```
/* ____________________________________________________________________ *
```

src2tex* version 2.12 (Sep 9, 1996)

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```
* ____________________________________________________________________ */

/* ____________________________ src2tex.h ____________________________ */

/* ____________________________ debugging switch ____________________________ */
/* This parameter is just prepared for debugging. If you are interested in what src2tex and src2latex are
doing, you could use it                                                        */

/* #define DEBUGGING */

/* ____________________________ plain mode switch ____________________________ */
/* If PLAIN is defined, you will get plain src2tex and src2latex. In this case, they do not output any escape
sequences \footline···, \documentstyle···, \begin··· at the beginning of convertion and \bye···, \end··· at
the end of file.                                                               */

/* #define PLAIN */

/* ____________________________ title and version ____________________________ */
/* A string VERSION is used in fileio.c and langflag.c                        */

#define VERSION "2.12h"

/* ____________________________ ASCII and NTT JTeX switch ____________________________ */
/* Src2tex and src2latex are designed to generate universal TeX-code which would be acceptable to any
TeX. If you are an ASCII JTeX [resp. NTT JTeX] user and if you are sure that you won't use any other
TeX, it is better to undefine NTT [resp. ASCII]. Furthermore, if you are a non-Japanese TeX user, please
undefine the following two parameters ASCII and NTT.                           */

#define ASCII
#define NTT

/* ____________________________ LaTeX option and style file ____________________________ */
```

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```
/* If you need no default option and style, you have only to undefine the following definitions.  */

#undef LATEXOPTION "12pt"
#define LATEXSTYLE "article"


/* ____________________________________ DOS/UNIX switch ____________________________________ */
/* Undefine UNIX and define DOS if you are a DOS user. Be careful! If you define both parameters simultaneously, you will end up with contradictions.  */

/* #define UNIX */
/* #undef DOS */


/* ____________________________________ exit parameters ____________________________________ */

#define EXIT_SUCCESS 0
#define EXIT_FAILURE 1


/* ____________________________________ buffer size = 2^14 ____________________________________ */
/* The authors think that 2^14 = 16384 would be enough. However, if you think that src2tex is too slow, it would be better to replace 2^14 with 2^13 or 2^12.  */

#ifndef UNIX
#define BUFFER_SIZE 8192
#else
#define BUFFER_SIZE 16384
#endif


/* ____________________________________ maximum filename length ____________________________________ */

#ifndef UNIX
#define FNAME_LEN_MAX 13
#else
#define FNAME_LEN_MAX 256
#endif


/* ____________________________ space size in the unit of width of an m ____________________________ */

#define SPACE .5


/* ____________________ horizontal tab skip in the unit of width of a SPACE ____________________ */

#define HTAB_SKIP 8


/* ____________________ vertical tab skip in the unit of height of an x ____________________ */

#define VTAB_SKIP 4
```

```
/* ____________________ maximum length of non-display style mathematical formula ____________________ */
/* One of the authors believes that long non-display style mathematical formula is not beautiful. He thinks
that long formula should be written in display style.                                                   */

#define FORMULA_LEN_MAX 512


/* ____________________________________ structure of flagged character ____________________________________ */
/*
```

`flag` $= \begin{cases} 0 & \text{(text mode)} \\ 1 & \text{(quasi} - \TeX\text{ mode)} \\ 2 & \text{(}\TeX\text{ mode)} \end{cases}$, `character` = input character, `buffer` = buffer address,

```
*/

typedef struct
{
    int flag;
    int character;
    int *buffer;
}
flag_char;
```