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

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ArsTeXnica
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 vitæ con LaTeX [How to write a curriculum vitæ with LaTeX]; pp. 5–15

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

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 LATEXoligist'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 *TUGboat* 28:3, `http://tug.org/TUGboat/Articles/tb28-3/tb90hoeppner.pdf`.]

GIANLUCA GORNI and STPHANE MATIZ, Inserire equazioni LATEX in grafici di *Mathematica* [Including LATEX equations in graphics generated through *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

   `TeXClipping[`*LATEX syntax, options*`]`

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

CLAUDIO BECCARI, I font per le slide LATEX resuscitati [LATEX slide fonts revived]; pp. 82–87

(Published in this issue of *TUGboat*.)

MASSIMILIANO DOMINICI, Utilizzo di caratteri TrueType con LATEX. Un esempio pratico: i *Fell Types* [TrueType fonts in LATEX, a concrete example: the *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 *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 2_ε and bibliography styles of BIBTEX in order to write *adaptable* citations, i.e., texts where switching one citation scheme to another is easy.