ProTEXt, a new TEX-Collection for Beginners

Thomas Feuerstack, Klaus Höppner

Februar 27, 2005

Abstract

One of TEX's largest strengths is embedded in the high modularity of the program. Beside the processor itself, every TEXnican might use the Editor, Post-Processor-Program, etc. he prefers most. For beginners or only interested person this advantage can lead to difficulties, especially in times, where users have gotten accustomed at "complete environments".

ProTEXt shows a way, how even Beginners can easily setup a complete running system and therefore it eliminates one of the main obstacles in using TEX.

Prelude on stage

The year 2005 – the whole world seems is occupied by M$-Wordians.

? Really the whole world?

▲ According to our experience there are still some TeX interested individuals

! And lately they become even more...

The "Furthermore you also need" situation

Lets imagine someone asks you, how to find an entrance in TEX. So you'll point him to

▲ an easy to install TEX-implementation...

▲ ... an easy to use editor to compose his texts...

▲ ... additional information and How-To's to learn the way TEX works...

▲ ...

! As to us, most "someones" give up between the items 2 and 3 and fade...

ProTeXt — yet another TEX-Collection?

Th. Feuerstack/
K. Höppner

March 9, 2005

Prelude on stage

Compared to the mainstream users named above, the coming TEX-user suffers from a handicap which usually is an advantage, i.e.:

✔ A complete TEX-environment is highly adjustable to the user's needs. Everybody can choose the editor, TEX-engine, postprocessing tools, ... she/he likes best.

✘ Unfortunately most "rookies" are no more accustomed to such conditions, because "modern software" claims an "All-in-One"-Status.

Sidebar navigation (each slide): ProTeXt — yet another TEX-Collection? / Th. Feuerstack/ K. Höppner / Prelude on the stage / The general Setup of the kit / Things to discuss

What is actually needed?

PROTEXt — yet another TEX-Collection?
Th. Feuerstack/ K. Höppner
Prelude on the stage
The general Setup of the kit
Things to discuss

Depending on our experiences (and therefore included in PROTEXt):

▲ An easy to install TEX-implementation for *Windows*

⬆ *MiKTEX*

▲ A simple to use editor with hooks to TEX

⬆ *WinEdt, TEXnicCenter*

▲ Postprocessing tools like Ghostscript and GSView

▲ A short description how to combine these things **!**

What could/should be changed in future releases?

PROTEXt — yet another TEX-Collection?
Th. Feuerstack/ K. Höppner
Prelude on the stage
The general Setup of the kit
Things to discuss

▲ Which editor ist the easiest/the best?

▲ Is there a *free* graphical frontend for Ghostscript?

▲ Are there any volunteers to translate the Install-Doc into additional languages?
(Many thanks to Steve Peter, Grzegorz Domański and Denis Bitouzé!)

A picture of this situation

PROTEXt — yet another TEX-Collection?
Th. Feuerstack/ K. Höppner
Prelude on the stage
The general Setup of the kit
Things to discuss

If the goal is something like this. . .

. . . we'll have to provide a starting-kit to let our "someone" enter the game.

Practical Demonstration

PROTEXt — yet another TEX-Collection?
Th. Feuerstack/ K. Höppner
Prelude on the stage
The general Setup of the kit
Things to discuss