

L^AT_EX Command Summary

This listing contains short descriptions of the control sequences that are likely to be handy for users of L^AT_EX v2.09 layered on T_EX v2.0. Some of these commands are L^AT_EX macros, while others belong to plain T_EX; no attempt to differentiate them is made.

- `_` — ordinary space after period.
- `\!` — negative thin space = $-\frac{1}{6}$ quad; `\!x` yields *xx* (math mode).
- `\"` makes an umlaut, as ö.
- `\#` prints a pound sign: #.
- `\$` prints a dollar sign: \$.
- `\%` prints a percent sign: %.
- `\&` prints an ampersand: &.
- `\'` in `tabbing` environment moves current column to the right of the previous column. Elsewhere, acute accent, as ó.
- `\(` — start math mode. Same as `\begin{math}` or `$`.
- `\)` — end math mode. Same as `\end{math}` or `$`.
- `*` is a discretionary multiplication sign, at which a line break is allowed.
- `\+` moves left margin to the right by one tab stop. Begin tabbed line.
- `\,` — thin space = $\frac{1}{6}$ quad; `\,x` yields *xx*. It is not restricted to math mode.
- `\-` in `tabbing` environment, moves left margin to the left by one tab stop. Elsewhere, optional hyphenation.
- `\.` puts a dot accent over a letter, as ó.
- `\/` inserts italics adjustment space.
- `\:` — medium space = $\frac{2}{9}$ quad; `\:x` yields *xx* (math mode).
- `\;` — thick space = $\frac{5}{18}$ quad; `\;x` yields *xx* (math mode).
- `\<` in `tabbing` environment, puts text to left of local left margin.
- `\=` in `tabbing` environment, sets a tab stop. Elsewhere, makes a macron accent, as ô.
- `\>` in `tabbing` environment is a forward tab. Otherwise, medium space = $\frac{2}{9}$ quad (math mode).
- `\@` declares the period that follows is to be a sentence-ending period.
- `\[` — same as `\begin{displaymath}` or `$$`.
- `\]` terminates a line.
- `*` terminates a line, but disallows a pagebreak.
- `\]` — same as `\end{displaymath}` or `$$`.
- `\^` makes a circumflex, as ô.
- `_` is an underscore, as in *hours_worked*.
- `\‘` in `tabbing` environment moves all text which follows (up to `\)` to the right margin. Elsewhere, grave accent, as ò.
- `\{` prints a curly left brace: {.
- `\|` is || (math mode).
- `\}` prints a curly right brace: }.
- `\~` makes a tilde, as ñ.
- `\a’` makes an acute accent in `tabbing` environment, as ó.
- `\a‘` makes a grave accent in `tabbing` environment, as ò.
- `\a=` makes a macron accent in `tabbing` environment, as ô.
- `\aa` is å. `\AA` is Å.
- `\acute` makes an acute accent: *á* (math mode).
- `\addcontentsline{toc}{section}{name}` adds the command `\contentsline{section}{name}` to the `.toc` file.
- `\address{text}` declares the return address in the `letter` document style.
- `\addtocontents{toc}{text}` writes `text` to the `.toc` file.
- `\addtocounter{name}{amount}` adds `amount` to counter `name`.
- `\addtolength{\nl}{length}` adds `length` to length command `\nl`. See also `\setlength`, `\newlength`, `\settowidth`.
- `\ae` is æ. `\AE` is Æ.
- `\aleph` is ℵ (math mode).
- `\alph{counter}` prints `counter` as lower-case letters. `\Alph{counter}` prints upper-case letters.
- `\alpha` is α (math mode).
- `\amalg` is ∪ (math mode).
- `\and` separates multiple authors for the `\maketitle` command.
- `\angle` is ∠ (math mode).
- `\appendix` starts appendices.
- `\approx` is ≈ (math mode).
- `\arabic{counter}` prints `counter` as arabic numerals 1, 2, etc.
- `\arccos` is arccos (math mode).
- `\arcsin` is arcsin (math mode).

- `\arctan` is arctan (math mode).
- `\arg` is arg (math mode).
- `\arraycolsep` — width of the space between columns in an `array` environment.
- `\arrayrulewidth` — width of the rule created in `tabular` or `array` environment by `|`, `\hline`, or `\vline`.
- `\arraystretch` — scale factor for interrow spacing in `array` and `tabular` environments.
- `\ast` is $*$ (math mode).
- `\asymp` is \asymp (math mode).
- `\author{names}` declares author(s) for the `\maketitle` command.
- `\b` is a “bar-under” accent, as \underline{o} .
- `\backslash` is \backslash (math mode).
- `\bar` puts a macron over a letter: \bar{a} (math mode).
- `\baselineskip` — distance from bottom of one line of a paragraph to bottom of the next line.
- `\baselinestretch` — factor by which `\baselineskip` is multiplied each time a type size changing command is executed.
- `\begin{environment}` — always paired with `\end{environment}`. Following are the assorted environments.
- `\begin{abstract}` starts an environment for producing an abstract.
- `\begin{array}{lrc}` starts array environment with 3 columns, left-justified, right-justified, and centered. Separate columns with `&`, and end lines with `\\`. `@{text}` between `l`, `r` or `c` arguments puts `text` between columns.
- `\begin{center}` starts an environment in which every line is centered. End lines with `\\`.
- `\begin{description}` starts a labeled list. Items are indicated by `\item[label]`.
- `\begin{displaymath}` sets mathematics on lines of its own. Same as `\[` or `$$`.
- `\begin{document}` starts the actual text of a document. Required.
- `\begin{enumerate}` starts a numbered list.
- `\begin{eqnarray}` starts a `displaymath` environment in which more than one equation can be accommodated. Separate equations with `\\` or `*`; use `\nonumber` to suppress numbering a particular equation.
- `\begin{eqnarray*}` begins an environment like the `eqnarray` environment except that the equations aren’t numbered.
- `\begin{equation}` starts a `displaymath` environment and adds an equation number.
- `\begin{figure}[pos]` begins a floating environment, which may be optionally placed at `pos` (see `positions` on page 8). Document styles `report` and `article` use the default `tbp`.
- `\begin{figure*}[pos]` begins a two-column-wide figure. See `\begin{figure}`.
- `\begin{flushleft}` starts environment with ragged right-hand margin. Separate lines with `\\`. See `\raggedright`.
- `\begin{flushright}` starts environment with ragged left-hand margin. Separate lines with `\\`. See `\raggedleft`.
- `\begin{itemize}` starts a “bulleted” (\bullet) list. Start each item with `\item`.
- `\begin{list}{labeling}{spacing}` starts a general list environment. `labeling` specifies how items are labeled when `\item` has no argument. `spacing` is an optional list of spacing parameters.
- `\begin{math}` starts a math display like this: $x^2 + y^2$, within text. Same as `$` or `\(`.
- `\begin{minipage}[pos]{vsize}` starts a box of height `vsize`. Text will be positioned according to `pos` (see `positions` on page 8).
- `\begin{picture}(x,y)(x_t,y_t)` starts a picture environment whose width is x units, height is y units, and lower-left corner is the point (x_t, y_t) . Set units with `\unitlength`.
- `\begin{quotation}` starts an environment with wider margins, normal paragraph indenting, and offset from the text at top and bottom.
- `\begin{quote}` starts an environment with wider margins, no paragraph indenting, and offset from the text at top and bottom.
- `\begin{tabbing}` starts a columnar environment. Use commands `\=` (set tab), `\>` (tab), `\<` (backtab), `\+` (indent one tab stop), `\-` (outdent one tab stop), `\'` (flush right), `\'` (flush left), `\pushtabs`, `\poptabs`, `\kill`, `\\`.
- `\begin{table}[pos]` begins a floating environment, which may be optionally placed at `pos` (see `positions` on page 8). Document styles `report` and `article` use the default `tbp`.
- `\begin{table*}[pos]` begins a two-column-wide table. See `\begin{table}`.
- `\begin{tabular}{arg}` starts an array environment which can be used in or out of math mode. `arg` contains column text positioning commands `r`, `l`, `c`, `@{...}`, `p{length}` (see `positions` on page 8). `|` produces vertical line between columns. `*{7}{r|l}` repeats that entry 7 times.

- `\begin{theorem}` — see `\newtheorem`.
- `\begin{titlepage}` is an environment with no page number, and causes following page to be numbered “1”.
- `\begin{verbatim}` starts an environment which will be typeset exactly as you type it, carriage returns and all, usually in `typewriter` font.
- `\begin{verse}` starts an environment for poetry with wider margins, no paragraph indenting, and ragged right margin.
- `\beta` is β (math mode).
- `\bf` switches to **bold face** type.
- `\bibitem{ref} text` creates a bibliography entry `text`, numbers it, and labels it with reference label `ref`.
- `\bibliography{file}` — insert bibliography from file `name.bib` at this point in text.
- `\bibliographystyle{style}` — a format specifier, like `\documentstyle`.
- `\bigcap` is \cap (math mode).
- `\bigcirc` is \bigcirc (math mode).
- `\bigcup` is \cup (math mode).
- `\bigodot` is \odot (math mode).
- `\bigoplus` is \oplus (math mode).
- `\bigotimes` is \otimes (math mode).
- `\bigtriangledown` is ∇ (math mode).
- `\bigtriangleup` is \triangle (math mode).
- `\bigskip` — standard “big” vertical skip.
- `\bigskipamount` — default length for `\bigskip`.
- `\bigsqcup` is \sqcup (math mode).
- `\biguplus` is \uplus (math mode).
- `\bigvee` is \vee (math mode).
- `\bigwedge` is \wedge (math mode).
- `\bmod` is binary modulo expression $u \bmod m$ (math mode).
- `\boldmath` changes math italics and math symbols to boldface. Should be used *outside* of math mode.
- `\bot` is \perp (math mode).
- `\bottomfraction` — maximum fraction of page occupied by floats at the bottom.
- `\bowtie` is \bowtie (math mode).
- `\Box` is \square (math mode).
- `\breve` makes a breve accent: \breve{a} (math mode).
- `\bullet` is \bullet (math mode).
- `\c` is a cedilla, as \c{c} .
- `\cal` produces calligraphic letters, as \mathcal{B} (math mode).
- `\cap` is \cap (math mode).
- `\caption[loftitle]{text}` creates a numbered caption in a `figure` or `table` environment. Optional `loftitle` contains entry for the list of figures if different from `text`.
- `\cc{text}` declares list of copy recipients for `letter` document style.
- `\cdot` is \cdot (math mode).
- `\cdots` makes three dots centered on the line: \cdots (cf. `\ldots`) (math mode).
- `\centering` declares that all text following is to be centered (cf. `\begin{center}`).
- `\chapter[toctitle]{text}` begins a new section, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.
- `\chapter*{title}` is like `\chapter{title}`, but adds no chapter number or table of contents entry.
- `\check` makes a háček, as \check{a} (math mode).
- `\chi` is χ (math mode).
- `\circ` is \circ (math mode).
- `\circle{diameter}` as a valid argument for `\put` in a `picture` environment, draws a circle.
- `\circle*{diameter}` is like `\circle`, but draws a solid circle.
- `\cite[subcit]{ref}` produces a reference, in square brackets, to a bibliographic item created with `\bibitem{ref}`. Optional sub-citation `subcit` can be inserted in the entry.
- `\cleardoublepage` forces next page to be a right-hand, odd-numbered page.
- `\clearpage` ends a page where it is, and puts pending figures or tables on separate float pages with no text.
- `\cline{i-j}` draws a horizontal line across columns `i` through `j` inclusive in `array` or `tabular` environments.
- `\closing{text}` declares the closing in `letter` document style.
- `\clubsuit` is \clubsuit (math mode).
- `\columnsep` — distance between columns in two-column text.
- `\columnseprule` — width of the rule between columns on two-column pages.
- `\columnwidth` — width of the current column. Equals `\textwidth` in single-column text.
- `\cong` is \cong (math mode).
- `\coprod` is \coprod (math mode).

- `\copyright` is ©.
- `\cos` is cos (math mode).
- `\cosh` is cosh (math mode).
- `\cot` is cot (math mode).
- `\coth` is coth (math mode).
- `\csc` is csc (math mode).
- `\cup` is \cup (math mode).
- `\d` is a “dot under” accent, as $\underset{\cdot}{o}$.
- `\dag` is †.
- `\dagger` is † (math mode).
- `\dashbox{dwid}{width,height}[pos]{text}` creates a dashed rectangle around `text` in a `picture` environment. Dashes are `dwid` units wide; dimensions of rectangle are `width` and `height`; `text` is positioned at optional `pos` (see `positions` on page 8).
- `\dashv` is \dashv (math mode).
- `\date{adate}` declares the date for the `\maketitle` command. The default is `\today`.
- `\day` — current day of the month.
- `\dblfloatpagefraction` — minimum fraction of a float page that must be occupied by floats, for two-column float pages.
- `\dblfloatsep` — distance between floats at the top or bottom of a two-column float page.
- `\dbltextfloatsep` — distance between double-width floats at the top or bottom of a two-column page and the text on that page.
- `\dbltopfraction` — maximum fraction at the top of a two-column page that may be occupied by floats.
- `\ddag` is ‡.
- `\ddagger` is ‡ (math mode).
- `\ddot` makes a dieresis over a letter: \ddot{a} (math mode).
- `\ddots` produces a diagonal ellipsis \ddots (math mode).
- `\deg` is deg (math mode).
- `\delta` is δ . `\Delta` is Δ (math mode).
- `\det` is det (math mode).
- `\diamond` is \diamond . `\Diamond` is \Diamond (both math mode).
- `\diamondsuit` is \diamondsuit (math mode).
- `\dim` is dim (math mode).
- `\displaystyle` switches to `displaymath` or `equation` environment typesetting (math mode).
- `\div` is \div (math mode).
- `\documentstyle[substy]{sty}` determines default font, headings, etc., for document of style `sty` (and optional substyle `substy`).
Styles: `article`, `book`, `letter`, `report`, `slides`. Substyles: `11pt`, `12pt`, `acm`, `draft`, `fleqn`, `leqno`, `twocolumn`, `twoside`.
- `\dot` makes a dot over a letter: \dot{a} (math mode).
- `\doteq` is \doteq (math mode).
- `\dotfill` expands to fill horizontal space with row of dots.
- `\doublerulesep` — horizontal distance between vertical rules created by `||` in `tabular` or `array` environment.
- `\downarrow` is \downarrow . `\Downarrow` is \Downarrow (math mode).
- `\ell` is ℓ (math mode).
- `\em` toggles between roman and *italic* fonts for *emphasis*.
- `\emptyset` is \emptyset (math mode).
- `\encl{text}` declares a list of enclosures for `letter` document style.
- `\end{environment}` ends an environment begun by `\begin{environment}` (q.v.).
- `\epsilon` is ϵ (math mode).
- `\equiv` is \equiv (math mode).
- `\eta` is η (math mode).
- `\evensidemargin` — distance between left side of page and text’s normal left margin, for even-numbered pages in two-sided printing.
- `\exists` is \exists (math mode).
- `\exp` is exp (math mode).
- `\fbox{text}` makes a framed box around `text`.
- `\fboxrule` — thickness of ruled frame for `\fbox` and `\framebox`.
- `\fboxsep` — space between frame and text for `\fbox` and `\framebox`.
- `\fill` — rubber length (glue) that can stretch to arbitrary length. Usually used to justify text a particular way.
- `\flat` is \flat (math mode).
- `\floatpagefraction` — minimum fraction of a float page occupied by floats.
- `\floatsep` — distance between floats that appear at the top or bottom of a text page.
- `\flushbottom` causes pages to be stretched to `\textheight`.
- `\fnsymbol{counter}` prints `counter` as one of the set of “footnote symbols”. `counter` must be less than 10.

- `\fotheight` — height of box at bottom of page that holds page number.
- `\footnote{text}` creates a footnote of `text`.
- `\footnotemark` puts a footnote number into the text.
- `\footnotesep` — height of strut placed at beginning of footnote.
- `\footnotesize` switches to footnote-sized type.
- `\footskip` — vertical distance between bottom of last line of text and bottom of page footing.
- `\footnotetext{text}` specifies the text for a footnote which was indicated by a `\footnotemark`.
- `\forall` is \forall (math mode).
- `\frac{numerator}{denominator}` produces a fraction in math environments.
- `\frame{text}` makes a framed (outlined) box around `text`, with no margin between the text and the frame.
- `\framebox[size][pos]{text}` produces a framed box of dimension `size` containing `text`, optionally positioned `l` or `r`.
In `picture` environment,
`\framebox(width,height)[pos]{text}` creates a rectangle around `text`; dimensions of rectangle are `width` and `height`; text is positioned at optional `pos` (see `positions` on page 8).
- `\frown` is \frown (math mode).
- `\fussy` is the default declaration for the line-breaking algorithm (cf. `\sloppy`).
- `\gamma` is γ . `\Gamma` is Γ (math mode).
- `\gcd` is gcd (math mode).
- `\ge` is \geq (math mode).
- `\geq` is \geq (math mode).
- `\gets` is \leftarrow (math mode).
- `\gg` is \gg (math mode).
- `\glossary{text}` appends `text` to the `.glo` file by writing a `\glossaryentry` command.
- `\glossaryentry{text}{ref}` is written to the `.glo` file for `\glossary{text}` occurring at reference `ref`.
- `\grave` makes a grave accent: \grave{a} (math mode).
- `\H` prints a long Hungarian umlaut, as ő .
- `\hat` makes a circumflex: \hat{a} (math mode).
- `\hbar` is \hbar (math mode).
- `\headheight` — height of box at top of page that holds running head.
- `\headsep` — vertical distance between bottom of head and top of text.
- `\heartsuit` is \heartsuit (math mode).
- `\hfill` is `\hspace{\fill}` (cf. `\fill`).
- `\hrline` draws a horizontal line across all columns of a `tabular` or `array` environment.
- `\hom` is hom (math mode).
- `\hookleftarrow` is \hookleftarrow (math mode).
- `\hookrightarrow` is \hookrightarrow (math mode).
- `\hrulefill` expands to fill horizontal space with horizontal rule.
- `\hspace{len}` leaves a horizontal space of dimension `len`.
- `\hspace*{len}` is like `\hspace{len}` but space is not removed at the beginning or end of a line.
- `\huge` switches to a very large typeface. `\Huge` is even bigger.
- `\hyphenation{wordlist}` declares hyphenation as indicated; `wordlist` contains words separated by spaces, with hyphens indicated (e.g. “aard-vark cal-i-bra-tion”).
- `\i` is *i*.
- `\iff` is \iff (math mode).
- `\Im` is \Im (math mode).
- `\imath` is \imath (math mode).
- `\in` is \in (math mode).
- `\include{filename}` brings in `filename` text at that point.
- `\includeonly{file1,file2,...}` limits recognition of `\include` files.
- `\index{text}` appends `text` to the `.idx` file by writing an `\indexentry` command.
- `\indexentry{text}{ref}` is written to the `.idx` file for `\index{text}` occurring at reference `ref`.
- `\indexspace` puts blank space before first index entry starting with a new letter.
- `\inf` is inf (math mode).
- `\infty` is ∞ (math mode).
- `\input{file}` brings in text from `file.tex` at that point.
- `\int` is \int (math mode).
- `\intertextsep` — vertical space placed above and below float in middle of text.
- `\iota` is ι (math mode).
- `\it` switches to *Italic* type.
- `\item[text]` indicates a list entry. `text` is optional, used in `description` environment.

- `\itemindent` — extra indentation before label in list item. Default is `0mm`.
- `\itemsep` — vertical space between successive list items.
- `\j` is j .
- `\jmath` is j (math mode).
- `\Join` is \Join (math mode).
- `\kappa` is κ (math mode).
- `\ker` is \ker (math mode).
- `\kill` — in a `\tabbing` environment, deletes previous line so tabs can be set without outputting text.
- `\l` is l . `\L` is L .
- `\label{text}` provides a reference point that is accessed with `\ref{text}` or `\pageref{text}`.
- `\labelwidth` — width of box containing list item label.
- `\labelsep` — space between box containing list item label and text of the item.
- `\lambda` is λ . `\Lambda` is Λ (math mode).
- `\land` is \wedge (math mode).
- `\langle` is \langle (math mode).
- `\large`, `\Large`, and `\LARGE` switch to successively larger than `\normalsize` type sizes.
- `\LaTeX` produces the L^AT_EX logo.
- `\lbrace` is $\{$ (math mode).
- `\lbrack` is $[$ (math mode).
- `\lceil` is \lceil (math mode).
- `\ldots` makes three dots at the base of the line: ... (cf. `\cdots`).
- `\le` is \leq (math mode).
- `\leadsto` is \leadsto (math mode).
- `\left*` (where `*` is a delimiter) must be paired with `\right*` (not necessarily using the same delimiter). ‘.’ acts as a null delimiter (math mode).
- `\leftarrow` is \leftarrow . `\Leftarrow` is \Leftarrow (math mode).
- `\lefteqn{formula}` is used in the `eqnarray` environment to break a long `formula` across lines.
- `\leftharpoonupdown` is \leftharpoonupdown (math mode).
- `\leftharpoonup` is \leftharpoonup (math mode).
- `\leftmargin`, in `list` environment, horizontal distance between left margin of enclosing environment and left margin of list. Settable for nesting levels 1 through 6, as `\leftmargini` through `\leftmarginvi`.
- `\leftrightarrow` is \leftrightarrow . `\Leftrightarrow` is \Leftrightarrow (math mode).
- `\leq` is \leq (math mode).
- `\lfloor` is \lfloor (math mode).
- `\lg` is \lg (math mode).
- `\lhd` is \triangleleft (math mode).
- `\lim` is \lim (math mode).
- `\liminf` is \liminf (math mode).
- `\limsup` is \limsup (math mode).
- `\line(x,y){len}` in `picture` environment, in `\put` command, draws line from `\put` argument with length `len` and slope `(x,y)`.
- `\linebreak[n]` forces a line to break exactly at this point, and adjusts line just terminated (cf. `newline`). `n` is optional: 0 is an optional break, 4 is a mandatory break, 1, 2 and 3 are intermediate levels of insistence.
- `\linethickness{dimen}` sets the thickness for all lines in a `picture`.
- `\linewidth` is the width of the current line in a paragraph.
- `\listoffigures` begins a list of figures with heading.
- `\listoftables` begins a list of tables with heading.
- `\listparindent` — extra indentation added to first line of every paragraph of an item after the first, in `list` environment.
- `\ll` is \ll (math mode).
- `\ln` is \ln (math mode).
- `\lnot` is \neg (math mode).
- `\log` is \log (math mode).
- `\longleftarrow` is \longleftarrow . `\Longleftarrow` is \Longleftarrow (math mode).
- `\longleftrightarrow` is \longleftrightarrow . `\Longleftrightarrow` is \longleftrightarrow (math mode).
- `\longmapsto` is \longmapsto (math mode).
- `\longrightarrow` is \longrightarrow . `\Longrightarrow` is \longrightarrow (math mode).
- `\lor` is \vee (math mode).
- `\lq` is a left-quote: ‘.
- `\makebox[size][pos]{text}` creates a box of dimension `size` containing `text` at optional `pos`. `\makebox(width,height)[pos]{text}` puts `text` in a box; dimensions of box are `width` and `height`; `text` is positioned at optional `pos` (see `positions` on page 8).
- `\makeglossary` enables writing of `\glossaryentry` commands to a `.glo` file.

`\makeindex` enables writing of `\indexentry` commands to a `.idx` file.

`\maketitle` produces a title with `\title`, `\author`, and, optionally, `\date`.

`\mapsto` is \mapsto (math mode).

`\marginpar{text}` puts `text` in the margin as a note.

`\marginparpush` — minimum amount of vertical space between two marginal notes.

`\marginparsep` — horizontal space between margin and marginal note.

`\marginparwidth` — width of a marginal note.

`\markboth{lhd}{rhd}` defines the left-hand heading `lhd` and the right-hand heading `rhd` for the `headings` and `myheadings` page styles.

`\markright{rhd}` defines the right-hand heading `rhd` for the `headings` and `myheadings` page styles.

`\max` is \max (math mode).

`\mbox{text}` places `text` into a horizontal box.

`\medskip` — standard “medium” vertical skip.

`\medskipamount` — default length for `\medskip`.

`\mho` is \mho (math mode).

`\mid` is $|$ (math mode).

`\min` is \min (math mode).

`\mit` is “math italic” as in *II* (math mode).

`\models` is \models (math mode).

`\month` — current month of the year.

`\mp` is \mp (math mode).

`\mu` is μ (math mode).

`\multicolumn{noc}{fmt}{text}` in `tabular` environment puts `text` across `noc` columns using positioning format `fmt` (`c`, `r`, `l`, and/or `l`).

`\multiput(x,y)(\Delta x,\Delta y){n}{obj}` is
`\put(x,y){obj}`
`\put(x+\Delta x,y+\Delta y){obj}`
`...`
`\put(x+(n-1)\Delta x,y+(n-1)\Delta y){obj}`.

`\nabla` is ∇ (math mode).

`\natural` is \natural (math mode).

`\ne` is \neq (math mode).

`\nearrow` is \nearrow (math mode).

`\neg` is \neg (math mode).

`\neq` is \neq (math mode).

`\newcommand{\cs}[narg]{def}` defines a new control sequence `\cs` with definition `def`.
 Optionally, `narg` is the number of arguments, indicated in `def` as `#1`, `#2`, etc.

`\newcounter{counter}[name]` defines a `counter` optionally to be zeroed whenever the `name` counter is incremented.

`\newenvironment{envname}[narg]{def1}{def2}` defines a new environment, optionally with some number of arguments `narg`. `def1` is executed when the environment is entered and `def2` is executed when it is exited.

`\newfont{cs}{name}` defines a control sequence `\cs` that chooses the font `name`.

`\newlength{\nl}` sets up `\nl` as a length of `0in`. See also `\setlength`, `\addtolength`, `\settowidth`.

`\newline` breaks a line right where it is, with no stretching of terminated line (cf. `\linebreak`).

`\newpage` ends a page where it appears. (cf. `\clearpage`).

`\newsavebox{\binname}` declares a new `bin` to hold a `\savebox`.

`\newtheorem{env}[env2]{label}[sectyp]` defines a new theorem environment `env` (optionally with the same numbering scheme as environment `env2`) with labels `label`.
 Optionally, theorem numbers can be related to document section `sectyp`.

`\ni` is \ni (math mode).

`\nofiles` suppresses writing of auxiliary files `.idx`, `.toc`, etc.

`\noindent` suppresses indentation of first line of paragraph.

`\nolinebreak[n]` prevents a line break at that point (cf. `\linebreak` on page 6).

`\nonumber` is used in an `eqnarray` environment to suppress equation numbering.

`\nopagebreak[n]` prevents a page break at that point (cf. `\linebreak` on page 6).

`\normalmarginpar` is default declaration for placement of marginal notes (cf. `\reversemarginpar`).

`\normalsize` is the default type size for the document.

`\not` puts a slash through a relational operator:
`\not=` is \neq (math mode).

`\notin` is \notin (math mode).

`\nu` is ν (math mode).

`\nwarrow` is \nwarrow (math mode).

`\o` is \emptyset . `\O` is \emptyset .

`\obeycr` makes embedded carriage returns act like line terminators.

- `\oddsidemargin` — distance between left side of page and text’s normal left margin.
- `\odot` is \odot (math mode).
- `\oe` is œ. `\OE` is Œ.
- `\oint` is \oint (math mode).
- `\omega` is ω . `\Omega` is Ω (math mode).
- `\ominus` is \ominus (math mode).
- `\onecolumn` sets text in single column (default) (cf. `\twocolumn`).
- `\opening{text}` declares an opening for **letter** document style.
- `\oplus` is \oplus (math mode).
- `\oslash` is \oslash (math mode).
- `\otimes` is \otimes (math mode).
- `\oval(x,y)` as an argument to `\put` draws an oval x units wide and y units high.
- `\overbrace{text}` gives \overbrace{text} (math mode).
- `\overline{text}` gives \overline{text} (math mode).
- `\owns` is \owns (math mode).
- `\P` is ¶.
- `\pagebreak[n]` forces a page break at that point (cf. `\linebreak` on page 6).
- `\pagenumbering{style}` determines page number style; `style` may be `arabic` (3), `roman` (iii), `Roman` (III), `alph` (c), `Alph` (C).
- `\pageref{text}` is the page number on which `\label{text}` occurs.
- `\pagestyle{sty}` determines characteristics of a page’s head and foot. `sty` may be `plain` (page number only), `empty` (no page number), `headings` (running headings on each page), `myheadings` (user headings).
- `\paragraph[toctitle]{text}` begins a new paragraph, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.
- `\paragraph*{text}` begins a paragraph and prints a title, but doesn’t include a number or make a table of contents entry.
- `\parallel` is \parallel (math mode).
- `\parbox[pos]{size}{text}` is a box created in paragraph mode. `text` is positioned optionally at `pos` (see `positions` on page 8). Width is `size`.
- `\parindent` — horizontal indentation added at beginning of paragraph.
- `\parsep` — extra vertical space between paragraphs within a list item.
- `\parskip` — extra vertical space between paragraphs, normally.
- `\part[toctitle]{text}` begins a new part, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.
- `\part*{text}` begins a part and prints a title, but doesn’t include a number or make a table of contents entry.
- `\partial` is ∂ (math mode).
- `\partopsep` — extra vertical space added before first list item if environment starts a new paragraph.
- `\perp` is \perp (math mode).
- `\phi` is ϕ . `\Phi` is Φ (math mode).
- `\pi` is π . `\Pi` is Π (math mode).
- `\pm` is \pm (math mode).
- `\pmod{modulus}` is “parenthesized” modulo expression $u \pmod{2^{e_j} - 1}$ (math mode).
- `\poptabs` undoes the previous `\pushtabs` command (restore prior tab settings).
- `positions`, for boxing commands: `t=top`, `b=bottom`, `h=here`, `l=left`, `c=center`, `r=right`, `p=new page` (**figure** environment), `p=parbox` (**tabular** environment).
- `\pounds` is £.
- `\Pr` is Pr (math mode).
- `\prec` is \prec (math mode).
- `\preceq` is \preceq (math mode).
- `\prime` is \prime (math mode).
- `\prod` is \prod (math mode).
- `\propto` is \propto (math mode).
- `\protect` permits the use of “dangerous” commands in @-expressions, or in sectioning command and `\caption` arguments.
- `\ps` in **letter** document style permits additional text after `\closing`.
- `\psi` is ψ . `\Psi` is Ψ (math mode).
- `\pushtabs` in **tabbing** environment lets you stack tab stop definitions. Undo with `\poptabs`.
- `\put(x,y){stuff}` is the basic picture-drawing command. `(x,y)` is the *reference point*, whose meaning varies for different `stuff`. `stuff` may be anything that goes in an `\mbox`.
- `\raggedbottom` causes pages to assume natural height.
- `\raggedleft` declares all text that follows is to be flush against the right margin (cf. `\begin{flushright}`).

`\raggedright` declares all text that follows is to be flush against the left margin (cf. `\begin{flushleft}`).

`\raisebox{dim}[d2][d3]{text}` moves `text` up by `dim` (which may be negative). Optional `d2` makes system think that `text` extends `d2` above the baseline (and optionally `d3` below it).

`\rangle` is \rangle (math mode).

`\rbrace` is $\}$ (math mode).

`\rbrack` is $\}$ (math mode).

`\rceil` is \rceil (math mode).

`\Re` is \Re (math mode).

`\ref{text}` is the section number in which `\label{text}` occurs.

`\renewcommand{cs}[narg]{def}` redefines an existing control sequence `cs` with definition `def`. Optionally, `narg` is the number of arguments, indicated in `def` as `#1`, `#2`, etc.

`\renewenvironment{envname}[narg]{def1}{def2}` redefines an existing environment. See `\newenvironment`.

`\restorecr` undoes the `\obeycr` command (makes carriage return a space-producing character).

`\reversemarginpar` causes opposite margin to be used for marginal notes (e.g., left margin on odd-numbered pages).

`\rfloor` is \rfloor (math mode).

`\rhd` is \triangleright (math mode).

`\rho` is ρ (math mode).

`\right*` (where `*` is a delimiter) must be paired with `\left*` (not necessarily using the same delimiter). `'` acts as a null delimiter (math mode).

`\rightarrow` is \rightarrow . `\Rightarrow` is \Rightarrow (math mode).

`\rightharpoondown` is \searrow (math mode).

`\rightharpoonup` is \nearrow (math mode).

`\rightleftharpoons` is \rightleftharpoons (math mode).

`\rightmargin` — in `list` environment, horizontal distance between right margin of enclosing environment and right margin of list. Default `0in`.

`\rm` switches to Roman type.

`\roman{counter}` prints `counter` in lower-case roman numerals. `\Roman{counter}` prints upper-case roman numerals.

`\rq` is a right-quote: `'`.

`\rule[height]{length}{width}` makes a rectangular blob of ink `length` long, `width` wide, with optional `height` above baseline.

`\S` is \S .

`\savebox{binname}[width][pos]{text}` is exactly like `\makebox` (q.v.), but saves box definition in bin `binname`. Access with `\usebox{binname}`.

`\sbox{binname}{text}` saves `text` in box `binname` (see `\savebox`, above).

`\sc` switches to caps and small caps font.

`\scriptsize` switches subscript size type.

`\scriptstyle` switches to sub- or superscript-sized typesetting.

`\scriptscriptstyle` switches to second-level (very small) sub- or superscript-sized typesetting (math mode).

`\searrow` is \searrow (math mode).

`\sec` is \sec (math mode).

`\section[toctitle]{text}` begins a new section, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.

`\section*{text}` begins a section, prints a title, but doesn't include a number or make a table of contents entry.

`\setcounter{counter}{value}` resets the value of `counter`.

`\setlength{nl}{length}` sets value of length command `nl` to `length`. See also `\addtolength`, `\newlength`, `\settowidth`.

`\setminus` is \setminus (math mode).

`\settowidth{nl}{text}` sets value of length command `nl` to the width of `text`. See also `\setlength`, `\newlength`, `\addtolength`.

`\sf` switches to sans serif font.

`\sharp` is \sharp (math mode).

`\shortstack[pos]{x\yy\zzz}` yields $\begin{array}{c} x \\ yy \\ zzz \end{array}$, a one-column tabular arrangement of its arguments. Optional `pos` can be `l` or `r` for text position.

`\sigma` is σ . `\Sigma` is Σ (math mode).

`\signature{text}` declares a signature for `letter` document style.

`\sim` is \sim (math mode).

`\simeq` is \simeq (math mode).

`\sin` is \sin (math mode).

`\sinh` is \sinh (math mode).

- `\sl` switches to *slanted* typeface.
- `\sloppy` relaxes the line-breaking algorithm to allow more or less distance between words. Default is `\fussy`.
- `\small` switches to smaller than `normalsize` typeface.
- `\smallint` is \int (math mode).
- `\smallskip` — standard “small” vertical skip.
- `\smallskipamount` — default length for `\smallskip`.
- `\smile` is \smile (math mode).
- `\spadesuit` is \spadesuit (math mode).
- `\sqcap` is \sqcap (math mode).
- `\sqcup` is \sqcup (math mode).
- `\sqrt[3]{arg}` is $\sqrt[3]{arg}$. 3 (root) is optional.
- `\sqsubset` is \sqsubset (math mode).
- `\sqsubseteq` is \sqsubseteq (math mode).
- `\sqsupset` is \sqsupset (math mode).
- `\sqsupseteq` is \sqsupseteq (math mode).
- `\ss` is β .
- `\stackrel{stuff}{delim}` puts `stuff` above the delimiter; `\stackrel{f}{\rightarrow}` yields \xrightarrow{f} (math mode).
- `\star` is \star (math mode).
- `\stop` — type this if T_EX stops with a * and no error message.
- `\subparagraph[toctitle]{text}` begins a subparagraph, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.
- `\subparagraph*{text}` begins a subparagraph and prints a title, but doesn’t include a number or make a table of contents entry.
- `\subsection[toctitle]{text}`,
`\subsubsection[toctitle]{text}` begin new subsections, automatically headed and numbered. Optional `toctitle` contains entry for the table of contents if different from `text`.
- `\subsection*{text}`, `\subsubsection*{text}` begin subsections, but suppress section number and table of contents entry.
- `\subset` is \subset (math mode).
- `\subseteq` is \subseteq (math mode).
- `\succ` is \succ (math mode).
- `\succeq` is \succeq (math mode).
- `\sum` is \sum (math mode).
- `\sup` is \sup (math mode).
- `\supset` is \supset (math mode).
- `\supseteq` is \supseteq (math mode).
- `\surd` is \surd (math mode).
- `\swarrow` is \swarrow (math mode).
- `\symbol{cc}` produces the symbol (glyph) character code `cc` in the current font.
- `\t` prints a “tie-after” accent, as \t .
- `\tabbingsep` — distance to left of a tab stop moved by `\t`.
- `\tabcolsep` — half the width of the space between columns in `tabular` environment.
- `\tableofcontents` produces a table of contents. A `.toc` file must have been generated during a previous L^AT_EX run.
- `\tan` is \tan (math mode).
- `\tanh` is \tanh (math mode).
- `\tau` is τ (math mode).
- `\TeX` produces the T_EX logo.
- `\textfloatsep` — distance between floats at the top or bottom of a single-column page and the text on that page.
- `\textfraction` — minimum fraction of a text page that must contain text.
- `\textheight` is the normal vertical dimension of the body of the page.
- `\textstyle` switches to `math` environment typesetting (math mode).
- `\textwidth` is the normal horizontal dimension of the body of the page.
- `\thanks{footnote}` adds an acknowledgement footnote to an author’s name used in a `\maketitle` command.
- `\theta` is θ . `\Theta` is Θ (math mode).
- `\thicklines` is an alternate line thickness for lines in a `picture` environment. See also `linethickness`.
- `\thinlines` is the default declaration for line thicknesses in a `picture` environment. See `\thicklines`.
- `\thinspace` is the proper space between single and double quotes, as in ‘ ’.
- `\thispagestyle{sty}` determines characteristics of head and foot for the current page only. Used to override `\pagestyle` (q.v.) temporarily.
- `\tilde` makes a tilde, as: \tilde{a} (math mode).
- `\times` is \times (math mode).
- `\tiny` switches to a very small typeface.
- `\title{text}` declares a document title for the `\maketitle` command.
- `\to` is \rightarrow (math mode).

`\today` generates today's date.
`\top` is \top (math mode).
`\topfraction` — maximum fraction at the top of a single-column page that may be occupied by floats.
`\topmargin` — space between top of TeX page (1 inch from top of paper) and top of header.
`\topsep` — extra vertical space added before first list item and after last list item.
`\topskip` — minimum distance between top of page body to bottom of first line of text.
`\triangle` is \triangle (math mode).
`\triangleleft` is \triangleleft (math mode).
`\triangleright` is \triangleright (math mode).
`\tt` switches to `typewriter` type.
`\twocolumn[text]` declares a two-column page, with optional full-page width heading *text*.
`\typein[\cs]{text}` displays *text* on the screen and waits for you to enter stuff which will be put in the document at that point. Optional control sequence *\cs* can be assigned the value of your input, to be used later.
`\typeout{text}` displays *text* on the screen and writes it to the `.lis` file.
`\u` prints a breve accent, as \ddot{u} .
`\unboldmath` unboldens math italics and math symbols. Should be used *outside* of math mode.
`\underbrace{text}` gives \underbrace{text} (math mode).
`\underline{text}` gives \underline{text} (math mode or not).
`\unitlength` — length of coordinate units for `picture` environment.
`\unlhd` is \triangleleft (math mode).
`\unrhd` is \triangleright (math mode).
`\uparrow` is \uparrow . `\Uparrow` is \Uparrow (math mode).
`\updownarrow` is \updownarrow . `\Updownarrow` is \Updownarrow (math mode).
`\uplus` is \uplus (math mode).
`\upsilon` is υ . `\Upsilon` is Υ (math mode).
`\usebox{\binname}` recalls box definition saved in box *\binname*.
`\usecounter{counter}` is used in a `list` environment to cause *counter* to be used to number the items.
`\v` prints a háček, as \v{a} .
`\value{counter}` produces the numeric value of *counter*.
`\varepsilon` is ε (math mode).
`\varphi` is φ (math mode).
`\varpi` is ϖ (math mode).
`\varrho` is ϱ (math mode).
`\varsigma` is ς (math mode).
`\vartheta` is ϑ (math mode).
`\vdash` is \vdash (math mode).
`\vdots` is \vdots (math mode).
`\vec` puts a vector over a letter: \vec{a} (math mode).
`\vector(x,y){len}` in `picture` environment, in `\put` command, draws vector from `\put` argument with length *len* and slope *(x,y)*, with arrowhead.
`\vee` is \vee (math mode).
`\verb/text/` creates a local `verbatim` environment for *text*, printed in `typewriter` font. Note that *text* is *not* in curly braces; it is between two identical delimiters, neither of which appears in *text*.
`\verb*/text/` is like `\verb/text/`, but spaces print out as `_`.
`\vert` is $|$. `\Vert` is $||$ (math mode).
`\vfill` is `\vspace{\fill}` (cf. `\fill`).
`\vspace{len}` leaves a vertical space of dimension *len*.
`\vspace*{len}` is like `\vspace{len}` but space is not removed at the beginning or end of a page.
`\wedge` is \wedge (math mode).
`\widehat{arg}` is \widehat{arg} (math mode).
`\widetilde{arg}` is \widetilde{arg} (math mode).
`\wp` is \wp (math mode).
`\wr` is \wr (math mode).
`\xi` is ξ . `\Xi` is Ξ (math mode).
`\year` — current year (A.D.).
`\zeta` is ζ (math mode).

L^AT_EX typefaces

`\rm` Roman
`\it` *Italic*
`\bf` **Boldface**
`\sl` *Slanted*
`\sf` Sans serif
`\sc` SMALL CAPS
`\tt` Typewriter

Miscellaneous symbols

`\dagger` † `\S` § © `\copyright`
`\ddagger` ‡ ¶ `\P` £ `\pounds`

Dimensions or lengths

`pt` point (72.27 pt/in)
`pc` pica (12 pt/pc)
`in` inch
`bp` big point (72 bp/in)
`cm` centimeter (2.54 cm/in)
`mm` millimeter (10 mm/cm)
`dd` didot point (1157 dd = 1238 pt)
`cc` cicero (12 dd/cc)
`sp` scaled point (65536 sp/pt)
`em` font-dependent; “quad” width
`ex` font-dependent; “x”-height

Math-mode accents

`\hat{a}` \hat{a} `\dot{a}` \dot{a}
`\check{a}` \check{a} `\ddot{a}` \ddot{a}
`\tilde{a}` \tilde{a} `\breve{a}` \breve{a}
`\acute{a}` \acute{a} `\bar{a}` \bar{a}
`\grave{a}` \grave{a} `\vec{a}` \vec{a}

L^AT_EX environments

<code>abstract</code>	<code>figure</code>	<code>quote</code>
<code>array</code>	<code>flushleft</code>	<code>tabbing</code>
<code>center</code>	<code>flushright</code>	<code>table</code>
<code>description</code>	<code>itemize</code>	<code>tabular</code>
<code>displaymath</code>	<code>list</code>	<code>theorem</code>
<code>enumerate</code>	<code>math</code>	<code>titlepage</code>
<code>eqnarray</code>	<code>minipage</code>	<code>verbatim</code>
<code>equation</code>	<code>picture</code>	<code>verse</code>
	<code>quotation</code>	

Greek letters (math mode)

<code>\alpha</code>	α	<code>\nu</code>	ν
<code>\beta</code>	β	<code>\xi</code>	ξ
<code>\gamma</code>	γ	<code>o</code>	o
<code>\delta</code>	δ	<code>\pi</code>	π
<code>\epsilon</code>	ϵ	<code>\rho</code>	ρ
<code>\zeta</code>	ζ	<code>\sigma</code>	σ
<code>\eta</code>	η	<code>\tau</code>	τ
<code>\theta</code>	θ	<code>\upsilon</code>	υ
<code>\iota</code>	ι	<code>\phi</code>	ϕ
<code>\kappa</code>	κ	<code>\chi</code>	χ
<code>\lambda</code>	λ	<code>\psi</code>	ψ
<code>\mu</code>	μ	<code>\omega</code>	ω

Text-mode accents

<code>\`{o}</code>	\grave{o}	<code>\={o}</code>	\ddot{o}	<code>\t{o}</code>	$\text{\textasciitilde{o}}$
<code>\' {o}</code>	\acute{o}	<code>\. {o}</code>	\dot{o}	<code>\c{o}</code>	$\text{\textcircled{o}}$
<code>\^ {o}</code>	\hat{o}	<code>\u{o}</code>	$\text{\textasciitilde{o}}$	<code>\d{o}</code>	\textdagger o
<code>\" {o}</code>	\grave{o}	<code>\v{o}</code>	$\text{\textcircled{o}}$	<code>\b{o}</code>	$\text{\textbf{o}}$
<code>\~ {o}</code>	\tilde{o}	<code>\H{o}</code>			

National symbols

<code>\oe</code>	\textoeuro	<code>\aa</code>	$\text{\textasciitilde{a}}$	<code>\l</code>	$\text{\textasciitilde{l}}$
<code>\OE</code>	\textOeuro	<code>\AA</code>	$\text{\textasciitilde{A}}$	<code>\L</code>	$\text{\textasciitilde{L}}$
<code>\ae</code>	\textae	<code>\o</code>	$\text{\textasciitilde{o}}$	<code>\ss</code>	$\text{\textasciitilde{ss}}$
<code>\AE</code>	\textAE	<code>\O</code>	$\text{\textasciitilde{O}}$		

<code>\varepsilon</code>	ε	<code>\varsigma</code>	ς
<code>\vartheta</code>	ϑ	<code>\varphi</code>	φ
<code>\varrho</code>	ϱ		
<code>\Gamma</code>	Γ	<code>\Sigma</code>	Σ
<code>\Delta</code>	Δ	<code>\Upsilon</code>	Υ
<code>\Theta</code>	Θ	<code>\Phi</code>	Φ
<code>\Lambda</code>	Λ	<code>\Psi</code>	Ψ
<code>\Xi</code>	Ξ	<code>\Omega</code>	Ω
<code>\Pi</code>	Π		

Binary operations (math mode)

\pm	<code>\pm</code>	\cap	<code>\cap</code>
\mp	<code>\mp</code>	\cup	<code>\cup</code>
\setminus	<code>\setminus</code>	\uplus	<code>\uplus</code>
\cdot	<code>\cdot</code>	\sqcap	<code>\sqcap</code>
\times	<code>\times</code>	\sqcup	<code>\sqcup</code>
$*$	<code>\ast</code>	\triangleleft	<code>\triangleleft</code>
\star	<code>\star</code>	\triangleright	<code>\triangleright</code>
\diamond	<code>\diamond</code>	\wr	<code>\wr</code>
\circ	<code>\circ</code>	\bigcirc	<code>\bigcirc</code>
\bullet	<code>\bullet</code>	\triangleup	<code>\triangleup</code>
\div	<code>\div</code>	∇	<code>\nabla</code>
\triangleleft	<code>\lhd</code>	\triangleright	<code>\rhd</code>
\vee	<code>\vee</code>	\odot	<code>\odot</code>
\wedge	<code>\wedge</code>	\dagger	<code>\dagger</code>
\oplus	<code>\oplus</code>	\ddagger	<code>\ddagger</code>
\ominus	<code>\ominus</code>	\amalg	<code>\amalg</code>
\otimes	<code>\otimes</code>	\triangleleft	<code>\unlhd</code>
\oslash	<code>\oslash</code>	\triangleright	<code>\unrhd</code>

Variable-sized symbols (math mode)

Σ	\sum	<code>\sum</code>	\bigcap	<code>\bigcap</code>
\prod	\prod	<code>\prod</code>	\bigcup	<code>\bigcup</code>
\coprod	\coprod	<code>\coprod</code>	\bigsqcup	<code>\bigsqcup</code>
\int	\int	<code>\int</code>	\bigvee	<code>\bigvee</code>
\oint	\oint	<code>\oint</code>	\bigwedge	<code>\bigwedge</code>
\odot	\odot	<code>\bigodot</code>	\otimes	<code>\bigotimes</code>
\oplus	\oplus	<code>\bigoplus</code>	\uplus	<code>\biguplus</code>

Relations (math mode)

\leq	<code>\leq</code>	\geq	<code>\geq</code>
\prec	<code>\prec</code>	\succ	<code>\succ</code>
\preceq	<code>\preceq</code>	\succeq	<code>\succeq</code>
\ll	<code>\ll</code>	\gg	<code>\gg</code>
\subset	<code>\subset</code>	\supset	<code>\supset</code>
\subseteq	<code>\subseteq</code>	\supseteq	<code>\supseteq</code>
\sqsubset	<code>\sqsubset</code>	\sqsupset	<code>\sqsupset</code>
\sqsubseteq	<code>\sqsubseteq</code>	\sqsupseteq	<code>\sqsupseteq</code>
\in	<code>\in</code>	\ni	<code>\ni</code>
\vdash	<code>\vdash</code>	\dashv	<code>\dashv</code>
\smile	<code>\smile</code>	\mid	<code>\mid</code>
\frown	<code>\frown</code>	\parallel	<code>\parallel</code>
\neq	<code>\neq</code>	\perp	<code>\perp</code>
\equiv	<code>\equiv</code>	\cong	<code>\cong</code>
\sim	<code>\sim</code>	\bowtie	<code>\bowtie</code>
\simeq	<code>\simeq</code>	\propto	<code>\propto</code>
\asymp	<code>\asymp</code>	\models	<code>\models</code>
\approx	<code>\approx</code>	\doteq	<code>\doteq</code>
		\Join	<code>\Join</code>

Delimiters (math mode)

$($	<code>(</code>	$)$	<code>)</code>
$[$	<code>[</code>	$]$	<code>]</code>
$\{$	<code>\{</code>	$\}$	<code>\}</code>
\lfloor	<code>\lfloor</code>	\rfloor	<code>\rfloor</code>
\lceil	<code>\lceil</code>	\rceil	<code>\rceil</code>
\langle	<code>\langle</code>	\rangle	<code>\rangle</code>
$/$	<code>/</code>	\backslash	<code>\backslash</code>
\mid	<code>\mid</code>	\Vdash	<code>\Vdash</code>
\uparrow	<code>\uparrow</code>	\Uparrow	<code>\Uparrow</code>
\downarrow	<code>\downarrow</code>	\Downarrow	<code>\Downarrow</code>
\updownarrow	<code>\updownarrow</code>	\Updownarrow	<code>\Updownarrow</code>

“Log-like” functions (math mode)

<code>\arccos</code>	<code>\csc</code>	<code>\ker</code>	<code>\min</code>
<code>\arcsin</code>	<code>\deg</code>	<code>\lg</code>	<code>\Pr</code>
<code>\arctan</code>	<code>\det</code>	<code>\lim</code>	<code>\sec</code>
<code>\arg</code>	<code>\dim</code>	<code>\liminf</code>	<code>\sin</code>
<code>\cos</code>	<code>\exp</code>	<code>\limsup</code>	<code>\sinh</code>
<code>\cosh</code>	<code>\gcd</code>	<code>\ln</code>	<code>\sup</code>
<code>\cot</code>	<code>\hom</code>	<code>\log</code>	<code>\tan</code>
<code>\coth</code>	<code>\inf</code>	<code>\max</code>	<code>\tanh</code>

Arrows (math mode)

\leftarrow	<code>\leftarrow</code>	\longleftarrow	<code>\longleftarrow</code>
\Lleftarrow	<code>\Lleftarrow</code>	\Longleftarrow	<code>\Longleftarrow</code>
\rightarrow	<code>\rightarrow</code>	\longrightarrow	<code>\longrightarrow</code>
\Rrightarrow	<code>\Rrightarrow</code>	\Longrightarrow	<code>\Longrightarrow</code>
\leftrightarrow	<code>\leftrightarrow</code>	\longleftrightarrow	<code>\longleftrightarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\Longleftrightarrow	<code>\Longleftrightarrow</code>
\mapsto	<code>\mapsto</code>	\longmapsto	<code>\longmapsto</code>
\hookrightarrow	<code>\hookrightarrow</code>	\hookrightarrow	<code>\hookrightarrow</code>
\leftharpoonup	<code>\leftharpoonup</code>	\rightharpoonup	<code>\rightharpoonup</code>
\leftharpoondown	<code>\leftharpoondown</code>	\rightharpoondown	<code>\rightharpoondown</code>
\rightleftharpoons	<code>\rightleftharpoons</code>	\leadsto	<code>\leadsto</code>
\Uparrow	<code>\Uparrow</code>	\Updownarrow	<code>\Updownarrow</code>
\Uparrow	<code>\Uparrow</code>	\nearrow	<code>\nearrow</code>
\Downarrow	<code>\Downarrow</code>	\searrow	<code>\searrow</code>
\Downarrow	<code>\Downarrow</code>	\swarrow	<code>\swarrow</code>
\updownarrow	<code>\updownarrow</code>	\nwarrow	<code>\nwarrow</code>

Miscellaneous symbols (math mode)

\aleph	<code>\aleph</code>	\prime	<code>\prime</code>
\hbar	<code>\hbar</code>	\emptyset	<code>\emptyset</code>
\imath	<code>\imath</code>	∇	<code>\nabla</code>
\jmath	<code>\jmath</code>	\surd	<code>\surd</code>
ℓ	<code>\ell</code>	\top	<code>\top</code>
\wp	<code>\wp</code>	\perp	<code>\bot</code>
\Re	<code>\Re</code>	\parallel	<code>\parallel</code>
\Im	<code>\Im</code>	\sphericalangle	<code>\angle</code>
∂	<code>\partial</code>	\triangle	<code>\triangle</code>
∞	<code>\infty</code>	\backslash	<code>\backslash</code>
\square	<code>\Box</code>	\diamond	<code>\Diamond</code>
\forall	<code>\forall</code>	\sharp	<code>\sharp</code>
\exists	<code>\exists</code>	\clubsuit	<code>\clubsuit</code>
\neg	<code>\neg</code>	\diamond	<code>\diamondsuit</code>
\flat	<code>\flat</code>	\heartsuit	<code>\heartsuit</code>
\natural	<code>\natural</code>	\spadesuit	<code>\spadesuit</code>
\mho	<code>\mho</code>		