

# Custumizing T<sub>E</sub>X<sub>MACS</sub>

Nicolas Ratier

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## 1. The TeX<sub>M</sub>ACS Keyboard

- 5 modifier keys (**SCHeMA**)
- Edit → Preferences → Keyboard → Caps-lock key → Map to H modifier



- |                                     |   |
|-------------------------------------|---|
| → [S-] (Shift key combinations)     | For writing upper letters (as usual)                        |
| → [C-] (Control key combinations)   | For frequently used editing commands                        |
| → [H-] (Hyper key combinations)     | For producing special symbols                               |
| → [M-] (Meta key combinations)      | For general purpose commands which can be used in all modes |
| → [A-] (Alternate key combinations) | For commands which depend on the mode that you are in       |

## 2. How **TEXMACS** defined its own menus

- The main menu is defined in the file:

`$TEXMACS_PATH/progs/menus/menu-main.scm`

```
(menu-bind texmacs-menu
  (=> "File" (link file-menu))
  (=> "Edit" (link edit-menu))
  (if (not (in-graphics?)) (=> "Insert"      (link insert-menu)))
  (if (in-source?)        (=> "Source"      (link source-menu)))
  (if (in-text?)          (=> "Text"        (link text-menu)))
  (if (in-math?)          (=> "Mathematics" (link mathematics-menu)))
  (if (in-io?)            (=> "Session"     (link session-main-menu)))
  (if (in-graphics?)      (=> "Graphics"    (link graphics-menu)))
  (if (in-table?)         (=> "Table"       (link table-menu)))
  (link texmacs-extra-menu)
  (if (not (in-graphics?)) (=> "Format"      (link format-menu)))
  (=> "Document" (link document-menu))
  (if (project-attached?) (=> "Project"     (link project-menu)))
  (=> "View"       (link view-menu))
  (=> "Go"         (link go-menu))
  (=> "Tools"      (link tools-menu))
  (=> "Help"       (link help-menu)))
```

- The constructor (`menu-bind`) is used to define (or modify) a menu
- The constructor (`link`) is used to link a submenu (defined elsewhere)

- The "File" submenu is defined in the file

\$TEXMACS\_PATH/progs/menus/menu-file.scm

```
(menu-bind file-menu
  ("New"          (new-buffer))
  ("Load" ...)   (choose-file "Load file" "" 'load-buffer))
  ("Save"         (save-buffer))
  ("Save as" ...) (choose-file "Save TeXmacs file" "texmacs" 'save-buffer))
  ("Revert"       (revert-buffer))
  ---
  (-> "Page setup"    (link page-setup-menu))
  (-> "Print"         (link print-menu))
  (-> "Import"        (promise (import-menu-promise #f)))
  (-> "Export"        (promise (export-menu-promise #f)))
  ---
  ("Pdf"           ... (choose-file "Save pdf file" "pdf" 'print-to-file))
  ("PostScript"    ... (choose-file "Save postscript file" "postscript" 'print-to-file)))
  ---
  ("Close buffer"  (safely-kill-buffer))
  ("Close TeXmacs" (safely-quit-Texmacs)))
```

### 3. How to create its own menus

- You must use your personal initialization file:

```
$TEXMACS_HOME_PATH/progs/my-init-texmacs.scm
```

```
(menu-bind texmacs-extra-menu
  (=> "AAA" (link aaa-menu))
  (=> "BBB" (link aaa-menu)))

;;
;; The AAA menu
;;

(menu-bind aaa-menu
  ("AAA 111" (insert "Menu: aaa 111"))
  ("AAA 222" (insert "Menu: aaa 222"))
  ---
  (-> "AAA 333" (link file-menu))
  (-> "AAA 444" (link file-menu)))
```

- The constructor => is used to create pulldown menu
- The constructor -> is used to create pullright menu
- The constructor ... is used to separate items of a menu

## 4. How to create its own keyboard shortcuts

```
;; Keyboard shortcuts only valid in text-mode
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

(kbd-map
 (:mode in-text?)
 ("M-A-w"           (insert "Welcome in RMLL 2005"))
 ("e q u ." (begin (insert "Eq. ") (make 'reference) (insert "equ:")))
 ("f i g ." (begin (insert "Fig. ") (make 'reference) (insert "fig:")))
 ("t a b ." (begin (insert "Table ") (make 'reference) (insert "tab:")))
 ("r e f ." (begin (make 'cite) (insert "bib:"))))

;; Keyboard shortcuts only valid in math-mode
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

(kbd-map
 (:mode in-math?)
 ("g r a d ." (insert "<nabla>"))
 ("d i v ." (insert "<nabla><cdot>"))
 ("r o t ." (insert "<nabla><times>")))

(kbd-map
 (:mode in-math?)
 ("e q u ." (begin (make 'label) (insert "equ:"))))
```

- Example

Welcome in RMLL 2005

grad, div, rot:  $\nabla$   $\nabla \cdot \nabla \times$

## 5. How to create its own icons menu

```
;;;;;;;;
;; User defined icons
;;;;;;;

(menu-bind texmacs-extra-icons
  (=> (balloon (icon "sw_lowgre.xpm") "Lowercase Greek")
    (tile 4 (link sciword-lowercase-greek)))
  (=> (balloon (icon "sw_uppgre.xpm") "Uppercase Greek")
    (tile 2 (link sciword-uppercase-greek)))
  |
  (=> (balloon (icon "sw_binope.xpm") "Binary Operations")
    (tile 5 (link sciword-binary-operations)))
  (=> (balloon (icon "sw_binrel.xpm") "Binary Relations")
    (tile 7 (link sciword-binary-relations)))
  (=> (balloon (icon "sw_negrel.xpm") "Negated Relations")
    (tile 5 (link sciword-negated-relations)))
  |
  (=> (balloon (icon "sw_arrows.xpm") "Arrows")
    (tile 5 (link sciword-arrows)))
  (=> (balloon (icon "sw_missym.xpm") "Miscellaneous Symbols")
    (tile 5 (link sciword-miscellaneous-symbols)))
  (=> (balloon (icon "sw_spedel.xpm") "Specials Delimiters")
    (tile 2 (link sciword-specials-delimiters))))
```

- The constructor | is used to separate icons of a menu

```
;;
;; Lowercase Greek
;;

(menu-bind sciword-lowercase-greek
  (symbol "<alpha>") (symbol "<beta>") (symbol "<gamma>") (symbol "<delta>")
  (symbol "<epsilon>") (symbol "<varepsilon>") (symbol "<zeta>") (symbol "<eta>")
  (symbol "<theta>") (symbol "<vartheta>") (symbol "<iota>") (symbol "<kappa>")
  (symbol "<lambda>") (symbol "<mu>") (symbol "<nu>") (symbol "<xi>")
  (symbol "<pi>") (symbol "<varpi>") (symbol "<rho>") (symbol "<sigma>")
  (symbol "<varsigma>") (symbol "<tau>") (symbol "<upsilon>") (symbol "<phi>")
  (symbol "<varphi>") (symbol "<chi>") (symbol "<psi>") (symbol "<omega>")
  (symbol "<varkappa>") (symbol "<varrho>"))

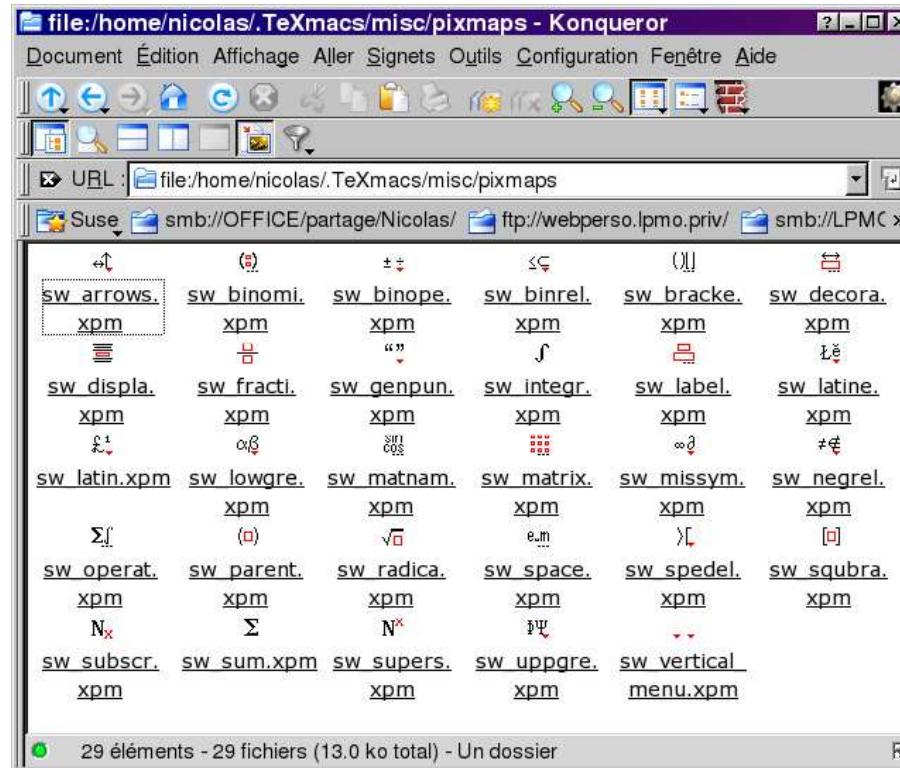
;;
;; Uppercase Greek
;;

(menu-bind sciword-uppercase-greek
  (symbol "<Gamma>") (symbol "<Delta>")
  (symbol "<Theta>") (symbol "<Lambda>")
  (symbol "<Xi>") (symbol "<Pi>")
  (symbol "<Sigma>") (symbol "<Upsilon>")
  (symbol "<Phi>") (symbol "<Psi>")
  (symbol "<Omega>") (symbol "<digamma>"))

...
)
```

- The icons in \*.xpm format must be put in the directory

\$TEXMACS\_HOME\_PATH/misc/pixmaps



- The user's icons must be made visible:

View → User provided icons