Testing Hyperref

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Contents

Chapter 1

First part

1.1 Our LaTeX test section 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 [Barceló 1992]

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] W ISH UPON A STAR

1.3   Section Two — T$_E$X is a dog

III – 1   two.1

III – 2   two.2

cite [Barceló 1992] 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

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[1] O VER 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
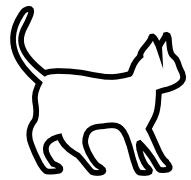
Define a marker ere here while this one is a PostScript picturr acting as marker:

2.4   two

IV – 1   Subsection 2

IV – 2   Subsection 3

xxxx
est picture 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 [Barceló 1992, Dallas 1992].

$$zzzz + b \qquad (2.1)$$

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

$$
\begin{aligned}
y &= z \tag{2.3} \\
g &= h \tag{2.4}
\end{aligned}
$$

$$\tag{2.5}$$

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 [Barceló 1992] again.

Table 2.1: A test long table

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

[Barceló 1992] 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. 1.2, III – 2, 2.5, 2.5

[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. 2.5

[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

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An appendix — the Index

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