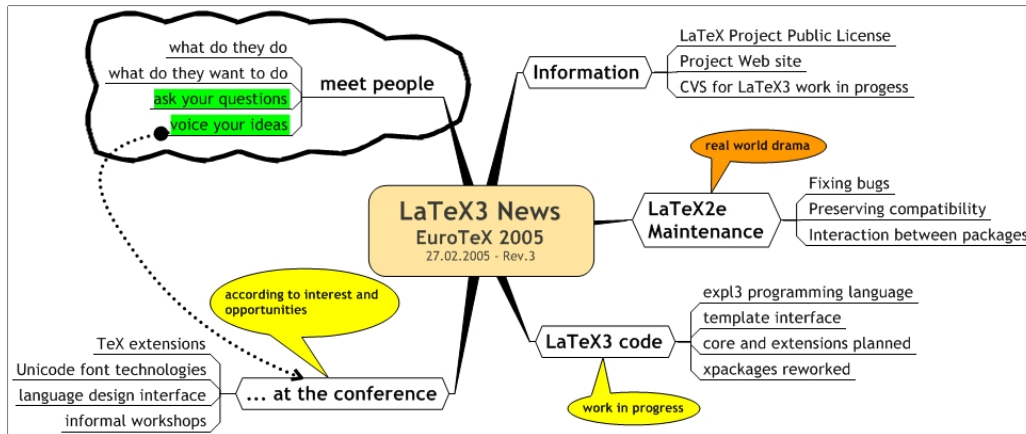


LaTeX3 News

Frank Mittelbach

Chris Rowley

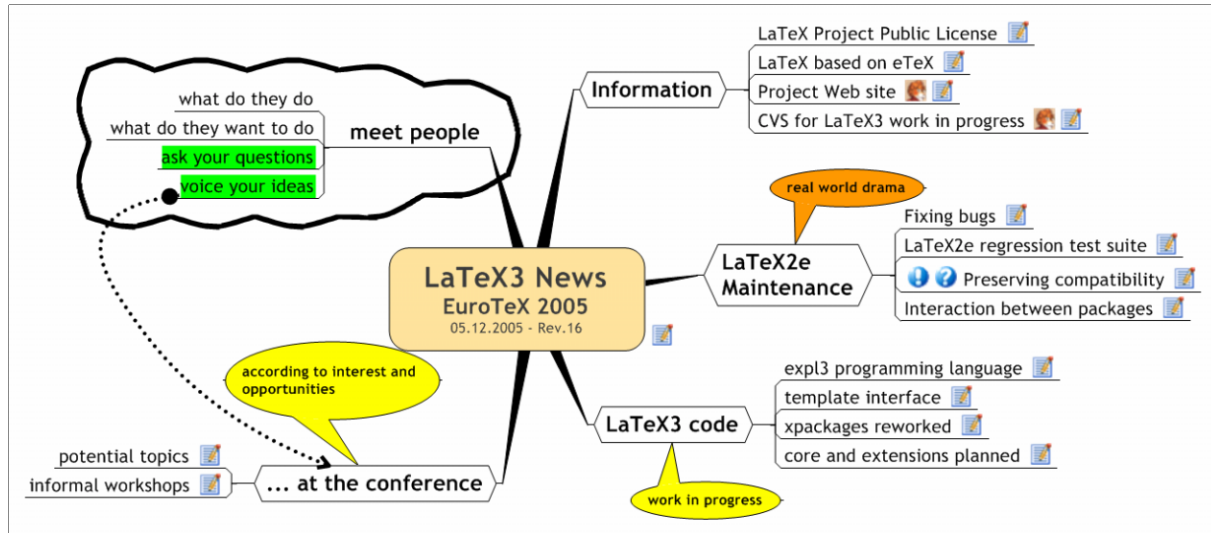


The main purpose of this event is to introduce the human side of the LaTeX3 Team and to explain what we are doing, both collectively and individually, to support and promote LaTeX and automated typography. Here is a summary of the team's recent, current and planned activities.

- General News
 - LaTeX Project Public License
 - The project Web site
- Maintenance
 - Fixing standard LaTeX
 - Helping packages work better with each other
- LaTeX3 Code — work in progress
 - Web access to experimental LaTeX3 code
at <http://www.latex-project.org/cgi-bin/cvsweb.cgi/>
 - The next version of the LaTeX3 Programming Language, `expl3`
at <http://www.latex-project.org/cgi-bin/cvsweb.cgi/experimental/expl3/>
 - Progress on `xpackages` (e.g., `xor` learns to balance)
at <http://www.latex-project.org/cgi-bin/cvsweb.cgi/experimental/xpackages/>
 - Plan to provide full core and typical extensions based on `expl3` and the `template` mechanism
- Work at this conference
 - Investigate TeX extensions and quasi-TeX ‘extensions’ and their consequences for LaTeX
 - Investigate ‘Unicode font technologies’ (XeTeX and friends) possibly including ‘Unicode-encoded math chars/glyphs’
 - Work on language interface design

There will be plenty of opportunity for questions and discussion of our plans.

LaTeX3 News EuroTeX 2005



This presentation was given using an interactive mind map which is shown as a graphics above. Speaker notes have been added to the leaves to produce this document.

An interactive web version of this presentation is available at <http://www.latex-project.org/papers/>.

1 Information

1.1 LaTeX Project Public License

- LPPL 1.3 is now DFSG compatible
- approx 1600 messages exchanged on Debian-Legal

1.2 LaTeX based on eTeX

- official announcement in 2003-04
- reliable text/math support for inputenc needs eTeX --- not part of distribution yet
- Experimental LaTeX3 programming language (expl3) now based on eTeX

1.3 Project Web site

see url: www.latex-project.org

- after no change for a long time the project web site is now again actively maintained

1.4 CVS for LaTeX3 work in progress

see url: cvsweb.cgi

- LaTeX3 experimental language (expl3)
- xpackages

2 LaTeX2e Maintenance

- real world drama

2.1 Fixing bugs

- what is a bug?
- not necessarily what a user experienced as such

Questions:

- has the "bad behavior" become a feature that documents rely on?
- does a fix break other parts of the system?

2.2 LaTeX2e regression test suite

- close to 300 test files for the kernel sources
- changes to the system are checked against the full test suite, often enough showing surprising dependencies
- in theory every bug fix should be accompanied by a test file checking for the problem

2.3 Preserving compatibility

- yes or no ?
- and how ?

2.4 Interaction between packages

- updates in one package often breaks interfaces in others

3 LaTeX3 code

- work in progress

3.1 *expl3 programming language*

- the language is now fairly stable though adjustments and additions are possible
- further use of eTeX primitives envisioned

3.2 *template interface*

- further applications are planned
- from the resulting experiences updates or extensions to the interface are likely

3.3 *xpackages reworked*

- the xpackages currently reflect experiments at different stages of the expl3 language
- general overhaul of all packages to fully use expl3 is planned

3.4 *core and extensions planned*

- specification of a core set of functionality is planned
- similar for interface and extension specification

4 ... at the conference

- according to interest and opportunities

4.1 potential topics

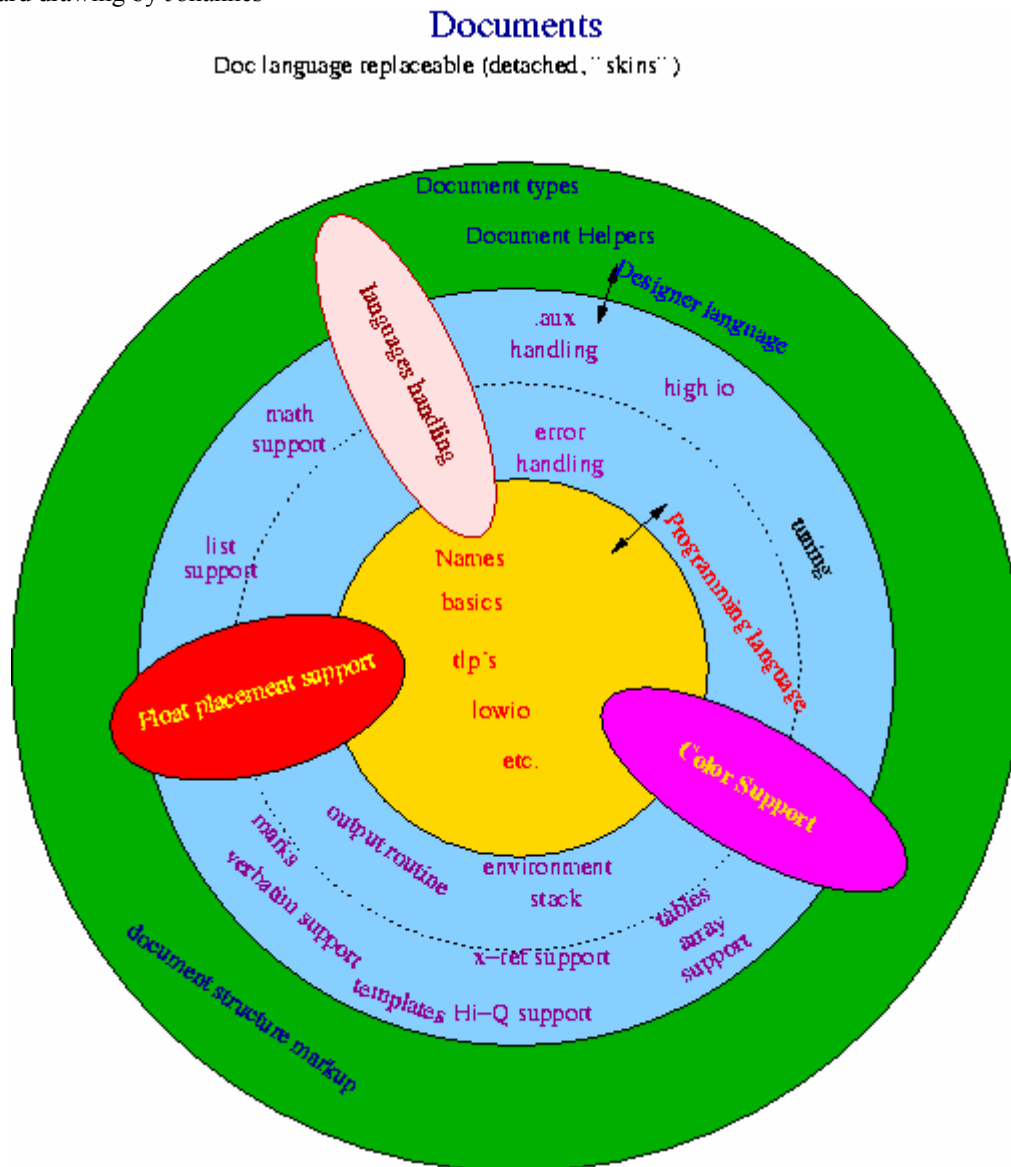
Potential topics for the informal workshops at the conference:

- TeX extensions
- Unicode font technologies
- Language design interface; see [Multilingual.mmap](#) (requires free reader software) or [Multilingual.jpeg](#)

4.2 informal workshops

Theses are notes taken during the workshop sessions:

- [ltx3-2005-03-10.pdf](#)
- [ltx3-2005-03-11.pdf](#)
- whiteboard drawing by Johannes



5 meet people

5.1 what do they do

5.2 what do they want to do

5.3 ask your questions

5.4 voice your ideas

see also: ... at the conference