

Using the *MathTimeProfessional* Font Supplement A with L^AT_EX*

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1 Introduction

Font Supplement A for the *MathTimeProfessional* fonts is designed to provide Times-compatible versions of the various operators on the AMS's `msam` and `msbm` fonts and the so-called L^AT_EX symbols, as well as several different ‘blackboard bold’ fonts.

The macro package `mtpams` can be regarded as the counterpart to the packages `amssymb` and `latexsym`. While the latter are to be used in conjunction with the Computer Modern math fonts, `mtpams` provides, roughly speaking, the same functionality for the *MathTimeProfessional* fonts, i.e., making additional math symbols available, and providing a mathematical ‘blackboard bold’ alphabet.

In contrast to `amssymb`, however, the package does *not* implement a mathematical fraktur alphabet `\mathfrak`. A fraktur font which blends well with Times is provided in the *MathTimeProfessional* Supplement B collection and can be used through the related macro package `mtpb`. Alternatively, load the standard package `eufrak` to use the free ‘Euler Fraktur’ typeface.

The package `mtpams` is to be used in conjunction with version 4 of the package `mtpro`, which should be loaded *first*:

```
\usepackage[options]{mtpro}  
\usepackage[options]{mtpams}
```

Otherwise, `mtpro` gets loaded automatically, and you cannot pass any package options to it.

2 Blackboard Bold

The package `mtpams` makes a ‘blackboard bold’ math alphabet available with the name `\mathbb`. Two different varieties of ‘blackboard bold’ fonts are provided:

*This document refers to version v4.1 of the macro package `mtpams`, to be used with the updated fonts from Supplement A.

The first version, *MathTime holey roman bold*, is a ‘bold open’ font, formed by hollowing out bold letters:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz0123456789

By contrast, the *MathTime blackboard bold* font is the sort of alphabet that one might actually write on a blackboard:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz0123456789

Or you might prefer one of the dark versions, *holey roman dark*:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz0123456789

or *blackboard bold dark*:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz0123456789

The font that will actually be used for `\mathbb` is selected through a package option:

mtphrb holey roman bold

mtpbb blackboard bold (default)

mtphrd holey roman dark

mtpbdd blackboard bold dark

3 New symbols

3.1 Ordinary symbols

Most of the new symbols are binary operators or relations, but first we have a group of various ordinary symbols, shown in table 1. `\checkmark`, `\maltese` and `\circledR` are sort of special, since they can be used both in text mode and in math mode.

For technical reasons, the AMS symbols \yen (`\yen`), F (`\digamma`), and \hslash (`\hslash`), have been placed on the latest versions of the *MathTimeProfessional* basic fonts, along with the \hbar (`\bar`) already appearing there, and their definitions appear in the macro package `mtpro` from v4.0 on, so you don’t need the supplementary fonts to use them.

\diamond (`\Diamond`) appears in the so-called L^AT_EX symbols, and you may prefer its shape over \diamond .

3.2 Delimiters

Table 2 shows four special delimiters (which occur in only one size).

\backslash	<code>\backprime</code>	\emptyset	<code>\varnothing</code>
\triangle	<code>\vartriangle</code>	\blacktriangle	<code>\blacktriangle</code>
∇	<code>\triangledown</code>	\blacktriangledown	<code>\blacktriangledown</code>
\square	<code>\square</code>	\blacksquare	<code>\blacksquare</code>
\lozenge	<code>\lozenge</code>	\blacklozenge	<code>\blacklozenge</code>
\diamond	<code>\Diamond</code>	\bigstar	<code>\bigstar</code>
\sphericalangle	<code>\measuredangle</code>	\sphericalangle	<code>\sphericalangle</code>
\nexists	<code>\nexists</code>	\complement	<code>\complement</code>
\mho	<code>\mho</code>	\eth	<code>\eth</code>
\Finv	<code>\Finv</code>	\Game	<code>\Game</code>
\diagup	<code>\diagup</code>	\diagdown	<code>\diagdown</code>
\beth	<code>\beth</code>	\gimel	<code>\gimel</code>
\daleth	<code>\daleth</code>	\checkmark	<code>\checkmark</code>
\maltese	<code>\maltese</code>	\textcircled{R}	<code>\circledR</code>
		\textcircled{S}	<code>\circledS</code>

Table 1: Ordinary symbols.

\ulcorner	<code>\ulcorner</code>	\urcorner	<code>\urcorner</code>
\llcorner	<code>\llcorner</code>	\lrcorner	<code>\lrcorner</code>

Table 2: Delimiters

3.3 Binary operators

Table 3 shows the additional binary operator symbols that are made available with the package `mtpams`. The macro `\smallsetminus` is actually just a synonym for `\setdif` on the *MathTimeProfessional* basic fonts.

$\dot{+}$	<code>\dotplus</code>	\smallsetminus	<code>\smallsetminus</code>
\ltimes	<code>\ltimes</code>	\rtimes	<code>\rtimes</code>
\Cap	<code>\Cap, \doublecap</code>	\Cup	<code>\Cup, \doublecup</code>
\leftthreetimes	<code>\leftthreetimes</code>	\rightthreetimes	<code>\rightthreetimes</code>
$\bar{\wedge}$	<code>\barwedge</code>	\veebar	<code>\veebar</code>
$\overline{\wedge}$	<code>\doublebarwedge</code>		
\curlywedge	<code>\curlywedge</code>	\curlyvee	<code>\curlyvee</code>
\boxplus	<code>\boxplus</code>	\boxminus	<code>\boxminus</code>
\boxtimes	<code>\boxtimes</code>	\boxdot	<code>\boxdot</code>
\circleddash	<code>\circleddash</code>	\circledast	<code>\circledast</code>
\circledcirc	<code>\circledcirc</code>	\divideontimes	<code>\divideontimes</code>
\centerdot	<code>\centerdot</code>	\intercal	<code>\intercal</code>

Table 3: Binary operators

3.4 Binary relations

In table 4, note that \sqsubset (`\sqsubset`) and \sqsupset (`\sqsupset`) are new symbols, while the more complicated \sqsubseteq (`\sqsubseteq`) and \sqsupseteq (`\sqsupseteq`) already exist on the basic fonts!

Note also that \smile (`\smallsmile`) and \frown (`\smallfrown`) are different from the symbols \cup (`\cup`) and \cap (`\cap`), and that the old \models (`\models`) is different from \Vdash (`\Vdash`).

\leqq	<code>\leqq</code>	\geqq	<code>\geqq</code>
\leqslant	<code>\leqslant</code>	\geqslant	<code>\geqslant</code>
\leslantless	<code>\leslantless</code>	\eqslantgtr	<code>\eqslantgtr</code>
\lesssim	<code>\lessim</code>	\gtrsim	<code>\gtrsim</code>
\lessapprox	<code>\lessapprox</code>	\gtrapprox	<code>\gtrapprox</code>
\approxeq	<code>\approxeq</code>		
\lessdot	<code>\lessdot</code>	\gtrdot	<code>\gtrdot</code>
\lll, \llless	<code>\lll, \llless</code>	\ggg, \gggtr	<code>\ggg, \gggtr</code>
\lessgtr	<code>\lessgtr</code>	\gtrless	<code>\gtrless</code>
\lesseqgtr	<code>\lesseqgtr</code>	\gtreqless	<code>\gtreqless</code>
\lesseqqgtr	<code>\lesseqqgtr</code>	\gtreqqless	<code>\gtreqqless</code>
\doteqdot, \Doteq	<code>\doteqdot, \Doteq</code>	\eqcirc	<code>\eqcirc</code>
\fallingdotseq	<code>\fallingdotseq</code>	\risingdotseq	<code>\risingdotseq</code>
\circeq	<code>\circeq</code>	\triangleq	<code>\triangleq</code>
\backsim	<code>\backsim</code>	\thicksim	<code>\thicksim</code>
\backsimeq	<code>\backsimeq</code>	\thickapprox	<code>\thickapprox</code>
\subseteq	<code>\subseteq</code>	\supseteq	<code>\supseteq</code>
\Subset	<code>\Subset</code>	\Supset	<code>\Supset</code>
\sqsubset	<code>\sqsubset</code>	\sqsupset	<code>\sqsupset</code>
\preccurlyeq	<code>\preccurlyeq</code>	\succcurlyeq	<code>\succcurlyeq</code>
\curlyeqprec	<code>\curlyeqprec</code>	\curlyeqsucc	<code>\curlyeqsucc</code>
\precsim	<code>\precsim</code>	\succsim	<code>\succsim</code>
\precapprox	<code>\precapprox</code>	\succapprox	<code>\succapprox</code>
\vartriangleleft	<code>\vartriangleleft</code>	\vartriangleright	<code>\vartriangleright</code>
\trianglelefteq	<code>\trianglelefteq</code>	\trianglerighteq	<code>\trianglerighteq</code>
\blacktriangleleft	<code>\blacktriangleleft</code>	\blacktriangleright	<code>\blacktriangleright</code>
\vDash	<code>\vDash</code>	\Vdash	<code>\Vdash</code>
\Vdash	<code>\Vdash</code>		
\smallsmile	<code>\smallsmile</code>	\smallfrown	<code>\smallfrown</code>
\shortmid	<code>\shortmid</code>	\shortparallel	<code>\shortparallel</code>
\bumpeq	<code>\bumpeq</code>	\Bumpeq	<code>\Bumpeq</code>
\therefore	<code>\therefore</code>	\because	<code>\because</code>
\between	<code>\between</code>	\pitchfork	<code>\pitchfork</code>
\varpropto	<code>\varpropto</code>	\backepsilon	<code>\backepsilon</code>

Table 4: Binary relations

3.5 Negated relations

Negated relation symbols are summarized in table 5. Symbols in brackets already appear on the basic *mtpro* fonts. (Whereas, with Computer Modern, they are provided only by the extra AMS symbol fonts.) Note that \sim (`\nsim`) from the font supplement is definitely different from $\not\sim$ (`\notsim`) from the basic fonts.

Symbols that are marked with an asterisk do not exist in the traditional (Computer Modern) AMS fonts.

\nless	<code>[\nless]</code>	\ngtr	<code>[\ngtr]</code>
\nleq	<code>[\nleq]</code>	\ngeq	<code>[\ngeq]</code>
\nleqslant	<code>\nleqslant</code>	\ngeqslant	<code>\ngeqslant</code>
\nleqq	<code>\nleqq</code>	\ngeqq	<code>\ngeqq</code>
\lneq	<code>\lneq</code>	\gneq	<code>\gneq</code>
\lneqq	<code>\lneqq</code>	\gneqq	<code>\gneqq</code>
\lvertneqq	<code>\lvertneqq</code>	\gvertneqq	<code>\gvertneqq</code>
\lnsim	<code>\lnsim</code>	\gnsim	<code>\gnsim</code>
\lnapprox	<code>\lnapprox</code>	\gnapprox	<code>\gnapprox</code>
\nprec	<code>[\nprec]</code>	\nsucc	<code>[\nsucc]</code>
\npreceq	<code>[\npreceq]</code>	\nsucceq	<code>[\nsucceq]</code>
\precneqq	<code>\precneqq</code>	\succneqq	<code>\succneqq</code>
\precnsim	<code>\precnsim</code>	\succnsim	<code>\succnsim</code>
\precnapprox	<code>\precnapprox</code>	\succnapprox	<code>\succnapprox</code>
\nsim	<code>\nsim</code>	\ncong	<code>[\ncong]</code>
\nshortmid	<code>\nshortmid</code>	\nshortparallel	<code>\nshortparallel</code>
\nmid	<code>\nmid</code>	\nparallel	<code>\nparallel</code>
\nvdash	<code>\nvdash</code>	\nvDash	<code>\nvDash</code>
\nVdash	<code>\nVdash</code>	\nVDash	<code>\nVDash</code>
\ntriangleleft	<code>\ntriangleleft</code>	\ntriangleright	<code>\ntriangleright</code>
\nsubseteq	<code>[\nsubseteq]</code>	\nsupseteq	<code>[\nsupseteq]</code>
\nsubseteqq	<code>\nsubseteqq</code>	\nsupseteqq	<code>\nsupseteqq</code>
\subsetneq	<code>\subsetneq</code>	\supsetneq	<code>\supsetneq</code>
\varsubsetneq	<code>\varsubsetneq</code>	\varsupsetneq	<code>\varsupsetneq</code>
\subsetneqq	<code>\subsetneqq</code>	\supsetneqq	<code>\supsetneqq</code>
\varsubsetneqq	<code>\varsubsetneqq</code>	\varsupsetneqq	<code>\varsupsetneqq</code>
\nsqsubset^*	<code>\nsqsubset^*</code>	\nsqsupset^*	<code>\nsqsupset^*</code>
$[\nsqsubseteq]^*$	<code>[\nsqsubseteq]^*</code>	$[\nsqsupseteq]^*$	<code>[\nsqsupseteq]^*</code>

Table 5: Negated relations. Symbols in square brackets are provided already by the basic *MathTimeProfessional* fonts. Symbols marked by an asterisk do not exist on the Computer Modern AMS fonts.

3.6 Arrows

The arrows from table 6 are of type `\mathrel`. It should be noted that \rightleftharpoons (`\rightleftharpoons`) is already provided by the *MathTimeProfessional* basic

fonts. The arrow \rightsquigarrow (`\leadsto`) appears in the ‘L^AT_EX symbols’, and its shape is more common than \rightsquigarrow from the AMS fonts. A number of arrows are also provided in negated form, see table 7.

`\rarrowhead`, `\larrowhead`, and `\midshaft` (which are not given names in the AMS fonts) can be used to construct longer dashed arrows. For example

$$\mathrel{\midshaft\midshaft\midshaft\rarrowhead}$$

can be used to produce the arrow in the formula

$$A \dashrightarrow B.$$

\dashrightarrow	<code>\dashrightarrow</code> , <code>\dasharrow</code>	\dashleftarrow	<code>\dashleftarrow</code>
\leftarrow^*	<code>\larrowhead^*</code>	\rightarrow^*	<code>\rarrowhead^*</code>
$-$	<code>\midshaft^*</code>		
\Lleftarrow	<code>\Lleftarrow</code>	\Rrightarrow	<code>\Rrightarrow</code>
\Leftrightarrow	<code>\Leftrightarrow</code>	\Rleftrightsquigarrow	<code>\Rleftrightsquigarrow</code>
\Lleftarrow	<code>\Lleftarrow</code>	\Rrightarrow	<code>\Rrightarrow</code>
\twoheadleftarrow	<code>\twoheadleftarrow</code>	\twoheadrightarrow	<code>\twoheadrightarrow</code>
\leftarrowtail	<code>\leftarrowtail</code>	\rightarrowtail	<code>\rightarrowtail</code>
\looparrowleft	<code>\looparrowleft</code>	\looparrowright	<code>\looparrowright</code>
\leftrightharpoons	<code>\leftrightharpoons</code>	\rightleftharpoons	<code>[\rightleftharpoons]</code>
\curvearrowleft	<code>\curvearrowleft</code>	\curvearrowright	<code>\curvearrowright</code>
\circlearrowleft	<code>\circlearrowleft</code>	\circlearrowright	<code>\circlearrowright</code>
\Lsh	<code>\Lsh</code>	\Rsh	<code>\Rsh</code>
\Uparrow	<code>\upuparrows</code>	\Downarrow	<code>\downdownarrows</code>
\Uparrow	<code>\upharpoonright</code> , <code>\restriction</code>	\Uparrow	<code>\upharpoonleft</code>
\Downarrow	<code>\downharpoonright</code>	\Downarrow	<code>\downharpoonleft</code>
\rightsquigarrow	<code>\rightsquigarrow</code>	\rightsquigarrow	<code>\leadsto</code>
\leftrightsquigarrow	<code>\leftrightsquigarrow</code>	\multimap	<code>\multimap</code>

Table 6: Arrows. The symbol `\rightleftharpoons` is provided already by the basic *MathTimeProfessional* fonts. Symbols marked by an asterisk do not exist on the Computer Modern fonts.

\nleftarrow	<code>\nleftarrow</code>	\nrightarrow	<code>\nrightarrow</code>
\nLleftarrow	<code>\nLleftarrow</code>	\nRrightarrow	<code>\nRrightarrow</code>
\nleftrightarrow	<code>\nleftrightarrow</code>	\nLeftrightarrow	<code>\nLeftrightarrow</code>

Table 7: Arrows (negated)

3.7 Alternative symbol names

Several symbols are made available both under the names known introduced by the AMS and under the names known from L^AT_EX 2.09 or from the `latexsym` package; see table 8.

	AMS:	latexsym:
\square	<code>\square</code>	<code>\Box</code>
\triangleleft	<code>\vartriangleleft</code>	<code>\lhd</code>
\trianglelefteq	<code>\trianglelefteq</code>	<code>\unlhd</code>
\triangleright	<code>\vartriangleright</code>	<code>\rhd</code>
\trianglerighteq	<code>\trianglerighteq</code>	<code>\unrhd</code>
\bowtie	<code>\bowtie</code>	<code>\Join</code>

Table 8: Alternative names for symbols

4 Bold and heavy type

Bold and ‘heavy’ (extra-bold) versions of the new symbols are accessible via the declaration `\boldmath` and through the commands `\bm` and `\hm` of the package `bm`. To recognize the existence of heavy symbols, the package `bm` must be loaded *after* `mtpams`.

`\boldmath` and `\bm` also act on the ‘blackboard bold’ and ‘holey roman bold’ fonts and yield the related ‘dark’ font. However, if you have already chosen one of the ‘dark’ fonts for the `\mathbb` alphabet (option `mtpbbd` or `mtphrd`), it will not be emboldened further.