Testing Hyperref

Sebastian Rahtz

September 1996

Contents

LIST OF FIGURES **5**

1 First part **7**
1.1 Test section 7
1.2 Section One — cats 7
II – 1 one.1 7
II – 2 one.2 7
1.3 Section Two — TEX is a dog 8
III – 1 two.1 8
III – 2 two.2 8

2 Second part **11**
2.1 Section Three — Camels 11
I – 1 three.1 11
I – 2 three.2 11
2.2 Section Four — Butterflies 12
II – 1 four.1 12
II – 2 four.2 12
2.3 Introduction 13
III – 1 subsec 13
III – 2 subsec 14
2.4 two 15
IV – 1 Subsection 2 15
IV – 2 Subsection 3 15
2.5 three 16

List of Figures

2.1 A cat 16

Chapter 1

First part, leading to 1.1 next

1.1 Our LaTeX test section (leading to 1.2) for 100% of Æhorrid $X[Y]Z$ things, like 42

and so see section 1.1.

1.2 Section One — cats

see section 2.1 about cats and cite [1]

II – 1 one.1

some text with a footnote[1] and a reference to a long table , 2.1

II – 2 one.2

dogs

[1] WISH UPON A STAR

1.3 Section Two — TEX is a dog

III – 1 two.1

III – 2 two.2

cite [1] again.

Chapter 2

Second part

2.1 Section Three — Camels

see section 1.2

I – 1 three.1

some text with a footnote[1]

I – 2 three.2

[1] OVER THE RAINBOW

2.2 Section Four — Butterflies and so on

II – 1 four.1

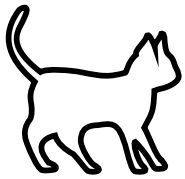
II – 2 four.2

camels Refer to with these words

2.3 Introduction

III – 1 subsec

III – 2 subsec



Define a marker here while this one is a PostScript picturr acting as marker:

2.4 two

IV – 1 Subsection 2

IV – 2 Subsection 3

xxxx
Test picture
xxxxx
xxxxx

Figure 2.1: A cat

2.5 three

This is a reference to section 1 (2.3), subsection 1.2 (III – 2) and section 2 (2.4). References to [1, Dallas 1992].

¡¡where is equation 2.1¿¿

$$zzzz + b \tag{2.1}$$

$$d - e \tag{2.2}$$

$$y = z \tag{2.3}$$
$$g = h \tag{2.4}$$
$$\tag{2.5}$$

We need some lists:

1. oranges
2. lemons
3. beer
    (a) Samuel Smiths
    (b) Labatts

see sec1: 2.3 sec2: 2.4 eq1: 2.1 fig1: 2.1 and cite [1] again.

Table 2.1: A test long table

a	b	c
a a	b	c
a a	b	c
a

a a b c
a a b c
a a b c
a a b c
a a b c
a a b c
a a b c
a a b c
a a b c
a a b c
a

Does this point to the second equation? Does anything point to the eqnarray (2.3)?

Bibliography

[1] Barceló, J. 1992. Programming an intelligent database in archaeology. In *Computer Applications and Quantitative Methods in Archaeology 1991*, Lock, G. & J. Moffett (eds), 21–28, Oxford: British Archaeological Reports. 7, 9, 16, 17

[Dallas 1992] Dallas, C. J. 1992. Syntax and semantics of figurative art: a formal approach. In *Archaeology and the Information Age*, Reilly, P. & S. Rahtz (eds), chapter 16, London: Routledge. 16

[Stankovic 1988] J. Stankovic, "Misconceptions about real-time computing: a serious problem for next-generation systems," *Computer*, vol. 21, no. 10, pp. 10–19, Oct. 1988.

An index entry for gnus

An index entry for gnus

An index entry for gnus

An index entry for gnus

An index entry for gnus

An index entry for gnus

An appendix — the Index

Index

animals
    cats, 7

beer, **17**

cats, 19

gnus, 22–27

lemons, **17**

oranges, **17**

PS pictures, 14

rainbows, 11

tables
    long
        longtables, 7