

Tactic troff mark-up

[/Reference manual](#)

1. Introduction

A troff mark-up for tactics is defined here by its conversion to a sequence of UCS characters.

2. White space and comments

Spaces and tabs in the mark-up are converted to *SPACE* characters. Newlines characters in the mark-up are converted to *NLCHAR* characters.

Mark-up may be commented: all text from `--` to the end of that line is ignored.

2.1. Mark-up directives

Non-ASCII symbols may be marked-up using their troff codenames, e.g. `\(dg` is mark-up for a † character.

Alternatively, in the style of the `eqn` preprocessor, mnemonic names may be associated with non-ASCII symbols using mark-up directives.

The conversion of a name to a specific UCS character is defined by a mark-up directive like the following.

.To or U+2228

If a name is to be converted to more than one character, a directive like the following is used.

.Tw abbr abbreviation

The conversions of all such names include a *SPACE* character before and after them.

Most tactic keywords are ASCII and are marked-up as themselves. Those that are not are marked-up using names defined by the mark-up directives given below.

3. Symbol characters

Z character troff mark-up

∇ .To or U+2228

The ● character is marked up as 'endpat' when it marks the end of a pattern, but as 'dot' otherwise.

4. Sequent mark-up

Mathematical representation

name ==

$[Formals]Hyp \vdash? Concs$

Z characters

name ==

$[Formals] Hyp \vdash? Concs$

Troff mark-up

.ZH

$[Formals] Hyp \text{ thrm } Concs$

.ZE name

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