



*BeaGTeX*

The different Editor

[beagtex.sourceforge.net](http://beagtex.sourceforge.net)

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## Congratulations

You have choosen BeaG<sub>T</sub>E<sub>X</sub>, a modern texteditor for L<sup>A</sup>T<sub>E</sub>X - Documents. BeaG<sub>T</sub>E<sub>X</sub> has been developped to simplify the task of creating a L<sup>A</sup>T<sub>E</sub>X- Document. This version of BeaG<sub>T</sub>E<sub>X</sub> is made for plain textfiles as short stories for example. BeaG<sub>T</sub>E<sub>X</sub> will support your L<sup>A</sup>T<sub>E</sub>X - Functions that you use and will simplify your work.

Aren't you a L<sup>A</sup>T<sub>E</sub>X - User yet? No Problem! BeaG<sub>T</sub>E<sub>X</sub> offers you all the functions for a easy and fast L<sup>A</sup>T<sub>E</sub>X learning. Because of it's simple User Interface you will learn to use it fast. BeaG<sub>T</sub>E<sub>X</sub> provides you with ready-to-use L<sup>A</sup>T<sub>E</sub>X - Commands so you don't need to spend much time in writing them.

Why don't you take a look at BeaG<sub>T</sub>E<sub>X</sub>? This documentation will help you to learn the functions of BeaG<sub>T</sub>E<sub>X</sub>(*not* L<sup>A</sup>T<sub>E</sub>X). To learn L<sup>A</sup>T<sub>E</sub>X get books or online tutorials that treat about L<sup>A</sup>T<sub>E</sub>X .

To demonstrate you the possibilities of L<sup>A</sup>T<sub>E</sub>X and BeaG<sub>T</sub>E<sub>X</sub>, we wrote this documentation with BeaG<sub>T</sub>E<sub>X</sub>. Take a look at this documentation!

Enough words.  
Enjoy working with BeaG<sub>T</sub>E<sub>X</sub>

You BeaG<sub>T</sub>E<sub>X</sub> - Team

## About this Manual

This manual has been written in German by Benjamin Haag (gorgophol) and translated to English by David Morais (username<sub>denied</sub>). The graphics have been made by Katharina Specht.

# 1 System Requirements

## 1.1 What do I need to run BeaG<sub>T</sub>E<sub>X</sub>?

To run BeaG<sub>T</sub>E<sub>X</sub> you need some software:

- Java (atleast Version 5.0)
- A Operating System that supports L<sub>A</sub>T<sub>E</sub>X
- A L<sub>A</sub>T<sub>E</sub>X - Installation
- Adobe Reader oder similar (To open created PDF-Files)

## 1.2 Where can I find those Programs?

### 1.2.1 Java

A current version of Java can be downloaded at <http://java.sun.com>. If you don't want to program in Java then you can simply download the Java Runtime Environment (JRE).

### 1.2.2 Operating System

A OS is usually installed on your Computer :) If you're thinking about getting one, we recomend you Linux.

### 1.2.3 L<sub>A</sub>T<sub>E</sub>X

Linux-users can find L<sub>A</sub>T<sub>E</sub>X - Programs on their installation disks.. You can use the Program called M<sub>I</sub>K<sub>T</sub>E<sub>X</sub> under Windows. You can find M<sub>I</sub>K<sub>T</sub>E<sub>X</sub> on a Search engine or on many CD's which are included in many L<sub>A</sub>T<sub>E</sub>X books.

### **1.2.4 Adobe Reader**

To view the created PDF-Files you need a program that can open them, like Adobe Reader oder any other similar programs. You can download Adobe Reader at <http://www.adobe.de>.

## 2 Installing

### 2.1 Linux

1. Unpack the ZIP-File in your Home Directory.
2. The Shell-Script *start.sh* which is included in the ZIP-File starts BeaGT<sub>E</sub>X. You might need to make the Script runnable. But you can also run the Program in the CLI, run *java -jar BeaGTex.jar* in your Installation Directory.
3. BeaGT<sub>E</sub>X - Icons can be found in the Folder *graphics*.
4. Enjoy working with BeaGT<sub>E</sub>X!

### 2.2 Windows

1. Unpack the ZIP-File in the choosen Directory.
2. The Shell-Script called *start.bat* starts BeaGT<sub>E</sub>X.
3. BeaGT<sub>E</sub>X - Icons for Shortcuts with *start.bat* are located in the Folder *graphics*.
4. You can also start the program by using this command *java -jar BeaGTex.jar* in your installation directory.
5. Enjoy working with BeaGT<sub>E</sub>X!

## 3 Supported L<sup>A</sup>T<sub>E</sub>X- Functions

### 1. Format

- Bold, Italic and underlined
- Align Left / Right and Centered
- Fontsize
- Textcolour
- Backgroundcolour
- Indexing
- The Code gets automatically indented

### 2. Insert

- Pictures
- Tabels
- Footers
- Pagechange
- Listing and Enumeration
- Definitions of 6 default colours
- more L<sup>A</sup>T<sub>E</sub>X - Files
- Folders (Content, Pictures, Tabels, Index)
- Margin Notes
- Cross-References

### 3. Definition

- Support when choosing own colours
- Support when creating own template files
- For predefined Templates

## 4 The Program BeaGT<sub>E</sub>X

Start BeaGT<sub>E</sub>X like explained in the Chapter 2.

### 4.1 Start up

The Startup Menu will let you choose between creating a new L<sup>A</sup>T<sub>E</sub>X or opening a existing L<sup>A</sup>T<sub>E</sub>X File. When creating a new L<sup>A</sup>T<sub>E</sub>X File you can choose between the following options

- T<sub>E</sub>X- Default - File
- T<sub>E</sub>X - Input - File
- T<sub>E</sub>X - Format - File
- T<sub>E</sub>X - Format - File (GUI)

With **Default - File** you get a finished Body. You just need to change the FileFormat and you can begin to write your text. A **Input - File** does not need a Body, that's why BeaGT<sub>E</sub>X only opens an empty Editor-frame, where you can write your text. Choose **Format - File**, if you want to see a finished T<sub>E</sub>XDocument with all the functions. You can change those for your needs, but you can also get the 4 premade templates in the Folder *template*. Copy your preferred template into your working directory.

You can also create your default template file with the option **Format - File (GUI)**. You can create the important configurations here. Ofcourse you can modify your created file by hand if you need to. Something you need to know is that the default Templates (Article, Book ...) already got a defined Border width so if you do any changes on the template you might need to change the border which is set to 0 by default.

While working with BeaGT<sub>E</sub>X you can always create a new file by clicking on (File - New) or click on the Icon in the Toolbar.



## 4.2 User Interface

The BeaG<sub>T</sub>E<sub>X</sub> - User Interface will probably remind you off other Texteditors. In the Toolbar you can find the usual function like copy, paste, undo, redo and so on. Many of the L<sub>A</sub>T<sub>E</sub>X - commands have been included in the *Insert* menu. You can also find them in the menubar on the right side of the program. On the bottom of the Window you can find menus for textformatting like Colour and Fontsize. The Functions are always being improved and new ones get added on almost every new version.

# 5 Working with BeaG<sub>T</sub>E<sub>X</sub>

## 5.1 Note

BeaG<sub>T</sub>E<sub>X</sub> works with the WYSIWYM - principle (**W**hat **Y**ou **S**ee **i**s **W**hat **Y**ou **M**ean), which means, compared to usual Texteditors (WYSIWYG - **W**hat **Y**ou **S**ee **i**s **W**hat **Y**ou **G**et) you don't see the final result (Preview). All the formatings are done with the L<sub>A</sub>T<sub>E</sub>X commands, and the commands you write will get converted when you wish too and you will see the Output. The main objective off BeaG<sub>T</sub>E<sub>X</sub> is to simplify you the task of writing in the L<sub>A</sub>T<sub>E</sub>X syntax. By now you should have noticed that you do need a pint of L<sub>A</sub>T<sub>E</sub>X knowledge to use BeaG<sub>T</sub>E<sub>X</sub>. It's up to you if you want to use BeaG<sub>T</sub>E<sub>X</sub> as a normal texteditor.

## 5.2 Format - Functions

The basic functions like **bold**, *italic*, underlined and the Text alignment are used with the menu *Format* or the matching Icon in the taskbar. The matching format command will appear inside the brackets where you can write and format your text. BeaG<sub>T</sub>E<sub>X</sub> will automatically copy the selected text into the brackets.

Do you want to create a Notes directory for your document? Then use the *Indexing* option in the menu. So you can mark your words and you can afterwards create a Index table.

The Menuoption *Auto-Indexing* makes your job easier if you want to Index a word in the whole document. Mark the desired word and chose *Auto-Indexing*. BeaG<sub>T</sub>E<sub>X</sub> will automatically add a index entry on every match in the document.

You can get more formating possibilities by going to the Dropdown boxes on the bottom of the window. You can change the fontsize in relation with the choosen default fontsize in L<sub>A</sub>T<sub>E</sub>X. The command to do this is in the Menu, it's called *Textsize*. BeaG<sub>T</sub>E<sub>X</sub> has set a default formating. The size goes from the *tiny* and *Large* to *Huge*. You can make your document more strutured by using Chapters and Titles like you are used from OpenOffice or any Office Suit programs. In the second drop down list there are 10

formats to choose from, 5 with stars and 5 without. In formats without the star, L<sup>A</sup>T<sub>E</sub>X will automatically create a numbering.

The Menuoption *Format* let's you define your own colours. BeaG<sub>T</sub>E<sub>X</sub> provides you a basics colourset, which you only need to edit a bit. You can easily get the RGB Codes in the Colour Choosing Window. A new colour will be defined from the point in the document you select the colour. Now you know how to change the colours. Unfortunately L<sup>A</sup>T<sub>E</sub>X will show you a lot of weird errors. Like I said, the colours only get defined from the point of the document on where you selected them. Because not many Documents need colours, they haven't been declared in the Body. in the menu *Insert* you will find the option *Standard - Colour Definition* , here you can include the six colours into the whole document body, which makes it possible to use them in the document.

You can also set the background colour of a text with the Menuoption *Background Colour*.

*Insert* you can find the most used L<sup>A</sup>T<sub>E</sub>X - Commands that you need to create a document. Here's a short view at them:

- Manual Changeover

Here you can put a manual changeover or an empty page in your document.

- Grafics

You can insert a picture into your document by using this option, if you do not input any picture, you will get the default command for Graphics. Note that you should have your pictures in the same folder as your document.

- Tables

With this option you open a little window, which will simplify your task of creating a table. You can insert the desired amount of rows and colons of your table and a separation line (horizontal and/or vertical) if you want to. When you confirm the numbers by clicking on *OK* , BeaG<sub>T</sub>E<sub>X</sub> creates a table which you can modify for your needs.

- Quotation

If you click on this option, BeaG<sub>T</sub>E<sub>X</sub> will create in the selected place a Quotation - Box where you can write your Quote.

- L<sup>A</sup>T<sub>E</sub>X - File

With the example of Format - File you have seen that it's easy to import other T<sub>E</sub>X - Files. You can include any T<sub>E</sub>X File if you want to but note that the T<sub>E</sub>X file to import can't contain the begin and the end of the file. You can import any choose T<sub>E</sub>X - File with the Selectmenu. BeaG<sub>T</sub>E<sub>X</sub> will correct the formatings and include the imported document into your document.

- Listing  
Listings can be inserted in two ways: Numbered or Listed. For both variants Be-aG<sub>T</sub>E<sub>X</sub> will help you creating it. By default there are three dots. You can change this configuration, if you duplicate the *Item - Commands*.
- Footnote  
This will create a Footnote, where you only need to write the text into the brackets.
- Colour definition  
This Menu Option will insert the six default colours into your document. Note that you need to do this **before** using the colours in the text.
- Folder  
Have you used the Formats like *section* and *chapter* and marked your Graphics? Then you have the option to automatically generate the Folders. Note that those Folders get added one by one into your document. A first call for *pdflatex* (The default command to generate the PDF-File) will create files where the Folders are going to be saved. To bind those files into your document, you need to call the command *pdflatex* again. You might need to run *pdflatex* a few times , untill all the wanted Stuff are in the folder.  
BeaG<sub>T</sub>E<sub>X</sub> supports Name-Indexing. The needed package called (*makeidx*) is automatically included, if you use the default template of Be-aG<sub>T</sub>E<sub>X</sub>. When calling *pdflatex* , the *makeindex* - command will automatically create a IndexFile (Ending with .idx). With the *insert - Registers - Index* you can include the Index into the document. But the requirement is that you have created the Index with the command line interface. This happens with the command *makeindex FILENAME.idx*. The created Index will be placed at the desired place in your document.
- Margin Note  
This menu item supports the creation of margin notes. These notes are placed at the left or right of your text containing your specified remarks.
- Cross-Reference  
The menu item Cross-Reference is splitted into three different options. *Label* creates an anchor, which can be referenced to later. *Reference* creates this reference to the specified anchor an Page-Reference refers to a whole page.

Most of Functions over this line can be found in the Taskbar. Just rightclick in the Text Area of Be-aG<sub>T</sub>E<sub>X</sub> and select the Functions you need.

## Special Key Combinations

As you already know, L<sup>A</sup>T<sub>E</sub>X 's formatting is set by commands. This does not only concern the Font Size, Colour or Aligment but also on Special Characters like ! or any other special characters , but also the words like L<sup>A</sup>T<sub>E</sub>X, T<sub>E</sub>X and BeaG<sub>T</sub><sub>E</sub>X. To you help you a little bit, the BeaG<sub>T</sub><sub>E</sub>X KeyCombinations have been choosed like you are used to with normal WYSISWG Editors. But ofcourse this is only the beginning, because the users (you in this case) need to see which functions they will use the most. The BeaG<sub>T</sub><sub>E</sub>X - Team needs your Comments and Suggestions to create a better program. Write us to the designated Contact Email or visit the BeaG<sub>T</sub><sub>E</sub>X - Homepage.

Those are the Key Combinations:

- Alt + Q: Quotation marks on the bottom
- Alt + W: Quotation marks on the top
- Alt + T: T<sub>E</sub>X
- Alt + L: L<sup>A</sup>T<sub>E</sub>X
- Alt + B: BeaG<sub>T</sub><sub>E</sub>X
- Strg + Enter: Line break
- Strg + B: Bold
- Strg + I: Italic
- Strg + U: underlined
- Strg + D: Listing

Do not forget that the commands usually end with a Backslash, because if it wouldn't end with a Backslash, the command would eat the space, also note the if there is a symbol after a command, you don't but a backslash at the ending of the command.

## Questions, Errors, Suggestions

Did you really like something in BeaG<sub>T</sub>E<sub>X</sub>?

Do you miss some function or do you have any great ideas?

Have you tried BeaG<sub>T</sub>E<sub>X</sub> and got any questions?

Or did you find any Bugs?

Please send your feedback to the BeaG<sub>T</sub>E<sub>X</sub> - Team!

**Are you a programmer and think that you could help out with the BeaG<sub>T</sub>E<sub>X</sub> - Project?**

Feel welcome to share your knowledge, and experience with us!

**Write to this address:**

**beagtex@gmx.de**

Send us your ideas!

Your BeaG<sub>T</sub>E<sub>X</sub> - Team

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