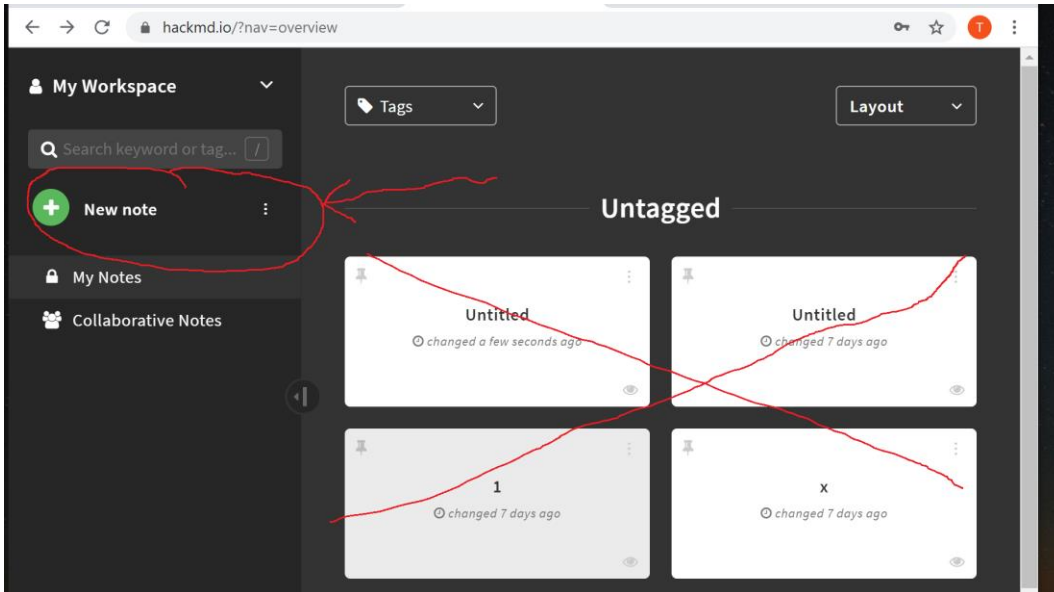


Tutorial on HackMD

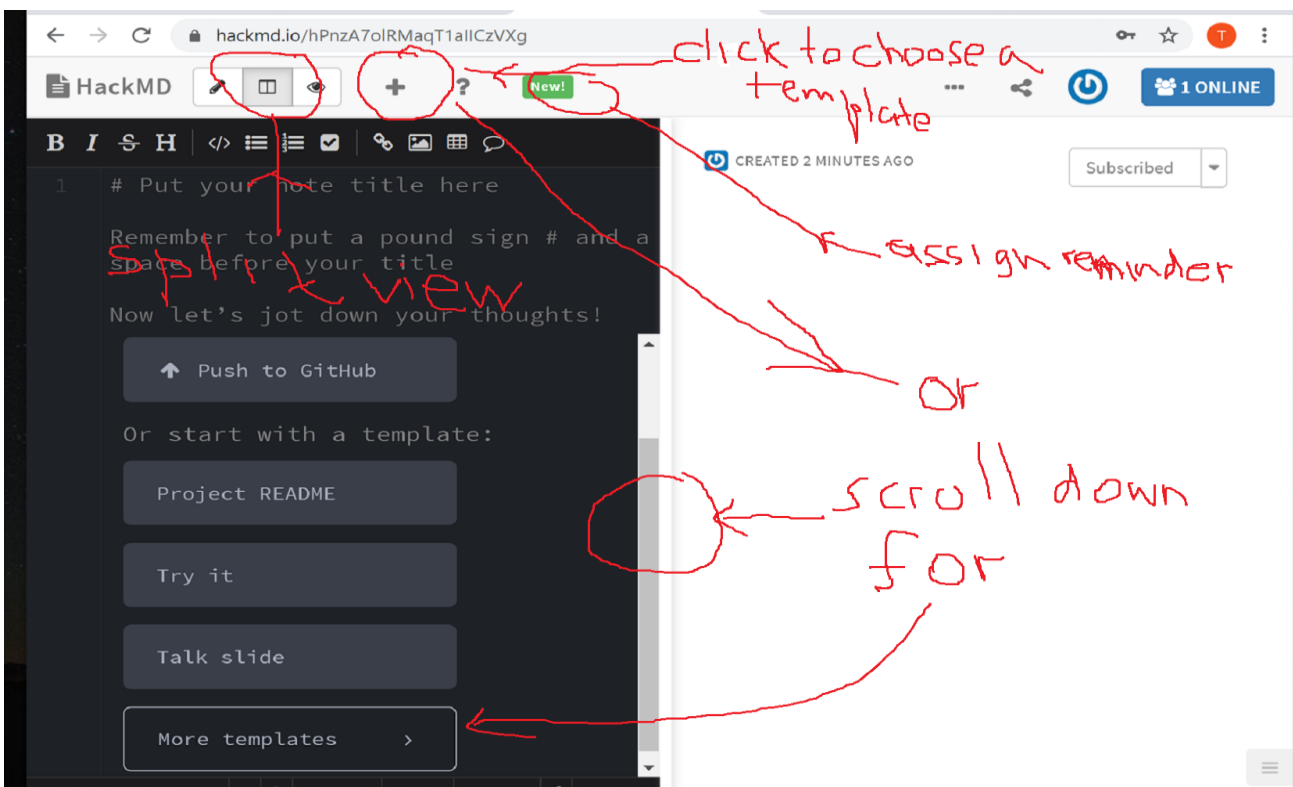
1. Go to <https://hackmd.io> and follow your nose to create an account if you don't already have one. Please use the same email address for signing up as you use for communication with MPI participants.

2. After you sign in for the first time, you will see a screen like this:



You won't see anything in the "Untagged" or "Notes" (not shown) areas of the main screen since this is your first time to log in.

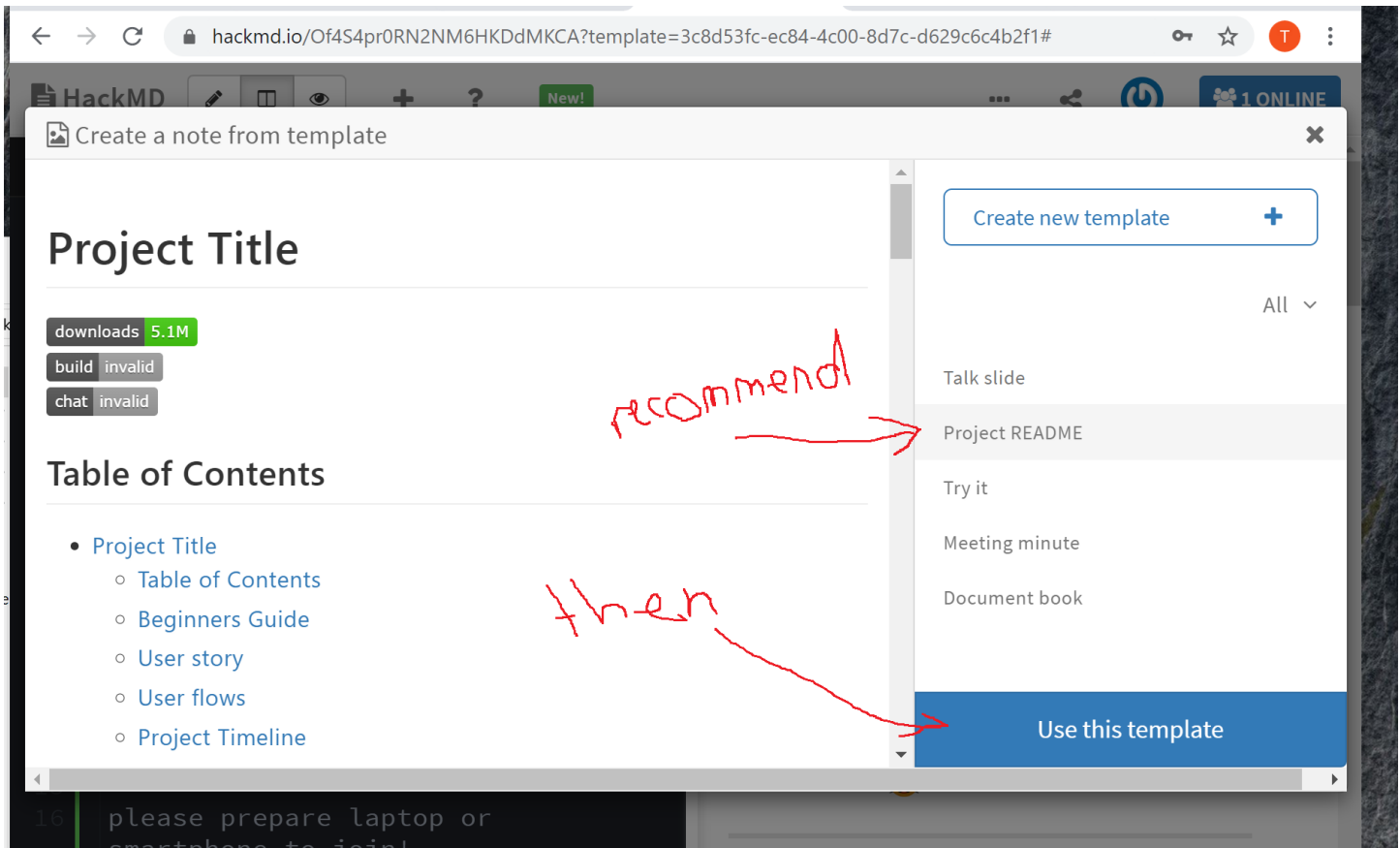
3. Click on the "New note" on the left side of the screen. You should see a screen like this:



Note:

- By default it should open in split view (writing on the left, seeing the outcome on the right);
- Click on “+” in the menu at the top and choose “create a note from template from the short drop-down menu, or on “More templates” at the bottom left of the screen to open more templates.

The view shown below will appear. I recommend that you start experimenting with the “Project README” template (select it and click “Use this template”).



4. After you click on the “Project README” template, the view the top of the next page will appear. You can experiment by typing in the left half of the screen. The outcome will appear in the right half. To go back to the main HackMD page, click on a symbol (circled) in the top left corner. **To send your notes to your colleagues**, simply send them the URL link. Anyone who is signed in to HackMD and is “on” that page, can make changes to the document, and everyone will see them immediately.

5. Entering math formulas into HackMD is illustrated in the second picture on the next page. It is very similar to LaTeX.

6. Finally, a little more information about markdown languages can be found here:

<https://guides.github.com/pdfs/markdown-cheatsheet-online.pdf>

as well as in many other places online.

hackmd.io/T_0MD1AYRzCkuNikuNuiEA?both

HackMD

send to your colleagues

can go back to main hackmd page

```
1 ---
2 title: 'Project documentation
3   template'
4   disqus: hackmd
5   ---
6   Project Title
7   ===
8   ![downloads]
9   (https://img.shields.io/github/do
10  wnloads/atom/atom/total.svg)
11   ![build]
12   (https://img.shields.io/appveyor/
13   ci/:user/:repo.svg)
14   ![chat]
15   (https://img.shields.io/discord/:
16   serverId.svg)
17   ## Table of Contents
18   [TOC]
```

Project Title

downloads 5.1M

build invalid

chat invalid

type here

Table of Contents

- Project Title
 - Table of Contents
 - Beginners Guide
 - User story
 - User flows
 - Project Timeline
 - Appendix and FAQ

Beginners Guide

bookmark this page (Ctrl+D)

HackMD

```
63 ---
64 ## Math in HackMD
65
66 Markdown language for equations is
67 similar to that in Latex. Here are
68 examples:
69
70 1. Inline math:  $f = x + y \cdot \exp[-x]$ 
71 1a. It works even if I mistype it like:
72  $f = x + y \cdot \exp[-x]$  (you need to
73 look at the left half of the screen to
74 see the typo). Amazing! I wish Latex had
75 been as flexible...
76
77 2. Display math:
78 
$$\frac{1}{2} + \frac{3}{4} = \frac{5}{6}$$

79
80 3. Display math with numbered equations:
81 
$$x + y = z^2 \quad (13)$$

82
83 Not sure why the "(13)" got on the next
84 line..., guidelines don't say it would.
85
86 4. A simple table:
87
88 | First Header | Second Header |
89 | ----- | ----- |
90 | Content cell 1 | Content cell 2 |
91
```

Math in HackMD

Markdown language for equations is similar to that in Latex. Here are examples:

- Inline math: $f = x + y \cdot \exp[-x]$
 - It works even if I mistype it like: $f = x + y \cdot \exp[-x]$ (you need to look at the left half of the screen to see the typo). Amazing! I wish Latex had been as flexible...
- Display math:
$$\frac{1}{2} + \frac{3}{4} = \frac{5}{6}$$
- Display math with numbered equations:
$$x + y = z^2$$

(13)

Not sure why the "(13)" got on the next line..., guidelines don't say it would.
- A simple table:

First Header	Second Header
Content cell 1	Content cell 2