

# Package ‘tth’

July 11, 2014

**Version** 4.3-2

**Date** 2014-07-11

**Title** TeX to HTML/MathML Translators tth/ttm

**Depends** R (>= 2.14.0)

**Description** C source code and R wrappers for the tth/ttm TeX to HTML/MathML translators.

**License** GPL-2

**Author** Ian H. Hutchinson [aut] (author of tth/ttm C sources),Friedrich Leisch [aut, cre] (author of R wrappers to tth/ttm),Achim Zeileis [aut] (author of R wrappers to tth/ttm)

**Maintainer** Friedrich Leisch <Friedrich.Leisch@R-project.org>

**NeedsCompilation** yes

**Repository** CRAN

**Date/Publication** 2014-07-11 13:02:28

## R topics documented:

tth-package . . . . .	2
tth . . . . .	2
<b>Index</b>	<b>5</b>

---

tth-package

*R Interface to the tth/ttm TeX to HTML Converter*


---

### Description

tth/ttm are command line utilities written by Hutchinson (2012) for converting (La)TeX to HTML or HTML+MathML, respectively.

### Details

The R package **tth** ships the C sources for convenient compilation and installation on all platforms. It also provides wrappers in R to process R character vectors with the command line tools directly from the R prompt. A detailed manual for tth/ttm is available online at <http://hutchinson.belmont.ma.us/tth/manual.cgi> (which actually produces an HTML version of the manual in real time using tth).

### References

Hutchinson IH (2012). *TtH: The TeX to HTML Translator*, Version 4.03. <http://hutchinson.belmont.ma.us/tth/>

---

tth

*R Interface to the tth/ttm TeX to HTML Converter*


---

### Description

Convert TeX or LaTeX markup to HTML or HTML+MathML. Works for snippets as well as complete documents.

### Usage

```
tth(x, ..., fixup = TRUE, Sweave = TRUE, mode = NULL)
ttm(x, ..., fixup = TRUE, Sweave = TRUE, mode = NULL)
```

```
tth.control(a = FALSE, c = FALSE, d = FALSE, e = 2, f = NULL, g = FALSE,
            i = FALSE, j = NULL, L = TRUE, n = NULL, p = NULL, r = TRUE,
            t = FALSE, u = FALSE, w = NULL, y = 2, xmakeindexcmd = NULL, v = FALSE)
```

### Arguments

x	character vector of (La)TeX code.
fixup	logical. Should the resulting code be fixed up by deleting blank or empty lines and by replacing certain math symbols (such as not lower/greater etc.)?
Sweave	logical. Should the Sweave code environments Sinput/Soutput be replaced by verbatim (and Schunk deleted) prior to conversion with tth/ttm?

mode	character. If this is set to "hex", "dec", or "named", the corresponding mode is enforced for all character entity references. See also the details.
...	arguments passed to <code>tth.control</code> .
a	logical. Attempt automatic picture environment conversion using <code>latex2gif</code> ? Default omit.
c	logical. Prefix header "Content-type: text/HTML" (for direct web serving)?
d	logical. Disable definitions with delimited arguments? Default enable.
e	numeric specifying epsfbbox handling: 0 no conversion, just ref. 1 convert to png/gif using user-supplied <code>ps2png/gif</code> . 2 (default) convert and include inline.
f	numeric specifying limit for built-up fraction nesting in display equations to 0 to 9. Default is 5. For <code>tth</code> only.
g	logical. Remove (instead of guessing intent of) font commands. Default guess font/size.
i	logical. Use italic font for equations (like TeX)? Default roman. For <code>tth</code> only.
j	numeric specifying index page length. Default is 20 lines.
L	logical or character. If logical: Should LaTeX commands (e.g., <code>frac</code> ) be enabled without a documentclass line? If character: The base file (no extension) for LaTeX auxiliary input.
n	numeric HTML title format control: 0 raw, 1 expand macros, 2 expand equations.
p	character specifying additional directories (paths) to search for input files.
r	logical. Raw HTML output (omit header and tail) for inclusion in other files?
t	logical. Display built-up items in <code>textstyle</code> equations? Default is inline. For <code>tth</code> only.
u	logical. Use unicode character encoding? Default is ISO-8859-1 (latin1).
w	numeric specifying HTML writing style. Default is no head/body tags, 0 no title, 1 single title only, head/body tags. 2 XHTML. For <code>tth</code> only.
y	numeric specifying equation style: 1 compress vertically, 2 inline overaccents.
xmakeindexcmd	character specifying command for making index. Default is <code>makeindex</code> .
v	logical or numeric. Give verbose commentary? Verbosity level can also be 0 (none, same as FALSE), 1 (same as TRUE), 2 (even higher verbosity for debugging).

## Details

`tth` and `tthm` are simple R wrapper functions, calling command line tools of the same name which either need to be provided by the R package `tth` or be installed on the system (and available in the search path). The command line tools have been written by Hutchinson (2012) and a detailed manual is available online at <http://hutchinson.belmont.ma.us/tth/manual.cgi> (which actually produces an HTML version of the manual in real time using `tth`).

By default, the results of `tth` and `tthm` are processed further to accommodate the Sweave environments and `fixup` certain math symbols. Furthermore, optionally a particular mode for character entity

references (mathematical symbols, greek letters, and other special characters) can be enforced. For example, the greek small letter mu can be represented in "named" mode (`&mgr;` or `&mu;`), in "hex" mode (`&#x03BC;`) or "dec" model (`&#956;`). Plain `tth` employs "dec" mode while plain `ttm` employs "named" mode. But setting `mode = "hex"` would convert all character entity references to hex mode etc. See <http://www.w3.org/TR/xml-entity-names/bycodes.html> for the list of character entity references employed and <http://dev.w3.org/html5/html-author/charref> for a somewhat nicer display.

### Value

`tth/ttm` return a character vector with HTML code. `tth.control` returns a character vector with collapsed (non-default) control arguments.

### References

Hutchinson IH (2012). *TtH: The TeX to HTML Translator*, Version 4.03. <http://hutchinson.belmont.ma.us/tth/>

### Examples

```
tex <- c("This is \\textbf{bold} and this \\textit{italic}.",
        "Points on the unit circle: $x^2 + y^2 = 1$.")
tth(tex)
ttm(tex)

h0 <- "$H_0: \\mu_0 = 0$"
tth(h0)
tth(h0, mode = "hex")
tth(h0, mode = "named")
ttm(h0)
ttm(h0, mode = "hex")
ttm(h0, mode = "dec")
```

# Index

\*Topic **utilities**

tth, 2

tth-package, 2

tth, 2

tth-package, 2

ttn (tth), 2