

hTeX 1.0

The Powerful LaTeX Engine for Hollywood

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1 Allgemeine Informationen

1.1 Einführung

hTeX ist ein Plugin für Hollywood, mit dem Sie die Auszeichnungssprache LaTeX aus Hollywood verwenden können. Dies ermöglicht die einfache Darstellung mathematischer Formeln in Ihren Hollywood-Skripte, aber natürlich können Sie auch erweiterte LaTeX-Funktionen wie Tabellen, Boxen und verschiedene Formatierungsstile verwenden. Darüber hinaus können Sie mit hTeX auch LaTeX-formatierten Text als PDF-Dokumente, SVG-Bilder und PNG-Bilder exportieren.

Die Verwendung von hTeX ist sehr einfach und bequem, da das Plugin direkt mit der Textbibliothek von Hollywood verbunden ist, sodass Sie keine neuen Funktionen erlernen müssen, sondern einfach die Funktionen aus der Textbibliothek von Hollywood verwenden können. Sobald das hTeX-Plugin installiert ist, sind alle Funktionen aus der Hollywood-Textbibliothek automatisch in der Lage, mit LaTeX formatierte Texte zu verarbeiten. hTeX stellt Hollywood den Text als vollständigen Vektortext zur Verfügung, was bedeutet, dass er ohne Qualitätsverlust unbegrenzt skaliert, gedreht und transformiert werden kann.

Die hTeX-Distribution enthält mehrere Beispiele sowie eine umfassende Dokumentation, um Ihnen einen schnellen Einstieg zu erleichtern.

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1.3 Anforderungen

- Hollywood 10.0 oder höher
- Windows: Erfordert Windows 7 oder höher
- macOS: Erfordert mindestens 10.5 (Leopard) für PowerPC, 10.9 (Mavericks) für x64 und 11.0 (Big Sur) für arm64
- AmigaOS 3: Ihr Dateisystem muss in der Lage sein, Dateinamen zu verarbeiten, die länger als die üblichen 31 Zeichen sind, was beim klassischen FFS die Grenze darstellt;

Sie dürfen also kein klassisches FFS mit hTeX verwenden. Wenn Sie Schriftarten verwenden, die Emojis oder CJK-Zeichen enthalten, benötigen Sie außerdem viel Speicher, da diese Schriftarten oft mehr als 10 bis 20 Megabyte (oder sogar mehr) groß sind und hTeX jede Schriftart, die Sie verwenden, in einen zusammenhängenden Speicherblock lädt, es benötigt viel Speicher und darf nicht fragmentiert sein, damit weiterhin große Blöcke zugewiesen werden können

1.4 Installation

Die Installation von hTeX ist unkompliziert und einfach: Kopieren Sie einfach die Datei `htex.hwp` für die Plattform Ihrer Wahl in das Plugins-Verzeichnis von Hollywood. Auf allen Systemen außer AmigaOS und kompatiblen Systemen müssen Plugins in einem Verzeichnis namens `Plugins` gespeichert werden, das sich im selben Verzeichnis wie das Hauptprogramm von Hollywood befindet. Auf AmigaOS und kompatiblen Systemen müssen Plugins stattdessen in `LIBS:Hollywood` installiert werden. Unter macOS muss sich das Verzeichnis `Plugins` im Verzeichnis `Resources` des Anwendungspakets befinden, d.h. im Verzeichnis `HollywoodInterpreter.app/Contents/Resources`. Beachten Sie, dass `HollywoodInterpreter.app` im `Hollywood.app`-Anwendungspaket selbst gespeichert ist, nämlich in `Hollywood.app/Contents/Resources`.

Anschließend führen Sie den Inhalt des Ordners `Examples` mit dem Ordner `Examples` zusammen, der Teil Ihrer Hollywood-Installation ist. Alle hTeX-Beispiele werden dann in der Hollywood-GUI angezeigt und Sie können sie bequem über die Hollywood-GUI oder IDE starten und anzeigen.

Unter Windows sollten Sie außerdem die Datei `hTeX.chm` in das Verzeichnis `Docs` Ihrer Hollywood-Installation kopieren. Anschließend können Sie die Online-Hilfe aufrufen, indem Sie `F1` drücken, wenn sich der Cursor über einer hTeX-Funktion in der Hollywood-IDE befindet.

Kopieren Sie unter Linux und macOS das Verzeichnis `hTeX`, das sich im Verzeichnis `Docs` des hTeX-Distributionsarchivs befindet, in das Verzeichnis `Docs` Ihrer Hollywood-Installation. Beachten Sie, dass sich das Verzeichnis `Docs` unter macOS im Anwendungspaket `Hollywood.app` befindet, d.h. in `Hollywood.app/Contents/Resources/Docs`.

2 Über hTeX

2.1 Danksagungen

hTeX wurde von Andreas Falkenhahn auf Basis von MicroTeX geschrieben. Siehe [Abschnitt 1.2 \[hTeX-Lizenz\]](#), [Seite 1](#), für Details. Vielen Dank an Tom Crecelius für die Idee und Frank Wille für seine Hilfe beim Debuggen eines ziemlich schlimmen Fehlers auf 68k-AmigaOS.

Ein besonderer Dank geht an Helmut Haake und Dominic Widmer für die Übersetzung des Handbuchs ins Deutsche. Fehler oder Verbesserungsvorschläge bzgl. des deutschen Handbuchs bitte an das Übersetzungsteam richten, welches unter handbuch@gmx.ch oder <https://amiga-resistance.info> erreicht werden kann.

Wenn Sie mich kontaktieren möchten, können Sie entweder eine E-Mail an andreas@airsoftsoftwair.de senden oder das Kontaktformular auf <http://www.hollywood-mal.com> nutzen.

2.2 Häufig gestellte Fragen

In diesem Abschnitt werden einige häufig gestellte Fragen behandelt. Bitte lesen Sie diese zuerst durch, bevor Sie im Forum nachfragen, da Ihr Problem möglicherweise hier behandelt wurde.

Q: Gibt es ein Hollywood-Forum, in dem ich mit anderen Benutzern in Kontakt treten kann?

A: Ja, schauen Sie sich bitte den Abschnitt "Community" des offiziellen Hollywood-Portals online unter <http://www.hollywood-mal.com> an.

Q: Wo kann ich um Hilfe bitten?

A: Es gibt ein lebhaftes englischsprachiges Forum auf <http://forums.hollywood-mal.com>. Sie können gerne mitmachen und dort Ihre Frage stellen. Ausserdem ist ein deutschsprachiges Forum vorhanden, welches Sie unter <https://www.amiga-resistance.info/> erreichen können.

Q: Ich habe einen Fehler gefunden.

A: Bitte posten Sie darüber im Abschnitt "Bugs" des Forums.

2.3 Zukunft

Hier sind einige Dinge, die auf meiner To-Do-Liste stehen:

- Unterstützung für mehrere Schriftarten hinzufügen

Zögern Sie nicht, mich zu kontaktieren, wenn hTeX eine bestimmte Funktion fehlt, die für Ihr Projekt wichtig ist.

2.4 Geschichte

Bitte beachten Sie die auf englisch verfasste Datei `history.txt` für ein vollständiges Änderungsprotokoll von hTeX.

3 Verwendung von hTeX

3.1 Verwendung von hTeX

Die Verwendung von hTeX ist wirklich einfach. Es erweitert Standard-Hollywood-Textbefehle wie `SetFont()` und `TextOut()`, um die Darstellung von Text zu unterstützen, der mit der LaTeX-Markup-Sprache formatiert ist. Um LaTeX-formatierten Text mit hTeX zu zeichnen, stellen Sie einfach sicher, dass Sie die Schriftart mit hTeX öffnen, indem Sie den Tag `Loader` an `SetFont()` übergeben. Um die integrierte LaTeX-Schriftart von hTeX zu verwenden, übergeben Sie einfach "latex" als Schriftartennamen. Sobald Sie eine Schriftart über hTeX geöffnet haben, werden alle Hollywood-Befehle, die Text zeichnen, dies automatisch über hTeX tun, z.B.:

```
@REQUIRE "hTeX"

SetFont("latex", 72, {Loader = "hTeX"})
SetFontStyle(#ANTIALIAS)

text$ = "\\int_{now}^{+\\infty} \\text{Keep trying}"

TextOut(#CENTER, #CENTER, text$)
```

hTeX zeichnet den gesamten Text als echte Vektorgrafiken, sodass Sie den gesamten von hTeX gezeichneten Text nach Belieben skalieren, drehen und transformieren können. Es wird immer perfekt gestochen scharf sein, da hTeX den gesamten Text als echte Vektorgrafik behandelt.

Wenn Sie wie oben beschrieben "latex" als Schriftartnamen an `SetFont()` übergeben, verwendet hTeX seine integrierte Schriftart, nämlich Latin Modern Math. Wenn Sie eine andere Schriftart verwenden möchten, müssen Sie einen Pfad zu deren TTF/OTF-Datei übergeben, z.B.:

```
SetFont("fonts/myfont.otf", {Loader = "hTeX"})
```

Beachten Sie, dass Sie bei der Übergabe eines Pfads zu einer OTF-Datei auch eine CLM-Datei für die Schriftart bereitstellen müssen, da diese von MicroTeX benötigt wird. Die CLM-Datei muss sich im selben Pfad wie die OTF-Datei befinden und denselben Namen wie der Schriftartdateiname verwenden, außer dass die Erweiterung `.clm` lauten muss. Wenn Sie also die Schriftart `myfont.otf` an `SetFont()` übergeben, muss sich im selben Verzeichnis auch eine CLM-Datei mit dem Namen `myfont.clm` befinden. CLM-Dateien können mit dem Skript `otf2clm` generiert werden, das Teil der MicroTeX-Distribution ist.

Beachten Sie, dass es derzeit nicht möglich ist, mehrere Schriftarten mit hTeX zu verwenden. Sie können mit hTeX nur eine einzige Schriftart verwenden. Die Schriftart, die Sie beim ersten Aufruf von `SetFont()` angeben, ist die einzige Schriftart, die Sie mit hTeX verwenden können. Wenn Sie später versuchen, mit hTeX eine andere Schriftart zu verwenden, schlägt `SetFont()` fehl.

Im obigen Code weisen wir `SetFont()` ausdrücklich an, hTeX zum Öffnen der Schriftart zu verwenden, indem wir "hTeX" im Tag `Loader` übergeben. Alternativ können Sie hTeX auch global für alle Hollywood-Befehle aktivieren, die sich mit Schriftarten befassen, indem Sie

einfach den Schriftartenadapter von hTeX installieren. Dies kann erreicht werden, indem der Tag `InstallAdapter` auf `True` gesetzt wird, wenn `@HTeX` erforderlich ist, z.B. so:

```
@REQUIRE "hTeX", {InstallAdapter = True}
```

Wenn Sie hTeX global aktivieren, müssen Sie den Tag `Loader` nicht mehr mit `SetFont()` oder anderen Hollywood-Befehlen verwenden, die sich mit Schriftarten befassen. Denn wenn hTeX global aktiviert ist, wenden sich Befehle wie `SetFont()` automatisch an hTeX für jede zu öffnende Schriftart, ob das Plugin diese Schriftart verarbeiten möchte oder nicht.

Wenn Sie hTeX verwenden, können Sie auch einige zusätzliche Argumente an `SetFont()`, `OpenFont()` oder der Präprozessor-Anweisung `@FONT` übergeben, indem Sie die Benutzertags von Hollywood verwenden. Die folgenden zusätzlichen Argumente werden von hTeX erkannt:

Monochrome

Setzen Sie diesen Tag auf `True`, wenn hTeX im Monochrom-Modus arbeiten soll. Dadurch wird der Speicherverbrauch um 75 % reduziert, da hTeX nur einen statt vier Pixelkanäle zuweisen muss, Sie jedoch im Monochrom-Modus nur einfarbigen Text verwenden können, sodass Dinge wie farbige Tabellen oder Felder nicht korrekt gezeichnet werden. Der Standardwert ist `False`.

So können Sie Benutzer-Tags an hTeX übergeben:

```
@REQUIRE "hTeX"
SetFont("latex", 72, {Loader = "hTeX", UserTags = {Monochrome = True}})
SetFontStyle(#ANTIALIAS)
text$ = "\\int_{now}^{+\\infty} \\text{Keep trying}"
TextOut(#CENTER, #CENTER, text$)
```

Standardmäßig zeichnet hTeX den LaTeX-formatierten Text auf das aktuelle Ausgabegerät, z.B. ein Hollywood-Display oder einen Pinsel. Alternativ ist es möglich, dass hTeX den Text als PDF-Dokument, SVG-Bild oder PNG-Bild exportiert. Dazu müssen Sie den Befehl `htex.SetOutputMode()` verwenden.

4 Befehle

4.1 `htex.SetFontconfig`

BEZEICHNUNG

`htex.SetFontconfig` – legt den Fontconfig-Parameter fest

ÜBERSICHT

`htex.SetFontconfig(parm$, val$[, ...])`

BESCHREIBUNG

Mit diesem Befehl können individuelle Fontconfig-Einstellungen konfiguriert werden. Fontconfig wird von Pango zur Schriftartenverwaltung verwendet. Die folgenden Fontconfig-Einstellungen können derzeit konfiguriert und als `parm$` übergeben werden:

FontDir Fügt das angegebene Verzeichnis zur Liste der von Fontconfig nach Schriftarten durchsuchten Verzeichnisse hinzu. Wenn Sie `True` als drittes Argument an diesen Befehl übergeben, wird die vorhandene Liste der Schriftartenverzeichnisse gelöscht, sodass `val$` das einzige Verzeichnis ist, in dem Fontconfig nach Schriftarten sucht. Wenn Sie das dritte Argument weglassen oder es auf `False` setzen, wird das angegebene Verzeichnis über den vorhandenen Schriftartverzeichnissen hinzugefügt.

CacheDir Legt das von Fontconfig verwendete Cache-Verzeichnis fest.

ConfigDir

Legt das Verzeichnis fest, in dem Fontconfig nach Konfigurationsdateien sucht und diese speichert.

ConfigFile

Legt die Konfigurationsdatei fest, die Fontconfig verwenden soll.

EINGABEN

`parm$` zu ändernde Einstellung (gültige Typen siehe oben)

`val$` neuer Wert für die Fontconfig-Einstellung

`...` optional: weitere Parameter abhängig vom in `parm$` übergebenen Typ

4.2 `htex.SetOutputMode`

BEZEICHNUNG

`htex.SetOutputMode` – stellt den Ausgabemodus ein

ÜBERSICHT

`htex.SetOutputMode(mode[, f$])`

BESCHREIBUNG

Mit diesem Befehl kann der Ausgabemodus von hTeX konfiguriert werden. Dadurch können Sie die Ausgabe von hTeX in ein PDF-Dokument, ein SVG-Bild oder ein

PNG-Bild umleiten. Im Parameter `mode` müssen Sie den gewünschten Ausgabemodus übergeben. Dies kann eine der folgenden speziellen Konstanten sein:

#HTEX_OUTPUT_HOLLYWOOD

Zeichnet den Text auf das aktuelle Ausgabegerät von Hollywood, z.B. das aktuelle Hollywood-Display oder ein Hollywood-Pinsel, wenn `SelectBrush()` aktiv ist. Dies ist der Standardmodus.

#HTEX_OUTPUT_SVG

Zeichnet den Text in ein SVG-Bild. Wenn Sie diesen Modus verwenden, müssen Sie auch das optionale Argument `f$` übergeben, das auf den Namen der Ausgabedatei gesetzt werden muss.

#HTEX_OUTPUT_PDF

Zeichnet den Text in ein PDF-Dokument. Wenn Sie diesen Modus verwenden, müssen Sie auch das optionale Argument `f$` übergeben, das auf den Namen der Ausgabedatei gesetzt werden muss.

#HTEX_OUTPUT_PNG

Zeichnet den Text in ein PNG-Bild. Wenn Sie diesen Modus verwenden, müssen Sie auch das optionale Argument `f$` übergeben, das auf den Namen der Ausgabedatei gesetzt werden muss.

EINGABEN

<code>mode</code>	gewünschter Ausgabemodus (siehe oben)
<code>f\$</code>	optional: gewünschte Ausgabedatei; Dies darf nur übergeben werden, wenn das Argument <code>mode</code> nicht <code>#HTEX_OUTPUT_HOLLYWOOD</code> ist

BEISPIEL

```
SetFont("latex", 72, {Loader = "hTeX"})
SetFontStyle(#ANTIALIAS)
SetFontColor(#BLACK)
htex.SetOutputMode(#HTEX_OUTPUT_PDF, "test.pdf")
text$ = "\\int_{now}^{+\\infty} \\text{Keep trying}"
TextOut(#CENTER, #CENTER, text$)
```

Der Code speichert den LaTeX-formatierten Text in einer Datei mit dem Namen `test.pdf`, anstatt ihn auf Hollywoods aktuellem Ausgabegerät zu zeichnen.

Anhang A Lizenzen

A.1 MicroTeX Lizenz

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