Contents of issue #4 (October 2007)

Editor’s note: *ArsTeXnica* is the journal of *GUIT*, the Italian TeX user group. The journal’s web site is http://www.guit.sssup.it/arstexnica.

Massimiliano Dominici, Editoriale [From the editor]; p. 3

A short overview of the present issue.

Lapo F. Mori and Maurizio W. Himmelmann, Scrivere il curriculum vitae con *LATEX* [How to write a curriculum vitae with *LATEX*]; pp. 5–15

This paper presents the tools that are currently available to prepare a curriculum vitae with *LATEX*, with a critical analysis of packages and classes.

Claudio Beccari and Andrea Guadagni, La progettazione di un’opera di consultazione: l’edizione del *Prontuario dell’ingegnere* con *LATEX* [The design of a reference book: The production of the *Engineer’s Quick Reference Book* with *LATEX*]; pp. 16–24

(Published in this issue of *TUGboat*.)

Massimo Caschili, Introduzione a PSTricks [An introduction to PSTricks]; pp. 25–44

PSTricks is a powerful graphic system established by a large number of extensions; it offers many tools to produce pictures, graphical representations and figures with high-quality effects and an high-quality typographical performance.

Luciano Battaia, *LATEX* nella Scuola Media Superiore: applicazioni didattiche con PSTricks [*LATEX* in secondary high school: didactic use of PSTricks]; pp. 45–50

The aim of this paper is to promote the use of *LATEX*, and in particular PSTricks with its extensions, in secondary high school and to debate the positive influences of this fact on math teaching.

The paper is not a technical introduction to PSTricks: rather it reflects the author’s ideas concerning the real possibility of reconciling both "old fashioned" school programs and *LATEX* strategies. The techniques discussed here have been used in a course at Liceo Scientifico Grigoletti, Pordenone.

Agostino De Marco, Illustrazioni tridimensionali con Sketch/LATEX/PSTricks/TikZ nella didattica della Dinamica del Volo [Three-dimensional illustrations with Sketch/LATEX/PSTricks/TikZ in the teaching of flight dynamics]; pp. 51–68

This article shows how combining *LATEX* with the package PSTricks or with TikZ can be used to produce advanced, nice-looking illustrations. As a matter of fact, the creation of drawings representing three-dimensional scenes with scientific or non-trivial annotations is possible with *LATEX*. One of the goals of the article is introducing the program Sketch, by Eugene Ressler, and how one can manipulate and put in place objects in a three-dimensional scene by means of its intuitive scripting language. The output of Sketch is a set of PSTricks or TikZ commands that can be included by a master *LATEX* document to produce the final picture. The technique proposed here enables overcoming the limitations encountered by PSTricks or TikZ users when it comes to representing non-trivial three-dimensional scenes.

As a teacher of engineering subjects related to flight dynamics, I report some concrete examples...
that may help to better understand the potential of Sketch and of the workflow proposed in the article.

**Norbert Preining**, \TeX\ Live’s new infrastructure; pp. 69–73

Since the release of \TeX\ Live 2007 a new infrastructure for \TeX\ Live distribution and management has been developed. This article presents the reasons for this switch, the ideas behind the new infrastructure, software developed, and ways to incorporate this new infrastructure. We will close with a look at what new features this new infrastructure could bring to the \TeX\ (Live) world.

**Klaus Höppner**, Typesetting tables with \LaTeX; pp. 74–77

From a \LaTeX\ologist’s point of view, \LaTeX\ is a perfect tool to typeset nearly everything in a beautiful manner. Without any doubt, \LaTeX\ can typeset tables, but it is easy to produce bad tables with ugly lines and text touching the lines. This talk is intended to introduce how to typeset tables with \LaTeX\ on a beginners’ level, mentioning some typographic aspects, showing some packages that help the author in formatting tables and concluding with how to typeset tables with page breaks. [This article was published in \textit{TUGboat} 28:3, \url{http://tug.org/TUGboat/Articles/tb28-3/tb90hoeppner.pdf}.]

**Gianluca Gorni and Stéphane Matiz**, Inserire equazioni \LaTeX\ in grafici di \textit{Mathematica} [Including \LaTeX\ equations in graphics generated through \textit{Mathematica}]; pp. 78–81

In this article we introduce a solution for creating graphics with the \LaTeX\ fonts. This solution is meant for users who create pictures in Mathematica to be included in \LaTeX\ documents. With a single command within the Mathematica front end

\texttt{TeXClipping[\LaTeX\ syntax, options]}

we get a graphical object \texttt{Graphics} for Mathematica: a simple set of polygons that gives the same impression as its corresponding font and that integrates perfectly in the \textit{Mathematica} context.

**Claudio Beccari**, I font per le slide \LaTeX\ resuscitati [\LaTeX\ slide fonts revived]; pp. 82–87

(Published in this issue of \textit{TUGboat}.)

**Massimiliano Dominici**, Utilizzo di caratteri TrueType con \LaTeX. Un esempio pratico: i \textit{Fell Types} [TrueType fonts in \LaTeX, a concrete example: the \textit{Fell Types}]; pp. 88–102

This paper explains how \TeX\ can make the best use of the features of a TrueType font. For this purpose, the paper shows the installation of a collection of fonts, the \textit{Fell Types}, full of nonstandard features that \TeX\ can be taught to manage in a transparent way for the user.

**Jean-Michel Hufflen**, Guidelines for Bibliographical Citations in \LaTeX; pp. 103–110

After a short overview of the schemes used for bibliographical citations, we give some guidelines for using some packages of \LaTeX\ 2ε and bibliography styles of Bib\TeX\ in order to write adaptable citations, i.e., texts where switching one citation scheme to another is easy.