

The L^AT_EX symbol fonts for use with L^AT_EX 2 _{ε} .*

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This file is maintained by the L^AT_EX Project team.
Bug reports can be opened (category `latex`) at
<http://latex-project.org/bugs.html>.

1 Introduction

This file defines the package `latexsym` which makes the few additional characters available that come from the `lasy` fonts (L^AT_EX's symbol fonts). These fonts are not automatically included in the NFSS2/L^AT_EX 2 _{ε} since they take up important space and aren't necessary if one makes use of the packages `amsfonts` or `amssymb`.

The commands defined by the `latexsym` package are:

```
\mho \Join \Box \Diamond \leadsto ~\rightarrow
\sqsubset \sqsupset \lhd \lhd \unlhd \lhd \rhd \rhd
\unrhd \lhd
```

2 The DOCSTRIP modules

The following modules are used in the implementation to direct DOCSTRIP in generating the external files:

driver	produce a documentation driver file
package	produce a package file
fd	produce a font definition file

3 The Implementation

The individual files generated from this code are identified at the very top of this file by a couple of lines looking like this:

```
%<fd>\ProvidesFile{Ulasy.fd}
%<-driver>           [????/?/? v2.2?
%<package>           Standard LATEX package (lasy symbols)]
%<fd>                 LATEX symbol font definitions]
1 (*package)
```

*This file has version number v2.2e, dated 1998/08/17.

\symlasy It is possible to detect whether or not the L^AT_EX symbols are already defined by checking for the math group number with the name \symlasy.

In that case we exit but write a message to the transcript file.

```
2 \ifx\symlasy\undefined \else
3   \wlog{Package latexsym: nothing to set up}%
4   \endinput \fi
```

Otherwise we define the new symbol font.

```
5 \DeclareSymbolFont{lasy}{U}{lasy}{m}{n}
6 \SetSymbolFont{lasy}{bold}{U}{lasy}{b}{n}
```

Because the lasy symbols are made an error in the format we have to undefine them before we can set them anew with \DeclareMathSymbol.

```
7 \let\mho\undefined          \let\sqsupset\undefined
8 \let\Join\undefined         \let\lhd\undefined
9 \let\Box\undefined          \let\unlhd\undefined
10 \let\Diamond\undefined      \let\rhd\undefined
11 \let\leadsto\undefined      \let\unrhd\undefined
12 \let\sqsubset\undefined

13 \DeclareMathSymbol{\mho}{30}{lasy}{30}
14 \DeclareMathSymbol{\Join}{31}{lasy}{31}
15 \DeclareMathSymbol{\Box}{32}{lasy}{32}
16 \DeclareMathSymbol{\Diamond}{33}{lasy}{33}
17 \DeclareMathSymbol{\leadsto}{3B}{lasy}{3B}
18 \DeclareMathSymbol{\sqsubset}{3C}{lasy}{3C}
19 \DeclareMathSymbol{\sqsupset}{3D}{lasy}{3D}
20 \DeclareMathSymbol{\lhd}{01}{lasy}{01}
21 \DeclareMathSymbol{\unlhd}{02}{lasy}{02}
22 \DeclareMathSymbol{\rhd}{03}{lasy}{03}
23 \DeclareMathSymbol{\unrhd}{04}{lasy}{04}
```

To save some space we can remove the definition of \not@base since it isn't any longer needed. (We use \@undefined so that gives an error and not a recursive definition if it is still used somewhere.)

```
24 \let\not@base\@undefined
25 
```

3.1 L^AT_EX symbols fonts

The rest of this file defines the the font shape declarations that have to go into the corresponding .fd file.

```
26 (*fd)
27 \DeclareFontFamily{U}{lasy}{}
28 \DeclareFontShape{U}{lasy}{m}{n}{<5> <6> <7> <8> <9> gen * lasy
29   <10> <10.95> <12> <14.4> <17.28> <20.74> <24.88>lasy10 }{}{}
```

Since there are no bold lasy symbols below 10pt we silently substitute them by the medium ones to avoid terminal warnings if \boldmath is selected.

```
30 \DeclareFontShape{U}{lasy}{b}{n}{<-10> ssub * lasy/m/n
31   <10> <10.95> <12> <14.4> <17.28> <20.74> <24.88>lasyb10 }{}{}
```

The next line goes into all files and in addition prevents DOCSTRIP from adding any further code from the main source file (such as a character table).

33 \endinput