Cheatsheet for the wiki Package

Uwe Lück, January 17, 2009

Code for wiki.sty	What you get	like IAT _E X-code
''italic''	italic	\textit{italic}
'''bold'''	bold	\textbf{bold}
"Italic" and "bold" may be combined, nested, overlap. Quotation marks usually are not affected.—Turn font feature on/off by \wikiFonts/\nowikiFonts; disable feature entirely by package option noFonts.		
== Level 1 ==	1 Level 1	\section{Level 1}
=== Level 2 ===	1.1 Level 2	\subsection{Level 2}
==== Level 3 ====	1.1.1 Level 3	\subsubsection{Level 3}
===== Level 4 =====	Level 4	\paragraph{Level 4}
====== Level 5 ======	Level 5	\subparagraph{Level 5}
Turn heading feature on/off by \wikiHeadings/\nowikiHeadings; disable feature entirely by package option noHeadings.		
		\begin{itemize}
* One	• One	\item One
* Тwo	• Two	∖item Two
		$\end{itemize}$
		\begin{enumerate}
# One	1. One	\item One
# Тwo	2. Two	\item Two
		\end{enumerate}
		\begin{description}
;[club] explain	club explain	\item[club] explain
;[widow] explain	widow explain	\item[widow] explain
	1	\end{description}
	Class	She wrote:
She wrote:	She wrote:	\begin{quote}
:Indeed	Indeed	Indeed
		\end{quote}
	T	Туре
Туре	Type	\begin{verbatim}
\typeout{OK!}	\typeout{OK!}	\typeout{OK!}
(0) 200 40 (011.)	, ., .,	\end{verbatim}
$A \ begin is executed when * etc. is first character of a code line; an indent starts$		

A \begin is executed when * etc. is first character of a code line; an indent starts verbatim. \end is executed at code line without indent and not beginning with * etc.— Turn this feature on by \wikiEnvironments; turn off by \nowikiEnvironments, e.g., to get around incompatibilities (lists feature is most dangerous). Disable feature entirely by package option noEnvironments. Package option noVerbatim instead may usually suffice, if you don't want to have any verbatim.

Note: Explicit turning on by \wikiEnvironments etc. is required; e.g., after \tableofcontents. \wikimarkup activates *all* the features. \nowikimarkup *disables* all of them, e.g., to get around incompatibilities.