



A New
Kind of T_EX

I The evolution of pdfT_EX

- I pdftex 1.50: frozen stable version of pdftex
- II luatex: basic cleanup and lua support (developers test version)
- III orientaltex: official deliverable of an funded project
- IV metatex: formal experimental version with metapost
- V pdftex 2.00: the first official stable version of metatex

II

How we proceed

- I start with existing engines (pdftex, partial aleph)
- II move from 8 bit character handling to utf-8
- III remain (mostly) downward compatible and provide an migration path
- IV get rid of some interfering optimizations and clean up code base
- V provide complete control at each stage using Lua (callbacks)
- VI manipulate input an multiple places (e.g. ascii and utf regexp)
- VII provide (node) list manipulation (e.g. dedicated regexp)
- VIII in addition to specials, provide attribute states (push/pop)

III Reasons for using Lua

- I it's lightweight compared to other scripting languages
- II we want to permit multiple instances during a run
- III the interpreter is efficient and fast enough for our purpose
- IV it has proven to be stable and is widely accepted
- V it has reached a mature state (version 5)
- VI the language is conceptually clean and concise
- VII it has some pleasant natural limitations
- VIII you don't need huge bulky manuals

IV Talking and Tweaking

With regards to interfaces, think of:

- | | | |
|-----|---|---|
| I | <code>tex.dimen[<number>]</code>
<code>tex.dimen["csname"]</code>
<code>tex.dimen.csname</code> | <code>command.insert</code>
<code>command.display</code>
<code>command.alignment</code> |
| II | <code>tex.parindent</code> | V <code>kpse.find_file</code> |
| III | <code>language.number</code>
<code>font.glyph[1234].width</code>
<code>tex.languages[0]</code>
<code>tex.fonts[789]</code> | <code>kpse.expand_path</code>
VI <code>texio.input_line</code>
<code>texio.write</code> |
| IV | <code>command.hbox</code>
<code>command.vbox</code> | VII <code>pdf.type (ascii output)</code>
<code>pdf.outchar</code>
VIII ... |

V How can we benefit from Lua

We can improve existing methods:

- I replace parts of macro packages
- II optimize computational extensive tasks
- III replace external methods by internal ones

But we can also be more drastic:

- IV read from zip files (packaging)
- V use sockets to talk with other processes
- VI replace and/or extending kpse (separation, integration)
- VII extend the typesetting engine with external methods (using serialization)