	<code>\theenumiv</code> ^L
current value of the sixth-level item	counter.	<code>\theenumvi</code> ^L
current value of the fifth-level item	counter.	<code>\theenumv</code> ^L
current value of the figure	counter.	<code>\thefigure</code> ^L
produce the value of a	counter.	<code>\value</code> ^L
display	counter as Arabic numerals.	<code>\arabic</code> ^L
display	counter as footnote symbol.	<code>\fnsymbol</code> ^L
display	counter as lower-case letter.	<code>\alph</code> ^L
display	counter as lower-case Roman numerals.	<code>\roman</code> ^L
display	counter as upper-case letter.	<code>\Alph</code> ^L
display	counter as upper-case Roman numerals.	<code>\Roman</code> ^L
define a new	counter variable.	<code>\newcounter</code> ^L
associate a	counter with an item-type command.	<code>\usecounter</code> ^L
equivalent to	<code>\cr</code> , end of aligned text.	<code>\endline</code>
ensure a	<code>\cr</code> in <code>\halign</code> .	<code>\crcr</code> [*]
tokens to insert after every	<code>\cr</code> or nonredundant <code>\crcr</code> .	<code>\everycr</code> [*]
tokens to insert after every <code>\cr</code> or nonredundant	<code>\crcr</code> .	<code>\everycr</code> [*]
	create a bibliography entry.	<code>\bibitem</code> ^L
	create a box.	<code>\mbox</code> ^L
	create a box in dashes, with positioning.	<code>\dashbox</code> ^L
	create a box of current line width.	<code>\line</code>
	create a box with a single column of items.	<code>\shortstack</code> ^L
	create a box with an underline.	<code>\underbar</code>
	create a box with horizontal mode material.	<code>\hbox</code> [*]
	create a box, with positioning.	<code>\makebox</code> ^L
	create a box with vertical mode material.	<code>\vbox</code> [*]
the baseline at the top.	create a box with vertical mode material with	<code>\vtop</code> [*]
	create a centered vbox in a math list.	<code>\vcenter</code> [*]
	create a footnote.	<code>\footnote</code>
	create a formula with zero height.	<code>\smash</code>
formula.	create a multicolumn entry in an aligned table.	<code>\span</code> [*]
	create a rule or line.	<code>\rule</code> ^L
	create a small sample page.	<code>\minipage</code> ^L
	create a zero-height hbox with the width of a	<code>\hphantom</code>
	create a zero-width box with text to the left.	<code>\llap</code>
	create a zero-width box with text to the right.	<code>\rlap</code>
depth of a formula.	create a zero-width vbox the height and	<code>\vphantom</code>
	create an aligned table.	<code>\halign</code> [*]
	create an index entry.	<code>\index</code> ^L
	create an underlined box with text in it.	<code>\underline</code> ^L
	create and frame a box.	<code>\fbox</code> ^L
	create and frame a box, with positioning.	<code>\framebox</code> ^L
	create and name a box.	<code>\sbox</code> ^L
	create and name a box, with positioning.	<code>\savebox</code> ^L
punctuation.	create end-of-sentence space after following	<code>\@</code> ^L
	create item label for a list environment.	<code>\makelabel</code> ^L
	create some horizontal space.	<code>\hglue</code>

	create some vertical space.	<code>\vglue</code>
	penalty for creating a widow line at top of page. ..	<code>\widowpenalty*</code>
display.	penalty for creating a widow line before a	<code>\displaywidowpenalty*</code>
	enable index creation.	<code>\makeindex^L</code>
	begin and cross reference an equation.	<code>\equation^L</code>
	define a cross reference label.	<code>\label^L</code>
	page number of a cross reference label.	<code>\pageref^L</code>
	refer to a cross reference label.	<code>\ref^L</code>
	terminate a <code>\csname</code> token list.	<code>\endcsname*</code>
	math operator: large cup (U).	<code>\bigcup</code>
math operator: large square	cup (L).	<code>\bigsqcup</code>
math operator: union or	cup (U).	<code>\cup</code>
math operator: square	cup (L).	<code>\sqcup</code>
math delimiter: left	curly brace ({}).	<code>\lbrace</code>
math delimiter: right	curly brace (}).	<code>\rbrace</code>
	current day of the month.	<code>\day*</code>
	number of the current displayed equation.	<code>\theequation^L</code>
	current family number.	<code>\fam*</code>
	insert a token after the current group is completed.	<code>\aftergroup*</code>
line.	stop reading current input file at the end of the current	<code>\endinput*</code>
	current language used for hyphenation.	<code>\language³</code>
	produces current left page heading.	<code>\leftmark^L</code>
stop reading current input file at the end of the	current line.	<code>\endinput*</code>
	width of the current line.	<code>\linewidth^L</code>
	discard current line in tabbing environment.	<code>\kill^L</code>
	create a box of current line width.	<code>\line</code>
append a discretionary item to the	current list.	<code>\discretionary*</code>
	fetch last box off the current list.	<code>\lastbox*</code>
	fetch last kern off the current list.	<code>\lastkern*</code>
	fetch last penalty off the current list.	<code>\lastpenalty*</code>
	fetch last skip off the current list.	<code>\lastskip*</code>
place balanced text into a mark item on the	current list.	<code>\mark*</code>
	remove a kern just added to the current list.	<code>\unkern*</code>
remove a penalty just added to the	current list.	<code>\unpenalty*</code>
remove a skip just added to the	current list.	<code>\unskip*</code>
	show the current lists.	<code>\showlists*</code>
define a synonym for the	current meaning of a control sequence.	<code>\let*</code>
	current month of the year.	<code>\month*</code>
	depth of the current page.	<code>\pagedepth*</code>
amount of filll space in	current page.	<code>\pagefilllstretch*</code>
amount of fill space in	current page.	<code>\pagefillstretch*</code>
amount of fil space in	current page.	<code>\pagefilstretch*</code>
amount of glue shrinkage in	current page.	<code>\pageshrink*</code>
amount of glue stretch in	current page.	<code>\pagestretch*</code>
penalty at the	current page break.	<code>\outputpenalty*</code>
	current page number.	<code>\pageno</code>
	current page number.	<code>\thepage^L</code>
	set current page style.	<code>\thispagestyle^L</code>
value of <code>\botmark</code> just before	current page was boxed.	<code>\topmark*</code>
insert at	current position in page.	<code>\midinsert</code>
produces	current right page heading.	<code>\rightmark^L</code>
choose a math formula based on the	current style.	<code>\mathchoice*</code>
save	current tab stops in tabbing environment. .	<code>\pushtabs^L</code>

	box containing	current tabs.	<code>\tabs</code>
	name of	current \TeX format package.	<code>\fmtname</code>
	version of	current \TeX format package.	<code>\fmtversion</code>
		current time of day.	<code>\time*</code>
		current value of the fifth-level item counter.	<code>\theenumv^L</code>
		current value of the figure counter.	<code>\thefigure^L</code>
counter.		current value of the first-level item counter.	<code>\theenumi^L</code>
counter.		current value of the fourth-level item	<code>\theenumiv^L</code>
		current value of the second-level item	<code>\theenumii^L</code>
		current value of the sixth-level item counter.	<code>\theenumvi^L</code>
counter.		current value of the third-level item	<code>\theenumiii^L</code>
		current year of our Lord.	<code>\year*</code>
	math operator:	dagger (†).	<code>\dagger</code>
	math operator: double	dagger (‡).	<code>\ddagger</code>
		dagger symbol (†).	<code>\dag</code>
	double	dagger symbol (‡).	<code>\ddag</code>
	math relation:	dash V (⊥).	<code>\dashv</code>
	math relation:	dash (⊢).	<code>\vdash</code>
	create a box in	dashes, with positioning.	<code>\dashbox^L</code>
	display today's	date.	<code>\today^L</code>
		date on title page.	<code>\date^L</code>
	current time of	day.	<code>\time*</code>
	turn on all	debugging commands.	<code>\tracingall</code>
		declaration to center lines.	<code>\centering^L</code>
		declare document style and options. . .	<code>\documentstyle^L</code>
		declare the title.	<code>\title^L</code>
		default horizontal kern character to	<code>\defaultskewchar*</code>
		default hyphen when a font is ...	<code>\defaultthyphenchar*</code>
		default limit placement on large math	<code>\displaylimits*</code>
		default Plain output routine.	<code>\plainoutput</code>
		define a binary math operator.	<code>\mathbin*</code>
		define a character as a delimiter.	<code>\delcode*</code>
		define a cross reference label.	<code>\label^L</code>
		define a delimiter for math mode.	<code>\delimiter*</code>
		define a global macro with expanded	<code>\xdef*</code>
		define a large math operator.	<code>\mathop*</code>
		define a macro.	<code>\def*</code>
		define a macro globally.	<code>\gdef*</code>
		define a macro with expanded replacement	<code>\edef*</code>
		define a math punctuation operator.	<code>\mathpunct*</code>
		define a math relation operator.	<code>\mathrel*</code>
		define a name for a character.	<code>\chardef*</code>
		define a name for a count register.	<code>\countdef*</code>
		define a name for a dimension register.	<code>\dimendef*</code>
		define a name for a math character.	<code>\mathchardef*</code>
		define a name for a math skip register. ...	<code>\muskipdef*</code>
		define a name for a skip register.	<code>\skipdef*</code>
		define a name for a token list register.	<code>\toksdef*</code>
		define a new box register.	<code>\newsavebox^L</code>
		define a new command.	<code>\newcommand^L</code>
		define a new counter variable.	<code>\newcounter^L</code>
		define a new environment.	<code>\newenvironment^L</code>
		define a new font family.	<code>\newfam</code>
position accents.			
loaded.			
operators.	restore		
replacement text.			
text.			

hyphenation.	define a new help message.	<code>\newhelp</code>
	define a new <code>\if</code> command.	<code>\newif</code>
	define a new language to be used for ...	<code>\newlanguage</code> ³
	define a new length command.	<code>\newlength</code> ^L
	define a new theorem environment.	<code>\newtheorem</code> ^L
	define a set of hyphenation patterns.	<code>\patterns</code> [*]
text and script sizes.	define a symbol that will work properly in	<code>\mathpalette</code>
control sequence.	define a synonym for the current meaning of a	<code>\let</code> [*]
	define a tab stop in tabbing environment. ..	<code>\=</code> ^L
	define an inner math subformula.	<code>\mathinner</code> [*]
	define an ordinary math operator.	<code>\mathord</code> [*]
	define an unusual paragraph shape.	<code>\parshape</code> [*]
	define font magnification.	<code>\magstep</code>
	define horizontal tabs.	<code>\settabs</code>
	define kerning around math in text. ...	<code>\mathsurround</code> [*]
internal Plain T _E X operation to	define math text symbols.	<code>\mathhexbox</code>
	define paragraph indentation.	<code>\parindent</code> [*]
	define space between paragraphs.	<code>\parskip</code> [*]
	define the page output routine.	<code>\output</code> [*]
footnotes.	define the rule separating a page and	<code>\footnoterule</code>
page is formatted.	define where text will be inserted when the	<code>\insert</code> [*]
	defined font.	<code>\tiny</code> ^L
	defines a carriage return as <code>\\</code>	<code>\obeycr</code> ^L
	defining the semantics of a token.	<code>\meaning</code> [*]
	definition.	<code>\columns</code>
	definition or register setting is global.	<code>\global</code> [*]
	degree of a polynomial (deg).	<code>\deg</code>
	delimiter.	<code>\Biggl</code>
	2.5-line left math delimiter.	<code>\biggl</code>
	2-line left math delimiter.	<code>\biggl</code>
	2.5-line middle math delimiter.	<code>\Biggm</code>
	2-line middle math delimiter.	<code>\biggm</code>
	2.5-line right math delimiter.	<code>\Biggr</code>
	2-line right math delimiter.	<code>\biggr</code>
	1.5-line left math delimiter.	<code>\Bigl</code>
	1-line left math delimiter.	<code>\bigl</code>
	1.5-line middle math delimiter.	<code>\Bigm</code>
	1-line middle math delimiter.	<code>\bigm</code>
	1.5-line right math delimiter.	<code>\Bigr</code>
	1-line right math delimiter.	<code>\bigr</code>
generate a matrix with a left brace	delimiter.	<code>\cases</code>
define a character as a	delimiter.	<code>\delcode</code> [*]
begin a new math list with a left	delimiter.	<code>\left</code> [*]
width of a null	delimiter.	<code>\nulldelimiterspace</code> [*]
end a math list with a right	delimiter.	<code>\right</code> [*]
math	delimiter: backslash (<code>\</code>).	<code>\backslash</code>
word	delimiter character.	<code>\boundarychar</code> ³
math	delimiter: double vertical bar (<code> </code>).	<code>\Vert</code>
define a	delimiter for math mode.	<code>\delimiter</code> [*]
select math spacing of a closing	delimiter for the next item.	<code>\mathclose</code> [*]
select math spacing of an opening	delimiter for the next item.	<code>\mathopen</code> [*]
math	delimiter: left angle bracket (<code>\langle</code>).	<code>\langle</code>
math	delimiter: left bracket (<code>[</code>).	<code>\lbrack</code>
math	delimiter: left ceiling bracket (<code>\lceil</code>).	<code>\lceil</code>

	math	delimiter: left curly brace ($\{$).	<code>\lbrace</code>
	math	delimiter: left floor bracket (\lfloor).	<code>\lfloor</code>
	math	delimiter: left group ($\left($).	<code>\lgroup</code>
	math	delimiter: right angle bracket (\rangle).	<code>\rangle</code>
	math	delimiter: right bracket (\rfloor).	<code>\rbrack</code>
	math	delimiter: right ceiling bracket (\lceil).	<code>\rceil</code>
	math	delimiter: right curly brace ($\}$).	<code>\rbrace</code>
	math	delimiter: right floor (\rfloor).	<code>\rfloor</code>
	math	delimiter: right group ($\right)$).	<code>\rgroup</code>
	1.5-line math	delimiter size.	<code>\Big</code>
	1-line math	delimiter size.	<code>\big</code>
	2.5-line math	delimiter size.	<code>\Bigg</code>
	2-line math	delimiter size.	<code>\bigg</code>
	math	delimiter: up-and-down arrow (\updownarrow).	<code>\updownarrow</code>
	math	delimiter: upward arrow (\uparrow).	<code>\uparrow</code>
	math	delimiter: vertical bar ($ $).	<code>\vert</code>
	fraction with specified rule and	delimiters.	<code>\abovewithdelims*</code>
	fraction without rule with given	delimiters.	<code>\atopwithdelims*</code>
	generate a matrix without	delimiters.	<code>\matrix</code>
	fraction with rule and given	delimiters.	<code>\overwithdelims*</code>
	generate a matrix with parentheses	delimiters.	<code>\pmatrix</code>
included material.	amount by which	delimiters can fail to span	<code>\delimitershortfall*</code>
	ratio for variable	delimiters times 1000.	<code>\delimiterfactor*</code>
	math Greek letter:	delta (δ).	<code>\delta</code>
	math Greek letter: capital	delta (Δ).	<code>\Delta</code>
broken line.		demerits for a penultimate	<code>\finalhyphdemerits*</code>
		demerits for adjacent incompatible lines.	<code>\adjdemerits*</code>
lines.		demerits for consecutive broken	<code>\doublehyphdemerits*</code>
	mark	denoting fifth-level items.	<code>\labelitemv^L</code>
	mark	denoting first-level items.	<code>\labelitemi^L</code>
	mark	denoting fourth-level items.	<code>\labelitemiv^L</code>
	mark	denoting second-level items.	<code>\labelitemii^L</code>
	mark	denoting sixth-level items.	<code>\labelitemvi^L</code>
	mark	denoting third-level items.	<code>\labelitemiii^L</code>
maximum boxed items shown at a given		depth.	<code>\showboxbreadth*</code>
		depth of a box.	<code>\dp*</code>
create a zero-width vbox the height and		depth of a formula.	<code>\vphantom</code>
	maximum	depth of boxes in a split box.	<code>\splitmaxdepth*</code>
	maximum	depth of boxes on explicit pages.	<code>\boxmaxdepth*</code>
	maximum	depth of boxes on main pages.	<code>\maxdepth*</code>
math strut with height and		depth of parentheses.	<code>\mathstrut</code>
		depth of the current page.	<code>\pagedepth*</code>
		depth of the last box on the vertical list.	<code>\prevdepth*</code>
	maximum box	depth shown.	<code>\showboxdepth*</code>
select old-style numerals with		descenders.	<code>\oldstyle</code>
		desired page height.	<code>\pagegoal*</code>
	math function:	det.	<code>\det</code>
select one of several entries		determined by an integer.	<code>\ifcase*</code>
		diæresis or umlaut accent (\ddot{x}).	<code>\" </code>
	show	diagnostics on the terminal.	<code>\tracingonline*</code>
	three	diagonal dots in math mode (\ddots).	<code>\ddots</code>
math operator:		diamond (\diamond).	<code>\diamond</code>

math symbol:	diamond (\diamond).	<code>\Diamond</code> ^L
math symbol: left half	diamond (\blacktriangleleft).	<code>\lhd</code> ^L
math symbol: right half	diamond (\blacktriangleright).	<code>\rhd</code> ^L
math symbol:	diamond suit (\diamondsuit).	<code>\diamondsuit</code>
math symbol: underlined left half	diamond ($\underline{\blacktriangleleft}$).	<code>\unlhd</code> ^L
math symbol: underlined right half	diamond ($\underline{\blacktriangleright}$).	<code>\unrhd</code> ^L
insert words into hyphenation	dictionary.	<code>\hyphenation*</code>
ligature	digraph symbol ae (\ae).	<code>\ae</code>
ligature	digraph symbol capital AE (\Ae).	<code>\Ae</code>
ligature	digraph symbol capital OE (\Oe).	<code>\Oe</code>
ligature	digraph symbol oe (\oe).	<code>\oe</code>
math function:	dim.	<code>\dim</code>
largest permissible	dimension.	<code>\maxdimen</code>
use a	dimension register.	<code>\dimen*</code>
define a name for a	dimension register.	<code>\dimendef*</code>
allocate a new	dimension register.	<code>\newdimen</code>
test two	dimensions.	<code>\ifdim*</code>
math operator:	direct sum, circle plus (\oplus).	<code>\oplus</code>
read a file unless	disabled by <code>\includeonly</code> .	<code>\include</code> ^L
	discard current line in tabbing environment.	<code>\kill</code> ^L
	discretionary hyphen.	<code>\-</code> [*]
penalty for line break after	discretionary hyphen.	<code>\hyphenpenalty*</code>
append a	discretionary item to the current list.	<code>\discretionary*</code>
math operator:	discretionary multiply sign.	<code>*</code>
penalty for creating a widow line before a	display.	<code>\displaywidowpenalty*</code>
penalty for breaking between lines of a	display.	<code>\interdisplaylinepenalty</code>
penalty for page break just after a	display.	<code>\postdisplaypenalty*</code>
penalty for page break just before a	display.	<code>\predisplaypenalty*</code>
length of text preceding a	display.	<code>\preplaysize*</code>
alignment.	display a stack of formulas without ...	<code>\displaylines</code>
	display a sub-item.	<code>\itemitem</code>
	display a symbol from a font.	<code>\symbol</code> ^L
	display an item.	<code>\item</code>
indentation.	display an item without hanging	<code>\textindent</code>
	display counter as Arabic numerals.	<code>\arabic</code> ^L
	display counter as footnote symbol.	<code>\fnsymbol</code> ^L
	display counter as lower-case letter.	<code>\alph</code> ^L
	display counter as lower-case Roman numerals.	<code>\roman</code> ^L
numerals.	display counter as upper-case letter.	<code>\Alph</code> ^L
	display counter as upper-case Roman	<code>\Roman</code> ^L
	display equations.	<code>\mathindent</code> ^L
indentation of	display if user asks for help.	<code>\errhelp*</code>
help message to	display math begins.	<code>\everydisplay*</code>
tokens to insert when	display math mode.	<code>\$\$</code> [*]
enter	display math mode.	<code>\[</code> ^L
begin	display math mode.	<code>\]</code> ^L
end	display style.	<code>\lefteqn</code> ^L
set a formula flush left in	display the contents of a register.	<code>\showthe*</code>
	display today's date.	<code>\today</code> ^L
convert a numeric register to	displayable form.	<code>\the*</code>
indentation of line for	displayed equation.	<code>\displayindent*</code>
width of a	displayed equation.	<code>\displaywidth*</code>
number of the current	displayed equation.	<code>\theequation</code> ^L

suppress numbering of	displayed equations.	<code>\nonumber^L</code>
number of lines of context to be	displayed in an error message. ..	<code>\errorcontextlines³</code>
process input without	displaying errors.	<code>\batchmode[*]</code>
extra space above	displays.	<code>\abovedisplayskip[*]</code>
extra space just below	displays.	<code>\belowdisplayskip[*]</code>
unit of measure for opening up	displays.	<code>\jot</code>
extra space above	displays following short lines.	<code>\abovedisplayshortskip[*]</code>
extra space just below	displays following short lines.	<code>\belowdisplayshortskip[*]</code>
footnote separation	distance.	<code>\footnotesep^L</code>
kern a given	distance.	<code>\kern[*]</code>
lower a box a given	distance.	<code>\lower[*]</code>
raise a box a given	distance.	<code>\raise[*]</code>
raise a box a	distance.	<code>\raisebox^L</code>
	distance between marginal note and text.	<code>\marginparsep^L</code>
unit of	distance in picture environment.	<code>\unitlength^L</code>
tabbing fields.	distance left by \’ command between ...	<code>\tabbingsep^L</code>
	distributed box or rule.	<code>\xleaders[*]</code>
fill a space with an evenly	div.	<code>\div</code>
math operator:	divide a register by a value.	<code>\divide[*]</code>
	division of a long document.	<code>\part^L</code>
start a major	document.	<code>\magnification</code>
set the magnification for the	document.	<code>\part^L</code>
start a major division of a long	document style and options.	<code>\documentstyle^L</code>
declare	dollar sign.	<code>\\$</code>
redefinable scratch control sequence used by	<code>\dospecials.</code>	<code>\do</code>
	dot accent (\dot{x}).	<code>\.</code>
math operator: large circle with	dot (\odot).	<code>\bigodot</code>
math operator: centered	dot (\cdot).	<code>\cdot</code>
math accent: double	dot (\ddot{x}).	<code>\ddot</code>
math accent:	dot (\dot{x}).	<code>\dot</code>
lower	dot math symbol with special spacing.	<code>\ldotp</code>
math operator: circle	dot (\odot).	<code>\odot</code>
	dot under accent (\dot{x}).	<code>\d</code>
centered	dot with special spacing in math mode.	<code>\cdot</code>
math symbol:	dotless i (i).	<code>\imath</code>
	dotless i letter (i).	<code>\i</code>
math symbol:	dotless j (j).	<code>\jmath</code>
	dotless j letter (j).	<code>\j</code>
fill a space with	dots.	<code>\dotfill</code>
three centered	dots in math mode (\cdots).	<code>\cdots</code>
three low	dots in math mode (\ldots).	<code>\ldots</code>
three diagonal	dots in math mode (\ddots).	<code>\ddots</code>
math symbol: vertical	dots (\vdots).	<code>\vdots</code>
math relation:	dotted equal (\doteq).	<code>\doteq</code>
math symbol: downward	double arrow (\Downarrow).	<code>\Downarrow</code>
math symbol: left	double arrow (\Leftarrow).	<code>\Leftarrow</code>
math symbol: left-right	double arrow (\Leftrightarrow).	<code>\Leftrightarrow</code>
math symbol: long left	double arrow (\Llongleftarrow).	<code>\Llongleftarrow</code>
math symbol: long left-right	double arrow (\Llongleftrightarrow).	<code>\Llongleftrightarrow</code>
math symbol: long right	double arrow (\Rrightarrow).	<code>\Rrightarrow</code>
math symbol: right	double arrow (\Rightarrow).	<code>\Rightarrow</code>
math symbol: upward	double arrow (\Uparrow).	<code>\Uparrow</code>
math symbol: up-and-down	double arrow (\Updownarrow).	<code>\Updownarrow</code>

	space between columns in width of rule separating math operator:	double column text. <code>\columnsep^L</code>
	math accent:	double columns. <code>\columnseprule^L</code>
	math symbol:	double dagger (\ddagger). <code>\ddagger</code>
		double dagger symbol (\ddagger). <code>\ddag</code>
	math symbol:	double dot (\ddot{x}). <code>\ddot</code>
tabular environment.	math symbol:	double relation bar ($=$). <code>\Relbar</code>
	math delimiter:	double rule separation in array or ... <code>\doublerulesep^L</code>
	space between rule between space between start a new page in size of float on math symbol:	double vertical bar (\parallel). <code>\Arrowvert</code>
	math symbol: left harpoon	double vertical bar ($\ $). <code>\Vert</code>
	math symbol: right harpoon	double-column floats. <code>\dblfloatsep^L</code>
	math operator: large	double-column floats and text. <code>\dblfigrule^L</code>
	fill a space with a math symbol:	double-column floats and text. <code>\dbltextfloatsep^L</code>
		double-column format. <code>\twocolumn^L</code>
		double-column page. <code>\dblfloatpagefraction^L</code>
		down arrow (\downarrow). <code>\downarrow</code>
		down (\longleftarrow). <code>\leftharpoondown</code>
		down (\longrightarrow). <code>\rightharpoondown</code>
		down triangle (∇). <code>\bigtriangledown</code>
		downward brace. <code>\downbracefill</code>
		downward double arrow (\Downarrow). <code>\Downarrow</code>
		draw a line over a formula. <code>\overline[*]</code>
		draw a line under a formula. <code>\underline[*]</code>
text.	macro to	draw the rule separating footnotes from <code>\footnoterule^L</code>
environment.	cancel	effect of one <code>\+</code> command in tabbing <code>\<^L</code>
	flush insertions and flush all insertions and an	eject to a new page. <code>\dosupereject</code>
		eject to a new page. <code>\supereject</code>
		ellipsis, equivalent to <code>\ldots</code> in math mode. <code>\dots</code>
		emphasis font. <code>\em^L</code>
	test for an	empty box. <code>\ifvoid[*]</code>
	an	empty hbox. <code>\null</code>
	an	empty list of tokens. <code>\empty</code>
	math symbol:	empty set (\emptyset). <code>\emptyset</code>
		en entry in a file of index terms. <code>\indexentry^L</code>
		enable BIB \TeX bibliography interface. <code>\bibliography^L</code>
		enable glossary processing. <code>\makeglossary^L</code>
		enable index creation. <code>\makeindex^L</code>
		enable only specific <code>\include</code> commands. <code>\includeonly^L</code>
punctuation.	mark text last	enable special spacing after <code>\nonfrenchspacing</code>
	mark text first	encountered in a split box. <code>\splitbotmark[*]</code>
	mark text last	encountered in a split box. <code>\splitfirstmark[*]</code>
	mark text first	encountered on page just boxed. <code>\botmark[*]</code>
		encountered on page just boxed. <code>\firstmark[*]</code>
		encourage a line break. <code>\linebreak^L</code>
		encourage a page break. <code>\pagebreak^L</code>
	show unassignments when groups	end. <code>\tracingrestores[*]</code>
punctuation.	create	end-of-sentence space after following <code>\@^L</code>
		ensure a <code>\cr</code> in <code>\halign</code> <code>\crr[*]</code>
		ensure footnote line separation. <code>\footstrut</code>
		enter display math mode. <code>\$\$[*]</code>
		enter math mode. <code>\$[*]</code>
	space between aligned tab	entries. <code>\tabskip[*]</code>
	select one of several	entries determined by an integer. <code>\ifcase[*]</code>

amount of extra space between	entries in an index.	<code>\indexspace^L</code>
create a bibliography	entry.	<code>\bibitem^L</code>
write a glossary	entry.	<code>\glossary^L</code>
create an index	entry.	<code>\index^L</code>
the template in the alignment preamble for this	entry. suppress	<code>\omit[*]</code>
en	entry in a file of index terms.	<code>\indexentry^L</code>
start an	entry in a list environment.	<code>\item^L</code>
create a multicolumn	entry in an aligned table.	<code>\span[*]</code>
multicolumn	entry in array or tabular environment.	<code>\multicolumn^L</code>
permit an alignment	entry to stick out of its column.	<code>\hidewidth</code>
adds an	entry to the specified list or table.	<code>\addcontentsline^L</code>
produce T _E X accents in tabbing	environment.	<code>\a^L</code>
column separation in array	environment.	<code>\arraycolsep^L</code>
begin array	environment.	<code>\array^L</code>
space between rows of array or tabular	environment.	<code>\arraystretch^L</code>
beginning of an	environment.	<code>\begin^L</code>
begin centering	environment.	<code>\center^L</code>
circle in a picture	environment.	<code>\circle^L</code>
multicolumn line in array or tabular	environment.	<code>\cline^L</code>
double rule separation in array or tabular	environment.	<code>\doublerulesep^L</code>
end array	environment.	<code>\endarray^L</code>
end centering	environment.	<code>\endcenter^L</code>
end flush left	environment.	<code>\endflushleft^L</code>
end flush right	environment.	<code>\endflushright^L</code>
end of an	environment.	<code>\end^L</code>
end picture	environment.	<code>\endpicture^L</code>
end bibliography	environment.	<code>\endthebibliography^L</code>
extra space before a column in array or tabular	environment. add	<code>\extracolsep^L</code>
begin flush left	environment.	<code>\flushleft^L</code>
begin flush right	environment.	<code>\flushright^L</code>
indent before the label in a list	environment.	<code>\itemindent^L</code>
start an entry in a list	environment.	<code>\item^L</code>
space between successive items in a list	environment.	<code>\itemsep^L</code>
discard current line in tabbing	environment.	<code>\kill^L</code>
cancel effect of one <code>\+</code> command in tabbing	environment.	<code>\<^L</code>
define a tab stop in tabbing	environment.	<code>\=^L</code>
move to next tab position in tabbing	environment.	<code>\>^L</code>
put text flush right in a column in tabbing	environment.	<code>\>'^L</code>
unindents left margin one tab stop in tabbing	environment.	<code>\-^L</code>
label width in a list	environment.	<code>\labelwidth^L</code>
left margin of a list	environment.	<code>\leftmargin^L</code>
line in a picture	environment.	<code>\line^L</code>
set width of lines in picture	environment.	<code>\linethickness^L</code>
indent second and subsequent paragraphs in a list	environment.	<code>\listparindent^L</code>
create item label for a list	environment.	<code>\makelabel^L</code>
multicolumn entry in array or tabular	environment.	<code>\multicolumn^L</code>
define a new	environment.	<code>\newenvironment^L</code>
define a new theorem	environment.	<code>\newtheorem^L</code>
oval in a picture	environment.	<code>\oval^L</code>
space between paragraphs within an item in a list	environment.	<code>\parsep^L</code>
begin picture	environment.	<code>\picture^L</code>
restore tabs stops in tabbing	environment.	<code>\poptabs^L</code>
save current tab stops in tabbing	environment.	<code>\pushtabs^L</code>

redefine an	environment.	<code>\renewenvironment</code> ^L
begin a tabbed line in an outer	environment.	<code>\+</code>
indents left margin one tab stop in tabbing	environment.	<code>\+^L</code>
begin theorem with special format in math	environment.	<code>\proclaim</code>
begin a tabbed line in an inner	environment.	<code>\tabalign</code>
half the width separating columns in a tabular	environment.	<code>\tabcolsep^L</code>
unit of distance in picture	environment.	<code>\unitlength^L</code>
vector in a picture	environment.	<code>\vector^L</code>
extra vertical space when	environment starts a paragraph.	<code>\partopsep^L</code>
horizontal line in array and tabular	environments.	<code>\hline^L</code>
vertical line in array and tabular	environments.	<code>\vline^L</code>
math Greek letter:	epsilon (ϵ).	<code>\epsilon</code>
math Greek letter: variant	epsilon (ε).	<code>\varepsilon</code>
math relation: approximately	equal (\approx).	<code>\approx</code>
math relation: dotted	equal (\doteq).	<code>\doteq</code>
math relation: greater or	equal (\geq).	<code>\ge</code>
math relation: greater or	equal (\gtrsim).	<code>\gtrsim</code>
math relation: less or	equal (\leq).	<code>\le</code>
math relation: less or	equal (\lesssim).	<code>\lesssim</code>
math relation: not	equal (\neq).	<code>\neq</code>
math relation: not	equal (\neq).	<code>\neq</code>
math relation: not	equal (\neq).	<code>\not=</code>
math relation: precedes or	equal (\preceq).	<code>\preceq</code>
math relation: similar or	equal (\simeq).	<code>\simeq</code>
math relation: square subset or	equal (\sqsubseteq).	<code>\sqsubseteq</code>
math relation: square superset or	equal (\sqsupseteq).	<code>\sqsupseteq</code>
math relation: subset or	equal (\subseteq).	<code>\subseteq</code>
math relation: successor or	equal (\succ).	<code>\succ</code>
math relation: superset or	equal (\supseteq).	<code>\supseteq</code>
indentation of line for displayed	equation.	<code>\displayindent[*]</code>
width of a displayed	equation.	<code>\displaywidth[*]</code>
end an	equation.	<code>\endequation^L</code>
begin and cross reference an	equation.	<code>\equation^L</code>
number of the current displayed	equation.	<code>\theequation^L</code>
stack one	equation above another.	<code>\stackrel^L</code>
	equation number.	<code>\eqno[*]</code>
	equation number.	<code>\leqno[*]</code>
left	equation numbers.	<code>\equalignno</code>
align a stack of equations with	equation numbers.	<code>\lequalignno</code>
align a stack of equations with left	equations.	<code>\equalign</code>
align a stack of	equations.	<code>\mathindent^L</code>
indentation of display	equations.	<code>\nonumber^L</code>
suppress numbering of displayed	equations with equation numbers.	<code>\equalignno</code>
align a stack of	equations with left equation numbers. ...	<code>\lequalignno</code>
align a stack of	equivalence (\equiv).	<code>\equiv</code>
math relation:	equivalent to $\hat{\cdot}$	<code>\sp</code>
superscript,	equivalent to <code>\cr</code> , end of aligned text.	<code>\endline</code>
	equivalent to <code>\ldots</code> in math mode.	<code>\dots</code>
an ellipsis,	equivalent to <code>\par.</code>	<code>\endgraf</code>
	equivalent to <code>_.</code>	<code>\sb</code>
subscript,	error.	<code>\vfuzz[*]</code>
maximum overrun before overfull vbox	error message.	<code>\errorcontextlines³</code>
number of lines of context to be displayed in an	error message to the terminal.	<code>\errmessage[*]</code>
write balanced		

process input without displaying limit for bad hbox	errors.	<code>\batchmode*</code>
process input without stopping for process \TeX input without pausing for normal limit for bad vbox pause for normal	errors.	<code>\hbadness*</code>
sequence tokens.	errors.	<code>\nonstopmode*</code>
	errors.	<code>\scrollmode*</code>
	errors while processing \TeX input. ...	<code>\vbadness*</code>
	escape character in the output of control eta (η).	<code>\errorstopmode*</code>
	evenly distributed box or rule.	<code>\escapechar*</code>
	excluding head and foot.	<code>\eta</code>
	execute a command from the terminal.	<code>\xleaders*</code>
	executed.	<code>\textheight^L</code>
show commands before they are math symbol:	exists quantifier (\exists).	<code>\typein^L</code>
math function:	exp.	<code>\tracingcommands*</code>
tokens.	expand a control sequence into character ...	<code>\exists</code>
token.	expand the token following the next ...	<code>\exp</code>
non-space is found.	expand, then ignore tokens until a ...	<code>\string*</code>
	expanded.	<code>\expandafter*</code>
	expanded replacement text.	<code>\ignorespaces*</code>
	expanded replacement text.	<code>\tracingmacros*</code>
name.	expanding tokens to construct a command .	<code>\edef*</code>
	expansion of a character.	<code>\xdef*</code>
	explicit hyphen.	<code>\csname*</code>
	explicit pages.	<code>\noexpand*</code>
	extended font.	<code>\exhyphenpenalty*</code>
	extended font.	<code>\boxmaxdepth*</code>
	extended font.	<code>\bf</code>
	extended font.	<code>\elvbf^L</code>
	extended font.	<code>\frtnbf^L</code>
	extended font.	<code>\ninbf^L</code>
	extended font.	<code>\svtnbf^L</code>
	extended font.	<code>\twlbf^L</code>
	extended font.	<code>\twtybf^L</code>
	extension symbol font.	<code>\tenex</code>
	external file name for the given font.	<code>\fontname*</code>
following short lines.	extra space above displays.	<code>\abovedisplayskip*</code>
	extra space above displays .	<code>\abovedisplaysortskip*</code>
	extra space added to top of page.	<code>\topmargin^L</code>
	extra space after subscript or superscript.	<code>\scriptspace*</code>
tabular environment.	extra space before a column in array or	<code>\extracolsep^L</code>
	extra space between entries in an index. .	<code>\indexspace^L</code>
isn't enough.	extra space between lines.	<code>\offinterlineskip</code>
	extra space between lines if <code>\baselineskip</code>	<code>\lineskip*</code>
	extra space in badly-stretched lines.	<code>\emergencystretch^S</code>
	extra space just below displays. ..	<code>\belowdisplayskip*</code>
displays following short lines.	extra space just below	<code>\belowdisplaysortskip*</code>
	extra vertical space.	<code>\addvspace^L</code>
a paragraph.	extra vertical space when environment starts	<code>\partopsep^L</code>
	factor.	<code>\sfcode*</code>
	factor.	<code>\spacefactor*</code>
	fail to span included material. .	<code>\delimitershortfall*</code>
	false.	<code>\iffalse*</code>
	family.	<code>\bffam</code>
	family.	<code>\itfam</code>
	family.	<code>\newfam</code>
	set a character's space	
	set a character's spacing	
	amount by which delimiters can	
	test always	
	bold font	
	italic font	
	define a new font	

	slanted font	family.	<code>\slfam</code>
	typewriter font	family.	<code>\ttfam</code>
	current	family number.	<code>\fam*</code>
space between a box and its contents in		<code>\fbox</code> and <code>\framebox</code>	<code>\fboxsep^L</code>
		fetch last box off the current list.	<code>\lastbox*</code>
		fetch last kern off the current list.	<code>\lastkern*</code>
		fetch last penalty off the current list.	<code>\lastpenalty*</code>
		fetch last skip off the current list.	<code>\lastskip*</code>
		field.	<code>\mathaccent*</code>
place an accent over the next math		fields.	<code>\tabbingsep^L</code>
distance left by <code>\'</code> command between tabbing		fifth-level item counter.	<code>\theenumv^L</code>
	current value of the	fifth-level items.	<code>\labelitemv^L</code>
	mark denoting	fifth-level list.	<code>\leftmarginv^L</code>
	width of left margin in	figure.	<code>\endfigure^L</code>
	end a floating	figure.	<code>\figure^L</code>
	begin a floating	figure counter.	<code>\thefigure^L</code>
	current value of the	figures.	<code>\listoffigures^L</code>
	generate a list of	figures and start a new page.	<code>\clearpage^L</code>
	flush	figures and tables and start a new .	<code>\cleardoublepage^L</code>
right-hand page.	flush	figures, or tables.	<code>\addtocontents^L</code>
	add text to table contents,	fil space in current page.	<code>\pagefilstretch*</code>
	amount of	<code>\filbreak</code> below.	<code>\filbreak</code>
break a page unless there is a better	close an input	file.	<code>\closein*</code>
	close an output	file.	<code>\closeout*</code>
	test for end of	file.	<code>\ifeof*</code>
	read a	file.	<code>\input*</code>
	name of the principal input	file.	<code>\jobname*</code>
pause after each line is read from a		file.	<code>\pausing*</code>
	read a line from a	file.	<code>\read*</code>
	allocate a new input	file.	<code>\newread</code>
	allocate a new output	file.	<code>\newwrite</code>
	write a token list to a	file.	<code>\write*</code>
	stop reading current input	file at the end of the current line.	<code>\endinput*</code>
	open a	file for input.	<code>\openin*</code>
	open a	file for output.	<code>\openout*</code>
terminate $\text{T}_\text{E}\text{X}$ and write a format		file: INITEX only.	<code>\dump*</code>
	gives the external	file name for the given font.	<code>\fontname*</code>
	en entry in a	file of index terms.	<code>\indexentry^L</code>
	write to the log	file only.	<code>\wlog</code>
	read a	file unless disabled by <code>\includeonly</code>	<code>\include^L</code>
	suppress writing all auxiliary	files.	<code>\nofiles^L</code>
		fill a space with a downward brace.	<code>\downbracefill</code>
		fill a space with a left arrow.	<code>\leftarrowfill</code>
		fill a space with a repeated box or rule.	<code>\leaders*</code>
		fill a space with a right arrow.	<code>\rightarrowfill</code>
		fill a space with a rule.	<code>\hrulefill</code>
rule.		fill a space with an evenly distributed box or	<code>\xleaders*</code>
		fill a space with an upward brace.	<code>\upbracefill</code>
		fill a space with dots.	<code>\dotfill</code>
		fill space in current page.	<code>\pagefillstretch*</code>
	amount of	filll space in current page.	<code>\pagefilllstretch*</code>
	amount of	final page.	<code>\stop^L</code>
terminate $\text{L}^{\text{A}}\text{T}_\text{E}\text{X}$ and flush the		finish processing input.	<code>\bye</code>

current value of the	first-level item counter.	<code>\theenumi</code> ^L
mark denoting	first-level items.	<code>\labelitemi</code> ^L
width of left margin in	first-level list.	<code>\leftmargini</code> ^L
math symbol:	flat (b).	<code>\flat</code>
vertical space around a	float in the middle of a page.	<code>\intextsep</code> ^L
size of	float on double-column page.	<code>\dblfloatpagefraction</code> ^L
end a	floating figure.	<code>\endfigure</code> ^L
begin a	floating figure.	<code>\figure</code> ^L
place rule between text and bottom	floats.	<code>\botfigrule</code> ^L
fraction of column for bottom	floats.	<code>\bottomfraction</code> ^L
space between double-column	floats.	<code>\dblfloatsep</code> ^L
fraction of two-column page for top	floats.	<code>\dbltopfraction</code> ^L
portion of page that may be occupied by	floats.	<code>\floatpagefraction</code> ^L
space between	floats.	<code>\floatsep</code> ^L
fraction of column for top	floats.	<code>\topfraction</code> ^L
rule between double-column	floats and text.	<code>\dblfigrule</code> ^L
space between double-column	floats and text.	<code>\dbltextfloatsep</code> ^L
place rule between top	floats and text.	<code>\topfigrule</code> ^L
space between	floats and the text.	<code>\textfloatsep</code> ^L
math delimiter: left	floor bracket (\lfloor).	<code>\lfloor</code>
math delimiter: right	floor (\rfloor).	<code>\rfloor</code>
	flush all insertions and eject to a new page.	<code>\supereject</code>
new right-hand page.	flush figures and start a new page.	<code>\clearpage</code> ^L
	flush figures and tables and start a	<code>\cleardoublepage</code> ^L
	flush insertions and eject to a new page.	<code>\dosupereject</code>
	flush left environment.	<code>\endflushleft</code> ^L
	flush left environment.	<code>\flushleft</code> ^L
	flush left in display style.	<code>\lefteqn</code> ^L
	flush lines left.	<code>\raggedright</code> ^L
	flush lines right.	<code>\raggedleft</code> ^L
	flush right environment.	<code>\endflushright</code> ^L
environment.	flush right environment.	<code>\flushright</code> ^L
	flush right in a column in tabbing	<code>\'</code> ^L
	flush right text on a line.	<code>\rightline</code>
	flush text left on a line.	<code>\leftline</code>
	flush the final page.	<code>\stop</code> ^L
global.	following macro definition or register setting is	<code>\global</code> [*]
as parameters.	following macro may have multiple paragraphs	<code>\long</code> [*]
another macro.	following macro must not be called from ...	<code>\outer</code> [*]
	following punctuation.	<code>\@</code> ^L
create end-of-sentence space after	following short lines.	<code>\abovedisplaysshortskip</code> [*]
extra space above displays	following short lines.	<code>\belowdisplaysshortskip</code> [*]
extra space just below displays	following the next token.	<code>\expandafter</code> [*]
expand the token	font.	<code>\bf</code>
select bold extended	font.	<code>\cal</code>
math mode calligraphic letters	font.	<code>\egtit</code> ^L
8 point italic	font.	<code>\egtly</code> ^L
8 point L ^A T _E X symbol	font.	<code>\egtmi</code> ^L
8 point math italic	font.	<code>\egtrm</code> ^L
8 point Roman	font.	<code>\egtsy</code> ^L
8 point math symbol	font.	<code>\elvbf</code> ^L
11 point bold extended	font.	<code>\elvit</code> ^L
11 point italic	font.	<code>\elvly</code> ^L
11 point L ^A T _E X symbol		

11 point math italic	font.	<code>\elvmi^L</code>
11 point Roman	font.	<code>\elvr^L</code>
11 point sans serif	font.	<code>\elvsf^L</code>
11 point slanted	font.	<code>\elvsl^L</code>
11 point math symbol	font.	<code>\elv^L</code>
11 point typewriter	font.	<code>\elvt^L</code>
emphasis	font.	<code>\em^L</code>
5 point boldface Roman	font.	<code>\fivebf</code>
5 point math italic	font.	<code>\fivei</code>
5 point Roman	font.	<code>\fiverm</code>
5 point math symbol	font.	<code>\fivesy</code>
5 point L ^A T _E X symbol	font.	<code>\fivly^L</code>
5 point math italic	font.	<code>\fivmi^L</code>
5 point Roman	font.	<code>\fivrm^L</code>
5 point math symbol	font.	<code>\fivsy^L</code>
load a	font.	<code>\font[*]</code>
gives the external file name for the given	font.	<code>\fontname[*]</code>
14 point bold extended	font.	<code>\frtnbf^L</code>
14 point L ^A T _E X symbol	font.	<code>\frtnly^L</code>
14 point math italic	font.	<code>\frtnmi^L</code>
14 point Roman	font.	<code>\frtnrm^L</code>
14 point math symbol	font.	<code>\frtnsy^L</code>
select largest available	font.	<code>\Huge^L</code>
hyphenation character for this	font.	<code>\hyphenchar[*]</code>
select italic	font.	<code>\it</code>
load a	font.	<code>\load^L</code>
math mode italic	font.	<code>\mit</code>
select a	font.	<code>\newfont^L</code>
9 point bold extended	font.	<code>\ninbf^L</code>
9 point italic	font.	<code>\ninit^L</code>
9 point L ^A T _E X symbol	font.	<code>\ninly^L</code>
9 point math italic	font.	<code>\ninmi^L</code>
9 point Roman	font.	<code>\ninrm^L</code>
9 point math symbol	font.	<code>\ninsy^L</code>
9 point typewriter	font.	<code>\nintt^L</code>
select Roman	font.	<code>\rm</code>
select small caps	font.	<code>\sc^L</code>
7 point bold Roman	font.	<code>\sevenbf</code>
7 point math italic	font.	<code>\seveni</code>
7 point Roman	font.	<code>\sevenrm</code>
7 point math symbol	font.	<code>\sev^L</code>
7 point italic	font.	<code>\sevit^L</code>
7 point L ^A T _E X symbol	font.	<code>\sevly^L</code>
7 point math italic	font.	<code>\sevmi^L</code>
7 point Roman	font.	<code>\sevr^L</code>
7 point math symbol	font.	<code>\sev^L</code>
select sans serif	font.	<code>\sf^L</code>
6 point L ^A T _E X symbol	font.	<code>\sixly^L</code>
6 point math italic	font.	<code>\sixmi^L</code>
6 point Roman	font.	<code>\sixrm^L</code>
6 point math symbol	font.	<code>\sixsy^L</code>
select slanted	font.	<code>\sl</code>
17 point bold extended	font.	<code>\svtnbf^L</code>

17 point L ^A T _E X symbol	font.	<code>\svtnly^L</code>
17 point math italic	font.	<code>\svtnmi^L</code>
17 point Roman	font.	<code>\svtnrm^L</code>
17 point math symbol	font.	<code>\svtnsy^L</code>
display a symbol from a	font.	<code>\symbol^L</code>
10 point bold	font.	<code>\tenbf</code>
10 point circle	font.	<code>\tencirc^L</code>
10 point wide circle	font.	<code>\tencircw^L</code>
10 point math extension symbol	font.	<code>\tenex</code>
10 point math italic	font.	<code>\teni</code>
10 point text italic	font.	<code>\tenit</code>
10 point line	font.	<code>\tenln^L</code>
10 point wide line	font.	<code>\tenlnw^L</code>
10 point L ^A T _E X symbol	font.	<code>\tenly^L</code>
10 point math italic	font.	<code>\tenmi^L</code>
10 point Roman	font.	<code>\tenrm</code>
10 point sans serif	font.	<code>\tensf^L</code>
10 point slanted	font.	<code>\tensl</code>
10 point math symbol	font.	<code>\tensy</code>
10 point typewriter	font.	<code>\tentt</code>
select smallest defined	font.	<code>\tiny^L</code>
show characters not in the	font.	<code>\tracinglostchars*</code>
select typewriter	font.	<code>\tt</code>
12 point bold extended	font.	<code>\twlbf^L</code>
12 point italic	font.	<code>\twlit^L</code>
12 point L ^A T _E X symbol	font.	<code>\twlly^L</code>
12 point math italic	font.	<code>\twlmi^L</code>
12 point Roman	font.	<code>\twlrm^L</code>
12 point sans serif	font.	<code>\twlsf^L</code>
12 point slanted	font.	<code>\twlsl^L</code>
12 point math symbol	font.	<code>\twlsy^L</code>
12 point typewriter	font.	<code>\twl^Ltt</code>
20 point bold extended	font.	<code>\twtybf^L</code>
20 point L ^A T _E X symbol	font.	<code>\twtyly^L</code>
20 point math italic	font.	<code>\twty^Lmi</code>
20 point Roman	font.	<code>\twty^Lrm</code>
20 point math symbol	font.	<code>\twty^Lsy</code>
bold	font family.	<code>\bffam</code>
italic	font family.	<code>\itfam</code>
define a new	font family.	<code>\newfam</code>
slanted	font family.	<code>\slfam</code>
typewriter	font family.	<code>\ttfam</code>
select	font for non-math text.	<code>\textfont*</code>
select	font for small math scripts.	<code>\scriptfont*</code>
select	font for very small math scripts. . . .	<code>\scriptscriptfont*</code>
select	font four steps larger than normal size.	<code>\huge^L</code>
default hyphen when a	font is loaded.	<code>\defaultthyphenchar*</code>
suppress right justification of typewriter	font lines.	<code>\ttraggedright</code>
define	font magnification.	<code>\magstep</code>
select	font one step larger than normal size.	<code>\large^L</code>
big	font size.	<code>\big^L</code>
bigger	font size.	<code>\Big^L</code>
biggest	font size.	<code>\BIG^L</code>

select footnote	font size.	<code>\footnotesize^L</code>
select normal	font size.	<code>\normalsize^L</code>
select sub-subscript	font size.	<code>\scriptscriptsize^L</code>
select subscript or superscript	font size.	<code>\scriptsize^L</code>
select small	font size.	<code>\small^L</code>
bold	font style.	<code>\bf^L</code>
select	font three steps larger than normal size.	<code>\LARGE^L</code>
select	font two steps larger than normal size.	<code>\Large^L</code>
a	font with no characters.	<code>\nullfont[*]</code>
set a	font-related parameter.	<code>\fontdimen[*]</code>
select bold math italic and symbol	fonts.	<code>\boldmath^L</code>
scratch control sequence used in preloading	fonts.	<code>\preloaded</code>
unselect bold math italic and symbol	fonts.	<code>\unboldmath^L</code>
constructs a box with the page	foot.	<code>\makefootline</code>
height of text, excluding head and	foot.	<code>\textheight^L</code>
page	foot line.	<code>\footline</code>
height of page	footer.	<code>\footheight^L</code>
space between text and page	footer.	<code>\footskip^L</code>
create a	footnote.	<code>\footnote</code>
penalty for breaking between lines of a	footnote.	<code>\interfootnotelinepenalty</code>
select	footnote font size.	<code>\footnotesize^L</code>
place a	footnote in a caption or other vertical list.	<code>\vfootnote</code>
insertion class for	footnote inserts.	<code>\footins</code>
ensure	footnote line separation.	<code>\footstrut</code>
insert a	footnote mark without text.	<code>\footnotemark^L</code>
produces the	footnote number.	<code>\thefootnote^L</code>
	footnote separation distance.	<code>\footnotesep^L</code>
display counter as	footnote symbol.	<code>\fnsymbol^L</code>
produce	footnote text without a mark.	<code>\footnotetext^L</code>
add	footnote to title page.	<code>\thanks^L</code>
space between main text and	footnotes.	<code>\footins^L</code>
define the rule separating a page and	footnotes.	<code>\footnoterule</code>
interline penalty for	footnotes.	<code>\interfootnotelinepenalty^L</code>
macro to draw the rule separating	footnotes from text.	<code>\footnoterule^L</code>
math symbol:	for-all quantifier (\forall).	<code>\forall</code>
convert a numeric register to displayable	form.	<code>\the[*]</code>
start a new page in single-column	format.	<code>\onecolumn^L</code>
start a new page in double-column	format.	<code>\twocolumn^L</code>
terminate T _E X and write a	format file: INITEX only.	<code>\dump[*]</code>
begin theorem with special	format in math environment.	<code>\proclaim</code>
name of current T _E X	format package.	<code>\fmtname</code>
version of current T _E X	format package.	<code>\fmtversion</code>
where text will be inserted when the page is	formatted. define	<code>\insert[*]</code>
colon in a math	formula.	<code>\colon</code>
create a zero-height hbox with the width of a	formula.	<code>\hphantom</code>
horizontal brace over a math	formula.	<code>\overbrace</code>
left arrow over a math	formula.	<code>\overleftarrow</code>
draw a line over a	formula.	<code>\overline[*]</code>
right arrow over a math	formula.	<code>\overrightarrow</code>
use the space taken by a	formula.	<code>\phantom</code>
specified root of a	formula.	<code>\root</code>
square root of a	formula.	<code>\sqrt</code>
horizontal brace under a math	formula.	<code>\underbrace</code>

	draw a line under a	formula.	<code>\underline*</code>
	a zero-width vbox the height and depth of a	formula. create	<code>\vphantom</code>
	choose a math	formula based on the current style.	<code>\mathchoice*</code>
	set a	formula flush left in display style.	<code>\lefteqn^L</code>
	create a	formula with zero height.	<code>\smash</code>
	medium space in math	formulas.	<code>\medmuskip*</code>
	thick space in math	formulas.	<code>\thickmuskip*</code>
	thin space in math	formulas.	<code>\thinmuskip*</code>
	display a stack of	formulas without alignment.	<code>\displaylines</code>
expand, then ignore tokens until a non-space is	select font	found. read,	<code>\ignorespaces*</code>
	current value of the	four steps larger than normal size.	<code>\huge^L</code>
	mark denoting	fourth-level item counter.	<code>\theenumiv^L</code>
	width of left margin in	fourth-level items.	<code>\labelitemiv^L</code>
	generate a	fourth-level list.	<code>\leftmarginiv^L</code>
		fraction.	<code>\frac^L</code>
floats.		fraction of column for bottom floats.	<code>\bottomfraction^L</code>
		fraction of column for top floats.	<code>\topfraction^L</code>
		fraction of two-column page for top	<code>\dbltopfraction^L</code>
		fraction with a rule.	<code>\over*</code>
		fraction with rule and given delimiters.	<code>\overwithdelims*</code>
delimiters.		fraction with rule thickness.	<code>\above*</code>
		fraction with specified rule and	<code>\abovewithdelims*</code>
		fraction without a rule with braces.	<code>\brace</code>
		fraction without a rule with brackets.	<code>\brack</code>
		fraction without a rule with parentheses. ...	<code>\choose</code>
		fraction without rule.	<code>\atop*</code>
delimiters.		fraction without rule with given	<code>\atopwithdelims*</code>
	protect	fragile commands and moving arguments. ..	<code>\protect^L</code>
	math symbol: imaginary,	Fraktur I (\Im).	<code>\Im</code>
	math symbol: real,	Fraktur R (\Re).	<code>\Re</code>
	create and	frame a box.	<code>\fbox^L</code>
	create and	frame a box, with positioning.	<code>\framebox^L</code>
	put a	frame around some text.	<code>\frame^L</code>
between a box and its contents in <code>\fbox</code> and	thickness of rule surrounding	<code>\framebox.</code> space	<code>\fboxsep^L</code>
	math relation:	framed box.	<code>\fboxrule^L</code>
	math	frown (\frown).	<code>\frown</code>
	math	function: arc cosine.	<code>\arccos</code>
	math	function: arc sine.	<code>\arcsin</code>
	math	function: arc tangent.	<code>\arctan</code>
	math	function: arg.	<code>\arg</code>
	math	function: cosecant.	<code>\csc</code>
	math	function: cosine.	<code>\cos</code>
	math	function: cotangent.	<code>\cot</code>
	math	function: degree of a polynomial (deg).	<code>\deg</code>
	math	function: det.	<code>\det</code>
	math	function: dim.	<code>\dim</code>
	math	function: exp.	<code>\exp</code>
	math	function: gcd.	<code>\gcd</code>
	math	function: hom.	<code>\hom</code>
	math	function: hyperbolic cosine.	<code>\cosh</code>
	math	function: hyperbolic cotangent.	<code>\coth</code>
	math	function: hyperbolic sine.	<code>\sinh</code>
	math	function: hyperbolic tangent.	<code>\tanh</code>

	math	function: inf.	<code>\inf</code>
	math	function: ker.	<code>\ker</code>
	math	function: lg.	<code>\lg</code>
	math	function: lim.	<code>\lim</code>
	math	function: limit infimum (<i>liminf</i>).	<code>\liminf</code>
	math	function: limit supremum (<i>limsup</i>).	<code>\limsup</code>
	math	function: ln.	<code>\ln</code>
	math	function: log.	<code>\log</code>
	math	function: max.	<code>\max</code>
	math	function: min.	<code>\min</code>
	math	function: mod within parentheses ((mod)).	<code>\pmod</code>
	math	function: probability (Pr).	<code>\Pr</code>
	math	function: secant.	<code>\sec</code>
	math	function: sine.	<code>\sin</code>
	math	function: sup.	<code>\sup</code>
	math	function: tangent.	<code>\tan</code>
	math Greek letter:	gamma (γ).	<code>\gamma</code>
	math Greek letter: capital	gamma (Γ).	<code>\Gamma</code>
	math function:	gcd.	<code>\gcd</code>
		generate a fraction.	<code>\frac^L</code>
		generate a list of figures.	<code>\listoffigures^L</code>
		generate a list of tables.	<code>\listoftables^L</code>
columns.		generate a matrix labeled on rows and	<code>\bordermatrix</code>
		generate a matrix with a left brace delimiter.	<code>\cases</code>
		generate a matrix with parentheses delimiters.	<code>\pmatrix</code>
		generate a matrix without delimiters.	<code>\matrix</code>
		generate a short amount of verbatim text. ..	<code>\verb^L</code>
		generate a table of contents.	<code>\tableofcontents^L</code>
		generate an in-text citation of a reference. ..	<code>\cite^L</code>
		German letter: sharp s (β).	<code>\ss</code>
	math relation:	gets (\leftarrow).	<code>\gets</code>
token.		give a token list defining the semantics of a ..	<code>\meaning[*]</code>
	following macro definition or register setting is	global. the	<code>\global[*]</code>
	define a	global macro with expanded replacement text.	<code>\xdef[*]</code>
	set	global page style.	<code>\pagestyle^L</code>
	override	<code>\global</code> specifications.	<code>\globaldefs[*]</code>
	define a macro	globally.	<code>\gdef[*]</code>
	write a	glossary entry.	<code>\glossary^L</code>
	enable	glossary processing.	<code>\makeglossary^L</code>
	amount of	glue shrinkage in current page.	<code>\pageshrink[*]</code>
	amount of	glue stretch in current page.	<code>\pagestretch[*]</code>
		grave accent ($\grave{\text{e}}$).	<code>\grave</code>
	math accent:	grave (\grave{x}).	<code>\grave</code>
	math relation: much	greater (\gg).	<code>\gg</code>
	math relation:	greater or equal (\geq).	<code>\ge</code>
	math relation:	greater or equal (\geq).	<code>\geq</code>
	math	Greek letter: alpha (α).	<code>\alpha</code>
	math	Greek letter: beta (β).	<code>\beta</code>
	math	Greek letter: capital delta (Δ).	<code>\Delta</code>
	math	Greek letter: capital gamma (Γ).	<code>\Gamma</code>
	math	Greek letter: capital lambda (Λ).	<code>\Lambda</code>
	math	Greek letter: capital omega (Ω).	<code>\Omega</code>
	math	Greek letter: capital phi (Φ).	<code>\Phi</code>

	math	Greek letter: capital pi (Π).	<code>\Pi</code>
	math	Greek letter: capital psi (Ψ).	<code>\Psi</code>
	math	Greek letter: capital sigma (Σ).	<code>\Sigma</code>
	math	Greek letter: capital theta (Θ).	<code>\Theta</code>
	math	Greek letter: capital upsilon (Υ).	<code>\Upsilon</code>
	math	Greek letter: capital xi (Ξ).	<code>\Xi</code>
	math	Greek letter: chi (χ).	<code>\chi</code>
	math	Greek letter: delta (δ).	<code>\delta</code>
	math	Greek letter: epsilon (ϵ).	<code>\epsilon</code>
	math	Greek letter: eta (η).	<code>\eta</code>
	math	Greek letter: gamma (γ).	<code>\gamma</code>
	math	Greek letter: kappa (κ).	<code>\kappa</code>
	math	Greek letter: lambda (λ).	<code>\lambda</code>
	math	Greek letter: mu (μ).	<code>\mu</code>
	math	Greek letter: nu (ν).	<code>\nu</code>
	math	Greek letter: omega (ω).	<code>\omega</code>
	math	Greek letter: phi (ϕ).	<code>\phi</code>
	math	Greek letter: pi (π).	<code>\pi</code>
	math	Greek letter: psi (ψ).	<code>\psi</code>
	math	Greek letter: rho (ρ).	<code>\rho</code>
	math	Greek letter: sigma (σ).	<code>\sigma</code>
	math	Greek letter: tau (τ).	<code>\tau</code>
	math	Greek letter: theta (θ).	<code>\theta</code>
	math	Greek letter: upsilon (υ).	<code>\upsilon</code>
	math	Greek letter: variant epsilon (ε).	<code>\varepsilon</code>
	math	Greek letter: variant phi (φ).	<code>\varphi</code>
	math	Greek letter: variant pi (ϖ).	<code>\varpi</code>
	math	Greek letter: variant rho (ϱ).	<code>\varrho</code>
	math	Greek letter: variant sigma (ς).	<code>\varsigma</code>
	math	Greek letter: variant theta (ϑ).	<code>\vartheta</code>
	math	Greek letter: xi (ξ).	<code>\xi</code>
	math	Greek letter: zeta (ζ).	<code>\zeta</code>
	begin a	group.	<code>\begin{group}</code> *
	begin a	group.	<code>\begin{bgroup}</code>
	end a	group.	<code>\end{group}</code> *
	end a	group.	<code>\end{bgroup}</code> *
show unassignments when		groups end.	<code>\tracingrestores</code> *
ensure a <code>\cr</code> in		<code>\halign</code> .	<code>\cr</code> *
end a line in		<code>\halign</code> aligned text.	<code>\cr</code> *
field separator in		<code>\halign</code> or <code>\valign</code> .	<code>&</code> *
insert unaligned material in		<code>\halign</code> or <code>\valign</code> .	<code>\noalign</code> *
start an		<code>\halign</code> with <code>\tabskip</code> initialized to zero.	<code>\ialign</code>
	set	hanging indent of a paragraph.	<code>\@hangfrom</code> ^L
	display an item without	hanging indentation.	<code>\hangindent</code> *
	hanging indentation.		<code>\textindent</code>
number of lines.		hanging indentation changes after specified	<code>\hangafter</code> *
	math symbol: left	harpoon down (\leftarrow).	<code>\lefttharpoonleft</code>
	math symbol: right	harpoon down (\rightarrow).	<code>\righttharpoonright</code>
	math symbol: right left	harpoon (\Leftrightarrow).	<code>\rightleftarrows</code>
	math symbol: left	harpoon up (\leftarrow).	<code>\lefttharpoonup</code>
	math symbol: right	harpoon up (\rightarrow).	<code>\righttharpoonup</code>
	math accent:	hat (\hat{x}).	<code>\hat{x}</code>
	math accent: wide	hat (\widehat{x}).	<code>\widehat{x}</code>

math symbol: Planck's constant or width of a paragraph or an empty un-box an un-box a copy of an tokens to insert when an limit for bad maximum overrun before overfull store an create a zero-height height of page constructs a box with the page space between page produces current left page produces current right page set set math symbol: justify page bottoms to the same justify page bottoms to the same put page contents in a box of the proper desired page justify page bottoms to their natural create a formula with zero create a zero-width vbox the math strut with hatch mark, sharp sign, octothorpe (#). . . .	<code>\#</code>
	<code>\hbar</code>
	<code>\hbox</code>
	<code>\hspace*</code>
	<code>\hbox</code>
	<code>\null</code>
	<code>\unhbox*</code>
	<code>\unhcopy*</code>
	<code>\everyhbox*</code>
	<code>\hbadness*</code>
	<code>\hfuzz*</code>
	<code>\setbox*</code>
	<code>\hphantom</code>
	<code>\headheight^L</code>
	<code>\makeheadline</code>
	<code>\headsep^L</code>
	<code>\leftmark^L</code>
	<code>\rightmark^L</code>
	<code>\markright^L</code>
	<code>\markboth^L</code>
	<code>\heartsuit</code>
	<code>\flushbottom^L</code>
	<code>\normalbottom</code>
	<code>\pagebody</code>
	<code>\pagegoal*</code>
	<code>\raggedbottom^L</code>
	<code>\smash</code>
	<code>\vphantom</code>
	<code>\mathstrut</code>
	<code>\ht*</code>
	<code>\fotheight^L</code>
	<code>\headheight^L</code>
	<code>\pagetotal*</code>
	<code>\textheight^L</code>
	<code>\vsize*</code>
	<code>\errhelp*</code>
	<code>\makeatother^L</code>
	<code>\hom</code>
	<code>\hookleftarrow</code>
	<code>\lhook</code>
	<code>\lnot</code>
	<code>\rhook</code>
	<code>\hookrightarrow</code>
	<code>\ifhbox*</code>
	<code>\braced^L</code>
	<code>\bracelu^L</code>
	<code>\bracerd^L</code>
	<code>\braceru^L</code>
	<code>\overbrace</code>
	<code>\underbrace</code>
accents.	<code>\defaultskewchar*</code>
	<code>\skewchar*</code>
environments.	<code>\hline^L</code>
	<code>\unhbox*</code>
un-box an hbox and add it to the un-box a copy of an hbox and add it to the	<code>\unhcopy*</code>

	test for	horizontal mode.	<code>\ifhmode*</code>
	switch to	horizontal mode from vertical mode.	<code>\leavevmode</code>
	create a box with	horizontal mode material.	<code>\hbox*</code>
	produce a	horizontal offset of a page.	<code>\hoffset*</code>
	breakable small	horizontal rule.	<code>\hrule*</code>
	large breakable	horizontal skip.	<code>\enskip</code>
	breakable medium	horizontal skip.	<code>\qqquad</code>
	unbreakable small	horizontal skip.	<code>\quad</code>
	infinitely stretchable	horizontal space.	<code>\enspace</code>
	more infinitely stretchable	horizontal space.	<code>\hfil*</code>
	cancel infinitely stretchable	horizontal space.	<code>\hfill*</code>
	create some	horizontal space.	<code>\hfilneg*</code>
	add	horizontal space.	<code>\hglue</code>
	skip	horizontal space.	<code>\hskip*</code>
	infinitely stretchable and shrinkable	horizontal space.	<code>\hspace^L</code>
	unbreakable tiny negative math mode	horizontal space.	<code>\hss*</code>
	unbreakable small	horizontal space.	<code>\negthinspace</code>
	insert	horizontal space.	<code>\thinspace</code>
	define	horizontal space in math mode.	<code>\mskip*</code>
	long	horizontal tabs.	<code>\settabs</code>
	math function:	Hungarian umlaut accent (ö).	<code>\H</code>
	math function:	hyperbolic cosine.	<code>\cosh</code>
	math function:	hyperbolic cotangent.	<code>\coth</code>
	math function:	hyperbolic sine.	<code>\sinh</code>
	discretionary	hyperbolic tangent.	<code>\tanh</code>
	penalty for line break after explicit	hyphen.	<code>\-*</code>
	penalty for line break after discretionary	hyphen.	<code>\exhyphenpenalty*</code>
	default	hyphen.	<code>\hyphenpenalty*</code>
	penalty if page break after	hyphen when a font is loaded. ..	<code>\defaultthyphenchar*</code>
letters.	positive if	hyphenated line.	<code>\brokenpenalty*</code>
	current language used for	hyphenating words beginning with capital ..	<code>\uchyph*</code>
	define a new language to be used for	hyphenation.	<code>\language³</code>
	specify language to be used for	hyphenation.	<code>\newlanguage³</code>
	badness tolerance after	hyphenation.	<code>\setlanguage³</code>
word.	minimum number of characters after	hyphenation.	<code>\tolerance*</code>
word.	minimum number of characters before	hyphenation at the end of a ..	<code>\righthyphenposition³</code>
	insert words into	hyphenation at the start of a ..	<code>\lefthyphenposition³</code>
	badness tolerance before	hyphenation character for this font.	<code>\hyphenchar*</code>
	define a set of	hyphenation dictionary.	<code>\hyphenation*</code>
	show	hyphenation is attempted.	<code>\pretolerance*</code>
	alternative to an	hyphenation patterns.	<code>\patterns*</code>
	end of an	hyphenations of given words.	<code>\showhyphens</code>
	define a new	<code>\if</code>	<code>\else*</code>
	separate cases in an	<code>\if</code> clause.	<code>\fi*</code>
	read, expand, then	<code>\if</code> command.	<code>\newif</code>
	math symbol:	<code>\ifcase</code>	<code>\or*</code>
	perform a <code>\read</code> or <code>\write</code>	ignore tokens until a non-space is found.	<code>\ignorespaces*</code>
post-processing.	enable only specific	imaginary, Fraktur I (ℑ).	<code>\Im</code>
	amount by which delimiters can fail to span	immediately.	<code>\immediate*</code>
	read a file unless disabled by	include balanced text in DVI file for	<code>\special*</code>
		<code>\include</code> commands.	<code>\includeonly^L</code>
		included material.	<code>\delimitershortfall*</code>
		<code>\includeonly</code>	<code>\include^L</code>

<code>\contentsline</code> command.		includes the section number in a <code>\numberline</code> ^L
	demerits for adjacent	incompatible lines. <code>\adjdemerits</code> [*]
<code>\parindent</code> .		increase left and right margins by <code>\narrower</code>
		increase line separation in math mode. <code>\openup</code>
		increment a counter. <code>\addtocounter</code> ^L
		increment a counter. <code>\stepcounter</code> ^L
		increment and reference a counter. <code>\refstepcounter</code> ^L
environment.		increment the value of a length command. <code>\addtolength</code> ^L
	hanging	indent before the label in a list <code>\itemindent</code> ^L
paragraph by <code>\parindent</code> .		indent of a paragraph. <code>\@hangfrom</code> ^L
paragraphs in a list environment.		indent second and subsequent lines in a <code>\hang</code>
	set hanging	indent second and subsequent <code>\listparindent</code> ^L
	start a paragraph without	indentation. <code>\hangindent</code> [*]
	define paragraph	indentation. <code>\noindent</code> [*]
	display an item without hanging	indentation. <code>\parindent</code> [*]
of lines.	hanging	indentation. <code>\textindent</code>
equation.		indentation changes after specified number <code>\hangafter</code> [*]
environment.	start a paragraph	indentation of display equations. <code>\mathindent</code> ^L
	amount of extra space between entries in an	indentation of line for displayed <code>\displayindent</code> [*]
	second-level item in an	indented <code>\parindent</code> . <code>\indent</code> [*]
	third-level item in an	indents left margin one tab stop in tabbing <code>\+</code> ^L
	enable	index. <code>\indexspace</code> ^L
	create an	index. <code>\subitem</code> ^L
	en entry in a file of	index. <code>\subsubitem</code> ^L
	math function:	index creation. <code>\makeindex</code> ^L
	math function: limit	index entry. <code>\index</code> ^L
space.		index terms. <code>\indexentry</code> ^L
space.		inf. <code>\inf</code>
		infimum (<i>liminf</i>). <code>\liminf</code>
		infinitely stretchable and shrinkable horizontal <code>\hss</code> [*]
		infinitely stretchable and shrinkable vertical <code>\vss</code> [*]
		infinitely stretchable horizontal space. <code>\hfil</code> [*]
	more	infinitely stretchable horizontal space. <code>\hfill</code> [*]
	cancel	infinitely stretchable horizontal space. <code>\hfilneg</code> [*]
		infinitely stretchable space. <code>\stretch</code> ^L
		infinitely stretchable vertical space. <code>\vfil</code> [*]
	more	infinitely stretchable vertical space. <code>\vfill</code> [*]
	cancel	infinitely stretchable vertical space. <code>\vfilneg</code> [*]
	math symbol:	infinity (∞). <code>\infty</code>
		inhibit a page break over a region. <code>\samepage</code> ^L
terminate T _E X and write a format file:		INITEX only. <code>\dump</code> [*]
start an <code>\halign</code> with <code>\tabskip</code>		initialized to zero. <code>\ialign</code>
begin a tabbed line in an		inner environment. <code>\tabalign</code>
define an		inner math subformula. <code>\mathinner</code> [*]
finish processing		input. <code>\bye</code>
pause for normal errors while processing T _E X		input. <code>\errorstopmode</code> [*]
open a file for		input. <code>\openin</code> [*]
close an		input file. <code>\closein</code> [*]
name of the principal		input file. <code>\jobname</code> [*]
allocate a new		input file. <code>\newread</code>
stop reading current		input file at the end of the current line. <code>\endinput</code> [*]
character placed at the right end of an		input line. <code>\endlinechar</code> [*]
verbatim line breaks in		input text. <code>\obeylines</code>

verbatim spaces in process	<code>\obeyspaces</code>
process \TeX	input without displaying errors. <code>\batchmode*</code>
process	input without pausing for normal errors. <code>\scrollmode*</code>
end of an	input without stopping for errors. <code>\nonstopmode*</code>
completed.	insert. <code>\endinsert</code>
assignment command.	insert a footnote mark without text. <code>\footnotemark^L</code>
	insert a token after the current group is . <code>\aftergroup*</code>
	insert a token after the next <code>\afterassignment*</code>
	insert a whole page. <code>\pageinsert</code>
tokens to	insert after every <code>\cr</code> or nonredundant <code>\crrc</code> . <code>\everycr*</code>
	insert at current position in page. <code>\midinsert</code>
	insert horizontal space in math mode. <code>\mskip*</code>
allocate a new	insert register. <code>\newinsert</code>
	insert text at the top of the page. <code>\topinsert</code>
<code>\valign</code> .	insert unaligned material in <code>\halign</code> or <code>\noalign*</code>
	insert vertical material into a paragraph. <code>\vadjust*</code>
	insert when a paragraph begins. <code>\everypar*</code>
tokens to	insert when a vbox begins. <code>\everyvbox*</code>
tokens to	insert when an hbox begins. <code>\everyhbox*</code>
tokens to	insert when display math begins. <code>\everydisplay*</code>
tokens to	insert when math in text begins. <code>\everymath*</code>
tokens to	insert when the job begins. <code>\everyjob*</code>
	insert words into hyphenation dictionary. <code>\hyphenation*</code>
define where text will be	inserted when the page is formatted. <code>\insert*</code>
	insertion class for footnote inserts. <code>\footins</code>
	insertion class for inserts at the top of a page. <code>\topins</code>
flush	insertions and eject to a new page. <code>\dosupereject</code>
flush all	insertions and eject to a new page. <code>\supereject</code>
sum of penalties for split	insertions on the page. <code>\insertpenalties*</code>
penalty for	insertions that are split. <code>\floatingpenalty*</code>
insertion class for footnote	inserts. <code>\footins</code>
insertion class for	inserts at the top of a page. <code>\topins</code>
select one of several entries determined by an	integer. <code>\ifcase*</code>
test for odd	integer. <code>\ifodd*</code>
test two	integers. <code>\ifnum*</code>
math operator:	integral (f). <code>\int</code>
math operator: contour	integral (\oint). <code>\oint</code>
math operator: small	integral (f). <code>\smallint</code>
enable \TeX bibliography	interface. <code>\bibliography^L</code>
footnotes.	interline penalty for <code>\interfootnotelinepenalty^L</code>
box.	interline space before next vertical <code>\nointerlineskip</code>
	suppress <code>\makeatletter^L</code>
set @ alphabetic to access	internal commands. <code>\makeatletter^L</code>
set @ non-alphabetic to hide	internal commands. <code>\makeatother^L</code>
test for an	internal mode. <code>\ifinner*</code>
long arrows.	internal Plain \TeX command to piece together <code>\joinrel</code>
math text symbols.	internal Plain \TeX operation to define <code>\mathhexbox</code>
	internal Plain \TeX space used for centering. <code>\centering</code>
	intersection or cap (\cap). <code>\cap</code>
math operator:	in-text citation of a reference. <code>\cite^L</code>
generate an	in-text style for math. <code>\textstyle*</code>
use	iota (i). <code>\iota</code>
math symbol:	iota (i). <code>\iota</code>
select bold math	italic and symbol fonts. <code>\boldmath^L</code>
unselect bold math	italic and symbol fonts. <code>\unboldmath^L</code>

	italic correction.	<code>\/*</code>
8 point	italic font.	<code>\egt^Lit</code>
8 point math	italic font.	<code>\egt^Lmi</code>
11 point	italic font.	<code>\el^Lvit</code>
11 point math	italic font.	<code>\elv^Lmi</code>
5 point math	italic font.	<code>\five^Li</code>
5 point math	italic font.	<code>\fiv^Lmi</code>
14 point math	italic font.	<code>\frtn^Lmi</code>
select	italic font.	<code>\it</code>
math mode	italic font.	<code>\mit</code>
9 point	italic font.	<code>\n^Lit</code>
9 point math	italic font.	<code>\n^Lmi</code>
7 point math	italic font.	<code>\seven^Li</code>
7 point	italic font.	<code>\sev^Lit</code>
7 point math	italic font.	<code>\sev^Lmi</code>
6 point math	italic font.	<code>\six^Lmi</code>
17 point math	italic font.	<code>\svtn^Lmi</code>
10 point math	italic font.	<code>\ten^Li</code>
10 point text	italic font.	<code>\ten^Lit</code>
10 point math	italic font.	<code>\ten^Lmi</code>
12 point	italic font.	<code>\twl^Lit</code>
12 point math	italic font.	<code>\twl^Lmi</code>
20 point math	italic font.	<code>\twty^Lmi</code>
	italic font family.	<code>\itfam</code>
display an	item.	<code>\item</code>
space between a label and text of a list	item.	<code>\labelsep^L</code>
math spacing of a closing delimiter for the next	item. select	<code>\mathclose[*]</code>
math spacing of an opening delimiter for the next	item. select	<code>\mathopen[*]</code>
space between first list	item and preceding paragraph.	<code>\topsep^L</code>
current value of the third-level	item counter.	<code>\theenumiii^L</code>
current value of the second-level	item counter.	<code>\theenumii^L</code>
current value of the first-level	item counter.	<code>\theenumi^L</code>
current value of the fourth-level	item counter.	<code>\theenumiv^L</code>
current value of the sixth-level	item counter.	<code>\theenumvi^L</code>
current value of the fifth-level	item counter.	<code>\theenumv^L</code>
space between paragraphs within an	item in a list environment.	<code>\parsep^L</code>
second-level	item in an index.	<code>\subitem^L</code>
third-level	item in an index.	<code>\subsubitem^L</code>
create	item label for a list environment.	<code>\makelabel^L</code>
place balanced text into a mark	item on the current list.	<code>\mark[*]</code>
append a discretionary	item to the current list.	<code>\discretionary[*]</code>
reference a BIB _T E _X	item without citation.	<code>\nocite^L</code>
display an	item without hanging indentation.	<code>\textindent</code>
penalty between list	items.	<code>\@itempenalty^L</code>
mark denoting third-level	items.	<code>\labelitemiii^L</code>
mark denoting second-level	items.	<code>\labelitemii^L</code>
mark denoting first-level	items.	<code>\labelitemi^L</code>
mark denoting fourth-level	items.	<code>\labelitemiv^L</code>
mark denoting sixth-level	items.	<code>\labelitemvi^L</code>
mark denoting fifth-level	items.	<code>\labelitemv^L</code>
create a box with a single column of	items.	<code>\shortstack^L</code>
space between successive	items in a list environment.	<code>\itemsep^L</code>
maximum boxed	items shown at a given depth.	<code>\showboxbreadth[*]</code>

associate a counter with an	item-type command.	<code>\usecounter^L</code>
math symbol: dotless	j (<i>j</i>).	<code>\jmath</code>
dotless	j letter (<i>j</i>).	<code>\j</code>
math symbol:	join (\Join).	<code>\Join^L</code>
math	join operator: large V (\bigvee).	<code>\bigvee</code>
math binary operator:	join or V (\vee).	<code>\vee</code>
suppress bottom	justification of page text.	<code>\raggedbottom</code>
suppress right	justification of paragraph lines.	<code>\raggedright</code>
suppress right	justification of typewriter font lines.	<code>\ttraggedright</code>
height.	justify page bottoms to the same height.	<code>\flushbottom^L</code>
	justify page bottoms to the same height.	<code>\normalbottom</code>
	justify page bottoms to their natural	<code>\raggedbottom^L</code>
math Greek letter:	kappa (κ).	<code>\kappa</code>
math function:	ker.	<code>\ker</code>
	kern a given distance.	<code>\kern[*]</code>
default horizontal	kern character to position accents.	<code>\defaultskewchar[*]</code>
	kern in math mode.	<code>\mkern[*]</code>
remove a	kern just added to the current list.	<code>\unkern[*]</code>
fetch last	kern off the current list.	<code>\lastkern[*]</code>
horizontal	kern to position accents.	<code>\skewchar[*]</code>
define	kerning around math in text.	<code>\mathsurround[*]</code>
math symbol: small script	L (ℓ).	<code>\ell</code>
Polish letter: slashed	L (<i>l</i>).	<code>\l</code>
Polish letter: upper-case slashed	L (\mathbb{L}).	<code>\mathbb{L}</code>
define a cross reference	label.	<code>\label^L</code>
page number of a cross reference	label.	<code>\pageref^L</code>
refer to a cross reference	label.	<code>\ref^L</code>
space between a	label and text of a list item.	<code>\labelsep^L</code>
create item	label for a list environment.	<code>\makelabel^L</code>
indent before the	label in a list environment.	<code>\itemindent^L</code>
	label width in a list environment.	<code>\labelwidth^L</code>
generate a matrix	labeled on rows and columns.	<code>\bordermatrix</code>
start a	labeled paragraph.	<code>\paragraph^L</code>
start a	labeled sub-level paragraph.	<code>\subparagraph^L</code>
math Greek letter:	lambda (λ).	<code>\lambda</code>
math Greek letter: capital	lambda (Λ).	<code>\Lambda</code>
define a new	language to be used for hyphenation.	<code>\newlanguage^S</code>
specify	language to be used for hyphenation.	<code>\setlanguage^S</code>
current	language used for hyphenation.	<code>\language^S</code>
vertical skip a	large amount.	<code>\bigskip^L</code>
	large breakable horizontal skip.	<code>\qqquad</code>
math operator:	large cap (\bigcap).	<code>\bigcap</code>
math operator:	large circle (\bigcirc).	<code>\bigcirc</code>
math operator:	large circle with dot (\bigodot).	<code>\bigodot</code>
math operator:	large circle with plus (\bigoplus).	<code>\bigoplus</code>
math operator:	large circle with times (\bigotimes).	<code>\bigotimes</code>
math operator:	large co-product (\coprod).	<code>\coprod</code>
math operator:	large cup (\bigcup).	<code>\bigcup</code>
math operator:	large down triangle (\bigtriangledown).	<code>\bigtriangledown</code>
define a	large math operator.	<code>\mathop[*]</code>
restore default limit placement on	large math operators.	<code>\displaylimits[*]</code>
math operator:	large product (\prod).	<code>\prod</code>
math operator:	large square cup (\bigsqcup).	<code>\bigsqcup</code>

math operator:	large sum (Σ).	<code>\sum</code>
math operator:	large U plus (\oplus).	<code>\biguplus</code>
math operator:	large up triangle (Δ).	<code>\bigtriangleright</code>
math join operator:	large V (\vee).	<code>\bigvee</code>
	large vertical break.	<code>\bigskip</code>
	large vertical space or a good page break.	<code>\bigbreak</code>
math meet operator:	large wedge (\wedge).	<code>\bigwedge</code>
select font four steps	larger than normal size.	<code>\huge^L</code>
select font one step	larger than normal size.	<code>\large^L</code>
select font three steps	larger than normal size.	<code>\LARGE^L</code>
select font two steps	larger than normal size.	<code>\Large^L</code>
select	largest available font.	<code>\Huge^L</code>
	largest permissible dimension.	<code>\maxdimen</code>
fetch	last box off the current list.	<code>\lastbox[*]</code>
depth of the	last box on the vertical list.	<code>\prevdepth[*]</code>
mark text	last encountered in a split box.	<code>\splitbotmark[*]</code>
mark text	last encountered on page just boxed.	<code>\botmark[*]</code>
fetch	last kern off the current list.	<code>\lastkern[*]</code>
space at the end of the	last line of a paragraph.	<code>\parfillskip[*]</code>
number of lines in the	last paragraph.	<code>\prevgraf[*]</code>
fetch	last penalty off the current list.	<code>\lastpenalty[*]</code>
number of output routine calls since	last <code>\shipout</code> .	<code>\deadcycles[*]</code>
fetch	last skip off the current list.	<code>\lastskip[*]</code>
remove	last skip on the list.	<code>\removeatlastskip</code>
terminate	\LaTeX and flush the final page.	<code>\stop^L</code>
	\LaTeX logo.	<code>\LaTeX^L</code>
8 point	\LaTeX symbol font.	<code>\egtly^L</code>
11 point	\LaTeX symbol font.	<code>\elvly^L</code>
5 point	\LaTeX symbol font.	<code>\fivly^L</code>
14 point	\LaTeX symbol font.	<code>\frtnly^L</code>
9 point	\LaTeX symbol font.	<code>\ninly^L</code>
7 point	\LaTeX symbol font.	<code>\sevly^L</code>
6 point	\LaTeX symbol font.	<code>\sixly^L</code>
17 point	\LaTeX symbol font.	<code>\svtnly^L</code>
10 point	\LaTeX symbol font.	<code>\tenly^L</code>
12 point	\LaTeX symbol font.	<code>\twlly^L</code>
20 point	\LaTeX symbol font.	<code>\twtyly^L</code>
an ellipsis, equivalent to	<code>\ldots</code> in math mode.	<code>\dots</code>
math symbol:	leads to (\leadsto).	<code>\leadsto^L</code>
create a zero-width box with text to the	left.	<code>\llap[*]</code>
add a box to the vertical list shifted	left.	<code>\moveleft[*]</code>
flush lines	left.	<code>\raggedright^L</code>
math symbol: long	left and right arrow (\longleftrightarrow).	<code>\longlefttrightarrow</code>
increase	left and right margins by <code>\parindent</code> .	<code>\narrower</code>
set headings for	left and right pages.	<code>\markboth^L</code>
math delimiter:	left angle bracket (\langle).	<code>\langle</code>
fill a space with a	left arrow.	<code>\leftarrowfill</code>
math symbol: hook	left arrow (\hookleftarrow).	<code>\hookleftarrow</code>
math symbol:	left arrow (\leftarrow).	<code>\leftarrow</code>
math symbol: long	left arrow (\longleftarrow).	<code>\longleftarrow</code>
	left arrow over a math formula.	<code>\overleftarrow</code>
generate a matrix with a	left brace delimiter.	<code>\cases</code>
math delimiter:	left bracket (\lbracket).	<code>\lbracket</code>

	distance	left by \’ command between tabbing fields.	<code>\tabbingsep^L</code>
	math delimiter:	left ceiling bracket (\lceil).	<code>\lceil</code>
	math delimiter:	left curly brace ($\{$).	<code>\lbrace</code>
begin a new math list with a	math symbol:	left delimiter.	<code>\left[*]</code>
	math symbol: long	left double arrow (\Leftrightarrow).	<code>\Leftrightarrow</code>
	end flush	left double arrow (\Longleftarrow).	<code>\Longleftarrow</code>
	begin flush	left environment.	<code>\endflushleft^L</code>
		left environment.	<code>\flushleft^L</code>
		left equation number.	<code>\leqno[*]</code>
align a stack of equations with	math delimiter:	left equation numbers.	<code>\leqalignno</code>
	math delimiter:	left floor bracket (\lfloor).	<code>\lfloor</code>
	math symbol:	left group ($\left($).	<code>\lgroup</code>
math symbol: underlined		left half diamond (\triangleleft).	<code>\lhd^L</code>
		left half diamond (\trianglelefteq).	<code>\unlhd^L</code>
		left hand margin on even pages.	<code>\evensidemargin^L</code>
		left hand margin on odd pages.	<code>\oddsidemargin^L</code>
	math symbol:	left harpoon down (\harpoonleft).	<code>\leftharpoondown</code>
math symbol: right		left harpoon (\Rrightarrow).	<code>\rightleftharpoons</code>
math symbol:		left harpoon up (\harpoonleft).	<code>\leftharpoonup</code>
math symbol:		left hook (\hookleftarrow).	<code>\lhook</code>
set a formula flush		left in display style.	<code>\leftteqn^L</code>
	width of	left margin in fifth-level list.	<code>\leftmarginv^L</code>
	width of	left margin in first-level list.	<code>\leftmargini^L</code>
	width of	left margin in fourth-level list.	<code>\leftmarginiv^L</code>
	width of	left margin in second-level list.	<code>\leftmarginii^L</code>
	width of	left margin in sixth-level list.	<code>\leftmarginvi^L</code>
	width of	left margin in third-level list.	<code>\leftmarginiii^L</code>
		left margin of a list environment.	<code>\leftmargin^L</code>
environment.	unindents	left margin one tab stop in tabbing	<code>\-^L</code>
environment.	indents	left margin one tab stop in tabbing	<code>\+^L</code>
	2.5-line	left math delimiter.	<code>\Biggl</code>
	2-line	left math delimiter.	<code>\biggl</code>
	1.5-line	left math delimiter.	<code>\Bigl</code>
	1-line	left math delimiter.	<code>\bigl</code>
	math symbol:	left moustache (\int).	<code>\lmoustache</code>
	space to the	left of a paragraph.	<code>\leftskip[*]</code>
	flush text	left on a line.	<code>\leftline</code>
produces current		left page heading.	<code>\leftmark^L</code>
	lower	left piece of a horizontal brace.	<code>\braceld</code>
	upper	left piece of a horizontal brace.	<code>\bracelu</code>
	math symbol:	left quote (\lq).	<code>\lq</code>
	math operator:	left triangle (\triangleleft).	<code>\triangleleft</code>
	math symbol:	left-right arrow (\leftrightarrow).	<code>\leftrightarrow</code>
	math symbol:	left-right double arrow (\Leftrightarrow).	<code>\Leftrightarrow</code>
math symbol: long		left-right double arrow (\Longleftrightarrow).	<code>\Longleftrightarrow</code>
increment the value of a		length command.	<code>\addtolength^L</code>
	define a new	length command.	<code>\newlength^L</code>
	set a	length command.	<code>\setlength^L</code>
	set a	length command to width of text.	<code>\settowidth^L</code>
		length of text preceding a display.	<code>\predisplaysize[*]</code>
math relation: much		less (\ll).	<code>\ll</code>
math relation:		less or equal (\leq).	<code>\le</code>

math relation:	less or equal (\leq).	<code>\leq</code>
display counter as lower-case	letter.	<code>\alph^L</code>
display counter as upper-case	letter.	<code>\Alph^L</code>
math Greek	letter: alpha (α).	<code>\alpha</code>
math Greek	letter: beta (β).	<code>\beta</code>
math Greek	letter: capital delta (Δ).	<code>\Delta</code>
math Greek	letter: capital gamma (Γ).	<code>\Gamma</code>
math Greek	letter: capital lambda (Λ).	<code>\Lambda</code>
Norwegian	letter: capital o with slash (\O).	<code>\O</code>
math Greek	letter: capital omega (Ω).	<code>\Omega</code>
math Greek	letter: capital phi (Φ).	<code>\Phi</code>
math Greek	letter: capital pi (Π).	<code>\Pi</code>
math Greek	letter: capital psi (Ψ).	<code>\Psi</code>
math Greek	letter: capital sigma (Σ).	<code>\Sigma</code>
math Greek	letter: capital theta (Θ).	<code>\Theta</code>
math Greek	letter: capital upsilon (Υ).	<code>\Upsilon</code>
math Greek	letter: capital xi (Ξ).	<code>\Xi</code>
math Greek	letter: chi (χ).	<code>\chi</code>
math Greek	letter: delta (δ).	<code>\delta</code>
math Greek	letter: epsilon (ϵ).	<code>\epsilon</code>
math Greek	letter: eta (η).	<code>\eta</code>
math Greek	letter: gamma (γ).	<code>\gamma</code>
dotless i	letter (i).	<code>\i</code>
dotless j	letter (j).	<code>\j</code>
math Greek	letter: kappa (κ).	<code>\kappa</code>
math Greek	letter: lambda (λ).	<code>\lambda</code>
math Greek	letter: mu (μ).	<code>\mu</code>
math Greek	letter: nu (ν).	<code>\nu</code>
Norwegian	letter: o with slash (\o).	<code>\o</code>
math Greek	letter: omega (ω).	<code>\omega</code>
math Greek	letter: phi (ϕ).	<code>\phi</code>
math Greek	letter: pi (π).	<code>\pi</code>
math Greek	letter: psi (ψ).	<code>\psi</code>
math Greek	letter: rho (ρ).	<code>\rho</code>
German	letter: sharp s (\ss).	<code>\ss</code>
math Greek	letter: sigma (σ).	<code>\sigma</code>
Polish	letter: slashed L (l).	<code>\l</code>
math Greek	letter: tau (τ).	<code>\tau</code>
math Greek	letter: theta (θ).	<code>\theta</code>
Polish	letter: upper-case slashed L (L).	<code>\L</code>
math Greek	letter: upsilon (υ).	<code>\upsilon</code>
math Greek	letter: variant epsilon (ε).	<code>\varepsilon</code>
math Greek	letter: variant phi (φ).	<code>\varphi</code>
math Greek	letter: variant pi (ϖ).	<code>\varpi</code>
math Greek	letter: variant rho (ϱ).	<code>\varrho</code>
math Greek	letter: variant sigma (ς).	<code>\varsigma</code>
math Greek	letter: variant theta (ϑ).	<code>\vartheta</code>
math Greek	letter: xi (ξ).	<code>\xi</code>
math Greek	letter: zeta (ζ).	<code>\zeta</code>
if hyphenating words beginning with capital	letters. positive	<code>\uchyph[*]</code>
math mode calligraphic	letters font.	<code>\cal</code>
an unoriented skip amount with stretch of	<code>\lfill</code> .	<code>\fill^L</code>
math function:	lg.	<code>\lg</code>

	ligature digraph symbol æ (æ).	<code>\ae</code>
	ligature digraph symbol capital Æ (Æ).	<code>\AE</code>
	ligature digraph symbol capital OE (Œ).	<code>\OE</code>
	ligature digraph symbol œ (œ).	<code>\oe</code>
math function:	lim.	<code>\lim</code>
	limit for bad hbox errors.	<code>\hbadness*</code>
	limit for bad vbox errors.	<code>\vbadness*</code>
math function:	limit infimum (<i>liminf</i>).	<code>\liminf</code>
operators.	restore default	
	limit placement on large math	<code>\displaylimits*</code>
	math function:	
	limit supremum (<i>limsup</i>).	<code>\limsup</code>
	limits above and below math operators.	<code>\limits*</code>
penalty if page break after hyphenated	line.	<code>\brokenpenalty*</code>
center text in a	line.	<code>\centerline</code>
current input file at the end of the current	line. stop reading	<code>\endinput*</code>
character placed at the right end of an input	line.	<code>\endlinechar*</code>
demerits for a penultimate broken	line.	<code>\finalhyphendemerits*</code>
page foot	line.	<code>\footline</code>
page head	line.	<code>\headline</code>
flush text left on a	line.	<code>\leftline</code>
width of the current	line.	<code>\linewidth^L</code>
flush right text on a	line.	<code>\rightline</code>
create a rule or	line.	<code>\rule^L</code>
require strict	line and page breaks.	<code>\fussy^L</code>
accept looser	line and page breaks.	<code>\sloppy^L</code>
penalty for creating a widow	line at top of page.	<code>\widowpenalty*</code>
penalty for creating a widow	line before a display.	<code>\displaywidowpenalty*</code>
allow a	line break.	<code>\allowbreak</code>
force a	line break.	<code>\break</code>
encourage a	line break.	<code>\linebreak^L</code>
suppress a	line break.	<code>\nolinebreak^L</code>
permit a	line break after a slash.	<code>\slash</code>
penalty for	line break after binary operation.	<code>\binoppenalty*</code>
penalty for	line break after discretionary hyphen.	<code>\hyphenpenalty*</code>
penalty for	line break after explicit hyphen.	<code>\exhyphenpenalty*</code>
penalty for	line break after math relation.	<code>\relpenalty*</code>
force a	line break in a paragraph.	<code>\</code> ^L
force a	line break in a paragraph.	<code>\newline^L</code>
verbatim	line breaks in input text.	<code>\obeylines</code>
10 point	line font.	<code>\tenln^L</code>
10 point wide	line font.	<code>\tenlnw^L</code>
indentation of	line for displayed equation.	<code>\displayindent*</code>
read a	line from a file.	<code>\read*</code>
amount added to badness of every	line in a paragraph.	<code>\linepenalty*</code>
character that starts a new output	line in a picture environment.	<code>\line^L</code>
begin a tabbed	line in a write statement.	<code>\newlinechar*</code>
begin a tabbed	line in an inner environment.	<code>\tabalign</code>
horizontal	line in an outer environment.	<code>\+</code>
vertical	line in array and tabular environments.	<code>\hline^L</code>
multicolumn	line in array and tabular environments.	<code>\vline^L</code>
end a	line in array or tabular environment.	<code>\cline^L</code>
discard current	line in <code>\halign</code> aligned text.	<code>\cr*</code>
pause after each	line in tabbing environment.	<code>\kill^L</code>
	line is read from a file.	<code>\pausing*</code>

space at the end of the last	line of a paragraph.	<code>\parfillskip*</code>
penalty if page break after first	line of paragraph.	<code>\clubpenalty*</code>
prohibit a	line or page break.	<code>\nobreak</code>
specify penalty for a	line or page break.	<code>\penalty*</code>
draw a	line over a formula.	<code>\overline*</code>
ensure footnote	line separation.	<code>\footstrut</code>
increase	line separation in math mode.	<code>\openup</code>
vertical strut to preserve	line spacing.	<code>\strut</code>
set	line spacing to normal values.	<code>\normalbaselines</code>
draw a	line under a formula.	<code>\underline*</code>
create a box of current	line width.	<code>\line</code>
show	line-break calculations.	<code>\tracingparagraphs*</code>
extra space above displays following short	lines.	<code>\abovedisplayshortskip*</code>
demerits for adjacent incompatible	lines.	<code>\adjdemerits*</code>
normal space between	lines.	<code>\baselineskip*</code>
extra space just below displays following short	lines.	<code>\belowdisplayshortskip*</code>
declaration to center	lines.	<code>\centering^L</code>
demerits for consecutive broken	lines.	<code>\doublehyphendemerits*</code>
extra space in badly-stretched	lines.	<code>\emergencystretch³</code>
indentation changes after specified number of	lines. hanging.	<code>\hangafter*</code>
additional penalty for page break between	lines.	<code>\interlinepenalty*</code>
turn off extra space between	lines.	<code>\offinterlineskip</code>
suppress right justification of paragraph	lines.	<code>\raggedright</code>
suppress right justification of typewriter font	lines.	<code>\ttraggedright</code>
thick lines for	lines and circles.	<code>\thicklines^L</code>
thin lines for	lines and circles.	<code>\thinlines^L</code>
thick	lines for lines and circles.	<code>\thicklines^L</code>
thin	lines for lines and circles.	<code>\thinlines^L</code>
extra space between	lines if <code>\baselineskip</code> isn't enough.	<code>\lineskip*</code>
force a change to the number of	lines in a paragraph.	<code>\looseness*</code>
indent second and subsequent	lines in a paragraph by <code>\parindent</code>	<code>\hang</code>
minimum space between	lines in a vertical list.	<code>\lineskiplimit*</code>
set width of	lines in picture environment.	<code>\linethickness^L</code>
number of	lines in the last paragraph.	<code>\prevgraf*</code>
flush	lines left.	<code>\raggedright^L</code>
penalty for breaking between	lines of a display.	<code>\interdisplaylinepenalty</code>
penalty for breaking between	lines of a footnote.	<code>\interfootnotelinepenalty</code>
an error message.	lines of context to be displayed in	<code>\errorcontextlines³</code>
flush	lines right.	<code>\raggedleft^L</code>
value of normal	<code>\lineskip</code>	<code>\normallineskip</code>
value of normal	<code>\lineskiplimit</code>	<code>\normallineskiplimit</code>
penalty at the beginning of a	list.	<code>\@beginparpenalty^L</code>
append a discretionary item to the current	list.	<code>\discretionary*</code>
terminate a <code>\csname</code> token	list.	<code>\endcsname*</code>
penalty at the end of a	list.	<code>\@endparpenalty^L</code>
fetch last box off the current	list.	<code>\lastbox*</code>
fetch last kern off the current	list.	<code>\lastkern*</code>
fetch last penalty off the current	list.	<code>\lastpenalty*</code>
fetch last skip off the current	list.	<code>\lastskip*</code>
width of left margin in third-level	list.	<code>\leftmarginiii^L</code>
width of left margin in second-level	list.	<code>\leftmarginii^L</code>
width of left margin in first-level	list.	<code>\leftmargini^L</code>
width of left margin in fourth-level	list.	<code>\leftmarginiv^L</code>

width of left margin in sixth-level	list.	<code>\leftmarginvi</code> ^L
width of left margin in fifth-level	list.	<code>\leftmarginv</code> ^L
minimum space between lines in a vertical	list.	<code>\lineskiplimit</code> [*]
balanced text into a mark item on the current	list.	<code>\mark</code> [*]
depth of the last box on the vertical	list.	<code>\prevdepth</code> [*]
remove last skip on the	list.	<code>\removeatlastskip</code>
right margin in a	list.	<code>\rightmargin</code> ^L
un-box an hbox and add it to the horizontal	list.	<code>\unhbox</code> [*]
a copy of an hbox and add it to the horizontal	list.	<code>\unhcopy</code> [*]
remove a kern just added to the current	list.	<code>\unkern</code> [*]
remove a penalty just added to the current	list.	<code>\unpenalty</code> [*]
remove a skip just added to the current	list.	<code>\unskip</code> [*]
un-box a vbox and add it to the vertical	list.	<code>\unvbox</code> [*]
a copy of a vbox and add it to the vertical	list.	<code>\unvcopy</code> [*]
create a centered vbox in a math	list.	<code>\vcenter</code> [*]
place a footnote in a caption or other vertical	list.	<code>\vfootnote</code>
give a token	list defining the semantics of a token.	<code>\meaning</code> [*]
indent before the label in a	list environment.	<code>\itemindent</code> ^L
start an entry in a	list environment.	<code>\item</code> ^L
space between successive items in a	list environment.	<code>\itemsep</code> ^L
label width in a	list environment.	<code>\labelwidth</code> ^L
left margin of a	list environment.	<code>\leftmargin</code> ^L
indent second and subsequent paragraphs in a	list environment.	<code>\listparindent</code> ^L
create item label for a	list environment.	<code>\makelabel</code> ^L
space between paragraphs within an item in a	list environment.	<code>\parsep</code> ^L
space between a label and text of a	list item.	<code>\labelsep</code> ^L
space between first	list item and preceding paragraph.	<code>\topsep</code> ^L
penalty between	list items.	<code>\@itempenalty</code> ^L
generate a	list of figures.	<code>\listoffigures</code> ^L
generate a	list of tables.	<code>\listoftables</code> ^L
produce a vertical	list of the body of a page.	<code>\pagecontents</code>
an empty	list of tokens.	<code>\empty</code>
adds an entry to the specified	list or table.	<code>\addcontentsline</code> ^L
use a token	list register.	<code>\toks</code> [*]
define a name for a token	list register.	<code>\toksdef</code> [*]
add a box to the vertical	list shifted left.	<code>\moveleft</code> [*]
add a box to the vertical	list shifted right.	<code>\moveright</code> [*]
write a token	list to a file.	<code>\write</code> [*]
begin a new math	list with a left delimiter.	<code>\left</code> [*]
end a math	list with a right delimiter.	<code>\right</code> [*]
show the current	lists.	<code>\showlists</code> [*]
math function:	ln.	<code>\ln</code>
	load a font.	<code>\font</code> [*]
	load a font.	<code>\load</code> ^L
default hyphen when a font is	loaded.	<code>\defaultthyphenchar</code> [*]
math function:	log.	<code>\log</code>
write to the	log file only.	<code>\wlog</code>
math operator:	logical and (\wedge).	<code>\land</code>
math operator:	logical not, hook (\neg).	<code>\lnot</code>
math symbol:	logical or (\vee).	<code>\lor</code>
\LaTeX	logo.	<code>\LaTeX</code> ^L
“ \TeX ”	logo.	<code>\TeX</code>
begin a	loop.	<code>\loop</code>

end of a	<code>\loop</code>	<code>\repeat</code>
accept	looser line and page breaks.	<code>\sloppy</code> ^L
current year of our	Lord.	<code>\year</code> [*]
three	low dots in math mode (...).	<code>\ldots</code>
	lower a box a given distance.	<code>\lower</code> [*]
	lower dot math symbol with special spacing.	<code>\ldotp</code>
	lower left piece of a horizontal brace.	<code>\braced</code>
	lower right piece of a horizontal brace.	<code>\bracerd</code>
translate balanced text to	lower-case.	<code>\lowercase</code> [*]
	lower-case code for a character.	<code>\lccode</code> [*]
display counter as	lower-case letter.	<code>\alph</code> ^L
display counter as	lower-case Roman numerals.	<code>\roman</code> ^L
convert a number to	lower-case Roman numerals.	<code>\romannumeral</code> [*]
define a	macro.	<code>\def</code> [*]
following macro must not be called from another	macro. the	<code>\outer</code> [*]
the following	macro definition or register setting is global.	<code>\global</code> [*]
define a	macro globally.	<code>\gdef</code> [*]
the following	macro may have multiple paragraphs as	<code>\long</code> [*]
parameters.	the following	macro must not be called from another macro.
footnotes from text.	macro to draw the rule separating	<code>\footnoterule</code> ^L
	macro with expanded replacement text.	<code>\edef</code> [*]
define a	macro with expanded replacement text.	<code>\xdef</code> [*]
define a global	macron or bar accent (ō).	<code>\=</code>
	macros as they are expanded.	<code>\tracingmacros</code> [*]
show	magnification.	<code>\magstep</code>
define font	magnification.	<code>\magstephalf</code>
use 11 point	magnification for the document.	<code>\magnification</code>
set the	magnification ratio times 1000.	<code>\mag</code> [*]
maximum depth of boxes on	main pages.	<code>\maxdepth</code> [*]
space between	main text and footnotes.	<code>\footins</code> ^L
math symbol:	maps to char (i).	<code>\mapstochar</code>
math symbol: long	maps to (\Leftrightarrow).	<code>\longmapsto</code>
math symbol:	maps to (\mapsto).	<code>\mapsto</code>
right	margin in a list.	<code>\rightmargin</code> ^L
width of left	margin in fifth-level list.	<code>\leftmarginv</code> ^L
width of left	margin in first-level list.	<code>\leftmargini</code> ^L
width of left	margin in fourth-level list.	<code>\leftmarginiv</code> ^L
width of left	margin in second-level list.	<code>\leftmarginii</code> ^L
width of left	margin in sixth-level list.	<code>\leftmarginvi</code> ^L
width of left	margin in third-level list.	<code>\leftmarginiii</code> ^L
left	margin of a list environment.	<code>\leftmargin</code> ^L
left hand	margin on even pages.	<code>\evensidemargin</code> ^L
left hand	margin on odd pages.	<code>\oddsidemargin</code> ^L
unindents left	margin one tab stop in tabbing environment.	<code>\-</code> ^L
indents left	margin one tab stop in tabbing environment.	<code>\+</code> ^L
produce a	marginal note.	<code>\marginpar</code> ^L
distance between	marginal note and text.	<code>\marginparsep</code> ^L
vertical space between	marginal notes.	<code>\marginparpush</code> ^L
width of	marginal notes.	<code>\marginparwidth</code> ^L
page.	marginal notes on opposite side of	<code>\reversemarginpar</code> ^L
put	margins by <code>\parindent</code> .	<code>\narrower</code>
increase left and right	mark.	<code>\footnotetext</code> ^L
produce footnote text without a	mark denoting fifth-level items.	<code>\labelitemv</code> ^L

	mark denoting first-level items.	<code>\labelitemi^L</code>
	mark denoting fourth-level items.	<code>\labelitemiv^L</code>
	mark denoting second-level items.	<code>\labelitemii^L</code>
	mark denoting sixth-level items.	<code>\labelitemvi^L</code>
	mark denoting third-level items.	<code>\labelitemiii^L</code>
place balanced text into a	mark item on the current list.	<code>\mark[*]</code>
pound, hatch	mark, sharp sign, octothorpe (#).	<code>\#</code>
box.	mark text first encountered in a split	<code>\splitfirstmark[*]</code>
boxed.	mark text first encountered on page just ..	<code>\firstmark[*]</code>
	mark text last encountered in a split box.	<code>\splitbotmark[*]</code>
	mark text last encountered on page just	<code>\botmark[*]</code>
boxed.	mark the beginning of a major	<code>\beginsection</code>
subdivision.	mark without text.	<code>\footnotemark^L</code>
	material. amount	<code>\delimitershortfall[*]</code>
	material.	<code>\hbox[*]</code>
	material.	<code>\vbox[*]</code>
	math.	<code>\textstyle[*]</code>
	math accent: acute (\acute{x}).	<code>\acute</code>
	math accent: bar (\bar{x}).	<code>\bar</code>
	math accent: bar under ($\bar{\underline{x}}$).	<code>\b</code>
	math accent: breve (\breve{x}).	<code>\breve</code>
	math accent: check (\check{x}).	<code>\check</code>
	math accent: dot (\dot{x}).	<code>\dot</code>
	math accent: double dot (\ddot{x}).	<code>\ddot</code>
	math accent: grave (\grave{x}).	<code>\grave</code>
	math accent: hat (\hat{x}).	<code>\hat</code>
	math accent: tilde (\tilde{x}).	<code>\tilde</code>
	math accent: vector (\vec{x}).	<code>\vec</code>
	math accent: wide hat (\widehat{x}).	<code>\widehat</code>
	math accent: wide tilde (\widetilde{x}).	<code>\widetilde</code>
tokens to insert when display	math begins.	<code>\everydisplay[*]</code>
	math binary operator: join or V (\vee).	<code>\vee</code>
	math binary operator: operator (\wedge).	<code>\wedge</code>
	math binary operator: wreath product (\wr). .	<code>\wr</code>
define a name for a	math character.	<code>\mathchardef[*]</code>
specify a	math character code.	<code>\mathchar[*]</code>
set a	math character's processing category type.	<code>\mathcode[*]</code>
2.5-line left	math delimiter.	<code>\Biggl</code>
2-line left	math delimiter.	<code>\biggl</code>
2.5-line middle	math delimiter.	<code>\Biggm</code>
2-line middle	math delimiter.	<code>\biggm</code>
2.5-line right	math delimiter.	<code>\Biggr</code>
2-line right	math delimiter.	<code>\biggr</code>
1.5-line left	math delimiter.	<code>\Bigl</code>
1-line left	math delimiter.	<code>\bigl</code>
1.5-line middle	math delimiter.	<code>\Bigm</code>
1-line middle	math delimiter.	<code>\bigm</code>
1.5-line right	math delimiter.	<code>\Bigr</code>
1-line right	math delimiter.	<code>\bigr</code>
	math delimiter: backslash (\backslash).	<code>\backslash</code>
	math delimiter: double vertical bar ($\ $).	<code>\Vert</code>
	math delimiter: left angle bracket (\langle).	<code>\langle</code>
	math delimiter: left bracket (\lbracket).	<code>\lbrack</code>

	math delimiter: left ceiling bracket (\lceil).	<code>\lceil</code>
	math delimiter: left curly brace ($\{$).	<code>\lbrace</code>
	math delimiter: left floor bracket (\lfloor).	<code>\lfloor</code>
	math delimiter: left group ($\left($).	<code>\lgroup</code>
	math delimiter: right angle bracket (\rceil).	<code>\rceil</code>
	math delimiter: right bracket ($\}$).	<code>\rbrace</code>
	math delimiter: right ceiling bracket (\rceil).	<code>\rceil</code>
	math delimiter: right curly brace ($\}$).	<code>\rbrace</code>
	math delimiter: right floor (\rfloor).	<code>\rfloor</code>
	math delimiter: right group ($\right)$).	<code>\rgroup</code>
1.5-line	math delimiter size.	<code>\Big</code>
1-line	math delimiter size.	<code>\big</code>
2.5-line	math delimiter size.	<code>\Bigg</code>
2-line	math delimiter size.	<code>\bigg</code>
	math delimiter: up-and-down arrow (\Updownarrow).	<code>\updownarrow</code>
	math delimiter: upward arrow (\Uparrow).	<code>\uparrow</code>
	math delimiter: vertical bar ($\ $).	<code>\vert</code>
begin theorem with special format in	math environment.	<code>\proclaim</code>
10 point	math extension symbol font.	<code>\tenex</code>
place an accent over the next	math field.	<code>\mathaccent*</code>
put a	math field under a radical.	<code>\radical*</code>
colon in a	math formula.	<code>\colon</code>
horizontal brace over a	math formula.	<code>\overbrace</code>
left arrow over a	math formula.	<code>\overleftarrow</code>
right arrow over a	math formula.	<code>\overrightarrow</code>
horizontal brace under a	math formula.	<code>\underbrace</code>
choose a	math formula based on the current style.	<code>\mathchoice*</code>
medium space in	math formulas.	<code>\medmuskip*</code>
thick space in	math formulas.	<code>\thickmuskip*</code>
thin space in	math formulas.	<code>\thinmuskip*</code>
	math function: arc cosine.	<code>\arccos</code>
	math function: arc sine.	<code>\arcsin</code>
	math function: arc tangent.	<code>\arctan</code>
	math function: arg.	<code>\arg</code>
	math function: cosecant.	<code>\csc</code>
	math function: cosine.	<code>\cos</code>
	math function: cotangent.	<code>\cot</code>
	math function: degree of a polynomial (deg).	<code>\deg</code>
	math function: det.	<code>\det</code>
	math function: dim.	<code>\dim</code>
	math function: exp.	<code>\exp</code>
	math function: gcd.	<code>\gcd</code>
	math function: hom.	<code>\hom</code>
	math function: hyperbolic cosine.	<code>\cosh</code>
	math function: hyperbolic cotangent.	<code>\coth</code>
	math function: hyperbolic sine.	<code>\sinh</code>
	math function: hyperbolic tangent.	<code>\tanh</code>
	math function: inf.	<code>\inf</code>
	math function: ker.	<code>\ker</code>
	math function: lg.	<code>\lg</code>
	math function: lim.	<code>\lim</code>
	math function: limit infimum (<i>liminf</i>).	<code>\liminf</code>

((mod)).

math function: limit supremum (<i>limsup</i>).	<code>\limsup</code>
math function: ln.	<code>\ln</code>
math function: log.	<code>\log</code>
math function: max.	<code>\max</code>
math function: min.	<code>\min</code>
math function: mod within parentheses	<code>\pmod</code>
math function: probability (Pr).	<code>\Pr</code>
math function: secant.	<code>\sec</code>
math function: sine.	<code>\sin</code>
math function: sup.	<code>\sup</code>
math function: tangent.	<code>\tan</code>
math Greek letter: alpha (α).	<code>\alpha</code>
math Greek letter: beta (β).	<code>\beta</code>
math Greek letter: capital delta (Δ).	<code>\Delta</code>
math Greek letter: capital gamma (Γ).	<code>\Gamma</code>
math Greek letter: capital lambda (Λ).	<code>\Lambda</code>
math Greek letter: capital omega (Ω).	<code>\Omega</code>
math Greek letter: capital phi (Φ).	<code>\Phi</code>
math Greek letter: capital pi (Π).	<code>\Pi</code>
math Greek letter: capital psi (Ψ).	<code>\Psi</code>
math Greek letter: capital sigma (Σ).	<code>\Sigma</code>
math Greek letter: capital theta (Θ).	<code>\Theta</code>
math Greek letter: capital upsilon (Υ).	<code>\Upsilon</code>
math Greek letter: capital xi (Ξ).	<code>\Xi</code>
math Greek letter: chi (χ).	<code>\chi</code>
math Greek letter: delta (δ).	<code>\delta</code>
math Greek letter: epsilon (ϵ).	<code>\epsilon</code>
math Greek letter: eta (η).	<code>\eta</code>
math Greek letter: gamma (γ).	<code>\gamma</code>
math Greek letter: kappa (κ).	<code>\kappa</code>
math Greek letter: lambda (λ).	<code>\lambda</code>
math Greek letter: mu (μ).	<code>\mu</code>
math Greek letter: nu (ν).	<code>\nu</code>
math Greek letter: omega (ω).	<code>\omega</code>
math Greek letter: phi (ϕ).	<code>\phi</code>
math Greek letter: pi (π).	<code>\pi</code>
math Greek letter: psi (ψ).	<code>\psi</code>
math Greek letter: rho (ρ).	<code>\rho</code>
math Greek letter: sigma (σ).	<code>\sigma</code>
math Greek letter: tau (τ).	<code>\tau</code>
math Greek letter: theta (θ).	<code>\theta</code>
math Greek letter: upsilon (υ).	<code>\upsilon</code>
math Greek letter: variant epsilon (ε).	<code>\varepsilon</code>
math Greek letter: variant phi (φ).	<code>\varphi</code>
math Greek letter: variant pi (ϖ).	<code>\varpi</code>
math Greek letter: variant rho (ϱ).	<code>\varrho</code>
math Greek letter: variant sigma (ς).	<code>\varsigma</code>
math Greek letter: variant theta (ϑ).	<code>\vartheta</code>
math Greek letter: xi (ξ).	<code>\xi</code>
math Greek letter: zeta (ζ).	<code>\zeta</code>
define kerning around tokens to insert when select bold	<code>\mathsurround*</code>
math in text begins.	<code>\everymath*</code>
math italic and symbol fonts.	<code>\boldmath^L</code>

unselect bold	math italic and symbol fonts.	<code>\unboldmath^L</code>
8 point	math italic font.	<code>\egtmi^L</code>
11 point	math italic font.	<code>\elvmi^L</code>
5 point	math italic font.	<code>\fivei</code>
5 point	math italic font.	<code>\fivmi^L</code>
14 point	math italic font.	<code>\frtnmi^L</code>
9 point	math italic font.	<code>\ninmi^L</code>
7 point	math italic font.	<code>\seveni</code>
7 point	math italic font.	<code>\sevmi^L</code>
6 point	math italic font.	<code>\sixmi^L</code>
17 point	math italic font.	<code>\svtnmi^L</code>
10 point	math italic font.	<code>\teni</code>
10 point	math italic font.	<code>\tenmi^L</code>
12 point	math italic font.	<code>\twlmi^L</code>
20 point	math italic font.	<code>\twtymi^L</code>
place	math join operator: large V (\bigvee).	<code>\bigvee</code>
create a centered vbox in a	math limits above and below math operators.	<code>\limits[*]</code>
begin a new	math list.	<code>\vcenter[*]</code>
end a	math list with a left delimiter.	<code>\left[*]</code>
	math list with a right delimiter.	<code>\right[*]</code>
	math meet operator: large wedge (\bigwedge).	<code>\bigwedge</code>
medium space in	math mode.	<code>\></code>
centered dot with special spacing in	math mode.	<code>\cdotp</code>
define a delimiter for	math mode.	<code>\delimiter[*]</code>
enter	math mode.	<code>\$[*]</code>
enter display	math mode.	<code>\$\$[*]</code>
an ellipsis, equivalent to <code>\ldots</code> in	math mode.	<code>\dots</code>
test for	math mode.	<code>\ifmmode[*]</code>
begin	math mode.	<code>\(^L</code>
begin display	math mode.	<code>\[^L</code>
end	math mode.	<code>\)^L</code>
end display	math mode.	<code>\]^L</code>
medium space in	math mode.	<code>\:^L</code>
kern in	math mode.	<code>\mkern[*]</code>
insert horizontal space in	math mode.	<code>\mskip[*]</code>
increase line separation in	math mode.	<code>\openup</code>
	math mode calligraphic letters font.	<code>\cal</code>
three centered dots in	math mode (\cdots).	<code>\cdots</code>
unbreakable tiny negative	math mode horizontal space.	<code>\negthinspace</code>
	math mode italic font.	<code>\mit</code>
three low dots in	math mode (\ldots).	<code>\ldots</code>
	math mode negative thin space.	<code>\!</code>
three diagonal dots in	math mode (\ddots).	<code>\ddots</code>
define a binary	math operator.	<code>\mathbin[*]</code>
define a large	math operator.	<code>\mathop[*]</code>
define an ordinary	math operator.	<code>\mathord[*]</code>
	math operator: amalgamated sum, co-product	<code>\amalg</code>
	math operator: asterisk ($*$).	<code>\ast</code>
	math operator: binary modulo (mod).	<code>\bmod</code>
	math operator: bullet (\bullet).	<code>\bullet</code>
	math operator: centered dot (\cdot).	<code>\cdot</code>
	math operator: circle (\circ).	<code>\circ</code>
	math operator: circle dot (\odot).	<code>\odot</code>

(II).

	math operator: circle minus (\ominus).	<code>\ominus</code>
	math operator: circle slash (\oslash).	<code>\oslash</code>
	math operator: contour integral (\oint).	<code>\oint</code>
	math operator: dagger (\dagger).	<code>\dagger</code>
	math operator: diamond (\diamond).	<code>\diamond</code>
	math operator: direct sum, circle plus (\oplus).	<code>\oplus</code>
	math operator: discretionary multiply sign.	<code>*</code>
	math operator: div.	<code>\div</code>
	math operator: double dagger (\ddagger).	<code>\ddagger</code>
	math operator: integral (\int).	<code>\int</code>
	math operator: intersection or cap (\cap).	<code>\cap</code>
	math operator: large cap (\bigcap).	<code>\bigcap</code>
	math operator: large circle (\bigcirc).	<code>\bigcirc</code>
	math operator: large circle with dot (\odot).	<code>\odot</code>
	math operator: large circle with plus (\oplus).	<code>\bigoplus</code>
	math operator: large circle with times (\otimes).	<code>\bigotimes</code>
	math operator: large co-product (\coprod).	<code>\coprod</code>
	math operator: large cup (\bigcup).	<code>\bigcup</code>
(∇).	math operator: large down triangle	<code>\bigtriangledown</code>
	math operator: large product (\prod).	<code>\prod</code>
	math operator: large square cup (\sqcup).	<code>\bigsqcup</code>
	math operator: large sum (\sum).	<code>\sum</code>
	math operator: large U plus (\uplus).	<code>\biguplus</code>
	math operator: large up triangle (Δ).	<code>\bigtriangleup</code>
	math operator: left triangle (\triangleleft).	<code>\triangleleft</code>
	math operator: logical and (\wedge).	<code>\land</code>
	math operator: logical not, hook (\neg).	<code>\neg</code>
	math operator: minus plus (\mp).	<code>\mp</code>
	math operator: negate (\neg).	<code>\neg</code>
	math operator: not in (\notin).	<code>\notin</code>
	math operator: not (\not).	<code>\not</code>
	math operator: plus or minus (\pm).	<code>\pm</code>
	math operator: right triangle (\triangleright).	<code>\triangleright</code>
	math operator: set minus (\setminus).	<code>\setminus</code>
	math operator: small integral (\int).	<code>\smallint</code>
	math operator: square cap (\sqcap).	<code>\sqcap</code>
	math operator: square cup (\sqcup).	<code>\sqcup</code>
	math operator: star (\star).	<code>\star</code>
(\otimes).	math operator: tensor product, circle times	<code>\otimes</code>
	math operator: times (\times).	<code>\times</code>
	math operator: U plus (\uplus).	<code>\uplus</code>
	math operator: union or cup (\cup).	<code>\cup</code>
restore default limit placement on large	math operators.	<code>\displaylimits*</code>
place math limits above and below	math operators.	<code>\limits*</code>
place superscripts and subscripts after	math operators.	<code>\nolimits*</code>
define a	math punctuation operator.	<code>\mathpunct*</code>
penalty for line break after	math relation.	<code>\relpenalty*</code>
	math relation: approximately equal (\approx).	<code>\approx</code>
	math relation: asymptote (\asymp).	<code>\asymp</code>
	math relation: bowtie (\bowtie).	<code>\bowtie</code>
	math relation: congruent (\cong).	<code>\cong</code>
	math relation: contains (\ni).	<code>\ni</code>
	math relation: dash V (\dashv).	<code>\dashv</code>

	math relation: dash (\vdash).	<code>\vdash</code>
	math relation: dotted equal (\doteq).	<code>\doteq</code>
	math relation: equivalence (\equiv).	<code>\equiv</code>
	math relation: frown (\frown).	<code>\frown</code>
	math relation: gets (\leftarrow).	<code>\gets</code>
	math relation: greater or equal (\geq).	<code>\geq</code>
	math relation: greater or equal (\geq).	<code>\geq</code>
	math relation: if and only if (\iff).	<code>\iff</code>
	math relation: in (\in).	<code>\in</code>
	math relation: less or equal (\leq).	<code>\leq</code>
	math relation: less or equal (\leq).	<code>\leq</code>
	math relation: mid ($ $).	<code>\mid</code>
	math relation: models (\models).	<code>\models</code>
	math relation: much greater (\gg).	<code>\gg</code>
	math relation: much less (\ll).	<code>\ll</code>
	math relation: not equal (\neq).	<code>\neq</code>
	math relation: not equal (\neq).	<code>\neq</code>
define a	math relation operator.	<code>\mathrel*</code>
	math relation: owns (\owns).	<code>\owns</code>
	math relation: parallel (\parallel).	<code>\parallel</code>
	math relation: perpendicular (\perp).	<code>\perp</code>
	math relation: precedes or equal (\preceq).	<code>\preceq</code>
	math relation: precedes (\prec).	<code>\prec</code>
	math relation: proportional to (\propto).	<code>\propto</code>
	math relation: similar or equal (\simeq).	<code>\simeq</code>
	math relation: similar (\sim).	<code>\sim</code>
	math relation: smile (\smile).	<code>\smile</code>
(\sqsubseteq).	math relation: square subset or equal (\sqsubseteq).	<code>\sqsubseteq</code>
	math relation: square superset or equal (\sqsupseteq).	<code>\sqsupseteq</code>
	math relation: subset or equal (\subseteq).	<code>\subseteq</code>
	math relation: subset (\subset).	<code>\subset</code>
	math relation: successor or equal (\succeq).	<code>\succeq</code>
	math relation: successor (\succ).	<code>\succ</code>
	math relation: superset or equal (\supseteq).	<code>\supseteq</code>
	math relation: superset (\supset).	<code>\supset</code>
	math relation: to (\rightarrow).	<code>\to</code>
put symbols over	math relations.	<code>\buildrel</code>
use normal	math script style.	<code>\displaystyle*</code>
use very small	math script style.	<code>\scriptscriptstyle*</code>
use small	math script style.	<code>\scriptstyle*</code>
select font for small	math scripts.	<code>\scriptfont*</code>
select font for very small	math scripts.	<code>\scriptscriptfont*</code>
	math skip register.	<code>\muskip*</code>
define a name for a	math skip register.	<code>\muskipdef*</code>
allocate a new	math skip register.	<code>\newmuskip</code>
next item.	math spacing of a closing delimiter for the	<code>\mathclose*</code>
next item.	math spacing of an opening delimiter for the	<code>\mathopen*</code>
parentheses.	math strut with height and depth of	<code>\mathstrut</code>
	math subformula.	<code>\mathinner*</code>
	math symbol: aleph (\aleph).	<code>\aleph</code>
	math symbol: bottom (\perp).	<code>\bot</code>
	math symbol: box (\square).	<code>\Box^L</code>

	math symbol: club suit (\clubsuit).	<code>\clubsuit</code>
	math symbol: diamond (\diamond).	<code>\Diamond</code> ^L
	math symbol: diamond suit (\diamondsuit).	<code>\diamondsuit</code>
	math symbol: dotless i (i).	<code>\imath</code>
	math symbol: dotless j (j).	<code>\jmath</code>
	math symbol: double relation bar (\equiv).	<code>\Relbar</code>
	math symbol: double vertical bar (\parallel).	<code>\Arrowvert</code>
	math symbol: down arrow (\downarrow).	<code>\downarrow</code>
	math symbol: downward double arrow (\Downarrow).	<code>\Downarrow</code>
	math symbol: empty set (\emptyset).	<code>\emptyset</code>
	math symbol: exists quantifier (\exists).	<code>\exists</code>
	math symbol: flat (b).	<code>\flat</code>
8 point	math symbol font.	<code>\egtsy</code> ^L
11 point	math symbol font.	<code>\elvsy</code> ^L
5 point	math symbol font.	<code>\fivesy</code>
5 point	math symbol font.	<code>\fivsy</code> ^L
14 point	math symbol font.	<code>\frtnsy</code> ^L
9 point	math symbol font.	<code>\ninsy</code> ^L
7 point	math symbol font.	<code>\sevensy</code>
7 point	math symbol font.	<code>\sevtsy</code> ^L
6 point	math symbol font.	<code>\sixsy</code> ^L
17 point	math symbol font.	<code>\svtnsy</code> ^L
10 point	math symbol font.	<code>\tensy</code>
12 point	math symbol font.	<code>\twlsy</code> ^L
20 point	math symbol font.	<code>\twttsy</code> ^L
	math symbol: for-all quantifier (\forall).	<code>\forall</code>
	math symbol: heart suit (\heartsuit).	<code>\heartsuit</code>
	math symbol: hook left arrow (\hookleftarrow).	<code>\hookleftarrow</code>
	math symbol: hook right arrow (\hookrightarrow).	<code>\hookrightarrow</code>
	math symbol: imaginary, Fraktur I (\Im).	<code>\Im</code>
	math symbol: infinity (∞).	<code>\infty</code>
	math symbol: iota (ι).	<code>\iota</code>
	math symbol: join (\Join).	<code>\Join</code> ^L
	math symbol: leads to (\leadsto).	<code>\leadsto</code> ^L
	math symbol: left arrow (\leftarrow).	<code>\leftarrow</code>
	math symbol: left double arrow (\Lleftarrow).	<code>\Lleftarrow</code>
	math symbol: left half diamond (\blacktriangleleft).	<code>\lhd</code> ^L
(\leftarrow).	math symbol: left harpoon down (\leftharpoonup).	<code>\leftharpoonup</code>
	math symbol: left harpoon up (\leftarrow).	<code>\leftharpoonup</code>
	math symbol: left hook (ϵ).	<code>\lhook</code>
	math symbol: left moustache (\int).	<code>\lmoustache</code>
	math symbol: left quote (‘).	<code>\lq</code>
	math symbol: left-right arrow (\leftrightarrow).	<code>\leftrightarrow</code>
(\leftrightarrow).	math symbol: left-right double arrow (\Lleftrightarrow).	<code>\Lleftrightarrow</code>
arrow (\longleftrightarrow).	math symbol: logical or (\vee).	<code>\lor</code>
	math symbol: long left and right (\longleftrightarrow).	<code>\longleftrightarrow</code>
(\longleftrightarrow).	math symbol: long left arrow (\Lleftarrow).	<code>\Lleftarrow</code>
double arrow (\Lleftrightarrow).	math symbol: long left double arrow (\Lleftarrow).	<code>\Lleftarrow</code>
	math symbol: long left-right (\longleftrightarrow).	<code>\longleftrightarrow</code>
	math symbol: long maps to (\longmapsto).	<code>\longmapsto</code>
	math symbol: long right arrow (\longrightarrow).	<code>\longrightarrow</code>
(\longrightarrow).	math symbol: long right double arrow (\Llongrightarrow).	<code>\Llongrightarrow</code>

	math symbol: maps to char (\mapsto).	<code>\mapstochar</code>
	math symbol: maps to (\mapsto).	<code>\mapsto</code>
	math symbol: mho (\mho).	<code>\mho</code> ^L
	math symbol: nabla (∇).	<code>\nabla</code>
	math symbol: natural (\natural).	<code>\natural</code>
	math symbol: northeast arrow (\nearrow).	<code>\nearrow</code>
	math symbol: northwest arrow (\nwarrow).	<code>\nwarrow</code>
	math symbol: paragraph (\P).	<code>\P</code>
	math symbol: partial (∂).	<code>\partial</code>
	math symbol: Planck's constant or h-bar (\hbar).	<code>\hbar</code>
	math symbol: prime (x').	<code>\prime</code>
	math symbol: real, Fraktur R (\Re).	<code>\Re</code>
	math symbol: relation bar (\Leftrightarrow).	<code>\relbar</code>
	math symbol: right arrow (\rightarrow).	<code>\rightarrow</code>
	math symbol: right double arrow (\Rightarrow).	<code>\Rrightarrow</code>
	math symbol: right half diamond (\triangleright).	<code>\rhd</code> ^L
(\dashrightarrow).	math symbol: right harpoon down (\dashrightarrow).	<code>\rightharpoondown</code>
	math symbol: right harpoon up (\dashleftarrow).	<code>\rightharpoonup</code>
(\hookrightarrow).	math symbol: right hook (\hookrightarrow).	<code>\rhook</code>
	math symbol: right left harpoon (\Rrightarrow).	<code>\rightleftarrows</code>
	math symbol: right moustache ($\})$).	<code>\rmoustache</code>
	math symbol: section (\S).	<code>\S</code>
	math symbol: sharp (\sharp).	<code>\sharp</code>
	math symbol: small script L (ℓ).	<code>\ell</code>
	math symbol: southeast arrow (\searrow).	<code>\searrow</code>
	math symbol: southwest arrow (\swarrow).	<code>\swarrow</code>
	math symbol: spade suit (\spadesuit).	<code>\spadesuit</code>
	math symbol: square subset (\sqsubset).	<code>\sqsubset</code> ^L
	math symbol: square superset (\sqsupset).	<code>\sqsupset</code> ^L
	math symbol: surd ($\sqrt{\quad}$).	<code>\surd</code>
	math symbol: top (\top).	<code>\top</code>
	math symbol: triangle (\triangle).	<code>\triangle</code>
(\triangleleft).	math symbol: underlined left half diamond (\triangleleft).	<code>\unlhd</code> ^L
(\triangleright).	math symbol: underlined right half diamond (\triangleright).	<code>\unrhd</code> ^L
(\Updownarrow).	math symbol: up-and-down double arrow (\Updownarrow).	<code>\Updownarrow</code>
	math symbol: upward double arrow (\Uparrow).	<code>\Uparrow</code>
	math symbol: vertical bar (\mid).	<code>\arrowvert</code>
	math symbol: vertical bar (\parallel).	<code>\parallel</code>
	math symbol: vertical dots (\vdots).	<code>\vdots</code>
	math symbol: Weierstrass p (\wp).	<code>\wp</code>
	math symbol with special spacing.	<code>\ldotp</code>
lower dot	math text symbols.	<code>\mathhexbox</code>
internal Plain T _E X operation to define	matrix labeled on rows and columns.	<code>\bordermatrix</code>
generate a	matrix with a left brace delimiter.	<code>\cases</code>
generate a	matrix with parentheses delimiters.	<code>\pmatrix</code>
generate a	matrix without delimiters.	<code>\matrix</code>
math function:	max.	<code>\max</code>
	maximum box depth shown.	<code>\showboxdepth</code> [*]
given depth.	maximum boxed items shown at a	<code>\showboxbreadth</code> [*]
	maximum depth of boxes in a split box.	<code>\splitmaxdepth</code> [*]
pages.	maximum depth of boxes on explicit	<code>\boxmaxdepth</code> [*]
	maximum depth of boxes on main pages.	<code>\maxdepth</code> [*]

messages occur.	maximum overrun before overfull hbox	<code>\hfuzz*</code>
	maximum overrun before overfull vbox error.	<code>\vfuzz*</code>
restores a carriage return to its usual	meaning.	<code>\restorecr^L</code>
vertical skip a	medium amount.	<code>\medskip^L</code>
breakable	medium horizontal skip.	<code>\quad</code>
	medium space in math formulas.	<code>\medmuskip*</code>
	medium space in math mode.	<code>\></code>
	medium space in math mode.	<code>\:^L</code>
	medium vertical space.	<code>\medskip</code>
	medium vertical space or a good page break.	<code>\medbreak</code>
	<code>\medskip</code> space.	<code>\medskipamount</code>
math	meet operator: large wedge (\wedge).	<code>\bigwedge</code>
show statistics about	memory usage.	<code>\tracingstats*</code>
of lines of context to be displayed in an error	message. number	<code>\errorcontextlines³</code>
define a new help	message.	<code>\newhelp</code>
write a	message on the terminal.	<code>\typeout^L</code>
help	message to display if user asks for help.	<code>\errhelp*</code>
write balanced error	message to the terminal.	<code>\errmessage*</code>
maximum overrun before overfull hbox	messages occur.	<code>\hfuzz*</code>
math symbol:	mho (\O).	<code>\mho^L</code>
math relation:	mid ($()$).	<code>\mid</code>
2.5-line	middle math delimiter.	<code>\Biggm</code>
2-line	middle math delimiter.	<code>\biggm</code>
1.5-line	middle math delimiter.	<code>\Bigm</code>
1-line	middle math delimiter.	<code>\bigm</code>
vertical space around a float in the	middle of a page.	<code>\intertextsep^L</code>
math function:	min.	<code>\min</code>
after hyphenation at the end of a word.	minimum number of characters	<code>\righthyphenposition³</code>
before hyphenation at the start of a word.	minimum number of characters	<code>\lefthyphenposition³</code>
vertical list.	minimum space between lines in a	<code>\lineskiplimit*</code>
	minus (\ominus).	<code>\ominus</code>
math operator: circle	minus plus (\mp).	<code>\mp</code>
math operator:	minus (\pm).	<code>\pm</code>
math operator: plus or	minus (\setminus).	<code>\setminusminus</code>
math operator: set	mod within parentheses ((mod)).	<code>\pmod</code>
math function:	mode.	<code>\></code>
medium space in math	mode).	<code>\;</code>
thick space (math	mode).	<code>\,</code>
thin space (math	mode.	<code>\cdotp</code>
centered dot with special spacing in math	mode.	<code>\delimiter*</code>
define a delimiter for math	mode.	<code>\$*</code>
enter math	mode.	<code>\$\$*</code>
enter display math	mode.	<code>\dots</code>
an ellipsis, equivalent to <code>\ldots</code> in math	mode.	<code>\ifhmode*</code>
test for horizontal	mode.	<code>\ifinner*</code>
test for an internal	mode.	<code>\ifmmode*</code>
test for math	mode.	<code>\ifvmode*</code>
test for vertical	mode.	<code>\[^L</code>
begin display math	mode.	<code>\(^L</code>
begin math	mode.	<code>\]^L</code>
end display math	mode.	<code>\)^L</code>
end math	mode.	<code>\:^L</code>
medium space in math	mode.	<code>\leavevmode</code>
switch to horizontal mode from vertical	mode.	

	kern in math	mode.	<code>\mkern*</code>
	insert horizontal space in math	mode.	<code>\mskip*</code>
	increase line separation in math	mode.	<code>\openup</code>
	math	mode calligraphic letters font.	<code>\cal</code>
	three centered dots in math	mode (\cdots).	<code>\cdots</code>
	switch to horizontal	mode from vertical mode.	<code>\leavevmode</code>
	unbreakable tiny negative math	mode horizontal space.	<code>\negthinspace</code>
	math	mode italic font.	<code>\mit</code>
	three low dots in math	mode (\ldots).	<code>\ldots</code>
	create a box with horizontal	mode material.	<code>\hbox*</code>
	create a box with vertical	mode material.	<code>\vbox*</code>
	create a box with vertical	mode material with the baseline at the top.	<code>\vtop*</code>
	math	mode negative thin space.	<code>\!</code>
	three diagonal dots in math	mode (\ddots).	<code>\ddots</code>
	math relation:	models (\models).	<code>\models</code>
	math operator: binary	modulo (mod).	<code>\bmod</code>
	current day of the	month.	<code>\day*</code>
	current	month of the year.	<code>\month*</code>
	math symbol: left	moustache (\int).	<code>\lmoustache</code>
	math symbol: right	moustache (\int).	<code>\rmoustache</code>
environment.		move to next tab position in tabbing	<code>\>^L</code>
	protect fragile commands and	moving arguments.	<code>\protect^L</code>
	math Greek letter:	μ (μ).	<code>\mu</code>
	math relation:	much greater (\gg).	<code>\gg</code>
	math relation:	much less (\ll).	<code>\ll</code>
	create a	multicolumn entry in an aligned table.	<code>\span*</code>
environment.		multicolumn entry in array or tabular ..	<code>\multicolumn^L</code>
environment.		multicolumn line in array or tabular	<code>\cline^L</code>
		multiple of normal <code>\baselineskip</code>	<code>\baselinestretch^L</code>
	the following macro may have	multiple paragraphs as parameters.	<code>\long*</code>
	math operator: discretionary	multiply a register by a value.	<code>\multiply*</code>
	math symbol:	multiply sign.	<code>*</code>
	begin expanding tokens to construct a command	nabla (∇).	<code>\nabla</code>
	use a	name.	<code>\csname*</code>
	justify page bottoms to their	named box.	<code>\usebox^L</code>
		natural height.	<code>\raggedbottom^L</code>
		natural height of page so far.	<code>\pagetotal^L</code>
	math symbol:	natural (\natural).	<code>\natural</code>
	math operator:	negate (\neg).	<code>\neg</code>
	unbreakable tiny	negative math mode horizontal space.	<code>\negthinspace</code>
	math mode	negative thin space.	<code>\!</code>
	insert a token after the	next assignment command.	<code>\afterassignment*</code>
	put an accent over the	next character.	<code>\accent*</code>
	test the	next character.	<code>\@ifnextchar^L</code>
select math spacing of a closing delimiter for the		next item.	<code>\mathclose*</code>
math spacing of an opening delimiter for the		next item. select	<code>\mathopen*</code>
place an accent over the		next math field.	<code>\mathaccent*</code>
move to		next tab position in tabbing environment. ..	<code>\>^L</code>
expand the token following the		next token.	<code>\expandafter*</code>
suppress interline space before		next vertical box.	<code>\nointerlineskip</code>
commands.	set @	non-alphabetic to hide internal	<code>\makeatother^L</code>
	select font for	non-math text.	<code>\textfont*</code>

tokens to insert after every <code>\cr</code> or read, expand, then ignore tokens until a multiple of	<code>\everycr</code> *
	<code>\ignorespaces</code> *
process \TeX input without pausing for input.	<code>\normalbaselineskip</code> ^L
	<code>\normalbaselineskip</code> ^L
	<code>\scrollmode</code> *
	<code>\errorstopmode</code> *
	<code>\normalsize</code> ^L
	<code>\lineskip</code> ^L
	<code>\lineskiplimit</code> ^L
	<code>\displaystyle</code> *
select font four steps larger than	<code>\huge</code> ^L
select font one step larger than	<code>\large</code> ^L
select font three steps larger than	<code>\LARGE</code> ^L
select font two steps larger than	<code>\Large</code> ^L
	<code>\baselineskip</code> *
set line spacing to	<code>\normalbaselines</code>
math symbol:	northeast arrow (\nearrow). <code>\nearrow</code>
math symbol:	northwest arrow (\nwarrow). <code>\nwarrow</code>
	Norwegian letter: capital o with slash (\O). <code>\O</code>
	Norwegian letter: o with slash (\o). <code>\o</code>
the following macro must	not be called from another macro. <code>\outer</code> *
math relation:	not equal (\neq). <code>\ne</code>
math relation:	not equal (\neq). <code>\neq</code>
math relation:	not equal (\neq). <code>\not=</code>
math operator: logical	not, hook (\neg). <code>\not</code>
math operator:	not in (\notin). <code>\notin</code>
show characters	not in the font. <code>\tracinglostchars</code> *
math operator:	not ($/$). <code>\not</code>
produce a marginal	note. <code>\marginpar</code> ^L
distance between marginal	note and text. <code>\marginparsep</code> ^L
vertical space between marginal	notes. <code>\marginparpush</code> ^L
width of marginal	notes. <code>\marginparwidth</code> ^L
put marginal	notes on opposite side of page. <code>\reversemarginpar</code> ^L
do	nothing. <code>\relax</code> *
math Greek letter:	nu (ν). <code>\nu</code>
width of a	null delimiter. <code>\nulldelimiterspace</code> *
most recently allocated register	number. <code>\allocationnumber</code>
equation	number. <code>\eqno</code> *
current family	number. <code>\fam</code> *
typeset page	number. <code>\folio</code>
left equation	number. <code>\leqno</code> *
current page	number. <code>\pageno</code>
produces the footnote	number. <code>\thefootnote</code> ^L
current page	number. <code>\thepage</code> ^L
produce a	numbered caption. <code>\caption</code> ^L
suppress	numbering of displayed equations. <code>\nonumber</code> ^L
specify page	numbering style. <code>\pagenumbering</code> ^L
align a stack of equations with equation	numbers. <code>\equalignno</code>
align a stack of equations with left equation	numbers. <code>\lequalignno</code>
suppress page	numbers. <code>\nopagenumbers</code>
display counter as Arabic	numerals. <code>\arabic</code> ^L
display counter as lower-case Roman	numerals. <code>\roman</code> ^L
display counter as upper-case Roman	numerals. <code>\Roman</code> ^L

convert a number to lower-case Roman numerals.	<code>\romannumeral*</code>
select old-style numerals with descenders.	<code>\oldstyle</code>
specify a character by its numeric code.	<code>\char*</code>
convert a numeric register to displayable form.	<code>\the*</code>
Norwegian letter: o with slash (ø).	<code>\o</code>
Norwegian letter: capital o with slash (Ø).	<code>\O</code>
place several copies of a picture object.	<code>\multitup^L</code>
place a picture object.	<code>\put^L</code>
portion of page that may be occupied by floats.	<code>\floatpagefraction^L</code>
maximum overrun before overflow messages occur.	<code>\hfuzz*</code>
pound, hatch mark, sharp sign, octothorpe (#).	<code>\#</code>
test for odd integer.	<code>\ifodd*</code>
odd pages.	<code>\oddsidemargin^L</code>
oe (œ).	<code>\oe</code>
OE (Œ).	<code>\OE</code>
offset of a page.	<code>\hoffset*</code>
offset of a page.	<code>\voffset*</code>
old-style numerals with descenders.	<code>\oldstyle</code>
omega (ω).	<code>\omega</code>
omega (Ω).	<code>\Omega</code>
one.	<code>\advancepageno</code>
only.	<code>\dump*</code>
only.	<code>\wlog</code>
opening delimiter for the next item.	<code>\mathopen*</code>
opening up displays.	<code>\jot</code>
operation.	<code>\binoppenalty*</code>
operation to define math text symbols.	<code>\mathhexbox</code>
operator.	<code>\mathbin*</code>
operator.	<code>\mathop*</code>
operator.	<code>\mathord*</code>
operator.	<code>\mathpunct*</code>
operator.	<code>\mathrel*</code>
operator: amalgamated sum, co-product (\amalg).	<code>\amalg</code>
operator: asterisk (*).	<code>\ast</code>
operator: binary modulo (mod).	<code>\bmod</code>
operator: bullet (\bullet).	<code>\bullet</code>
operator: centered dot (\cdot).	<code>\cdot</code>
operator: circle (\circ).	<code>\circ</code>
operator: circle dot (\odot).	<code>\odot</code>
operator: circle minus (\ominus).	<code>\ominus</code>
operator: circle slash (\oslash).	<code>\oslash</code>
operator: contour integral (\oint).	<code>\oint</code>
operator: dagger (\dagger).	<code>\dagger</code>
operator: diamond (\diamond).	<code>\diamond</code>
operator: direct sum, circle plus (\oplus).	<code>\oplus</code>
operator: discretionary multiply sign.	<code>*</code>
operator: div.	<code>\div</code>
operator: double dagger (\ddagger).	<code>\ddagger</code>
operator: integral (\int).	<code>\int</code>
operator: intersection or cap (\cap).	<code>\cap</code>
operator: join or V (\vee).	<code>\vee</code>
operator: large cap (\bigcap).	<code>\bigcap</code>
operator: large circle (\bigcirc).	<code>\bigcirc</code>
convert a number to lower-case Roman numerals.	
select old-style numerals with descenders.	
specify a character by its numeric code.	
convert a numeric register to displayable form.	
Norwegian letter: o with slash (ø).	
Norwegian letter: capital o with slash (Ø).	
place several copies of a picture object.	
place a picture object.	
portion of page that may be occupied by floats.	
maximum overrun before overflow messages occur.	
pound, hatch mark, sharp sign, octothorpe (#).	
test for odd integer.	
odd pages.	
oe (œ).	
OE (Œ).	
offset of a page.	
offset of a page.	
old-style numerals with descenders.	
omega (ω).	
omega (Ω).	
one.	
only.	
only.	
opening delimiter for the next item.	
opening up displays.	
operation.	
operation to define math text symbols.	
operator.	
operator.	
operator.	
operator.	
operator.	
operator: amalgamated sum, co-product (\amalg).	
operator: asterisk (*).	
operator: binary modulo (mod).	
operator: bullet (\bullet).	
operator: centered dot (\cdot).	
operator: circle (\circ).	
operator: circle dot (\odot).	
operator: circle minus (\ominus).	
operator: circle slash (\oslash).	
operator: contour integral (\oint).	
operator: dagger (\dagger).	
operator: diamond (\diamond).	
operator: direct sum, circle plus (\oplus).	
operator: discretionary multiply sign.	
operator: div.	
operator: double dagger (\ddagger).	
operator: integral (\int).	
operator: intersection or cap (\cap).	
operator: join or V (\vee).	
operator: large cap (\bigcap).	
operator: large circle (\bigcirc).	

	operator: large circle with dot (\odot).	<code>\bigodot</code>
math	operator: large circle with plus (\oplus).	<code>\bigoplus</code>
math	operator: large circle with times (\otimes).	<code>\bigotimes</code>
math	operator: large co-product (\coprod).	<code>\coprod</code>
math	operator: large cup (\bigcup).	<code>\bigcup</code>
math	operator: large down triangle (∇).	<code>\bigtriangledown</code>
math	operator: large product (\prod).	<code>\prod</code>
math	operator: large square cup (\sqcup).	<code>\bigsqcup</code>
math	operator: large sum (\sum).	<code>\sum</code>
math	operator: large U plus (\uplus).	<code>\biguplus</code>
math	operator: large up triangle (\triangle).	<code>\bigtriangleup</code>
math join	operator: large V (\vee).	<code>\bigvee</code>
math meet	operator: large wedge (\wedge).	<code>\bigwedge</code>
math	operator: left triangle (\triangleleft).	<code>\triangleleft</code>
math	operator: logical and (\wedge).	<code>\land</code>
math	operator: logical not, hook (\neg).	<code>\lnot</code>
math	operator: minus plus (\mp).	<code>\mp</code>
math	operator: negate (\neg).	<code>\neg</code>
math	operator: not in (\notin).	<code>\notin</code>
math	operator: not ($/$).	<code>\not</code>
math binary	operator: operator (\wedge).	<code>\wedge</code>
math	operator: plus or minus (\pm).	<code>\pm</code>
math	operator: right triangle (\triangleright).	<code>\triangleright</code>
math	operator: set minus (\setminus).	<code>\setminus</code>
math	operator: small integral (\int).	<code>\smallint</code>
math	operator: square cap (\sqcap).	<code>\sqcap</code>
math	operator: square cup (\sqcup).	<code>\sqcup</code>
math	operator: star (\star).	<code>\star</code>
math	operator: tensor product, circle times (\otimes).	<code>\otimes</code>
math	operator: times (\times).	<code>\times</code>
math	operator: U plus (\uplus).	<code>\uplus</code>
math	operator: union or cup (\cup).	<code>\cup</code>
math binary operator:	operator (\wedge).	<code>\wedge</code>
math binary	operator: wreath product (\wr).	<code>\wr</code>
restore default limit placement on large math	operators.	<code>\displaylimits*</code>
place math limits above and below math	operators.	<code>\limits*</code>
place superscripts and subscripts after math	operators.	<code>\nolimits*</code>
put marginal notes on	opposite side of page.	<code>\reversemarginpar^L</code>
declare document style and	options.	<code>\documentstyle^L</code>
define an	ordinary math operator.	<code>\mathord*</code>
begin a tabbed line in an	outer environment.	<code>\+</code>
open a file for	output.	<code>\openout*</code>
close an	output file.	<code>\closeout*</code>
allocate a new	output file.	<code>\newwrite</code>
character that starts a new	output line in a write statement.	<code>\newlinechar*</code>
escape character in the	output of control sequence tokens.	<code>\escapechar*</code>
trace	output processing.	<code>\showoutput^L</code>
define the page	output routine.	<code>\output*</code>
default Plain	output routine.	<code>\plainoutput</code>
upper bound on	output routine calls.	<code>\maxdeadcycles*</code>
number of	output routine calls since last <code>\shipout</code>	<code>\deadcycles*</code>
	oval in a picture environment.	<code>\oval^L</code>
draw a line	over a formula.	<code>\overline*</code>

horizontal brace	over a math formula.	<code>\overbrace</code>
left arrow	over a math formula.	<code>\overleftarrow</code>
right arrow	over a math formula.	<code>\overrightarrow</code>
inhibit a page break	over a region.	<code>\samepage^L</code>
put symbols	over math relations.	<code>\buildrel</code>
put an accent	over the next character.	<code>\accent[*]</code>
place an accent	over the next math field.	<code>\mathaccent[*]</code>
width of rules appended to	overflow boxes.	<code>\overflowrule[*]</code>
maximum overrun before	overflow hbox messages occur.	<code>\hfuzz[*]</code>
maximum overrun before	overflow vbox error.	<code>\vfuzz[*]</code>
	override <code>\global</code> specifications.	<code>\globaldefs[*]</code>
maximum	overrun before overflow hbox messages occur.	<code>\hfuzz[*]</code>
maximum	overrun before overflow vbox error.	<code>\vfuzz[*]</code>
math relation:	owns (\ni).	<code>\owns</code>
math symbol: Weierstrass	p (\wp).	<code>\wp</code>
name of current <code>T_EX</code> format	package.	<code>\fmtname</code>
version of current <code>T_EX</code> format	package.	<code>\fmtversion</code>
additional authors on title	page.	<code>\and^L</code>
figures and tables and start a new right-hand	page. flush	<code>\cleardoublepage^L</code>
flush figures and start a new	page.	<code>\clearpage^L</code>
date on title	page.	<code>\date^L</code>
size of float on double-column	page.	<code>\dblfloatpagefraction^L</code>
flush insertions and eject to a new	page.	<code>\dosupereject</code>
horizontal offset of a	page.	<code>\hoffset[*]</code>
sum of penalties for split insertions on the	page.	<code>\insertpenalties[*]</code>
vertical space around a float in the middle of a	page.	<code>\intertextsep^L</code>
insert at current position in	page.	<code>\midinsert</code>
create a small sample	page.	<code>\minipage^L</code>
start a new	page.	<code>\newpage^L</code>
produce a vertical list of the body of a	page.	<code>\pagecontents</code>
depth of the current	page.	<code>\pagedepth[*]</code>
amount of fill space in current	page.	<code>\pagefilllstretch[*]</code>
amount of fill space in current	page.	<code>\pagefillstretch[*]</code>
amount of fil space in current	page.	<code>\pagefilstretch[*]</code>
insert a whole	page.	<code>\pageinsert</code>
amount of glue shrinkage in current	page.	<code>\pageshrink[*]</code>
amount of glue stretch in current	page.	<code>\pagestretch[*]</code>
put marginal notes on opposite side of	page.	<code>\reversemarginpar^L</code>
terminate <code>L^AT_EX</code> and flush the final	page.	<code>\stop^L</code>
flush all insertions and eject to a new	page.	<code>\supereject</code>
width of printing on	page.	<code>\textwidth^L</code>
add footnote to title	page.	<code>\thanks^L</code>
insertion class for inserts at the top of a	page.	<code>\topins</code>
insert text at the top of the	page.	<code>\topinsert</code>
extra space added to top of	page.	<code>\topmargin^L</code>
space at the top of a	page.	<code>\topskip[*]</code>
vertical offset of a	page.	<code>\voffset[*]</code>
penalty for creating a widow line at top of	page.	<code>\widowpenalty[*]</code>
define the rule separating a	page and footnotes.	<code>\footnoterule</code>
title	page author.	<code>\author^L</code>
justify	page bottoms to the same height.	<code>\flushbottom^L</code>
justify	page bottoms to the same height.	<code>\normalbottom</code>
justify	page bottoms to their natural height. .	<code>\raggedbottom^L</code>

large vertical space or a good	page break.	<code>\bigbreak</code>
force a	page break.	<code>\eject</code>
good	page break.	<code>\goodbreak</code>
medium vertical space or a good	page break.	<code>\medbreak</code>
prohibit a line or	page break.	<code>\nobreak</code>
suppress a	page break.	<code>\nopagebreak^L</code>
penalty at the current	page break.	<code>\outputpenalty[*]</code>
encourage a	page break.	<code>\pagebreak^L</code>
specify penalty for a line or	page break.	<code>\penalty[*]</code>
small vertical space and a good	page break.	<code>\smallbreak</code>
penalty if	page break after first line of paragraph.	<code>\clubpenalty[*]</code>
penalty if	page break after hyphenated line.	<code>\brokenpenalty[*]</code>
additional penalty for	page break between lines.	<code>\interlinepenalty[*]</code>
penalty for	page break just after a display.	<code>\postdisplaypenalty[*]</code>
penalty for	page break just before a display.	<code>\predisplaypenalty[*]</code>
inhibit a	page break over a region.	<code>\samepage^L</code>
require strict line and	page breaks.	<code>\fussy^L</code>
accept looser line and	page breaks.	<code>\sloppy^L</code>
put	page contents in a box of the proper height.	<code>\pagebody</code>
constructs a box with the	page foot.	<code>\makefootline</code>
	page foot line.	<code>\footline</code>
height of	page footer.	<code>\footheight^L</code>
space between text and	page footer.	<code>\footskip^L</code>
fraction of two-column	page for top floats.	<code>\dbltopfraction^L</code>
	page head line.	<code>\headline</code>
height of	page header.	<code>\headheight^L</code>
constructs a box with the	page header.	<code>\makeheadline</code>
space between	page header and text.	<code>\headsep^L</code>
produces current left	page heading.	<code>\leftmark^L</code>
produces current right	page heading.	<code>\rightmark^L</code>
desired	page height.	<code>\pagegoal[*]</code>
start a new	page in double-column format.	<code>\twocolumn^L</code>
start a new	page in single-column format.	<code>\onecolumn^L</code>
define where text will be inserted when the	page is formatted.	<code>\insert[*]</code>
mark text last encountered on	page just boxed.	<code>\botmark[*]</code>
mark text first encountered on	page just boxed.	<code>\firstmark[*]</code>
typeset	page number.	<code>\folio</code>
current	page number.	<code>\pageno</code>
current	page number.	<code>\thepage^L</code>
	page number of a cross reference label.	<code>\pageref^L</code>
specify	page numbering style.	<code>\pagenumbering^L</code>
suppress	page numbers.	<code>\nopagenumbers</code>
height of text on a	page or <code>\vbox</code>	<code>\vsize[*]</code>
define the	page output routine.	<code>\output[*]</code>
natural height of	page so far.	<code>\pagetotal[*]</code>
set global	page style.	<code>\pagestyle^L</code>
set current	page style.	<code>\thispagestyle^L</code>
suppress bottom justification of	page text.	<code>\raggedbottom</code>
floats.	portion of	page that may be occupied by .. <code>\floatpagefraction^L</code>
below.	break a	page unless there is a better <code>\filbreak</code> ... <code>\filbreak</code>
	value of <code>\botmark</code> just before current	page was boxed. <code>\topmark[*]</code>
	show	page-break calculations. <code>\tracingpages[*]</code>
	advance	<code>\pageno</code> by one. <code>\advancepageno</code>

maximum depth of boxes on explicit	pages.	<code>\boxmaxdepth*</code>
left hand margin on even	pages.	<code>\evensidemargin^L</code>
set headings for left and right	pages.	<code>\markboth^L</code>
set heading for right	pages.	<code>\markright^L</code>
maximum depth of boxes on main	pages.	<code>\maxdepth*</code>
left hand margin on odd	pages.	<code>\oddsidemargin^L</code>
penalty if page break after first line of	paragraph.	<code>\clubpenalty*</code>
hanging indent of a	paragraph.	<code>\hangfrom^L</code>
force a line break in a	paragraph.	<code>\</code> ^L
space to the left of a	paragraph.	<code>\leftskip*</code>
amount added to badness of every line in a	paragraph.	<code>\linepenalty*</code>
force a change to the number of lines in a	paragraph.	<code>\looseness*</code>
force a line break in a	paragraph.	<code>\newline^L</code>
start a labeled	paragraph.	<code>\paragraph^L</code>
space at the end of the last line of a	paragraph.	<code>\parfillskip*</code>
extra vertical space when environment starts a	paragraph.	<code>\partopsep^L</code>
number of lines in the last	paragraph.	<code>\prevgraf*</code>
space to the right of a	paragraph.	<code>\rightskip*</code>
end a	paragraph.	<code>\par*</code>
start a labeled sub-level	paragraph.	<code>\subparagraph^L</code>
space between first list item and preceding	paragraph.	<code>\topsep^L</code>
insert vertical material into a	paragraph.	<code>\vadjust*</code>
tokens to insert when a	paragraph begins.	<code>\everypar*</code>
indent second and subsequent lines in a	paragraph by <code>\parindent.</code>	<code>\hang</code>
put a	paragraph in a box.	<code>\parbox^L</code>
define	paragraph indentation.	<code>\parindent*</code>
start a	paragraph indented <code>\parindent.</code>	<code>\indent*</code>
suppress right justification of	paragraph lines.	<code>\raggedright</code>
width of a	paragraph or <code>\hbox.</code>	<code>\hsize*</code>
math symbol:	paragraph (\P).	<code>\P</code>
define an unusual	paragraph shape.	<code>\parshape*</code>
start a	paragraph without indentation.	<code>\noindent*</code>
define space between	paragraphs.	<code>\parskip*</code>
the following macro may have multiple	paragraphs as parameters.	<code>\long*</code>
indent second and subsequent	paragraphs in a list environment.	<code>\listparindent^L</code>
environment.	paragraphs within an item in a list	<code>\parsep^L</code>
space between	parallel (\parallel).	<code>\parallel</code>
math relation:	parameter.	<code>\fontdimen*</code>
set a font-related	parameters. the	<code>\long*</code>
following macro may have multiple paragraphs as	parentheses.	<code>\choose</code>
fraction without a rule with	parentheses.	<code>\mathstrut</code>
math strut with height and depth of	parentheses delimiters.	<code>\pmatrix</code>
generate a matrix with	parentheses ((mod)).	<code>\pmod</code>
math function: mod within	<code>\parindent.</code> indent	<code>\hang</code>
second and subsequent lines in a paragraph by	<code>\parindent.</code>	<code>\indent*</code>
start a paragraph indented	<code>\parindent.</code>	<code>\narrower</code>
increase left and right margins by	partial (∂).	<code>\partial</code>
math symbol:	patterns.	<code>\patterns*</code>
define a set of hyphenation	pause after each line is read from a file.	<code>\pausing*</code>
processing \TeX input.	pause for normal errors while	<code>\errorstopmode*</code>
page.	pausing for normal errors.	<code>\scrollmode*</code>
process \TeX input without	penalties for split insertions on the	<code>\insertpenalties*</code>
sum of	penalty at the beginning of a list.	<code>\@beginparpenalty^L</code>

		penalty at the current page break. <code>\outputpenalty*</code>
		penalty at the end of a list. <code>\@endparpenalty^L</code>
		penalty between list items. <code>\@itempenalty^L</code>
	specify	penalty for a line or page break. <code>\penalty*</code>
between lines of a display.		penalty for breaking <code>\interdisplaylinepenalty</code>
between lines of a footnote.		penalty for breaking <code>\interfootnotelinepenalty</code>
of page.		penalty for creating a widow line at top <code>\widowpenalty*</code>
before a display.		penalty for creating a widow line <code>\displaywidowpenalty*</code>
	interline	penalty for footnotes. .. <code>\interfootnotelinepenalty^L</code>
		penalty for insertions that are split. <code>\floatingpenalty*</code>
operation.		penalty for line break after binary <code>\binoppenalty*</code>
discretionary hyphen.		penalty for line break after <code>\hyphenpenalty*</code>
hyphen.		penalty for line break after explicit <code>\exhyphenpenalty*</code>
		penalty for line break after math relation. <code>\relpenalty*</code>
lines.	additional	penalty for page break between .. <code>\interlinepenalty*</code>
a display.		penalty for page break just after <code>\postdisplaypenalty*</code>
a display.		penalty for page break just before <code>\predisplaypenalty*</code>
paragraph.		penalty if page break after first line of . <code>\clubpenalty*</code>
line.		penalty if page break after hyphenated <code>\brokenpenalty*</code>
	remove a	penalty just added to the current list. <code>\unpenalty*</code>
	fetch last	penalty off the current list. <code>\lastpenalty*</code>
	demerits for a	penultimate broken line. <code>\finalhyphendemerits*</code>
		percent sign (%). <code>\%</code>
		perform a <code>\read</code> or <code>\write</code> immediately. . <code>\immediate*</code>
		perform arithmetic on a register. <code>\advance*</code>
	largest	permissible dimension. <code>\maxdimen</code>
		permit a line break after a slash. <code>\slash</code>
column.		permit an alignment entry to stick out of its <code>\hidewidth</code>
	math relation:	perpendicular (\perp). <code>\perp</code>
	math Greek letter:	phi (ϕ). <code>\phi</code>
	math Greek letter: capital	phi (Φ). <code>\Phi</code>
	math Greek letter: variant	phi (φ). <code>\varphi</code>
	math Greek letter:	pi (π). <code>\pi</code>
	math Greek letter: capital	pi (Π). <code>\Pi</code>
	math Greek letter: variant	pi (ϖ). <code>\varpi</code>
	circle in a	picture environment. <code>\circle^L</code>
	end	picture environment. <code>\endpicture^L</code>
	line in a	picture environment. <code>\line^L</code>
	set width of lines in	picture environment. <code>\linethickness^L</code>
	oval in a	picture environment. <code>\oval^L</code>
	begin	picture environment. <code>\picture^L</code>
	unit of distance in	picture environment. <code>\unitlength^L</code>
	vector in a	picture environment. <code>\vector^L</code>
	place several copies of a	picture object. <code>\multiput^L</code>
	place a	picture object. <code>\put^L</code>
	lower left	piece of a horizontal brace. <code>\braceld</code>
	upper left	piece of a horizontal brace. <code>\bracelu</code>
	lower right	piece of a horizontal brace. <code>\bracerd</code>
	upper right	piece of a horizontal brace. <code>\braceru</code>
		piece of a vertical brace ($\Big $). <code>\bracevert</code>
internal Plain \TeX command to		piece together long arrows. <code>\joinrel</code>
character		placed at the right end of an input line. <code>\endlinechar*</code>

	restore default limit	placement on large math operators. . . .	<code>\displaylimits*</code>
	default	Plain output routine.	<code>\plainoutput</code>
arrows.	internal	Plain T _E X command to piece together long . . .	<code>\joinrel</code>
symbols.	internal	Plain T _E X operation to define math text . . .	<code>\mathhexbox</code>
	internal	Plain T _E X space used for centering.	<code>\centering</code>
	special	Plain T _E X space used in alignment.	<code>\hideskip</code>
	math symbol:	Planck's constant or h-bar (\hbar).	<code>\hbar</code>
math operator: large circle with		plus (\oplus).	<code>\bigoplus</code>
math operator: large U		plus (\oplus).	<code>\biguplus</code>
math operator: minus		plus (\mp).	<code>\mp</code>
math operator: direct sum, circle		plus (\oplus).	<code>\oplus</code>
math operator:	math operator:	plus or minus (\pm).	<code>\pm</code>
	math operator: U	plus (\uplus).	<code>\uplus</code>
		Polish letter: slashed L (l).	<code>\l</code>
		Polish letter: upper-case slashed L (L).	<code>\L</code>
	math function: degree of a	polynomial (deg).	<code>\deg</code>
occupied by floats.		portion of page that may be	<code>\floatpagefraction^L</code>
	create a box in dashes, with	positioning.	<code>\dashbox^L</code>
	create and frame a box, with	positioning.	<code>\framebox^L</code>
	create a box, with	positioning.	<code>\makebox^L</code>
	create and name a box, with	positioning.	<code>\savebox^L</code>
capital letters.		positive if hyphenating words beginning with	<code>\uchyph*</code>
(#).		pound, hatch mark, sharp sign, octothorpe . . .	<code>\#</code>
	British	pound symbol (£).	<code>\pounds^L</code>
	suppress the template in the alignment	preamble for this entry.	<code>\omit*</code>
	math relation:	precedes or equal (\preceq).	<code>\preceq</code>
	math relation:	precedes (\prec).	<code>\prec</code>
	length of text	preceding a display.	<code>\prelabeledsize*</code>
	space between first list item and	preceding paragraph.	<code>\topsep^L</code>
	scratch control sequence used in	preloading fonts.	<code>\preloaded</code>
	vertical strut to	preserve line spacing.	<code>\strut</code>
	math symbol:	prime (x').	<code>\prime</code>
	T _E X	primitive <code>\par</code>	<code>\@@par^L</code>
	name of the	principal input file.	<code>\jobname*</code>
	width of	printing on page.	<code>\textwidth^L</code>
	math function:	probability (Pr).	<code>\Pr</code>
		process input without displaying errors. . . .	<code>\batchmode*</code>
		process input without stopping for errors. . .	<code>\nonstopmode*</code>
normal errors.		process T _E X input without pausing for . . .	<code>\scrollmode*</code>
	enable glossary	processing.	<code>\makeglossary^L</code>
	trace output	processing.	<code>\showoutput^L</code>
	set a character's	processing category type.	<code>\catcode*</code>
	set a math character's	processing category type.	<code>\mathcode*</code>
	finish	processing input.	<code>\bye</code>
	pause for normal errors while	processing T _E X input.	<code>\errorstopmode*</code>
		produce a horizontal rule.	<code>\hrule*</code>
		produce a marginal note.	<code>\marginpar^L</code>
		produce a numbered caption.	<code>\caption^L</code>
page.		produce a vertical list of the body of a . . .	<code>\pagecontents</code>
		produce a vertical rule.	<code>\vrule*</code>
		produce footnote text without a mark.	<code>\footnotetext^L</code>
		produce T _E X accents in tabbing environment. .	<code>\a^L</code>
		produce the title.	<code>\maketitle^L</code>

	produce the value of a counter.	<code>\value^L</code>
	produces current left page heading.	<code>\leftmark^L</code>
	produces current right page heading.	<code>\rightmark^L</code>
	produces the footnote number.	<code>\thefootnote^L</code>
	product, circle times (\otimes).	<code>\otimes</code>
	product (\prod).	<code>\prod</code>
	product (\wr).	<code>\wr</code>
	prohibit a line or page break.	<code>\nobreak</code>
	proper height.	<code>\pagebody</code>
	properly in text and script sizes.	<code>\mathpalette</code>
	proportional to (\propto).	<code>\propto</code>
	protect fragile commands and moving	<code>\protect^L</code>
arguments.	psi (ψ).	<code>\psi</code>
	psi (Ψ).	<code>\Psi</code>
	punctuation.	<code>\frenchspacing</code>
	punctuation.	<code>\@^L</code>
	punctuation.	<code>\nonfrenchspacing</code>
	punctuation operator.	<code>\mathpunct[*]</code>
	quantifier (\exists).	<code>\exists</code>
	quantifier (\forall).	<code>\forall</code>
	quote (\lrcorner).	<code>\lq</code>
	quote (\rccorner).	<code>\rq</code>
	R (\Re).	<code>\Re</code>
	radical.	<code>\radical[*]</code>
	raise a box a distance.	<code>\raisebox^L</code>
	raise a box a given distance.	<code>\raise[*]</code>
1000.	ratio for variable delimiters times .	<code>\delimiterfactor[*]</code>
	ratio times 1000.	<code>\mag[*]</code>
	read a file.	<code>\input[*]</code>
	read a file unless disabled by <code>\includeonly</code> .	<code>\include^L</code>
	read a line from a file.	<code>\read[*]</code>
non-space is found.	read, expand, then ignore tokens until a	<code>\ignorespaces[*]</code>
	pause after each line is	<code>\pausing[*]</code>
processing.	read in the .AUX files and disable alpha @	<code>\document^L</code>
	perform a	<code>\read</code> or <code>\write</code> immediately.
	stop	<code>\immediate[*]</code>
current line.	reading current input file at the end of the	<code>\endinput[*]</code>
	math symbol:	real, Fraktur R (\Re).
	most	<code>\Re</code>
<code>\dospecials</code> .	recently allocated register number.	<code>\allocationnumber</code>
	redefinable scratch control sequence used by	<code>\do</code>
	redefine a command.	<code>\renewcommand^L</code>
	redefine an environment.	<code>\renewenvironment^L</code>
	refer to a cross reference label.	<code>\ref^L</code>
	reference.	<code>\cite^L</code>
	reference a \LaTeX item without citation. ..	<code>\nocite^L</code>
	reference a counter.	<code>\refstepcounter^L</code>
	reference an equation.	<code>\equation^L</code>
	reference label.	<code>\label^L</code>
	reference label.	<code>\pageref^L</code>
	reference label.	<code>\ref^L</code>
	inhibit a page break over a	region.
	perform arithmetic on a	<code>\samepage^L</code>
	use a count	register.
	define a name for a count	<code>\advance[*]</code>
		register.
		<code>\count[*]</code>
		register.
		<code>\countdef[*]</code>

use a dimension	register.	<code>\dimen*</code>
define a name for a dimension	register.	<code>\dimendef*</code>
math skip	register.	<code>\muskip*</code>
define a name for a math skip	register.	<code>\muskipdef*</code>
allocate a new box	register.	<code>\newbox</code>
allocate a new count	register.	<code>\newcount</code>
allocate a new dimension	register.	<code>\newdimen</code>
define a new box	register.	<code>\newsavebox^L</code>
store an hbox or vbox in a box	register.	<code>\setbox*</code>
display the contents of a	register.	<code>\showthe*</code>
use a skip	register.	<code>\skip*</code>
define a name for a skip	register.	<code>\skipdef*</code>
allocate a new insert	register.	<code>\newinsert</code>
allocate a new math skip	register.	<code>\newmuskip</code>
allocate a new skip	register.	<code>\newskip</code>
allocate a new token	register.	<code>\newtoks</code>
use a token list	register.	<code>\toks*</code>
define a name for a token list	register.	<code>\toksdef*</code>
divide a	register by a value.	<code>\divide*</code>
multiply a	register by a value.	<code>\multiply*</code>
most recently allocated	register number.	<code>\allocationnumber</code>
the following macro definition or	register setting is global.	<code>\global*</code>
convert a numeric	register to displayable form.	<code>\the*</code>
penalty for line break after math	relation.	<code>\relpenalty*</code>
math	relation: approximately equal (\approx).	<code>\approx</code>
math	relation: asymptote (\asymp).	<code>\asymp</code>
math symbol:	relation bar (\Leftrightarrow).	<code>\relbar</code>
math symbol: double	relation bar ($=$).	<code>\Relbar</code>
math	relation: bowtie (\bowtie).	<code>\bowtie</code>
math	relation: congruent (\cong).	<code>\cong</code>
math	relation: contains (\ni).	<code>\ni</code>
math	relation: dash V (\dashv).	<code>\dashv</code>
math	relation: dash (\vdash).	<code>\vdash</code>
math	relation: dotted equal (\doteq).	<code>\doteq</code>
math	relation: equivalence (\equiv).	<code>\equiv</code>
math	relation: frown (\frown).	<code>\frown</code>
math	relation: gets (\leftarrow).	<code>\gets</code>
math	relation: greater or equal (\geq).	<code>\ge</code>
math	relation: greater or equal (\geq).	<code>\geq</code>
math	relation: if and only if (\iff).	<code>\iff</code>
math	relation: in (\in).	<code>\in</code>
math	relation: less or equal (\leq).	<code>\le</code>
math	relation: less or equal (\leq).	<code>\leq</code>
math	relation: mid (\mid).	<code>\mid</code>
math	relation: models (\models).	<code>\models</code>
math	relation: much greater (\gg).	<code>\gg</code>
math	relation: much less (\ll).	<code>\ll</code>
math	relation: not equal (\neq).	<code>\ne</code>
math	relation: not equal (\neq).	<code>\neq</code>
math	relation: not equal (\neq).	<code>\not=</code>
define a math	relation operator.	<code>\mathrel*</code>
math	relation: owns (\owns).	<code>\owns</code>
math	relation: parallel (\parallel).	<code>\parallel</code>

	math	relation: perpendicular (\perp).	<code>\perp</code>
	math	relation: precedes or equal (\preceq).	<code>\preceq</code>
	math	relation: precedes (\prec).	<code>\prec</code>
	math	relation: proportional to (\propto).	<code>\propto</code>
	math	relation: similar or equal (\simeq).	<code>\simeq</code>
	math	relation: similar (\sim).	<code>\sim</code>
	math	relation: smile (\smile).	<code>\smile</code>
	math	relation: square subset or equal (\sqsubseteq).	<code>\sqsubseteq</code>
	math	relation: square superset or equal (\sqsupseteq).	<code>\sqsupseteq</code>
	math	relation: subset or equal (\subseteq).	<code>\subseteq</code>
	math	relation: subset (\subset).	<code>\subset</code>
	math	relation: successor or equal (\succeq).	<code>\succeq</code>
	math	relation: successor (\succ).	<code>\succ</code>
	math	relation: superset or equal (\supseteq).	<code>\supseteq</code>
	math	relation: superset (\supset).	<code>\supset</code>
	math	relation: to (\rightarrow).	<code>\rightarrow</code>
	put symbols over math	relations.	<code>\buildrel</code>
		remove a kern just added to the current list.	<code>\unkern*</code>
list.		remove a penalty just added to the current	<code>\unpenalty*</code>
		remove a skip just added to the current list.	<code>\unskip*</code>
		remove last skip on the list.	<code>\removelastskip</code>
	surround a space with a	repeated box or rule.	<code>\cleaders*</code>
	fill a space with a	repeated box or rule.	<code>\leaders*</code>
	define a macro with expanded	replacement text.	<code>\edef*</code>
	define a global macro with expanded	replacement text.	<code>\xdef*</code>
		require strict line and page breaks.	<code>\fussy^L</code>
		reset tabs.	<code>\cleartabs</code>
math operators.		restore default limit placement on large	<code>\displaylimits*</code>
		restore tabs stops in tabbing environment.	<code>\poptabs^L</code>
meaning.		restores a carriage return to its usual	<code>\restorecr^L</code>
	defines a carriage	return as <code>\</code>	<code>\obeycr^L</code>
	restores a carriage	return to its usual meaning.	<code>\restorecr^L</code>
	math Greek letter:	rho (ρ).	<code>\rho</code>
	math Greek letter: variant	rho (ϱ).	<code>\varrho</code>
	add a box to the vertical list shifted	right.	<code>\moveright*</code>
	flush lines	right.	<code>\raggedleft^L</code>
	create a zero-width box with text to the	right.	<code>\rlap</code>
	math delimiter:	right angle bracket (\rangle).	<code>\rangle</code>
	fill a space with a	right arrow.	<code>\rightarrowfill</code>
	math symbol: hook	right arrow (\hookrightarrow).	<code>\hookrightarrow</code>
	math symbol: long left and	right arrow (\longleftrightarrow).	<code>\longleftrightarrow</code>
	math symbol: long	right arrow (\leftrightarrow).	<code>\leftrightarrow</code>
		right arrow over a math formula.	<code>\overrightarrow</code>
	math symbol:	right arrow (\rightarrow).	<code>\rightarrow</code>
	math delimiter:	right bracket ($\})$	<code>\rbrack</code>
	math delimiter:	right ceiling bracket (\lceil).	<code>\rceil</code>
	math delimiter:	right curly brace ($\})$	<code>\rbrace</code>
	end a math list with a	right delimiter.	<code>\right*</code>
	math symbol: long	right double arrow (\Longrightarrow).	<code>\Longrightarrow</code>
	math symbol:	right double arrow (\Rightarrow).	<code>\Rightarrow</code>
	character placed at the	right end of an input line.	<code>\endlinechar*</code>
	end flush	right environment.	<code>\endflushright^L</code>
	begin flush	right environment.	<code>\flushright^L</code>

	math delimiter:	right floor (\lfloor).	<code>\rfloor</code>
	math delimiter:	right group (\rangle).	<code>\rgroup</code>
	math symbol:	right half diamond (\triangleright).	<code>\rhd</code> ^L
	math symbol: underlined	right half diamond ($\underline{\triangleright}$).	<code>\unrhd</code> ^L
	math symbol:	right harpoon down (\rightharpoonright).	<code>\rightharpoondown</code>
	math symbol:	right harpoon up ($\overrightarrow{\hspace{0.5em}}$).	<code>\rightharpoonup</code>
	math symbol:	right hook (\wp).	<code>\rhook</code>
	put text flush	right in a column in tabbing environment.	<code>\,'</code> ^L
	suppress	right justification of paragraph lines.	<code>\raggedright</code>
lines.	suppress	right justification of typewriter font	<code>\ttraggedright</code>
	math symbol:	right left harpoon (\rightleftharpoons).	<code>\rightleftharpoons</code>
		right margin in a list.	<code>\rightmargin</code> ^L
	increase left and	right margins by <code>\parindent</code>	<code>\narrower</code>
	2.5-line	right math delimiter.	<code>\Biggr</code>
	2-line	right math delimiter.	<code>\biggr</code>
	1.5-line	right math delimiter.	<code>\Bigr</code>
	1-line	right math delimiter.	<code>\bigr</code>
	math symbol:	right moustache ($\})$	<code>\rmoustache</code>
	space to the	right of a paragraph.	<code>\rightskip</code> [*]
	produces current	right page heading.	<code>\rightmark</code> ^L
	set headings for left and	right pages.	<code>\markboth</code> ^L
	set heading for	right pages.	<code>\markright</code> ^L
	lower	right piece of a horizontal brace.	<code>\bracerd</code>
	upper	right piece of a horizontal brace.	<code>\braceru</code>
		right quote ($\text{'}\text{'}$).	<code>\rq</code>
	flush	right text on a line.	<code>\rightline</code>
	math operator:	right triangle (\triangleright).	<code>\trianglerightright</code>
	flush figures and tables and start a new	right-hand page.	<code>\cleardoublepage</code> ^L
	8 point	Roman font.	<code>\egtrm</code> ^L
	11 point	Roman font.	<code>\elvrn</code> ^L
	5 point boldface	Roman font.	<code>\fivebf</code>
	5 point	Roman font.	<code>\fivern</code>
	5 point	Roman font.	<code>\fivrm</code> ^L
	14 point	Roman font.	<code>\frtnrm</code> ^L
	9 point	Roman font.	<code>\ninrm</code> ^L
	select	Roman font.	<code>\rm</code>
	7 point bold	Roman font.	<code>\sevenbf</code>
	7 point	Roman font.	<code>\sevenrm</code>
	7 point	Roman font.	<code>\sevrn</code> ^L
	6 point	Roman font.	<code>\sixrm</code> ^L
	17 point	Roman font.	<code>\svtnrm</code> ^L
	10 point	Roman font.	<code>\tenrm</code>
	12 point	Roman font.	<code>\twlrm</code> ^L
	20 point	Roman font.	<code>\twtyrm</code> ^L
	display counter as lower-case	Roman numerals.	<code>\roman</code> ^L
	display counter as upper-case	Roman numerals.	<code>\Roman</code> ^L
	convert a number to lower-case	Roman numerals.	<code>\romannumeral</code> [*]
	specified	root of a formula.	<code>\root</code>
	square	root of a formula.	<code>\sqrt</code>
	define the page output	routine.	<code>\output</code> [*]
	default Plain output	routine.	<code>\plainoutput</code>
	upper bound on output	routine calls.	<code>\maxdeadcycles</code> [*]

command.	includes the math symbol: set	section number in a <code>\contentsline</code> <code>\numberline^L</code> section (§). <code>\S</code> sectional units to appendix style. <code>\appendix^L</code> select a font. <code>\newfont^L</code> select bold extended font. <code>\bf</code> select bold math italic and symbol fonts. .. <code>\boldmath^L</code> select font for non-math text. <code>\textfont[*]</code> select font for small math scripts. <code>\scriptfont[*]</code> select font for very small math ... <code>\scriptscriptfont[*]</code>
scripts.		select font four steps larger than normal size. <code>\huge^L</code> select font one step larger than normal size. <code>\large^L</code> select font three steps larger than normal size. <code>\LARGE^L</code> select font two steps larger than normal size. <code>\Large^L</code> select footnote font size. <code>\footnotesize^L</code> select italic font. <code>\it</code> select largest available font. <code>\Huge^L</code>
the next item. for the next item.		select math spacing of a closing delimiter for <code>\mathclose[*]</code> select math spacing of an opening delimiter <code>\mathopen[*]</code> select normal font size. <code>\normalsize^L</code> select old-style numerals with descenders. .. <code>\oldstyle</code>
integer.		select one of several entries determined by an <code>\ifcase[*]</code> select Roman font. <code>\rm</code> select sans serif font. <code>\sf^L</code> select slanted font. <code>\sl</code> select small caps font. <code>\sc^L</code> select small font size. <code>\small^L</code> select smallest defined font. <code>\tiny^L</code> select subscript or superscript font size. . <code>\scriptsize^L</code> select sub-subscript font size. <code>\scriptscriptsize^L</code> select typewriter font. <code>\tt</code>
	give a token list defining the space between	semantics of a token. <code>\meaning[*]</code> send a box to the DVI file. <code>\shipout[*]</code> sentences. <code>\xspaceskip[*]</code> separate cases in an <code>\ifcase</code> <code>\or[*]</code>
environment.	define the rule half the width width of rule macro to draw the rule ensure footnote line footnote column	separating a page and footnotes. <code>\footnoterule</code> separating columns in a tabular <code>\tabcolsep^L</code> separating double columns. <code>\columnseprule^L</code> separating footnotes from text. <code>\footnoterule^L</code> separation. <code>\footstrut</code> separation distance. <code>\footnotesep^L</code> separation in array environment. <code>\arraycolsep^L</code>
environment.	double rule increase line field	separation in array or tabular <code>\doublerulesep^L</code> separation in math mode. <code>\openup</code> separator in <code>\halign</code> or <code>\valign</code> <code>&[*]</code>
a synonym for the current meaning of a control an undefined control assigns the second token to a control expand a control escape character in the output of control redefinable scratch control scratch control 11 point sans select sans		sequence. define <code>\let[*]</code> sequence. <code>\undefined</code> sequence and continues. <code>\futurelet[*]</code> sequence into character tokens. <code>\string[*]</code> sequence tokens. <code>\escapechar[*]</code> sequence used by <code>\dospecials</code> <code>\do</code> sequence used in preloading fonts. <code>\preloaded</code> serif font. <code>\elvsvf^L</code> serif font. <code>\svf^L</code>

10 point sans	serif font.	<code>\tensf^L</code>
12 point sans	serif font.	<code>\twlsf^L</code>
end a	<code>\settabs</code> definition.	<code>\columns</code>
the following macro definition or register	setting is global.	<code>\global*</code>
define an unusual paragraph	shape.	<code>\parshape*</code>
German letter:	sharp s (ß).	<code>\ss</code>
math symbol:	sharp (#).	<code>\sharp</code>
pound, hatch mark,	sharp sign, octothorpe (#).	<code>\#</code>
	shift super accents.	<code>\skew</code>
add a box to the vertical list	shifted left.	<code>\moveleft*</code>
add a box to the vertical list	shifted right.	<code>\moveright*</code>
number of output routine calls since last	<code>\shipout</code>	<code>\deadcycles*</code>
show boxes that are	shipped out.	<code>\tracingoutput*</code>
generate a	short amount of verbatim text.	<code>\verb^L</code>
extra space above displays following	short lines.	<code>\abovedisplayshortskip*</code>
extra space just below displays following	short lines.	<code>\belowdisplayshortskip*</code>
	show a box.	<code>\showbox*</code>
	show a token.	<code>\show*</code>
	show boxes that are shipped out.	<code>\tracingoutput*</code>
	show characters not in the font. ..	<code>\tracinglostchars*</code>
executed.	show commands before they are ...	<code>\tracingcommands*</code>
	show diagnostics on the terminal.	<code>\tracingonline*</code>
	show hyphenations of given words.	<code>\showhyphens</code>
	show line-break calculations.	<code>\tracingparagraphs*</code>
	show macros as they are expanded. ..	<code>\tracingmacros*</code>
	show page-break calculations.	<code>\tracingpages*</code>
	show statistics about memory usage. ..	<code>\tracingstats*</code>
	show the current lists.	<code>\showlists*</code>
end.	show unassignments when groups .	<code>\tracingrestores*</code>
	shown.	<code>\showboxdepth*</code>
maximum box depth	shown at a given depth.	<code>\showboxbreadth*</code>
maximum boxed items	shrinkable horizontal space.	<code>\hss*</code>
infinitely stretchable and	shrinkable vertical space.	<code>\vss*</code>
infinitely stretchable and	shrinkage in current page.	<code>\pageshrink*</code>
amount of glue	side of page.	<code>\reversemarginpar^L</code>
put marginal notes on opposite	sigma (σ).	<code>\sigma</code>
math Greek letter:	sigma (Σ).	<code>\Sigma</code>
math Greek letter: capital	sigma (ς).	<code>\varsigma</code>
math Greek letter: variant	dollar	<code>\\$</code>
dollar	sign.	<code>*</code>
math operator: discretionary multiply	sign (%).	<code>\%</code>
percent	sign, octothorpe (#).	<code>\#</code>
pound, hatch mark, sharp	similar or equal (\simeq).	<code>\simeq</code>
math relation:	similar (\sim).	<code>\sim</code>
math relation:	sine.	<code>\arcsin</code>
math function: arc	sine.	<code>\sin</code>
math function:	sine.	<code>\sinh</code>
math function: hyperbolic	create a box with a	<code>\shortstack^L</code>
create a box with a	start a new page in	<code>\onecolumn^L</code>
start a new page in	current value of the	<code>\theenumvi^L</code>
current value of the	mark denoting	<code>\labelitemvi^L</code>
mark denoting	width of left margin in	<code>\leftmarginvi^L</code>
width of left margin in	1.5-line math delimiter	<code>\Big</code>
1.5-line math delimiter	size.	

1-line math delimiter	size.	<code>\big</code>
2.5-line math delimiter	size.	<code>\Bigg</code>
2-line math delimiter	size.	<code>\bigg</code>
big font	size.	<code>\big^L</code>
bigger font	size.	<code>\Big^L</code>
biggest font	size.	<code>\BIG^L</code>
select footnote font	size.	<code>\footnotesize^L</code>
select font four steps larger than normal	size.	<code>\huge^L</code>
select font one step larger than normal	size.	<code>\large^L</code>
select font three steps larger than normal	size.	<code>\LARGE^L</code>
select font two steps larger than normal	size.	<code>\Large^L</code>
select normal font	size.	<code>\normalsize^L</code>
select sub-subscript font	size.	<code>\scriptscriptsize^L</code>
select subscript or superscript font	size.	<code>\scriptsize^L</code>
select small font	size.	<code>\small^L</code>
page.	size of column that must contain text.	<code>\textfraction^L</code>
symbol that will work properly in text and script	size of float on double-column	<code>\dblfloatpagefraction^L</code>
breakable small horizontal	sizes. define a	<code>\mathpalette</code>
large breakable horizontal	skip.	<code>\enskip</code>
breakable medium horizontal	skip.	<code>\qqquad</code>
vertical	skip.	<code>\quad</code>
vertical	skip a large amount.	<code>\bigskip^L</code>
vertical	skip a medium amount.	<code>\medskip^L</code>
an unoriented	skip a small amount.	<code>\smallskip^L</code>
	skip amount with stretch of <code>\lfill</code> .	<code>\fill^L</code>
	skip horizontal space.	<code>\hspace^L</code>
remove a	skip just added to the current list.	<code>\unskip[*]</code>
fetch last	skip off the current list.	<code>\lastskip[*]</code>
remove last	skip on the list.	<code>\removelastskip</code>
math	skip register.	<code>\muskip[*]</code>
define a name for a math	skip register.	<code>\muskipdef[*]</code>
use a	skip register.	<code>\skip[*]</code>
define a name for a	skip register.	<code>\skipdef[*]</code>
allocate a new math	skip register.	<code>\newmuskip</code>
allocate a new	skip register.	<code>\newskip</code>
	skip vertical space.	<code>\vspace^L</code>
11 point	slanted font.	<code>\elvsl^L</code>
select	slanted font.	<code>\sl</code>
10 point	slanted font.	<code>\tensl</code>
12 point	slanted font.	<code>\twlsl^L</code>
	slanted font family.	<code>\slfam</code>
permit a line break after a	slash.	<code>\slash</code>
Norwegian letter: capital o with	slash (\emptyset).	<code>\O</code>
Norwegian letter: o with	slash (\emptyset).	<code>\o</code>
math operator: circle	slash (\oslash).	<code>\oslash</code>
Polish letter:	slashed L (\l).	<code>\l</code>
Polish letter: upper-case	slashed L (\L).	<code>\L</code>
vertical skip a	small amount.	<code>\smallskip^L</code>
select	small caps font.	<code>\sc^L</code>
select	small font size.	<code>\small^L</code>
breakable	small horizontal skip.	<code>\enskip</code>
unbreakable	small horizontal space.	<code>\enspace</code>
unbreakable	small horizontal space.	<code>\thinspace</code>

math operator:	small integral (f).	<code>\smallint</code>
use very	small math script style.	<code>\scriptscriptstyle*</code>
use	small math script style.	<code>\scriptstyle*</code>
select font for	small math scripts.	<code>\scriptfont*</code>
select font for very	small math scripts.	<code>\scriptscriptfont*</code>
create a	small sample page.	<code>\minipage^L</code>
math symbol:	small script L (ℓ).	<code>\ell</code>
suppress space in script and	small script styles.	<code>\nonscript*</code>
	small vertical space.	<code>\smallskip</code>
	small vertical space and a good page break.	<code>\smallbreak</code>
	smallest defined font.	<code>\tiny^L</code>
	<code>\smallskip</code> space.	<code>\smallskipamount</code>
math relation:	smile (\smile).	<code>\smile</code>
create	some horizontal space.	<code>\hglue</code>
put a frame around	some text.	<code>\frame^L</code>
create	some vertical space.	<code>\vglue</code>
math symbol:	southeast arrow (\searrow).	<code>\searrow</code>
math symbol:	southwest arrow (\swarrow).	<code>\swarrow</code>
math mode negative thin	space.	<code>\!</code>
unbreakable	space.	<code>~</code>
add extra vertical	space.	<code>\addvspace^L</code>
<code>\bigskip</code>	space.	<code>\bigskipamount</code>
unbreakable small horizontal	space.	<code>\enspace</code>
infinitely stretchable horizontal	space.	<code>\hfil*</code>
more infinitely stretchable horizontal	space.	<code>\hfill*</code>
cancel infinitely stretchable horizontal	space.	<code>\hfilneg*</code>
create some horizontal	space.	<code>\hglue</code>
add horizontal	space.	<code>\hskip*</code>
skip horizontal	space.	<code>\hspace^L</code>
infinitely stretchable and shrinkable horizontal	space.	<code>\hss*</code>
medium vertical	space.	<code>\medskip</code>
<code>\medskip</code>	space.	<code>\medskipamount</code>
unbreakable tiny negative math mode horizontal	space.	<code>\negthinspace</code>
control	space.	<code>_*</code>
small vertical	space.	<code>\smallskip</code>
<code>\smallskip</code>	space.	<code>\smallskipamount</code>
a blank	space.	<code>\space</code>
infinitely stretchable	space.	<code>\stretch^L</code>
unbreakable small horizontal	space.	<code>\thinspace</code>
infinitely stretchable vertical	space.	<code>\vfil*</code>
more infinitely stretchable vertical	space.	<code>\vfill*</code>
cancel infinitely stretchable vertical	space.	<code>\vfilneg*</code>
create some vertical	space.	<code>\vglue</code>
add vertical	space.	<code>\vskip*</code>
skip vertical	space.	<code>\vspace^L</code>
infinitely stretchable and shrinkable vertical	space.	<code>\vss*</code>
	space above displays.	<code>\abovedisplayskip*</code>
short lines.	space above displays following	<code>\abovedisplayshortskip*</code>
	space added to top of page.	<code>\topmargin^L</code>
	space after following punctuation.	<code>\@^L</code>
	space after subscript or superscript.	<code>\scriptspace*</code>
	space and a good page break.	<code>\smallbreak</code>
	space around a float in the middle of a page.	<code>\intertextsep^L</code>

paragraph.		space at the end of the last line of a paragraph. <code>\parfillskip</code> *
		space at the top of a page. <code>\topskip</code> *
environment.	add extra	space at top of a split box. <code>\splittopskip</code> *
	suppress interline	space before a column in array or tabular. <code>\extracolsep</code> ^L
and <code>\framebox</code> .		space before next vertical box. <code>\nointerlineskip</code>
		space between a box and its contents in <code>\fbox</code> <code>\fboxsep</code> ^L
text.		space between a label and text of a list item. <code>\labelsep</code> ^L
		space between aligned tab entries. <code>\tabskip</code> *
and text.		space between columns in double column. <code>\columnsep</code> ^L
		space between double-column floats. <code>\dblfloatsep</code> ^L
paragraph.	amount of extra	space between double-column floats. <code>\dbltextfloatsep</code> ^L
		space between entries in an index. <code>\indexspace</code> ^L
		space between first list item and preceding. <code>\topsep</code> ^L
		space between floats. <code>\floatsep</code> ^L
		space between floats and the text. <code>\textfloatsep</code> ^L
	normal	space between lines. <code>\baselineskip</code> *
enough.	turn off extra	space between lines. <code>\offinterlineskip</code>
	extra	space between lines if <code>\baselineskip</code> isn't. <code>\lineskip</code> *
	minimum	space between lines in a vertical list. <code>\lineskiplimit</code> *
		space between main text and footnotes. <code>\footins</code> ^L
	vertical	space between marginal notes. <code>\marginparpush</code> ^L
		space between page header and text. <code>\headsep</code> ^L
	define	space between paragraphs. <code>\parskip</code> *
list environment.		space between paragraphs within an item in a list. <code>\parsep</code> ^L
environment.		space between rows of array or tabular. <code>\arraystretch</code> ^L
		space between sentences. <code>\xspaceskip</code> *
environment.		space between successive items in a list. <code>\itemsep</code> ^L
		space between text and page footer. <code>\footskip</code> ^L
		space between words. <code>\spaceskip</code> *
		space character. <code>\quad</code> *
	set a character's	space factor. <code>\sfcode</code> *
	extra	space in badly-stretched lines. <code>\emergencystretch</code> ³
	amount of fill	space in current page. <code>\pagefilllstretch</code> *
	amount of fill	space in current page. <code>\pagefillstretch</code> *
	amount of fill	space in current page. <code>\pagefilstretch</code> *
	medium	space in math formulas. <code>\medmuskip</code> *
	thick	space in math formulas. <code>\thickmuskip</code> *
	thin	space in math formulas. <code>\thinmuskip</code> *
	medium	space in math mode. <code>\></code>
	medium	space in math mode. <code>\:</code> ^L
	insert horizontal	space in math mode. <code>\mskip</code> *
	suppress	space in script and small script styles. <code>\nonscript</code> *
	extra	space just below displays. <code>\belowdisplayskip</code> *
following short lines.	extra	space just below displays. <code>\belowdisplaysshortskip</code> *
	thick	space (math mode). <code>\;</code>
	thin	space (math mode). <code>\,</code>
	large vertical	space or a good page break. <code>\bigbreak</code>
	medium vertical	space or a good page break. <code>\medbreak</code>
	use the	space taken by a formula. <code>\phantom</code>
		space to the left of a paragraph. <code>\leftskip</code> *
		space to the right of a paragraph. <code>\rightskip</code> *
	internal Plain \TeX	space used for centering. <code>\centering</code>
	special Plain \TeX	space used in alignment. <code>\hideskip</code>

	extra vertical	space when environment starts a paragraph. <code>\partopsep^L</code>
	fill a	space with a downward brace. <code>\downbracefill</code>
	fill a	space with a left arrow. <code>\leftarrowfill</code>
	surround a	space with a repeated box or rule. <code>\cleaders[*]</code>
	fill a	space with a repeated box or rule. <code>\leaders[*]</code>
	fill a	space with a right arrow. <code>\rightarrowfill</code>
	fill a	space with a rule. <code>\hrulefill</code>
	fill a	space with an evenly distributed box or rule. <code>\xleaders[*]</code>
	fill a	space with an upward brace. <code>\upbracefill</code>
	fill a	space with dots. <code>\dotfill</code>
	verbatim	spaces in input text. <code>\obeyspaces</code>
lower dot math symbol with special		spacing. <code>\ldotp</code>
vertical strut to preserve line		spacing. <code>\strut</code>
suppress special		spacing after punctuation. <code>\frenchspacing</code>
enable special		spacing after punctuation. <code>\nonfrenchspacing</code>
set a character's		spacing factor. <code>\spacefactor[*]</code>
centered dot with special		spacing in math mode. <code>\cdotp</code>
item.	select math	spacing of a closing delimiter for the next <code>\mathclose[*]</code>
item.	select math	spacing of an opening delimiter for the next <code>\mathopen[*]</code>
	set line	spacing to normal values. <code>\normalbaselines</code>
	math symbol:	spade suit (♠). <code>\spadesuit</code>
amount by which delimiters can fail to		span included material. <code>\delimitershortfall[*]</code>
		span several columns in an alignment. <code>\multispan</code>
	enable only	specific <code>\include</code> commands. <code>\includeonly^L</code>
	override <code>\global</code>	specifications. <code>\globaldefs[*]</code>
		specify a character by its numeric code. <code>\char[*]</code>
		specify a math character code. <code>\mathchar[*]</code>
BIBTEX.		specify bibliographic style for <code>\bibliographystyle^L</code>
hyphenation.		specify language to be used for <code>\setlanguage^s</code>
		specify page numbering style. <code>\pagenumbering^L</code>
		specify penalty for a line or page break. <code>\penalty[*]</code>
	penalty for insertions that are	split. <code>\floatingpenalty[*]</code>
	mark text last encountered in a	split box. <code>\splitbotmark[*]</code>
	mark text first encountered in a	split box. <code>\splitfirstmark[*]</code>
	maximum depth of boxes in a	split box. <code>\splitmaxdepth[*]</code>
	space at top of a	split box. <code>\splittopskip[*]</code>
	sum of penalties for	split insertions on the page. <code>\insertpenalties[*]</code>
		split off a specified amount from a vbox. <code>\vsplit[*]</code>
	math operator:	square cap (\sqcap). <code>\sqcap</code>
	math operator: large	square cup (\sqcup). <code>\bigsqcup</code>
	math operator:	square cup (\sqcup). <code>\sqcup</code>
		square root of a formula. <code>\sqrt</code>
	math relation:	square subset or equal (\sqsubseteq). <code>\sqsubseteq</code>
	math symbol:	square subset (\sqsubset). <code>\sqsubset^L</code>
	math relation:	square superset or equal (\sqsupseteq). <code>\sqsupseteq</code>
	math symbol:	square superset (\sqsupset). <code>\sqsupset^L</code>
	align a	stack of equations. <code>\eqalign</code>
	align a	stack of equations with equation numbers. <code>\eqalignno</code>
numbers.	align a	stack of equations with left equation <code>\leqalignno</code>
	display a	stack of formulas without alignment. <code>\displaylines</code>
		stack one equation above another. <code>\stackrel^L</code>
	math operator:	star (\star). <code>\star</code>
		start a chapter. <code>\chapter^L</code>

	start a labeled paragraph.	<code>\paragraph^L</code>
	start a labeled sub-level paragraph.	<code>\subparagraph^L</code>
	start a major division of a long document.	<code>\part^L</code>
flush figures and	start a new page.	<code>\clearpage^L</code>
	start a new page.	<code>\newpage^L</code>
	start a new page in double-column format.	<code>\twocolumn^L</code>
	start a new page in single-column format.	<code>\onecolumn^L</code>
flush figures and tables and	start a new right-hand page.	<code>\cleardoublepage^L</code>
	start a paragraph indented <code>\parindent</code>	<code>\indent[*]</code>
	start a paragraph without indentation.	<code>\noindent[*]</code>
	start a section.	<code>\section^L</code>
	start a subsection.	<code>\subsection^L</code>
	start a subsubsection.	<code>\subsubsection^L</code>
	start an entry in a list environment.	<code>\item^L</code>
zero.	start an <code>\halign</code> with <code>\tabskip</code> initialized to	<code>\ialign^L</code>
	start of a word. minimum .	<code>\lefthyphenposition³</code>
number of characters before hyphenation at the	statement.	character that
	extra vertical space when environment	character that starts a new output line in a write
	show	statistics about memory usage.
	select font one	step larger than normal size.
	select font four	steps larger than normal size.
	select font three	steps larger than normal size.
	select font two	steps larger than normal size.
permit an alignment entry to	define a tab	stick out of its column.
	unindents left margin one tab	stop in tabbing environment.
	indents left margin one tab	stop in tabbing environment.
the current line.	stop reading current input file at the end of	<code>\endinput[*]</code>
	process input without	stopping for errors.
	restore tabs	stops in tabbing environment.
	save current tab	stops in tabbing environment.
	amount of glue	store an hbox or vbox in a box register.
an unoriented skip amount with	stretch in current page.	<code>\pagestretch[*]</code>
	infinitely	stretch of <code>\fill</code>
	infinitely	stretchable and shrinkable horizontal space.
	infinitely	stretchable and shrinkable vertical space.
	infinitely	stretchable horizontal space.
	more infinitely	stretchable horizontal space.
	cancel infinitely	stretchable horizontal space.
	infinitely	stretchable space.
	infinitely	stretchable vertical space.
	more infinitely	stretchable vertical space.
	cancel infinitely	stretchable vertical space.
	require	strict line and page breaks.
convert a number to a token	string.	<code>\number[*]</code>
	box containing a	strut.
	vertical	strut to preserve line spacing.
	math	strut with height and depth of parentheses.
set sectional units to appendix	style.	<code>\appendix^L</code>
	bold font	style.
	use normal math script	style.
set a formula flush left in display	style.	<code>\lefteqn^L</code>

choose a math formula based on the current style.	<code>\mathchoice*</code>
specify page numbering style.	<code>\pagenumbering^L</code>
set global page style.	<code>\pagestyle^L</code>
use very small math script style.	<code>\scriptscriptstyle*</code>
use small math script style.	<code>\scriptstyle*</code>
set current page style.	<code>\thispagestyle^L</code>
declare document style and options.	<code>\documentstyle^L</code>
specify bibliographic style for L ^A T _E X.	<code>\bibliographystyle^L</code>
use in-text style for math.	<code>\textstyle*</code>
suppress space in script and small script styles.	<code>\nonscript*</code>
mark the beginning of a major subdivision.	<code>\beginsection</code>
define an inner math subformula.	<code>\mathinner*</code>
display a sub-item.	<code>\itemitem</code>
start a labeled sub-level paragraph.	<code>\subparagraph^L</code>
subscript, equivalent to $_$.	<code>\sb</code>
extra space after subscript or superscript.	<code>\scriptspace*</code>
select subscript or superscript font size.	<code>\scriptsize^L</code>
place superscripts and subscripts after math operators.	<code>\nolimits*</code>
start a subsection.	<code>\subsection^L</code>
indent second and subsequent lines in a paragraph by	<code>\hang</code>
environment.	<code>\listparindent^L</code>
math relation: square subset or equal (\sqsubseteq).	<code>\sqsubset^L</code>
math relation: subset or equal (\subseteq).	<code>\subset^L</code>
math symbol: square subset (\sqsubset).	<code>\sqsubset^L</code>
math relation: subset (\subset).	<code>\subset</code>
select sub-subscript font size.	<code>\scriptscriptsize^L</code>
start a subsection.	<code>\subsubsection^L</code>
test always succeeds.	<code>\iftrue*</code>
space between successive items in a list environment.	<code>\itemsep^L</code>
math relation: successor or equal (\succeq).	<code>\succeq</code>
math relation: successor (\succ).	<code>\succ</code>
math symbol: club suit (\clubsuit).	<code>\clubsuit</code>
math symbol: diamond suit (\diamondsuit).	<code>\diamondsuit</code>
math symbol: heart suit (\heartsuit).	<code>\heartsuit</code>
math symbol: spade suit (\spadesuit).	<code>\spadesuit</code>
math operator: direct sum, circle plus (\oplus).	<code>\oplus</code>
math operator: amalgamated sum, co-product (\amalg).	<code>\amalg</code>
on the page. sum of penalties for split insertions	<code>\insertpenalties*</code>
math operator: large sum (Σ).	<code>\sum</code>
math function: sup.	<code>\sup</code>
shift super accents.	<code>\skew</code>
extra space after subscript or superscript.	<code>\scriptspace*</code>
superscript, equivalent to $\hat{\cdot}$.	<code>\sp</code>
select subscript or superscript font size.	<code>\scriptsize^L</code>
operators. place superscripts and subscripts after math	<code>\nolimits*</code>
math relation: square superset or equal (\sqsupseteq).	<code>\sqsupseteq</code>
math relation: superset or equal (\supseteq).	<code>\supseteq</code>
math symbol: square superset (\sqsupset).	<code>\sqsupset^L</code>
math relation: superset (\supset).	<code>\supset</code>
suppress a line break.	<code>\nolinebreak^L</code>
suppress a page break.	<code>\nopagebreak^L</code>
text. suppress bottom justification of page	<code>\raggedbottom</code>
	<code>\noexpand*</code>

vertical box.		suppress interline space before next	<code>\nointerlineskip</code>
		suppress numbering of displayed equations.	<code>\nonumber</code> ^L
lines.		suppress page numbers.	<code>\nopagenumbers</code>
font lines.		suppress right justification of paragraph	<code>\raggedright</code>
styles.		suppress right justification of typewriter	<code>\ttraggedright</code>
punctuation.		suppress space in script and small script	<code>\nonscript</code> [*]
preamble for this entry.		suppress special spacing after	<code>\frenchspacing</code>
		suppress the template in the alignment	<code>\omit</code> [*]
		suppress writing all auxiliary files.	<code>\nofiles</code> ^L
	math function: limit	supremum (<i>limsup</i>).	<code>\limsup</code>
	math symbol:	surd ($\sqrt{\quad}$).	<code>\surd</code>
		surround a space with a repeated box or rule.	<code>\cleaders</code> [*]
	thickness of rule	surrounding framed box.	<code>\fboxrule</code> ^L
mode.		switch to horizontal mode from vertical	<code>\leavevmode</code>
	underscore	symbol.	<code>_</code>
	display counter as footnote	symbol.	<code>\fnsymbol</code> ^L
	close brace	symbol.	<code>\}</code>
	open brace	symbol.	<code>\{</code>
		symbol \AA .	<code>\aa</code>
	ligature digraph	symbol \ae (\ae).	<code>\ae</code>
	math	symbol: aleph (\aleph).	<code>\aleph</code>
	angle	symbol (\angle).	<code>\angle</code>
	math	symbol: bottom (\perp).	<code>\bot</code>
	math	symbol: box (\square).	<code>\Box</code> ^L
		symbol capital \AA .	<code>\AA</code>
	ligature digraph	symbol capital \AE (\AE).	<code>\AE</code>
	ligature digraph	symbol capital \OE (\OE).	<code>\OE</code>
	math	symbol: club suit (\clubsuit).	<code>\clubsuit</code>
	copyright	symbol (\copyright).	<code>\copyright</code>
	dagger	symbol (\dagger).	<code>\dag</code>
	double dagger	symbol (\ddagger).	<code>\ddag</code>
	math	symbol: diamond (\diamond).	<code>\Diamond</code> ^L
	math	symbol: diamond suit (\diamondsuit).	<code>\diamondsuit</code>
	math	symbol: dotless i (<i>i</i>).	<code>\imath</code>
	math	symbol: dotless j (<i>j</i>).	<code>\jmath</code>
	math	symbol: double relation bar (\equiv).	<code>\Relbar</code>
	math	symbol: double vertical bar (\parallel).	<code>\Arrowvert</code>
	math	symbol: down arrow (\downarrow).	<code>\downarrow</code>
	math	symbol: downward double arrow (\Downarrow).	<code>\Downarrow</code>
	math	symbol: empty set (\emptyset).	<code>\emptyset</code>
	math	symbol: exists quantifier (\exists).	<code>\exists</code>
	math	symbol: flat (<i>b</i>).	<code>\flat</code>
	8 point \LaTeX	symbol font.	<code>\egtly</code> ^L
	8 point math	symbol font.	<code>\egtsy</code> ^L
	11 point \LaTeX	symbol font.	<code>\elvly</code> ^L
	11 point math	symbol font.	<code>\elvsy</code> ^L
	5 point math	symbol font.	<code>\fivesy</code>
	5 point \LaTeX	symbol font.	<code>\fivly</code> ^L
	5 point math	symbol font.	<code>\fivsy</code> ^L
	14 point \LaTeX	symbol font.	<code>\frtnly</code> ^L
	14 point math	symbol font.	<code>\frtnsy</code> ^L
	9 point \LaTeX	symbol font.	<code>\ninly</code> ^L

9 point math	symbol font.	<code>\ninsy^L</code>
7 point math	symbol font.	<code>\sevensy</code>
7 point L ^A T _E X	symbol font.	<code>\sevly^L</code>
7 point math	symbol font.	<code>\sevsy^L</code>
6 point L ^A T _E X	symbol font.	<code>\sixly^L</code>
6 point math	symbol font.	<code>\sixsy^L</code>
17 point L ^A T _E X	symbol font.	<code>\svtnly^L</code>
17 point math	symbol font.	<code>\svtnsy^L</code>
10 point math extension	symbol font.	<code>\vtensex</code>
10 point L ^A T _E X	symbol font.	<code>\tenly^L</code>
10 point math	symbol font.	<code>\tensy</code>
12 point L ^A T _E X	symbol font.	<code>\twlly^L</code>
12 point math	symbol font.	<code>\twlsy^L</code>
20 point L ^A T _E X	symbol font.	<code>\twtyly^L</code>
20 point math	symbol font.	<code>\twtysy^L</code>
select bold math italic and unselect bold math italic and math	symbol fonts.	<code>\boldmath^L</code>
display a math	symbol from a font.	<code>\symbol^L</code>
math	symbol: heart suit (♥).	<code>\heartsuit</code>
math	symbol: hook left arrow (↵).	<code>\hookleftarrow</code>
math	symbol: hook right arrow (↷).	<code>\hookrightarrow</code>
math	symbol: imaginary, Fraktur I (ℑ).	<code>\Im</code>
math	symbol: infinity (∞).	<code>\infty</code>
math	symbol: iota (ι).	<code>\iota</code>
math	symbol: join (⋈).	<code>\Join^L</code>
math	symbol: leads to (∼).	<code>\leadsto^L</code>
math	symbol: left arrow (←).	<code>\leftarrow</code>
math	symbol: left double arrow (⇐).	<code>\Leftarrow</code>
math	symbol: left half diamond (◄).	<code>\lhd^L</code>
math	symbol: left harpoon down (↵).	<code>\leftharpoondown</code>
math	symbol: left harpoon up (↶).	<code>\leftharpoonup</code>
math	symbol: left hook (⋈).	<code>\lhook</code>
math	symbol: left moustache (⎵).	<code>\lmoustache</code>
math	symbol: left quote (‘).	<code>\lq</code>
math	symbol: left-right arrow (↔).	<code>\leftrightarrow</code>
math	symbol: left-right double arrow (⇔).	<code>\Leftrightarrow</code>
math	symbol: logical or (∨).	<code>\lor</code>
(↔).	math	symbol: long left and right arrow <code>\longlefttrightarrow</code>
	math	symbol: long left arrow (⇐).
arrow (⇔).	math	symbol: long left double arrow (⇐⇐).
	math	symbol: long left-right double <code>\Longlefttrightarrow</code>
	math	symbol: long maps to (⇨).
	math	symbol: long right arrow (⇒).
	math	symbol: long right double arrow (⇒⇒).
	math	symbol: maps to char (⌈).
	math	symbol: maps to (↦).
	math	symbol: mho (℧).
	math	symbol: nabla (∇).
	math	symbol: natural (‡).
	math	symbol: northeast arrow (↗).
	math	symbol: northwest arrow (↖).

ligature digraph	symbol oe (\o).	\oe
math	symbol: paragraph (\P).	\P
math	symbol: partial (∂).	\partial
math	symbol: Planck's constant or h-bar (\hbar).	\hbar
British pound	symbol (\pounds).	\pounds
math	symbol: prime (x').	\prime
math	symbol: real, Fraktur R (\Re).	\Re
math	symbol: relation bar (\Leftrightarrow).	\relbar
math	symbol: right arrow (\rightarrow).	\rightarrow
math	symbol: right double arrow (\Rightarrow).	\Rightarrow
math	symbol: right half diamond (\blacktriangleright).	\rhd
math	symbol: right harpoon down (\rightarrowtail).	\rightharpoondown
math	symbol: right harpoon up (\leftarrowtail).	\rightharpoonup
math	symbol: right hook (\smile).	\rhook
math	symbol: right left harpoon (\rightleftarrows).	\rightleftarpoons
math	symbol: right moustache (\).	\rmoustache
math	symbol: section (\S).	\S
math	symbol: sharp (\#).	\sharp
math	symbol: small script L (ℓ).	\ell
math	symbol: southeast arrow (\searrow).	\searrow
math	symbol: southwest arrow (\swarrow).	\swarrow
math	symbol: spade suit (\spadesuit).	\spadesuit
math	symbol: square subset (\sqsubset).	\sqsubset
math	symbol: square superset (\sqsupset).	\sqsupset
math	symbol: surd ($\sqrt{\quad}$).	\surd
and script sizes.	define a symbol that will work properly in text	\mathpalette
	math symbol: top (\top).	\top
	math symbol: triangle (Δ).	\triangle
	math symbol: underlined left half diamond ($\underline{\blacktriangleleft}$).	\unlhd
	math symbol: underlined right half diamond ($\underline{\blacktriangleright}$).	\unrhd
	math symbol: up-and-down double arrow (\Updownarrow).	\Updownarrow
	math symbol: upward double arrow (\Uparrow).	\Uparrow
	math symbol: vertical bar (\).	\arrowvert
	math symbol: vertical bar (\).	\
	math symbol: vertical dots (\vdots).	\vdots
	math symbol: Weierstrass p (\wp).	\wp
lower dot math	symbol with special spacing.	\ldotp
internal Plain \TeX operation to define math text	symbols.	\mathhexbox
put	symbols over math relations.	\buildrel
sequence.	define a synonym for the current meaning of a control	\let
	space between aligned tab entries.	\tabskip
	move to next tab position in tabbing environment.	\>
	define a tab stop in tabbing environment.	=
unindents left margin one	tab stop in tabbing environment.	-
indents left margin one	tab stop in tabbing environment.	+
save current	tab stops in tabbing environment.	\pushtabs
begin a	tabbed line in an inner environment.	\tabalign
begin a	tabbed line in an outer environment.	+
produce \TeX accents in	tabbing environment.	\a
discard current line in	tabbing environment.	\kill
cancel effect of one \+ command in	tabbing environment.	\<
define a tab stop in	tabbing environment.	=

	move to next tab position in	tabbing environment.	<code>\></code> ^L
	put text flush right in a column in	tabbing environment.	<code>\></code> ^L
	unindents left margin one tab stop in	tabbing environment.	<code>\-</code> ^L
	restore tabs stops in	tabbing environment.	<code>\poptabs</code> ^L
	save current tab stops in	tabbing environment.	<code>\pushtabs</code> ^L
	indents left margin one tab stop in	tabbing environment.	<code>\+</code> ^L
	distance left by <code>\'</code> command between	tabbing fields.	<code>\tabbingsep</code> ^L
	adds an entry to the specified list or	table.	<code>\addcontentsline</code> ^L
	create an aligned	table.	<code>\halign</code> [*]
	create a multicolumn entry in an aligned	table.	<code>\span</code> [*]
	add text to	table contents, figures, or tables.	<code>\addtocontents</code> ^L
	generate a	table of contents.	<code>\tableofcontents</code> ^L
	add text to table contents, figures, or	tables.	<code>\addtocontents</code> ^L
	generate a list of	tables.	<code>\listoftables</code> ^L
page.	flush figures and	tables and start a new right-hand	<code>\cleardoublepage</code> ^L
	reset	tabs.	<code>\cleartabs</code>
	define horizontal	tabs.	<code>\settabs</code>
	box containing current	tabs.	<code>\tabs</code>
	restore	tabs stops in tabbing environment.	<code>\poptabs</code> ^L
	start an <code>\halign</code> with	<code>\tabskip</code> initialized to zero.	<code>\ialign</code>
	space between rows of array or	tabular environment.	<code>\arraystretch</code> ^L
	multicolumn line in array or	tabular environment.	<code>\cline</code> ^L
	double rule separation in array or	tabular environment.	<code>\doublerulesep</code> ^L
add extra space before a column in array or	multicolumn entry in array or	tabular environment.	<code>\extracolsep</code> ^L
	half the width separating columns in a	tabular environment.	<code>\multicolumn</code> ^L
	horizontal line in array and	tabular environment.	<code>\tabcolsep</code> ^L
	vertical line in array and	tabular environments.	<code>\hline</code> ^L
	math function: arc	tabular environments.	<code>\vline</code> ^L
	math function:	tangent.	<code>\arctan</code>
	math function: hyperbolic	tangent.	<code>\tan</code>
	math Greek letter:	tangent.	<code>\tanh</code>
entry.	suppress the	tau (τ).	<code>\tau</code>
	math operator:	template in the alignment preamble for this	<code>\omit</code> [*]
	write balanced error message to the	tensor product, circle times (\otimes).	<code>\otimes</code>
	write balanced text to	terminal.	<code>\errmessage</code> [*]
	show diagnostics on the	terminal.	<code>\message</code> [*]
	execute a command from the	terminal.	<code>\tracingonline</code> [*]
	write a message on the	terminal.	<code>\typein</code> ^L
		terminal.	<code>\typeout</code> ^L
		terminate a <code>\csname</code> token list.	<code>\endcsname</code> [*]
		terminate \LaTeX and flush the final page. ...	<code>\stop</code> ^L
		terminate \TeX	<code>\end</code> [*]
INITEX only.		terminate \TeX and write a format file:	<code>\dump</code> [*]
	en entry in a file of index	terms.	<code>\indexentry</code> ^L
		test always false.	<code>\iffalse</code> [*]
		test always succeeds.	<code>\iftrue</code> [*]
		test category codes.	<code>\ifcat</code> [*]
		test for a horizontal box.	<code>\ifhbox</code> [*]
		test for a vertical box.	<code>\ifvbox</code> [*]
		test for an empty box.	<code>\ifvoid</code> [*]
		test for an internal mode.	<code>\ifinner</code> [*]
		test for end of file.	<code>\ifeof</code> [*]
		test for horizontal mode.	<code>\ifhmode</code> [*]

	test for math mode.	<code>\ifmmode*</code>
	test for odd integer.	<code>\ifodd*</code>
	test for vertical mode.	<code>\ifvmode*</code>
	test the next character.	<code>\@ifnextchar^L</code>
	test two dimensions.	<code>\ifdim*</code>
	test two integers.	<code>\ifnum*</code>
terminate	<code>\TeX</code>	<code>\end*</code>
produce	<code>\TeX</code> accents in tabbing environment.	<code>\a^L</code>
terminate	<code>\TeX</code> and write a format file: INITEX only. .	<code>\dump*</code>
name of current	<code>\TeX</code> format package.	<code>\fmtname</code>
version of current	<code>\TeX</code> format package.	<code>\fmtversion</code>
pause for normal errors while processing	<code>\TeX</code> input.	<code>\errorstopmode*</code>
errors.	<code>\TeX</code> input without pausing for normal ..	<code>\scrollmode*</code>
	<code>\TeX</code> primitive <code>\par</code>	<code>\@@par^L</code>
space between columns in double column	text.	<code>\columnsep^L</code>
end a line in <code>\halign</code> aligned	text.	<code>\cr*</code>
rule between double-column floats and	text.	<code>\dblfigrule^L</code>
space between double-column floats and	text.	<code>\dbltextfloatsep^L</code>
define a macro with expanded replacement	text.	<code>\edef*</code>
equivalent to <code>\cr</code> , end of aligned	text.	<code>\endline</code>
insert a footnote mark without	text.	<code>\footnotemark^L</code>
macro to draw the rule separating footnotes from	text.	<code>\footnoterule^L</code>
put a frame around some	text.	<code>\frame^L</code>
space between page header and	text.	<code>\headsep^L</code>
distance between marginal note and	text.	<code>\marginparsep^L</code>
define kerning around math in	text.	<code>\mathsurround*</code>
verbatim line breaks in input	text.	<code>\obeylines</code>
verbatim spaces in input	text.	<code>\obeyspaces</code>
suppress bottom justification of page	text.	<code>\raggedbottom</code>
set a length command to width of	text.	<code>\settowidth^L</code>
space between floats and the	text.	<code>\textfloatsep^L</code>
select font for non-math	text.	<code>\textfont*</code>
size of column that must contain	text.	<code>\textfraction^L</code>
place rule between top floats and	text.	<code>\topfigrule^L</code>
generate a short amount of verbatim	text.	<code>\verb^L</code>
define a global macro with expanded replacement	text.	<code>\xdef*</code>
place rule between	text and bottom floats.	<code>\botfigrule^L</code>
space between main	text and footnotes.	<code>\footins^L</code>
space between	text and page footer.	<code>\footskip^L</code>
define a symbol that will work properly in	text and script sizes.	<code>\mathpalette</code>
insert	text at the top of the page.	<code>\topinsert</code>
tokens to insert when math in	text begins.	<code>\everymath*</code>
height of	text, excluding head and foot.	<code>\textheight^L</code>
mark	text first encountered in a split box.	<code>\splitfirstmark*</code>
mark	text first encountered on page just boxed.	<code>\firstmark*</code>
environment.	text flush right in a column in tabbing	<code>\' ^L</code>
	text in a line.	<code>\centerline</code>
create an underlined box with	text in it.	<code>\underline^L</code>
include balanced	text in DVI file for post-processing.	<code>\special*</code>
place balanced	text into a mark item on the current list. ...	<code>\mark*</code>
10 point	text italic font.	<code>\tenit</code>
mark	text last encountered in a split box. ...	<code>\splitbotmark*</code>
mark	text last encountered on page just boxed. ..	<code>\botmark*</code>

	flush	text left on a line.	<code>\leftline</code>
	space between a label and	text of a list item.	<code>\labelsep^L</code>
	flush right	text on a line.	<code>\rightline</code>
	height of	text on a page or <code>\vbox</code>	<code>\vsize[*]</code>
	length of	text preceding a display.	<code>\predisplaysize[*]</code>
internal Plain T _E X operation to define math	translate balanced	text symbols.	<code>\mathhexbox</code>
	add	text to lower-case.	<code>\lowercase[*]</code>
	write balanced	text to table contents, figures, or tables.	<code>\addtocontents^L</code>
create a zero-width box with		text to terminal.	<code>\message[*]</code>
create a zero-width box with		text to the left.	<code>\llap</code>
	translate balanced	text to the right.	<code>\rlap</code>
formatted.	define where	text to upper-case.	<code>\uppercase[*]</code>
	produce footnote	text will be inserted when the page is	<code>\insert[*]</code>
	select font four steps larger	text without a mark.	<code>\footnotetext^L</code>
	select font one step larger	than normal size.	<code>\huge^L</code>
	select font three steps larger	than normal size.	<code>\large^L</code>
	select font two steps larger	than normal size.	<code>\LARGE^L</code>
	define a new	than normal size.	<code>\Large^L</code>
environment.	begin	theorem environment.	<code>\newtheorem^L</code>
	math Greek letter:	theorem with special format in math	<code>\proclaim</code>
	math Greek letter: capital	theta (θ).	<code>\theta</code>
	math Greek letter: variant	theta (Θ).	<code>\Theta</code>
		theta (ϑ).	<code>\vartheta</code>
		thick lines for lines and circles.	<code>\thicklines^L</code>
		thick space in math formulas.	<code>\thickmuskip[*]</code>
		thick space (math mode).	<code>\;</code>
	fraction with rule	thickness.	<code>\above[*]</code>
		thickness of rule surrounding framed box.	<code>\fboxrule^L</code>
		thin lines for lines and circles.	<code>\thinlines^L</code>
	math mode negative	thin space.	<code>\!</code>
		thin space in math formulas.	<code>\thinmuskip[*]</code>
		thin space (math mode).	<code>\,</code>
	current value of the	third-level item counter.	<code>\theenumiii^L</code>
		third-level item in an index.	<code>\subsubitem^L</code>
	mark denoting	third-level items.	<code>\labelitemiii^L</code>
	width of left margin in	third-level list.	<code>\leftmarginiii^L</code>
		tie-after accent (\oo).	<code>\t</code>
	math accent:	tilde accent (\~).	<code>\~</code>
	math accent: wide	tilde (\tilde{x}).	<code>\tilde</code>
space.	unbreakable	tilde (\widetilde{x}).	<code>\widetilde</code>
	produce the	tiny negative math mode horizontal ...	<code>\negthinspace</code>
	declare the	title.	<code>\maketitle^L</code>
	additional authors on	title.	<code>\title^L</code>
	date on	title page.	<code>\and^L</code>
	add footnote to	title page.	<code>\date^L</code>
		title page.	<code>\thanks^L</code>
		title page author.	<code>\author^L</code>
	display	today's date.	<code>\today^L</code>
internal Plain T _E X command to piece		together long arrows.	<code>\joinrel</code>
expand the token following the next		token.	<code>\expandafter[*]</code>
give a token list defining the semantics of a		token.	<code>\meaning[*]</code>
	show a	token.	<code>\show[*]</code>
	insert a	token after the current group is completed.	<code>\aftergroup[*]</code>

command.	insert a	token after the next assignment ...	<code>\afterassignment*</code>
	expand the	token following the next token.	<code>\expandafter*</code>
	terminate a <code>\csname</code>	token list.	<code>\endcsname*</code>
	give a	token list defining the semantics of a token.	<code>\meaning*</code>
	use a	token list register.	<code>\toks*</code>
	define a name for a	token list register.	<code>\toksdef*</code>
	write a	token list to a file.	<code>\write*</code>
	allocate a new	token register.	<code>\newtoks</code>
	convert a number to a	token string.	<code>\number*</code>
	assigns the second	token to a control sequence and continues.	<code>\futurelet*</code>
	an empty list of	tokens.	<code>\empty</code>
character in the output of control sequence	compare	tokens. escape	<code>\escapechar*</code>
	expand a control sequence into character	tokens.	<code>\ifx*</code>
	begin expanding	tokens to construct a command name.	<code>\csname*</code>
nonredundant <code>\cr</code> .		tokens to insert after every <code>\cr</code> or	<code>\everycr*</code>
		tokens to insert when a paragraph begins. . .	<code>\everypar*</code>
		tokens to insert when a vbox begins.	<code>\everyvbox*</code>
		tokens to insert when an hbox begins.	<code>\everyhbox*</code>
begins.		tokens to insert when display math ...	<code>\everydisplay*</code>
		tokens to insert when math in text begins.	<code>\everymath*</code>
		tokens to insert when the job begins.	<code>\everyjob*</code>
	read, expand, then ignore	tokens until a non-space is found.	<code>\ignorespaces*</code>
	badness	tolerance after hyphenation.	<code>\tolerance*</code>
attempted.	badness	tolerance before hyphenation is	<code>\pretolerance*</code>
vertical mode material with the baseline at the		top. create a box with	<code>\vtop*</code>
fraction of two-column page for		top floats.	<code>\dbltopfraction^L</code>
fraction of column for		top floats.	<code>\topfraction^L</code>
place rule between		top floats and text.	<code>\topfigrule^L</code>
space at the		top of a page.	<code>\topskip*</code>
insertion class for inserts at the		top of a page.	<code>\topins*</code>
space at		top of a split box.	<code>\splittopskip*</code>
extra space added to		top of page.	<code>\topmargin^L</code>
penalty for creating a widow line at		top of page.	<code>\widowpenalty*</code>
insert text at the		top of the page.	<code>\topinsert*</code>
math symbol:		top (\top).	<code>\top</code>
		trace output processing.	<code>\showoutput^L</code>
		translate balanced text to lower-case.	<code>\lowercase*</code>
		translate balanced text to upper-case.	<code>\uppercase*</code>
math operator: large down		triangle (∇).	<code>\bigtriangledown</code>
math operator: large up		triangle (Δ).	<code>\bigtriangleup</code>
math symbol:		triangle (Δ).	<code>\triangle</code>
math operator: left		triangle (\triangleleft).	<code>\triangleleft</code>
math operator: right		triangle (\triangleright).	<code>\triangleright</code>
fraction of		two-column page for top floats.	<code>\dbltopfraction^L</code>
set a character's processing category		type.	<code>\catcode*</code>
set a math character's processing category		type.	<code>\mathcode*</code>
	typeset page number.		<code>\folio</code>
11 point	typewriter font.		<code>\elvtt^L</code>
9 point	typewriter font.		<code>\nintt^L</code>
10 point	typewriter font.		<code>\tentt</code>
select	typewriter font.		<code>\tt</code>
12 point	typewriter font.		<code>\twlvt^L</code>

	typewriter font family.	<code>\ttfam</code>
	typewriter font lines.	<code>\ttraggedright</code>
	U plus ($\text{U}+$).	<code>\biguplus</code>
	U plus ($\text{U}+$).	<code>\uplus</code>
	umlaut accent ($\text{x}^{\text{¨}}$).	<code>\" </code>
	umlaut accent ($\text{o}^{\text{¨}}$).	<code>\H </code>
	unaligned material in <code>\halign</code> or <code>\valign</code> . . .	<code>\noalign*</code>
	unassignments when groups end. . .	<code>\tracingrestores*</code>
	un-box a copy of a vbox and add it to the . . .	<code>\unvcopy*</code>
	un-box a copy of an hbox and add it to the . . .	<code>\unhcopy*</code>
	un-box a vbox and add it to the vertical list. . .	<code>\unvbox*</code>
	un-box an hbox and add it to the horizontal . . .	<code>\unhbox*</code>
	unbreakable small horizontal space.	<code>\enspace</code>
	unbreakable small horizontal space.	<code>\thinspace</code>
	unbreakable space.	<code>~</code>
horizontal space.	unbreakable tiny negative math mode . . .	<code>\negthinspace</code>
	undefined control sequence.	<code>\undefined</code>
	draw a line under a formula.	<code>\underline*</code>
	horizontal brace under a math formula.	<code>\underbrace</code>
	put a math field under a radical.	<code>\radical*</code>
	dot under accent ($\text{x}^{\text{.}}$).	<code>\d </code>
	math accent: bar under ($\text{x}^{\text{¯}}$).	<code>\b </code>
	create a box with an underline.	<code>\underbar</code>
	create an underlined box with text in it.	<code>\underline^L</code>
	math symbol: underlined left half diamond (◁).	<code>\unlhd^L</code>
	math symbol: underlined right half diamond (▷).	<code>\unrhd^L</code>
	underscore symbol.	<code>_ </code>
environment.	unindents left margin one tab stop in tabbing . . .	<code>_^L</code>
	math operator: union or cup (U).	<code>\cup </code>
	unit of distance in picture environment. . .	<code>\unitlength^L</code>
	unit of measure for opening up displays.	<code>\jot </code>
	units to appendix style.	<code>\appendix^L</code>
<code>\lfill.</code>	unoriented skip amount with stretch of	<code>\fill^L</code>
	unselect bold math italic and symbol fonts. . .	<code>\unboldmath^L</code>
	unusual paragraph shape.	<code>\parshape*</code>
	math delimiter: up-and-down arrow (↑).	<code>\updownarrow</code>
	math symbol: up-and-down double arrow (↕).	<code>\Updownarrow</code>
	upper bound on output routine calls.	<code>\maxdeadcycles*</code>
	upper left piece of a horizontal brace.	<code>\bracelu</code>
	upper right piece of a horizontal brace.	<code>\braceru</code>
	upper-case.	<code>\uppercase*</code>
	upper-case code for a character.	<code>\uccode*</code>
	display counter as upper-case letter.	<code>\Alph^L</code>
	display counter as upper-case Roman numerals.	<code>\Roman^L</code>
	Polish letter: upper-case slashed L (L).	<code>\L </code>
	math Greek letter: upper-case letter: epsilon (v).	<code>\upsilon</code>
	math Greek letter: capital epsilon (Y).	<code>\Upsilon</code>
	math delimiter: upward arrow (↑).	<code>\uparrow</code>
	fill a space with an upward brace.	<code>\upbracefill</code>
	math symbol: upward double arrow (↗).	<code>\Uparrow</code>
	show statistics about memory usage.	<code>\tracingstats*</code>
redefinable scratch control sequence	used by <code>\dospecials</code>	<code>\do </code>
internal Plain T _E X space	used for centering.	<code>\centering</code>

current language	used for hyphenation.	<code>\language</code> ³
define a new language to be	used for hyphenation.	<code>\newlanguage</code> ³
specify language to be	used for hyphenation.	<code>\setlanguage</code> ³
special Plain T _E X space	used in alignment.	<code>\hideskip</code>
scratch control sequence	used in preloading fonts.	<code>\preloaded</code>
help message to display if	user asks for help.	<code>\errhelp</code> [*]
restores a carriage return to its	usual meaning.	<code>\restorecr</code> ^L
math join operator: large	V (∨).	<code>\bigvee</code>
math relation: dash	V (+).	<code>\dashv</code>
math binary operator: join or	V (∨).	<code>\vee</code>
field separator in <code>\halign</code> or	<code>\valign</code>	<code>&</code> [*]
insert unaligned material in <code>\halign</code> or	<code>\valign</code>	<code>\noalign</code> [*]
divide a register by a	value.	<code>\divide</code> [*]
multiply a register by a	value.	<code>\multiply</code> [*]
set	value of a counter.	<code>\setcounter</code> ^L
produce the	value of a counter.	<code>\value</code> ^L
increment the	value of a length command.	<code>\addtolength</code> ^L
was boxed.	value of <code>\botmark</code> just before current page .	<code>\topmark</code> [*]
<code>\lineskiplimit</code> .	value of normal <code>\lineskip</code>	<code>\normallineskip</code>
	value of normal	<code>\normallineskiplimit</code>
	value of the fifth-level item counter.	<code>\theenumv</code> ^L
	value of the figure counter.	<code>\thefigure</code> ^L
	value of the first-level item counter.	<code>\theenumi</code> ^L
	value of the fourth-level item counter.	<code>\theenumiv</code> ^L
	value of the second-level item counter.	<code>\theenumii</code> ^L
	value of the sixth-level item counter.	<code>\theenumvi</code> ^L
	value of the third-level item counter.	<code>\theenumiii</code> ^L
set line spacing to normal	values.	<code>\normalbaselines</code>
define a new counter	variable.	<code>\newcounter</code> ^L
ratio for	variable delimiters times 1000.	<code>\delimiterfactor</code> [*]
math Greek letter:	variant epsilon (ε).	<code>\varepsilon</code>
math Greek letter:	variant phi (φ).	<code>\varphi</code>
math Greek letter:	variant pi (ϖ).	<code>\varpi</code>
math Greek letter:	variant rho (ϱ).	<code>\varrho</code>
math Greek letter:	variant sigma (ς).	<code>\varsigma</code>
math Greek letter:	variant theta (ϑ).	<code>\vartheta</code>
height of text on a page or	<code>\vbox</code>	<code>\vsize</code> [*]
split off a specified amount from a	<code>vbox</code>	<code>\vsplit</code> [*]
un-box a	<code>vbox</code> and add it to the vertical list.	<code>\unvbox</code> [*]
un-box a copy of a	<code>vbox</code> and add it to the vertical list.	<code>\unvcopy</code> [*]
tokens to insert when a	<code>vbox</code> begins.	<code>\everyvbox</code> [*]
maximum overrun before overfull	<code>vbox</code> error.	<code>\vfuzz</code> [*]
limit for bad	<code>vbox</code> errors.	<code>\vbadness</code> [*]
store an hbox or	<code>vbox</code> in a box register.	<code>\setbox</code> [*]
create a centered	<code>vbox</code> in a math list.	<code>\vcenter</code> [*]
create a zero-width	<code>vbox</code> the height and depth of a formula.	<code>\vphantom</code>
math accent:	vector (\vec{x}).	<code>\vec</code>
	vector in a picture environment.	<code>\vector</code> ^L
	verbatim line breaks in input text.	<code>\obeylines</code>
	verbatim spaces in input text.	<code>\obeyspaces</code>
	verbatim text.	<code>\verb</code> ^L
generate a short amount of	version of current T _E X format package. ..	<code>\fmtversion</code>

	math symbol:	vertical bar ($ $).	<code>\arrowvert</code>
	math symbol: double	vertical bar ($\ $).	<code>\Arrowvert</code>
	math symbol:	vertical bar ($\ $).	<code>\ </code>
	math delimiter:	vertical bar ($ $).	<code>\vert</code>
	math delimiter: double	vertical bar ($\ $).	<code>\Vert</code>
	test for a	vertical box.	<code>\ifvbox*</code>
	suppress interline space before next	vertical box.	<code>\nointerlineskip</code>
	piece of a	vertical brace ($\Big $).	<code>\bracevert</code>
	large	vertical break.	<code>\bigskip</code>
	math symbol:	vertical dots (\vdots).	<code>\vdots</code>
environments.		vertical line in array and tabular	<code>\vline^L</code>
	minimum space between lines in a	vertical list.	<code>\lineskiplimit*</code>
	depth of the last box on the	vertical list.	<code>\prevdepth*</code>
	un-box a vbox and add it to the	vertical list.	<code>\unvbox*</code>
un-box a copy of a vbox and add it to the		vertical list.	<code>\unvcopy*</code>
place a footnote in a caption or other		vertical list.	<code>\vfootnote</code>
	produce a	vertical list of the body of a page.	<code>\pagecontents</code>
	add a box to the	vertical list shifted left.	<code>\moveleft*</code>
	add a box to the	vertical list shifted right.	<code>\moveright*</code>
	insert	vertical material into a paragraph.	<code>\vadjust*</code>
	test for	vertical mode.	<code>\ifvmode*</code>
	switch to horizontal mode from	vertical mode.	<code>\leavevmode</code>
	create a box with	vertical mode material.	<code>\vbox*</code>
the top.		vertical mode material with the baseline at	<code>\vtop*</code>
	create a box with	vertical offset of a page.	<code>\voffset*</code>
	produce a	vertical rule.	<code>\vrule*</code>
		vertical skip a large amount.	<code>\bigskip^L</code>
		vertical skip a medium amount.	<code>\medskip^L</code>
		vertical skip a small amount.	<code>\smallskip^L</code>
	add extra	vertical space.	<code>\addvspace^L</code>
	medium	vertical space.	<code>\medskip</code>
	small	vertical space.	<code>\smallskip</code>
	infinitely stretchable	vertical space.	<code>\vfil*</code>
	more infinitely stretchable	vertical space.	<code>\vfill*</code>
	cancel infinitely stretchable	vertical space.	<code>\vfilneg*</code>
	create some	vertical space.	<code>\vglue</code>
	add	vertical space.	<code>\vskip*</code>
	skip	vertical space.	<code>\vspace^L</code>
	infinitely stretchable and shrinkable	vertical space.	<code>\vss*</code>
	small	vertical space and a good page break.	<code>\smallbreak</code>
a page.		vertical space around a float in the middle of	<code>\intertextsep^L</code>
		vertical space between marginal notes.	<code>\marginparpush^L</code>
	large	vertical space or a good page break.	<code>\bigbreak</code>
	medium	vertical space or a good page break.	<code>\medbreak</code>
paragraph.	extra	vertical space when environment starts a	<code>\partopsep^L</code>
		vertical strut to preserve line spacing.	<code>\strut</code>
	math meet operator: large	wedge (\wedge).	<code>\bigwedge</code>
	math symbol:	Weierstrass p (\wp).	<code>\wp</code>
formatted.	define	where text will be inserted when the page is	<code>\insert*</code>
	10 point	wide circle font.	<code>\tencircw^L</code>
	math accent:	wide hat (\widehat{x}).	<code>\widehat</code>

10 point	wide line font.	<code>\tenlwl</code>
math accent:	wide tilde (\tilde{x}).	<code>\widetilde</code>
penalty for creating a	widow line at top of page.	<code>\widowpenalty*</code>
penalty for creating a	widow line before a display. ..	<code>\displaywidowpenalty*</code>
create a box of current line	width.	<code>\line</code>
label	width in a list environment.	<code>\labelwidthL</code>
	width of a box.	<code>\wd*</code>
	width of a column.	<code>\columnwidthL</code>
	width of a displayed equation.	<code>\displaywidth*</code>
create a zero-height hbox with the	width of a formula.	<code>\hphantom</code>
	width of a null delimiter.	<code>\nulldelimiterspace*</code>
	width of a paragraph or <code>\hbox</code>	<code>\hspace*</code>
set	width of array rules.	<code>\arrayrulewidthL</code>
	width of left margin in fifth-level list. ..	<code>\leftmarginvL</code>
	width of left margin in first-level list. ..	<code>\leftmarginiL</code>
	width of left margin in fourth-level list. ..	<code>\leftmarginivL</code>
	width of left margin in second-level list. ..	<code>\leftmarginiiL</code>
	width of left margin in sixth-level list. ..	<code>\leftmarginviL</code>
	width of left margin in third-level list. ..	<code>\leftmarginiiiL</code>
set	width of lines in picture environment.	<code>\linethicknessL</code>
	width of marginal notes.	<code>\marginparwidthL</code>
	width of printing on page.	<code>\textwidthL</code>
columns.	width of rule separating double	<code>\columnsepruleL</code>
boxes.	width of rules appended to overfull ...	<code>\overfullrule*</code>
	width of text.	<code>\settowidthL</code>
set a length command to	width of the current line.	<code>\linewidthL</code>
environment.	width separating columns in a tabular ...	<code>\tabcolsepL</code>
half the	word. minimum number ..	<code>\lefthyphenposition³</code>
of characters before hyphenation at the start of a	word. minimum number ..	<code>\righthyphenposition³</code>
of characters after hyphenation at the end of a	word delimiter character.	<code>\boundarychar³</code>
	words.	<code>\showhyphens</code>
show hyphenations of given	words.	<code>\spaceskip*</code>
space between	work properly in text and script sizes. ..	<code>\mathpalette</code>
define a symbol that will	wreath product (\wr).	<code>\wr</code>
math binary operator:	write a format file: INTEX only.	<code>\dump*</code>
terminate \TeX and	write a glossary entry.	<code>\glossaryL</code>
	write a message on the terminal.	<code>\typeoutL</code>
	write a token list to a file.	<code>\write*</code>
terminal.	write balanced error message to the	<code>\errmessage*</code>
	write balanced text to terminal.	<code>\message*</code>
	<code>\write</code> immediately.	<code>\immediate*</code>
perform a <code>\read</code> or	write statement.	<code>\newlinechar*</code>
character that starts a new output line in a	write to the log file only.	<code>\wlog</code>
	writing all auxiliary files.	<code>\nofilesL</code>
suppress	xi (ξ).	<code>\xi</code>
math Greek letter:	xi (Ξ).	<code>\Xi</code>
math Greek letter: capital	year.	<code>\month*</code>
current month of the	zero.	<code>\ialign</code>
start an <code>\halign</code> with <code>\tabskip</code> initialized to	zero height.	<code>\smash</code>
create a formula with	zero or more columns.	<code>\valign*</code>
align	zero-height hbox with the width of a formula.	<code>\hphantom</code>
create a	zero-width box with text to the left.	<code>\llap</code>
create a	zero-width box with text to the right.	<code>\rlap</code>
create a		

create a	zero-width vbox the height and depth of a	<code>\vphantom</code>
math Greek letter:	zeta (ζ).	<code>\zeta</code>

Chapter 3

Primitive and Plain T_EX commands

This is a list of the T_EX primitives and the Plain T_EX commands. Primitives are marked with an asterisk. T_EX version 3 commands are marked with a ‘3’.

* <code>_</code>	space character.	* <code>\above</code>	fraction with rule thickness.
<code>~</code>	unbreakable space.	* <code>\abovedisplaysshortskip</code>	extra space above displays following short lines.
* <code>\$</code>	enter math mode.	* <code>\abovedisplayskip</code>	extra space above displays.
* <code>\$\$</code>	enter display math mode.	* <code>\abovewithdelims</code>	fraction with specified rule and delimiters.
<code>%</code>	begin comment.	* <code>\accent</code>	put an accent over the next character.
* <code>&</code>	field separator in <code>\halign</code> or <code>\valign</code> .	<code>\active</code>	category code for active characters.
* <code>_</code>	control space.	<code>\acute</code>	math accent: acute (\acute{x}).
<code>\!</code>	math mode negative thin space.	* <code>\adjdemerits</code>	demerits for adjacent incompatible lines.
<code>\#</code>	pound, hatch mark, sharp sign, octothorpe ($\#$).	* <code>\advance</code>	perform arithmetic on a register.
<code>\\$</code>	dollar sign.	<code>\advancepageno</code>	advance <code>\pageno</code> by one.
<code>\%</code>	percent sign ($\%$).	<code>\ae</code>	ligature digraph symbol ae (\ae).
<code>\&</code>	ampersand.	<code>\AE</code>	ligature digraph symbol capital AE (\AE).
<code>\'</code>	acute accent (\acute{e}).	* <code>\afterassignment</code>	insert a token after the next assignment command.
<code>*</code>	math operator: discretionary multiply sign.	* <code>\aftergroup</code>	insert a token after the current group is completed.
<code>\+</code>	begin a tabbed line in an outer environment.	<code>\aleph</code>	math symbol: aleph (\aleph).
<code>\,</code>	thin space (math mode).	<code>\allocationnumber</code>	most recently allocated register number.
* <code>\-</code>	discretionary hyphen.	<code>\allowbreak</code>	allow a line break.
<code>\.</code>	dot accent (\dot{x}).	<code>\alpha</code>	math Greek letter: alpha (α).
* <code>\/</code>	italic correction.	<code>\amalg</code>	math operator: amalgamated sum, co-product (\amalg).
<code>\;</code>	thick space (math mode).	<code>\angle</code>	angle symbol (\angle).
<code>\=</code>	macron or bar accent (\bar{o}).	<code>\approx</code>	math relation: approximately equal (\approx).
<code>\></code>	medium space in math mode.	<code>\arccos</code>	math function: arc cosine.
<code>\{</code>	open brace symbol.	<code>\arcsin</code>	math function: arc sine.
<code>\}</code>	close brace symbol.	<code>\arctan</code>	math function: arc tangent.
<code>\^</code>	circumflex accent (\hat{o}).	<code>\arg</code>	math function: arg.
<code>_</code>	underscore symbol.	<code>\arrowvert</code>	math symbol: vertical bar ($\left \right $).
<code>\`</code>	grave accent (\grave{e}).	<code>\Arrowvert</code>	math symbol: double vertical bar ($\left\ \right\ $).
<code>\ </code>	math symbol: vertical bar ($\ $).	<code>\ast</code>	math operator: asterisk (\ast).
<code>\~</code>	tilde accent (\tilde{n}).		
<code>\"</code>	diæresis or umlaut accent (\ddot{x}).		
<code>\aa</code>	symbol \aa .		
<code>\AA</code>	symbol capital \AA .		

<code>\asympt</code>	math relation: asymptote (\asymp).	<code>\bigtriangledown</code>	math operator: large down triangle (∇).
<code>*\atop</code>	fraction without rule.	<code>\bigtriangleup</code>	math operator: large up triangle (Δ).
<code>*\atopwithdelims</code>	fraction without rule with given delimiters.	<code>\biguplus</code>	math operator: large U plus (\bigoplus).
<code>\b</code>	math accent: bar under (\bar{x}).	<code>\bigvee</code>	math join operator: large V (\bigvee).
<code>\backslash</code>	math delimiter: backslash (\backslash).	<code>\bigwedge</code>	math meet operator: large wedge (\bigwedge).
<code>^3\badness</code>	badness of a box.	<code>*\binoppenalty</code>	penalty for line break after binary operation.
<code>\bar</code>	math accent: bar (\bar{x}).	<code>\bmod</code>	math operator: binary modulo (mod).
<code>*\baselineskip</code>	normal space between lines.	<code>\bordermatrix</code>	generate a matrix labeled on rows and columns.
<code>*\batchmode</code>	process input without displaying errors.	<code>\bot</code>	math symbol: bottom (\perp).
<code>*\begingroup</code>	begin a group.	<code>*\botmark</code>	mark text last encountered on page just boxed.
<code>\beginsection</code>	mark the beginning of a major subdivision.	<code>^3\boundarychar</code>	word delimiter character.
<code>*\belowdisplayshortskip</code>	extra space just below displays following short lines.	<code>\bowtie</code>	math relation: bowtie (\bowtie).
<code>*\belowdisplayskip</code>	extra space just below displays.	<code>*\box</code>	use a box.
<code>\beta</code>	math Greek letter: beta (β).	<code>*\boxmaxdepth</code>	maximum depth of boxes on explicit pages.
<code>\bf</code>	select bold extended font.	<code>\brace</code>	fraction without a rule with braces.
<code>\bffam</code>	bold font family.	<code>\braceld</code>	lower left piece of a horizontal brace.
<code>\bgroup</code>	begin a group.	<code>\bracelu</code>	upper left piece of a horizontal brace.
<code>\big</code>	1-line math delimiter size.	<code>\bracerd</code>	lower right piece of a horizontal brace.
<code>\Big</code>	1.5-line math delimiter size.	<code>\braceru</code>	upper right piece of a horizontal brace.
<code>\bigbreak</code>	large vertical space or a good page break.	<code>\bracevert</code>	piece of a vertical brace ($\left\{ \right\}$).
<code>\bigcap</code>	math operator: large cap (\bigcap).	<code>\brack</code>	fraction without a rule with brackets.
<code>\bigcirc</code>	math operator: large circle (\bigcirc).	<code>\break</code>	force a line break.
<code>\bigcup</code>	math operator: large cup (\bigcup).	<code>\breve</code>	math accent: breve (\breve{x}).
<code>\bigg</code>	2-line math delimiter size.	<code>*\brokenpenalty</code>	penalty if page break after hyphenated line.
<code>\Bigg</code>	2.5-line math delimiter size.	<code>\buildrel</code>	put symbols over math relations.
<code>\biggl</code>	2-line left math delimiter.	<code>\bullet</code>	math operator: bullet (\bullet).
<code>\Biggl</code>	2.5-line left math delimiter.	<code>\bye</code>	finish processing input.
<code>\biggm</code>	2-line middle math delimiter.	<code>\c</code>	cedilla accent (\c).
<code>\Biggm</code>	2.5-line middle math delimiter.	<code>\cal</code>	math mode calligraphic letters font.
<code>\biggr</code>	2-line right math delimiter.	<code>\cap</code>	math operator: intersection or cap (\cap).
<code>\Biggr</code>	2.5-line right math delimiter.	<code>\cases</code>	generate a matrix with a left brace delimiter.
<code>\bigl</code>	1-line left math delimiter.	<code>*\catcode</code>	set a character's processing category type.
<code>\Bigl</code>	1.5-line left math delimiter.	<code>\cdot</code>	math operator: centered dot (\cdot).
<code>\bigm</code>	1-line middle math delimiter.	<code>\cdotp</code>	centered dot with special spacing in math mode.
<code>\Bigm</code>	1.5-line middle math delimiter.	<code>\cdots</code>	three centered dots in math mode (\cdots).
<code>\bigodot</code>	math operator: large circle with dot (\odot).	<code>\centering</code>	internal Plain T _E X space used for centering.
<code>\bigoplus</code>	math operator: large circle with plus (\bigoplus).	<code>\centerline</code>	center text in a line.
<code>\bigotimes</code>	math operator: large circle with times (\bigotimes).		
<code>\bigr</code>	1-line right math delimiter.		
<code>\Bigr</code>	1.5-line right math delimiter.		
<code>\bigskip</code>	large vertical break.		
<code>\bigskipamount</code>	<code>\bigskip</code> space.		
<code>\bigsqcup</code>	math operator: large square cup (\bigsqcup).		

<code>*\char</code>	specify a character by its numeric code.	<code>*\delcode</code>	define a character as a delimiter.
<code>*\chardef</code>	define a name for a character.	<code>*\delimiter</code>	define a delimiter for math mode.
<code>\check</code>	math accent: check (\check{x}).	<code>*\delimiterrfactor</code>	ratio for variable delimiters times 1000.
<code>\chi</code>	math Greek letter: chi (χ).	<code>*\delimitershortfall</code>	amount by which delimiters can fail to span included material.
<code>\choose</code>	fraction without a rule with parentheses.	<code>\delta</code>	math Greek letter: delta (δ).
<code>\circ</code>	math operator: circle (\circ).	<code>\Delta</code>	math Greek letter: capital delta (Δ).
<code>*\cleaders</code>	surround a space with a repeated box or rule.	<code>\det</code>	math function: det.
<code>\cleartabs</code>	reset tabs.	<code>\diamond</code>	math operator: diamond (\diamond).
<code>*\closein</code>	close an input file.	<code>\diamondsuit</code>	math symbol: diamond suit (\diamondsuit).
<code>*\closeout</code>	close an output file.	<code>\dim</code>	math function: dim.
<code>*\clubpenalty</code>	penalty if page break after first line of paragraph.	<code>*\dimen</code>	use a dimension register.
<code>\clubsuit</code>	math symbol: club suit (\clubsuit).	<code>*\dimendef</code>	define a name for a dimension register.
<code>\colon</code>	colon in a math formula.	<code>*\discretionary</code>	append a discretionary item to the current list.
<code>\columns</code>	end a <code>\settabs</code> definition.	<code>*\displayindent</code>	indentation of line for displayed equation.
<code>\cong</code>	math relation: congruent (\cong).	<code>*\displaylimits</code>	restore default limit placement on large math operators.
<code>\coprod</code>	math operator: large co-product (\coprod).	<code>\displaylines</code>	display a stack of formulas without alignment.
<code>*\copy</code>	use a copy of a box.	<code>*\displaystyle</code>	use normal math script style.
<code>\copyright</code>	copyright symbol (\copyright).	<code>*\displaywidowpenalty</code>	penalty for creating a widow line before a display.
<code>\cos</code>	math function: cosine.	<code>*\displaywidth</code>	width of a displayed equation.
<code>\cosh</code>	math function: hyperbolic cosine.	<code>\div</code>	math operator: div.
<code>\cot</code>	math function: cotangent.	<code>*\divide</code>	divide a register by a value.
<code>\coth</code>	math function: hyperbolic cotangent.	<code>\do</code>	redefinable scratch control sequence used by <code>\dospecials</code> .
<code>*\count</code>	use a count register.	<code>\dospecials</code>	change the character code for a set of special characters.
<code>*\countdef</code>	define a name for a count register.	<code>\dosupereject</code>	flush insertions and eject to a new page.
<code>*\cr</code>	end a line in <code>\halign</code> aligned text.	<code>\dot</code>	math accent: dot (\dot{x}).
<code>*\crcr</code>	ensure a <code>\cr</code> in <code>\halign</code> .	<code>\doteq</code>	math relation: dotted equal (\doteq).
<code>\csc</code>	math function: cosecant.	<code>\dotfill</code>	fill a space with dots.
<code>*\csname</code>	begin expanding tokens to construct a command name.	<code>\dots</code>	an ellipsis, equivalent to <code>\ldots</code> in math mode.
<code>\cup</code>	math operator: union or cup (\cup).	<code>*\doublehyphendemerits</code>	demerits for consecutive broken lines.
<code>\d</code>	dot under accent (\dot{x}).	<code>\downarrow</code>	math symbol: down arrow (\downarrow).
<code>\dag</code>	dagger symbol (\dagger).	<code>\Downarrow</code>	math symbol: downward double arrow (\Downarrow).
<code>\dagger</code>	math operator: dagger (\dagger).	<code>\downbracefill</code>	fill a space with a downward brace.
<code>\dashv</code>	math relation: dash V (\dashv).	<code>*\dp</code>	depth of a box.
<code>*\day</code>	current day of the month.	<code>*\dump</code>	terminate \TeX and write a format file: INITEX only.
<code>\ddag</code>	double dagger symbol (\ddagger).	<code>*\edef</code>	define a macro with expanded replacement text.
<code>\ddagger</code>	math operator: double dagger (\ddagger).	<code>\egroup</code>	end a group.
<code>\ddot</code>	math accent: double dot (\ddot{x}).		
<code>\ddots</code>	three diagonal dots in math mode (\ddots).		
<code>*\deadcycles</code>	number of output routine calls since last <code>\shipout</code> .		
<code>*\def</code>	define a macro.		
<code>*\defaultthyphenchar</code>	default hyphen when a font is loaded.		
<code>*\defaultskewchar</code>	default horizontal kern character to position accents.		
<code>\deg</code>	math function: degree of a polynomial (\deg).		

<code>\eject</code>	force a page break.	<code>*\expandafter</code>	expand the token following the next token.
<code>\ell</code>	math symbol: small script L (ℓ).	<code>*\fam</code>	current family number.
<code>*\else</code>	alternative to an <code>\if</code> .	<code>*\fi</code>	end of an <code>\if</code> clause.
<code>³\emergencystretch</code>	extra space in badly-stretched lines.	<code>\filbreak</code>	break a page unless there is a better <code>\filbreak</code> below.
<code>\empty</code>	an empty list of tokens.	<code>*\finalhyphendemerits</code>	demerits for a penultimate broken line.
<code>\emptyset</code>	math symbol: empty set (\emptyset).	<code>*\firstmark</code>	mark text first encountered on page just boxed.
<code>*\end</code>	terminate T _E X.	<code>\fivebf</code>	5 point boldface Roman font.
<code>*\endcsname</code>	terminate a <code>\csname</code> token list.	<code>\fivei</code>	5 point math italic font.
<code>\endgraf</code>	equivalent to <code>\par</code> .	<code>\fiverm</code>	5 point Roman font.
<code>*\endgroup</code>	end a group.	<code>\fivesy</code>	5 point math symbol font.
<code>*\endinput</code>	stop reading current input file at the end of the current line.	<code>\flat</code>	math symbol: flat (\flat).
<code>\endinsert</code>	end of an insert.	<code>*\floatingpenalty</code>	penalty for insertions that are split.
<code>\endline</code>	equivalent to <code>\cr</code> , end of aligned text.	<code>\fmtname</code>	name of current T _E X format package.
<code>*\endlinechar</code>	character placed at the right end of an input line.	<code>\fmtversion</code>	version of current T _E X format package.
<code>\enskip</code>	breakable small horizontal skip.	<code>\folio</code>	typeset page number.
<code>\enspace</code>	unbreakable small horizontal space.	<code>*\font</code>	load a font.
<code>\epsilon</code>	math Greek letter: epsilon (ϵ).	<code>*\fontdimen</code>	set a font-related parameter.
<code>\eqalign</code>	align a stack of equations.	<code>*\fontname</code>	gives the external file name for the given font.
<code>\eqalignno</code>	align a stack of equations with equation numbers.	<code>\footins</code>	insertion class for footnote inserts.
<code>*\eqno</code>	equation number.	<code>\footline</code>	page foot line.
<code>\equiv</code>	math relation: equivalence (\equiv).	<code>\footnote</code>	create a footnote.
<code>*\errhelp</code>	help message to display if user asks for help.	<code>\footnoterule</code>	define the rule separating a page and footnotes.
<code>*\errmessage</code>	write balanced error message to the terminal.	<code>\footstrut</code>	ensure footnote line separation.
<code>³\errorcontextlines</code>	number of lines of context to be displayed in an error message.	<code>\forall</code>	math symbol: for-all quantifier (\forall).
<code>*\errorstopmode</code>	pause for normal errors while processing T _E X input.	<code>\frenchspacing</code>	suppress special spacing after punctuation.
<code>*\escapechar</code>	escape character in the output of control sequence tokens.	<code>\frown</code>	math relation: frown (\frown).
<code>\eta</code>	math Greek letter: eta (η).	<code>*\futurelet</code>	assigns the second token to a control sequence and continues.
<code>*\everycr</code>	tokens to insert after every <code>\cr</code> or nonredundant <code>\cr</code> .	<code>\gamma</code>	math Greek letter: gamma (γ).
<code>*\everydisplay</code>	tokens to insert when display math begins.	<code>\Gamma</code>	math Greek letter: capital gamma (Γ).
<code>*\everyhbox</code>	tokens to insert when an hbox begins.	<code>\gcd</code>	math function: gcd.
<code>*\everyjob</code>	tokens to insert when the job begins.	<code>*\gdef</code>	define a macro globally.
<code>*\everymath</code>	tokens to insert when math in text begins.	<code>\ge</code>	math relation: greater or equal (\geq).
<code>*\everypar</code>	tokens to insert when a paragraph begins.	<code>\geq</code>	math relation: greater or equal (\geq).
<code>*\everyvbox</code>	tokens to insert when a vbox begins.	<code>\gets</code>	math relation: gets (\leftarrow).
<code>*\exhyphenpenalty</code>	penalty for line break after explicit hyphen.	<code>\gg</code>	math relation: much greater (\gg).
<code>\exists</code>	math symbol: exists quantifier (\exists).	<code>*\global</code>	the following macro definition or register setting is global.
<code>\exp</code>	math function: exp.	<code>*\globaldefs</code>	override <code>\global</code> specifications.
		<code>\goodbreak</code>	good page break.
		<code>\grave</code>	math accent: grave (\grave{x}).
		<code>\H</code>	long Hungarian umlaut accent (\ddot{o}).
		<code>*\halign</code>	create an aligned table.

<code>\hang</code>	indent second and subsequent lines in a paragraph by <code>\parindent</code> .	<code>*\ifeof</code>	test for end of file.
<code>*\hangafter</code>	hanging indentation changes after specified number of lines.	<code>\iff</code>	math relation: if and only if (\iff).
<code>*\hangindent</code>	set hanging indentation.	<code>*\iffalse</code>	test always false.
<code>\hat</code>	math accent: hat (\hat{x}).	<code>*\ifhbox</code>	test for a horizontal box.
<code>*\hbadness</code>	limit for bad hbox errors.	<code>*\ifhmode</code>	test for horizontal mode.
<code>\hbar</code>	math symbol: Planck's constant or h-bar (\hbar).	<code>*\ifinner</code>	test for an internal mode.
<code>*\hbox</code>	create a box with horizontal mode material.	<code>*\ifmmode</code>	test for math mode.
<code>\headline</code>	page head line.	<code>*\ifnum</code>	test two integers.
<code>\heartsuit</code>	math symbol: heart suit (\heartsuit).	<code>*\ifodd</code>	test for odd integer.
<code>*\hfil</code>	infinitely stretchable horizontal space.	<code>*\iftrue</code>	test always succeeds.
<code>*\hfill</code>	more infinitely stretchable horizontal space.	<code>*\ifvbox</code>	test for a vertical box.
<code>*\hfilneg</code>	cancel infinitely stretchable horizontal space.	<code>*\ifvmode</code>	test for vertical mode.
<code>*\hfuzz</code>	maximum overrun before overfull hbox messages occur.	<code>*\ifvoid</code>	test for an empty box.
<code>\hglue</code>	create some horizontal space.	<code>*\ifx</code>	compare tokens.
<code>\hideskip</code>	special Plain TeX space used in alignment.	<code>*\ignorespaces</code>	read, expand, then ignore tokens until a non-space is found.
<code>\hidewidth</code>	permit an alignment entry to stick out of its column.	<code>\Im</code>	math symbol: imaginary, Fraktur I (\Im).
<code>*\hoffset</code>	horizontal offset of a page.	<code>\imath</code>	math symbol: dotless i (\imath).
<code>\hom</code>	math function: hom.	<code>*\immediate</code>	perform a <code>\read</code> or <code>\write</code> immediately.
<code>\hookleftarrow</code>	math symbol: hook left arrow (\hookleftarrow).	<code>\in</code>	math relation: in (\in).
<code>\hookrightarrow</code>	math symbol: hook right arrow (\hookrightarrow).	<code>*\indent</code>	start a paragraph indented <code>\parindent</code> .
<code>\hphantom</code>	create a zero-height hbox with the width of a formula.	<code>\inf</code>	math function: inf.
<code>*\hrule</code>	produce a horizontal rule.	<code>\infty</code>	math symbol: infinity (∞).
<code>\hrulefill</code>	fill a space with a rule.	<code>*\input</code>	read a file.
<code>*\hsize</code>	width of a paragraph or <code>\hbox</code> .	<code>*\insert</code>	define where text will be inserted when the page is formatted.
<code>*\hskip</code>	add horizontal space.	<code>*\insertpenalties</code>	sum of penalties for split insertions on the page.
<code>*\hss</code>	infinitely stretchable and shrinkable horizontal space.	<code>\int</code>	math operator: integral (\int).
<code>*\ht</code>	height of a box.	<code>\interdisplaylinepenalty</code>	penalty for breaking between lines of a display.
<code>*\hyphenation</code>	insert words into hyphenation dictionary.	<code>\interfootnotelinepenalty</code>	penalty for breaking between lines of a footnote.
<code>*\hyphenchar</code>	hyphenation character for this font.	<code>*\interlinepenalty</code>	additional penalty for page break between lines.
<code>*\hyphenpenalty</code>	penalty for line break after discretionary hyphen.	<code>\iota</code>	math symbol: iota (ι).
<code>\i</code>	dotless i letter (\i).	<code>\it</code>	select italic font.
<code>\ialign</code>	start an <code>\halign</code> with <code>\tabskip</code> initialized to zero.	<code>\item</code>	display an item.
<code>*\if</code>	compare two character codes.	<code>\itemitem</code>	display a sub-item.
<code>*\ifcase</code>	select one of several entries determined by an integer.	<code>\itfam</code>	italic font family.
<code>*\ifcat</code>	test category codes.	<code>\j</code>	dotless j letter (\j).
<code>*\ifdim</code>	test two dimensions.	<code>\jmath</code>	math symbol: dotless j (\jmath).
		<code>*\jobname</code>	name of the principal input file.
		<code>\joinrel</code>	internal Plain TeX command to piece together long arrows.
		<code>\jot</code>	unit of measure for opening up displays.
		<code>\kappa</code>	math Greek letter: kappa (κ).
		<code>\ker</code>	math function: ker.

<code>*\kern</code>	kern a given distance.	<code>\lfloor</code>	math delimiter: left floor bracket (\lfloor).
<code>\l</code>	Polish letter: slashed L (\l).	<code>\lg</code>	math function: lg.
<code>\L</code>	Polish letter: upper-case slashed L (\L).	<code>\lgroup</code>	math delimiter: left group (\lgroup).
<code>\lambda</code>	math Greek letter: lambda (λ).	<code>\lhook</code>	math symbol: left hook (\lhook).
<code>\Lambda</code>	math Greek letter: capital lambda (Λ).	<code>\lim</code>	math function: lim.
<code>\land</code>	math operator: logical and (\wedge).	<code>\liminf</code>	math function: limit infimum (\liminf).
<code>\angle</code>	math delimiter: left angle bracket (\angle).	<code>*\limits</code>	place math limits above and below math operators.
<code>3\language</code>	current language used for hyphenation.	<code>\limsup</code>	math function: limit supremum (\limsup).
<code>*\lastbox</code>	fetch last box off the current list.	<code>\line</code>	create a box of current line width.
<code>*\lastkern</code>	fetch last kern off the current list.	<code>*\linepenalty</code>	amount added to badness of every line in a paragraph.
<code>*\lastpenalty</code>	fetch last penalty off the current list.	<code>*\lineskip</code>	extra space between lines if <code>\baselineskip</code> isn't enough.
<code>*\lastskip</code>	fetch last skip off the current list.	<code>*\lineskiplimit</code>	minimum space between lines in a vertical list.
<code>\lbrace</code>	math delimiter: left curly brace (\lbrace).	<code>\ll</code>	math relation: much less (\ll).
<code>\lbrack</code>	math delimiter: left bracket (\lbrack).	<code>\llap</code>	create a zero-width box with text to the left.
<code>*\lccode</code>	lower-case code for a character.	<code>\lmoustache</code>	math symbol: left moustache (\lmoustache).
<code>\lceil</code>	math delimiter: left ceiling bracket (\lceil).	<code>\ln</code>	math function: ln.
<code>\ldotp</code>	lower dot math symbol with special spacing.	<code>\lnot</code>	math operator: logical not, hook (\lnot).
<code>\ldots</code>	three low dots in math mode (\dots).	<code>\log</code>	math function: log.
<code>\le</code>	math relation: less or equal (\leq).	<code>*\long</code>	the following macro may have multiple paragraphs as parameters.
<code>*\leaders</code>	fill a space with a repeated box or rule.	<code>\longleftarrow</code>	math symbol: long left arrow (\longleftarrow).
<code>\leavevmode</code>	switch to horizontal mode from vertical mode.	<code>\Longleftarrow</code>	math symbol: long left double arrow (\Longleftarrow).
<code>*\left</code>	begin a new math list with a left delimiter.	<code>\longlefttrightarrow</code>	math symbol: long left and right arrow (\longlefttrightarrow).
<code>\leftarrow</code>	math symbol: left arrow (\leftarrow).	<code>\Longlefttrightarrow</code>	math symbol: long left-right double arrow (\Longlefttrightarrow).
<code>\Leftarrow</code>	math symbol: left double arrow (\Leftarrow).	<code>\longmapsto</code>	math symbol: long maps to (\longmapsto).
<code>\leftarrowfill</code>	fill a space with a left arrow.	<code>\longrightarrow</code>	math symbol: long right arrow (\longrightarrow).
<code>\leftharpoonowdown</code>	math symbol: left harpoon down (\leftharpoonowdown).	<code>\Longrightarrow</code>	math symbol: long right double arrow (\Longrightarrow).
<code>\leftharpoonoup</code>	math symbol: left harpoon up (\leftharpoonoup).	<code>\loop</code>	begin a loop.
<code>3\lefthyphenposition</code>	minimum number of characters before hyphenation at the start of a word.	<code>*\looseness</code>	force a change to the number of lines in a paragraph.
<code>\leftline</code>	flush text left on a line.	<code>\lor</code>	math symbol: logical or (\vee).
<code>\leftrightarrow</code>	math symbol: left-right arrow (\leftrightarrow).	<code>*\lower</code>	lower a box a given distance.
<code>\Leftrightarrow</code>	math symbol: left-right double arrow (\Leftrightarrow).	<code>*\lowercase</code>	translate balanced text to lower-case.
<code>*\leftskip</code>	space to the left of a paragraph.	<code>\lq</code>	math symbol: left quote (\lq).
<code>\leq</code>	math relation: less or equal (\leq).	<code>*\mag</code>	magnification ratio times 1000.
<code>\leqalignno</code>	align a stack of equations with left equation numbers.	<code>\magnification</code>	set the magnification for the document.
<code>*\leqno</code>	left equation number.	<code>\magstep</code>	define font magnification.
<code>*\let</code>	define a synonym for the current meaning of a control sequence.		

<code>\magstephalf</code>	use 11 point magnification.	<code>\min</code>	math function: min.
<code>\makefootline</code>	constructs a box with the page foot.	<code>\mit</code>	math mode italic font.
<code>\makeheadline</code>	constructs a box with the page header.	<code>*\mkern</code>	kern in math mode.
<code>\mapsto</code>	math symbol: maps to (\mapsto).	<code>\models</code>	math relation: models (\models).
<code>\mapstochar</code>	math symbol: maps to char (\mapstochar).	<code>*\month</code>	current month of the year.
<code>*\mark</code>	place balanced text into a mark item on the current list.	<code>*\moveleft</code>	add a box to the vertical list shifted left.
<code>*\mathaccent</code>	place an accent over the next math field.	<code>*\moveright</code>	add a box to the vertical list shifted right.
<code>*\mathbin</code>	define a binary math operator.	<code>\mp</code>	math operator: minus plus (\mp).
<code>*\mathchar</code>	specify a math character code.	<code>*\mskip</code>	insert horizontal space in math mode.
<code>*\mathchardef</code>	define a name for a math character.	<code>\mu</code>	math Greek letter: mu (μ).
<code>*\mathchoice</code>	choose a math formula based on the current style.	<code>*\multiply</code>	multiply a register by a value.
<code>*\mathclose</code>	select math spacing of a closing delimiter for the next item.	<code>\multispan</code>	span several columns in an alignment.
<code>*\mathcode</code>	set a math character's processing category type.	<code>*\muskip</code>	math skip register.
<code>\mathhexbox</code>	internal Plain T _E X operation to define math text symbols.	<code>*\muskipdef</code>	define a name for a math skip register.
<code>*\mathinner</code>	define an inner math subformula.	<code>\nabla</code>	math symbol: nabla (∇).
<code>*\mathop</code>	define a large math operator.	<code>\narrower</code>	increase left and right margins by <code>\parindent</code> .
<code>*\mathopen</code>	select math spacing of an opening delimiter for the next item.	<code>\natural</code>	math symbol: natural (\natural).
<code>*\mathord</code>	define an ordinary math operator.	<code>\ne</code>	math relation: not equal (\neq).
<code>\mathpalette</code>	define a symbol that will work properly in text and script sizes.	<code>\nearrow</code>	math symbol: northeast arrow (\nearrow).
<code>*\mathpunct</code>	define a math punctuation operator.	<code>\neg</code>	math operator: negate (\neg).
<code>*\mathrel</code>	define a math relation operator.	<code>\negthinspace</code>	unbreakable tiny negative math mode horizontal space.
<code>\mathstrut</code>	math strut with height and depth of parentheses.	<code>\neq</code>	math relation: not equal (\neq).
<code>*\mathsurround</code>	define kerning around math in text.	<code>\newbox</code>	allocate a new box register.
<code>\matrix</code>	generate a matrix without delimiters.	<code>\newcount</code>	allocate a new count register.
<code>\max</code>	math function: max.	<code>\newdimen</code>	allocate a new dimension register.
<code>*\maxdeadcycles</code>	upper bound on output routine calls.	<code>\newfam</code>	define a new font family.
<code>*\maxdepth</code>	maximum depth of boxes on main pages.	<code>\newhelp</code>	define a new help message.
<code>\maxdimen</code>	largest permissible dimension.	<code>\newif</code>	define a new <code>\if</code> command.
<code>*\meaning</code>	give a token list defining the semantics of a token.	<code>\newinsert</code>	allocate a new insert register.
<code>\medbreak</code>	medium vertical space or a good page break.	<code>³\newlanguage</code>	define a new language to be used for hyphenation.
<code>*\medmuskip</code>	medium space in math formulas.	<code>*\newlinechar</code>	character that starts a new output line in a write statement.
<code>\medskip</code>	medium vertical space.	<code>\newmuskip</code>	allocate a new math skip register.
<code>\medskipamount</code>	<code>\medskip</code> space.	<code>\newread</code>	allocate a new input file.
<code>*\message</code>	write balanced text to terminal.	<code>\newskip</code>	allocate a new skip register.
<code>\mid</code>	math relation: mid (\mid).	<code>\newtoks</code>	allocate a new token register.
<code>\midinsert</code>	insert at current position in page.	<code>\newwrite</code>	allocate a new output file.
		<code>\ni</code>	math relation: contains (\ni).
		<code>*\noalign</code>	insert unaligned material in <code>\halign</code> or <code>\valign</code> .
		<code>\nobreak</code>	prohibit a line or page break.
		<code>*\noexpand</code>	suppress expansion of a character.
		<code>*\noindent</code>	start a paragraph without indentation.
		<code>\nointerlineskip</code>	suppress interline space before next vertical box.

<code>*\nolimits</code>	place superscripts and subscripts after math operators.	<code>\otimes</code>	math operator: tensor product, circle times (\otimes).
<code>\nonfrenchspacing</code>	enable special spacing after punctuation.	<code>*\outer</code>	the following macro must not be called from another macro.
<code>*\nonscript</code>	suppress space in script and small script styles.	<code>*\output</code>	define the page output routine.
<code>*\nonstopmode</code>	process input without stopping for errors.	<code>*\outputpenalty</code>	penalty at the current page break.
<code>\nopagenumbers</code>	suppress page numbers.	<code>*\over</code>	fraction with a rule.
<code>\normalbaselines</code>	set line spacing to normal values.	<code>\overbrace</code>	horizontal brace over a math formula.
<code>\normalbaselineskip</code>	normal <code>\baselineskip</code> .	<code>*\overfullrule</code>	width of rules appended to overfull boxes.
<code>\normalbottom</code>	justify page bottoms to the same height.	<code>\overleftarrow</code>	left arrow over a math formula.
<code>\normallineskip</code>	value of normal <code>\lineskip</code> .	<code>*\overline</code>	draw a line over a formula.
<code>\normallineskiplimit</code>	value of normal <code>\lineskiplimit</code> .	<code>\overrightarrow</code>	right arrow over a math formula.
<code>\not</code>	math operator: not ($/$).	<code>*\overwithdelims</code>	fraction with rule and given delimiters.
<code>\not=</code>	math relation: not equal (\neq).	<code>\owns</code>	math relation: owns (\ni).
<code>\notin</code>	math operator: not in (\notin).	<code>\P</code>	math symbol: paragraph (\P).
<code>\nu</code>	math Greek letter: nu (ν).	<code>\pagebody</code>	put page contents in a box of the proper height.
<code>\null</code>	an empty hbox.	<code>\pagecontents</code>	produce a vertical list of the body of a page.
<code>*\nulldelimiterspace</code>	width of a null delimiter.	<code>*\pagedepth</code>	depth of the current page.
<code>*\nullfont</code>	a font with no characters.	<code>*\pagefilllstretch</code>	amount of fill space in current page.
<code>*\number</code>	convert a number to a token string.	<code>*\pagefillstretch</code>	amount of fill space in current page.
<code>\nwarrow</code>	math symbol: northwest arrow (\swarrow).	<code>*\pagefilstretch</code>	amount of fil space in current page.
<code>\o</code>	Norwegian letter: o with slash (\oslash).	<code>*\pagegoal</code>	desired page height.
<code>\O</code>	Norwegian letter: capital o with slash (\Oslash).	<code>\pageinsert</code>	insert a whole page.
<code>\obeylines</code>	verbatim line breaks in input text.	<code>\pageno</code>	current page number.
<code>\obeyspaces</code>	verbatim spaces in input text.	<code>*\pageshrink</code>	amount of glue shrinkage in current page.
<code>\odot</code>	math operator: circle dot (\odot).	<code>*\pagestretch</code>	amount of glue stretch in current page.
<code>\oe</code>	ligature digraph symbol oe (\oeliga).	<code>*\pagetotal</code>	natural height of page so far.
<code>\OE</code>	ligature digraph symbol capital OE (\OEliga).	<code>*\par</code>	end a paragraph.
<code>\offinterlineskip</code>	turn off extra space between lines.	<code>\parallel</code>	math relation: parallel (\parallel).
<code>\oint</code>	math operator: contour integral (\oint).	<code>*\parfillskip</code>	space at the end of the last line of a paragraph.
<code>\oldstyle</code>	select old-style numerals with descenders.	<code>*\parindent</code>	define paragraph indentation.
<code>\omega</code>	math Greek letter: omega (ω).	<code>*\parshape</code>	define an unusual paragraph shape.
<code>\Omega</code>	math Greek letter: capital omega (Ω).	<code>*\parskip</code>	define space between paragraphs.
<code>\ominus</code>	math operator: circle minus (\ominus).	<code>\partial</code>	math symbol: partial (∂).
<code>*\omit</code>	suppress the template in the alignment preamble for this entry.	<code>*\patterns</code>	define a set of hyphenation patterns.
<code>*\openin</code>	open a file for input.	<code>*\pausing</code>	pause after each line is read from a file.
<code>*\openout</code>	open a file for output.	<code>*\penalty</code>	specify penalty for a line or page break.
<code>\openup</code>	increase line separation in math mode.	<code>\perp</code>	math relation: perpendicular (\perp).
<code>\oplus</code>	math operator: direct sum, circle plus (\oplus).		
<code>*\or</code>	separate cases in an <code>\ifcase</code> .		
<code>\oslash</code>	math operator: circle slash (\oslash).		

<code>\phantom</code>	use the space taken by a formula.	<code>*\relpenalty</code>	penalty for line break after math relation.
<code>\phi</code>	math Greek letter: phi (ϕ).	<code>\removeat</code>	remove last skip on the list.
<code>\Phi</code>	math Greek letter: capital phi (Φ).	<code>\repeat</code>	end of a <code>\loop</code> body.
<code>\pi</code>	math Greek letter: pi (π).	<code>\rfloor</code>	math delimiter: right floor (\rfloor).
<code>\Pi</code>	math Greek letter: capital pi (Π).	<code>\rgroup</code>	math delimiter: right group (\rfloor).
<code>\plainoutput</code>	default Plain output routine.	<code>\rho</code>	math Greek letter: rho (ρ).
<code>\pm</code>	math operator: plus or minus (\pm).	<code>\rhook</code>	math symbol: right hook (ρok).
<code>\pmatrix</code>	generate a matrix with parentheses delimiters.	<code>*\right</code>	end a math list with a right delimiter.
<code>\pmod</code>	math function: mod within parentheses ((\pmod)).	<code>\rightarrow</code>	math symbol: right arrow (\rightarrow).
<code>*\postdisplaypenalty</code>	penalty for page break just after a display.	<code>\Rightarrow</code>	math symbol: right double arrow (\Rightarrow).
<code>\Pr</code>	math function: probability (Pr).	<code>\rightarrowfill</code>	fill a space with a right arrow.
<code>\prec</code>	math relation: precedes (\prec).	<code>\rightharpoondown</code>	math symbol: right harpoon down (\rightharpoondown).
<code>\preceq</code>	math relation: precedes or equal (\preceq).	<code>\rightharpoonup</code>	math symbol: right harpoon up (\rightharpoonup).
<code>*\predisplaypenalty</code>	penalty for page break just before a display.	<code>3\righthyphenposition</code>	minimum number of characters after hyphenation at the end of a word.
<code>*\predisplaysize</code>	length of text preceding a display.	<code>\rightleftharpoons</code>	math symbol: right left harpoon (\rightleftharpoons).
<code>\preloaded</code>	scratch control sequence used in preloading fonts.	<code>\rightline</code>	flush right text on a line.
<code>*\pretolerance</code>	badness tolerance before hyphenation is attempted.	<code>*\rightskip</code>	space to the right of a paragraph.
<code>*\prevdepth</code>	depth of the last box on the vertical list.	<code>\rlap</code>	create a zero-width box with text to the right.
<code>*\prevgraf</code>	number of lines in the last paragraph.	<code>\rm</code>	select Roman font.
<code>\prime</code>	math symbol: prime (x').	<code>\rmoustache</code>	math symbol: right moustache (\rsm).
<code>\proclaim</code>	begin theorem with special format in math environment.	<code>*\romannumeral</code>	convert a number to lower-case Roman numerals.
<code>\prod</code>	math operator: large product (\prod).	<code>\root</code>	specified root of a formula.
<code>\propto</code>	math relation: proportional to (\propto).	<code>\rq</code>	right quote (\rq).
<code>\psi</code>	math Greek letter: psi (ψ).	<code>\S</code>	math symbol: section (\S).
<code>\Psi</code>	math Greek letter: capital psi (Ψ).	<code>\sb</code>	subscript, equivalent to <code>_</code> .
<code>\quad</code>	large breakable horizontal skip.	<code>*\scriptfont</code>	select font for small math scripts.
<code>\quad</code>	breakable medium horizontal skip.	<code>*\scriptscriptfont</code>	select font for very small math scripts.
<code>*\radical</code>	put a math field under a radical.	<code>*\scriptscriptstyle</code>	use very small math script style.
<code>\raggedbottom</code>	suppress bottom justification of page text.	<code>*\scriptspace</code>	extra space after subscript or superscript.
<code>\raggedright</code>	suppress right justification of paragraph lines.	<code>*\scriptstyle</code>	use small math script style.
<code>*\raise</code>	raise a box a given distance.	<code>*\scrollmode</code>	process \TeX input without pausing for normal errors.
<code>\rangle</code>	math delimiter: right angle bracket (\rangle).	<code>\searrow</code>	math symbol: southeast arrow (\searrow).
<code>\rbrace</code>	math delimiter: right curly brace (\rbrace).	<code>\sec</code>	math function: secant.
<code>\rbrack</code>	math delimiter: right bracket (\rbrack).	<code>*\setbox</code>	store an <code>hbox</code> or <code>vbox</code> in a box register.
<code>\rceil</code>	math delimiter: right ceiling bracket (\rceil).	<code>3\setlanguage</code>	specify language to be used for hyphenation.
<code>\Re</code>	math symbol: real, Fraktur R (\Re).	<code>\setminus</code>	math operator: set minus (\setminus).
<code>*\read</code>	read a line from a file.	<code>\settabs</code>	define horizontal tabs.
<code>*\relax</code>	do nothing.		
<code>\relbar</code>	math symbol: relation bar (\relbar).		
<code>\Relbar</code>	math symbol: double relation bar (\Relbar).		

<code>\sevenbf</code>	7 point bold Roman font.	<code>\sqrt</code>	square root of a formula.
<code>\seveni</code>	7 point math italic font.	<code>\sqsubseteq</code>	math relation: square subset or equal (\sqsubseteq).
<code>\sevenrm</code>	7 point Roman font.	<code>\sqsupseteq</code>	math relation: square superset or equal (\sqsupseteq).
<code>\sevensy</code>	7 point math symbol font.	<code>\ss</code>	German letter: sharp s (β).
<code>*\sfcode</code>	set a character's space factor.	<code>\star</code>	math operator: star (\star).
<code>\sharp</code>	math symbol: sharp (\sharp).	<code>*\string</code>	expand a control sequence into character tokens.
<code>*\shipout</code>	send a box to the DVI file.	<code>\strut</code>	vertical strut to preserve line spacing.
<code>*\show</code>	show a token.	<code>\strutbox</code>	box containing a strut.
<code>*\showbox</code>	show a box.	<code>\subset</code>	math relation: subset (\subset).
<code>*\showboxbreadth</code>	maximum boxed items shown at a given depth.	<code>\subseteq</code>	math relation: subset or equal (\subseteq).
<code>*\showboxdepth</code>	maximum box depth shown.	<code>\succ</code>	math relation: successor (\succ).
<code>\showhyphens</code>	show hyphenations of given words.	<code>\succeq</code>	math relation: successor or equal (\succeq).
<code>*\showlists</code>	show the current lists.	<code>\sum</code>	math operator: large sum (\sum).
<code>*\showthe</code>	display the contents of a register.	<code>\sup</code>	math function: sup.
<code>\sigma</code>	math Greek letter: sigma (σ).	<code>\supereject</code>	flush all insertions and eject to a new page.
<code>\Sigma</code>	math Greek letter: capital sigma (Σ).	<code>\supset</code>	math relation: superset (\supset).
<code>\sim</code>	math relation: similar (\sim).	<code>\supseteq</code>	math relation: superset or equal (\supseteq).
<code>\simeq</code>	math relation: similar or equal (\simeq).	<code>\surd</code>	math symbol: surd ($\sqrt{\quad}$).
<code>\sin</code>	math function: sine.	<code>\swarrow</code>	math symbol: southwest arrow (\swarrow).
<code>\sinh</code>	math function: hyperbolic sine.	<code>\t</code>	tie-after accent (\o).
<code>\skew</code>	shift super accents.	<code>\tabalign</code>	begin a tabbed line in an inner environment.
<code>*\skewchar</code>	horizontal kern to position accents.	<code>\tabs</code>	box containing current tabs.
<code>*\skip</code>	use a skip register.	<code>*\tabskip</code>	space between aligned tab entries.
<code>*\skipdef</code>	define a name for a skip register.	<code>\tan</code>	math function: tangent.
<code>\sl</code>	select slanted font.	<code>\tanh</code>	math function: hyperbolic tangent.
<code>\slash</code>	permit a line break after a slash.	<code>\tau</code>	math Greek letter: tau (τ).
<code>\slfam</code>	slanted font family.	<code>\tenbf</code>	10 point bold font.
<code>\smallbreak</code>	small vertical space and a good page break.	<code>\tenex</code>	10 point math extension symbol font.
<code>\smallint</code>	math operator: small integral (\int).	<code>\teni</code>	10 point math italic font.
<code>\smallskip</code>	small vertical space.	<code>\tenit</code>	10 point text italic font.
<code>\smallskipamount</code>	<code>\smallskip</code> space.	<code>\tenrm</code>	10 point Roman font.
<code>\smash</code>	create a formula with zero height.	<code>\tensl</code>	10 point slanted font.
<code>\smile</code>	math relation: smile (\smile).	<code>\tensy</code>	10 point math symbol font.
<code>\sp</code>	superscript, equivalent to \wedge .	<code>\tentt</code>	10 point typewriter font.
<code>\space</code>	a blank space.	<code>\TeX</code>	"T _E X" logo.
<code>*\spacefactor</code>	set a character's spacing factor.	<code>*\textfont</code>	select font for non-math text.
<code>*\spaceskip</code>	space between words.	<code>\textindent</code>	display an item without hanging indentation.
<code>\spadesuit</code>	math symbol: spade suit (\spadesuit).	<code>*\textstyle</code>	use in-text style for math.
<code>*\span</code>	create a multicolumn entry in an aligned table.	<code>*\the</code>	convert a numeric register to displayable form.
<code>*\special</code>	include balanced text in DVI file for post-processing.	<code>\theta</code>	math Greek letter: theta (θ).
<code>*\splitbotmark</code>	mark text last encountered in a split box.	<code>\Theta</code>	math Greek letter: capital theta (Θ).
<code>*\splitfirstmark</code>	mark text first encountered in a split box.	<code>*\thickmuskip</code>	thick space in math formulas.
<code>*\splitmaxdepth</code>	maximum depth of boxes in a split box.	<code>*\thinmuskip</code>	thin space in math formulas.
<code>*\splittopskip</code>	space at top of a split box.	<code>\thinspace</code>	unbreakable small horizontal space.
<code>\sqcap</code>	math operator: square cap (\sqcap).	<code>\tilde</code>	math accent: tilde (\tilde{x}).
<code>\sqcup</code>	math operator: square cup (\sqcup).	<code>*\time</code>	current time of day.

<code>\times</code>	math operator: times (\times).	<code>*\unpenalty</code>	remove a penalty just added to the current list.
<code>\to</code>	math relation: to (\rightarrow).	<code>*\unskip</code>	remove a skip just added to the current list.
<code>*\toks</code>	use a token list register.	<code>*\unvbox</code>	un-box a vbox and add it to the vertical list.
<code>*\toksdef</code>	define a name for a token list register.	<code>*\unvcopy</code>	un-box a copy of a vbox and add it to the vertical list.
<code>*\tolerance</code>	badness tolerance after hyphenation.	<code>\uparrow</code>	math delimiter: upward arrow (\uparrow).
<code>\top</code>	math symbol: top (\top).	<code>\Uparrow</code>	math symbol: upward double arrow (\Uparrow).
<code>\topins</code>	insertion class for inserts at the top of a page.	<code>\upbracefill</code>	fill a space with an upward brace.
<code>\topinsert</code>	insert text at the top of the page.	<code>\updownarrow</code>	math delimiter: up-and-down arrow (\updownarrow).
<code>*\topmark</code>	value of <code>\botmark</code> just before current page was boxed.	<code>\Updownarrow</code>	math symbol: up-and-down double arrow (\Updownarrow).
<code>*\topskip</code>	space at the top of a page.	<code>\uplus</code>	math operator: U plus (\uplus).
<code>\tracingall</code>	turn on all debugging commands.	<code>*\uppercase</code>	translate balanced text to upper-case.
<code>*\tracingcommands</code>	show commands before they are executed.	<code>\upsilon</code>	math Greek letter: upsilon (υ).
<code>*\tracinglostchars</code>	show characters not in the font.	<code>\Upsilon</code>	math Greek letter: capital upsilon (Υ).
<code>*\tracingmacros</code>	show macros as they are expanded.	<code>\v</code>	check accent (\check{x}).
<code>*\tracingonline</code>	show diagnostics on the terminal.	<code>*\vadjust</code>	insert vertical material into a paragraph.
<code>*\tracingoutput</code>	show boxes that are shipped out.	<code>*\valign</code>	align zero or more columns.
<code>*\tracingpages</code>	show page-break calculations.	<code>\varepsilon</code>	math Greek letter: variant epsilon (ε).
<code>*\tracingparagraphs</code>	show line-break calculations.	<code>\varphi</code>	math Greek letter: variant phi (φ).
<code>*\tracingrestores</code>	show unassignments when groups end.	<code>\varpi</code>	math Greek letter: variant pi (ϖ).
<code>*\tracingstats</code>	show statistics about memory usage.	<code>\varrho</code>	math Greek letter: variant rho (ϱ).
<code>\triangle</code>	math symbol: triangle (\triangle).	<code>\varsigma</code>	math Greek letter: variant sigma (ς).
<code>\triangleleft</code>	math operator: left triangle (\triangleleft).	<code>\vartheta</code>	math Greek letter: variant theta (ϑ).
<code>\triangleright</code>	math operator: right triangle (\triangleright).	<code>*\vbadness</code>	limit for bad vbox errors.
<code>\tt</code>	select typewriter font.	<code>*\vbox</code>	create a box with vertical mode material.
<code>\ttfam</code>	typewriter font family.	<code>*\vcenter</code>	create a centered vbox in a math list.
<code>\ttraggedright</code>	suppress right justification of typewriter font lines.	<code>\vdash</code>	math relation: dash (\vdash).
<code>\u</code>	breve accent (\check{x}).	<code>\vdots</code>	math symbol: vertical dots (\vdots).
<code>*\uccode</code>	upper-case code for a character.	<code>\vec</code>	math accent: vector (\vec{x}).
<code>*\uchyph</code>	positive if hyphenating words beginning with capital letters.	<code>\vee</code>	math binary operator: join or V (\vee).
<code>\undefined</code>	an undefined control sequence.	<code>\vert</code>	math delimiter: vertical bar ($ $).
<code>\underbar</code>	create a box with an underline.	<code>\Vert</code>	math delimiter: double vertical bar ($ $).
<code>\underbrace</code>	horizontal brace under a math formula.	<code>*\vfil</code>	infinitely stretchable vertical space.
<code>*\underline</code>	draw a line under a formula.	<code>*\vfill</code>	more infinitely stretchable vertical space.
<code>*\unhbox</code>	un-box an hbox and add it to the horizontal list.	<code>*\vfilneg</code>	cancel infinitely stretchable vertical space.
<code>*\unhcopy</code>	un-box a copy of an hbox and add it to the horizontal list.	<code>\vfootnote</code>	place a footnote in a caption or other vertical list.
<code>*\unkern</code>	remove a kern just added to the current list.	<code>*\vfuzz</code>	maximum overrun before overfull vbox error.

<code>\vglue</code>	create some vertical space.
* <code>\voffset</code>	vertical offset of a page.
<code>\vphantom</code>	create a zero-width vbox the height and depth of a formula.
* <code>\vrule</code>	produce a vertical rule.
* <code>\vsize</code>	height of text on a page or <code>\vbox</code> .
* <code>\vskip</code>	add vertical space.
* <code>\vsplit</code>	split off a specified amount from a vbox.
* <code>\vss</code>	infinitely stretchable and shrinkable vertical space.
* <code>\vtop</code>	create a box with vertical mode material with the baseline at the top.
* <code>\wd</code>	width of a box.
<code>\wedge</code>	math binary operator: operator (\wedge).
<code>\widehat</code>	math accent: wide hat (\widehat{x}).
<code>\widetilde</code>	math accent: wide tilde (\widetilde{x}).
* <code>\widowpenalty</code>	penalty for creating a widow line at top of page.
<code>\wlog</code>	write to the log file only.
<code>\wp</code>	math symbol: Weierstrass p (\wp).
<code>\wr</code>	math binary operator: wreath product (\wr).
* <code>\write</code>	write a token list to a file.
* <code>\xdef</code>	define a global macro with expanded replacement text.
<code>\xi</code>	math Greek letter: xi (ξ).
<code>\Xi</code>	math Greek letter: capital xi (Ξ).
* <code>\xleaders</code>	fill a space with an evenly distributed box or rule.
* <code>\xspaceskip</code>	space between sentences.
* <code>\year</code>	current year of our Lord.
<code>\zeta</code>	math Greek letter: zeta (ζ).

Number of T_EX primitives and commands: 864.

Chapter 4

L^AT_EX Commands

<code>\'</code>	put text flush right in a column in tabbing environment.	<code>\and</code>	additional authors on title page.
<code>\(</code>	begin math mode.	<code>\appendix</code>	set sectional units to appendix style.
<code>\)</code>	end math mode.	<code>\arabic</code>	display counter as Arabic numerals.
<code>\-</code>	unindents left margin one tab stop in tabbing environment.	<code>\array</code>	begin array environment.
<code>\:</code>	medium space in math mode.	<code>\arraycolsep</code>	column separation in array environment.
<code>\<</code>	cancel effect of one <code>\+</code> command in tabbing environment.	<code>\arrayrulewidth</code>	set width of array rules.
<code>\=</code>	define a tab stop in tabbing environment.	<code>\arraystretch</code>	space between rows of array or tabular environment.
<code>\></code>	move to next tab position in tabbing environment.	<code>\author</code>	title page author.
<code>\@</code>	create end-of-sentence space after following punctuation.	<code>\baselinestretch</code>	multiple of normal <code>\baselineskip</code> .
<code>\[</code>	begin display math mode.	<code>\begin</code>	beginning of an environment.
<code>\]</code>	force a line break in a paragraph.	<code>\bf</code>	bold font style.
<code>\]</code>	end display math mode.	<code>\bibitem</code>	create a bibliography entry.
<code>\+</code>	indents left margin one tab stop in tabbing environment.	<code>\bibliography</code>	enable BIB _T E _X bibliography interface.
<code>\@@par</code>	T _E X primitive <code>\par</code> .	<code>\bibliographystyle</code>	specify bibliographic style for BIB _T E _X .
<code>\@beginparpenalty</code>	penalty at the beginning of a list.	<code>\big</code>	big font size.
<code>\@endparpenalty</code>	penalty at the end of a list.	<code>\Big</code>	bigger font size.
<code>\@hangfrom</code>	hanging indent of a paragraph.	<code>\BIG</code>	biggest font size.
<code>\@ifnextchar</code>	test the next character.	<code>\bigskip</code>	vertical skip a large amount.
<code>\@itempenalty</code>	penalty between list items.	<code>\boldmath</code>	select bold math italic and symbol fonts.
<code>\a</code>	produce T _E X accents in tabbing environment.	<code>\botfigrule</code>	place rule between text and bottom floats.
<code>\addcontentsline</code>	adds an entry to the specified list or table.	<code>\bottomfraction</code>	fraction of column for bottom floats.
<code>\addtocontents</code>	add text to table contents, figures, or tables.	<code>\Box</code>	math symbol: box (□).
<code>\addtocounter</code>	increment a counter.	<code>\caption</code>	produce a numbered caption.
<code>\addtolength</code>	increment the value of a length command.	<code>\center</code>	begin centering environment.
<code>\addvspace</code>	add extra vertical space.	<code>\centering</code>	declaration to center lines.
<code>\alph</code>	display counter as lower-case letter.	<code>\chapter</code>	start a chapter.
<code>\Alph</code>	display counter as upper-case letter.	<code>\circle</code>	circle in a picture environment.
		<code>\cite</code>	generate an in-text citation of a reference.
		<code>\cleardoublepage</code>	flush figures and tables and start a new right-hand page.

<code>\clearpage</code>	flush figures and start a new page.	<code>\equation</code>	begin and cross reference an equation.
<code>\cline</code>	multicolumn line in array or tabular environment.	<code>\evensidemargin</code>	left hand margin on even pages.
<code>\columnsep</code>	space between columns in double column text.	<code>\extracolsep</code>	add extra space before a column in array or tabular environment.
<code>\columnseprule</code>	width of rule separating double columns.	<code>\fbox</code>	create and frame a box.
<code>\columnwidth</code>	width of a column.	<code>\fboxrule</code>	thickness of rule surrounding framed box.
<code>\dashbox</code>	create a box in dashes, with positioning.	<code>\fboxsep</code>	space between a box and its contents in <code>\fbox</code> and <code>\framebox</code> .
<code>\date</code>	date on title page.	<code>\figure</code>	begin a floating figure.
<code>\dblfigrule</code>	rule between double-column floats and text.	<code>\fill</code>	an unoriented skip amount with stretch of <code>\lfill</code> .
<code>\dblfloatpagefraction</code>	size of float on double-column page.	<code>\fivly</code>	5 point L ^A T _E X symbol font.
<code>\dblfloatsep</code>	space between double-column floats.	<code>\fivmi</code>	5 point math italic font.
<code>\dbltextfloatsep</code>	space between double-column floats and text.	<code>\fivrm</code>	5 point Roman font.
<code>\dbltopfraction</code>	fraction of two-column page for top floats.	<code>\fivsy</code>	5 point math symbol font.
<code>\Diamond</code>	math symbol: diamond (◊).	<code>\floatpagefraction</code>	portion of page that may be occupied by floats.
<code>\document</code>	read in the .AUX files and disable alpha @ processing.	<code>\floatsep</code>	space between floats.
<code>\documentstyle</code>	declare document style and options.	<code>\flushbottom</code>	justify page bottoms to the same height.
<code>\doublerulesep</code>	double rule separation in array or tabular environment.	<code>\flushleft</code>	begin flush left environment.
<code>\egtit</code>	8 point italic font.	<code>\flushright</code>	begin flush right environment.
<code>\egtly</code>	8 point L ^A T _E X symbol font.	<code>\fnsymbol</code>	display counter as footnote symbol.
<code>\egtmi</code>	8 point math italic font.	<code>\footheight</code>	height of page footer.
<code>\egtrm</code>	8 point Roman font.	<code>\footins</code>	space between main text and footnotes.
<code>\egtsy</code>	8 point math symbol font.	<code>\footnotemark</code>	insert a footnote mark without text.
<code>\elvbf</code>	11 point bold extended font.	<code>\footnoterule</code>	macro to draw the rule separating footnotes from text.
<code>\elvit</code>	11 point italic font.	<code>\footnotesep</code>	footnote separation distance.
<code>\elvly</code>	11 point L ^A T _E X symbol font.	<code>\footnotesize</code>	select footnote font size.
<code>\elvmi</code>	11 point math italic font.	<code>\footnotetext</code>	produce footnote text without a mark.
<code>\elvrm</code>	11 point Roman font.	<code>\footskip</code>	space between text and page footer.
<code>\elvsf</code>	11 point sans serif font.	<code>\frac</code>	generate a fraction.
<code>\elvsl</code>	11 point slanted font.	<code>\frame</code>	put a frame around some text.
<code>\elvsy</code>	11 point math symbol font.	<code>\framebox</code>	create and frame a box, with positioning.
<code>\elvtt</code>	11 point typewriter font.	<code>\frtnbf</code>	14 point bold extended font.
<code>\em</code>	emphasis font.	<code>\frtnly</code>	14 point L ^A T _E X symbol font.
<code>\end</code>	end of an environment.	<code>\frtnmi</code>	14 point math italic font.
<code>\endarray</code>	end array environment.	<code>\frtnrm</code>	14 point Roman font.
<code>\endcenter</code>	end centering environment.	<code>\frtnsy</code>	14 point math symbol font.
<code>\endequation</code>	end an equation.	<code>\fussy</code>	require strict line and page breaks.
<code>\endfigure</code>	end a floating figure.	<code>\glossary</code>	write a glossary entry.
<code>\endflushleft</code>	end flush left environment.	<code>\headheight</code>	height of page header.
<code>\endflushright</code>	end flush right environment.	<code>\headsep</code>	space between page header and text.
<code>\endpicture</code>	end picture environment.	<code>\hline</code>	horizontal line in array and tabular environments.
<code>\endthebibliography</code>	end bibliography environment.	<code>\hspace</code>	skip horizontal space.

<code>\huge</code>	select font four steps larger than normal size.	<code>\leftmarginvi</code>	width of left margin in sixth-level list.
<code>\Huge</code>	select largest available font.	<code>\leftmark</code>	produces current left page heading.
<code>\include</code>	read a file unless disabled by <code>\includeonly</code> .	<code>\lhd</code>	math symbol: left half diamond (\blacktriangleleft).
<code>\includeonly</code>	enable only specific <code>\include</code> commands.	<code>\line</code>	line in a picture environment.
<code>\index</code>	create an index entry.	<code>\linebreak</code>	encourage a line break.
<code>\indexentry</code>	en entry in a file of index terms.	<code>\linethickness</code>	set width of lines in picture environment.
<code>\indexspace</code>	amount of extra space between entries in an index.	<code>\linewidth</code>	width of the current line.
<code>\interfootnotelinepenalty</code>	interline penalty for footnotes.	<code>\listoffigures</code>	generate a list of figures.
<code>\intertextsep</code>	vertical space around a float in the middle of a page.	<code>\listoftables</code>	generate a list of tables.
<code>\item</code>	start an entry in a list environment.	<code>\listparindent</code>	indent second and subsequent paragraphs in a list environment.
<code>\itemindent</code>	indent before the label in a list environment.	<code>\load</code>	load a font.
<code>\itemsep</code>	space between successive items in a list environment.	<code>\makeatletter</code>	set @ alphabetic to access internal commands.
<code>\Join</code>	math symbol: join (\bowtie).	<code>\makeatother</code>	set @ non-alphabetic to hide internal commands.
<code>\kill</code>	discard current line in tabbing environment.	<code>\makebox</code>	create a box, with positioning.
<code>\label</code>	define a cross reference label.	<code>\makeglossary</code>	enable glossary processing.
<code>\labelitemi</code>	mark denoting first-level items.	<code>\makeindex</code>	enable index creation.
<code>\labelitemii</code>	mark denoting second-level items.	<code>\makelabel</code>	create item label for a list environment.
<code>\labelitemiii</code>	mark denoting third-level items.	<code>\maketitle</code>	produce the title.
<code>\labelitemiv</code>	mark denoting fourth-level items.	<code>\marginpar</code>	produce a marginal note.
<code>\labelitemv</code>	mark denoting fifth-level items.	<code>\marginparpush</code>	vertical space between marginal notes.
<code>\labelitemvi</code>	mark denoting sixth-level items.	<code>\marginparsep</code>	distance between marginal note and text.
<code>\labelsep</code>	space between a label and text of a list item.	<code>\marginparwidth</code>	width of marginal notes.
<code>\labelwidth</code>	label width in a list environment.	<code>\markboth</code>	set headings for left and right pages.
<code>\large</code>	select font one step larger than normal size.	<code>\markright</code>	set heading for right pages.
<code>\Large</code>	select font two steps larger than normal size.	<code>\mathindent</code>	indentation of display equations.
<code>\LARGE</code>	select font three steps larger than normal size.	<code>\mbox</code>	create a box.
<code>\LaTeX</code>	L ^A T _E X logo.	<code>\medskip</code>	vertical skip a medium amount.
<code>\leadsto</code>	math symbol: leads to (\rightsquigarrow).	<code>\mho</code>	math symbol: mho (\mho).
<code>\lefteqn</code>	set a formula flush left in display style.	<code>\minipage</code>	create a small sample page.
<code>\leftmargin</code>	left margin of a list environment.	<code>\multicolumn</code>	multicolumn entry in array or tabular environment.
<code>\leftmargini</code>	width of left margin in first-level list.	<code>\multipt</code>	place several copies of a picture object.
<code>\leftmarginii</code>	width of left margin in second-level list.	<code>\newcommand</code>	define a new command.
<code>\leftmarginiii</code>	width of left margin in third-level list.	<code>\newcounter</code>	define a new counter variable.
<code>\leftmarginiv</code>	width of left margin in fourth-level list.	<code>\newenvironment</code>	define a new environment.
<code>\leftmarginv</code>	width of left margin in fifth-level list.	<code>\newfont</code>	select a font.
		<code>\newlength</code>	define a new length command.
		<code>\newline</code>	force a line break in a paragraph.
		<code>\newpage</code>	start a new page.
		<code>\newsavebox</code>	define a new box register.
		<code>\newtheorem</code>	define a new theorem environment.
		<code>\ninbf</code>	9 point bold extended font.
		<code>\ninit</code>	9 point italic font.
		<code>\ninly</code>	9 point L ^A T _E X symbol font.

<code>\ninmi</code>	9 point math italic font.	<code>\reversemarginpar</code>	put marginal notes on opposite side of page.
<code>\ninrm</code>	9 point Roman font.	<code>\rhd</code>	math symbol: right half diamond (\triangleright).
<code>\ninsy</code>	9 point math symbol font.	<code>\rightmargin</code>	right margin in a list.
<code>\nintt</code>	9 point typewriter font.	<code>\rightmark</code>	produces current right page heading.
<code>\nocite</code>	reference a BIB _T E _X item without citation.	<code>\roman</code>	display counter as lower-case Roman numerals.
<code>\nofiles</code>	suppress writing all auxiliary files.	<code>\Roman</code>	display counter as upper-case Roman numerals.
<code>\nolinebreak</code>	suppress a line break.	<code>\rule</code>	create a rule or line.
<code>\nonumber</code>	suppress numbering of displayed equations.	<code>\samepage</code>	inhibit a page break over a region.
<code>\nopagebreak</code>	suppress a page break.	<code>\savebox</code>	create and name a box, with positioning.
<code>\normalsize</code>	select normal font size.	<code>\sbox</code>	create and name a box.
<code>\numberline</code>	includes the section number in a <code>\contentsline</code> command.	<code>\sc</code>	select small caps font.
<code>\obeycr</code>	defines a carriage return as <code>\</code> .	<code>\scriptscriptsize</code>	select sub-subscript font size.
<code>\oddsidemargin</code>	left hand margin on odd pages.	<code>\scriptsize</code>	select subscript or superscript font size.
<code>\onecolumn</code>	start a new page in single-column format.	<code>\section</code>	start a section.
<code>\oval</code>	oval in a picture environment.	<code>\setcounter</code>	set value of a counter.
<code>\pagebreak</code>	encourage a page break.	<code>\setlength</code>	set a length command.
<code>\pagenumbering</code>	specify page numbering style.	<code>\settowidth</code>	set a length command to width of text.
<code>\pageref</code>	page number of a cross reference label.	<code>\sevit</code>	7 point italic font.
<code>\pagestyle</code>	set global page style.	<code>\sevly</code>	7 point L ^A T _E X symbol font.
<code>\paragraph</code>	start a labeled paragraph.	<code>\sevmi</code>	7 point math italic font.
<code>\parbox</code>	put a paragraph in a box.	<code>\sevrn</code>	7 point Roman font.
<code>\parsecp</code>	space between paragraphs within an item in a list environment.	<code>\sevsv</code>	7 point math symbol font.
<code>\part</code>	start a major division of a long document.	<code>\sf</code>	select sans serif font.
<code>\partopsep</code>	extra vertical space when environment starts a paragraph.	<code>\shortstack</code>	create a box with a single column of items.
<code>\picture</code>	begin picture environment.	<code>\showoutput</code>	trace output processing.
<code>\poptabs</code>	restore tabs stops in tabbing environment.	<code>\sixly</code>	6 point L ^A T _E X symbol font.
<code>\pounds</code>	British pound symbol (£).	<code>\sixmi</code>	6 point math italic font.
<code>\protect</code>	protect fragile commands and moving arguments.	<code>\sixrm</code>	6 point Roman font.
<code>\pushtabs</code>	save current tab stops in tabbing environment.	<code>\sixsy</code>	6 point math symbol font.
<code>\put</code>	place a picture object.	<code>\sloppy</code>	accept looser line and page breaks.
<code>\raggedbottom</code>	justify page bottoms to their natural height.	<code>\small</code>	select small font size.
<code>\raggedleft</code>	flush lines right.	<code>\smallskip</code>	vertical skip a small amount.
<code>\raggedright</code>	flush lines left.	<code>\sqsubset</code>	math symbol: square subset (\sqsubset).
<code>\raisebox</code>	raise a box a distance.	<code>\sqsupset</code>	math symbol: square superset (\sqsupset).
<code>\ref</code>	refer to a cross reference label.	<code>\stackrel</code>	stack one equation above another.
<code>\refstepcounter</code>	increment and reference a counter.	<code>\stepcounter</code>	increment a counter.
<code>\renewcommand</code>	redefine a command.	<code>\stop</code>	terminate L ^A T _E X and flush the final page.
<code>\renewenvironment</code>	redefine an environment.	<code>\stretch</code>	infinitely stretchable space.
<code>\restorecr</code>	restores a carriage return to its usual meaning.	<code>\subitem</code>	second-level item in an index.
		<code>\subparagraph</code>	start a labeled sub-level paragraph.
		<code>\subsection</code>	start a subsection.
		<code>\subsubitem</code>	third-level item in an index.
		<code>\subsubsection</code>	start a subsubsection.

<code>\svtnbf</code>	17 point bold extended font.	<code>\topsep</code>	space between first list item and preceding paragraph.
<code>\svtnly</code>	17 point L ^A T _E X symbol font.	<code>\twlbf</code>	12 point bold extended font.
<code>\svtnmi</code>	17 point math italic font.	<code>\twlit</code>	12 point italic font.
<code>\svtnrm</code>	17 point Roman font.	<code>\twlly</code>	12 point L ^A T _E X symbol font.
<code>\svtnsy</code>	17 point math symbol font.	<code>\twlmi</code>	12 point math italic font.
<code>\symbol</code>	display a symbol from a font.	<code>\twlrm</code>	12 point Roman font.
<code>\tabbingsep</code>	distance left by <code>\'</code> command between tabbing fields.	<code>\twlsf</code>	12 point sans serif font.
<code>\tabcolsep</code>	half the width separating columns in a tabular environment.	<code>\twlsl</code>	12 point slanted font.
<code>\tableofcontents</code>	generate a table of contents.	<code>\twlsy</code>	12 point math symbol font.
<code>\tencirc</code>	10 point circle font.	<code>\twlft</code>	12 point typewriter font.
<code>\tencircw</code>	10 point wide circle font.	<code>\twocolumn</code>	start a new page in double-column format.
<code>\tenln</code>	10 point line font.	<code>\twtybf</code>	20 point bold extended font.
<code>\tenlnw</code>	10 point wide line font.	<code>\twtyly</code>	20 point L ^A T _E X symbol font.
<code>\tenly</code>	10 point L ^A T _E X symbol font.	<code>\twtymi</code>	20 point math italic font.
<code>\tenmi</code>	10 point math italic font.	<code>\twtyrm</code>	20 point Roman font.
<code>\tensf</code>	10 point sans serif font.	<code>\twtysy</code>	20 point math symbol font.
<code>\textfloatsep</code>	space between floats and the text.	<code>\typein</code>	execute a command from the terminal.
<code>\textfraction</code>	size of column that must contain text.	<code>\typeout</code>	write a message on the terminal.
<code>\textheight</code>	height of text, excluding head and foot.	<code>\unboldmath</code>	unselect bold math italic and symbol fonts.
<code>\textwidth</code>	width of printing on page.	<code>\underline</code>	create an underlined box with text in it.
<code>\thanks</code>	add footnote to title page.	<code>\unitlength</code>	unit of distance in picture environment.
<code>\theenumi</code>	current value of the first-level item counter.	<code>\unlhd</code>	math symbol: underlined left half diamond (\triangleleft).
<code>\theenumii</code>	current value of the second-level item counter.	<code>\unrhd</code>	math symbol: underlined right half diamond (\triangleright).
<code>\theenumiii</code>	current value of the third-level item counter.	<code>\usebox</code>	use a named box.
<code>\theenumiv</code>	current value of the fourth-level item counter.	<code>\usecounter</code>	associate a counter with an item-type command.
<code>\theenumv</code>	current value of the fifth-level item counter.	<code>\value</code>	produce the value of a counter.
<code>\theenumvi</code>	current value of the sixth-level item counter.	<code>\vector</code>	vector in a picture environment.
<code>\theequation</code>	number of the current displayed equation.	<code>\verb</code>	generate a short amount of verbatim text.
<code>\thefigure</code>	current value of the figure counter.	<code>\vline</code>	vertical line in array and tabular environments.
<code>\thefootnote</code>	produces the footnote number.	<code>\vspace</code>	skip vertical space.
<code>\thepage</code>	current page number.		
<code>\thicklines</code>	thick lines for lines and circles.		
<code>\thinlines</code>	thin lines for lines and circles.		
<code>\thispagestyle</code>	set current page style.		
<code>\tiny</code>	select smallest defined font.		
<code>\title</code>	declare the title.		
<code>\today</code>	display today's date.		
<code>\topfigrule</code>	place rule between top floats and text.		
<code>\topfraction</code>	fraction of column for top floats.		
<code>\topmargin</code>	extra space added to top of page.		

Number of L^AT_EX commands: 366.