

NAME

ps2frag - obsolete shell script for the PSfrag system.

IMPORTANT NOTICE

The new PSfrag system no longer requires the ps2frag script; instead, it handles the processing entirely within TeX/LaTeX and DVIPS. I'm sure you will agree that never needing to run ps2frag again is a nice convenience!

However, there are two significant differences in the way this new version of PSfrag works. Please make yourself aware of them:

1) XDvi is no longer able to determine where your PSfrag replacements should go, so instead it lines them up in a vertical list to the left of the figure. This allows you to confirm that they have been typeset properly, at least. However, to confirm that PSfrag **positions** your replacements properly, you will have to view the PostScript version of your file with a viewer like GhostView, or print it out. This seems to be the only disadvantage to the elimination of the pre-processing step.

2) If you embed `'\tex'` commands inside your figures, you now need to explicitly `_tell_ PSfrag` to process these commands. To do so, use `\usepackage[scanall]{psfrag}` instead of `\usepackage{psfrag}` at the beginning of your LaTeX file.

If you only use `'\tex'` commands in a small number of figures, then a more efficient might be to turn on `'\tex'-scanning` only for those figures. To do that, add the command `'\psfragscanon'` immediately before each relevant `\includegraphics` or `\epsfbox` command.

NOTES

See the PSfrag documentation for further information.

SEE ALSO

`dvips(1)`, `gs(1)`, `ghostview(1)`, `latex(1)`

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The PSfrag maintainer's mailing list.