

NAME

twill, **twill-refsort** – translate WEB to T_EX with mini-indexes

SYNOPSIS

```
twill [-x] webfile[.web] [{changefile [.ch]|-} [outfile [.tex]]]
twill-refsort < reffile.ref > sreffile.sref
```

DESCRIPTION

The **twill** program is used to create a T_EX file for viewing a WEB program. It takes appropriate care of typographic details like page layout and the use of indentation, italics, boldface, etc., and it supplies extensive cross-index information in the form of 'mini-indexes' for each spread of pages and a 'master index' at the end that it gathers automatically.

The command line arguments are the same as for **weave** including the option: **-x** says to omit the indexes, module name list, and table of contents pages. (A *CONTENTS.tex* file will still be written when the T_EX file is processed, however, unless some macros in *twimac-web.tex* are redefined.)

The output T_EX file name is formed by adding **.tex** to the root of the WEB file name.

There are several macros that probably should be redefined by the programmer at the beginning of the WEB file. It is a good idea to set \title to the name of the program.

twill is exactly like **weave** except that it produces better documentation, for which you must work harder. You should run **twill** twice, once to prime the pump and once to get decent answers. Moreover, you must run the output twice through T_EX.

After **tex foo** you will have output that looks like final pages except that the entries of mini-indexes won't be alphabetized. The first run produces a weird file called **foo.ref**. Say **twill-refsort < foo.ref > foo.sref** and then another **tex foo** will produce alphabetized output.

ENVIRONMENT

The environment variable WEBINPUTS is used to search for the input files, or the system default if WEBINPUTS is not set. See **tex**(1) for the details of the searching.

FILES

\$TEXMFMAIN/tex/plain/cweb/cwebbin/twimac-web.tex
T_EX macros used by **twill** output.

SEE ALSO

tangle(1) for references, authors, and other information.