

The `amsbsy` package

Frank Mittelbach Rainer Schöpf Michael Downes

Version v1.2d, 1999/11/29

This file is maintained by the L^AT_EX Project team.
Bug reports can be opened (category `amslatex`) at
<https://latex-project.org/bugs/>.

1 Introduction

The package `amsbsy`, first written in 1989, implements a few commands for producing **bold** characters in the ‘normal’ *math version*.

Note: It is recommended nowadays to use the `bm` package, which became available in 1997.

If we have bold fonts which contain the character in question then we will use these fonts to produce the wanted character. But sometimes math fonts are only available in a certain weight (e.g. the AMS symbol fonts). For these cases we provide a command which is called `\pmb` (an acronym for **poor man’s bold**) with one argument. The bolder weight is achieved by copying the argument three times in slightly different positions which is better than nothing but no match for a real bold font.

There also exists the `\boldsymbol` command which is better in all cases where bold fonts exists. This command will internally switch to the corresponding ‘bold’ *math version* typeset its argument in this version.

Both commands will preserve the nature of their arguments, i.e. if they get a relational atom their result will again be a relation as far as T_EX’s mathspacing is concerned.

Since it is good policy to make at least a small test we try to typeset the infinity sign (∞) first with `\pmb` and then with `\boldsymbol`.

$$\infty = \infty \quad ?$$

Standard package info.

```
\NeedsTeXFormat{LaTeX2e}% LaTeX 2.09 can't be used (nor non-LaTeX)
[1994/12/01]% LaTeX date must December 1994 or later
\ProvidesPackage{amsbsy}[1999/11/29 v1.2d Bold Symbols]
```

2 The implementation

We need some functions from the `amsgen` package.

```
\RequirePackage{amsgen}
```

`\boldsymbol` In implementing `\boldsymbol`, we must take into account \TeX 's limitation of only 16 mathgroups (math families, in Knuth's terminology). If we wanted to maintain mathgroups for both the bold and non-bold version of each math font, it would not take long to run out of mathgroups. Therefore what we do instead for a bold symbol is embed it in an `\hbox`; inside that `\hbox`, when we start another math formula, we can change all the mathgroups to their bold equivalents.

However, to get the correct math style inside the `\hbox` (display, text, script or scriptscript) we have to use `\mathchoice`. Since `\mathversion{bold}` has a lot of overhead, and `\mathchoice` typesets the argument text four times, we would rather not put the `\mathversion` command inside each `\hbox` in the `\mathchoice`; on the other hand, `\mathversion` gives an error message if it's used in math mode. Therefore if we want to execute `\mathversion{bold}` before starting the `\mathchoice` we have to temporarily disable the `\@nomath` error. (The error message is intended to keep people from accidentally emboldening a preceding part of a math formula, since only the mathgroups defined at the end of a math formula will determine the fonts used in that formula; but we are going to typeset our bold symbol not in the current formula but in an embedded formula, so that this danger doesn't apply here.)

```
\DeclareRobustCommand{\boldsymbol}[1]{%
```

Start a group to localize the change of `\@nomath`:

```
\begingroup
```

Disable `\@nomath` so that we don't have to leave math mode before executing `\mathversion`:

```
\let\@nomath\@gobble \mathversion{bold}%
```

`\math@atom` is a test macro which looks at its argument and produces a math atom of the proper class.

```
\math@atom{#1}{%
```

Although it is tempting to use `\text` here, to save some main memory, that caused a bug in the past due to some internal interactions with `\mathversion`.

```
\mathchoice%
  {\hbox{${\m@th\displaystyle#1$}}}%
  {\hbox{${\m@th\textstyle#1$}}}%
  {\hbox{${\m@th\scriptstyle#1$}}}%
  {\hbox{${\m@th\scriptscriptstyle#1$}}}%
```

End the group we started earlier.

```
\endgroup}
```

`\math@atom` The macro `\math@atom` looks at its argument and produce a correct math atom, i.e. a primitive like `\mathopen`. Until the day we have a real implementation for

all cases we use the `\binrel@` command from $\mathcal{A}\mathcal{M}\mathcal{S}\text{-}\mathcal{T}\mathcal{E}\mathcal{X}$ which can distinguish between binary, relation and ord atoms.

```
\def\math@atom#1#2{%
  \binrel@{#1}\binrel@{#2}}
```

`\pmb` Poor man's bold command, works by typesetting multiple copies of the given argument with small offsets.

```
\DeclareRobustCommand{\pmb}{%
  \ifmode\else \expandafter\pmb@@\fi\mathpalette\pmb@}
```

`\pmb@@` is called by `\pmb` in the non-math-mode case. Discard the first two arguments which are for the math-mode case.

```
\def\pmb@@#1#2#3{\leavevmode\setboxz@h{#3}%
  \dimen@-\wdz@
  \kern-.5\ex@\copy\z@
  \kern\dimen@\kern.25\ex@\raise.4\ex@\copy\z@
  \kern\dimen@\kern.25\ex@\box\z@
}
```

```
\newdimen\pmbraise@
```

Note: because of the use of `\mathpalette`, if `\pmb@` is applied to a single math italic character (or a single character from some other slanted math font), the italic correction will be added. This will cause subscripts to fall too far away from the character in some cases, e.g., \mathbf{T}_1 or \mathcal{T}_1 .

```
\def\pmb@#1#2{\setbox8\hbox{\math@th#1{#2}}%
  \setboxz@h{\math@th#1\mkern.5mu}\pmbraise@\wdz@
  \binrel@{#2}%
  \dimen@-\wd8 %
  \binrel@{#1}%
  \mkern-.8mu\copy8 %
  \kern\dimen@\mkern.4mu\raise\pmbraise@\copy8 %
  \kern\dimen@\mkern.4mu\box8 }%
```

```
\def\binrel@#1{\begingroup
  \setboxz@h{\thinmuskip0mu
  \medmuskip\m@ne mu\thickmuskip\@ne mu
  \setbox\tw@\hbox{#1\math@th}\kern-\wd\tw@
  #1\math@th}%
}
```

The `\noexpand` here should be unnecessary, but just in case ...

```
\edef\@tempa{\endgroup\let\noexpand\binrel@@
  \ifdim\wdz@<\z@ \mathbin
  \else\ifdim\wdz@>\z@ \mathrel
  \else \relax\fi\fi}%
\@tempa
}
```

For completeness, assign a default value for `\binrel@@`.

```
\let\binrel@@\relax
```

The usual `\endinput` to ensure that random garbage at the end of the file doesn't get copied by `docstrip`.

`\endinput`