A First Look at **harpoon.sty**

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1 Introduction

This packages provides a number of harpoons to be set over or under arbitrary text. The commands are invoked as \someharp{\text}, which will put some harpoon over \text. \text is typeset in LR mode. If you want text to be typeset in math mode you should type \someharp{$\text$}.

2 The Commands

The package is invoked with 1 option: \usepackage[xxx]{harpoon}, where xxx is your favourite graphics device driver. On most Unix machines, this will be **dvips** and on a Macintosh this could be **oztex**. Refer to the graphics package for more information.

The commands are

- \overleftharp, which looks like \[ \leftarrow \]
- \overrightharp, which looks like \[ \rightarrow \]
- \overleftharpendown, which looks like \[ \leftarrow \]
- \overrightharpendown, which looks like \[ \rightarrow \]
- \underleftharp, which looks like \[ \leftarrow \]
- \underrightharp, which looks like \[ \rightarrow \]
- \underleftharpendown, which looks like \[ \leftarrow \]
- \underrightharpendown, which looks like \[ \rightarrow \]