

# **WinShell 3.1**

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# 1 Introduction

## 1.1 What is WinShell ?

**WinShell** is a free multilingual integrated development environment (IDE) for  $\text{\LaTeX}$  and  $\text{\TeX}$ . The program includes a text editor, syntax highlighting, project management, spell checking, a table wizard, Bib $\text{\TeX}$  support, different toolbars and user configuration options. It is not a  $\text{\LaTeX}$  system; an additional  $\text{\LaTeX}$  package is required.

## 1.2 Installation

### 1.2.1 $\text{\LaTeX}$ package

First of all, a  $\text{\LaTeX}$  package is required. There are two common ones:

MiK $\text{\TeX}$ : <http://www.miktex.org/>

$\text{\TeX}$ Live: <http://www.tug.org/texlive/>

These packages can also be found at the different  $\text{\TeX}$  communities:

<ftp://ftp.dante.de/>      Germany

<ftp://ftp.tex.ac.uk/>      England

<ftp://ctan.tug.org/>      USA

The  $\text{\LaTeX}$  packages are located at: `/pub/tex/systems/win32/`

### 1.2.2 Postscript viewer

Install Ghostscript and the GSViewer to view the .ps files:

<http://www.cs.wisc.edu/~ghost/index.html>

### 1.2.3 PDF viewer

There are several possibilities to view the .pdf files, e.g. with Foxit Reader, GSViewer or Adobe Reader:

Foxit Reader: [http://www.foxitsoftware.com/pdf/rd\\_intro.php](http://www.foxitsoftware.com/pdf/rd_intro.php)

GSView: <http://www.cs.wisc.edu/~ghost/index.html>

Adobe Reader: <http://www.adobe.com/>

One of these should be installed.

### 1.2.4 Spell checker

The free software Aspell has to be installed from <http://aspell.net/win32/> to spell check the documents. The engine as well as a dictionary is required, e.g.

engine: <http://ftp.gnu.org/gnu/aspell/w32/Aspell-0-50-3-3-Setup.exe>

dictionary: <http://ftp.gnu.org/gnu/aspell/w32/Aspell-en-0.50-2-3.exe>

### 1.2.5 WinShell

**WinShell** comes as a zip file and as a complete setup program. Only one is required!

Zip file: Extract the zip file to the directory of your choice and start `WinShell.exe`

Setup program: The setup program copies all the **WinShell** files to a specific directory, e.g. `C:\Program Files\WinShell`. Registry entries are made for the icons and loading of the `.tex` and the `.wsp` files.

The following files will be created in a directory (normally the user profile directory) depending on the OS (Operating System) version you are running when **WinShell** starts for the first time:

```
WinShellMacros.bmp
WinShellUserTools.bmp
WinShell.ini
WinShell.macros
WinShellDict.txt
```

By default, **WinShell** tries to find the executable files by searching the registry. The  $\text{\LaTeX}$  binary path should be added to the environment variable `PATH` (maybe in the `autoexec.bat`; depending on the OS version). That is why **WinShell** should be installed in the last stage of the complete installation procedure.

## 1.3 What is new compared to WinShell 3.0 ?

Some of the fixes and improvements are:

- Brazilian-Portuguese, Catalan, Hungarian, Turkish and Mexican-Spanish language support
- The log window couldn't handle huge log files
- Fix of brace matching in DBCS files (due to new Scintilla library)
- 'Search in Files' dialog
- Activation of last active project on **WinShell** start up
- Unicode support; Automatic conversion of UTF-8 files

- Jumping to error line by double clicking in Output Window or automatic jumping as hitherto
- <sel> tag in macro to replace a selected text
- Redesign of the menu and toolbars
- Redesign of the Project Window
- Redesign of the Output Window
- Redesign of the log file parsing
- Redesign of the Fonts dialog
- Redesign of the 'Syntax Highlighting' dialog

## 1.4 Features

Some of the features are: Multi language support ( Brazilian-Portuguese, Catalan, Chinese, Czech, English, French, German, Hungarian, Italian, Mexican-Spanish, Polish, Spanish-Spanish, Swedish and Turkish); Project environment (Table of Contents, Figures, Tables, Bibliography); Spell checker based on Aspell; Bibliography support; Forward and inverse search; Table wizard; One-instance-program; Multiple documents; Project and Output Window; User defined programs; Define macros; Configure toolbars (symbols, user-def. programs, macros); Choose font; Windows/Unix file format; **WinShell** starts command line driven; Syntax highlighting; Wrap mode; Drag & drop.

## 1.5 What are the costs of WinShell ?

This software is supplied in a binary format ('as is') for free - the source code is not available. In the T<sub>E</sub>X catalog it will fall under the category of 'nosource'.

There are many expenses I incur in maintaining the **WinShell** project that may not be apparent, such as web hosting costs and the costs of new operating systems and software I have purchased especially for writing and testing **WinShell**. If you desire, you may send me donations of any amount or kind towards my efforts for keeping the **WinShell** project alive.

Although donations received are very much appreciated, those that do make donations do not automatically receive preferential treatment over those who don't.

Please contact me for further details.

## 1.6 What else...

Additional notes:

1. Read this manual before sending any mails, maybe you'll find the answer.
2. There is a  $\text{\LaTeX}$ -Help included.
3. Learning by doing.

## 1.7 Getting started...

The user may start right away if the  $\text{\LaTeX}$  package is correctly installed on the system (see Installation).

The different control bars (see View) are hidden at the top of the main window right below the toolbar. They can be moved around, forced, shown or hidden. This condition will be saved when regularly leaving the program and be restored at the next program start.

The exe and command line can be set in the Program Calls menu.

A demo project is included in the **WinShell** package which will be loaded at first start. The demo is stored in the directory `Demo`. Open the demo project. Click on the  $\text{\LaTeX}$  button of the toolbar. Take a look at the demo file with the DVIView application or generate a .pdf or .ps file. If you get any error message, the  $\text{\LaTeX}$  package could be installed incorrectly.



## 2 Menus

### 2.1 File

#### New

**WinShell** creates a new document.

Keys: Ctrl + N

#### Open

This command opens one or more existing documents.

Keys: Ctrl + O

File-Types

**WinShell** - Files (\*.wsp, \*.tex, \*.bib, \*.log)    Project - Files (\*.wsp)

T<sub>E</sub>X - Files (\*.tex)

BibT<sub>E</sub>X - Files (\*.bib)

Log - Files (\*.log)

All Files (\*.\*)

#### Close

The active document is closed. **WinShell** automatically saves all changes made to the document if chosen in the *General* options tab. **WinShell** displays the 'Save As' dialog box, suggests a name and saves the document when closing an untitled document.

Keys: Ctrl + W or Ctrl + F4

#### Save

The active document is saved to its current name and directory. **WinShell** displays the 'Save As' dialog box to name the document when a document is saved for the first time.

Keys: Ctrl + S

#### Save As

The active document can be renamed and saved to a new directory. **WinShell** displays the 'Save As' dialog box. The Save command can be used to save a document with its existing name and directory.

## Save All

This command names and saves all open and modified documents. When a document is saved for the first time, **WinShell** displays the 'Save As' dialog box to name the document.

## Print setup

Defines the printer and page properties. The command presents a 'Print Setup' dialog box where different values can be set.

## Print

The current document is printed in the raw ASCII text format - not the .dvi or .ps file!

## Exit

This command exits the **WinShell** application. The close command on the application control menu can be used as well. **WinShell** prompts to save documents with unsaved changes if the specific check box is not activated in the General option dialog.

Keys: Alt + F4

## 2.2 Edit

### Undo

This command will undo the last editing action if possible.

Keys: Ctrl + Z

### Redo

This command will redo the previously undone action if possible.

Keys: Ctrl + Y

### Cut

The Cut command removes the currently selected data from the document and copies it to the clipboard. This command is unavailable if there is no data currently selected. Cutting data to the clipboard replaces the contents previously stored there.

Keys: Ctrl + X

## **Copy**

The Copy command copies selected data to the clipboard and replaces its previously stored contents. This command is unavailable if there is no data currently selected.

Keys: Ctrl + C

## **Paste**

This command inserts a copy of the clipboard contents at the current cursor position. This command is unavailable if the clipboard is empty.

Keys: Ctrl + V

## **Delete**

This command deletes the current text selection in the active document.

Key: Del

## **Select All**

This command selects the complete text of the active document.

Keys: Ctrl + A

## **Search and Replace**

### **Search**

The Search command searches the active document for a given phrase. The usage of the regular expressions is explained in table 2.1.

Keys: Ctrl + F

### **Find Next**

The 'Find Next' command searches the active document for the next given search expression.

Key: F3

### **Replace**

This command replaces one expression with another in the active document. The usage of the regular expressions is explained in table 2.1.

Keys: Ctrl + H

## Search in Files

This 'Search in Files' command searches different documents for a given phrase.

A dialog pops up to type in the search phrase, to select the documents location and the document type. Even subdirectories can be searched. The documents location can be one of the following: 'Current project', 'All projects', 'Current document', 'All open documents'. The type can be '\*.tex', '\*.bib', a combination of both or all file types.

The search result is shown in the Output Window in the 'Search Results' tab. A double click on a line in the 'Search Results' tab of the Output Window jumps to the specific line in the corresponding document.

Keys: Ctrl + Shift + F

## Go to line

A small dialog pops up with an edit control to insert the line number and **WinShell** jumps to that line in the current document.

Keys: Ctrl + G

## Un/Comment

With this command it is possible to comment and uncomment selected text. A '%' will be added to or taken from each selected line. This command is unavailable if there is no data currently selected.

Keys: Ctrl + K

|        |  |
|--------|--|
| .      | Matches any character.   |
| \(     | This marks the start of a region for tagging a match.  |
| \)     | This marks the end of a tagged region.   |
| \n     | Where n is 1 through 9 refers to the first through ninth tagged region when replacing. For example, if the search string was Fred\([1-9]\)XXX and the replace string was Sam\1YYY, when applied to Fred2XXX this would generate Sam2YYY. |
| \x     | This allows you to use a character x that would otherwise have a special meaning. For example, \[ would be interpreted as [ and not as the start of a character set.   |
| [...]  | This indicates a set of characters, for example, [abc] means any of the characters a, b or c. You can also use ranges, for example [a-z] for any lower case character.   |
| [^...] | The complement of the characters in the set. For example, [^A-Za-z] means any character except an alphabetic character.  |
| ^      | This matches the start of a line (unless used inside a set, see above).  |
| \\$    | This matches the end of a line.  |
| *      | This matches 0 or more times. For example, Sa*m matches Sm, Sam, Saam, Saaam and so on.  |
| +      | This matches 1 or more times. For example, Sa+m matches Sam, Saam, Saaam and so on.  |

Table 2.1: Regular expressions for the search and the replace dialog. Please refer to the Scintilla (<http://www.scintilla.org/>) documentation for more information.

## 2.3 Execute

### **LaTeX**

LaTeX compiles the Main-TeX-Document as displayed in the status bar. The command line is set in the Program Calls menu (usually »"%s.tex"« for the cmd-line). The DOS check box indicates that this is a DOS (Console) application and that the output is redirected to the **WinShell** Output Window.

Key: F5

### **BibTeX**

This command runs BibTeX. The command line is set in the Program Calls menu (usually »"%s"« for the cmd-line). The DOS check box indicates that this is a DOS (Console) application and that the output is redirected to the **WinShell** Output Window.

There are two more options recommended: 'LaTeX first' and 'PDFLaTeX first'. If a document is modified, not compiled with LaTeX or PDFLaTeX, BibTeX will use the old LaTeX output. Both options are marked to avoid this: When modifying a document and pressing the BibTeX button, LaTeX or PDFLaTeX will run first.

Key: F6

### **DVIView**

The DVIView command is used to view the .dvi file of the Main-TeX-Document. The command line is set in the Program Calls menu (usually »"%s.dvi"« for the cmd-line).

There is one more option recommended: 'LaTeX first'. If a document is modified and not compiled with LaTeX, DVIView will show the old version of the .dvi file. This option is marked to avoid that: When modifying a document and pressing the DVIView button, LaTeX is executed first.

Key: F7

### **Forward and inverse search**

The forward and inverse search allows to jump from **WinShell** directly into the corresponding position of the .dvi file and vice versa. **WinShell** provides the following wild cards to use this functionality in **WinShell** and in the DVIViewer:

```
%l  the current line
%s  the main document
%c  the current document
```

To use forward search with YAP/MiKTeX two changes in **WinShell** have to be carried out:

- Options  $\Rightarrow$  Program Calls  $\Rightarrow$  LaTeX  
cmd-line: `-src-specials "%s.tex"`

- Options  $\Rightarrow$  Program Calls  $\Rightarrow$  DVIView  
 exe-line: yap.exe  
 cmd-line: -l -s %l"%c.tex" "%s.dvi"

To use inverse search with YAP/MiKTeX, YAP has to be changed to the following:

- View  $\Rightarrow$  Options  $\Rightarrow$  Inverse Search  
 Command Line: "C:\Program Files\WinShell\WinShell.exe" -c "%f" -l %l
- Also, **WinShell** needs the »-src-specials "%s.tex"« command in the  $\LaTeX$  section to use the inverse search.

A double click with the left mouse button in the text in YAP or a click on the DVIView button in **WinShell** accomplishes this search functionality. Only one instance of YAP is running.

## DVIPS

DVIPS creates the Postscript (.ps) file of the Main- $\TeX$ -Document from the .dvi file. The command line is set in the Program Calls menu (usually »"%s.dvi"« for the cmd-line). The DOS check box indicates that this is a DOS (Console) application and that the output is redirected to the **WinShell** Output Window.

There is one more option recommended: ' $\LaTeX$  first'. DVIPS will convert the old version of the .dvi file if a document is modified and not compiled with  $\LaTeX$ . This option is marked to avoid that: When modifying a document and pressing the DVIPS button,  $\LaTeX$  is executed first.

Using »"-D600 %s.dvi"« will cause a 600dpi output file.

Key: F8

## GSView

GSView shows the Postscript (.ps) file of the compiled Main- $\TeX$ -Document. The command line is set in the Program Calls menu (usually »"%s.ps"« for the cmd-line).

There are two more options recommended: ' $\LaTeX$  first' and 'DVIPS first'. GSView will show the old version of the Postscript file if a document is modified, not compiled with  $\LaTeX$  and DVIPS not executed. Both options are marked to avoid this: When modifying a document and pressing the GSView button,  $\LaTeX$  and DVIPS will run first.

Key: F9

## PDF $\LaTeX$

PDF $\LaTeX$  compiles the Main- $\TeX$ -Document as displayed in the status bar into a .pdf file. The command line is set in the Program Calls menu (usually »"%s.tex"« for the cmd-line). The DOS check box indicates that this is a DOS (Console) application and that the output is redirected to the **WinShell** Output Window.

PDF $\LaTeX$  closes the working document in Adobe Reader when Adobe Reader is the preferred viewer because Adobe Reader locks the document.

Key: F10

## PDFView

The PDFView command is used to view the .pdf file of the Main- $\TeX$ -Document. The command line is set in the Program Calls menu (usually »"%s.pdf"« for the cmd-line).

A modified document will be compiled first before running the PDFView program if the check box 'PDF $\LaTeX$  first' is enabled.

Key: F11

## Spell checker

This command is used to spell check the active document. This spell check is based on Aspell (<http://aspell.net/win32/>).

The binaries and a dictionary must be installed (see Install Aspell). The usage is described in the Use the spell checker section.

Key: F12

## Table wizard

In three steps, the user will be asked for some information about the desired table layout. Afterwards, the table will be inserted into the text at the current cursor position. See also Use table wizard.

## 2.4 Options

### General

The General tab in the Options dialog lets the user set the language, the file format and a few other options.

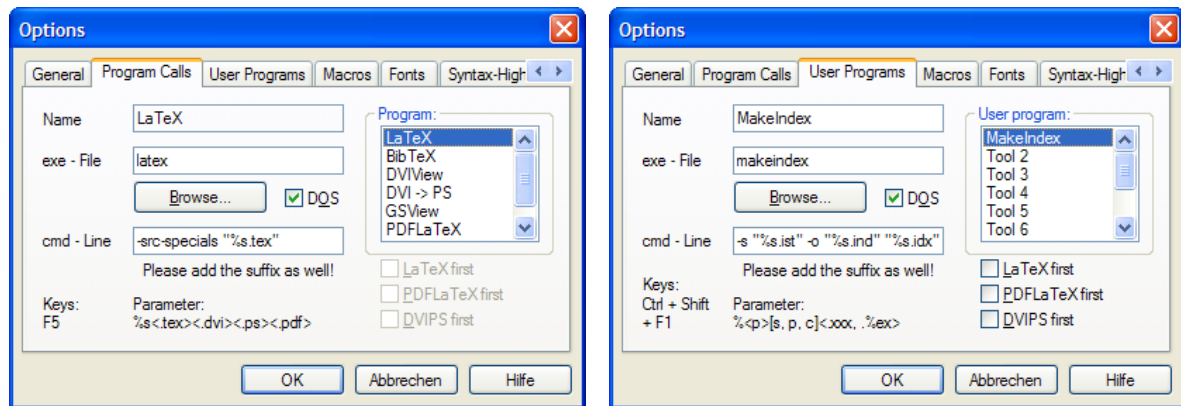
If the first check box is activated, a backup file (.bak file) is made from a file when it is saved to store the old version. The second check box indicates that the modified files are saved when exiting **WinShell**. If it is not marked the user will be asked if he wants the files to be saved or not. If the third check box is activated **WinShell** automatically jumps to the error line (see Jump to error lines).

It is also possible to choose the file format for the documents. It is either windows format (line ending \r\n) or unix format (line ending \n).

Also, the language of **WinShell** can be set here (see Language).



## Program calls and user programs



Use this command to set the command line for the different programs like  $\text{\LaTeX}$ ,  $\text{\BibTeX}$  etc. It is important to add the suffix for the different program types.

The parameters `%<p>[s, p, c]<.xxx, .%ex>` have the following meaning:

- `%s` use the document as specified in the status bar
- `%ps` use the document as specified in the status bar with full pathname
- `%pp` use the project pathname
- `%c` use the current document
- `%pc` use the current document with full pathname
- `xxx` an extension for the file, like »tex«, »bib«, etc.
- `%ex` the extension of the current file

The DOS check box indicates that this is a DOS (Console) application and that the output is redirected to the **WinShell** Output Window.

### Example for a user program

To add a `makeindex` program to **WinShell**, just type in the name section »`MakeIndex`« and for the exe-file »`makeindex`«. In the cmd-line it can be »`-s "%s.ist" -o "%s.ind" "%s.idx"`«. Do not mark ' $\text{\LaTeX}$  first', ' $\text{\PDFLaTeX}$  first' and ' $\text{\DVIPS}$  first'. Mark 'DOS' to redirect the output to the **WinShell** Output Window.

The next step: Go to the View menu and place the button in the toolbar (see Insert a User Tool).

## Macros

Defines the macros. All in all there are ten macros. By pressing the keyboard or the button on the macros bar, the specific macro will be inserted in the text at the current cursor position. Different tags are provided inside a macro for special features after the macro was inserted into the text:

- `<cur>` Sets the cursor position to that specific position.
- `<sel>` Replaces a selected text at that specific position.

The next step: Go to the View menu and place the button on the macros bar (see also the section Insert a macro).

Keys: Shift + F1..F10

## Language

Changes the language. Available translations for **WinShell** are: Brazilian-Portuguese, Catalan, Chinese, Czech, English, French, German, Hungarian, Italian, Mexican-Spanish, Polish, Spanish-Spanish, Swedish and Turkish.

To translate the WinShell GUI to another language, follow these steps:

1. Go to the Translations directory.
2. Copy the file `en.txt` to your language code, like `xx.txt`.
3. Open the file `xx.txt` in an editor and translate the English words on the right side.
4. Open the file `translations.txt` and add the line `xx : Language`.
5. Start **WinShell** to check if everything works fine.

If there are problems in displaying the correct letters in the **WinShell** GUI, please make sure that you have the correct language settings for your system. Choose the correct language in the 'Regional and Language Options' dialog: Start ⇒ Settings ⇒ System Control ⇒ Regional and Language Options ⇒ Advanced ⇒ Language Choice for Non-Unicode Programs.

## Fonts

A font can be selected for the documents, the Project Window and the Output Window.

The encoding differs between 'None', 'UTF-8' and 'DBCS'. DBCS stands for double-byte (16-bit) character set, a character set that uses two-byte characters rather than one-byte (8-bit) characters. Some languages, such as Chinese, Japanese and Korean uses DBCS. UTF-8 stands for the one-byte universal transformation format to represent universal characters in the Unicode standard.

Hint: Do not forget to set the correct script for the chosen font.

## Syntax highlighting

Select or de-select the syntax highlighting and choose colors for commands, environments (begin...end), braces, comment, math mode, normal text, selected text, cursor and background.

It is also possible to choose for matching braces. If the check box is marked, the matching braces will appear in bold style in addition to the color set above.

## Wrap mode

Toggles the word wrap mode. A check mark appears next to the menu item when the wrap mode is enabled.

## Line numbers

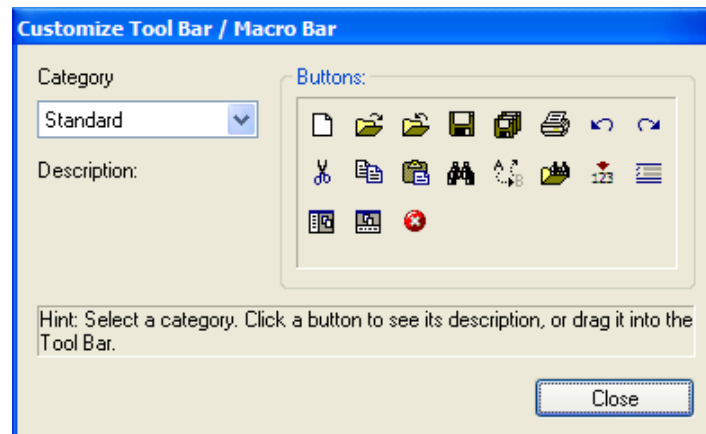
Toggles the line numbers. A margin to the left of the text displays the line numbers. A check mark appears next to the menu item when the line numbers are shown.

## Umlaute

Changes the 'Umlaute' (only available in the German version). The replacement will appear as specified in the dialog when pressing one of the 'Umlaute' keys.

## View

## Customize



There are four categories to customize the toolbar and the macros bar. The first two categories handle the standard and  $\text{\LaTeX}$  buttons. The third category is for the user programs and the fourth for the macros. The customization is simply to select a category, then click a button to see its description and to drag it onto the toolbar.

Another dialog will pop up to customize the button appearance when the user program icon is dropped on the toolbar or the macros icon on the macros bar (see Insert a User Tool).

Click the icon and move it away from the toolbar (drag & drop) or use the menu item 'Delete' from the icon's context menu to delete the icon from the toolbar.

## Project Window

Displays or hides the Project Window. A check mark appears next to the menu item when the Project Window is displayed.

The Project Window shows information about the loaded projects. For further details look at the Project Management section.

## Output Window

Displays or hides the Output Window. A check mark appears next to the menu item when the Output Window is displayed.

The Output Window shows the  $\LaTeX$  result and information generated by the different programs, a complete .log file representation and the results of a Search in Files. The field can not be edited! But text can be copied via the context menu.

A double click on a  $\LaTeX$  error or warning line jumps to the specific line in the corresponding document (see Jump to error lines).

## Toolbar

Displays or hides the toolbar. A check mark appears next to the menu item when the toolbar is displayed.

The toolbar is displayed across the top of the application window, below the menu bar and provides quick mouse access to many tools used in **WinShell**.

## Status bar

Displays or hides the status bar. A check mark appears next to the menu item when the status bar is displayed.

The status bar is displayed at the bottom of the **WinShell** window. The left area of the status bar describes the action to be executed by the selected menu item or pressed toolbar button. The right area of the status bar shows the current line and column number of the cursor and the active Main- $\TeX$ -Document.

## Other bars

Displays or hides the different bars. A check mark appears next to the menu item when the specific bar is displayed. These bars represent some of the most common commands used in  $\LaTeX$ .



From left to right it is the arrow bar, binary operator bar, accent bar, relation bar, Greek letter bar, misc bar, macros bar (see Manage the toolbars).

## 2.5 Project

### New

A new project is created in **WinShell**. A dialog pops up to name the new project. The Project Window shows the new project as active project. Afterwards, the Main- $\text{\TeX}$ -Document, additional  $\text{\TeX}$ -Documents [optional] and Bib $\text{\TeX}$ -Documents [optional] have to be set (see Add to Project).

### Open

This command opens an existing project. The right area of the status bar shows the name of the Main- $\text{\TeX}$ -Document. The Project Window shows the

- Files
- Table of Contents (if available)
- Figures (if available)
- Tables (if available)
- Bibliography (if available)

The usage of the a project is described in detail in the 'Manage a Project' section.

### Close

The active project is closed. **WinShell** automatically saves all changes made to the documents if chosen in the General options tab. **WinShell** displays the 'Save As' dialog box, suggests a name and saves the document before closing an untitled document.

### Save

The active project is saved to its current name and directory. **WinShell** displays the 'Save As' dialog box to name the document when a document is saved for the first time.

**WinShell** uses relative pathnames in the .wsp files.

### Save As

The active project can be renamed and saved to a new name. **WinShell** displays the 'Save As' dialog box.

## **Add**

The files that belong to the project have to be added here or via the Project Window. The Main- $\text{\TeX}$ -Document is not analyzed. The user has to handle the adding or deleting of the project files. Deleting a file can be achieved with the context menu of this file in the Project Window.

### **Main- $\text{\TeX}$ -Document**

This command adds the Main- $\text{\TeX}$ -Document to the active project or replaces the old one. The name will appear in the Project Window in bold text.

### **$\text{\TeX}$ -Document**

This command adds one or more  $\text{\TeX}$ -Documents to the active project. It will appear in the Project Window.

### **Bib $\text{\TeX}$ -Document**

This command adds one or more Bib $\text{\TeX}$ -Documents to the active project. It will appear in the Project Window.

## **2.6 Window**

### **Split**

Splits the active window into two panes. A dividing rule appears at the top of the window which can be moved up and down with the left mouse button. A double click on the dividing rule reverses the split.

### **Tile vertical**

This command arranges the windows as non-overlapping tiles in the vertical direction.

### **Tile horizontal**

This command arranges the windows as non-overlapping tiles in the horizontal direction.

## 2.7 Help

### Help topics

This **WinShell** help is displayed.

### $\text{\LaTeX}2\text{e}$ help

An English  $\text{\LaTeX}2\text{e}$  help is shown. The full  $\text{\LaTeX}2\text{e}$  help package can be downloaded from the **WinShell** homepage for free. Its main components are:

$\text{\LaTeX}2\text{e}$ ,  $\text{\LaTeX}2\text{e}$  for authors, advanced  $\text{\LaTeX}$ ,  $\text{\LaTeX}$  maths and graphics,  $\text{\LaTeX}$ , AMS- $\text{\LaTeX}$ ,  $\text{\LaTeX}2\text{e}$  for class and package writers,  $\text{\LaTeX}2\text{e}$  font selection, configuration options for  $\text{\LaTeX}2\text{e}$ , modifying  $\text{\LaTeX}$ ,  $\text{\TeX}$  Frequently Asked Questions, Bib $\text{\TeX}$ , Makeindex and the  $\text{\TeX}$  Catalog.

### Info

This command displays the program information, version number and a copyright notice about **WinShell** in a small dialog.





## 3 How to...

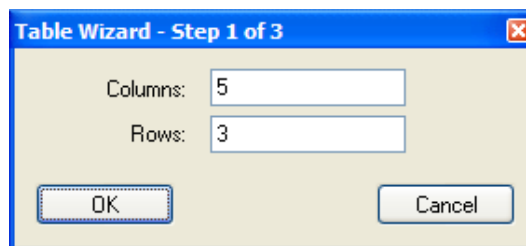
### 3.1 Use the command line arguments

**WinShell** can be started with

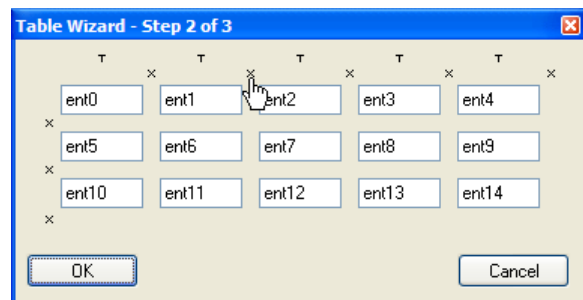
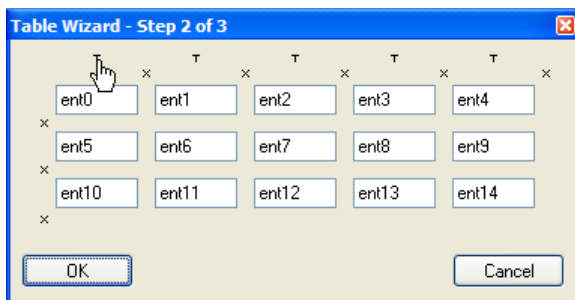
```
winshell -p project_file
winshell -c current_tex_file [-l current_line]
winshell project_file
winshell current_tex_file
```

### 3.2 Use the table wizard

**Step 1** Start the table wizard from the menu Execute ⇒ Table Wizard. A dialog pops up where the user can set values for the columns and rows.



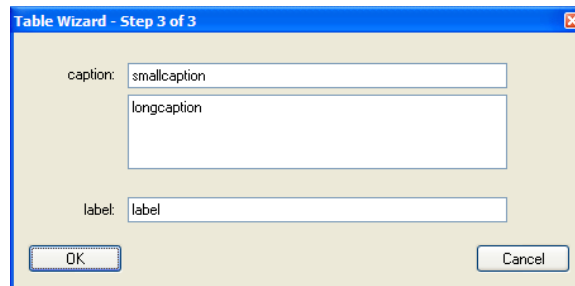
**Step 2** The next dialog shows the table with the entries which are editable.



It is possible to change the appearance of the table by clicking the small gadgets. The mouse form changes if the mouse cursor is moved over the different gadgets.

|   |                    |   |                                 |
|---|--------------------|---|---------------------------------|
| T | centered text      | x | no vertical/horizontal line     |
| └ | right-aligned text | I | vertical/horizontal line        |
| └ | left-aligned text  |   | double vertical/horizontal line |

**Step 3** The user can specify a small and a long caption as well as some text for the table which will appear in the text at the current cursor position after clicking 'OK'.

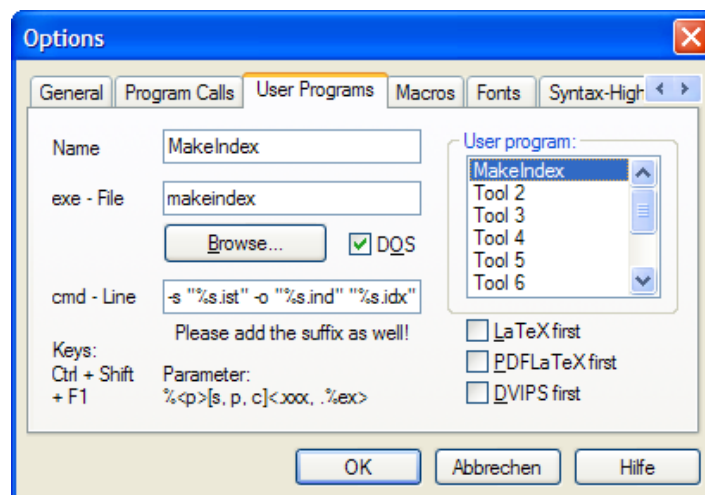


### 3.3 Insert a user tool

#### 3.3.1 Create a user tool

**Step 1** Go to the menu Options ⇒ User Programs. Click on the 'Tool 1' entry in the right list.

**Step 2** Make the entries for the wanted program and press 'OK'. In this example, makeindex will be used:



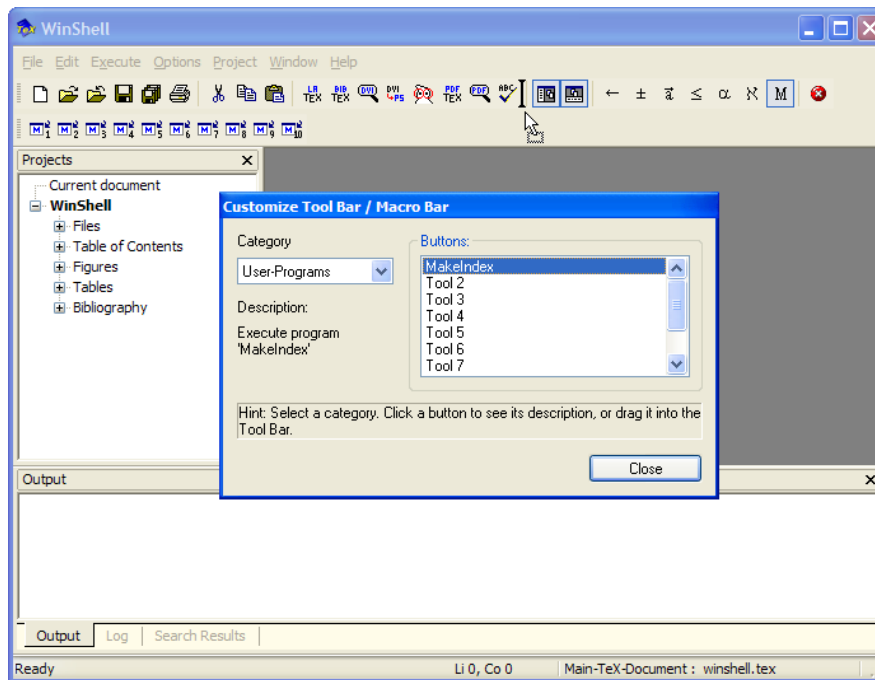
|           |                                  |                 |     |
|-----------|----------------------------------|-----------------|-----|
| Name:     | MakeIndex                        | LaTeX first:    | no  |
| exe-File: | makeindex                        | PDFLaTeX first: | no  |
| cmd-Line: | -s "%s.ist" -o "%s.ind" "%s.idx" | DVIPS first:    | no  |
|           |                                  | DOS             | yes |

%s.ist is a makeindex style file which has to be defined by the user. For more information see the makeindex documentation. For testing, the first part »-s "%s.ist"« can be removed; the standard style will be used.

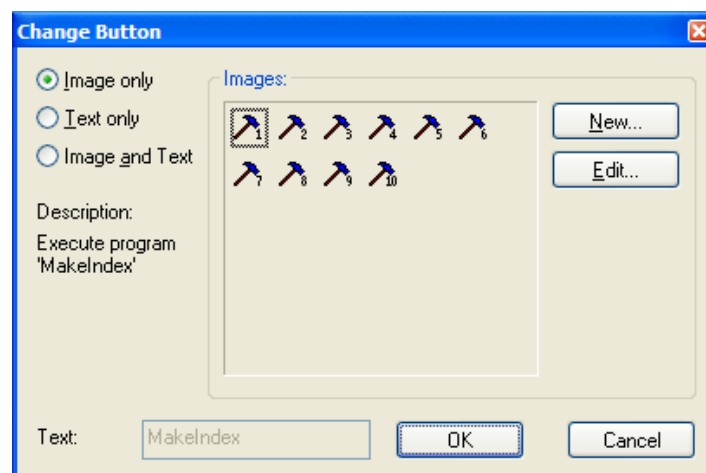
### 3.3.2 Insert a user tool into the toolbar

**Step 1** Go to the menu Options  $\Rightarrow$  View  $\Rightarrow$  Customize. Choose the category: 'User-Programs'.

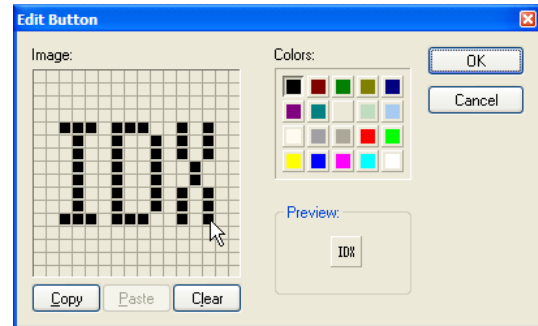
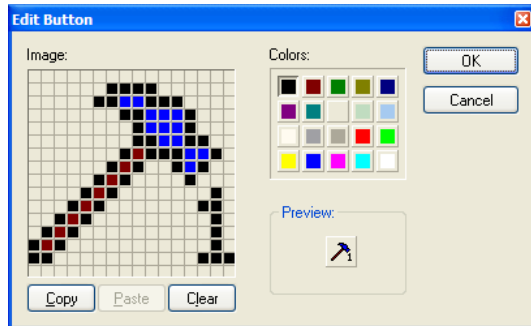
**Step 2** Drag & drop the wanted tool on the toolbar. In this example, drag 'MakeIndex' on the toolbar.



**Step 3** A dialog pops up which shows different possibilities to choose the corresponding button. 'Tool 1' is highlighted. In this example, press the 'Edit' button.



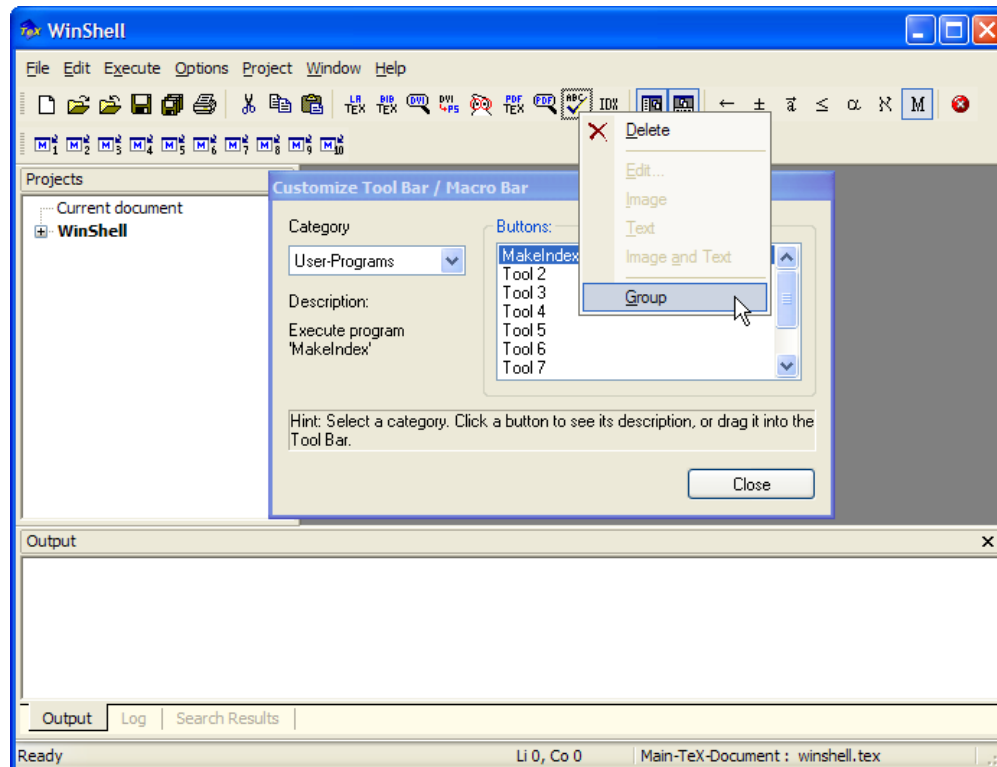
**Step 4** The edit dialog pops up. Here it is possible to change the appearance of the button. Just press the 'OK' button when finished.



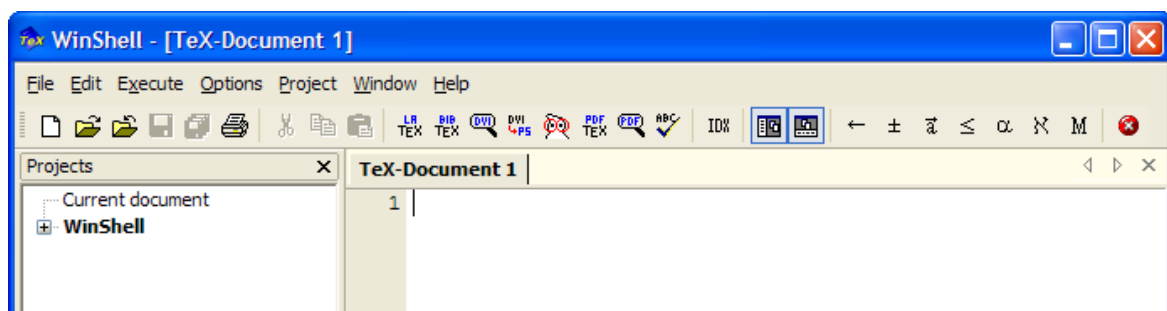
**Step 5** The modified button appears in the image list. Again, press the 'OK' button. The button now appears in the toolbar.



**Step 6** Move the mouse pointer to the 'Spell Checker' button and press the right mouse button for the context menu to insert a separator; choose the 'Group' button.



**Step 7** Finish the insertion by pressing the 'Close' button on the dialog. The modified toolbar should look like this:



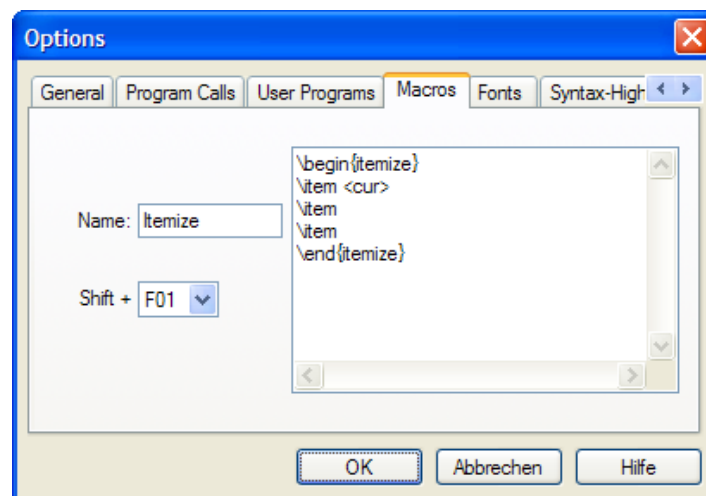
Hint: How to delete an icon from the toolbar? Open the customization dialog (see Step 1). Either left click the desired icon with the mouse and move it away from the toolbar (drag & drop) or use the menu item 'Delete' from the icon's context menu.

## 3.4 Insert a macro

### 3.4.1 Create a macro

**Step 1** Go to the menu Options ⇒ Macros and choose the number of the macro from the drop down list (F01..F10).

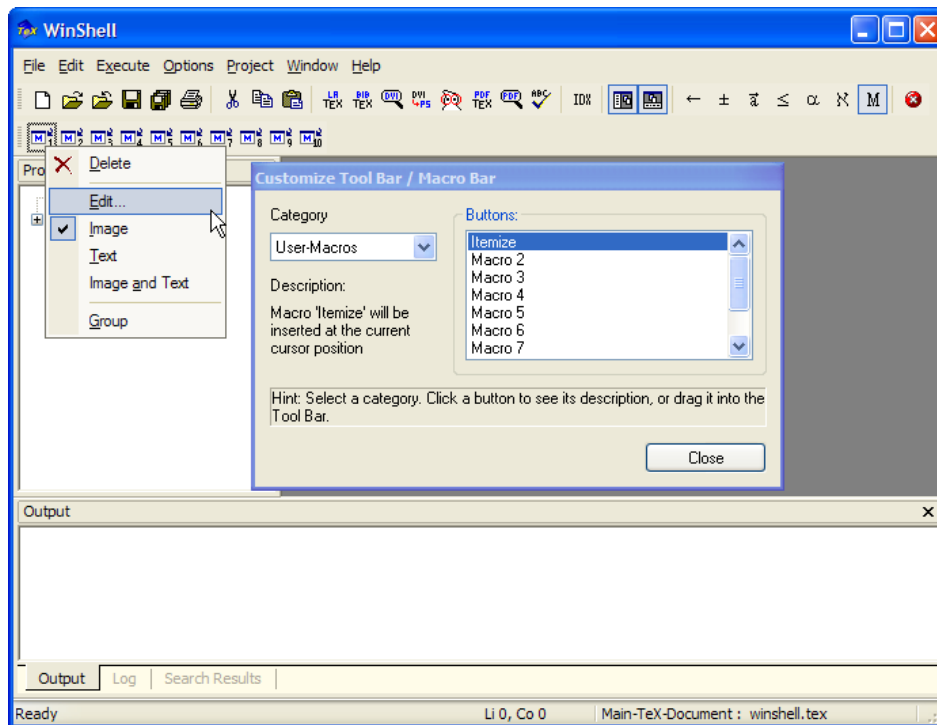
**Step 2** Make your entries for the wanted macro. E.g., the tag <cur> inside the macro sets the cursor position to that specific position after the macro was inserted into the text.



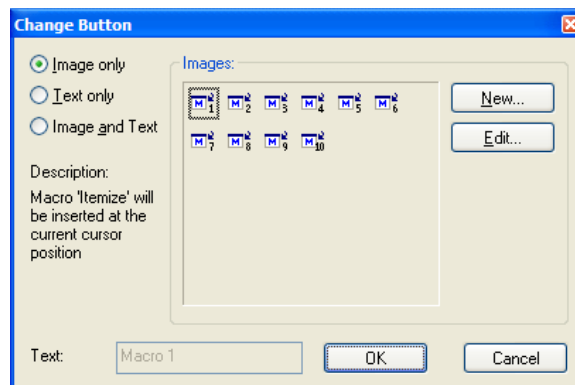
### 3.4.2 Insert a macro into the toolbar

**Step 1** Go to the menu Options ⇒ View ⇒ Customize. Choose the category: 'User-Macros'.

**Step 2** Move the mouse pointer to 'Macro 1' and press the right mouse button. The context menu allows the user to modify the appearance of the button. Click the 'Edit' entry.

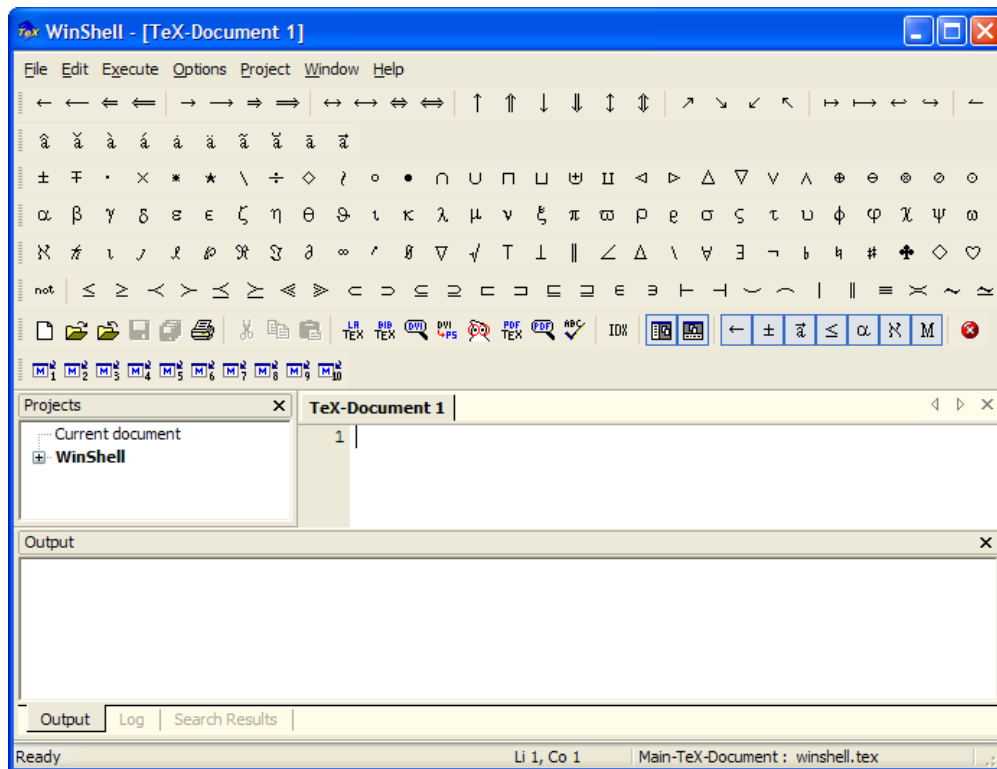


**Step 3** The edit dialog pops up. Here it is possible to change the appearance of the button. Just press the 'OK' button when finished.



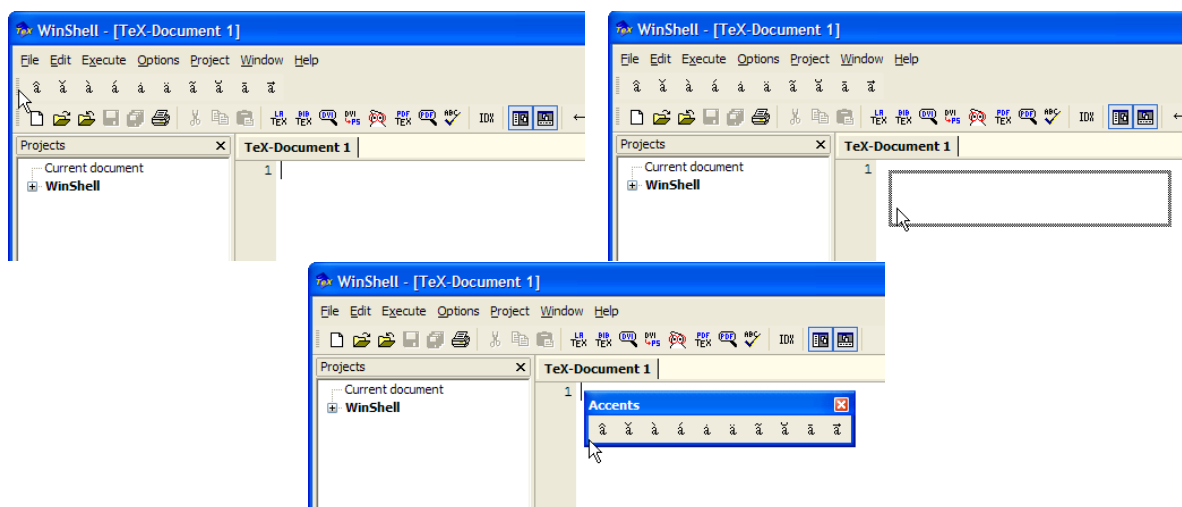
The next steps proceed like in the previous section.

### 3.5 Manage the toolbars



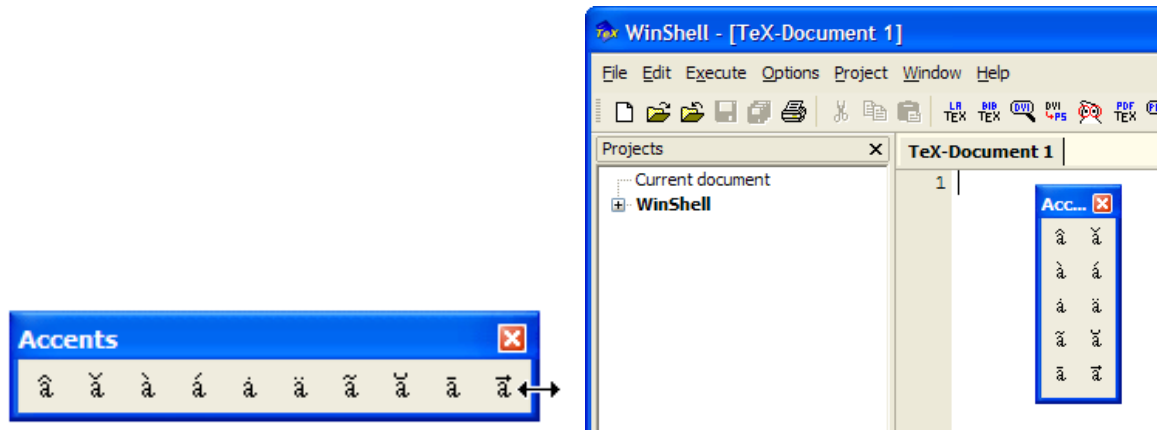
This is how it looks when all toolbars are shown. The appearance is not very user-friendly but it is possible to move and form each toolbar. These positions are stored when exiting **WinShell** and reloaded at the next start.

**Step 1** This example shows the accent bar. Drag the gripper of the accent bar to any place.





**Step 2** It is possible to manipulate the accent bar and move the bar to its destination place by dragging at the edges. This position will be reloaded at the next start of **WinShell**.

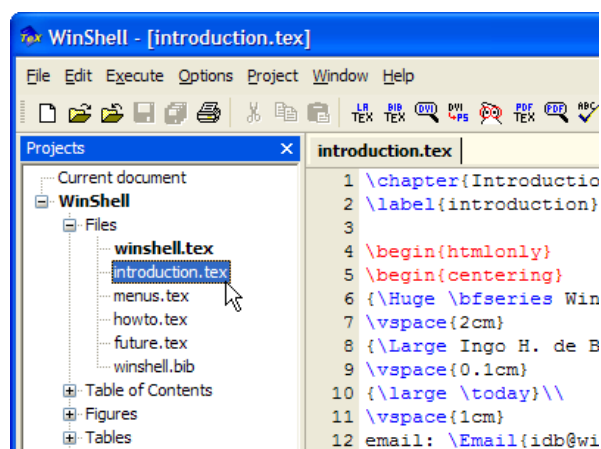


## 3.6 Manage a project

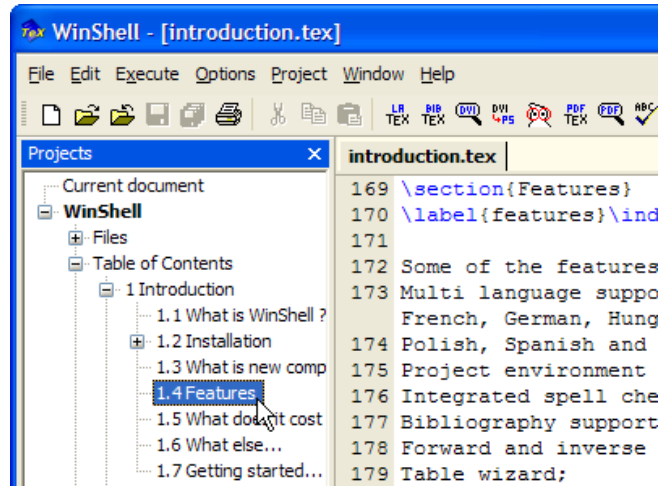
The usage of a project allows it to add, remove, save, etc. files. The project file contains relative pathnames. A demo project is included in the **WinShell** package which will be loaded at first start. The demo is stored in the directory Demo. Open the demo project. Click on the  $\text{\LaTeX}$  button of the toolbar. Take a look at the demo file with the DVIVIEW application or generate a .pdf or .ps file. If you get any error message, the  $\text{\LaTeX}$  package could be installed incorrectly.

**Left Mouse Button** A double click on an item of the project has the following effects:

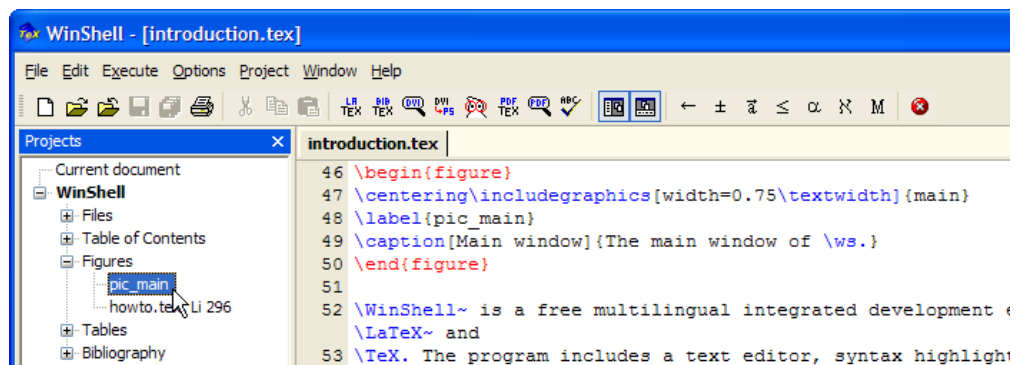
- **Files** The file will open at line 1 or simply shown if it is already opened.



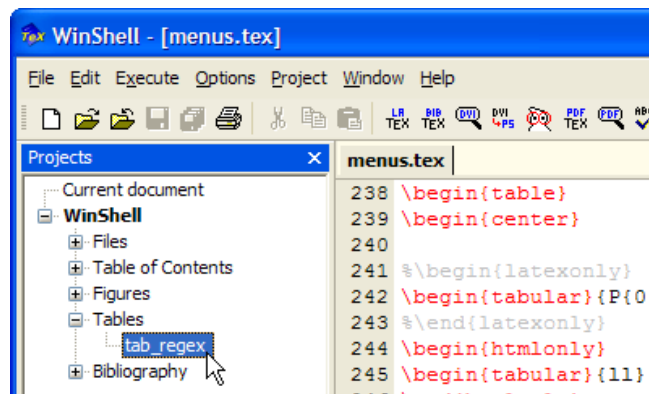
- **Table of Contents** The file will open at that specific line position. The 'Table of Contents' contains: `\chapter \section \subsection \subsubsection`.



- **Figures** The file will open at the line of the figure. The document name and the line of the figure is shown in the entry if the figure has no label. **WinShell** only takes the figure environment into account.

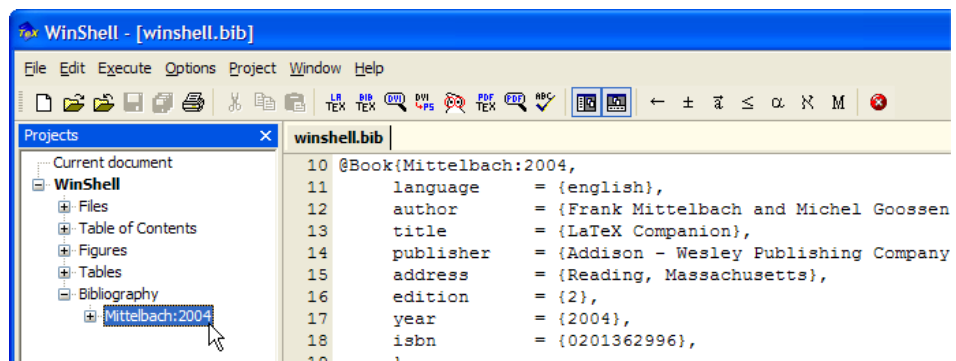


- **Tables** The file will open at the line of the table. The document name and the line of the table is shown in the entry if the table has no label. **WinShell** only takes the `table` environment into account.

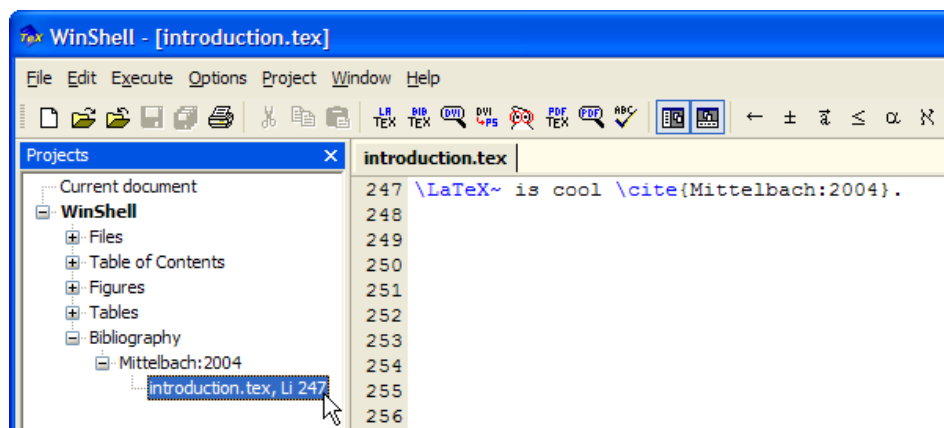


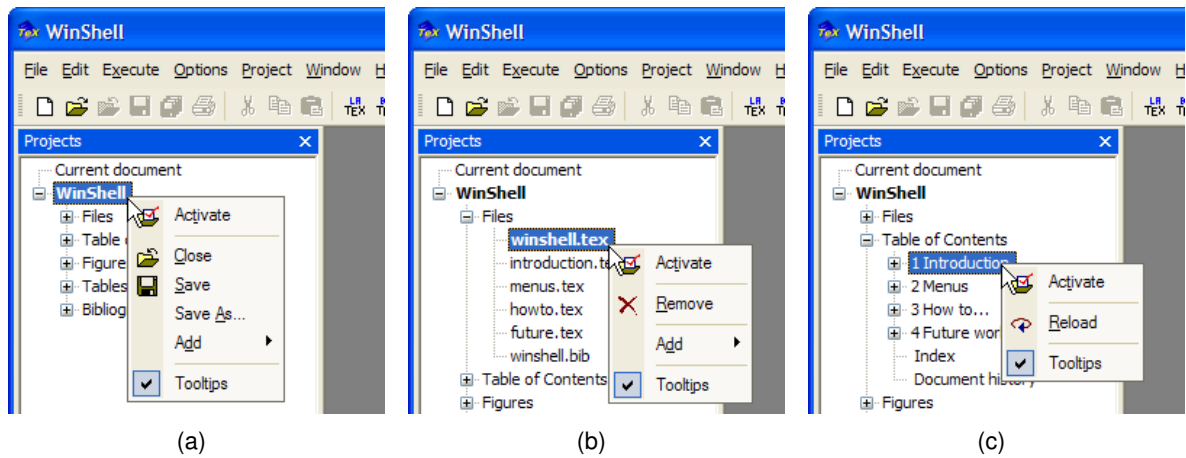
- **Bibliography**

- Bibliography label: Opens the Bib<sub>T</sub>E<sub>X</sub> file at the Bib<sub>T</sub>E<sub>X</sub> entry.



- Subtree of the bibliography label: Opens the T<sub>E</sub>X file at the given line. This is where the Bib<sub>T</sub>E<sub>X</sub> entry is cited.





**Right Mouse Button** A context menu pops up after a right mouse click depending on the tree entry the mouse focuses: (a) The project context menu shows the project menu. (b) The file context menu lets the user add existing documents to the project or remove the marked file from the current project. (c) The TOC, figures, tables or bibliography context menu reloads the entries.

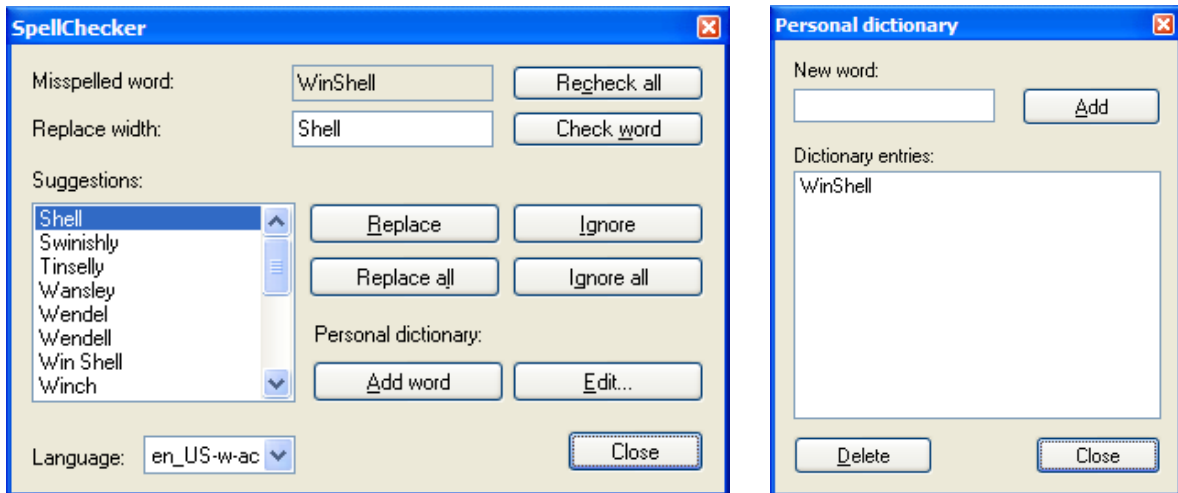
Tooltips for the Project Window can be toggled via the context menu. The tooltip for the project entry shows the working path and for the file entries it shows the complete path.

## 3.7 Use the spell checker

The free software Aspell has to be installed from <http://aspell.net/win32/> to spell check a document. The engine as well as a dictionary is needed, e.g.

engine: <http://ftp.gnu.org/gnu/aspell/w32/Aspell-0-50-3-3-Setup.exe>

dictionary: <http://ftp.gnu.org/gnu/aspell/w32/Aspell-en-0.50-2-3.exe>

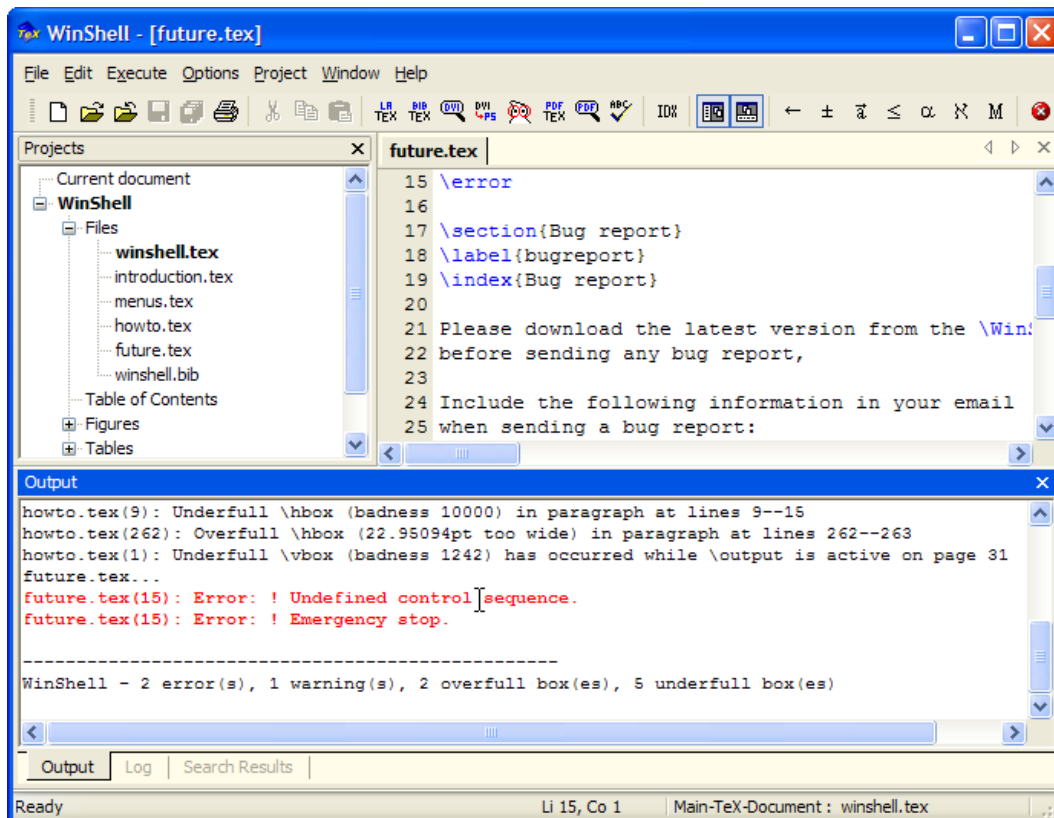


The spell check button is enabled when a document is loaded. A dialog pops up to show the wrong word which is also highlighted in the document. A suggestion list is displayed. At the bottom of the dialog the language of the dictionary can be chosen (left image).

A personal dictionary can be created if the word is not in the given suggestion list. The word can be added and the personal dictionary be edited (right image). It is saved in the WinShellDict.txt file which is stored in a directory (normally the user profile directory) depending on the OS (Operating System) version you are running.

### 3.8 Jump to error and warning lines

A double click on a  $\LaTeX$  error or warning line in the Output Window jumps to the specific line in the corresponding document. An error line is drawn in red.



Additionally, **WinShell** jumps automatically to the first error line when the check mark in the General tab in the Options dialog is set.

Hint: Adding the nonstopmode command to the  $\LaTeX$  program call prevents the  $\LaTeX$  run to stop at errors and makes a compilation of the complete project or document:

- Options  $\Rightarrow$  Program Calls  $\Rightarrow \LaTeX$   
cmd-line: `-interaction=nonstopmode "%s.tex"`

## 4 Future work and bug report

### 4.1 Future work

The future work will deal with:

- New options dialog
- MySpell as an alternative to Aspell
- Insert table, figure and bibliography references from Project Window into text
- More bibliography support

### 4.2 Bug report

Please download the latest version from the **WinShell** homepage before sending any bug report. Include the following information in your email (in English or German only!) when sending a bug report:

My Computer:

On which system do I work?  
Which service pack is installed?  
Which LaTeX system do I use?

WinShell:

Which version (plus upload date) of WinShell am I using?

Bug:

Description of the exact way how this error was produced!  
What is the exact error message?  
Is it reproducible?  
Did I try it on other machines?  
Did I try it on other systems?





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## **Document history**

May 25, 2006   Ingo H. de Boer   Initial version for WinShell 3.1