

# L<sup>A</sup>T<sub>E</sub>X News, Issues 1–35

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# L<sup>A</sup>T<sub>E</sub>X News

Issue 1, June 1994

## Welcome to L<sup>A</sup>T<sub>E</sub>X News

An issue of *L<sup>A</sup>T<sub>E</sub>X News* will accompany every future release of L<sup>A</sup>T<sub>E</sub>X. It will tell you about important events, such as major bug fixes, newly available packages, or any other L<sup>A</sup>T<sub>E</sub>X news.

## L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>—the new L<sup>A</sup>T<sub>E</sub>X release

The most important news is the release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, the new version of the L<sup>A</sup>T<sub>E</sub>X software. This version has better support for fonts, graphics and colour, and will be actively maintained by the L<sup>A</sup>T<sub>E</sub>X Project team. Upgrades will be issued every six months, in June and December.

## Why a new L<sup>A</sup>T<sub>E</sub>X?

Over the years many extensions have been developed for L<sup>A</sup>T<sub>E</sub>X. This is, of course, a sure sign of its continuing popularity but it has had one unfortunate result: incompatible L<sup>A</sup>T<sub>E</sub>X formats came into use at different sites. Thus, to process documents from various places, a site maintainer was forced to keep L<sup>A</sup>T<sub>E</sub>X (with and without NFSS), S<sup>L</sup>I<sup>T</sup>E<sub>X</sub>,  $\mathcal{A}\mathcal{M}\mathcal{S}$ -L<sup>A</sup>T<sub>E</sub>X, and so on. In addition, when looking at a source file it was not always clear for which format the document was written.

To put an end to this unsatisfactory situation a new release of L<sup>A</sup>T<sub>E</sub>X was produced. It brings all such extensions back under a single format and thus prevents the proliferation of mutually incompatible dialects of L<sup>A</sup>T<sub>E</sub>X 2.09. The new release was available for several months as a test version, and the final release of 1 June officially replaces the old version.

## Processing documents with L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>

Documents written for L<sup>A</sup>T<sub>E</sub>X 2.09 will still be read by L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. Any such document is run in *L<sup>A</sup>T<sub>E</sub>X 2.09 compatibility mode*.

Unfortunately, compatibility mode comes with a price: it can run up to 50% slower than L<sup>A</sup>T<sub>E</sub>X 2.09 did. If you want to run your document in the faster *native mode*, you should try replacing the line:

```
\documentstyle[options,packages]{class}
```

with:

```
\documentclass[options]{class}
\usepackage{latexsym,packages}
```

Unfortunately, this will not always work, because some L<sup>A</sup>T<sub>E</sub>X 2.09 packages will only work in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> compatibility mode. You should find out if there is a L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> version of the package available.

L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> native mode also gives access to the new features of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, described in *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for authors*.

## New packages

L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> has much better support for graphics, colour, fonts, and multi-lingual typesetting. The following software should be available from the distributor who brought you L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>:

*babel*, for typesetting in many languages.

*color*, for colour support.

*graphics*, for including images.

*mfnfss*, for using bitmap fonts.

*psnfss*, for using Type 1 fonts.

*tools*, other packages by the L<sup>A</sup>T<sub>E</sub>X Project team.

The packages come with full documentation, and are also described in *L<sup>A</sup>T<sub>E</sub>X: A Document Processing System* or *The L<sup>A</sup>T<sub>E</sub>X Companion*.

## Further information

More information about L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> is to be found in:

*L<sup>A</sup>T<sub>E</sub>X: A Document Preparation System*, Leslie Lamport, Addison Wesley, 2nd ed, 1994.

*The L<sup>A</sup>T<sub>E</sub>X Companion*, Goossens, Mittelbach and Samarin, Addison Wesley, 1994.

The L<sup>A</sup>T<sub>E</sub>X distribution comes with documentation on the new features of L<sup>A</sup>T<sub>E</sub>X:

*L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for authors*, describes the new features of L<sup>A</sup>T<sub>E</sub>X documents, in the file `usrguide.tex`.

*L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for class and package writers*, describes the new features of L<sup>A</sup>T<sub>E</sub>X classes and packages, in the file `clsguide.tex`.

*L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> font selection*, describes the new features of L<sup>A</sup>T<sub>E</sub>X fonts for class and package writers, in the file `fntguide.tex`.

For more information on T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X, get in touch with your local T<sub>E</sub>X Users Group, or the international T<sub>E</sub>X Users Group, P. O. Box 869, Santa Barbara, CA 93102-0869, USA, Fax: +1 805 963 8358, EMail: [tug@tug.org](mailto:tug@tug.org).

# L<sup>A</sup>T<sub>E</sub>X News

Issue 2, December 1994

## Welcome to L<sup>A</sup>T<sub>E</sub>X News 2

An issue of *L<sup>A</sup>T<sub>E</sub>X News* will accompany every future release of L<sup>A</sup>T<sub>E</sub>X. It will tell you about important events, such as major bug fixes, newly available packages, or any other L<sup>A</sup>T<sub>E</sub>X news.

## December 1994 release of L<sup>A</sup>T<sub>E</sub>X

December 1994 sees the second release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. We are on schedule to deliver a release of L<sup>A</sup>T<sub>E</sub>X every six months, in December and June.

This release has seen quite a lot of activity, which is not too surprising as it's only been a year since the first test release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. We don't expect so much activity in the next six months.

Many of the changes are minor improvements and bug-fixes—see *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for authors* (`usrguide.tex`), *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> font selection* (`fntguide.tex`) and our change log (`changes.txt`) for more details.

However, there are two important new packages available for L<sup>A</sup>T<sub>E</sub>X: `inputenc` and AMS-L<sup>A</sup>T<sub>E</sub>X.

## Accented input

One of the problems with writing non-English documents in L<sup>A</sup>T<sub>E</sub>X is the accent commands. Reading documents containing text like `na\''i ve` is frustrating, especially if your keyboard allows you to type `naïve`.

In the past, L<sup>A</sup>T<sub>E</sub>X has not supported input containing accented characters such as `ï`, because Windows, Macintosh and Unix all have different ways of dealing with accented input, called *input encodings*.

However, the `inputenc` package allows you to specify which input encoding your document is written with, for example to use the ISO Latin-1 encoding, you type:

```
\usepackage[latin1]{inputenc}
```

At the moment, `inputenc` supports the `ascii` and `latin1` input encodings, but more will be added with future releases.

The `inputenc` package is currently a test release. The user interface for the full release will be upwardly compatible with the test version.

## AMS-L<sup>A</sup>T<sub>E</sub>X

AMS-L<sup>A</sup>T<sub>E</sub>X is a set of miscellaneous extensions for L<sup>A</sup>T<sub>E</sub>X distributed by the American Mathematical Society. They provide superior information structure

and superior printed output for mathematical documents.

There are far too many features of AMS-L<sup>A</sup>T<sub>E</sub>X to list here. AMS-L<sup>A</sup>T<sub>E</sub>X is described in the accompanying documentation, and in *The L<sup>A</sup>T<sub>E</sub>X Companion*.

Version 1.2beta of AMS-L<sup>A</sup>T<sub>E</sub>X was released for testing by intrepid users in October 1994. The full release of AMS-L<sup>A</sup>T<sub>E</sub>X 1.2 is expected in early January 1995.

It will be divided into two bundles:

- the `amsfonts` packages, which give access to hundreds of new mathematical symbols, and new math fonts such as blackboard bold and fraktur.
- the `amsmath` packages, which provide finer control over mathematical typesetting, such as multi-line subscripts, enhanced theorem and proof environments, and improved displayed equations,

For compatibility with older documents, an `amstex` package will be provided.

## L<sup>A</sup>T<sub>E</sub>X on the internet

L<sup>A</sup>T<sub>E</sub>X has its own home page on the World Wide Web, with the URL:

<http://www.tex.ac.uk/CTAN/latex/>

This page describes L<sup>A</sup>T<sub>E</sub>X and the L<sup>A</sup>T<sub>E</sub>X3 project, and contains pointers to other L<sup>A</sup>T<sub>E</sub>X resources, such as the user guides, the T<sub>E</sub>X Frequently Asked Questions, and the L<sup>A</sup>T<sub>E</sub>X bugs database.

The electronic home of anything T<sub>E</sub>X-related is the Comprehensive T<sub>E</sub>X Archive Network (CTAN). This is a network of cooperating ftp sites, with over a gigabyte of T<sub>E</sub>X material:

```
ftp://ftp.tex.ac.uk/tex-archive/  
ftp://ftp.shsu.edu/tex-archive/  
ftp://ftp.dante.de/tex-archive/
```

For more information, see the L<sup>A</sup>T<sub>E</sub>X home page.

## Further information

For more information on T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X, get in touch with your local T<sub>E</sub>X Users Group, or the international T<sub>E</sub>X Users Group, P. O. Box 869, Santa Barbara, CA 93102-0869, USA, Fax: +1 805 963 8358, EMail: [tug@tug.org](mailto:tug@tug.org).

# L<sup>A</sup>T<sub>E</sub>X News

Issue 3, June 1995

## *Welcome to L<sup>A</sup>T<sub>E</sub>X News 3*

An issue of *L<sup>A</sup>T<sub>E</sub>X News* will accompany every future release of L<sup>A</sup>T<sub>E</sub>X. It will tell you about important events, such as major bug fixes, newly available packages, or any other L<sup>A</sup>T<sub>E</sub>X news.

## *June 1995 release of L<sup>A</sup>T<sub>E</sub>X*

June 1995 sees the third release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. We are on schedule to deliver a release of L<sup>A</sup>T<sub>E</sub>X every six months, in December and June.

In the last *L<sup>A</sup>T<sub>E</sub>X News*, we said “we don’t expect so much activity in the next six months,” which has turned out not to be true!

## *Additional input encodings*

In the last release of L<sup>A</sup>T<sub>E</sub>X we distributed a test version of the `inputenc` package which allows the use of input characters other than just a–z and A–Z. The package has proved to be robust, so we are now distributing an expanded version. The new release comes with a number of input encodings:

- `ascii` the standard encoding,
- `latin1` the ISO Western European alphabet,
- `latin2` the ISO Eastern European alphabet,
- `cp437` the IBM codepage 437,
- `cp850` the IBM codepage 850, and
- `applemac` the Apple Macintosh encoding.

These can be used by specifying an option to the `inputenc` package, for example:

```
\usepackage[latin1]{inputenc}
```

The new input encodings are currently being tested, but we don’t expect any major changes.

## *L<sup>A</sup>T<sub>E</sub>X getting smaller*

In the past releases of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, the amount of memory L<sup>A</sup>T<sub>E</sub>X requires has increased, but we are pleased to say that this trend has been reversed. We hope that future releases of L<sup>A</sup>T<sub>E</sub>X will continue to get smaller.

For example, on this document, the December 1994 release used 52,622 words of memory, and the June 1995 release uses 51,216 words of memory, which is a 2.7% reduction.

We are currently experimenting with other ways of reducing the size of L<sup>A</sup>T<sub>E</sub>X. For example, we are

experimenting with an option to remove the `picture` and `tabbing` environments from the L<sup>A</sup>T<sub>E</sub>X kernel, and to load them from a file the first time they are used. This should help L<sup>A</sup>T<sub>E</sub>X to run on machines with limited memory. See `autoload.txt` for details.

## *Distribution and modification*

One topic of discussion that has kept us busy is the distribution and modification conditions of L<sup>A</sup>T<sub>E</sub>X. We are committed to keeping L<sup>A</sup>T<sub>E</sub>X as free reliable software, and ensuring that (as far as possible) L<sup>A</sup>T<sub>E</sub>X documents will produce the same results on all systems.

The modification conditions are currently under discussion, and we would like to hear from anyone interested. Please read `modguide.tex` for more information.

## *AMS-L<sup>A</sup>T<sub>E</sub>X full release*

The AMS-L<sup>A</sup>T<sub>E</sub>X packages were still in beta test in the December 1994 release of L<sup>A</sup>T<sub>E</sub>X, and the full release came out in January 1995.

AMS-L<sup>A</sup>T<sub>E</sub>X is described in the *User’s Guide* (`amsl.doc.tex`) and in *The L<sup>A</sup>T<sub>E</sub>X Companion*.

## *PostScript fonts*

There is a new test release of the PSNFSS packages for accessing PostScript fonts in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. This includes an update to all of the fonts, to remove many of the underfull and overfull `\hbox` warnings, and improve the setting of non-English languages.

The new release of L<sup>A</sup>T<sub>E</sub>X removes all of the ‘hidden’ uses of Computer Modern mathematics. For example, the footnote markers used to use math mode, so always used Computer Modern digits rather than ones from the current text font. This has now been fixed.

## *Further information*

For more information on T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X, get in touch with your local T<sub>E</sub>X Users Group, or the international T<sub>E</sub>X Users Group, P. O. Box 869, Santa Barbara, CA 93102-0869, USA, Fax: +1 805 963 8358, EMail: [tug@tug.org](mailto:tug@tug.org).

The L<sup>A</sup>T<sub>E</sub>X home page is <http://www.tex.ac.uk/ctan/latex/> and contains links to other WWW resources for L<sup>A</sup>T<sub>E</sub>X.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 4, December 1995

## Welcome to L<sup>A</sup>T<sub>E</sub>X News 4

An issue of *L<sup>A</sup>T<sub>E</sub>X News* will accompany every future release of L<sup>A</sup>T<sub>E</sub>X. It will tell you about important events, such as major bug fixes, newly available packages, or any other L<sup>A</sup>T<sub>E</sub>X news. This issue accompanies the fourth release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

## L<sup>A</sup>T<sub>E</sub>X getting smaller

The last release in June started a trend of L<sup>A</sup>T<sub>E</sub>X becoming smaller, we are pleased to announce that this has continued with this release. In particular the experimental ‘autoload’ version described in `autoload.txt` is much smaller as more parts of L<sup>A</sup>T<sub>E</sub>X are autoloaded.

## New ‘concurrent’ docstrip

The time taken to ‘unpack’ this release from the documented sources should be much reduced (roughly half the time, depending on installation conditions). This is due to an improved version of the docstrip program that has been contributed by Marcin Woliński. This can write up to 16 files at once. The previous version could only write one file at a time which meant that it was very slow when producing many small files from the same source file as the source needed to be re-read for each file written.

## New T1 encoded fonts

This year Jörg Knappen has completed a new release of the ‘Cork’ (T1) encoded Computer Modern fonts: the dc fonts release 1.2.

This release of the dc fonts fixes many bugs (including the missing ? ‘(i) and ! ‘(i) ligatures) and improves the fonts in many other ways. It is strongly recommended that you upgrade as soon as possible if currently you are using the old dc fonts, release 1.1 or earlier. The new fonts are available from the CTAN archives, in `tex-archive/fonts/dc`.

The names of the font files are *different*. This does not affect L<sup>A</sup>T<sub>E</sub>X documents but *does* affect the installation procedure as it assumes that you have the *new* fonts, and will write suitable ‘fd’ files for those fonts. If you have not yet upgraded your dc fonts then, after unpacking the distribution, you *must* `latex olddc.ins` to produce ‘fd’ files for the old dc fonts. This must be done *before* the format is made. Running the test document at `ltxcheck.tex` the end of

the installation will inform you if the wrong set of ‘fd’ files has been installed.

Note that this change does not affect the standard ‘OT1’ Computer Modern fonts that L<sup>A</sup>T<sub>E</sub>X uses by default.

## More robust commands

The commands `\cite` and `\sqrt` are now robust.

Although most commands with optional arguments are fragile, as documented, such commands defined using the second optional argument of `\newcommand` and its derivatives are now *robust*.

## New Interface to building ‘extension’ classes

The mechanism provided by `\DeclareOption`, `\ProcessOptions` and `\LoadClass` has proved to be a powerful and expressive means of defining one class in terms of another ‘base’ class. However there have been some requests to simplify the declaration of the common case where you want the ‘base’ class to be called with *all* the options that were specified to the extension class. This is now provided by the new command `\LoadClassWithOptions`. A similar command `\RequirePackageWithOptions` is provided for package use. More details of this feature are provided in `clsguide.tex` and `ltclass.dtx`.

## More Input Encodings

The experimental `inputenc` package allows a more natural style of input of accented and other characters.

Three new input encodings are now supported.

- **ansinew** the Windows ansi encoding, as used in Microsoft Windows 3.x.
- **cp437de** a variant of `cp437`, which uses  $\beta$  rather than  $\beta$  in the appropriate slot.
- **next** the encoding used on Next computers.

## Further information

For more information on T<sub>E</sub>X and L<sup>A</sup>T<sub>E</sub>X, get in touch with your local T<sub>E</sub>X Users Group, or the international T<sub>E</sub>X Users Group, 1850 Union Street, #1637, San Francisco, CA 94123, USA, Fax: +1 415 982 8559, Email: [tug@tug.org](mailto:tug@tug.org). The L<sup>A</sup>T<sub>E</sub>X home page is <http://www.tex.ac.uk/ctan/latex/> and contains links to other WWW resources for L<sup>A</sup>T<sub>E</sub>X.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 5, June 1996

## Welcome to L<sup>A</sup>T<sub>E</sub>X News 5

This issue of *L<sup>A</sup>T<sub>E</sub>X News* accompanies the fifth release of the new standard L<sup>A</sup>T<sub>E</sub>X, L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

## Extra possibilities for section headings

Most L<sup>A</sup>T<sub>E</sub>X sectioning commands are defined using `\@startsection`. For example, the `article` class defines:

```
\newcommand\section{\@startsection
  {section}{1}{0pt}{-3.5ex plus-1ex minus-.2ex}%
  {2.3ex plus.2ex}{\normalfont\Large\bfseries}}
```

The last argument specifies the style in which the section heading is to be typeset.

The new feature added at this release is that at the *end* of this argument you may specify a command that *takes an argument*. This command will be applied to the section number and heading. For example, one could use the `\MakeUppercase` command to produce uppercase headings. A package or class file could contain:

```
\renewcommand\section{\@startsection
  {section}{1}{0pt}{-3.5ex plus-1ex minus-.2ex}%
  {2.3ex plus.2ex}{\normalfont\Large\MakeUppercase}}
```

to produce section headings using uppercase medium weight text, rather than the bold text used by `article`. Note that, like the font choice, the uppercasing applies only to the actual heading (including any automatically generated section number), not to the text as it may appear in the running head or table of contents.

## The ‘openany’ option in the ‘book’ class

The `openany` option allows chapter and similar openings to occur on left hand pages. Previously this option only affected `\chapter` and `\backmatter`. It now also affects `\part`, `\frontmatter` and `\mainmatter`.

## More font (output) encodings

The font encoding name T3 has been allocated to the encoding used in the new 256-character IPA fonts (for the phonetic alphabet) produced by Rei Fukui. His package, `tipa`, gives access to these fonts and should soon be available. (The encoding named OT3 is the 128-character encoding used in the IPA fonts produced by Washington State University.)

## More input encodings supported

The `inputenc` package now supports the IBM codepage 852 used in Eastern Europe, with the option `[cp852]` contributed by Petr Sojka.

Also, the `inputenc` package now activates most ‘control codes’ with ASCII values below 32. Currently none of the encodings in the standard distribution makes use of these positions.

## Fixes and improvements

The L<sup>A</sup>T<sub>E</sub>X kernel has only had minor changes, apart from `\@startsection` mentioned above. However, some small fixes have been incorporated removing the following problems:

- In `tabular` and `array`, previous versions of L<sup>A</sup>T<sub>E</sub>X ‘lost’ the inter-column space from an ‘1’-column, when that column was completely empty.
- Previously, the use of the `\nofiles` command could change the *vertical spacing* in a document. A side effect of fixing this is that when `\nofiles` is used, `\label` puts a blank line in the log file.
- L<sup>A</sup>T<sub>E</sub>X often loads fonts ‘on demand’. Previously, this could happen inside the argument of an accent command and this would cause the accent to appear in the wrong place.

## Changes to the ‘tools’ packages

- The `longtable` package now uses a modified algorithm, contributed by David Kastrup, to align the ‘chunks’ of a table. It is now unnecessary to edit the document to add `\setlongtables` before the final run of L<sup>A</sup>T<sub>E</sub>X. In certain cases of overlapping `\multicolumn` entries, the new algorithm will produce better column widths than the old (at the price of extra passes through L<sup>A</sup>T<sub>E</sub>X).
- The `dcolumn` package now has the extra possibility of specifying the number of digits both *before* and *after* the ‘decimal point’. This makes it easy to centre the column of numbers under a wide heading.

## New copy of the L<sup>A</sup>T<sub>E</sub>X bug database

<http://www.tex.ac.uk/ctan/latex/bugs.html> will soon have links to a copy of the searchable L<sup>A</sup>T<sub>E</sub>X bugs database at Mainz (Germany) as well as the original copy at Sussex (England).

# L<sup>A</sup>T<sub>E</sub>X News

Issue 6, December 1996

## Welcome to L<sup>A</sup>T<sub>E</sub>X News 6

This issue of *L<sup>A</sup>T<sub>E</sub>X News* accompanies the sixth release of the new standard L<sup>A</sup>T<sub>E</sub>X, L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

### Mono-case file names

Previously L<sup>A</sup>T<sub>E</sub>X has used some files with ‘mixed-case’ file names such as `T1cmr.fd` and `T1enc.def`.

These file names cause problems on some systems (in particular they are illegal on the ISO 9660 CDROM format) and so in this release all file names have been made lowercase (for example `t1cmr.fd` and `t1enc.def`).

This change should *not* affect any document. Within L<sup>A</sup>T<sub>E</sub>X, encodings still have the usual uppercase names in uses such as `\usepackage[T1]{fontenc}` and `\fontencoding{T1}`. L<sup>A</sup>T<sub>E</sub>X will automatically convert to the lowercase form while constructing the file name. L<sup>A</sup>T<sub>E</sub>X will input the ‘fd’ file under the old name if it fails to find the file with the new name, so existing collections of fd files should still work with this new release.

The change *does* affect the configuration files that may be used to make the L<sup>A</sup>T<sub>E</sub>X format with `initex`. For example, the file `fonttext.ltx` previously specified `\input{T1cmr.fd}`. It now has `\input{t1cmr.fd}`. If you use a local file `fonttext.cfg` you will need to make similar changes, as `\input{T1cmr.fd}` will not work as `T1cmr.fd` is no longer in the distribution.

The files affected by this change all have names of the form `*.fd` or `*enc.def`.

### Another input encoding

Thanks to work by Søren Sandmann, the `inputenc` package now supports the IBM codepage 865 used in Scandinavia.

### Better user-defined math display environments

Suppose that you want to define an environment for displaying text that is numbered as an equation. A straightforward way to do this is as follows:

```
\newenvironment{texteqn}
{\begin{equation}
  \begin{minipage}{0.9\linewidth}}
{\end{minipage}
\end{equation}}
```

However, if you have tried this then you will probably have noticed that it does not work perfectly when used

in the middle of a paragraph because an inter-word space appears at the beginning of the first line after the environment.

There is now an extra command (with a very long name) available that you can use to avoid this problem; it should be inserted as shown here:

```
\newenvironment{texteqn}
{\begin{equation}
  \begin{minipage}{0.9\linewidth}}
{\end{minipage}
\end{equation}
\ignorespacesafterend}
```

### Docstrip improvements

The `docstrip` program that is used to unpack the L<sup>A</sup>T<sub>E</sub>X sources has undergone further development. The new version should be able to process all old ‘batchfiles’ but it allows a simpler syntax in new ‘batchfiles’ (no need to define `\def\batchfile{...}`).

It also allows ‘target’ directories to be specified when writing files. This directory support is disabled by default unless activated in a local `docstrip.cfg` configuration file. See `docstrip.dtx` for details.

### AMS L<sup>A</sup>T<sub>E</sub>X update

Since the last L<sup>A</sup>T<sub>E</sub>X release in June, the American Mathematical Society have re-issued the ‘AMS L<sup>A</sup>T<sub>E</sub>X’ classes and packages, fixing several reported problems.

### Graphics package update

The L<sup>A</sup>T<sub>E</sub>X color and graphics packages have been updated slightly, principally to support more dvi drivers, see the `readme` file in the `graphics` distribution.

### EC Fonts released

The first release of the Extended Computer Modern fonts has just been made. (In January 1997.)

This release of L<sup>A</sup>T<sub>E</sub>X does *not* default to these ‘ec’ fonts as its T1 encoded fonts. By default it will use the ‘dc’ fonts if the T1 encoding is requested.

As noted in `install.txt` you may run T<sub>E</sub>X on the install file `ec.ins` *after* unpacking the base distribution but *before* making the L<sup>A</sup>T<sub>E</sub>X format. This will produce suitable ‘fd’ files making L<sup>A</sup>T<sub>E</sub>X (including, for the first time, the `slides` class) use the ‘ec’ fonts as the default T1 encoded font set.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 7, June 1997

## *T1 encoded Computer Modern fonts*

As in the last release the base L<sup>A</sup>T<sub>E</sub>X distribution contains three different sets of ‘fd’ files for T1 encoded fonts.

In this release the default installation uses `ec.ins` and so installs files suitable for the current ‘EC fonts’ distribution. If you have still not updated to the EC fonts and are using the earlier test versions, known as DC then you should unpack `newdc.ins` (for DC release 1.2 or later) or `olddc.ins` (for the original releases of the DC fonts). This should be done after unpacking `unpack.ins` but before making the format by running `iniTEX` on `latex.ltx`. There are further details in `install.txt`.

## *T1 encoded Concrete fonts*

The Metafont sources for T1 encoded ‘Concrete’ fonts have been removed from the `mfns` distribution as they were based on the now obsolete DC fonts release 1.1. Similarly the `cmextra.ins` install file in the `base` distribution no longer generates fd files for the ‘Concrete’ fonts. To use these fonts in either T1 or OT1 encoding it is recommended that you obtain Walter Schmidt’s `ccfonts` package and fonts from CTAN `macros/latex/contrib/supported/ccfonts`.

## *Further input encodings*

Two more `inputenc` packages have been added: for `latin5`, thanks to H. Turgut Uyar; and for `latin3`, thanks to Jörg Knappen.

## *Normalising spacing after punctuation*

The command `\normalsfcodes` was introduced at the last patch release. This is normally given the correct definition automatically and so need not be explicitly set. It is used to correct a problem, reported by Donald Arseneau, that punctuation in page headers has always (in all known T<sub>E</sub>X formats) been potentially incorrect if the page break happens while a local setting of the space codes (for instance by the command `\frenchspacing`) is in effect. A common example of this happening in L<sup>A</sup>T<sub>E</sub>X is in the `verbatim` environment.

## *Accessing Bold Math Symbols*

The tools distribution contains a new package, `bm`, which defines a command `\bm` that allows individual

bold symbols to be accessed within a math expression (in contrast to `\boldmath` which makes whole math expressions default to bold fonts). It is more general than the existing `amsbsy` package; however, to ease the translation of documents between these two packages, `bm` makes `\boldsymbol` an alias for `\bm`.

This package was previously made available from the ‘contrib’ area of the CTAN archives, and as part of Y&Y’s L<sup>A</sup>T<sub>E</sub>X support for the MathTime fonts.

## *Policy on standard classes*

Many of the problem reports we receive concerning the standard classes are not concerned with bugs but are suggesting, more or less politely, that the design decisions embodied in them are ‘not optimal’ and asking us to modify them.

There are several reasons why we have decided not to make such changes to these files.

- However misguided, the current behaviour is clearly what was intended when these classes were designed.
- It is not good practice to change such aspects of ‘standard classes’ because many people will be relying on them.

We have therefore decided not to even consider making such modifications, nor to spend time justifying that decision. This does not mean that we do not agree that there are many deficiencies in the design of these classes, but we have many tasks with higher priority than continually explaining why the standard classes for L<sup>A</sup>T<sub>E</sub>X cannot be changed.

We would, of course, welcome the production of better classes, or of packages that can be used to enhance these classes.

## *New addresses for TUG*

For information about joining the T<sub>E</sub>X Users Group, and about lots of other L<sup>A</sup>T<sub>E</sub>X-related matters, please contact them at their new address:

T<sub>E</sub>X Users Group, P.O. Box 1239,  
Three Rivers, CA 93271-1239, USA  
Fax: +1 209 561 4584  
E-mail: [tug@mail.tug.org](mailto:tug@mail.tug.org)  
URL: <http://www.tug.org/>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 8, December 1997

## *New supported font encodings*

Two new font encodings are supported as options to the `fontenc` package:

**OT4** This is a seven-bit encoding designed for Polish. The L<sup>A</sup>T<sub>E</sub>X support was developed by Mariusz Olko.

**TS1** This is the ‘Text Companion Encoding’; it contains symbols designed to be used in text, as opposed to mathematical formulas, and some accents designed for uppercase letters. It is currently supported by the ‘tc’ fonts, which match the T1 encoded ‘ec’ text fonts. A subset of the glyphs in this encoding is supported by virtual fonts distributed with the PostScript font metrics on the CTAN archives. (This is the ‘8c’ encoding in Karl Berry’s `fontname` scheme.) The `textcomp` package provides access to this encoding but here is a warning to current users of that package: some of the internal names for the characters have changed.

## *New input encodings*

These additions to the `inputenc` package are `decmulti` (the DEC Multinational Character Set, contributed by M. Y. Chartoire) and `cp1250` (an MS-Windows encoding for Central and Eastern Europe, contributed by Marcin Woliński). There is also a `cp1252` encoding that is identical to `ansinew`.

## *Tools*

The `calc` package (used in many examples in *The L<sup>A</sup>T<sub>E</sub>X Companion*) has been contributed to this distribution by Kresten Krab Thorup and Frank Jensen. This is essentially the same as the version that has been available from the CTAN archives for some time, with one minor change: to use L<sup>A</sup>T<sub>E</sub>X-style error messages. It enables the use of arithmetic expressions within arguments to standard L<sup>A</sup>T<sub>E</sub>X commands where a length or a counter value is required. For example:

```
\setcounter {page} { \value{page} * 2 + 1 }
\parbox { 3in - ( 2mm + \textwidth / 9 ) }
```

There have also been some improvements to several other packages in this collection. In particular, `bm` now works correctly with constructions such as `\bm{f’}` involving ‘ or other characters which use T<sub>E</sub>X’s special “`\mathcode"8000`” feature. Also, `multicol` sets the length `\columnwidth` to an appropriate value; this enables it to work with classes that support two-column setting, e.g., the AMS classes.

## *Graphics*

The special `oztex.def` driver file has been removed, and OzT<sub>E</sub>X support has been merged with dvips, following advice from Andrew Trevorrow about OzT<sub>E</sub>X 3.x.

The `keyval` package has had some internal improvements: to use L<sup>A</sup>T<sub>E</sub>X format error messages; and to avoid ‘# doubling’. This latter change means that the `command` key for the `graphicx` version of `\includegraphics` should now be used with one # rather than two. For example, `command = ‘gunzip #1`. Fortunately this key is almost never used in practice, so few if any documents should be affected by this change.

## *L<sup>A</sup>T<sub>E</sub>X3 experimental programming conventions*

As announced at the T<sub>E</sub>X Users Group meeting (Summer 1997), a group of highly experimental packages will soon be released to allow experienced T<sub>E</sub>X programmers to experiment with, and comment on, a proposed set of syntax conventions and basic data-types that might form the basis for programming large scale projects in T<sub>E</sub>X. They will be located in this CTAN directory:

`CTAN:macros/latex/packages/exp13`

The documentation of this material is as follows: individual package files provide outline, draft documentation; there is an article that gives an overview of the syntax and related concepts; there is a `readme.txt` file containing a brief description of the collection.

All aspects of these packages are liable, indeed likely, to change. They should not be used at this stage for anything that requires a stable system. However, we do encourage people to experiment with these packages, and to send comments on them to the L<sup>A</sup>T<sub>E</sub>X-L mailing list. To subscribe to this list, mail to:

`listserv@urz.uni-heidelberg.de`

the following one line message:

`subscribe LATEX-L <first-name> <second-name>`

# L<sup>A</sup>T<sub>E</sub>X News

Issue 9, June 1998

## *New math font encodings*

A joint working group of the T<sub>E</sub>X Users Group and the L<sup>A</sup>T<sub>E</sub>X Project is developing a new 8-bit math font encoding for T<sub>E</sub>X. It is designed to overcome several limitations and implementation problems of the old math font encodings and to simplify switching between different sets of math fonts, much as the L<sup>A</sup>T<sub>E</sub>X font selection interface has simplified switching between text fonts.

Since the work on this project relies entirely on volunteer work, we cannot give a specific release date yet. However, a prototype implementation already exists. This contains several sets of virtual fonts, some L<sup>A</sup>T<sub>E</sub>X packages and a kernel module; we hope to integrate it into the main L<sup>A</sup>T<sub>E</sub>X distribution for the next release.

Documents using only standard L<sup>A</sup>T<sub>E</sub>X commands for math symbols should not be affected by switching to the new math font encodings. However, documents, classes or packages making specific assumptions about the encoding of math symbol fonts are likely to break.

Further information about the Math Font Group may be found on the World Wide Web at <http://www.tug.org/twg/mfg/>.

## *A new math accent*

A new math accent, `\mathring`, has been added. This is a math mode version of the ring accent (°) which is available in text mode with the command `\r`.

## *Extended `\DeclareMathDelimiter`*

The command `\DeclareMathDelimiter` has been extended. Normally this command takes six arguments. Previously, when being used to declare a character (such as `[]`) as a delimiter, a variant form was used with only five arguments. The argument specifying the default ‘math class’ was omitted. Now the full six-argument form may be used in this case. The extra information is used to implicitly declare the character via `\DeclareMathSymbol` for use when the symbol is not used with `\left` or `\right`.

The old five-argument form is detected and will work as before.

## *Tools distribution*

The `multicol` package now supports the production of multiple columns without balancing the last page. To get this effect use the `multicols*` environment.

The `layout` package was partly recoded by Hideo Umeki to display page layout effects in a better way.

As suggested by Donald Arseneau, the `calc` package was extended to support the new commands `\widthof{text}`, `\heightof{text}`, and `\depthof{text}` within a `calc`-expression. At the same time we modified a few kernel commands so that `calc`-expressions can now be used in various useful places such as the dimension arguments to the `tabular` environment and the `\rule` command. For many other standard L<sup>A</sup>T<sub>E</sub>X commands this was already possible.

## *Support for Cyrillic encodings*

We are very pleased that, after a lengthy period of development, a set of fonts, encodings and support files for using L<sup>A</sup>T<sub>E</sub>X with Cyrillic characters will soon be available.

Test versions of the ‘LH’ fonts for these Cyrillic encodings, based on the Computer Modern design, are available from CTAN archives in the directory `fonts/cyrillic/lh-test`. The L<sup>A</sup>T<sub>E</sub>X support files (by Werner Lemberg and Vladimir Volovich) are also available from CTAN archives in `macros/latex/contrib/supported/t2`

## *Default docstrip header*

Many L<sup>A</sup>T<sub>E</sub>X users now distribute packages in documented source form using the `docstrip` system. Docstrip allows a header to be placed on generated package files, suitable for giving copyright information, or distribution conditions.

We have changed the default version of this header so that it allows stripped files to be distributed in ready-to-run installations such as the T<sub>E</sub>XLive CD. If you use the default header for distributing your files you should check that the new copyright text is acceptable to you. The file `docstrip.dtx` explains how to produce your own header if you wish to do so.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 10, December 1998

## *Five years of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>*

Since this is the 10th edition of L<sup>A</sup>T<sub>E</sub>X News, the (no longer) New Standard L<sup>A</sup>T<sub>E</sub>X must have hit the streets almost this long ago. In fact it was only the beta-version that some people got just in time for Christmas 1993, and since then there has been a lot of tidying-up and smoothing of rough edges (not to mention a few bug fixes!).

Maybe it is time for something more radically different to emerge and be hungrily adopted by the world; but don't panic, we shall be maintaining what you have now for a long time yet. Amongst the more polite things that have been written about our efforts, we found that this quote (somewhat censored to protect the guilty) well reflects some of our feelings about working on L<sup>A</sup>T<sub>E</sub>X over the years: *the mere existence of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> is a great miracle.*

## *Restructuring the L<sup>A</sup>T<sub>E</sub>X distribution*

Since the (once) 'new' standard L<sup>A</sup>T<sub>E</sub>X has reached such a venerable age, we are reviewing the way in which the system is presented to the world.

An early intention is to define, given the wide variety of good packages now available, what now constitutes a useful installation of L<sup>A</sup>T<sub>E</sub>X. We also hope that such a definition will help document portability if it leads to a future in which a L<sup>A</sup>T<sub>E</sub>X class designer can reasonably assume that a known list of facilities will be there for all users (so that each class need not supply them).

As a first small step towards this definition, we shall replace the `latex/packages` subdirectory on CTAN. This directory was a curious mixture of the important, such as the L<sup>A</sup>T<sub>E</sub>X `tools`, that any self-respecting L<sup>A</sup>T<sub>E</sub>X installation ought to have, and the esoteric or experimental.

The esoterica from `packages` will be moved to new locations, as follows:

```
expl3 to latex/exptl/project
mfnfss to latex/contrib/supported/mfnfss
```

The subdirectory that replaces `packages` will be called `latex/required`; all the other sub-directories of `packages` will be moved there.

## *L<sup>A</sup>T<sub>E</sub>X Project on the Internet*

A new `latex-project.org` domain has been registered. The web site is not yet fully functional but the old L<sup>A</sup>T<sub>E</sub>X pages from CTAN are available at <http://www.latex-project.org/> and the L<sup>A</sup>T<sub>E</sub>X bug reporting address has been changed to `latex-bugs@latex-project.org`.

## *Restructuring the L<sup>A</sup>T<sub>E</sub>X package licenses*

Several people have requested an easy mechanism for the distribution of L<sup>A</sup>T<sub>E</sub>X packages and other software "under the same conditions as L<sup>A</sup>T<sub>E</sub>X". The old `legal.txt` file was unsuitable as a general licence as it referred to specific L<sup>A</sup>T<sub>E</sub>X authors, and to specific files.

Therefore, in this release `legal.txt` contains just the copyright notice and a reference to the new *L<sup>A</sup>T<sub>E</sub>X Project Public License* (LPPL) for the distribution and modification conditions. The `tools`, `graphics`, and `mfnfss` packages also now refer to this license in their distribution notices.

## *Support for Cyrillic encodings*

Basic Cyrillic support, as announced in L<sup>A</sup>T<sub>E</sub>X News 9, is now finally an official part of L<sup>A</sup>T<sub>E</sub>X. It includes support for the following standard Cyrillic font encodings (this list may grow): T2A T2B T2C X2.

It also includes various Cyrillic input encodings (20 in total, including commonly used variants and Mongolian Cyrillic encodings). This provides platform independent and sophisticated basic support for high-quality typesetting in various Cyrillic-based languages.

For further information see the file `cyrguide.tex`.

## *Tools distribution*

The `varioref` package has been extended to support textual page references to a range of objects: e.g., if `eq-first` and `eq-last` are the label names for the first and last equation in a sequence, then you can now write

```
see~\vrefrange{eq-first}{eq-last}
```

This results in different text depending on whether both labels fall on the same page.

Some additional user commands, as well as building-blocks for writing private extensions, are described in the accompanying documentation.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 11, June 1999

## *Back in sync*

The last release of L<sup>A</sup>T<sub>E</sub>X was delayed even longer than you have come to expect. We hope that it proved worth waiting for. It required a major integration of the code from several people and, independently, the introduction of the LPPL (see L<sup>A</sup>T<sub>E</sub>X News 10) plus several related changes to our internal systems. It therefore seemed sensible to wait until everything was complete rather than do things in too much hurry.

This seem to have been a successful strategy as the recent patch release was related to an isolated change that was done many months previously. If this release does not appear a lot closer to its nominal date then ... well, you will not be reading this sentence!

## *Yearly release cycles*

With the year 2000 rapidly approaching, we intend to switch to a release frequency of just one per year (with patches if necessary) for the core of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>. These days the system is sufficiently stable that the original update policy is costing everybody more time than is now warranted.

## *LPPL update*

Thanks to extensive and valuable input from Matt Swift ([swift@alum.mit.edu](mailto:swift@alum.mit.edu)) we now have a clearer and more detailed form of the L<sup>A</sup>T<sub>E</sub>X Project Public Licence. This release contains both the original version (in `lppl-1-0.txt`) and the updated version, LPPL 1.1.

## *The future of SliT<sub>E</sub>X*

We still get a very small trickle of reports about this part of the system (if you are no longer able to recall L<sup>A</sup>T<sub>E</sub>X 2.09 then you will know it as the `slides` class). We have not classified them (in our minds at least) as bugs since we have always known that there are many problems with this class. It is clear to us that the only sensible action would be to redesign the system completely; in particular, to remove much of its complexity whose purpose is to support 10-year-old overlay technology. However, this would take a lot too much time and would be completely out of proportion to its current usage.

We are therefore planning to make the `slides` class unsupported in the sense that any problem related to the use of invisible fonts is considered to be a feature (The L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> manual by Leslie Lamport doesn't even

describe this part of the class any more). Of course, if it still has its enthusiasts then we are happy to cede it to their loving care (somewhat like a preserved steam locomotive, in some parts of the world).

## *Fontenc package peculiarities*

The `\usepackage` interface normally ensures that a package is loaded only once. The `fontenc` package has become an exception to this rule: it can be loaded several times using different options, e.g., allowing the user to add a font encoding in the preamble. This comes at a price for package writers: the low-level commands (see `ltclass.dtx`) used to check if a package was loaded, and with which options, do not work for the `fontenc` package.

## *New math font encodings*

As we announced in L<sup>A</sup>T<sub>E</sub>X News 9, a joint working group of the T<sub>E</sub>X Users Group and the L<sup>A</sup>T<sub>E</sub>X Project has developed a new 8-bit math font encoding for T<sub>E</sub>X. The reason why this work is not yet released is because of other exciting developments in the world of math fonts and math characters. It is obviously wise to ensure that the encoding work is fully integrated with the available fonts.

Those interested are reminded that further information about the Math Font Group may be found on the World Wide Web at:

<http://www.tug.org/twg/mfg/>.

## *Tools distribution*

The `multicol` package has now got a small but useful extension which allows you to force a column break where this is really necessary. This is done with the command `\columnbreak`, which can be used like `\pagebreak` (e.g., within paragraphs) except that it cannot have an optional argument and thus it always forces a new column.

## *Coming soon*

Major work on a new class file structure to support flexible designs is well under way; some of this work will be presented at the TUG'99 conference in Vancouver, Canada. With a bit of luck much of this work could be ready for integration into the next release—so watch this space!

# L<sup>A</sup>T<sub>E</sub>X News

Issue 12, December 1999

## LPPL update

Since the release of the L<sup>A</sup>T<sub>E</sub>X Project Public Licence version 1.1, we have received a small number of queries which resulted in some minor changes to improve the wording or explain the intentions better. As a consequence this release now contains LPPL 1.2 in the file `lppl.txt` and the previous versions as `lppl-1-0.txt` and `lppl-1-1.txt`.

## fixltx2e package

This package provides fixes to L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> which are desirable but cannot be integrated into the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel directly as they would produce a version incompatible to earlier releases (either in formatting or functionality).

By having these fixes in the form of a package, users can benefit from them without the danger that their documents will fail, or produce unexpected results, at other sites; this works because a document will contain a clear indication (the `\usepackage` line, preferably with a required date) that at least some of these fixes are required to format it.

## Outcome of TUG '99 (Vancouver)

The slides from the TUG'99 presentation we gave on *a new interface for L<sup>A</sup>T<sub>E</sub>X class designers* are available from the L<sup>A</sup>T<sub>E</sub>X Project website; look for the file `tug99.pdf` at:

<http://www.latex-project.org/talks/>

Please note that this document was intended only to be informal “speaker’s notes” for our own use. We decided to make them available (the speaker’s notes as well as the slides that were presented) because several people requested copies after the talk. However, they are *not* in a polished copy-edited form and are not intended for publication.

Prototype implementations of parts of this interface are now available from:

<http://www.latex-project.org/code/experimental/>

We are continuing to add new material at this location so as to stimulate further discussion of the underlying concepts. As of December 1, 1999 the following parts can be downloaded.

**xparse** Prototype implementation of the interface for declaring document command syntax. See the `.dtx` files for documentation.

**template** Prototype implementation of the template interface (needs parts of **xparse**).

The file `template.dtx` in that directory has a large section of documentation at the front describing the commands in the interface and giving a ‘worked example’ building up some templates for caption formatting.

**xcontents** Interface description for table of contents data (no code yet). Coding examples have been thoroughly discussed on the `latex-l` list.

**xfootnote** Working examples for generating footnotes, etc. Needs **xparse** and **template**.

All examples are organised in subdirectories and additionally available as **gzip tar** files.

Please remember that this material is intended only for experimentation and comments; thus any aspect of it, e.g., the user interface or the functionality, may change and, in fact, is very likely to change. For this reason it is explicitly forbidden to place this material on CD-ROM distributions or public servers.

These concepts, as well as their implementation, are under discussion on the list `LATEX-L`. You can join this list, which is intended solely for discussing ideas and concepts for future versions of L<sup>A</sup>T<sub>E</sub>X, by sending mail to `listserv@URZ.UNI-HEIDELBERG.DE` containing the line

SUBSCRIBE LATEX-L *Your Name*

This list is archived and, after subscription, you can retrieve older posts to it by sending mail to the above address, containing a command such as:

GET LATEX-L LOGyy<sup>mm</sup>

where `yy`=Year and `mm`=Month, e.g.

GET LATEX-L LOG9910

for all messages sent in October 1999.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 13, June 2000

## Yearly release cycle

We announced in *L<sup>A</sup>T<sub>E</sub>X News 11* that we intended to switch to a 12-monthly release schedule. With the present (June 2000) release, this switch is being made: thus the next release of L<sup>A</sup>T<sub>E</sub>X will be dated June 2001. We shall of course continue, as in the past, to release patches as needed to fix significant bugs.

## PSNFSS: Quote of the Month

You should say in the L<sup>A</sup>T<sub>E</sub>X News that Walter Schmidt has taken over PSNFSS from me. It gives me a certain pleasure to be able to draw a line under that part of my life...

Sebastian Rahtz

The PSNFSS material, which supports the use of common PostScript fonts with L<sup>A</sup>T<sub>E</sub>X, has been thoroughly updated. Most noticeably, the **mathpple** package, which used to be distributed separately, is now part of the basic PSNFSS bundle; this package provides mathematical typesetting with the Palatino typeface family. In addition, numerous bugs and flaws have been fixed and the distribution has been ‘cleaned up’. The file **changes.txt** contains a detailed list of these changes.

The documentation (in **psnfss2e.pdf**) has been completely rewritten to provide a comprehensive introduction to the use of PostScript fonts.

Notice that the new PSNFSS needs updated files for font metrics, virtual fonts and font definitions. If you received the new version (8.1) as part of a complete T<sub>E</sub>X system then these new font files should also have been installed. However, if you intend to install or update PSNFSS yourself, please read the instructions in the file **00readme.txt** of the new PSNFSS distribution.

Support for commercial PostScript fonts, such as Lucida Bright, has been removed from the basic distribution; it is now available from CTAN: <http://mirror.ctan.org/macros/latex/contrib/supported/psnfssx>.

## New AMS-L<sup>A</sup>T<sub>E</sub>X

Version 2.0 of AMS-L<sup>A</sup>T<sub>E</sub>X was released on December 1, 1999. It can be obtained via <ftp://ftp.ams.org/pub/tex/> or <http://www.ams.org/tex/amslatex.html>, as well from CTAN: <http://mirror.ctan.org/macros/latex/required/amslatex>.

This release consists chiefly of bug fixes and consolidation of the existing features. The division of

AMS-L<sup>A</sup>T<sub>E</sub>X into two main parts (the math packages; the AMS document classes) has been made more pronounced. The files **diffs-m.txt**, **diffs-c.txt**, **amsmath.faq**, and **amscs.faq** describe the changes and address some common questions.

The primary documentation files remain **amslatex.tex**, for the amsmath package, and **instr-l.tex**, for the AMS document classes. The documentation for the **amsthm** package, however, has been moved from **amslatex.tex** to a separate document **amsthdoc.tex**.

## New input encoding latin4

The package **inputenc** has, thanks to Hana Skoumalová, been extended to cover the **latin4** input encoding; this covers Baltic and Scandinavian languages as well as Greenland Inuit and Lappish.

## New experimental code

In *L<sup>A</sup>T<sub>E</sub>X News 12* we announced some ongoing work towards a ‘Designer Interface for L<sup>A</sup>T<sub>E</sub>X’ and we presented some early results thereof. Since then, at Gutenberg 2000 in Toulouse and TUG 2000 in Oxford, we described a new output routine and an improved method of handling vertical mode material between paragraphs. In combination these support higher quality *automated*<sup>1</sup> page-breaking and page make-up for complex pages—the best yet achieved with T<sub>E</sub>X!

A paper describing the new output routine is at <http://www.latex-project.org/papers/xo-pfloat.pdf>. All code examples and documentation are available at <http://www.latex-project.org/code/experimental/>.

This directory has been extended to contain

**galley** Prototype implementation of the interface for manipulating vertical material in galleys.

**xinitials** Prototype implementation of the interface for paragraph initials (needs the **galley** package).

**xtheorem** Contributed example using the **template** package to provide a designer interface for theorem environments.

**xoutput** A prototype implementation of the new output routine as described in the **xo-pfloat.pdf** paper. Expected availability: at or shortly after the TUG 2000 conference.

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<sup>1</sup>The stress here is on automated!

# L<sup>A</sup>T<sub>E</sub>X News

Issue 14, June 2001

## Future releases

We are currently exploring how to best support the very large community of individuals, organisations and enterprises that depend on the robustness and availability of the current standard L<sup>A</sup>T<sub>E</sub>X distribution. The results of this may lead to some changes in the regular release schedule and the handling of bug reports during the next year.

## New release of Babel (required)

Earlier this year a new release of Babel (3.7) became available. You can read about its new features in <http://www.ctan.org/tex-archive/macros/latex/required/babel/announce.txt>

One of the bugs that got fixed in this release deals with how labels are handled by L<sup>A</sup>T<sub>E</sub>X. Because this part of the kernel is modified by `babel`, the relevant changes need to be coordinated. Therefore to use Babel with this release of L<sup>A</sup>T<sub>E</sub>X you will need to update your version of `babel` to at least 3.7.

## New input encoding `latin9`

The package `inputenc` has, thanks to Karsten Tinnfeld, been extended to cover the `latin9` input encoding. The ISO-Latin 9 encoding is a useful modern replacement for ISO-Latin 1 that contains a few characters needed for French and Finnish. Of wider interest, it also contains the euro currency sign; this could be the killer argument for many 8-bit texts to use Latin-9 in the future.

According to a Linux manpage, ISO Latin-9 supports Albanian, Basque, Breton, Catalan, Danish, Dutch, English, Estonian, Faroese, Finnish, French, Frisian, Galician, German, Greenlandic, Icelandic, Irish Gaelic, Italian, Latin, Luxembourgish, Norwegian, Portuguese, Rhaeto-Romanic, Scottish Gaelic, Spanish and Swedish. The characters added in `latin9` are (in L<sup>A</sup>T<sub>E</sub>X notation):

```
\texteuro \v S \v s \v Z \v z \OE \oe \" Y
They displace the following characters from latin1:
\textcurrency \textbrokenbar \"{} \'{} \c{}
\textonequarter \textonehalf \textthreequarters
```

## New tools

The new package `trace` provides many commands to control L<sup>A</sup>T<sub>E</sub>X's tracing and debugging output, including the excellent new information available with  $\epsilon$ -T<sub>E</sub>X such as the extremely useful tracing of local assignments. You will find it in the tools distribution.

It offers the command `\tracelon`, which is similar to `\tracingall` but suppresses uninteresting stuff such as font loading by NFSS (which can go on for pages if you are unlucky). It also offers `\traceoff` to ... guess what! Full details are in the documented source file, `trace.dtx`.

In the base `ifthen` package we have added the uppercase synonyms `\NOT` `\AND` and `\OR`.

## New experimental code

In *L<sup>A</sup>T<sub>E</sub>X News 12* we announced some ongoing work towards a 'Designer Interface for L<sup>A</sup>T<sub>E</sub>X' and we presented some early results thereof. Since then, at Gutenberg 2000 in Toulouse and TUG 2000 in Oxford, we described a new output routine and an improved method of handling vertical mode material between paragraphs. In combination these support higher quality *automated*<sup>1</sup> page-breaking and page make-up for complex pages—the best yet achieved with T<sub>E</sub>X!

More recently we have added material to handle the complex front matter requirements of journal articles; this was presented at Gutenberg 2001 in Metz.

A paper describing the new output routine is at <http://www.latex-project.org/papers/xo-pfloat.pdf>. All code examples and documentation are available at <http://www.latex-project.org/code/experimental>

This directory has been extended to contain the following.

**galley** Prototype implementation of the interface for manipulating vertical material in galleys.

**xinitials** Prototype implementation of the interface for paragraph initials (needs the `galley` package).

**xtheorem** Contributed example using the `template` package to provide a designer interface for theorem environments.

**xor** A prototype implementation of the new output routine as described in the `xo-pfloat.pdf` paper.

**xfrontm** A prototype version of the new front matter interface.

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<sup>1</sup>The stress here is on *automated*!

# L<sup>A</sup>T<sub>E</sub>X News

Issue 15, December 2003

## *Anniversary release*

Yes, it's now 10 years since the first release in this series and, for Knuthists, this release also contains *Issue 16*!

Meanwhile this *Issue 15* describes the major new features in the current release whilst *Issue 16* looks a little way into the future of L<sup>A</sup>T<sub>E</sub>X.

## *LPPL – new version*

Most importantly, there is now a new version, 1.3, of the L<sup>A</sup>T<sub>E</sub>X Project Public Licence. Many of you will be thrilled to know that, following the exchange of over 1600 e-mail messages dissecting various aspects of its philosophy such as ‘how many angels can appear in the name of a file before it becomes non-free’, this version is now officially a DFSG (Debian Free Software Guidelines) approved license. The discussions start at <http://lists.debian.org/debian-legal/2002/debian-legal-200207/threads.html> with high traffic throughout August to October 2002 and further heated discussions starting in April 2003 and concluding around June at <http://lists.debian.org/debian-legal/2003/debian-legal-200306/msg00206.html>.

The important features of the new version are useful clarifications in the wording, and revised procedures for making a change to the Current Maintainer of a package. Special thanks to all those people from Debian Legal who worked constructively with us on this onerous task, especially but not exclusively Jeff Licquia and Branden Robinson.

## *Small updates to varioref*

The English has been corrected in `\reftextbefore` (an incompatible change). There are other extensions such as `\labelformat`, `\Ref`, `\Vref` and `\vpagerefnum`. Some Dutch text has also been changed and two new options added: `slovak` and `slovene`.

## *New and more robust commands*

Many of the math mode commands for compound symbols have been made robust and a new robust command has been added: `\nobreakdashes`. This last is a low-level command, borrowed from the `amsmath` package, for use only before hyphens or dashes. It prevents the line break that is normally allowed after the following sequence of dashes.

## *Fixing font sizes*

The new `fix-cm` package, by Walter Schmidt, changes the CM font definition (`.fd`) files so that similar design sizes are used in both the OT1 and T1 encodings.

## *Font encodings*

A number of options have been added to the `textcomp` package, enabling only available glyphs to be used. Also, the ‘NFSS font families’ are now divided into five different groups according to the subset of glyphs each provides from the full collection of symbols in the TS1 encoding. Given sufficient information about a font family `textcomp` will use this in order to limit the typesetting to those glyphs that are available.

Use of this mechanism has also enhanced `\oldstylenums` to use the current font if possible.

## *Displaying font tables*

With the `nfssfont` package you can now specify the font to display by giving its ‘NFSS classification’, rather than needing to know its external font file’s name. It is also now possible to generate large collections of font tables in batch mode by providing a suitable input file.

## *New input encodings*

The `inputenc` package has been extended as follows: `macce` input encoding (Apple Central European), thanks to Radek Tryc and Marcin Wolinski; `cp1257` for Baltic languages; `latin10`, thanks to Ionel Ciobîcă. The euro symbol has by now been added to several encodings: `ansinew`, `cp1250` and `cp1252` (which also has another addition), whilst `cp858` adds it to `cp850`.

## *Unicode input*

Partial, experimental support for text files that use the Unicode encoding form UTF-8 is now provided by the option `utf8` for the `inputenc` package.

The only Unicode text file characters supported by the current version are those based on the most common inputs for glyphs from the small collection of standard L<sup>A</sup>T<sub>E</sub>X Latin encodings.

## *And finally . . . pict2e*

The old, non-functional version of this package has been removed as there is now a fully working version from Hubert Gäßlein and Rolf Niepraschk. It is described in *The L<sup>A</sup>T<sub>E</sub>X Manual*.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 16, December 2003

## Anniversary news

This anniversary *Issue 16* takes a brief look into the future work of the L<sup>A</sup>T<sub>E</sub>X Project Team, both short and longer range. Please let us know if you want to get involved with us in any of this work (see below).

An overview of the 10th Anniversary Release, dated 2003/12/01, is can be found in *Issue 15*.

## TLC2: The L<sup>A</sup>T<sub>E</sub>X Companion – 2nd edition!

Since you are reading this newsletter, there is a good chance that you, or a friend, has already bought this encyclopedic volume: the incomparable Second Edition of this work that is every L<sup>A</sup>T<sub>E</sub>Xie's ultimate lucky charm.

If by some chance you have not yet purchased your own copy then get into training, get shopping, and get flexing your muscles (both physical—it's 1100+ pages, and intellectual) by using it to discover masses of invaluable 'insider information' about:

- the latest release of Standard L<sup>A</sup>T<sub>E</sub>X;
- over 200 extension packages;
- plus related software and systems.

For more information on this all new (??... OK, not *all*, but over 90%!), all accurate (we hope!) 10th Anniversary Edition, check out <http://www.awprofessional.com/titles/0201362996>.

## Future maintenance

We are currently exploring how best to support the very large and rapidly growing community of individuals, organisations and enterprises that depend on the robustness and availability of the current standard L<sup>A</sup>T<sub>E</sub>X distribution. Although we remain firmly resolved not to make changes in the base distribution (the kernel) of Standard L<sup>A</sup>T<sub>E</sub>X, there is still much that needs doing to maintain its reliability and utility and to keep up the necessary level of communication with users and supporters. Also, as with all advanced software systems, bugs are still turning up occasionally so some fixes are still essential.

One major impediment to providing adequate service levels in this area is, of course, the difficulties inherent in obtaining the time and commitment of skilled minds—hence the appeal above to anyone interested in getting involved.

## LPPL certification

There are still some outstanding diplomatic tasks around the L<sup>A</sup>T<sub>E</sub>X Project Public Licence: these include e.g., getting it 'OSF certified' and ensuring that it gains more support and wider use, even in the FSF world where it has long been tolerated.

## Use of $\varepsilon$ -T<sub>E</sub>X/pdfT<sub>E</sub>X

We expect that within the next two years, releases of L<sup>A</sup>T<sub>E</sub>X will change modestly in order to run best under an extended T<sub>E</sub>X engine that contains the  $\varepsilon$ -T<sub>E</sub>X primitives, e.g.,  $\varepsilon$ -T<sub>E</sub>X or pdfT<sub>E</sub>X. The details of this possible upgrade need further work so we are not making a definite announcement yet.

Although the current release does not *require*  $\varepsilon$ -T<sub>E</sub>X features, we certainly recommend using an extended T<sub>E</sub>X, especially if you need to debug macros.

## End of 'autoload' support

As computer systems generally grow in capacity, requirements change and so we believe that the `autoload` variant of L<sup>A</sup>T<sub>E</sub>X is no longer required. Thus, although the code remains it is no longer supported. We hope this does not cause any problems.

## New models, new code

In the period 1999–2001 we published many results of our work over the previous decade on the development of new concepts and models for automated typesetting based on T<sub>E</sub>X as the underlying platform. These can be found at <http://www.latex-project.org/papers/> and <http://www.latex-project.org/code/experimental/>.

Since then a very large proportion of The Team's efforts have been diverted to provide the core author team for TLC2, which provides over 1000 pages of carefully researched and tested documentation of many aspects of the vast world of L<sup>A</sup>T<sub>E</sub>X related software that was developed over that same time period and that continues to grow and improve prodigiously.

Completion of that task ... until TLC3!! ... presents the possibility of getting back to this more exciting development work, or even to more radical work on non-T<sub>E</sub>X-based models and implementations.

Of course, any such ideas are predicated on our ability to organise (with you, we hope) an efficient but responsive maintenance and support system for Standard L<sup>A</sup>T<sub>E</sub>X.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 17, December 2005

## *Project licence news*

The L<sup>A</sup>T<sub>E</sub>X Project Public License has been updated slightly so that it is now version 1.3c. In the warranty section the phrase “unless required by applicable law” has been reinstated, having got lost at some point. Also, it now contains three clarifications: of the difference between “maintained” and “author-maintained”; of the term “Base Interpreter”; and when clause 6b and 6d shall not apply.

Following requests, we now also provide the text of the licence as a L<sup>A</sup>T<sub>E</sub>X document (in the file `lpp1.tex`). This file can be processed either as a stand-alone document or it can be included (without any modification) into another L<sup>A</sup>T<sub>E</sub>X document, e.g., as an appendix, using `\input` or `\include`.

## *New guide on font encodings*

Way back in 1995 work was started on a guide to document the officially allocated L<sup>A</sup>T<sub>E</sub>X font encoding names. However, for one reason or another this guide (named *L<sup>A</sup>T<sub>E</sub>X font encodings*) was, until now, not added to the distribution. It describes the major 7-bit and 8-bit font encodings used in the L<sup>A</sup>T<sub>E</sub>X world and explains the restrictions required of conforming text font encodings. It also lists all the ‘encoding specific commands’ (the LICR or L<sup>A</sup>T<sub>E</sub>X Internal Character Representation) for characters supported by the encodings OT1 and T1.

When the file `encguide.tex` is processed by L<sup>A</sup>T<sub>E</sub>X, it will attempt to typeset an encoding table for each encoding it describes. For this to be possible, L<sup>A</sup>T<sub>E</sub>X must be able to find `.tfm` files for a representative example font for each encoding. If L<sup>A</sup>T<sub>E</sub>X cannot find such a file then a warning is issued and the corresponding table is omitted.

## *Robust commands in math*

The font changing commands in text-mode have been robust commands for years, but the same has not been true for the math versions such as `\mathbf`. While the math-mode commands worked correctly in section heads, they could cause problems in other places such as index entries. With this release, these math-mode commands are now robust in the same way as their text-mode counterparts.

## *Updates of required packages*

Several of the packages in the tools bundle have been updated for this release.

The `xspace` package has some new features. One is an interface for adding and removing the exceptions it knows about and another is that it works with active characters. These remove problems of incompatibility with the `babel` system.

In *L<sup>A</sup>T<sub>E</sub>X News 16* we announced that some packages might begin to take advantage of  $\epsilon$ -T<sub>E</sub>X extensions on systems where these are available: and the latest version of `xspace` does just that. Note also that `fixltx2e` will make use of the facilities in  $\epsilon$ -T<sub>E</sub>X whenever these are present (see below).

The `calc` package has also been given an update with a few extra commands. The commands `\maxof` and `\minof`, each with two brace-delimited arguments, provide the usual numeric max and min operations. The commands `\settototalheight` and `\totalheightof` work like `\settoheight` and `\heightof`. There are also some internal improvements to make `calc` work with some more primitive T<sub>E</sub>X constructs, such as `\ifcase`.

The `varioref` package has acquired a few more default strings but there are still a number of languages for which good strings are still missing.

The `showkeys` package has also been updated slightly to work with more recent developments in `varioref`. Also, it now provides an easy way to define the look of the printed labels with the command `\showkeyslabelformat`.

## *Work on L<sup>A</sup>T<sub>E</sub>X fixes*

The package known as `fixltx2e` has three new additions. A new command `\textsubscript` has been added as a complement to the command `\textsuperscript` in the kernel. Secondly, a new form of `\DeclareMathSizes` that allows all of its arguments to have a dimension suffix. This means you can now use expressions such as `\DeclareMathSizes{9.5dd}{9.5dd}{7.4dd}{6.6dd}`.

The third new addition is the robust command `\TextOrMath` which takes two arguments and executes one of them when typesetting in text or math mode respectively. This command also takes advantage of  $\epsilon$ -T<sub>E</sub>X extensions if available; more specifically, when the  $\epsilon$ -T<sub>E</sub>X extensions are available, it does not destroy kerning between previous letters and the text to be

typeset. The command is also used internally in `fixltx2e` to resolve a problem with `\fnsymbol`.

Also, further work has been done on reimplementing the command `\addpenalty`, which is used internally in several places: we hope it is an improvement!

### *The graphics bundle*

The `graphics` bundle now supports the `dvipdfmx` post-processor and Jonathan Kew's XETEX program. By support we mean that the `graphics` packages recognize the new options `xetex` and `dvipdfmx` but we do not distribute the respective driver files.

This leads elegantly to a description of the new policy concerning such driver files in the `graphics` bundle. Most driver files for our `graphics` packages are maintained by the developers of the associated post-processor or T<sub>E</sub>X programs. The teams developing these packages are working very hard: their rapid development offers a stark contrast to the current schedule of L<sup>A</sup>T<sub>E</sub>X releases. It is therefore no longer practical for the L<sup>A</sup>T<sub>E</sub>X Team to be responsible for distributing the latest versions of these driver files.

Therefore the installation files for `graphics` have been split: there is now `graphics.ins` to install the package files and `graphics-drivers.ins` for the driver files (located in `drivers.dtx`). There is no need to install all those provided in the file `drivers.dtx`.

Please also note that, as requested by the maintainers of PStricks, we have removed the package `pstcol` as current versions of PStricks make it obsolete.

### *Future development*

The title of this section is a little misleading as it actually describes *current* development. In 1998 the `expl3` bundle of packages was put on CTAN to demonstrate a possible L<sup>A</sup>T<sub>E</sub>X3 programming environment. These packages have been lying dormant for some time while the L<sup>A</sup>T<sub>E</sub>X Project Team were preoccupied by other things such as developing the experimental packages `xor`, `template`, etc., (and also writing that indispensable and encyclopaedic volume, The L<sup>A</sup>T<sub>E</sub>X Companion – 2nd edition).

In October 2004 work on this code base was resumed with the goal of some day turning it into a kernel for L<sup>A</sup>T<sub>E</sub>X3. This work can now also make full use of the widely accepted  $\varepsilon$ -T<sub>E</sub>X extensions. Currently two areas are central to this work.

- Extending the kernel code of L<sup>A</sup>T<sub>E</sub>X3.
- Converting the experimental packages such as `xor`, `template` to use the new syntax internally.

Beware! Development of `expl3` is happening so fast that the descriptions above might be out of date when you read this! If you wish to see what's going on then go to <http://www.latex-project.org/code.html> where you can download fully working code (we hope!).

# L<sup>A</sup>T<sub>E</sub>X News

Issue 18, December 2007

This news never existed.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 19, September 2009

## *New L<sup>A</sup>T<sub>E</sub>X release*

This issue of L<sup>A</sup>T<sub>E</sub>X News marks the first release of a new version of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> since the publication of The L<sup>A</sup>T<sub>E</sub>X Companion in 2005–2006.

Just in time for T<sub>E</sub>X Live 2009, this version is a maintenance release and introduces no new features. A number of small changes have been made to correct minor bugs in the kernel, slightly extend the Unicode support, and improve various aspects of some of the tools packages.

## *New code repository*

Since the last L<sup>A</sup>T<sub>E</sub>X release, the entire code base has been moved to a public SVN repository<sup>1</sup> and the entire build architecture re-written. In fact, it has only been possible for us to consider a new L<sup>A</sup>T<sub>E</sub>X release since earlier this year when the test suite was finally set up with the new system. In the process, a bug in the L<sup>A</sup>T<sub>E</sub>X picture fonts distributed with T<sub>E</sub>X Live was discovered, proving that the tests are working and are still very valuable.

Now that we can easily generate new packaged versions of the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> distribution, we expect to be able to roll out bug fixes in a much more timely manner than over the last few years. New versions should be distributed yearly with T<sub>E</sub>X Live. Having said this, the maintenance of the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel is slowing down as the bugs become fewer and more subtle. Remember that we cannot change any of the underlying architecture of the kernel or any design decisions of the standard classes because we must preserve backwards compatibility with legacy documents at all costs.

Even new features cannot be added, because any new documents using them will not compile in systems (such as journal production engines) that are generally not updated once they've been proven to work as necessary.

None of this is to say that we consider L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> to be any less relevant for document production than in years past: a stable system is a useful one. Moreover, the package system continues to provide a flourishing and stable means for the development of a wide range of extensions.

## *Babel*

One area of the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> code base that is still receiving feedback to be incorporated into the main distribution is the Babel system for multilingual typesetting. While the Babel sources have already been added to the SVN repository the integration of the test system for Babel is still outstanding.

## *The future*

While work on L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> tends to maintenance over active development, the L<sup>A</sup>T<sub>E</sub>X 3 project is seeing new life. Our goals here are to provide a transition from the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> document processing model to one with a more flexible foundation. Work is continuing in the `expl3` programming language and the `xpackages` for document design. Future announcements about L<sup>A</sup>T<sub>E</sub>X 3 will be available via the L<sup>A</sup>T<sub>E</sub>X Project website and in TUGboat.

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<sup>1</sup><http://www.latex-project.org/svnroot/latex2e-public/>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 20, June 2011

## *Scheduled L<sup>A</sup>T<sub>E</sub>X bug-fix release*

This issue of L<sup>A</sup>T<sub>E</sub>X News marks the first bug-fix release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> since shifting to a new build system in 2009. Provided sufficient changes are made each year, we expect to repeat such releases once per year to stay in sync with T<sub>E</sub>X Live. Due to the excitement of T<sub>E</sub>X's 2<sup>5</sup>-th birthday last year, we missed our window of opportunity to do so for 2010. This situation has been rectified this year!

## *Continued development*

The L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> program is no longer being actively developed, as any non-negligible changes now could have dramatic backwards compatibility issues with old documents. Similarly, new features cannot be added to the kernel since any new documents written now would then be incompatible with legacy versions of L<sup>A</sup>T<sub>E</sub>X.

The situation on the package level is quite different though. While most of us have stopped developing packages for L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> there are many contributing developers that continue to enrich L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> by providing or extending add-on packages with new or better functionality.

However, the L<sup>A</sup>T<sub>E</sub>X team certainly recognises that there are improvements to be made to the kernel code; over the last few years we have been working on building, expanding, and solidifying the `expl3` programming layer for future L<sup>A</sup>T<sub>E</sub>X development. We are using `expl3` to build new interfaces for package development and tools for document design. Progress here is continuing.

## *Release notes*

In addition to a few small documentation fixes, the following changes have been made to the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> code; in accordance with the philosophy of minimising forwards and backwards compatibility problems, most of these will not be noticeable to the regular L<sup>A</sup>T<sub>E</sub>X user.

**Font subsets covered by Latin Modern and T<sub>E</sub>X Gyre** The Latin Modern and T<sub>E</sub>X Gyre fonts are a modern suite of families based on the well-known Computer Modern and ‘PostScript 16’ families with many additional characters for high-quality multilingual typesetting.<sup>1</sup>

<sup>1</sup>See their respective TUGboat articles for more information:  
<http://www.tug.org/TUGboat/tb24-1/jackowski.pdf>

Information about their symbol coverage in the TS1 encoding is now included in `textcomp`'s default font definitions.

**Redefinition of `\enddocument`** Inside the definition of `\end{document}` the `.aux` file is read back in to resolve cross-references and build the table of contents etc. From 2.09 days this was done using `\input` without any surrounding braces which could lead to some issues in boundary cases, especially if `\input` was redefined by some package. It was therefore changed to use L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>'s internal name for this function. As a result, packages that modify `\enddocument` other than through the officially provided hooks may need to get updated.

**Small improvement with split footnotes in `ftnright`** If in the first column there is more than a full column worth of footnote material the material will be split resulting in footnotes out of order. This issue is now at least detected and generates an error but the algorithm used by the package is unable to gracefully handle it in an automated fashion (some alternatives for resolving the problem if it happens are given in the package documentation).

**Improvement in `xspace` and font-switching** The `xspace` package provides the command `\xspace` which attempts to be clever about inserting spaces automatically after user-defined control sequences. An important bug fix has been made to this command to correct its behaviour when used in conjunction with font-switching commands such as `\emph` and `\textbf`. Previously, writing

```
\newcommand\foo{\foo\xspace}
... \emph{\foo}  bar baz
... \emph{\foo}, bar baz
```

would result in an extraneous space being inserted after ‘foo’ in both cases; this has now been corrected.

**RTL in `multicol`** The 1.7 release of `multicol` adds support for languages that are typeset right-to-left. For those languages the order of the columns on the page also needs to be reversed—something that wasn't possible in earlier releases.

<http://www.tug.org/TUGboat/tb27-2/tb87hagen-gyre.pdf>

The new feature is supported through the commands `\RLmulticolcolumns` (switching to right-to-left typesetting) and `\LRmulticolcolumns` (switching to left-to-right typesetting) the latter being the default.

### **Improve French babel interaction with varioref**

Extracting and saving the page number turned out to be a source of subtle bugs. Initially it was done through an `\edef` with a bunch of `\expandafter` commands inside. This posed a problem if the page number itself contained code which needed protection (e.g., pr/4080) so this got changed in the last release to use `\protected@edef`. However, that in turn failed with Babel (bug report/4093) if the label contained active characters, e.g., a “:” in French. So now we use (after one failed attempt pr/4159) even more `\expandafter` commands and `\romannumeral` trickery to avoid any expansion other than what is absolutely required—making the code in that space absolutely unreadable.

```
\expandafter\def\expandafter#1\expandafter{%
\romannumeral
\expandafter\expandafter\expandafter
\z@
\expandafter \@cdr
\romannumeral
\expandafter\expandafter\expandafter
\z@
\csname r@#2\endcsname\@nil}%
```

Code like this nicely demonstrates the limitations in the programming layer of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and the advantages that expl3 will offer on this level.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 21, May 2014

## *Scheduled L<sup>A</sup>T<sub>E</sub>X bug-fix release*

This issue of L<sup>A</sup>T<sub>E</sub>X News marks the second bug-fix release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> (standard L<sup>A</sup>T<sub>E</sub>X) since shifting to a new build system in 2009. Provided sufficient changes are made, we expect to make such releases yearly or every two years, in sync with T<sub>E</sub>X Live.

### *Release notes*

This release makes no changes to the core code in the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> format but there are a small number of documentation fixes (not listed here). In addition several packages in the **base** and **required** areas have been updated as detailed below.

This has been done in accordance with the philosophy of minimising problems in both forwards and backwards compatibility, so most of these changes should not be noticed by the regular L<sup>A</sup>T<sub>E</sub>X user.

References in the text below of the form “graphics/3873” are to bug reports listed at:  
<http://latex-project.org/cgi-bin/ltxbugs2html>

### *fixltx2e updates*

There are a number of bugs and faulty design decisions in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> that should have been corrected long ago in the kernel code. However, such corrections cannot be done as this would break backwards compatibility in the following sense. A large number of documents exist by now that have worked around the bug or have even made use of a particular misfeature. Thus changing the kernel code would break too many existing documents.

The corrections for these types of bug have therefore been collected together in a package that can be loaded only when needed; its name is `fixltx2e`. For this release we made the following changes to this package:

- Misspelled float placement specifiers such as `\begin{figure}[tv]` instead of `tb` are silently ignored by the kernel code. Now we test for such letters and issue an error message.
- L<sup>A</sup>T<sub>E</sub>X’s float handling algorithm can get out of sync if you mix single and double-column floats (as they are placed independently of each other). This was corrected in `fixltx2e` a few years ago but the fix was not perfect as one situation using `\enlargethispage` generated a low-level T<sub>E</sub>X error. This behaviour of the package is now improved.

### *New fltrace package*

For years the file `lATEX.output.dtx` contained some hidden code to trace the detailed behaviour of the float placement algorithm of L<sup>A</sup>T<sub>E</sub>X. Prompted by questions on StackExchange we now extract this code into a new `fltrace` package. To see the float algorithm in action (or to understand why it decides to place all your floats at the very end of the document) use

```
\usepackage{fltrace} \tracefloats
```

To stop tracing somewhere in the document use `\tracefloatsoff` and to see the current value of various float parameters use `\tracefloatvals`. As the package is identical to the kernel code with tracing added, it may or may not work if you load any other package that manipulates that part of the kernel code. In such a case your best bet is to load `fltrace` first.

### *inputenc package updates*

The `inputenc` package allows different input encodings for L<sup>A</sup>T<sub>E</sub>X documents to be specified including the important `utf8` option used to specify the Unicode UTF-8 encoding. A common mistake in documents has been to also include this option when using the Unicode-based T<sub>E</sub>X engines LuaT<sub>E</sub>X and XeL<sup>A</sup>T<sub>E</sub>X producing strange errors as these engines natively deal with UTF-8 characters.

If a document stored in an 8bit encoding is processed by pdfT<sub>E</sub>X, it needs the `inputenc` package to work correctly. However, if such a document is processed unchanged by LuaT<sub>E</sub>X or XeL<sup>A</sup>T<sub>E</sub>X, then accented characters may silently get dropped from the output.

The package has been modified so that if used with LuaT<sub>E</sub>X or XeL<sup>A</sup>T<sub>E</sub>X, then it just issues a warning if `utf8` or `ascii` is specified, and stops with an error for any other encoding requested.

One further improvement has been made to the encoding definition files (`.def`) used by `inputenc`: the catcode of `@` is now saved and restored when reading them instead of always using `\makeatother` inside the files (`latex/4192`).

### *The tools directory*

In the past each of the sub-directories in the “required” section of the L<sup>A</sup>T<sub>E</sub>X distribution contained a single `.ins` file to generate the code files from the source files. We have now started to provide individual `.ins` files for each of those packages that are likely to require updates outside a major L<sup>A</sup>T<sub>E</sub>X release.

#### *multicol updates*

Version 1.8 of `multicol` implements some improvements/fixes and one extension. In the past the balancing algorithm enlarged the column height until it found a solution that satisfied all constraints. If there were insufficient break points then the final column height could have been much larger than expected and if that happened near the end of the page it resulted in the text overflowing into the bottom margin. This situation is now detected and in that case a normal page is cut and balancing is resumed on the next page. Some overflow is still allowed and controlled via the parameter `\maxbalancingoverflow`.

The use of `\enlargethispage` is now properly supported within the environment. Finally a new command `\docolaction` was added to allow the execution of code depending on the column in which the command is executed. See the documentation for details.

Bug fixes: the new version fixes both a color leak that could happen in certain situations and the problem that `multicols` could mess up the positioning of `\marginpars` that followed the environment.

#### *tabularx updates*

The restrictions on embedding `\tabularx` `\endtabularx` into the definition of a new environment have been relaxed slightly. See the package documentation for details.

#### *showkeys updates*

The `showkeys` package has been updated to fix problems if used at the start of list items, and to work if brace groups (`{` and `}`) are used in the optional argument of `\cite`. (`tools/4162`, `tools/4173`)

#### *color updates*

The `\nopagecolor` command suggested by Heiko Oberdiek, available for some years in the `pdftex` option, has been added to the core package as suggested in `graphics/3873`. Currently this is supported in the driver files for `dvips` and `pdftex`. Patches to support other drivers are welcome.

#### *graphicx updates*

The `graphicx` version of `\rotatebox` now allows `\par` (and blank lines) in values, to match the change made to the `graphics` version some years ago. See `graphics/4296`.

#### *keyval updates*

All parsing used in the `keyval` package has been changed to allow `\par` (and blank lines) in values. (A second change, to parsing of brace groups in a construct such as `key={{value}}`, was reverted in v1.15.) See `graphics/3446`.

### *Standard L<sup>A</sup>T<sub>E</sub>X (L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>) and expl3*

The substantial collection of innovative code in `expl3` implements a new programming language that has for a while now been used by some writers of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> packages. This code has recently also been made available for use on top of plain T<sub>E</sub>X or ConT<sub>E</sub>Xt, largely to support generic packages that are supposed to work with different flavours of T<sub>E</sub>X. These uses in no way affect authors of L<sup>A</sup>T<sub>E</sub>X documents and such L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> packages will continue to work as advertised by their authors with standard L<sup>A</sup>T<sub>E</sub>X.

This code base will also become an important foundation for the kernel of L<sup>A</sup>T<sub>E</sub>X 3 and so the new programming language can be described as ‘The L<sup>A</sup>T<sub>E</sub>X 3 Programming Language’. However, if you see or hear that a package ‘uses L<sup>A</sup>T<sub>E</sub>X 3’ then it remains very unlikely (as yet) to mean that the package is part of some ‘new version of L<sup>A</sup>T<sub>E</sub>X’.

News about the development and use of `expl3` and about other developments in the L<sup>A</sup>T<sub>E</sub>X 3 code base is reported regularly in the L<sup>A</sup>T<sub>E</sub>X 3 News series (<http://latex-project.org/l3news/>), the most recent issue of which was published in March 2014.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 22, January 2015

## New L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> bug-fix policy

### Introduction

For some years we have supplied bug fixes to the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel via the `fixltx2e` package. This kept the kernel stable, but at the expense of meaning that most users did not benefit from bug fixes, and that some compromises which were made to save space in the machines of the time are still affecting most users today.

In this release we have started a new update policy. All the fixes previously available via `fixltx2e` are now enabled *by default* in the format, as are some further extensions for extended T<sub>E</sub>X engines,  $\varepsilon$ -T<sub>E</sub>X, X<sub>Ǝ</sub>T<sub>E</sub>X and LuaT<sub>E</sub>X. Compatibility and stability are still important considerations, and while most users will not notice these improvements, or will want to benefit from them, a new `latexrelease` package is provided that will revert all the changes and re-instate the definitions from earlier releases. The package can also be used with older releases to effectively *update* the kernel to be equivalent to this 2015 release.

A new document, `latexchanges`, is distributed with the release that documents all the changes to documented commands since the 2014 L<sup>A</sup>T<sub>E</sub>X release, and will be updated in future releases if further changes have been made.

### The `latexrelease` package

As noted above a new package is available to manage differences between L<sup>A</sup>T<sub>E</sub>X releases. If you wish to revert all changes back to the definitions as they were in previous releases you may start your document requesting the L<sup>A</sup>T<sub>E</sub>X release from May 2014:

```
\RequirePackage[2014/05/01]{latexrelease}
\documentclass{article}
```

Conversely if you start a large project now and want to protect yourself against possible future changes, you may start your document

```
\RequirePackage[2015/01/01]{latexrelease}
\documentclass{article}
```

Then the version of `latexrelease` distributed with any future L<sup>A</sup>T<sub>E</sub>X release will revert any changes made in that format, and revert to the definitions as they were at the beginning of 2015.

If you wish to share a document using the latest features with a user restricted to using an older format, you may use the form above and make the `latexrelease`

package available on the older installation. The package will then update the format definitions as needed to enable the older format to work as if dated on the date specified in the package option.

### The `\IncludeInRelease` command

The mechanism used in the `latexrelease` package is available for use in package code. If in your `zzz` package you have

```
\RequirePackage{latexrelease}
\IncludeInRelease{2015/06/01}
  {\zzz}{\zzz definition}
  \def\zzz.....new code
\EndIncludeInRelease
\IncludeInRelease{0000/00/00}
  {\zzz}{\zzz definition}
  \def\zzz....original
\EndIncludeInRelease
```

then in a document using a format dated 2015/06/01 or later, the “new code” will be used, and for documents being processed with an older format, the “original” code will be used. Note the format date here may be the original format date as shown at the start of every L<sup>A</sup>T<sub>E</sub>X run, or a format date specified as a package option to the `latexrelease` package.

So if the document has

```
\RequirePackage[2014/05/01]{latexrelease}
\documentclass{article}
\usepackage{zzz}
```

then it will use the *original* definition of `\zzz` even if processed with the current format, as the format acts as if dated 2014/05/01.

### Limitations of the approach

The new concept provides full backward and forward compatibility for the L<sup>A</sup>T<sub>E</sub>X format, i.e., with the help of a current `latexrelease` package the kernel can emulate all released formats (starting with 2014/06/01<sup>1</sup>).

However, this is not necessarily true for all packages. Only if a package makes use of the `\IncludeInRelease` functionality will it adjust to the requested L<sup>A</sup>T<sub>E</sub>X release date. Initially this will only be true for a few selected packages and in general it may not even be

---

<sup>1</sup>Patching an older format most likely works too, given that the changes in the past have been minimal, though this isn't guaranteed and hasn't been tested.

advisable for packages that have their own well-established release cycles and methods.

Thus, to regenerate a document with 100 % compatible behavior it will still be necessary to archive it together with all its inputs, for example, by archiving the base distribution trees (and any modifications made). However, the fact that a document requests a specific L<sup>A</sup>T<sub>E</sub>X release date should help identifying what release tree to use to achieve perfect accuracy.

## Updates to the kernel

### Updates incorporated from fixltx2e

The detailed list of changes incorporated from fixltx2e is available in the new `latexchanges` document that is distributed with this release. The main changes are that 2-column floats are kept in sequence with one column floats, corrections are made to the `\mark` system to ensure correct page headings in 2-column documents, several additional commands are made robust.

### $\varepsilon$ -T<sub>E</sub>X register allocation

L<sup>A</sup>T<sub>E</sub>X has traditionally used allocation routines inherited from plain T<sub>E</sub>X that allocated registers in the range 0–255. Almost all distributions have for some years used  $\varepsilon$ -T<sub>E</sub>X based formats (or X<sub>Y</sub>T<sub>E</sub>X or LuaT<sub>E</sub>X) which have 2<sup>15</sup> registers of each type (2<sup>16</sup> in the case of LuaT<sub>E</sub>X). The `etex` package has been available to provided an allocation mechanism for these extended registers but now the format will by default allocate in a range suitable for the engine being used. The new allocation mechanism is different than the `etex` package mechanism, and supports LuaT<sub>E</sub>X’s full range and an allocation mechanism for L<sup>A</sup>T<sub>E</sub>X floats as described below.

On  $\varepsilon$ -T<sub>E</sub>X based engines, an additional command, `\newmarks` is available (as with the `etex` package) that allocates extended  $\varepsilon$ -T<sub>E</sub>X marks, and similarly if X<sub>Y</sub>T<sub>E</sub>X is detected a new command `\newXeTeXintercharclass` is available, this is similar to the command previously defined in the `xelatex.ini` file used to build the `xelatex` format.

### Additional L<sup>A</sup>T<sub>E</sub>X float storage

L<sup>A</sup>T<sub>E</sub>X’s float placement algorithm needs to store floats (figures and tables) until it finds a suitable page to output them. It allocates 18 registers for this storage, but this can often be insufficient. The contributed `morefloats` package has been available to extend this list; however, it also only allocates from the standard range 0–255 so cannot take advantage of the extended registers. The new allocation mechanism in this release incorporates a new command `\extrafloats`. If you get the error: Too many unprocessed floats. then you can add (say) `\extrafloats{500}` to the document

preamble to make many more boxes available to hold floats.

### Built-in support for Unicode engines

The kernel sources now detect the engine being used and adjust definitions accordingly, this reduces the need for the “.ini” files used to make the formats to patch definitions defined in `latex.ltx`.

As noted above the format now includes extended allocation routines.

The distribution includes a file `unicode-letters.def` derived from the Unicode Consortium’s Unicode Character Data files that details the upper and lower case transformation data for the full Unicode range. This is used to set the `lccode` and `uccode` values if a Unicode engine is being used, rather than the values derived from the T1 font encoding which are used with 8-bit engines.

Finally `\typein` is modified if LuaT<sub>E</sub>X is detected such that it works with this engine.

## l3build

This release has been tested and built using a new build system implemented in Lua, intended to be run on the `texlua` interpreter distributed with modern T<sub>E</sub>X distributions. It is already separately available from CTAN. This replaces earlier build systems (based at various times on `make`, `cons`, and Windows `bat` files). It allows the sources to be tested and packaged on a range of platforms (within the team, OS X, Windows, Linux and Cygwin platforms are used). It also allows the format to be tested on X<sub>Y</sub>T<sub>E</sub>X and LuaT<sub>E</sub>X as well as the standard pdfT<sub>E</sub>X/ $\varepsilon$ -T<sub>E</sub>X engines.

## Hyperlinked documentation and TDS zip files

As well as updating the build system, the team have looked again at exactly what gets released to CTAN. Taking inspiration from Heiko Oberdiek’s `latex-tds` bundle, the PDF documentation provided now includes hyperlinks where appropriate. This has been done without modifying the sources such that users without `hyperref` available can still typeset the documentation using only the core distribution. At the same time, the release now includes ready-to-install TDS-style zip files. This will be of principal interest to T<sub>E</sub>X system maintainers, but end users with older machines who wish to manually update L<sup>A</sup>T<sub>E</sub>X will also benefit.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 23, October 2015

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## Enhanced support for LuaT<sub>E</sub>X

As noted in L<sup>A</sup>T<sub>E</sub>X News 22, the 2015/01/01 release of L<sup>A</sup>T<sub>E</sub>X introduced built-in support for extended T<sub>E</sub>X systems.

The range of allocated register numbers (for example, for count registers) is now set according to the underlying engine capabilities to 256, 32768 or 65536. Additional allocators were also added for the facilities added by  $\varepsilon$ -T<sub>E</sub>X (`\newmark`) and X<sub>Y</sub>T<sub>E</sub>X (`\newXeTeXintercharclass`). At that time, however, the work to incorporate additional allocators for LuaT<sub>E</sub>X was not ready for distribution.

The main feature of this release is that by default it includes allocators for LuaT<sub>E</sub>X-provided features, such as Lua functions, bytecode registers, catcode tables and Lua callbacks. Previously these features have been provided by the contributed `luatex` (Heiko Oberdiek) and `luatexbase` (Élie Roux, Manuel Pégourié-Gonnard and Philipp Gesang) packages. However, just as noted with the `etex` package in the previous release, it is better if allocation is handled by the format to avoid problems with conflicts between different allocation schemes, or definitions made before a package-defined allocation scheme is enabled.

The facilities incorporated into the format with this release, and described below, are closely modelled on the `luatexbase` package and we thank the authors, and

especially Élie Roux, for help in arranging this transition.

The implementation of these LuaT<sub>E</sub>X features has been redesigned to match the allocation system introduced in the 2015/01/01 L<sup>A</sup>T<sub>E</sub>X release, and there are some other differences from the previous `luatexbase` package. However, as noted below, `luatexbase` is being updated in line with this L<sup>A</sup>T<sub>E</sub>X release to provide the previous interface as a wrapper around the new implementation, so we expect the majority of documents using `luatexbase` to work without change.

### Names of LuaT<sub>E</sub>X primitive commands

The 2015/01/01 L<sup>A</sup>T<sub>E</sub>X release for the first time initialised LuaT<sub>E</sub>X in `latex.ltx` if LuaT<sub>E</sub>X is being used. Following the convention used in the contributed `lualatex.ini` file used to set up the format for earlier releases, most LuaT<sub>E</sub>X-specific primitives were defined with names prefixed by `luatex`. This was designed to minimize name clashes but had the disadvantage that names did not match the LuaT<sub>E</sub>X manual, or the names used in other formats, and produced some awkward command names such as `\luatexluafunction`. From this release the names are enabled without the `luatex` prefix.

In practice this change should not affect many documents; relatively few packages access the primitive commands, and many of those are already set up to work with prefixed or unprefixed names, so that they work with multiple formats.

For package writers, if you want to ensure that your code works with this and earlier releases, use unprefixed names in the package and ensure that they are defined by using code such as:

```
\directlua{tex.enableprimitives("",
    tex.extraprimitives(
        "omega", "aleph", "luatex"))}
```

Conversely if your document uses a package relying on prefixed names then you can add:

```
\directlua{tex.enableprimitives("luatex",
    tex.extraprimitives(
        "omega", "aleph", "luatex"))}
```

to your document.

Note the compatibility layer offered by the `luatexbase` package described below makes several commands available under both names.

As always, this change can be reverted using:  
`\RequirePackage[2015/01/01]{latexrelease}`  
at the start of the document.

### *TEX commands for allocation in LuaTEX*

For detailed descriptions of the new allocation commands see the documented sources in `ltxuatex.dtx` or chapter N of `source2e`; however, the following new allocation commands are defined by default in LuaTEX: `\newattribute`, `\newcatcodetable`, `\newluafunction` and `\newwhatsit`. In addition, the commands `\setattribute` and `\unsetattribute` are defined to set and unset Lua attributes (integer values similar to counters, but attached to nodes). Finally several catcode tables are predefined: `\catcodetable@initex`, `\catcodetable@string`, `\catcodetable@latex`, `\catcodetable@atletter`.

### *Predefined Lua functions*

If used with LuaTEX, L<sup>A</sup>TEX will initialise a Lua table, `luatexbase`, with functions supporting allocation and also the registering of Lua callback functions.

### *Support for older releases and plain TEX*

The LuaTEX allocation functionality made available in this release is also available in plain TEX and older L<sup>A</sup>TEX releases in the files `ltxuatex.tex` and `ltxuatex.lua` which may be used simply by including the TEX file: `\input{ltxuatex}`. An alternative for old L<sup>A</sup>TEX releases is to use:

```
\RequirePackage[2015/10/01]{latexrelease}
```

which will update the kernel to the current release, including LuaTEX support.

### *Additional LuaTEX support packages*

In addition to the base L<sup>A</sup>TEX release two packages have been contributed to the `contrib` area on CTAN. The `ctablestack` package offers some commands to help package writers control the LuaTEX `catcodetable` functionality, and the `luatexbase` package replaces the previously available package of the same name, providing a compatible interface but implemented over the `ltxuatex` code.

### *More Floats and Inserts*

If  $\epsilon$ -TEX is available, the number of registers allocated in the format to hold floats such as figures is increased from 18 to 52.

The extended allocation system introduced in 2015/01/01 means that in most cases it is no longer necessary to load the `etex` package. Many classes and packages that previously loaded this package no longer do so. Unfortunately in some circumstances where a package or class previously used the `etex` `\reserveinserts` command, it is possible for a document that previously worked to generate an error

“no room for a new insert”. In practice this error can always be avoided by declaring inserts earlier, before the registers below 256 are all allocated. However, it is better not to require packages to be re-ordered and in some cases the re-ordering is complicated due to delayed allocations in `\AtBeginDocument`.

In this release, a new implementation of `\newinsert` is used which allocates inserts from the previously allocated float lists once the classical register allocation has run out. This allows an extra 52 (or in LuaTEX, 64 thousand) insert allocations which is more than enough for practical documents (by default, L<sup>A</sup>TEX only uses two insert allocations).

### *Updated Unicode data*

The file `unicode-letters.def` recording catcodes, upper and lower case mappings and other properties for Unicode characters has been regenerated using the data files from Unicode 8.0.0.

### *Support for Comma Accent*

The command `\textcommabelow` has been added to the format. This is mainly used for the Romanian letters ȘșȚț. This was requested in latex/4414 in the L<sup>A</sup>TEX bug tracker.

### *Extended inputenc*

The `utf8` option for `inputenc` has been extended to support the letters s and t with comma accent, U+0218–U+021b. Similarly circumflex w and y U+0174–U+0177 are defined. Also U+00a0 and U+00ad are declared by default, and defined to be `\nobreakspace` and `\-` respectively.

The error message given on undefined UTF-8 input characters now displays the Unicode number in U+*hex* format in addition to showing the character.

### *Pre-release Releases*

The patch level mechanism has been used previously to identify L<sup>A</sup>TEX releases that have small patches applied to the main release, without changing the main format date.

The mechanism has now been extended to allow identification of pre-release versions of the software (which may or may not be released via CTAN) but can be identified with a banner such as  
**LaTeX2e <2015/10/01> pre-release-1**  
Internally this is identified as a patch release with a negative patch level.

### *Updates in tools*

The `multicol` package has been updated to fix the interaction with “here” floats that land on the same page as the start or end of a `multicols` environment.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 24, February 2016

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## LuaT<sub>E</sub>X support

This release refines the LuaT<sub>E</sub>X support introduced in the 2015/10/01 release. A number of patches have been added to improve the behavior of `lAuatex` (thanks largely to code review by Philipp Gesang). The kernel code has been adjusted to allow for changes in LuaT<sub>E</sub>X v0.85–v0.88. Most notably, newer LuaT<sub>E</sub>X releases allow more than 16 write streams and these are now enabled for use by `\newwrite`, but also the experimental `newtoken` Lua library has been renamed back to `token` which required small adjustments in the LuaT<sub>E</sub>X setup.

The biggest change in LuaT<sub>E</sub>X v0.85–v0.87 compared to previous versions is that all the primitives (originally defined in pdfT<sub>E</sub>X) dealing with the PDF “back end” are no longer defined, being replaced by a much smaller set of new primitives. This does not directly affect the core L<sup>A</sup>T<sub>E</sub>X files in this release but has required major changes to the `.ini` files used by T<sub>E</sub>X Live and similar distributions to set up the format files. These changes in the LuaT<sub>E</sub>X engine will affect any packages using these back end commands (packages such as `graphics`, `color`, `hyperref`, etc.). Until all contributed packages are updated to the new syntax users may need to add aliases for the old pdfT<sub>E</sub>X commands. A new `luapdftexalias` package has been contributed to CTAN (not part of the core L<sup>A</sup>T<sub>E</sub>X release) that may be used for this purpose.

See also the sections below for related changes in the tools and `graphics` bundles.

## Unicode data

As noted in L<sup>A</sup>T<sub>E</sub>X News 22, the 2015/01/01 release of L<sup>A</sup>T<sub>E</sub>X introduced built-in support for extended T<sub>E</sub>X systems. In particular, the kernel now loads appropriate

data from the Unicode Consortium to set `\lccode`, `\uccode`, `\catcode` and `\sfcode` values in an automated fashion for the entire Unicode range.

The initial approach taken by the team was to incorporate the existing model used by (plain) X<sub>Y</sub>T<sub>E</sub>X and to pre-process the “raw” Unicode data into a ready-to-use form as `unicode-letters.def`. However, the relationship between the Unicode Consortium files and T<sub>E</sub>X data structures is non-trivial and still being explored. As such, it is preferable to directly parse the original (`.txt`) files at point of use. The team has therefore “spun-out” both the data and the loading to a new generic package, `unicode-data`. This package makes the original Unicode Consortium data files available in the `texmf` tree (in `tex/generic/unicode-data`) and provides generic loaders suitable for reading this data into the plain, L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, and other, formats.

At present, the following data files are included in this new package:

- `CaseFolding.txt`
- `EastAsianWidth.txt`
- `LineBreak.txt`
- `MathClass.txt`
- `SpecialCasing.txt`
- `UnicodeData.txt`

These files are used either by L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> or by `expl3` (i.e. they represent the set currently required by the team). The Unicode Consortium provides various other data files and we would be happy to add these to the generic package, as it is intended to provide a single place to collect this material in the `texmf` tree. Such requests can be mailed to the team as usual or logged at the package home page: <https://github.com/latex3/unicode-data>.

The new approach extends use of Unicode data in setting T<sub>E</sub>X information in two ways. First, the `\sfcode` of all end-of-quotation/closing punctuation is now set to 0 (transparent to T<sub>E</sub>X). Second, `\Umathcode` values are now set using `MathClass.txt` rather than setting up only letters (which was done using an arbitrary plane 0/plane 1 separation). There are also minor refinements to the existing code setting, particularly splitting the concepts of case and letter/non-letter category codes.

For X<sub>Y</sub>T<sub>E</sub>X, users should note that `\xtxHanGlue` and `\xtxHanSpace` are *no longer defined*, that no

assignments are made to `\XeTeXinterchartoks` and that no `\XeTeXintercharclass` data is loaded into the format. The values which were previously inherited from the plain  $\text{\XeTeX}$  setup files are *not* suitable for properly typesetting East Asian text. There are third-party packages addressing this area well, notably those in the C $\text{\TeX}$  bundle. Third-party packages may need adjustment to load the data themselves; see the `unicode-data` package for one possible loader.

### *More support for east European accents*

As noted in L $\text{\TeX}$  News 23, comma accent support was added for `s` and `t` in the 2015/10/01 release. In this release a matching `\textcommaabove` accent has been added for U+0123 (`\c{g}`, `g`) which is the lower case of U+0122 (`\c{G}`, `G`). In the OT1 and T1 encodings the combinations are declared as composites with the `\c` command, which matches the Unicode names “latin (capital|small) letter g with cedilla” and also allows `\MakeUppercase{\c{g}}` to produce `\c{G}`, as required. In T1 encoding, the composite of `\c` with `k`, `l`, `n` and `r` are also declared to use the comma below accent rather than cedilla to match the conventional use of these letters.

The UTF-8 `inputenc` option `utf8` has been extended to support all latin combinations that can be reasonably constructed with a (single) accent command and a base character for the T1 encoding so `g`, `u` and similar characters may be directly input using UTF-8 encoding.

### *Changes in Graphics*

The changes in Lua $\text{\TeX}$  v0.87 mean that the `color` and `graphics` packages no longer share the `pdftex.def` file between Lua $\text{\TeX}$  and pdf $\text{\TeX}$ . A separate file `luatex.def` (distributed separately) has been produced, and distributions are encouraged to modify `graphics.cfg` and `color.cfg` configuration files to default to the `luatex` option if Lua $\text{\TeX}$  v0.87 or later is being used. The team has contributed suitable `.cfg` files to CTAN to be used as models.

Normally it is best to let the local `graphics.cfg` automatically supply the right option depending on the  $\text{\TeX}$  engine being used; however the `color` and `graphics` (and so `graphicx`) packages have been extended to have an explicit `luatex` option comparable to the existing `pdftex` and `xetex` options.

The `trig` package has been updated so that pre-computed values such as `\sin(90)` now expand to digits (1 rather than the internal token `\@one` in this case). This allows them to be used directly in PDF literal strings.

### *Changes in Tools*

Lua $\text{\TeX}$  from version v0.87 no longer supports the

`\write18` syntax to access system commands. A new package `shellesc` has been added to `tools` that defines a new command `\ShellEscape` that may be used in all  $\text{\TeX}$  variants to provide a consistent access to system commands. The package also defines `\write18` in Lua $\text{\TeX}$  so that it continues to access system commands as before; see the package documentation for details.

### *Improving support for Unicode engines*

Stability concerns are always paramount when considering any change to the L $\text{\TeX}$  2 $\epsilon$  kernel. At the same time, it is important that the format remains usable and gives reliable results for users. For the Unicode  $\text{\TeX}$  engines  $\text{\XeTeX}$  and Lua $\text{\TeX}$  there are important differences in behavior from classical (8-bit)  $\text{\TeX}$  engines which mean that identical default behaviors are not appropriate. Over the past 18 months the team has addressed the most pressing of these considerations (as detailed above and in L $\text{\TeX}$  News 22 and 23), primarily by integrating existing patches into the kernel. There are, though, important areas which still need consideration, and which *may* result in refinements to kernel support in this area in future releases.

The default font setup in L $\text{\TeX}$  2 $\epsilon$  at present is to use the OT1 encoding. This assumes that hyphenation patterns have been read using appropriate codes: the T1 encoding is assumed. The commonly-used hyphenation patterns today, `hyph-utf8`, are set up in this way for 8-bit engines (pdf $\text{\TeX}$ ) but for Unicode engines use Unicode code points. This means that hyphenation will be incorrect with Unicode engines unless a Unicode font is loaded. This requires a concept of a Unicode font encoding, which is currently provided by the `fontspec` package in two versions, EU1 and EU2. The team is working to fully understand what is meant by a “Unicode font encoding”, as unlike a classical  $\text{\TeX}$  encoding it is essentially impossible to know what glyphs will be provided (though each slot is always defined with the same meaning). There is also an overlap between this area and ideas of language and writing system, most obviously in documents featuring mixed scripts (for example Latin and Cyrillic).

As well as these font considerations, the team is also exploring to what extent it is possible to allow existing (8-bit) documents to compile directly with Unicode engines without requiring changes in the sources. Whether this is truly possible remains an open question.

It is important to stress that changes will only be made in this area where they do *not* affect documents processed with  $\epsilon$ - $\text{\TeX}$ /pdf $\text{\TeX}$  (i.e. documents which are written for “classical” 8-bit  $\text{\TeX}$  engines). Changes will also be made only where they clearly address deficiencies in the current setup for Unicode engines (i.e. where current behaviors are wrong).

# L<sup>A</sup>T<sub>E</sub>X News

Issue 25, March 2016

## LuaT<sub>E</sub>X

This L<sup>A</sup>T<sub>E</sub>X release sees several internal changes designed to ensure that the system is still usable with LuaT<sub>E</sub>X versions greater than 0.80, which have introduced many changes into the engine, most notably the removal or renaming of most of the primitive commands introduced by pdfT<sub>E</sub>X. Also the lists of Lua callbacks handled by the callback allocation mechanism has been updated to match the callbacks defined in LuaT<sub>E</sub>X version 0.90.

These changes have also required updates in `tools` and `amsmath` as described below.

This is the first release of L<sup>A</sup>T<sub>E</sub>X for which the test suite reports no failures when used with LuaT<sub>E</sub>X.

## Documentation checksums

The `doc` package has always provided two mechanisms that were mainly intended to guard against file truncation or corruption when files were commonly distributed by email through unreliable mail gateways: a Character Table of the ASCII character set could be inserted (and checked) and a “checksum” (count of the number of backslashes in the code sections) could be checked. These features are not really needed with modern distribution mechanisms and can be a distraction when reading the source code and so have been removed. The `doc` package has been updated so that if you use a `\CheckSum` command then, as before, the number is checked; however, if you omit the command then no error or warning is given.

## Updates to `inputenc`

The UTF-8 support in `inputenc` has been further extended with support for non-breaking hyphens and more dashes.

## Updates in `Tools`

The `varioref` package has been updated with improved documentation of multilingual support, and avoiding unnecessary warnings in some cases with `\reftextfaraway`.

The `tabularx` package’s handling of `\endtabularx` in environment definitions has been fixed to again match its documentation.

The `bm` package has been updated as required by the changes to `\mathchardef` in LuaT<sub>E</sub>X.

## `amsmath`

Since the launch of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> in 1993, the `amsmath` bundle has been part of the *required* packages in the core L<sup>A</sup>T<sub>E</sub>X distribution, with bug reports handled by the L<sup>A</sup>T<sub>E</sub>X bug database at <https://latex-project.org/bugs-upload.html>.

The `amsmath` packages and the `amscs` classes have been maintained by the American Mathematical Society.

With this release a new arrangement has been agreed between the American Mathematical Society and the L<sup>A</sup>T<sub>E</sub>X3 project. The L<sup>A</sup>T<sub>E</sub>X3 project will take over maintenance of the `amsmath` bundle, with the American Mathematical Society retaining maintenance of `amscs`.

The recommended installation of these files in the T<sub>E</sub>X directory structure remains unchanged as `tex/latex/amsmath` and `tex/latex/amscs` respectively.

This release of `amsmath` includes several updates so that `amsmath` does not generate errors when `math` is used with LuaT<sub>E</sub>X v0.87+, which has changes to `\mathchardef` that are incompatible with the previous version of `amsmath`. It also improves `\dots` handling so that `\long` macros are correctly handled (for example, `\dots \rightarrow` now uses centered dots), as well as commands expanding to character tokens (for example, `\times \dots \times` will use centered dots with `\times` defined as in the `unicode-math` package).

## Related updates

In addition to the updates in the core L<sup>A</sup>T<sub>E</sub>X release, some files in the CTAN “contrib” area have also been updated. Notably there have been further updates to the `unicode-data` files; also, the files required to build plain and L<sup>A</sup>T<sub>E</sub>X formats have now been submitted to CTAN as `tex-ini-files`. The addition of a new `luatex` option for `graphics`-related packages (`luatex-def` on CTAN) has required updates to the configuration files to select a default option and these have similarly been uploaded to CTAN as `graphics-cfg`. (Previously these files were maintained directly in the T<sub>E</sub>X Live repository, and were not available on CTAN.)

# L<sup>A</sup>T<sub>E</sub>X News

Issue 26, January 2017

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## $\varepsilon$ -T<sub>E</sub>X

In L<sup>A</sup>T<sub>E</sub>X News 16 (December 2003) the team announced

We expect that within the next two years, releases of L<sup>A</sup>T<sub>E</sub>X will change modestly in order to run best under an extended T<sub>E</sub>X engine that contains the  $\varepsilon$ -T<sub>E</sub>X primitives, e.g.,  $\varepsilon$ -T<sub>E</sub>X or pdfT<sub>E</sub>X.

and also said

Although the current release does not require  $\varepsilon$ -T<sub>E</sub>X features, we certainly recommend using an extended T<sub>E</sub>X, especially if you need to debug macros.

For many years the team have worked on the basis that users will have  $\varepsilon$ -T<sub>E</sub>X available but had not revisited the above statements formally. As of the January 2017 release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>,  $\varepsilon$ -T<sub>E</sub>X is *required* to build the format, and attempting to build a format without the extensions will fail.

Practically, modern T<sub>E</sub>X distributions provide the extensions in all engines other than the “pure” Knuth `tex`, and indeed parts of the format-building process already require  $\varepsilon$ -T<sub>E</sub>X, most notably some of the UTF-8 hyphenation patterns. As such, there should be no noticeable effect on users of this change.

The team expect to make wider use of  $\varepsilon$ -T<sub>E</sub>X within the kernel in future; details will be announced where they impact on end users in a visible way.

## Default encodings in X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X and LuaL<sup>A</sup>T<sub>E</sub>X

The default encoding in L<sup>A</sup>T<sub>E</sub>X has always been the original 128-character encoding OT1. For Unicode based T<sub>E</sub>X engines, this is not really suitable, and is especially problematic with X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X as in the major distributions this is built with Unicode based hyphenation patterns in the format. In practice this has not been a major problem as documents use the contributed `fontspec` package in order to switch to a Unicode encoded font.

In this release we are adding TU as a new supported encoding in addition to the previously supported encodings such as OT1 and T1. This denotes a Unicode based font encoding. It is essentially the same as the TU encoding that has been on trial with the experimental `tuenc` option to `fontspec` for the past year.

The X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X and LuaL<sup>A</sup>T<sub>E</sub>X formats will now default to TU encoding and `lmr` (Latin Modern) family. In the case of LuaL<sup>A</sup>T<sub>E</sub>X the contributed `luaotfload` Lua module will be loaded at the start of each run to enable the loading of OpenType fonts.

The `fontspec` package is being adjusted in a companion release to recognise the new encoding default arrangements.

Note that in practice no font supports the full Unicode range, and so TU encoded fonts, unlike fonts specified for T1, may be expected to be incomplete in various ways. In the current release the file `tuenc.def` that implements the TU encoding-specific commands has made some basic assumptions for (for example) default handling of accent commands, and the set of command names is derived from the command names used for the UTF-8 support in the `inputenc` package, restricted roughly to the character ranges classically provided by the T1 and TS1 encodings, but is part of a longer term plan seen over recent releases to increase support for Unicode based T<sub>E</sub>X engines into the core L<sup>A</sup>T<sub>E</sub>X support.

If for any reason you need to process a document with the previous default OT1 encoding, you may switch encoding in the usual ways, for example

```
\usepackage[OT1]{fontenc}
```

or you may roll back all the changes for this release by starting the document with

```
\RequirePackage[2016/12/31]{latexrelease}
```

## *`\showhyphens` in X<sub>Y</sub>TeX*

Due to the way X<sub>Y</sub>TeX interfaces to font libraries, the standard definition of `\showhyphens` does not work. A variant definition has been available in the contributed `xltextra` package, however a (slightly different) definition for `\showhyphens` is now included in X<sub>Y</sub>TeX by default. As usual this change will be undone if an earlier release is specified using the `latexrelease` package.

## *The fixltx2e package*

As described in L<sup>A</sup>T<sub>E</sub>X News 22, the `fixltx2e` package has become obsolete with the new update policy. Since 2015 it has just made a warning and exited. In this release we have re-introduced all the code from the original fixes in the 2014 L<sup>A</sup>T<sub>E</sub>X but guarded by `\IncludeInRelease{2015/01/01}`. So for current releases `fixltx2e` still just displays a warning but for old releases, whether that is an old format, or a format with the version date reset via the `latexrelease` package, the fixes in the original `fixltx2e` will be applied.

This improves the ability to run old documents in a way that is compatible with contemporary formats. If you have a 2014 document that used `\usepackage{fixltx2e}` and you add `\RequirePackage[2014/01/01]{latexrelease}` and process it with the current format then `latexrelease` will undo most changes made since 2014, but now when the document includes `fixltx2e` it will act like a 2014 version of the package and apply the code fixes, not just give a warning that the package is obsolete.

## *The latexbug package*

As explained in more detail at the L<sup>A</sup>T<sub>E</sub>X Project website<sup>1</sup> a new package, `latexbug`, has been produced to help produce test files to accompany bug reports on the core L<sup>A</sup>T<sub>E</sub>X distribution. This is being published separately to CTAN at the same time as this release. By using the `latexbug` package you can easily check that the packages involved in the test are all part of the core release. The L<sup>A</sup>T<sub>E</sub>X project cannot handle bug reports on contributed packages, which should be directed to the package maintainer as given in the package documentation.

## *Updates to amsmath*

The `amsmath` package has two updates at this release.

- The spacing to the left of the `aligned` and `gathered` environments has been fixed: the spurious thin space is no longer added by default. Package options control this to revert to the original behaviour where required; see the `amslatex` guide for further details.

- The large delimiters around generalised fractions (for example in the `\binom` construct) did not work in previous releases if using LuaTeX or X<sub>Y</sub>TeX with OpenType math fonts. This is related to the lack of specific metrics for this use in the OpenType Math table. In principle LuaTeX has two additional named metrics to control the delimiters but these are not initialised by default, and in X<sub>Y</sub>TeX it does not seem possible to make them work at all. So for Unicode T<sub>E</sub>X systems, a new implementation of `\genfrac` is used at this release that uses `\left\right` internally but parameterised to give spacing as close to the original as possible. The implementation in (pdf)T<sub>E</sub>X is unaffected.

## *Updates to tools*

The `array` package has been updated to fix a longstanding but previously unreported issue with unwanted interactions between tables in the page head or foot and the body of the page, as reported in [PR tools/4488](#). There is also an update to the LuaTeX support in `bm`.

## *An addendum to the release changes in 2015: page breaks and vertical spacing*

In 2015 we announced the introduction of the roll-back/roll-forward concept to manage bug fixes and additions to core L<sup>A</sup>T<sub>E</sub>X in a manageable way. We also announced at that time that we now incorporate all fixes from `fixltx2e` into the kernel (as the old mechanism produced problems instead of improving the situation). Refer to [ltnews22.pdf](#) for details.

One of the fixes from `fixltx2e` was for a glaring bug in `\addvspace` that was originally detected in the mid-nineties and back then added to the `fixltx2e` support package. In certain situations `\addvspace` would result in a page/column break below the baseline of the last line. As a result documents using `\flushbottom` would show a clear misalignment (even more prominent when typesetting in two-column mode).

Starting with release 2015/01/01 this is now finally corrected already in the kernel and not only in `fixltx2e`. In nearly all circumstances this will either make no difference to existing documents, or it will locally improve the visual appearance of that document without changing anything on other pages. However, by the nature of the change it is also possible that there are further non-local changes to the page breaks due to the different break positions introduced by the fix.

Thus, for documents that have been written before 2015 and that should be preserved unchanged at all costs you may have to add

```
\RequirePackage[2014/01/01]{latexrelease}
```

at the top of the document, to roll back the format to a date before the policy change.

<sup>1</sup><https://www.latex-project.org/bugs/>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 27, April 2017

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### *ISO 8601 Date format*

Since before the first releases of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, L<sup>A</sup>T<sub>E</sub>X has used a date format in the form YYYY/MM/DD. This has many advantages over more conventional formats, as it is easy to sort and avoids the unfortunate ambiguity between different communities as to whether 01/02/2017 is the 1st of February or 2nd of January.

However there is another date format, formalised by the International Standard ISO 8601. The basic format defined by this standard is functionally equivalent to the L<sup>A</sup>T<sub>E</sub>X format, but using - rather than /. This date format is now supported in many Operating Systems and applications (for example the `date --iso-8601` command in Linux and similar systems).

From this release, L<sup>A</sup>T<sub>E</sub>X will accept ISO format date strings in the date argument of `\ProvidesPackage`, `\usepackage`, etc. Currently we recommend that you do not use this format in any packages that need to work with older L<sup>A</sup>T<sub>E</sub>X releases; the `latexrelease` package may be used with older releases to add this functionality. This change is handled in a special way by `latexrelease`: The package always adds support for ISO dates whatever format date is requested; this is required so that the necessary date comparisons may be made.

The new functionality can be seen in the startup banner which advertises `LaTeX2e <2017-04-15>`.

### *Further TU encoding improvements*

The 2017/01/01 release saw the introduction of the new TU encoding for specifying Unicode fonts with LuaT<sub>E</sub>X and XeT<sub>E</sub>X. There were a number of small corrections and additions in the patch releases updating 2017/01/01, and a further addition in this release, notably extended support for the dot-under accent, `\d`.

### *Disabling hyphenation*

The existing L<sup>A</sup>T<sub>E</sub>X code for `\verb` and `verbatim` had some issues when used with fonts that were not loaded with hyphenation disabled via setting `\hyphenchar` to -1. In this release these verbatim environments use a `\language` setting, `\l@nohyphenation`, that has no hyphenation patterns associated.

The format ensures that a language has been allocated with this name. For most users this will in fact be no change as the standard `babel` language has for a long time allocated a language with this name.

In order that page breaks in `verbatim` do not influence the language used in the page head and foot, the format now normalises the language used in the output routine to a default language as described below.

### *Discretionary hyphenation*

The L<sup>A</sup>T<sub>E</sub>X definition of `\-` has been adjusted so that it will insert the current font's `\hyphenchar`, as would the T<sub>E</sub>X primitive. A comment in `source2e` has given this new definition since the first releases of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, and in this release we finally acted upon this comment. Previously `\-` always inserted a - at a break point even if a different character would be used for automatic hyphenation with the current font.

### *Default document language*

A new integer parameter `\document@default@language` is introduced; this is initialised to -1 but is set at `\begin{document}` to the language in force at that time if it has not been set by preamble code. This is very similar to the handling of the default color, and is used in a similar way to normalise the settings for page head and foot as described above. Users should not normally need to set this explicitly but it is expected that language packages such as `babel` may set this if the default behaviour is not suitable.

### *Line spacing in parboxes*

Inside a `\parbox` L<sup>A</sup>T<sub>E</sub>X normalises the baseline spacing. However it has not previously reset `\lineskiplimit`. This meant that lines of a paragraph that have ascenders or descenders could be set with *closer* line spacing than lines without. This can easily happen if you use a `\parbox` in an AMS alignment, as they use a relatively large value of `\lineskiplimit`. As usual, the `latexrelease` package may be used to force the older behavior.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 28, April 2018

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## A new home for L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> sources

In the past the development version of the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> source files has been managed in a Subversion source control system with read access for the public. This way it was possible to download in an emergency the latest version even before it was released to CTAN and made its way into the various distributions.

We have recently changed this setup and now manage the sources using Git and placed the master sources on GitHub at

<https://github.com/latex3/latex2e>

where we already store the sources for expl3 and other work. As before, direct write access is restricted to L<sup>A</sup>T<sub>E</sub>X Project Team members, but everything is publicly accessible including the ability to download, clone (using Git) or checkout (using SVN). More details are given in [1].

## Bug reports for core L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>

For more than two decades we used GNATS, an open source bug tracking system developed by the FSF. While that has served us well in the past it started to show its age more and more. So as part of this move we also

decided to finally retire the old L<sup>A</sup>T<sub>E</sub>X bug database and replace it with the standard “Issue Tracker” available at Github.

The requirements and the workflow for reporting a bug in the core L<sup>A</sup>T<sub>E</sub>X software is documented at

<https://www.latex-project.org/bugs/>

and with further details also discussed in [1].

## UTF-8: the new default input encoding

The first T<sub>E</sub>X implementations only supported reading 7-bit ASCII files—any accented or otherwise “special” character had to be entered using commands, if it could be represented at all. For example to obtain an “ä” one would enter \“a, and to typeset a “ß” the command \ss. Furthermore fonts at that time had 128 glyphs inside, holding the ASCII characters, some accents to build composite glyphs from a letter and an accent, and a few special symbols such as parentheses, etc.

With 8-bit T<sub>E</sub>X engines such as pdfT<sub>E</sub>X this situation changed somewhat: it was now possible to process 8-bit files, i.e., files that could encode 256 different characters. However, 256 is still a fairly small number and with this limitation it is only possible to encode a few languages and for other languages one would need to change the encoding (i.e., interpret the character positions 0–255 in a different way). The first code points 0–127 were essentially normed (corresponding to ASCII) while the second half 128–255 would vary by holding different accented characters to support a certain set of languages.

Each computer used one of these encodings when storing or interpreting files and as long as two computers used the same encoding it was (easily) possible to exchange files between them and have them interpreted and processed correctly.

But different computers may have used different encodings and given that a computer file is simply a sequence of bytes with no indication for which encoding is intended, chaos could easily happen and has happened. For example, the German word “Größe” (height) entered on a German keyboard could show up as “GrT̈ae” on a different computer using a different encoding by default.

So in summary the situation wasn’t at all good and it was clear in the early nineties that L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> (that was being developed to provide a L<sup>A</sup>T<sub>E</sub>X version usable across the world) had to provide a solution to this issue.

The L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> answer was the introduction of the inputenc package [2] through which it is possible to

provide support for multiple encodings. It also allows to correctly process a file written in one encoding on a computer using a different encoding and even supports documents where the encoding changes midway.

Since the first release of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> in 1994, L<sup>A</sup>T<sub>E</sub>X documents that used any characters outside ASCII in the source (i.e. any characters in the range of 128–255) were supposed to load `inputenc` and specify in which file encoding they were written and stored. If the `inputenc` package was not loaded then L<sup>A</sup>T<sub>E</sub>X used a “raw” encoding which essentially took each byte from the input file and typeset the glyph that happened to be in that position in the current font—something that sometimes produces the right result but often enough will not.

In 1992 Ken Thompson and Rob Pike developed the UTF-8 encoding scheme which enables the encoding of all Unicode characters within 8-bit sequences. Over time this encoding has gradually taken over the world, replacing the legacy 8-bit encodings used before. These days all major computer operating systems use UTF-8 to store their files and it requires some effort to explicitly store files in one of the legacy encodings.

As a result, whenever L<sup>A</sup>T<sub>E</sub>X users want to use any accented characters from their keyboard (instead of resorting to “a and the like) they always have to use

```
\usepackage[utf8]{inputenc}
```

in the preamble of their documents as otherwise L<sup>A</sup>T<sub>E</sub>X will produce gibberish.

#### The new default

With this release, the default encoding for L<sup>A</sup>T<sub>E</sub>X files has been changed from the “fall through raw” encoding to UTF-8 if used with classic T<sub>E</sub>X or pdfT<sub>E</sub>X. The implementation is essentially the same as the existing UTF-8 support from `\usepackage[utf8]{inputenc}`.

The LuaT<sub>E</sub>X and XeT<sub>E</sub>X engines always supported the UTF-8 encoding as their native (and only) input encoding, so with these engines `inputenc` was always a no-op.

This means that with new documents one can assume UTF-8 input and it is no longer required to always specify `\usepackage[utf8]{inputenc}`. But if this line is present it will not hurt either.

#### Compatibility

For most existing documents this change will be transparent:

- documents using only ASCII in the input file and accessing accented characters via commands;
- documents that specified the encoding of their file via an option to the `inputenc` package and then used 8-bit characters in that encoding;

- documents that already had been stored in UTF-8 (whether or not specifying this via `inputenc`).

Only documents that have been stored in a legacy encoding and used accented letters from the keyboard *without* loading `inputenc` (relying on the similarities between the input used and the T1 font encoding) are affected.

These documents will now generate an error that they contain invalid UTF-8 sequences. However, such documents may be easily processed by adding the new command `\UseRawInputEncoding` as the first line of the file. This will re-instate the previous “raw” encoding default.

`\UseRawInputEncoding` may also be used on the command line to process existing files without requiring the file to be edited

```
pdfflatex '\UseRawInputEncoding \input' file
```

will process the file using the previous default encoding.

Possible alternatives are reencoding the file to UTF-8 using a tool (such as `recode` or `iconv` or an editor) or adding the line

```
\usepackage[⟨encoding⟩]{inputenc}
```

to the preamble specifying the `⟨encoding⟩` that fits the file encoding. In many cases this will be `latin1` or `cp1252`. For other encoding names and their meaning see the `inputenc` documentation.

As usual, this change may also be reverted via the more general `latexrelease` package mechanism, by specifying a release date earlier than this release.

#### BOM: byte order mark handling

When using Unicode the first bytes of a file may be a, so called, BOM character (byte order mark) to indicate the byte order used in the file. While this is not required with UTF-8 encoded files (where the byte order is known) it is nevertheless allowed by the standard and some editors add that byte sequence to the beginning of a file. In the past such files would have generated a “Missing begin document” error or displayed strange characters when loaded at a later stage.

With the addition of UTF-8 support to the kernel it is now possible to identify and ignore such BOMs characters even before `\documentclass` so that these issues will no longer be showing up.

#### A general rollback concept for packages and classes

In 2015 a rollback concept for the L<sup>A</sup>T<sub>E</sub>X kernel was introduced. Providing this feature allowed us to make corrections to the software (which more or less didn’t happen for nearly two decades) while continuing to maintain backward compatibility to the highest degree.

In this release we have now extended this concept to the world of packages and classes which was not covered initially. As the classes and the extension packages have different requirements compared to the kernel, the approach is different (and simplified). This should make it easy for package developers to apply it to their packages and authors to use when necessary.

The documentation of this new feature is given in an article submitted to TUGboat and also available from our website [3].

### *Integration of remreset and chngcncr packages into the kernel*

With the optional argument to `\newcounter` L<sup>A</sup>T<sub>E</sub>X offers to automatically reset counters when some counter is stepped, e.g., stepping a `chapter` counter resets the `section` counter (and recursively all other heading counters). However, what was until now missing was a way to undo such a link between counters or to link two counters after they have been defined.

This can now be done with `\counterwithin` and `\counterwithout`, respectively. In the past one had to load the `chngcncr` package for this. For the programming level we also added `\@removefromreset` as the counterpart of the already existing `\@addtoreset` command. Up to now this was offered by the `remreset` package.

### *Testing for undefined commands*

L<sup>A</sup>T<sub>E</sub>X packages often use a test `\@ifundefined` to test if a command is defined. Unfortunately this had the side effect of *defining* the command to `\relax` in the case that it had no definition. The new release uses a modified definition (using extra testing possibilities available in  $\epsilon$ -T<sub>E</sub>X). The new definition is more natural, however code that was relying on the side effect of the command being tested being defined if it was previously undefined may have to add `\let\<command>\relax`.

### *Changes to packages in the tools category*

#### *L<sup>A</sup>T<sub>E</sub>X table columns with fixed widths*

Frank published a short paper in TUGboat [4] on producing tables that have columns with fixed widths. The outlined approach using column specifiers “w” and “W” has now been integrated into the `array` package.

#### *Obscure overprinting with multicol fixed*

A rather peculiar bug was reported on StackExchange for `multicol`. If the column/page breaking was fully controlled by the user (through `\columnbreak`) instead of letting the environment do its job and if then more `\columnbreak` commands showed up on the last page then the balancing algorithm was thrown off track. As a result some parts of the columns did overprint each other.

The fix required a redesign of the output routines used by `multicol` and while it “should” be transparent in other cases (and all tests in the regression test suite came out fine) there is the off-chance that code that hooked into internals of `multicol` needs adjustment.

### *Changes to packages in the amsmath category*

With this release of L<sup>A</sup>T<sub>E</sub>X a few minor issues with `amsmath` have been corrected.

#### *Updated user's guide*

Furthermore, `amslldoc.pdf`, the AMS user's guide for the `amsmath` package [5], has been updated from version 2.0 to 2.1 to incorporate changes and corrections made between 2016 and 2018.

### *References*

- [1] Frank Mittelbach: *New rules for reporting bugs in the L<sup>A</sup>T<sub>E</sub>X core software*. In: TUGboat, 39#1, 2018. <https://www.latex-project.org/publications/>
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- [3] Frank Mittelbach: *A rollback concept for packages and classes*. Submitted to TUGboat. <https://www.latex-project.org/publications/>
- [4] Frank Mittelbach: *L<sup>A</sup>T<sub>E</sub>X table columns with fixed widths*. In: TUGboat, 38#2, 2017. <https://www.latex-project.org/publications/>
- [5] American Mathematical Society and The L<sup>A</sup>T<sub>E</sub>X Project: *User's Guide for the amsmath package* (Version 2.1). April 2018. Available from <https://www.ctan.org> and distributed as part of every L<sup>A</sup>T<sub>E</sub>X distribution.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 29, December 2018

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## Introduction

The December 2018 release of L<sup>A</sup>T<sub>E</sub>X is a maintenance release in which we have fixed a few bugs in the software: some are old, some newer, and they are mostly rather obscure.

## Bug reports for core L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and packages maintained by the Project Team

In Spring 2018 we established a new issue tracking system (Github issues at <https://github.com/latex3/latex2e/issues>) for both the L<sup>A</sup>T<sub>E</sub>X core and the packages maintained by the L<sup>A</sup>T<sub>E</sub>X Project Team, with an updated procedure for how to report a bug or problem.

Initial experience with this system is good, with people who report problems following the guidelines and including helpful working examples to show the problem—thanks for doing this.

The detailed requirements and the workflow for reporting a bug in the core L<sup>A</sup>T<sub>E</sub>X software is documented at

<https://www.latex-project.org/bugs/>

with further details and discussion in [1].

## Changes to the L<sup>A</sup>T<sub>E</sub>X kernel

### UTF-8: updates to the default input encoding

In the April 2018 release of L<sup>A</sup>T<sub>E</sub>X we changed the default encoding from 7-bit ASCII to UTF-8 when using classic T<sub>E</sub>X or pdfT<sub>E</sub>X; see *L<sup>A</sup>T<sub>E</sub>X News* 28 [2] for details.

Now, after half a year of experience with this new default, we have made a small number of adjustments to further improve the user experience. These include:

- Some improvements when displaying error messages about UTF-8 characters that have not been set up for use with L<sup>A</sup>T<sub>E</sub>X, or are invalid for some other reason; (*github issues 60, 62 and 63*)
- The addition of a number of previously missing declarations for characters that are in fact available with the default fonts, e.g., `\j` “j” (0237), `\SS` “SS” (1E9E), `\k{}` “`ˆ`” (02DB) and `\.f{}` “`˙`” (02D9);
- Correcting the names for `\guillemetleft` “`«`” and `\guillemetright` “`»`” in all encoding files. These correct names are in addition to the old (but wrong) Adobe names: Adobe mistakenly called them Guillemot, which is a sea bird. (*github issue 65*)
- Added `\Hwithstroke` (“H”) and `\hwithstroke` (“h”) necessary for typesetting Maltese. (<https://tex.stackexchange.com/q/460110>)

### Fixed `\verb*` and friends in X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X and LuaT<sub>E</sub>X

The original `\verb*` and `verbatim*` in L<sup>A</sup>T<sub>E</sub>X were coded under the assumption that the position of the space character (i.e., ASCII 32) in a typewriter font contains a visible space glyph “`␣`”. This is correct for pdfT<sub>E</sub>X with the most used font encodings OT1 and T1. However, this unfortunately does not work for Unicode engines using the TU encoding since the space character slot (ASCII 32) then usually contains a real (normal) space, which

has the effect that `\verb*` produces the same results as `\verb`.

The `\verb*` code now always uses the newly introduced command `\verbvisiblespace` to produce the visible space character and this command will get appropriate definitions for use with the different engines. With pdfTeX it will simply use `\asciispace`, which is a posh name for “select character 32 in the current font”, but with Unicode engines the default definition is

```
\DeclareRobustCommand\verbvisiblespace
{\leavevmode
{\usefont{OT1}{cmtt}{m}{n}\asciispace}}
```

which uses the visible space from the font Computer Modern Typewriter, regardless of the currently chosen typewriter font. Internally the code ensures that the character used has exactly the same width as the other characters in the current (monospaced) font; thus, for example, code displays line up properly.

It is possible to redefine this command to select your own character, for example

```
\DeclareRobustCommand\verbvisiblespace
{\textvisiblespace}
```

will select the “official” visible space character of the current font. This may look like the natural default, but it wasn’t chosen as our default because many fonts just don’t have that Unicode character, or they have one with a strange shape. [\(github issues 69 and 70\)](#)

#### Error message corrected

Trying to redefine an undefined command could in a few cases generate an error message with a missing space, e.g., `\renewcommand\1{...}` gave

LaTeX Error: \1undefined.

This is now fixed. [\(github issue 41\)](#)

#### Fixed fatal link error with hyperref

If an `\href` link text gets broken across pages, pdfTeX and LuaTeX will generate a fatal error unless both parts of the link are internally at the same boxing level. In two-column mode that was not the case if one of the pages had spanning top floats. This has now been changed so that the error is avoided. [\(github issue 94\)](#)

#### Avoid page breaks caused by invisible commands

Commands like `\label` or `\index` could generate a potential page break in places where a page break was otherwise prohibited, e.g., when used between two consecutive headings. This has now been corrected. If for some reason you really want a break and you relied on this faulty behavior, you can always add one using `\pagebreak`, with or without an optional argument. [\(github issue 81\)](#)

#### Prevent spurious spaces when reading table of contents data

When table of contents data is read in from a `.toc` file, the new-line character at the end of each line is converted by TeX to a space. In normal processing this is harmless (as TeX is doing this input reading whilst in vertical mode and each line in the file represents a single line (paragraph) in the table of contents. If, however, this is done in horizontal mode, which is sometimes the case, then these spaces will appear in the output. If you then omit some of the input lines (e.g., because you do not display TOC data below a certain level), then these spaces accumulate in the typeset output and you get surprising, and unwanted, gaps inside the text.

The new code now adds a % sign at the end of problematic lines in the `.toc` file so that TeX will not generate such spaces that may survive to spoil the printed result. As some third party packages have augmented or changed the core L<sup>A</sup>T<sub>E</sub>X functionality in that area (for example, by adding additional arguments to the commands in TOC files) the code uses a conservative approach and the % signs are added only when certain conditions are met. Therefore some packages might require updates if they want to benefit from this correction, especially if they unconditionally overwrite L<sup>A</sup>T<sub>E</sub>X’s `\addcontentsline` definition. [\(github issue 73\)](#)

#### Prevent protrusion in table of contents lines

In TeX’s internal processing model, paragraph data is one of the major data structures. As a result, many things are internally modeled as paragraphs even if they are not conceptually “text paragraphs” in the traditional sense. In a few cases this has some surprising effects that are not always for the better. One example is standard TOC entries, where you have heading data followed by some dot leaders and a page number at the right, produced, for example, from this:

Error message corrected . . . . . 2

The space reserved for the page number is of a fixed width, so that the dots always end in the same place. Well, they did end in the same place until the advent of protrusion support in the TeX engines. Now, with the `microtype` package loaded, it is possible that the page number will protrude slightly into the margin (even though it’s typeset inside a box) and as a result this page number box gets shifted. With enough bad luck this can get you another dot in the line, sticking out like the proverbial sore thumb, as exhibited in the question on StackExchange that triggered the correction.

L<sup>A</sup>T<sub>E</sub>X now takes care that there will be no protrusion happening on such lines, even if it is generally enabled for the whole document. <https://tex.stackexchange.com/q/172785>

### *Start L-R mode for `\thinspace` and friends*

In L<sup>A</sup>T<sub>E</sub>X, commands that are intended only for paragraph (L-R) mode are generally careful to start paragraph mode if necessary; thus they can be used at the start of a paragraph without surprising and unwanted consequences. This important requirement had been overlooked for a few horizontal spacing commands, such as `\thinspace` (a.k.a. “`\,`”), and for some other support commands such as `\smash` or `\phantom`. Thus they ended up adding vertical space when used at the beginning of a paragraph or, in the case of `\smash`, creating a paragraph of their own. This has now been corrected, and a corresponding update has been made to the `amsmath` package, in which these commands are also defined. ([github issues 49 and 50](#))

### *Guarding `\pfill` in `doc`*

For presenting index entries pointing to code fragments and the like, the `doc` package has a `\pfill` command that generates within the index a line of dots leading from the command name to the page or code line numbers. If necessary it would automatically split the entry over two lines. That worked well enough for a quarter century, but we discovered recently that it is broken inside the `ltugboat` class, where it sometimes produces bad spacing within continuation lines.

The reason turned out to be a redefinition of the L<sup>A</sup>T<sub>E</sub>X command `\nobreakspace` (~) inside the class `ltugboat`, which removed any preceding space (and thus unfortunately also removed the dots on the continuation line). While one can argue that this is a questionable redefinition (if only done by a single class and not generally), it has been in the class so long that changing it would certainly break older documents. So instead we now guard against that removal of space. ([github issues 25 and 75](#))

## *Changes to packages in the tools category*

### *Sometimes the `trace` package turned off too much*

The `trace` package is a useful little tool for tracing macro execution: it hides certain lengthy and typically uninteresting expansions resulting from font changes and similar activities. However, it had the problem that it also reset other tracing settings such as `\showoutput` in such situations, so that you couldn't use `\showoutput` in the preamble to get symbolic output of all the pages in the document. This has now been corrected.

### *Update to `xr`*

The `xr` package has been updated so that the code that reads the `.aux` file has been made more robust. It now correctly ignores conditionals (added by `hyperref` and other packages) rather than generating low level parsing errors. (<https://tex.stackexchange.com/a/452321>)

### *Column data for `\multicols*` sometimes vanished*

In certain situations involving `\multicols*`, when there are more explicit `\columnbreak` requests than there are columns on the current page, data could vanish due to the removal of an internal penalty marking the end of the environment. This has been corrected by explicitly reinserting that penalty if necessary. ([github issue 53](#))

### *Extension to `\docolaction` in `multicol`*

The `\docolaction` command can be used to carry out actions depending on the column you are currently in, i.e., first, any inner one (if more than two) or last. However, if the action generates text then there is the question: is this text part of the current column or the one after? That is, on the next run, do we test before or after it, to determine in which column we are?

This is now resolved as follows: if you use `\docolaction*` any generated text by the chosen action is considered to be after the test point. But if you use the command without the star then all the material it generates will be placed before the test point to determine the current column, i.e., the text will become part of the current column and may affect the test result on the next run.

### *Prevent color leak in array*

In some cases the color used inside a `tabular` cell could “leak out” into the surrounding text. This has been corrected. ([github issue 72](#))

### *Support fragile commands in array or tabular column templates*

The preamble specifiers `p`, `m` and `b` each receives a user supplied argument: the width of the paragraph column. Normally that is something harmless, like a length or a simple length expression. But in more complicated settings involving the `calc` package it could break with a low-level error message. This has now been corrected. (<https://tex.stackexchange.com/q/459285>)

## *Changes to packages in the amsmath category*

The changes in the kernel made for `\thinspace`, `\smash`, etc. (see above) have been reflected in the `amsmath` package code, so that loading this package doesn't revert them. ([github issues 49 and 50](#))

## *Website updates*

### *Publications area reorganized and extended*

To help readers to find relevant information in more convenient and easy ways, the area of the website covering publications by the L<sup>A</sup>T<sub>E</sub>X Project Team was reorganized and extended (many more abstracts added). We now provide the articles, talks and supplementary data structured both by year and also by major topics [4]. Feel free to take a look.

### *Japanese translations of the user's guide*

Yukitoshi Fujimura has kindly translated into Japanese two documents that are distributed with standard L<sup>A</sup>T<sub>E</sub>X. These are:

- L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for authors;
- User's Guide for the `amsmath` Package [5].

They can be found on the website documentation page [3]. You will now also find there a typeset version of the full L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> source code (with index etc.) and a number of other goodies.

### *References*

- [1] Frank Mittelbach: *New rules for reporting bugs in the L<sup>A</sup>T<sub>E</sub>X core software*. In: TUGboat, 39#1, 2018.  
<https://latex-project.org/publications/>
- [2] *L<sup>A</sup>T<sub>E</sub>X News, Issue 28*. In: TUGboat, 39#1, 2018.  
<https://latex-project.org/news/latex2e-news/>
- [3] *L<sup>A</sup>T<sub>E</sub>X documentation on the L<sup>A</sup>T<sub>E</sub>X Project Website*.  
<https://latex-project.org/documentation/>
- [4] *L<sup>A</sup>T<sub>E</sub>X Project publications on the L<sup>A</sup>T<sub>E</sub>X Project Website*.  
<https://latex-project.org/publications/>
- [5] American Mathematical Society and The L<sup>A</sup>T<sub>E</sub>X Project: *User's Guide for the `amsmath` Package* (Version 2.1). April 2018. Available from <https://www.ctan.org> and distributed as part of every L<sup>A</sup>T<sub>E</sub>X distribution.

# L<sup>A</sup>T<sub>E</sub>X News

Issue 30, October 2019

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## L<sup>A</sup>T<sub>E</sub>X-dev formats now available

We know that many of you, especially developers and maintainers of important packages, have a strong interest in a stable L<sup>A</sup>T<sub>E</sub>X environment.

In order to keep L<sup>A</sup>T<sub>E</sub>X very stable for users whilst allowing for further development to continue, we

now have a development branch of L<sup>A</sup>T<sub>E</sub>X on GitHub containing development code for the upcoming release. When this code is ready for wider consumption and testing, we generate a pre-release of L<sup>A</sup>T<sub>E</sub>X from this development branch and make it available on CTAN.

For users of the T<sub>E</sub>X Live and MiK<sub>T</sub>E<sub>X</sub> distributions it is therefore now straightforward to test their documents and code against the upcoming L<sup>A</sup>T<sub>E</sub>X release with ease, simply by selecting a different program name (when using the command line) or by selecting a menu entry (after setting it up; see below).

If you do this then the latest version of the L<sup>A</sup>T<sub>E</sub>X development format will be used to process your document, allowing you to test the upcoming release with your own documents and packages. For example, if you run

```
pdflatex-dev myfile
```

then you will be greeted on the screen with something like `LaTeX2e <2019-10-01> pre-release-2` (identifying the pre-release format) instead of the normal `LaTeX2e <2018-12-01>`. In this pre-release you will find the latest new features that we have developed.

## Our hopes

We don't expect everybody to start using the development formats to participate in testing, but we hope that people with a strong interest in a stable L<sup>A</sup>T<sub>E</sub>X environment (especially developers and maintainers of important packages) will use the new facilities and help us to ensure that future public releases of L<sup>A</sup>T<sub>E</sub>X do not (as has happened in the past) require some immediate patches because of issues that were not identified by our internal regression test suite or by other testing we do.

Any issue identified when using the development format should preferably be logged as an issue on GitHub, following the procedure outlined on our website at <https://www.latex-project.org/bugs/> including the use of the `latexbug` package as described.

Our bug reporting process normally states that issues involving third-party software are out of scope as we can't correct external packages; see [1]. However, in the particular case of the development format showing an incompatibility with a third-party package, it is fine to open an issue with us (in addition, please, to informing the maintainer of that package) so that we know about the problem and can jointly work on resolving it.

*Details please ...*

More details and some background information about the concepts and the process are available in an upcoming *TUGboat* article: “The L<sup>A</sup>T<sub>E</sub>X release workflow and the L<sup>A</sup>T<sub>E</sub>X dev formats” [2].

### *Setting up menu items*

While the command line call works out of the box if you have a recent T<sub>E</sub>X Live or MiK<sub>T</sub>E<sub>X</sub> installation, its use within an integrated editing environment doesn’t at this point in time (maybe the developers of these editors will include it in the future). However, it is normally fairly simple to enable it as most (or even all?) of them provide simple ways to call your own setup. How this works in detail depends very much on the environment you use, so we can’t give much help here.

But as an example: to provide an additional menu entry for X<sub>e</sub>L<sup>A</sup>T<sub>E</sub>X-dev on a MacBook all that is necessary is to copy the file `XeLATEX.engine` to `XeLATEX-dev.engine` and change the call from `xelatex` to `xelatex-dev` inside.

### *Improving Unicode handling in pdfT<sub>E</sub>X*

Perhaps the most important improvement in this release is even better support for UTF-8 characters when using pdfT<sub>E</sub>X.<sup>1</sup>

When using a “Unicode engine”, any Unicode character (that is not acting as a command, i.e., is not “active”) can be used as part of the `\label`/`\ref` mechanism or can be displayed in a message or written to a file. In 8-bit engines, however, this was severely restricted: essentially you had to limit yourself to using ASCII letters, digits and a few punctuation symbols. With the new release, most of these restrictions have been removed and you now can write labels such as

```
\label{eq:größer}
```

or use accented characters, etc., as part of a `\typeout` message. The only requirement remaining is that only those UTF-8 characters that are also available for typesetting can be used, i.e., only those characters for which adequate font support is loaded. Otherwise you will get an error message stating that the particular Unicode character is not set up for use with L<sup>A</sup>T<sub>E</sub>X.

Note, however, that the restrictions on what characters can be used in the names of commands have not changed.

What is not possible when using an 8-bit engine such as pdfT<sub>E</sub>X is to use characters other than ASCII letters as part of a command name. This is due to the fact that all other characters in such engines are not single character tokens, but in fact consist of a sequence of bytes and this is not supported in command names.

---

<sup>1</sup>The Japanese engines e-pT<sub>E</sub>X and e-upT<sub>E</sub>X can’t use these features yet as they don’t support the primitive `\ifincsname`. Work is under way to resolve this in the engines.

### *Improving file name handling in pdfT<sub>E</sub>X*

A related change is that file names used as part of `\input`, `\includegraphics`, etc., commands can now contain any Unicode characters allowed by the file system in use, including spaces. In this case, even characters that can’t be typeset (due to lack of font support) can be used.

### *Improving the filecontents environment*

The `filecontents` environment now supports an optional argument in which you can specify that it is allowed to **overwrite** an already existing file; by default nothing is written if a file with the given name exists anywhere in the search tree. An alternative name for this option is `force`. Even then the environment will refuse to write to `\jobname.tex` to avoid clobbering its own input file. However, if you use a different extension on your input file you could still overwrite it (there is no way to test for that).

There is also an option `nosearch`, which specifies that only the current directory is examined for an existing file, not the whole T<sub>E</sub>X inputs tree. This is useful if you want to write a local copy of a standard system file. Finally, `noheader` prevents writing a preamble to the file (this is the same as using the star form of the environment).

Another change is that this environment is now allowed anywhere in the document, which means it provides everything (and more) of what the now obsolete `filecontents` package provided.

### *Making more user commands robust*

In the early days of L<sup>A</sup>T<sub>E</sub>X many commands were fragile, i.e., they needed `\protect` in front of them when used in places such as section headings and other “moving arguments”, etc. In L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> many of these commands were made robust, but still a fairly large number remained unnecessarily fragile.

In this release of L<sup>A</sup>T<sub>E</sub>X we have now made a lot more commands robust. There is a very small collection of commands that must stay fragile because their expansion (maybe partially) at just the right time is critical. Yet others are unlikely to ever be needed in a “moving argument”.

Doing this for `\begin` and `\end` was rather tricky as the standard mechanism with `\DeclareRobustCommand` doesn’t work here, at least not for `\end` as that needs to expand during typesetting without generating a `\relax` (from the `\protect`). Such a token would start a new row in table environments, such as `tabular`, etc. Furthermore, some packages try to look into the definition of `\end` by expanding it several times. Thus expansion with `\expandafter` had to produce exactly the same result as before. But in the end we overcame

that hurdle too, so now environments are automatically robust if used in places like headings or `\typeout` and so forth.

What hasn't been tackled yet is the redefinitions in `amsmath`: this package redefines a number of basic math constructs that are now robust, so that they become fragile again once the package is loaded. This area will be addressed in a followup release. ([github issue 123](#))

### *Other changes to the L<sup>A</sup>T<sub>E</sub>X kernel*

#### *Guard against `\unskip` in tabular cells*

If a `tabular` or `array` cell started with a command that started with an `\unskip` then centering the column broke because the stretching glue on the left got removed. The fix for this was to add a minuscule, and hence unnoticeable, additional space after the stretching space: removing this extra space causes no problems.

This change was also applied in the `array` package. ([github issue 102](#))

#### *Fix Unicode table data*

U+012F which is “i with ogonek” produced a “dotless i with ogonek” by mistake. This has been corrected. ([github issue 122](#))

The Unicode slots 27E8 and 27E9 have been mapped to `\textlangle` and `\textrangle` which is the recommended mapping. In the past they raised a L<sup>A</sup>T<sub>E</sub>X error. ([github issue 110](#))

When doing cut-and-paste from other documents or websites, f-ligatures and others ligatures might end up as single Unicode characters in your file. In the past those got rejected by L<sup>A</sup>T<sub>E</sub>X. We now define those Unicode slots and map them back to the sequence of individual characters constituting the ligature. If supported by the current font (which is normally the case) they are then reconstructed as ligatures and thus get typeset as desired. Otherwise they will come out as individual characters which is still better than an error message. ([github issue 154](#))

#### *Improve `\InputIfFileExists`'s handling of file names*

In rare circumstances it was possible that `\InputIfFileExists` would work incorrectly, e.g., a construction such as

```
\InputIfFileExists{foo}{\input{bar}}{}
```

would not load the files `foo.tex` and `bar.tex` but would load `bar.tex` twice. This has been corrected.

([github issue 109](#))

#### *Improve interface for cross-references*

The packages `fnclab` and `varioref` provided a slightly improved definition of `\refstepcounter` which allowed the internal `\p@..` commands to receive the counter value as an argument, instead of acting as a simple

prefix. This supports more complex formatting of the value in the reference.

These packages also provided the command `\labelformat` to help in the specification of such formatting in an easy way. For example, `\labelformat{equation}{eq.~(#1)}` specifies that references to equations automatically come out as “eq. (5)” or similar. As such a `\labelformat` declaration means a `\ref` command can no longer be successfully used at the start of a sentence, the packages also provided `\Ref` for such scenarios.

Both of these commands, `\labelformat` and `\Ref`, are now removed from the packages and instead made available in the kernel so there is no need to load additional packages.

#### *Improve wording of a warning message*

The kernel now says “Trying to load ...” instead of “Try loading ...” in one of its informal messages to match style of similar messages. ([github issue 107](#))

#### *Avoid bad side-effects of `\DeclareErrorFont`*

As a side effect of setting up the error font for NFSS, this declaration also changed the current font size back to 10pt. In most circumstances that doesn't matter, because that declaration was meant to be used only during the format generation and not during a L<sup>A</sup>T<sub>E</sub>X run. However, it has turned out to be used by some developers in other places (incorrectly in fact: e.g., inside some `.fd` files) where resetting the size causes havoc seemingly at random. The command has now changed to not produce such side effects.

([gnats issue latex/4399](#))

#### *nfssfont: Make font table generation the default action*

With the small file `nfssfont.tex` it is possible to produce font tables and other font tests in the style set up by Don Knuth. In nearly all cases a font table is wanted, so this action has been made the default. Now one can simply hit enter instead of having to write `\table\bye`.

#### *trace: Add package support in the kernel*

The `trace` package implements the commands `\traceon` and `\traceoff` that work like `\tracingall` but skip certain code blocks that produce a lot of tracing output. This is useful when debugging, to suppress uninteresting tracing from, for example, loading a font. Code blocks that should not be traced need to be surrounded by the commands `\conditionally@traceoff` and `\conditionally@traceon`.

The L<sup>A</sup>T<sub>E</sub>X kernel now provides dummy definitions for these two commands so that package writers can use them in their packages regardless of `trace` being loaded or not.

## Changes to packages in the tools category

*array*: Warn if primitive column specifiers are overwritten

With `\newcolumnntype` it is possible to define your own column specifiers for a `tabular` preamble; it is also possible to change existing ones. However, doing that for a primitive column specifier, such as `c`, is seldom a good idea, since then its functionality becomes unavailable. The package was therefore supposed to warn the user in this case, but due to a missing `\expandafter` in the code it never did—now it does. ([github issue 148](#))

*multicol*: Introduce `minrows` counter for balancing

When there are only a few lines of text on a page at the end of a `multicols` environment, balancing the columns often looks rather odd: such as three columns each containing a single line. The balancing behavior can now be controlled through the counter `minrows` (default is 1) which specifies that, after balancing, there must be at least that many lines in the first column. Thus, if you set `minrows` to 2 then you would get a distribution of 2+1+0 lines and if set to three, the result would be 3+0+0 instead of the default 1+1+1.

What is most appropriate really depends on the circumstances, but this now gives you the tools to make local or global adjustments.

*varioref*: Better support for `cleveref`

The `varioref` package has been internally updated to provide better interfaces for packages such as `hyperref` and `cleveref`.

It also has a new package option `nospace` that stops `varioref` from meddling with space in front of its commands. The original behavior was always somewhat problematical and it is suggested that all new documents use this option (which should really have been the default).

Support was also added for the Arabic language through the option `arabic`.

*xr*: Support citations to bibliographies in external documents

The `xr` package can be used to cross-reference an external  $\text{\LaTeX}$  document. This means that even when a work is split over different documents (that need to be processed separately), `\ref` or `\pageref` can use labels from any document, creating links between them. This facility has now been extended so that `\cite` commands and their cousins can now also reference bibliographies in external documents; this feature was first provided in the package `xcite` by Enrico Gregorio.

Note that for technical reasons `xr` doesn't work with `hyperref`. Use `xr-hyper` instead if you need the latter package.

## Changes to packages in the amsmath category

*amsmath*: Introduce `\overunderset` command

The `amsmath` package has always offered the commands `\overset` and `\underset` to produce binary operators with something set above or below. But sometimes one needs to put something above and something below: The newly added `\overunderset` makes this easily possible.

## Documentation updates

There are a number of documentation updates in files on the documentation page of the project website [4].

*Highlighting the standard NFSS codes for series*

The *Font Selection Guide* [3] has been updated to strongly recommend that the standard codes should be used when providing font support. The reason for this recommendation is explained here.

The font selection scheme uses a number of standard codes for `\fontseries` and `\fontshape` to ensure that different fonts are comparable, e.g., that you get a “light” weight if you specify 1 and “extra bold” when you write `eb`, etc. Over the years people came up with a number of other creative short codes like `k`, `j`, `t` and others with the result that changing a font family required different codes and thus prevented users from easily mixing and matching different families. Some work has been undertaken to get back to a coherent scheme and all the font families supported through the program `autoinst` are now producing the standard codes again.

*$\text{\LaTeX}$  base and doc distribution reunited*

For a long time the  $\text{\LaTeX}$  distribution available from CTAN was split into several parts to allow them to be uploaded or downloaded separately. As this is these days more confusing than helpful we have recombined the base part with the documentation part (as both are anyway always updated together). Thus the package `latex-doc` is no longer separately available from CTAN but contained in the `latex-base` distribution.

## References

- [1] Frank Mittelbach: *New rules for reporting bugs in the  $\text{\LaTeX}$  core software*. In: TUGboat, 39#1, 2018. <https://latex-project.org/publications/>
- [2] Frank Mittelbach: *The  $\text{\LaTeX}$  release workflow and the  $\text{\LaTeX}$  dev formats*. In: TUGboat, 40#2, 2019. <https://latex-project.org/publications/>
- [3]  $\text{\LaTeX}$  Project Team:  *$\text{\LaTeX} 2_{\epsilon}$  font selection*. <https://latex-project.org/documentation/>
- [4]  *$\text{\LaTeX}$  documentation on the  $\text{\LaTeX}$  Project Website*. <https://latex-project.org/documentation/>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 31, February 2020

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## Experiences with the L<sup>A</sup>T<sub>E</sub>X -dev formats

As reported in the previous *L<sup>A</sup>T<sub>E</sub>X News*, we have made a pre-release version of the L<sup>A</sup>T<sub>E</sub>X kernel available as L<sup>A</sup>T<sub>E</sub>X-dev. Overall, the approach of having an explicit testing release has been positive: it is now readily available in T<sub>E</sub>X systems and is getting real use beyond the team.

The current release has been tested by a number of people, and we have had valuable feedback on a range of the new ideas. This has allowed us to fix issues in several of the new features, as described below.

We wish to thank all the dedicated users who have been trying out the development formats, and we encourage others to do so. Pre-testing in this way does mean that, for the vast majority of users, problems are solved before they even appear!

## Concerning this release ... (LuaL<sup>A</sup>T<sub>E</sub>X engine)

The new LuaHBT<sub>E</sub>X engine is LuaT<sub>E</sub>X with an embedded HarfBuzz library. HarfBuzz can be used by setting a suitable renderer in the font declaration. A basic interface for that is provided by `fontspec`. This additional font renderer will greatly improve the shaping of various scripts when using LuaL<sup>A</sup>T<sub>E</sub>X, many of which are currently handled correctly only by X<sub>Ǝ</sub>L<sup>A</sup>T<sub>E</sub>X, which always uses HarfBuzz.

To simplify testing of the new engine, binaries have already been added to MiK<sub>T</sub>E<sub>X</sub> and T<sub>E</sub>X Live 2019 and both distributions have already now changed the LuaL<sup>A</sup>T<sub>E</sub>X-dev format to use it.

Going forward, LuaL<sup>A</sup>T<sub>E</sub>X (and LuaL<sup>A</sup>T<sub>E</sub>X-dev) will both use the LuaHBT<sub>E</sub>X engine. The timing of the switch to the LuaHBT<sub>E</sub>X engine depends on the distribution you use (for T<sub>E</sub>X Live this will be with T<sub>E</sub>X Live 2020).

## Improved load-times for expl3

The L<sup>A</sup>T<sub>E</sub>X3 programming layer, `expl3`, has over the past decade moved from being largely experimental to broadly stable. It is now used in a significant number of third-party packages, most notably `xparse`, for defining interfaces in cases where no `expl3` code is “visible”. In addition, most L<sup>A</sup>T<sub>E</sub>X documents compiled using X<sub>Ǝ</sub>L<sup>A</sup>T<sub>E</sub>X or LuaT<sub>E</sub>X load `fontspec`, which is written using `expl3`.

The `expl3` layer contains a non-trivial number of macros, and when used with the X<sub>Ǝ</sub>L<sup>A</sup>T<sub>E</sub>X and LuaT<sub>E</sub>X engines, it also loads a large body of Unicode data. This means that even on a fast computer, there is a relatively large load time when using `expl3`.

For this release, the team have made adjustments in the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel to pre-load a significant portion of `expl3` when the format is built. This is transparent to the user, other than the significant decrease in document processing time: there will be no “pause” whilst loading

the Unicode data files. Loading `expl3` in documents and packages can continue to be done as usual; eventually, it will be possible to omit

```
\RequirePackage{expl3}
```

entirely but, to support older formats, this is still recommended at present.

## *Improvements to L<sup>A</sup>T<sub>E</sub>X's font selection mechanism (NFSS)*

### *Extending the shape management in NFSS*

Over time, more and more fonts have become available for use with L<sup>A</sup>T<sub>E</sub>X. Many such font families offer additional shapes such as small caps italic (`scit`), small caps slanted (`scsl`) or swash (`sw`). By using `\fontshape` those shapes can be explicitly selected. For the swash shapes there is also `\swshape` and `\textsw` available.

In the original font selection implementation a request to select a new shape always overrode the current shape. With the 2020 release of L<sup>A</sup>T<sub>E</sub>X this has changed and `\fontshape` can now be used to combine small capitals with italic, slanted or swash letters, either by explicitly asking for `scit`, etc., or by asking for italics when typesetting already in small caps, and so forth.

Using `\upshape` will still change italics or slanted back to an upright shape but will not any longer alter the small caps setting. To change small capitals back to upper/lower case you can now use `\ulcshape` (or `\textulc`) which in turn will not change the font with respect to italics, slanted or swash. There is one exception: for compatibility reasons `\upshape` will change small capitals back to upright (`n` shape), if the current shape is `sc`. This is done so that something like `\scshape... \upshape` continues to work as before, but we suggest that you don't use that deprecated method in new documents.

Finally, if you want to reset the shape back to normal you can use `\normalshape` which is a shorthand for `\upshape\ulcshape`.

The way that shapes combine with each other is not hardwired; it is customizable and extensible if there is ever a need for this. The mappings are defined through `\DeclareFontShapeChangeRule` and the details for developers are documented in `source2e.pdf`.

The ideas for this interface extension have been pioneered in `fontspec` by Will Robertson for Unicode engines, and in `fontaxes` by Andreas Böhmann and Michael Ummels for pdfT<sub>E</sub>X; they are by now used in many font support packages.

### *Extending the font series management in NFSS*

Many of the newer font families also come provided with additional weights (thin, semi-bold, ultra-bold, etc.) or several running widths, such as condensed or extra-condensed. In some cases the number of different

values for series (weight plus width) is really impressive: for example, Noto Sans offers 36 fonts, from ultra-light extra condensed to ultra-bold medium width.

Already in its original design, NFSS supported 9 weight levels, from ultra-light (`ul`) to ultra-bold (`ub`), and also 9 width levels, from ultra-condensed (`uc`) to ultra-expanded (`ux`): more than enough, even for a font family like Noto Sans. Unfortunately, some font support packages nevertheless invented their own names, so in recent years you have been able to find all kinds of non-standard series names (`k`, `i`, `j` and others), making it impossible to combine different fonts successfully using the standard NFSS mechanisms.

Over the course of the last year a small number of individuals, notably, Bob Tennent, Michael Sharpe and Marc Penninga, have worked hard to bring this unsatisfactory situation back under control; so today we are happy to report that the internal font support files for more than a hundred font families are all back to following the standard NFSS conventions. Combining them is now again rather nice and easy, and from a technical perspective they can now be easily matched; but, of course, there is still the task of choosing combinations that visually work well together.

In the original font selection implementation, a request to select a new series always overrode the current one. This was reasonable because there were nearly no fonts available that offered anything other than a medium or a bold series. Now that this has changed and families such as Noto Sans are available, combining weight and width into a single attribute is no longer appropriate. With the 2020 release of L<sup>A</sup>T<sub>E</sub>X, the management of series therefore changed to allow independent settings of the weight and the width attributes of the series.

For most users this change will be largely transparent as L<sup>A</sup>T<sub>E</sub>X offers only `\textbf` or `\bfseries` to select a bolder face (and `\textmd` and `\mdseries` to return to a medium series): there is no high-level command for selecting a condensed face, etc. However, using the NFSS low-level interface it is now possible to ask for, say, `\fontseries{c}\selectfont` to get a condensed face (suitable for a marginal note) and that would still allow the use of `\textbf` inside the note, which would select a bold-condensed face (and not a rather odd-looking bold-extended face in the middle of condensed type).

The expectation is that this functionality will be used largely by class and package designers but, given that the low-level NFSS commands are usable on the document level and that they are not really difficult to apply, there are probably also a number of users who will enjoy using these new possibilities that bring L<sup>A</sup>T<sub>E</sub>X back into the premier league for font usage.

The ways in which the different series values combine with each other is not hardwired but is again

customizable and extensible. The mappings are defined through `\DeclareFontSeriesChangeRule` and the details for developers are documented in `source2e.pdf`.

#### *Font series defaults per document family*

With additional weights and widths now being available in many font families, it is more likely that somebody will want to match, say, a medium weight serif family with a semi-light sans serif family, or that with one family one wants to use the bold-extended face when `\textbf` is used, while with another it should be bold (not extended) or semibold, etc.

In the past this kind of extension was provided by Bob Tennent’s `mweights` package, which has been used in many font support packages. With the 2020 release of  $\text{\LaTeX}$  this feature is now available out of the box. In addition we also offer a document-level interface to adjust the behavior of the high-level series commands `\textbf`, `\textmd`, and of their declaration forms `\bfseries` and `\mdseries`, so that they can have different effects for the serif, sans serif and typewriter families used in a document.

For example, specifying

```
\DeclareFontSeriesDefault[rm]{bf}{sb}
\DeclareFontSeriesDefault[tt]{md}{lc}
```

in the document preamble would result in `\textbf` producing semi-bold (`sb`) when typesetting in a roman typeface. The second line says that the typewriter default face (i.e., the medium series `md`) should be a light-condensed face. The optional argument here can be either `rm`, `sf` or `tt` to indicate one of the three main font families in a document; if omitted you will change the overall document default instead. In the first mandatory argument you specify either `md` or `bf` and the second mandatory argument then gives the desired series value in NFSS nomenclature.

#### *Handling of nested emphasis*

In previous releases of  $\text{\LaTeX}$ , nested `\emph` commands automatically alternated between italics and upright. This mechanism has now been generalised so that you can now specify for arbitrary nesting levels how emphasis should be handled.

The declaration `\DeclareEmphSequence` expects a comma separated list of font declarations corresponding to increasing levels of emphasis. For example,

```
\DeclareEmphSequence{\itshape,%
\upshape\scshape,\itshape}
```

uses italics for the first, small capitals for the second, and italic small capitals for the third level (provided you use a font that supports these shapes). If there are more nesting levels than provided,  $\text{\LaTeX}$  uses the declarations stored in `\emreset` (by default `\ulcshape\upshape`) for the next level and then restarts the list.

The mechanism tries to be “smart” by verifying that the given declarations actually alter the current font. If not, it continues and tries the next level—the assumption being that there was already a manual font change in the document to the font that is now supposed to be used for emphasis. Of course, this only works if the declarations in the list’s entries actually change the font and not, for example, just the color. In such a scenario one has to add `\emforce` to the entry, which directs the mechanism to use the entry, even if the font attributes appear to be unchanged.

#### *Providing font family substitutions*

Given that  $\text{\pdfTeX}$  can only handle fonts with up to 256 glyphs, a single font encoding can only support a few languages. The `T1` encoding, for example, does support many Latin-based scripts, but if you want to write in Greek or Cyrillic then you will need to switch encodings to `LGR` or `T2A`. Given that not every font family offers glyphs in such encodings, you may end up with some default family (e.g., Computer Modern) that doesn’t blend in well with the chosen document font. For such cases NFSS now offers `\DeclareFontFamilySubstitution`, for example:

```
\DeclareFontFamilySubstitution{LGR}
{Montserrat-LF}{IBMPlexSans-TLF}
```

tells  $\text{\LaTeX}$  that if you are typesetting in the sans serif font `Montserrat-LF` and the Greek encoding `LGR` is asked for, then  $\text{\LaTeX}$  should use `IBMPlexSans-TLF` to fulfill the encoding request.

The code is based on ideas from the `substitutefont` package by Günter Milde, but the implementation is different.

#### *Providing all text companion symbols by default*

The text companion encoding `TS1` was originally not available by default, but only when the `textcomp` package was loaded. The main reason for this was limited availability of fonts with this encoding other than Computer Modern; another was the memory restrictions back in the nineties. These days neither limitation remains, so with the 2020 release all the symbols provided with the `textcomp` package are available out of the box.

Furthermore, an intelligent substitution mechanism has been implemented so that glyphs missing in some fonts are automatically substituted with default glyphs that are sans serif if you typeset in `\textsf` and monospaced if you typeset using `\texttt`. In the past they were always taken from Computer Modern Roman if substitution was necessary.

This is most noticeable with `\oldstylenums` which are now taken from `TS1` so that you no longer get `1234` but `1234` when typesetting in sans serif fonts and `1234` when using typewriter fonts.

If there ever is a need to use the original (inferior) definition, then that remains available as `\legacyoldstylenums`; and to fully revert to the old behavior there is also `\UseLegacyTextSymbols`. The latter declaration reverts `\oldstylenums` and also changes the footnote symbols, such as `\textdagger`, `\textparagraph`, etc., to pick up their glyphs from the math fonts instead of the current text font (this means they always keep the same shape and do not nicely blend in with the text font).

With the text companion symbols as part of the kernel, it is normally no longer necessary to load the `textcomp` package, but for backwards compatibility this package will remain available. There is, however, one use case where it remains useful: if you load the package with the option `error` or `warn` then substitutions will change their behavior and result in a  $\text{\LaTeX}$  error or a  $\text{\LaTeX}$  warning (on the terminal), respectively. Without the package the substitution information only appears in the `.log` file. If you use the option `quiet`, then even the information in the transcript is suppressed (which is not really recommended).

#### *New alias size function for use in .fd files*

Most of the newer fonts supported in  $\text{\TeX}$  have been set up with the `autoinst` tool by Marc Penninga. In the past, this program set up each font using the face name chosen by that font’s designer, e.g., “`regular`”, “`bold`”, etc. These face names were then mapped by substitution to the standard NFSS series names, i.e., “`m`” or “`b`”. As a result one got unnecessary substitution warnings such as “Font T1/abc/bold/n not found, using T1/abc/b/n instead”.

We now provide a new NFSS size function, `alias`, that can and will be used by `autoinst` in the future. It provides the same functionality as the `subst` function but is less vocal about its actions, so that only significant font substitutions show up as warnings.

#### *Suppress unnecessary font substitution warnings*

Many sans serif fonts do not have real italics but usually only oblique/slanted shapes, so the substitution of slanted for italics is natural and in fact many designers talk about italic sans serif faces even if in reality they are oblique.

With nearly all sans serif font families, the  $\text{\LaTeX}$  support files therefore silently substitute slanted if you ask for `\itshape` or `\textit`. This is also true for Computer Modern in T1 encoding but in OT1 you got a warning on the terminal even though there is nothing you can do about it. This has now been changed to an information message only, written to the `.log` file.

([github issue 172](#))

## *Other changes to the $\text{\LaTeX}$ kernel*

### *UTF-8 characters in package descriptions*

In 2018 we made UTF-8 the default input encoding for  $\text{\LaTeX}$  but we overlooked the case of non-ASCII characters in the short package descriptions used in declarations, e.g., in the optional argument to `\ProvidesPackage`. They worked (sometimes) before, but the switch to UTF-8 made them always generate an error. This has been corrected. ([github issue 52](#))

### *Fix inconsistent hook setting when loading packages*

As part of loading a package, the command `\package.sty-h@@k` gets defined. However, attempting to load a package a second time resulted in this hook becoming undefined again. Now the hook remains defined so that extra loading attempts do not change the state of  $\text{\LaTeX}$  (relevant only to package developers). ([github issue 198](#))

### *Avoid spurious warning if LY1 is made the default encoding*

Making LY1 the default encoding, as is done by some font support packages, gave a spurious warning even if `\rmdefault` was changed first. This was corrected. ([github issue 199](#))

### *Ensure that \textbackslash remains robust*

In the last release we made most document-level commands robust, but `\textbackslash` became fragile again whenever `\raggedright` or similar typesetting was used. This has been fixed. ([github issue 203](#))

### *Make math delimiters robust in a different way*

Making math delimiters robust caused an issue in some situations. This has been corrected. This also involved a correction to `amsmath`. ([github issue 251](#))

### *Allow more write streams with filecontents in Lua $\text{\TeX}$*

Most  $\text{\TeX}$  engines only support a maximum of sixteen concurrently open write streams, and when those have been used up, then `filecontents` or any other code trying to open one will fail. In Lua $\text{\TeX}$  more write streams are available and those can also now be utilised. ([github issue 238](#))

### *Allow spaces in filecontents option list*

Leaving spaces or newlines in the option list prevented the options from being correctly recognized. This has been corrected. ([github issue 256](#))

### *New reverselist Lua callback type*

A new callback type, `reverselist`, was added: `post_mlist_to_hlist_filter` and `post_linebreak_filter` are now of this type.

## Changes to packages in the graphics category

### Make color & graphics user-level commands robust

Some of the user-level commands in `color`, `graphics` and `graphicx`, such as `\textcolor` or `\includegraphics`, were still fragile so didn't work in moving arguments. All of these are now robust. (github issue 208)

## Changes to packages in the tools category

### Fixed column depth in boxed multicols

The `multicols` environment was setting `\maxdepth` when splitting boxes; but, due to the way the internal interfaces of  $\text{\LaTeX}$  are designed, it should have used `\@maxdepth` instead. As a result, balanced boxed `multicols` sometimes ended up having different heights even if they had exactly the same content. (github issue 190)

### Ensure that multicols does not lose text

The `multicols` environment needs a set of consecutively numbered boxes to collect column material. The way those got allocated could result in disaster if other packages allocated most boxes below box 255 (which  $\text{\TeX}$  always uses for the output page). In the original implementation that problem was avoided because one could only allocate box numbers below 255, but nowadays the  $\text{\LaTeX}$  allocation routine allows allocating box numbers both below and above 255. So the assumption that when asking for, say, 20 boxes you always get a consecutive sequence of 20 box register numbers became no longer true: some of the column material could end up in box 255, where it would get overwritten. This has now been corrected by allocating all necessary boxes with numbers above 255 whenever there aren't enough lower-numbered registers available. (github issue 237)

### Allow spaces in \hhline arguments

The `\hhline` command, which allows the specification of rule segments in `tabular` environments, now allows (but ignores) spaces between its tokens: so `\hhline{ = : = }` is now allowed and is equivalent to `\hhline{ ::= }`. This matches similar token arguments in  $\text{\LaTeX}$  such as the `[h t p]` argument on floats. A similar change has been made to the extended `\hhline` command in the `colortbl` package. (github issue 242)

## $\text{\LaTeX}$ requirements on engine primitives

Since the finalization of  $\varepsilon\text{-TeX}$  in 1999, a number of additional 'utility' primitives have been added to `pdf $\text{\TeX}$` . Several of these are broadly useful and have been required by `expl3` for some time, most notably `\pdfstrcmp`. Over time, a common set of these 'post- $\varepsilon\text{-TeX}$ ' primitives have been incorporated into `X $\text{\TeX}$`  and (u)p- $\text{\TeX}$ ; they were already available in `Lua $\text{\TeX}$` .

A number of these additional primitives are needed to support new or improved functionality in  $\text{\LaTeX}$ . This is seen for example in the improved UTF-8 handling, which uses `\ifincsname`. The following primitive functionality (which in `Lua $\text{\TeX}$`  may be achieved using Lua code) will therefore be *required* by the  $\text{\LaTeX}$  kernel and core packages from the start of 2021:

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| • <code>\expanded</code>        | • <code>\pdfnormaldeviate</code>  |
| • <code>\ifincsname</code>      | • <code>\pdfpageheight</code>     |
| • <code>\ifpdfprimitive</code>  | • <code>\pdfpagewidth</code>      |
| • <code>\pdfcreationdate</code> | • <code>\pdfprimitive</code>      |
| • <code>\pdfelapsedtime</code>  | • <code>\pdfrandomseed</code>     |
| • <code>\pdffiledump</code>     | • <code>\pdfresettimer</code>     |
| • <code>\pdffilemoddate</code>  | • <code>\pdfsavepos</code>        |
| • <code>\pdffilesize</code>     | • <code>\pdfsetrandomseed</code>  |
| • <code>\pdflastxpos</code>     | • <code>\pdfshellescape</code>    |
| • <code>\pdflastypos</code>     | • <code>\pdfstrcmp</code>         |
| • <code>\pdfmdfivesum</code>    | • <code>\pdfuniformdeviate</code> |

For ease of reference, these primitives will be referred to as the 'pdf $\text{\TeX}$  utilities'. With the exception of `\expanded`, these have been present in `pdf $\text{\TeX}$`  since the release of version 1.40.0 in 2007; `\expanded` was added for  $\text{\TeX}$  Live 2019. Similarly, the full set of these utility primitives has been available in `X $\text{\TeX}$`  from the 2019  $\text{\TeX}$  Live release, and has always been available in `Lua $\text{\TeX}$`  (some by Lua emulation). The Japanese p $\text{\TeX}$  and up $\text{\TeX}$  gained all of the above (except `\ifincsname`) for  $\text{\TeX}$  Live 2019 and will both have that primitive also from the 2020 release onward.

At the same time, engines which are fully Unicode-capable must provide the following three primitives:

- `\Uchar`
- `\Ucharcat`
- `\Umathcode`

Note that it has become standard practice to check for Unicode-aware engines by using the existence of the `\Umathcode` primitive. As such, this is already a requirement: engines lacking these primitives cannot use Unicode features of the  $\text{\LaTeX}$  2 $\varepsilon$  kernel or `expl3`. Note also that up $\text{\TeX}$  can handle Unicode but it is not classed as a Unicode engine by the base  $\text{\LaTeX}$  code.

## References

- [1] Frank Mittelbach: *The  $\text{\LaTeX}$  release workflow and the  $\text{\LaTeX}$  dev formats*. In: TUGboat, 40#2, 2019.  
<https://latex-project.org/publications/>
- [2]  $\text{\LaTeX}$  Project Team:  *$\text{\LaTeX}$  2 $\varepsilon$  font selection*.  
<https://latex-project.org/help/documentation/fntguide.pdf>
- [3]  *$\text{\LaTeX}$  documentation on the  $\text{\LaTeX}$  Project Website*.  
<https://latex-project.org/help/documentation/>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 32, October 2020

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## Introduction

The 2020-10-01 release of L<sup>A</sup>T<sub>E</sub>X shows that work on improving L<sup>A</sup>T<sub>E</sub>X has again intensified. The two most important new features are the kernel support for `xparse` and the introduction of the new hook management system for L<sup>A</sup>T<sub>E</sub>X, but as you can see there are many smaller enhancements and bug fixes added to the kernel and various packages.

## Providing `xparse` in the format

The official interface in the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel for creating document-level commands has always been `\newcommand`. This was a big step forward from L<sup>A</sup>T<sub>E</sub>X 2.09. However, it was still very limited in the types of command it can create: those taking at most one optional argument in square brackets, then zero or more mandatory arguments. Richer syntaxes required use of the T<sub>E</sub>X `\def` primitive along with appropriate low-level macro programming.

The L<sup>A</sup>T<sub>E</sub>X team started work on a comprehensive document-command parser, `xparse`, in the late 1990s. In the past decade, the experimental ideas it provides have been carefully worked through and moved to a stable footing. As such, `xparse` is now used to define a very

large number of document and package commands. It does this by providing a rich and self-consistent syntax to describe a wide range of interfaces seen in L<sup>A</sup>T<sub>E</sub>X packages.

The ideas developed in `xparse` are now sufficiently well tested that the majority can be transferred into the L<sup>A</sup>T<sub>E</sub>X kernel. Thus the following commands have been added

- `\NewDocumentCommand`, `\RenewDocumentCommand`,  
`\ProvideDocumentCommand`,  
`\DeclareDocumentCommand`
- `\NewExpandableDocumentCommand`,  
`\RenewExpandableDocumentCommand`,  
`\ProvideExpandableDocumentCommand`,  
`\DeclareExpandableDocumentCommand`
- `\NewDocumentEnvironment`,  
`\RenewDocumentEnvironment`,  
`\ProvideDocumentEnvironment`,  
`\DeclareDocumentEnvironment`
- `\BooleanTrue` `\BooleanFalse`
- `\IfBooleanTF`, `\IfBooleanT`, `\IfBooleanF`
- `\IfNoValueTF`, `\IfNoValueT`, `\IfNoValueF`
- `\IfValueTF`, `\IfValueT`, `\IfValueF`
- `\SplitArgument`, `\SplitList`, `\TrimSpaces`,  
`\ProcessList`, `\ReverseBoolean`
- `\GetDocumentCommandArgSpec`  
`\GetDocumentEnvironmentArgSpec`

Most, but not all, of the argument types defined by `xparse` are now supported at the kernel level. In particular, the types `g/G`, `l` and `u` are *not* provided by the kernel code; these are deprecated but still available by explicitly loading `xparse`. All other argument types are now available directly within the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel.

## A hook management system for L<sup>A</sup>T<sub>E</sub>X

With the fall 2020 release of L<sup>A</sup>T<sub>E</sub>X we provide a general hook management system for the kernel and for packages. This will allow packages to safely add code to various kernel and package hooks and if necessary define rules to reorder the code in the hooks to resolve typical package loading order issues. This hook system is written in the L<sup>3</sup> programming layer and thus forms the first larger application within the kernel that makes use of the L<sup>A</sup>T<sub>E</sub>X 3 functionality now available (if we discount `xparse` which has already been available for a long time as a separate package).

The file `lthooks.dtx` holds the core management code for hooks and defines basic hooks for environments (as previously offered by `etoolbox`), `ltshipout.dtx` provides kernel hooks into the shipout process (making packages like `atbegshi`, etc., unnecessary) and the file

`ltfilehook.dtx` holds redefinitions for commands like `\input` or `\usepackage` so that they offer hooks in a similar fashion to what is provided by the `filehook` package.

At the moment the integration is lightweight, overwriting definitions made earlier during format generation (though this will change after more thorough testing). For that reason the documentation isn't in its final form either and you have to read through three different documents:

**lthooks-doc.pdf** Core management interface and basic hooks for environments provided by the kernel.

**ltshipout-doc.pdf** Hooks accessible while a page is being shipped out.

**ltfilehook-doc.pdf** Hooks used when reading a file.

For those who wish to also study the code, replace `-doc` with `-code`, e.g., `lthooks-code.pdf`. All documents should be accessible via `texdoc`, e.g.,

```
texdoc lthooks-doc
```

should open the core documentation for you.

## Other changes to the L<sup>A</sup>T<sub>E</sub>X kernel

### `\symbol` in math mode for large Unicode values

The L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel defines the command `\symbol`, which allows characters to be typeset by entering their 'slot number'. With the Lua<sub>T</sub><sub>E</sub>X and X<sub>Y</sub><sub>T</sub><sub>E</sub>X engines, these slot numbers can extend to very large values to accommodate Unicode characters in the upper Unicode planes (e.g., bold mathematical capital A is slot number "1D400 in hex or 119808 in decimal). The X<sub>Y</sub><sub>T</sub><sub>E</sub>X engine did not allow `\symbol` in math mode for values above 2<sup>16</sup>; this limitation has now been lifted.

([github issue 124](#))

### Correct Unicode value of `\=y` ( $\bar{y}$ )

The Unicode slot for  $\bar{y}$  was incorrectly pointing to the slot for  $\bar{Y}$ . This has been corrected. ([github issue 326](#))

### Add support for Unicode soft hyphens

For a long time, the UTF-8 option for `inputenc` made the Unicode soft hyphen character (U+00AD) an alias for the L<sup>A</sup>T<sub>E</sub>X soft hyphen `\-`. The Unicode engines X<sub>Y</sub><sub>T</sub><sub>E</sub>X and Lua<sub>T</sub><sub>E</sub>X behaved differently though: They either ignored U+00AD or interpreted it as an unconditional hyphen. This inconsistency is fixed now and L<sup>A</sup>T<sub>E</sub>X always treats U+00AD as `\-`. ([github issue 323](#))

### Fix capital accents in Unicode engines

In Unicode engines the capital accents such as `\capitalcedilla`, etc., have been implemented as trivial shorthands for the normal accents (because other than Computer Modern virtually no fonts support them), but that failed when `hyperref` got loaded. This has been corrected. ([github issue 332](#))

### Support *calc* in various kernel commands

The `\hspace`, `\vspace`, `\addvspace`, `\` and other commands simply passed their argument to a  $\TeX$  primitive to produce the necessary space. As a result it was impossible to specify anything other than a simple dimension value in such arguments. This has been changed, so that now *calc* syntax is also supported with these commands. ([github issue 152](#))

### Support $\varepsilon$ - $\TeX$ length expressions in *picture* coordinates

Picture mode coordinates specified with `(_,_)` previously accepted multiples of `\unitlength`. They now also allow  $\varepsilon$ - $\TeX$  length expressions (as used by the `\glueexpr` primitive although all uses in *picture* mode are non-stretchy).

So, valid uses include `\put(2,2)` as previously, but now also uses such as `\put(\textwidth-5cm,0.4\textheight)`.

Note that you can only use expressions with lengths; `\put(1+2,0)` is not supported.

### Spaces in filenames of included files

File names containing spaces lead to unexpected results when used in the commands `\include` and `\includeonly`. This has now been fixed and the argument to `\include` can contain a file name containing spaces. Leading or trailing spaces will be stripped off but spaces within the file name are kept. The argument to `\includeonly`, which is a comma-separated list of files to process, can also contain spaces with any leading and trailing spaces stripped from the individual filenames while spaces *in* the file names will remain intact. ([github issues 217 and 218](#))

### Avoid extra line in `\centering`, `\raggedleft` or `\raggedright`

If we aren't justifying paragraphs then a very long word (longer than a line) could result in an unnecessary extra line in order to prevent a hyphen in the second-last line of the paragraph. This is now avoided by setting `\finalhyphendemerits` to zero in unjustified settings. ([github issue 247](#))

### Set a non-zero `\baselineskip` in text scripts

As `\textsuperscript` and `\textsubscript` usually contain only a few characters on a single line the `\baselineskip` was set to zero. However, `hyperref` uses that value to determine the height of a link box which consequently came out far too small. This has been adjusted. ([github issue 249](#))

### Spacing issues when using `\linethickness`

In some circumstances the use of `\linethickness` introduced a spurious space that shifted objects in a *picture* environment to the right. This has been corrected. ([github issue 274](#))

### Better support for the legacy series default interface

In the initial implementation of  $\LaTeX$ 's font selection scheme (NFSS) changes to any default were carried out by redefining some commands, e.g., `\seriesdefault`. In 2019 we introduced various extensions and with it new methods of customizing certain parts of NFSS, e.g., the recommended way for changing the series default(s) is now through `\DeclareFontSeriesDefault` [1]. In this release we improved the support for legacy documents using the old method to cover additional edge cases. ([github issues 306 and 315](#))

### Support for uncommon font series defaults

If a font family was set up with fairly unusual font series defaults, e.g.,

```
\renewcommand\ttdefault{lmvtt}
\DeclareFontSeriesDefault[tt]{md}{lm}
\DeclareFontSeriesDefault[tt]{bf}{bm}
```

then a switch between the main document families, e.g., `\ttfamily... \rmfamily` did not always correctly continue typesetting in medium or bold series if that involved adjusting the values used by `\mdseries` or `\bfseries`. This has now been corrected.

([github issue 291](#))

### Checking the current font series context

Sometimes it is necessary to define commands that act differently when used in bold context (e.g., inside `\textbf`). Now that it is possible in  $\LaTeX$  to specify different “**bf**” defaults based for each of the three meta families (`rm`, `sf` and `tt`) via `\DeclareFontSeriesDefault`, it is no longer easy to answer the question “am I typesetting in a bold context?”. To help with this problem a new command was provided:

```
\IfFontSeriesContextTF{<context>}
  {<true code>}{<false code>}
```

The `<context>` can be either `bf` (bold) or `md` (medium) and depending on whether or not the current font is recognized as being selected through `\bfseries` or `\mdseries` the `<true code>` or `<false code>` is executed. As an example

```
\usepackage{bm} % (bold math)
\newcommand\vbeta{\IfFontSeriesContextTF{bf}%
  {\ensuremath{\bm{\beta}}}%
  {\ensuremath{\beta}}}
```

This way you can write `\vbeta-isotopes` and if used in a heading it comes out in a bolder version.

([github issue 336](#))

### Avoid spurious package option warning

When a package is loaded with a number of options, say X, Y and Z, and then later another loading attempt was made with a subset of the options or no options, it was possible to get an error message that option X is not

known to the package. This obviously incorrect error was due to a timing issue where the list of available options got lost prematurely. This has now been fixed. *(github issue 22)*

### Adjusting `fleqn`

In `amsmath` the `\mathindent` parameter used with the `fleqn` design is a rubber length parameter allowing for setting it to a value such as `1em minus 1em`, i.e., so that the normal indentation can be reduced in case of very wide math displays. This is now also supported by the  $\text{\LaTeX}$  standard classes.

In addition a compressible space between formula and equation number in the `equation` environment got added when the `fleqn` option is used so that a very wide formula doesn't bump into the equation number. *(github issue 252)*

### Provide `\clap`

$\text{\LaTeX}$  has inherited `\llap` and `\rlap` from plain  $\text{\TeX}$  (zero-sized boxes whose content sticks out to the left or right, respectively) but there isn't a corresponding `\clap` command that centers the material. This missing command was added by several packages, e.g., `mathtools`, and has now been added to the kernel.

### Fix to legacy math alphabet interface

When using the  $\text{\LaTeX}$  2.09 legacy math alphabet interface, e.g., `\sf -1$` instead of `\mathsf{-1}$`, an extra math Ord atom was added to the formula in case the math alphabet was used for the first time. In some cases this math atom would change the spacing, e.g., change the unary minus sign into a binary minus in the above example. This has finally been fixed. *(gnats issue latex/3357)*

### Added tests for format, package and class dates

To implement compatibility code or to ensure that certain features are available it is helpful and often necessary to check the date of the format or that of a package or class and execute different code based on the result. For that,  $\text{\LaTeX}$  previously had only internal commands (`\@ifpackagelater` and `\@ifclasslater`) for testing package or class names, but nothing reasonable for testing the format date. For the latter one had to resort to some obscure command `\@ifl@t@r` that, given its cryptic name, was clearly never intended for use even in package or class code. Furthermore, even the existing interface commands were defective as they are testing for “equal or later” and not for “later” as their names indicate.

We have therefore introduced three new CamelCase commands as the official interface for such tests

```
\IfFormatAtLeastTF{<date>}
  {(true code)}{(false code)}
```

and for package and class tests

```
\IfClassAtLeastTF{<class name>}{<date>}
  {(true code)}{(false code)}
\IfPackageAtLeastTF{<package name>}{<date>}
  {(true code)}{(false code)}
```

For compatibility reasons the legacy commands remain available, but we suggest to replace them over time and use the new interfaces in new code. *(github issue 186)*

### Avoid problematic spaces after `\verb`

If a user typed `\verb!~!foo` instead of `\verb!~!foo` by mistake, then surprisingly the result was “!~!foo” without any warning or error. What happened was that the `~` became the argument delimiter due to the rather complex processing done by `\verb` to render verbatim. This has been fixed and spaces directly following the command `\verb` or `\verb*` are now ignored as elsewhere. *(github issue 327)*

### Provide a way to copy robust commands. . .

With the previous  $\text{\LaTeX}$  2 $\epsilon$  release, several user-level commands were made robust, so the need for a way to create copies of these commands (often to redefine them) increased, and the  $\text{\LaTeX}$  2 $\epsilon$  kernel didn't have a way to do so. Previously this functionality was provided in part by Heiko Oberdiek's `letltxmacro` package, which allows a robust command `\foo` to be copied to `\bar` with `\LetLtxMacro\bar\foo`.

From this release onwards, the  $\text{\LaTeX}$  2 $\epsilon$  kernel provides `\NewCommandCopy` (and `\Renew. . .` and `\Declare. . .` variants) which functions almost like `\LetLtxMacro`. To the end user, both should work the same way, and one shouldn't need to worry about the definition of the command: `\NewCommandCopy` should do the hard work.

`\NewCommandCopy` knows about the different types of definitions from the  $\text{\LaTeX}$  2 $\epsilon$  kernel, and also from other packages, such as `xparse`'s command declarations like `\NewDocumentCommand`, and `etoolbox`'s `\newrobustcmd`, and it can be extended to cover further packages. *(github issue 239)*

### . . . and a way to `\show` them

It is sometimes necessary to look up the definition of a command, and often one not only doesn't know where that command is defined, but doesn't know if it gets redefined by some package, so often enough looking at the source doesn't help. The typical way around this problem is to use  $\text{\TeX}$ 's `\show` primitive to look at the definition of a command, which works fine until the command being `\shown` is robust. With `\show\frac` one sees

```
> \frac=macro:
->\protect \frac .
```

which is not very helpful. To show the actual command the user needed to notice that the real definition of `\frac` is in the `\frac_` macro and do `\expandafter\show\csname frac\space\endcsname`.

But with the machinery for copying robust commands in place it is already possible to examine a command and detect (as far as a macro expansion language allows) how it was defined. `\ShowCommand` knows that and with `\ShowCommand\frac` the terminal will show

```
> \frac=robust macro:
->\protect \frac .

> \frac =\long macro:
#1#2->{\begingroup #1\endgroup \over #2}.
```

([github issue 373](#))

### Merge l3docstrip into docstrip

The file `l3docstrip.tex` offered a small extension over the original `docstrip.tex` file supporting the `%<@=<module>` syntax of `expl3`. This has been merged into `docstrip` so that it can now be used for both traditional `.dtx` files and those containing code written in the L3 programming layer language.

([github issue 337](#))

### Support vertical typesetting with doc

The `macrocode` environment uses a `trivlist` internally and as part of this sets up the `\@labels` box to contain some horizontal skips, but that box is never used. As a result this generates an issue in some circumstances if the typesetting direction is vertical. This has now been corrected to support such use cases as well.

([github issue 344](#))

### Record the counter name stepped by \refstepcounter

`\refstepcounter` now stores the name of the counter in `\@currentcounter`. This allows packages like `zref` and `hyperref` to store the name without having to patch `\refstepcounter`.

([github issue 300](#))

### Native LuaTeX behavior for \-

LuaTeX changes `\-` to add a discretionary hyphen even if `\hyphenchar` is set to `-1`. This change is not necessary under LuaTeX because there `\-` is not affected by `\hyphenchar` in the first place. Therefore this behavior has been changed to ensure that LuaTeX's (language specific) hyphenation characters are respected by `\-`.

### Allow \par commands inside \typeout

`\typeout` used to choke when seeing an empty line or a `\par` command in its argument. However, sometimes it is used to display arbitrary user input or code (wrapped, for example, in `\unexpanded`) which may contain explicit `\par` commands. This is now allowed.

([github issue 335](#))

### Spacing commands moved from amsmath to the kernel

Originally LaTeX only provided a small set of spacing commands for use in text and math; some of the commands like `\;` were only supported in math mode. `amsmath` normalized and provided all of them in text and math. This code has now been moved to the kernel so that it is generally available.

command name(s)	math	text
<code>\,</code> <code>\thinspace</code>	$xx$	<code>xx</code>
<code>\!</code> <code>\negthinspace</code>	$xx$	<code>xx</code>
<code>\:</code> <code>\&gt;</code> <code>\medspace</code>	$xx$	<code>xx</code>
<code>\negmedspace</code>	$xx$	<code>xx</code>
<code>\;</code> <code>\thickspace</code>	$xx$	<code>xx</code>
<code>\negthickspace</code>	$xx$	<code>xx</code>

([github issue 303](#))

### Access raw glyphs in LuaTeX without reloading fonts

LaTeX's definitions for `\textquotesingle`, `\textasciigrave`, and `\textquotedbl` for the TU encoding in LuaTeX need special handling to stop the shaper from replacing these characters with curly quotes. This used to be done by reloading the current font without the `tlig` feature, but that came with multiple disadvantages: It behaves differently than the corresponding XeTeX code and it is not very efficient. This code has now been replaced with an implementation which injects a protected glyph node which is not affected by font shaping.

([github issue 165](#))

### Added a fourth empty argument to \contentsline

LaTeX's `\addcontentsline` writes a `\contentsline` command with three arguments to the `.toc` and similar files. `hyperref` redefines `\addcontentsline` to write a fourth argument. The change unifies the number of arguments by writing an additional empty brace group.

([github issue 370](#))

### LuaTeX callback new\_graf made exclusive

Corrected an incorrect callback type which caused return values from the `new_graf` callback to be ignored and paragraph indentation to be suppressed. In the new version, only one `new_graf` callback handler can be active at a time, which allows this handler to take full control of paragraph indentation.

([github issue 188](#))

### Changes to packages in the graphics category

#### Generate a warning if existing color definition is changed

If a color is defined twice using `\DefineNamedColor`, no info text `Redefining color ... in named color model ...` was written to the log file, because of a typo in the check. This has been corrected.

([gnats issue graphics/3635](#))

### *Specifying viewport in the graphics package*

Specifying a BoundingBox does not really have meaning when including non-EPS graphics in pdfTeX and LuaTeX. For some years the `graphicx` package `bb` key has been interpreted (with a warning) as a `viewport` key. This feature has been added to the two-argument form of `\includegraphics`, which is mostly used in the `graphics` package. `\includegraphics[1,2][3,4]{file}` will now be interpreted in pdfTeX and LuaTeX in the same way as `graphicx`'s `\includegraphics[viewport=1 2 3 4]{file}`.

### *Normalizing \endlinechar*

If `\endlinechar` is set to `-1` so that ends of lines are ignored in special contexts, then a low level TeX error would be generated by code parsing BoundingBox comments. The package now locally sets `\endlinechar` to its standard value while reading files. (github issue 286)

### *Files with multiple parts*

Sometimes one has a graphics file, say, `file.svg`, and converts it to another format to include it in L<sup>A</sup>T<sub>E</sub>X and ends up with a file named `file.svg.png`. In previous releases, if the user did `\includegraphics{file.svg}`, an error would be raised and the graphics inclusion would fail due to the unknown `.svg` extension. The `graphics` package now checks if the given extension is known, and if it doesn't, it tries appending the known extensions until it finds a graphics file with a valid extension, otherwise it falls back to the file as requested. (github issue 355)

### *Changes to packages in the tools category*

#### *array: Support stretchable glue in w-columns*

If stretchable glue, e.g., `\dotfill`, is used in `tabular` columns made with the `array` package, it stretches as it would in normal paragraph text. The one exception was `w`-columns (but not `W`-columns) where it got forced to its nominal width (which in case of `\hfill` or `\dotfill` is 0pt). This has been corrected and now `w`-columns behave like all other column types in this respect. (github issue 270)

#### *array: Use math mode for w and W-cells in array*

The `w` and `W`-columns are LR-columns very similar to `l`, `c` and `r`. It is therefore natural to expect their cell content to be typeset in math mode instead of text mode if they are used in an `array` environment. This has now been adjusted. Note that this is a breaking change in version v2.5! If you have used `w` or `W`-columns in older documents either add `>{\$}...<{\$}` for such columns or remove the `$` signs in the cells. Alternatively, you can roll back to the old version by loading `array` with

```
\usepackage{array}[=v2.4]
```

in such documents. (github issue 297)

#### *array: Fix for \firsthline and \lasthline*

Replacing `\hline` with `\firsthline` or `\lasthline` could lead in some cases to an increase of the tabular width. This has now been corrected. (github issue 322)

#### *varioref: Support Japanese as a language option*

The package now recognizes `japanese` as a language option. The extra complication is that for grammatical reasons `\vref`, `\Vref`, `\vrefrange` and `\fullref` need a structure different from all other languages currently supported. To accommodate this, `\vrefformat`, `\Vrefformat`, `\vrefrangeformat`, and `\fullrefformat` have been added to all languages. (github issue 352)

#### *xr: Support for spaces in filenames*

The command `\externaldocument`, provided by `xr`, now also supports filenames with spaces, just like `\include` and `\includeonly`. (github issue 223)

### *Changes to packages in the amsmath category*

#### *Placement corrections for two accent commands*

The accent commands `\dddot` and `\ddddot` (producing triple and quadruple dot accents) moved the base character vertically in certain situations if it was a single glyph, e.g., `$Q \dddot{Q}$` were not at the same baseline. This has been corrected. (github issue 126)

#### *Fixes to aligned and gathered*

The environments `aligned` and `gathered` have a trailing optional argument to specify the vertical position of the environment with respect to the rest of the line. Allowed values are `t`, `b` and `c` but the code only tested for `b` and `t` and assumed anything else must be `c`. As a result, a formula starting with a bracket group would get mangled without warning—the group being dropped and interpreted as a request for centering. After more than 25 years this has now been corrected. If such a group is found a warning is given and the data is processed as part of the formula. (github issue 5)

#### *Detect Unicode engines when setting \std@minus and \std@equal*

`amsmath` now detects the Unicode engines and uses their extended commands to define `\std@minus` and `\std@equal`. This avoids a package like `unicode-math` having to patch the code in the begin document hook to change the commands.

#### *Use LuaTeX primitives where applicable*

For a number of years `lualatex-math` patched `\frac`, `\genfrac` and the `subarray` environment to make use of new luaTeX primitives. This code has now been integrated into `amsmath`.

## *Changes to the babel package*

Multilingual typesetting has evolved greatly in recent years, and `babel`, like  $\text{\LaTeX}$  itself, has followed the footsteps of Unicode and the W3C consortia to produce proper output in many languages.

Furthermore, the traditional model to define and select languages (which can be called “vertical”), based on closed files, while still the preferred one in monolingual documents, is being extended with a new model (which can be called “horizontal”) based on *services* provided by `babel`, which allows defining and redefining locales with the help of simple `ini` files based on key/value pairs. The `babel` package provides about 250 of these files, which have been generated with the help of the Unicode Common Language Data Repository.

Thanks to the recent advances in `lualatex` and `luaotfload`, `babel` currently provides *services* for bidi typesetting, line breaking for Southeast Asian and CJK scripts, nonstandard hyphenation (like `ff` to `ff-f`), alphabetic and additive counters, automatic selection of fonts and languages based on the script, etc. This means `babel` can be used to typeset a wide variety of languages, such as Russian, Arabic, Hindi, Thai, Japanese, Bangla, Amharic, Greek, and many others.

In addition, since these `ini` files are easily parsable, they can serve as a source for other packages.

For further details take a look at the `babel` package documentation [4].

## *References*

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- [2]  *$\text{\LaTeX}$  documentation on the  $\text{\LaTeX}$  Project Website*.  
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- [3]  *$\text{\LaTeX}$  issue tracker*.  
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# L<sup>A</sup>T<sub>E</sub>X News

Issue 33, June 2021

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### Introduction

The focus of the June 2021 release is to provide further important building blocks for the future production of reliable tagged PDF output (see [1]); these enhancements are discussed in the next two sections.

Subsequent sections describe quite a number of recent smaller enhancements and fixes. As usual, more detail on individual changes can be found in the `changes.txt` files in the distribution and, of course, in the documented sources [2].

### Extending the hook concept to paragraphs

Largely triggered by the need for better control of paragraph text processing, in particular when producing tagged PDF output, we have changed L<sup>A</sup>T<sub>E</sub>X so that the kernel gains control both at the start and at the end of each paragraph. This is done in a manner that is (or should be) transparent to both packages and documents.

Besides the addition of internal control points for the exclusive use of the L<sup>A</sup>T<sub>E</sub>X kernel, we also implemented four public hooks that can be used in packages or documents (via the normal hook management declarations) to achieve special effects, etc. Until now, such enhancements required redefinitions of `\everypar` or `\par`, which led to the usual issues since such changes can easily conflict with changes made by other packages.

The documentation of these new “paragraph hooks”, together with a few examples, is in `ltpara-doc.pdf` and,

for those who want to study it, the (quite interesting) code can be found in `ltpara-code.pdf`. Additionally, both of these files are included as part of the full kernel documentation in `source2e.pdf`.

### Extending the hook concept to commands

Up to now, hook management covered hooks for only a few core areas, such as the hooks for the `\shipout` process or those in the `document` environment, as well as some “generic” hooks, both for file loading (helpful for patching such files) and for arbitrary environments (the hooks executed within `\begin` and `\end`). This concept of “generic hooks” has now been extended to provide `/before` and `/after` hooks for any (document-level) command—in theory at least.

In practice, these new generic `cmd` hooks, especially the `cmd/.../after`, hooks may fail with commands that are too complex to be automatically patched, breaking if the hook contains any code. These restrictions are documented in `lcmdhooks-doc.pdf`. However, given that these hooks are mainly meant for developers who wish to provide better interoperability between different packages, and between packages and the  $\text{\LaTeX}$  kernel, these restrictions are, we hope, of minor importance. Indeed, for commands where this mechanism can’t be applied, one is in the same situation as before; and for all others there will be a noticeable improvement.

These hooks will be especially important for our current project to provide accessible and tagged PDF output [1] because we will eventually have to patch many third-party packages, and this must be done in controlled and standardized ways.

### Other hook business

#### Shipping out a page while bypassing hooks

In the 2020 October release, several hooks were added to control the process of constructing and shipping out a page box: these support, for example, the addition of background or foreground material to some or all pages.

We have now added a command, called `\RawShipout`, which does not do any rebuilding of the page box and so does not run most of these hooks. When using this new command, essential internal book-keeping is still carried out, such as updating the `totalpages` counter and adding `shipout/firstpage` or `shipout/lastpage` material when appropriate.

#### A new Lua callback in `ltpshipout`, for custom attributes

For use just before shipping out a page, there is now a  $\text{\LaTeX}$  callback `pre_shipout_filter` to contain final adjustments to the box being shipped out. This is particularly useful for  $\text{\LaTeX}$  packages which flag (using, for example, attributes or properties) elements on a page in order to apply effects (such as the insertion of “color commands”) to these elements at shipout.

### Improved handling of file names

#### File names with spaces, multiple dots or UTF-8 characters

In one of the recent  $\text{\LaTeX}$  releases we improved the interface for specifying file names so that they can now safely contain spaces (as is common these days), more than one dot character, and also UTF-8 characters outside the ASCII range. In the past this was only possible by applying a special syntax in the case of spaces, while file names with several dots often failed, as did most UTF-8 characters.

**Consequences for file names in `\include`:**  $\text{\TeX}$  has a built-in rule saying that you can normally leave out the extension if it is `.tex`. Thus `\input{file}` and `\input{file.tex}` both load `file.tex` (if it exists). While this is convenient most of the time, it is a little awkward in some scenarios (for example, when both `file` and `file.tex` exist) and also when you manually try to implement the rule.

$\text{\LaTeX}$  therefore had one special syntax for `\include` and `\includeonly`: they always expected that their arguments contain a file name<sup>1</sup> with no extension given, so that it had to be `.tex`. Thus, when you mistakenly wrote `\include{mychap.tex}` (for example, because you changed from `\input` to `\include`),  $\text{\LaTeX}$  went ahead and looked for the file `mychap.tex.tex` for inclusion and tried to use the file `mychap.tex.aux` for internal (auxiliary) information. The reason was that `\include` had to construct both of these file names from the given argument and it didn’t bother to do anything special with the supplied extension `.tex`.

With the new implementation this has changed: the extension `.tex` now gets removed/ignored if it was supplied. Thus `\include{mychap.tex}` now no longer looks for `mychap.tex.tex` but loads `mychap.tex` and uses `mychap.aux`. (github issue 486)

#### Normalization of robust commands in file names

The handling of file names has been modified so that `\string` is applied to normalize robust commands within the file name. Previously, for example, `\input{\sqrt{2}}` would cause  $\text{\LaTeX}$  to loop indefinitely whereas with the new normalization it looks for the file named `sqrt {2}.tex` (and therefore very likely reports “file not found”). (github issue 481)

#### Fix for `filecontents` with UTF-8 chars in the file name

Since a few releases back, the `filecontents` environment has allowed UTF-8 characters in the file name. There was, however, a bug that would not allow overwriting a file with UTF-8 characters in its name. This has been fixed and now `filecontents` allows any characters in the file name. (github issue 415)

<sup>1</sup>In the case of `\includeonly`, a comma-separated list of such names.

## Updates to the font selection scheme

### A new hook in `\selectfont`

After `\selectfont` has changed the font, we now run a hook (`selectfont`) so that packages can make final adjustments. This functionality was originally provided by the `everysel` package but our implementation is slightly different and uses the standard hook management. [\(github issue 444\)](#)

### Change of font series/shape delayed until `\selectfont`

With the NFSS extensions introduced in 2020, the font series and shape settings can be influenced by changes to the font family. The settings of these two are now therefore delayed until `\selectfont` is executed; this avoids unnecessary or incorrect substitutions that may otherwise happen due to the order of declarations. [\(github issue 444\)](#)

## Glyphs, characters & encodings

### Improved copy & paste for pdfTeX documents

When compiling with pdfTeX, additional information (from the file `glyphtounicode.tex`) is now added automatically to the PDF file in order to improve copying from, and searching in, text.

In particular, this allows the most common ligatures to be copied as intended from all generated PDF files without the need to explicitly load the package `cmmap`. [\(github issue 465\)](#)

### Support for more Unicode characters

L<sup>A</sup>T<sub>E</sub>X is quite capable of typesetting characters such as “m”, but until now it could not access some Unicode characters from the Latin Extended Additional block. This meant that, for example, there were no Unicode mappings for some characters that are used to write Sanskrit words in Latin transliteration (as seen in books about yoga, Buddhist philosophy, etc.). These characters have now been added so that they can be entered directly instead of using `\d{m}`, etc. [\(github issue 484\)](#)

### More “dashes” in encodings OT1, T1 and TU

When pasting in text from external sources, one can encounter these three Unicode characters "2011 (non-breaking hyphen), "2012 (figure dash) and "2015 (horizontal bar), in addition to the more common "2013 (en-dash) and "2014 (em-dash). In the past, these first three produced an error message when used with pdfTeX (since they are not available in OT1 or T1 encoded fonts). They now typeset an approximation to the glyph: e.g., the “figure dash” is approximated by an en-dash.

With Unicode engines they either work (when the glyph is contained in the selected Unicode font) or they typeset nothing, producing a “Missing character” warning in the log file.

With all engines these characters can also now be accessed using the command names `\textnonbreakinghyphen`, `\textfiguredash` and `\texthorizontalbar`, respectively. [\(github issue 404\)](#)

### Poor man’s `\textasteriskcentered`

The `\textasteriskcentered` symbol, used as part of the set of footnote symbols in L<sup>A</sup>T<sub>E</sub>X, is assumed to be implemented by every font with the TS1 encoding (when pdfTeX is used) or with the TU encoding for the Unicode engines. That assumption is unfortunately not correct for all fonts since, for example, the `stix2` fonts don’t provide this glyph. A result is that one gets missing glyph messages when using `\thanks`, etc.

Therefore `\textasteriskcentered` now checks whether there is such a glyph and, if not, uses a normal “\*”, but slightly enlarged and lowered. This may not be perfect in all cases, but it is certainly better than no glyph showing up. [\(github issue 502\)](#)

### The characters from `textcomp` are in the kernel

A couple of releases back, the functionality of the `textcomp` package was integrated into the L<sup>A</sup>T<sub>E</sub>X kernel. Thus it is no longer necessary to load this package in order to access glyphs such as `\textcopyright`, `\texteuro` or `\textyen`.

At this time the opportunity was also taken to bring some order to the chaos surrounding the question: “which glyphs from the TS1 encoding are available in a given font?”. This was done using an approach based on font families and collections, with the differing glyph coverage of the ‘text symbols’ being indicated by assigning to a font family or collection a “sub-encoding number” that indicates which glyphs from the TS1 encoding are guaranteed to be available when using a font from that family or collection. This assignment ensures that L<sup>A</sup>T<sub>E</sub>X always errs on the side of caution, possibly claiming that a glyph is not available even when it in fact is.

### A note on the history of “text symbols” and the TS1 encoding:

The “text symbol encoding” (TS1) was originally designed at the Cork Conference as a companion to the T1 encoding. In it various symbols that are not subject to hyphenation got assembled and the `textcomp` package was developed to make them accessible. Unfortunately the T<sub>E</sub>X community was a bit too enthusiastic and included several symbols only available in a few T<sub>E</sub>X fonts and some, such as the capital accents, not available at all but developed as part of the reference font implementation.

In hindsight that was a very bad idea because it meant that other existing fonts (at the time) and later new fonts that got developed were unable to provide the full set of glyphs that made up the TS1 encoding. For existing free PostScript fonts people took the extra effort

and produced virtual fonts that faked (some) of the missing glyphs. But this was and is a time-consuming effort so it was done for only a few basic fonts. But even then, only some fonts included all glyphs from TS1 so the `textcomp` already back then contained a long list, dividing fonts into 5 categories according to which glyphs were implemented and which were missing.

When we recently integrated the functionality of the `textcomp` into the L<sup>A</sup>T<sub>E</sub>X kernel many new free fonts had appeared and unfortunately the chaos around the question “which glyphs of the TS1 encoding are implemented by which font” had increased with it. Not only did one find many new holes, it was next to impossible to order the set of fonts into a reasonable set of sub-encodings that are contained in each other in a single sequence.

In the end we decided on nine or ten sub-encodings with a reasonable number of fonts in each so that all fonts implemented all glyphs of the sub-encoding they got mapped to. Thus when typesetting with a font one could be sure that a command like `\textcopyleft` would either typeset the requested character (if the glyph was part of the sub-encoding the font belonged to) or it would raise an error, saying that the glyph is unavailable in that font. The mapping would ensure that L<sup>A</sup>T<sub>E</sub>X always errs on the side of caution, because it might claim a glyph is unavailable even though in fact it is.

For example, the old `pcr` (PostScript Courier) font (as well as most other older PS fonts) is mapped to sub-encoding 5 and therefore claims that `\textasciigrave` is unavailable even though in fact for Courier this is not true. If one uses such a font and this becomes an issue then there are a couple (suboptimal) possibilities. For one, one can alter the mapping of Courier and pretend that belongs to a fuller sub-encoding, e.g.

```
\DeclareEncodingSubset{TS1}{pcr}{2}
```

The downside is, that L<sup>A</sup>T<sub>E</sub>X then believes other glyphs that are in fact unavailable are also there, so that it is important to check that the final document doesn’t have some missing glyphs.

An alternative is to pretend that `\textasciigrave` can always be taken from the TS1 encoding (no questions asked):

```
\DeclareTextSymbolDefault{\textasciigrave}{TS1}
```

Again there is a danger that this is not true when it is used with a different font and would then generate a missing glyph.

Finally, and possibly the best solution, if not impossible for other reasons, is to simply use a different font, for example, to use the T<sub>E</sub>X Gyre Cursor font (a reimplement of Courier with a much more complete glyph set).

## New or improved commands

### Adjusting `itemize` labels with `\labelitemfont`

The command `\labelitemfont` was introduced already with the L<sup>A</sup>T<sub>E</sub>X release 2020-02-02, but back then we forgot to describe it, so we do this now. Its purpose is to resolve some bad formatting issues with the `itemize` environment and also to make it easier to adjust the layout when necessary. What could happen in the past was that the `itemize` labels (e.g., the `•`) would sometimes react to surrounding font changes and could then suddenly change shape, for example to `•.`

This new command `\labelitemfont`, which defaults to `\normalfont`, can be used to provide additional control in the typesetting of each label. Thus by choosing different settings other effects can be achieved. Here are two examples:

```
\renewcommand\labelitemfont
  {\normalfont\fontfamily{lmss}\selectfont}
\renewcommand\labelitemfont
  {\rmfamily\normalshape}
```

The first definition will take the symbols from the font Latin Modern Sans, so that you get `▪`, `–`, `*` and `·`; while the second variant freezes the font family and shape, but leaves the series as a variable quantity, so that an `itemize` in a bold context would show bolder symbols. Making `\labelitemfont` empty would give you back the buggy old behavior. [\(github issue 497\)](#)

### Producing several marks for one footnote

It is sometimes necessary to reference the same footnote several times: i.e., to produce several footnote marks using the same number or symbol. This is now easily possible by placing a `\label` within the referenced `\footnote` and referencing this label by using the new command `\footref`. This means that footnote marks can be generated to refer to arbitrary footnotes (including those in `minipages`).

This `\footref` command has previously been available, but only when using certain classes or the `footmisc` package. [\(github issue 482\)](#)

### Allow `\nocite` in the preamble

A natural place for `\nocite{*}` would be the preamble of the document, but for historical reasons L<sup>A</sup>T<sub>E</sub>X issued an error message if it was placed there. This command is now allowed in the preamble. [\(github issue 424\)](#)

### Made `\` generally robust

In 2018 most L<sup>A</sup>T<sub>E</sub>X user-level commands were made robust, including the `\` command. However, `\` gets redefined in various environments and not all these cases were caught: such as, in particular, its use as the row delimiter in `tabular` structures. This has been corrected so that `\` should now be robust in all circumstances.

This change also fixed one anomaly present in the past: in a tabular preamble of the form

```
{l>{\raggedright}p{10cm}r}
```

a `\` in the second column would have the definition used within `\raggedright` and so it would not indicate the (premature) end of the `tabular`. Thus, for example,

```
a & b1 \ b2 & c \
```

was interpreted as a single row of the `tabular` (as intended), whereas

```
a & \ b2 & c \
```

resulted in two rows! This happened because the `\` directly following the `&` got interpreted while it still had the “end the row” meaning and not yet the “start a new line within the second column” meaning.

With `\` now being robust, the special scanning mode initiated by the `&` ends immediately when this command is seen: the second column is therefore then started, which results in the `\` being interpreted as being within that column and hence as having its expected, within-column, meaning.

We have restored consistency here: now both of the above lines produce a single `tabular` row. As before, you can put `\raggedright\arraybackslash` in the `tabular`’s preamble for a column to ensure that `\` is always interpreted as a tabular row separator when used in that column. And you can use `\tabularnewline` to explicitly ask for a new table row, even when `\` has a different meaning within the current column.

([github issue 548](#))

#### *Allow extra space between name and address in letter class*

The `\opening` command in the `letter` class expects the name and address to be separated by `\`, but it didn’t allow the use of an optional argument to add some extra space after the name. The code has now been slightly altered to allow this.

([github issue 427](#))

#### *Additions to \tracingall*

In July 2020 David Jones suggested an extension to `TEX` engines, that added the possibility to set `\tracinglostchars=3` in order to generate an error message in case some character is missing from a font. In previous years, a warning about a missing character was silently printed to the `.log` file (if `\tracinglostchars > 0`) and to the terminal (if `> 1`). This extension was added for `TEX Live` and `MiKTEX` (except in Knuth’s `TEX`, of course), so that with `\tracinglostchars > 2` you now also get an error message for each missing glyph.

Later, in January 2021, Petr Olšák suggested yet another extension: a new primitive parameter `\tracingstacklevels` that, when both it and `\tracingmacros` are positive, will add to the tracing information for each macro a visual indication (using dots) of its nesting level in the macro expansion stack.

These changes have both now been added to `LATEX`’s debugging macros `\tracingall` and `\tracingnone`, so that these two new extensions are activated/deactivated as appropriate, so long as the `TEX` engine supports them. An example document demonstrating these parameters is in the linked GitHub issue.

([github issue 524](#))

### *Code improvements*

#### *Execute \par at the end of \marginpar*

Previously, `LATEX` ended a `\marginpar` without ever explicitly calling `\par`. This command is now explicitly added because it is essential to the correct working of the paragraph hooks.

Another case where this issue caused problems was the `lineno` package, where the last line was not numbered if the `\marginpar` ended without an explicit `\par`.

([github issue 489](#))

#### *Execute \AtEndDocument hook in vertical mode*

Until now `\end{document}` executed the code from the `\AtEndDocument` hook as its first action. This meant that this hook was executed in horizontal mode if the user left no empty line after the last paragraph. As a result, one could get a spurious space added when, for example, that code contained a `\write` statement. This was fixed and now `\enddocument` first issues a `\par` to ensure that it always goes into vertical mode.

([github issue 385](#))

#### *Color groups made permanent*

The use of color in certain `LATEX` constructs, especially boxes, needs an extra layer of grouping to ensure that the color setting does not *escape* and continue outside the box when it shouldn’t. To support this, the `LATEX` kernel defines a number of commands, e.g., `\color@begingroup` to be used in such places.

Until now, these commands were initially set as no-ops and only the color packages redefined them to become real groups; this methodology complicates the coding as one has to account for a group being present or not (depending on what is loaded in the document). The kernel therefore now permanently adds these “color groups”.

([github issue 488](#))

#### *Provide the raw option list to key/value option handlers*

Before any further processing of the option list, the original (un-normalized, “raw” and unchanged) list of package or class options is now saved, as `\@raw@opt@. . .`; this list is not used by the standard option processing code but it is now available for use by extended class/package processing systems. Note that, for compatibility reasons, the standard option processing code has not been changed.

One aspect of this change does affect the standard processing: any tokens to the right of an `=` sign are removed from consideration when constructing the

“unused option list”. For example, in this release `clip=true` and `clip=false` both contribute `clip` to the list of options that have been used. (github issue 85)

#### *New for latexrelease: \NewModuleRelease*

To explain the need for this new feature, we shall consider the following example: in the 2020-10-01 release, L<sup>A</sup>T<sub>E</sub>X’s new hook management system was added to the kernel (see [3]) and, as with all changes to the kernel, it was added to `latexrelease`; this made it possible to roll back to a date where this module didn’t yet exist, or to roll forward from an older L<sup>A</sup>T<sub>E</sub>X release to get the hook management system (by loading the `latexrelease` package). However, this method of rolling back from a later release to the 2020-10-01 release didn’t quite work because it would try to define all the commands from `lthooks` again; and this would of course result in the expected errors from commands defined with `\newcommand` or (as in `lthooks`) `\cs_new:Npn`.

To solve such issues, we now provide `\NewModuleRelease` so that completely new modules can be defined using the facilities of `latexrelease` in such a way that, when rolling back or forward, the system will know whether the code of the new module has to be read or completely ignored. More details on this can be found in the `latexrelease` documentation (get this with `texdoc latexrelease`). (github issue 479)

#### *Small fix for rolling back prior to 2020-02-02*

Whereas the `latexrelease` package can usually emulate an older L<sup>A</sup>T<sub>E</sub>X kernel without much problem, rolling back to before the 2020-02-02 release didn’t work properly: this is because the management of the `\ExplSyntaxOn/Off` status for packages (after an `expl3`-based package is loaded) cannot be removed by the rollback without messing up the catcodes. This has been fixed so that rollback is now more careful not to leave `\ExplSyntaxOn` after a package ends. (github issue 504)

### *Changes to packages in the graphics category*

#### *Removed warning when loading graphics files*

A previous release sometimes mistakenly caused a (false) warning message to appear when using a generic graphics rule to find and load a graphics file with an unknown extension. This warning would incorrectly say that the file was not found, whereas the file would in fact be correctly loaded. The warning now doesn’t show up in that case. (github issue 516)

#### *Fixed loading of gzipped PostScript files*

A previous release mistakenly changed the file searching mechanism so that compressed PostScript graphics files would raise an error when being loaded with `\includegraphics`. This has been fixed so that gzipped graphics files now load correctly. (github issue 519)

### *Changes to packages in the tools category*

#### *layout: Added language options*

This package now recognizes `japanese` and `romanian` as language options. (github issues 353 and 529)

#### *array and longtable: Make \\ generally robust*

The fix for this issue was also applied to these packages; see above. (github issue 548)

#### *longtable: General bug fix update*

This is a minor update to the `longtable` package that fixes several reported bugs: notably the possibility of incorrect page breaks when floats appear on the page where a `longtable` starts. As this may affect page breaking in existing documents, a rollback to `longtable 4.13` (`longtable-2020-01-07.sty`) is supported.

(gnats issue tools/2914 3396 3512)  
(github issue 133 137 183 464 561)

#### *trace: Additions to \traceon*

The `\tracingstacklevels` and `\tracinglostchars` extensions to `\tracingall` (see above) were also added to `\traceon` in the `trace` package, so its users can also benefit from these new debugging possibilities.

(github issue 524)

#### *bm: Better support for commands with optional arguments*

Some uses of optional arguments in `\bm` stopped being supported (in 2004) when `\kernel@ifnextchar` was used internally by the format instead of `\@ifnextchar`. This update handles both versions of this command and restores the original behavior.

In addition, package options for guiding the use of “poor man’s bold” in fallback situations were added.

(github issue 554)

### *Changes to packages in the amsmath category*

The fix for issue 548 was also applied in `amsmath`; see above. (github issue 548)

### *References*

- [1] Frank Mittelbach and Chris Rowley: *L<sup>A</sup>T<sub>E</sub>X Tagged PDF—A blueprint for a large project*.  
<https://latex-project.org/publications/indexbyyear/2020/>
- [2] *L<sup>A</sup>T<sub>E</sub>X documentation on the L<sup>A</sup>T<sub>E</sub>X Project Website*.  
<https://latex-project.org/help/documentation/>
- [3] L<sup>A</sup>T<sub>E</sub>X Project Team: *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> news 32*.  
<https://latex-project.org/news/latex2e-news/ltnews32.pdf>

# L<sup>A</sup>T<sub>E</sub>X News

Issue 34, November 2021

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## Introduction

This release of L<sup>A</sup>T<sub>E</sub>X does not contain any major new modules, but is focused around consolidation and improvements of the functionality introduced in previous releases. In addition, various smaller enhancements and bug fixes have been added to the kernel and the core packages.

## Hook business

Since the introduction of the hook management system in the 2020 release of L<sup>A</sup>T<sub>E</sub>X [4] package developers have started to make more and more use of this new functionality. One result of this increased activity has been a number of queries which show that some of the documentation was not precise enough and that some clarifications were needed; these deficiencies have now been addressed in the documentation. The increased usage has also revealed a small number of errors that we thought should be corrected now, while the adoption rate is still relatively small; the following problems have therefore been addressed in this release.

### Provide `\ActivateGenericHook`

The hook management system offers a number of generic hooks, i.e., hooks whose names contain a variable component such as the name of an environment. Predeclaring such hooks is not feasible, so these hooks use a different mechanism: they are implicitly available, springing into life the moment a package, or the document preamble, adds any code to one by using `\AddToHook`. The kernel offers such hooks for environments (`env/...`) and commands (`cmd/...`), and also for files, packages and classes (`file/...`, `include/...`, `package/...`, `class/...`).

It is also possible to offer such generic hooks in packages if, for example, hooks are needed that depend on the current language and therefore need the language name as part of the hook name (but you probably don't know beforehand all the necessary names).

If you want to offer such generic hooks, you can now do this by using `\UseHook` or `\UseOneTimeHook`

in your (package) code, but *without declaring the hook* with `\NewHook`. However, without further work, a call to `\UseHook` with an undeclared hook name will do nothing; so, as an additional setup step, it is necessary to explicitly activate the generic hook by using `\ActivateGenericHook`.<sup>1</sup>

Assuming that you don’t know all the different hook names up front, it will remain the task of the users of your package to activate the hook themselves before adding code to it. For example, Babel offers hooks such as `babel/⟨language⟩/afterextras` that enable a user to add language specific declarations to these “extras”. One can then write

```
\ActivateGenericHook
  {babel/ngerman/afterextras}
\AddToHook{babel/ngerman/afterextras}
  {\color{blue}}
```

after which all German words would be colored blue in the text.

Note that a generic hook produced in this way is always a normal hook.

### Standardized names for the generic hooks

The initial set of generic hooks provided by the kernel had two patterns of names: ones like `env/⟨name⟩/after`, with the variable, `⟨name⟩`, part in the middle position; and ones like `file/after/⟨name⟩`, with the variable part in the third position. The coexistence of these two types caused confusion because the user had to remember in which position the variable part was supposed to go; and it also made the code more complicated and slower.

The file-related hooks have therefore been renamed so that the variable part of the name is in the middle, as with all other hooks. The changes are listed here:

Old name	New name
<code>file/before/⟨name⟩</code>	→ <code>file/⟨name⟩/before</code>
<code>file/after/⟨name⟩</code>	→ <code>file/⟨name⟩/after</code>
<code>package/before/⟨name⟩</code>	→ <code>package/⟨name⟩/before</code>
<code>package/after/⟨name⟩</code>	→ <code>package/⟨name⟩/after</code>
<code>class/before/⟨name⟩</code>	→ <code>class/⟨name⟩/before</code>
<code>class/after/⟨name⟩</code>	→ <code>class/⟨name⟩/after</code>
<code>include/before/⟨name⟩</code>	→ <code>include/⟨name⟩/before</code>
<code>include/end/⟨name⟩</code>	→ <code>include/⟨name⟩/end</code>
<code>include/after/⟨name⟩</code>	→ <code>include/⟨name⟩/after</code>

Since this is a breaking change, the old names will still work for a while so that users and package authors have enough time to adjust; but a warning will be issued when the old names are used. Eventually the deprecated names will be turned into errors and then removed completely. [\(github issue 648\)](#)

<sup>1</sup>Note that in the previous release we offered `\ProvideHook` as a means to achieve this effect, but the name was badly chosen so we decided to deprecate it and now offer `\ActivateGenericHook` instead.

### Some file hooks made one-time

Classes, packages and included files can only be loaded once in a L<sup>A</sup>T<sub>E</sub>X document. For this reason, the hooks that are specific to loading such files have been made one-time hooks. Beside being more efficient, this supports the following important use case

```
\AddToHook{package/varioref/after}
  {... apply when the package gets loaded,
   or apply now (if it is already loaded) ...}
```

without the need to first test whether the package is already loaded. [\(github issue 623\)](#)

### Clearing extra hook code for the next invocation

There are a few use cases where it is helpful if one can cancel an earlier use of `\AddToHookNext`: for example, when a page is discarded with `\DiscardShipoutBox` because only some pages of the document are printed. For such situations the new command `\ClearHookNext` is now provided. [\(github issue 565\)](#)

### Cleaning up after \UseOneTimeHook

Some hooks are meant to be used only once in a document, and any further attempt to add code to one of these will cause the code to be executed immediately instead of being added to the hook. The initial implementation of this concept was very simple and didn’t anticipate that packages may try to execute a one-time hook several times, resulting in the hook code being executed repeatedly. Thus the implementation was fine for simple cases (such as the `begindocument` hook) but it causes trouble if the one-time hook was intended, for example, as an initialization hook that is used just once (when a command is first called) but is then ignored in further calls.

This deficiency has been addressed, and now a one-time hook will only be executed once, with its code being removed after use to free up some memory. [\(github issue 565\)](#)

### \RemoveFromHook with a missing code label

In the first version of `\RemoveFromHook`, when the code label to be removed didn’t exist in the hook a “removal order” would be queued; and then, the next time something tried to add that label to the hook, this `\AddToHook` action would be cancelled by the removal order, so that no code would be added that one time. This was so that, in principle, package loading order wouldn’t matter. However, this implementation didn’t work as intended because, while two `\AddToHook` actions with a given label would be removed by a single `\RemoveFromHook`, one `\RemoveFromHook` could not cancel two `\AddToHook` actions for that label; this caused confusion and also led to further problems.

The implementation has now been changed, so that `\RemoveFromHook` removes only code labels that already

exist in a hook: it will display a warning if there is no such code label.

Note that, whereas when working with a single package you should use `\RemoveFromHook` to remove a code label, when working with more than one package, the `voids` relation should preferably be used. This is best because this relation is non-destructive (meaning that it can be reverted later by using another relation), and it is also truly independent of package loading order. *(github issue 625)*

### *Patching commands with parameter tokens*

In the last release, L<sup>A</sup>T<sub>E</sub>X's hook mechanism was extended to add support for hooking into commands using generic `cmd` hooks (see [5]). That version of the extension had a bug: the patching of some commands that contained a parameter token (normally `#`) in their definition would fail with a low-level T<sub>E</sub>X error. This has now been fixed so that patching now works for those commands as well. *(github issue 697)*

### *New or improved commands*

#### *\NewCommandCopy and \ShowCommand extended*

Since the 2020-10-01 release (see [4]), L<sup>A</sup>T<sub>E</sub>X has provided `\NewCommandCopy` to copy robust commands, and `\ShowCommand` to show their definitions on the terminal. In that same release, the `xparse` package was integrated into the kernel (as `ltxcmd`) to offer `\NewDocumentCommand`, etc. However, the extended support for `\NewCommandCopy` and `\ShowCommand` was not implemented in `ltxcmd`. The present L<sup>A</sup>T<sub>E</sub>X release implements this support, so now commands defined with `\NewDocumentCommand` and friends can also be copied, and their definitions can be easily shown on the terminal without the need for “`\csname` gymnastics”. *(github issue 569)*

#### *Undo math alphabet allocations if necessary*

T<sub>E</sub>X, or more exactly the 8-bit versions of T<sub>E</sub>X, such as pdfT<sub>E</sub>X, have a hard limit of 16 on the number of different math font groups (`\fam` or `\mathgroup`) that can be used in a single formula. For each symbol font declared (by a package or in the preamble) an extra math group is allocated, and the same happens for each math alphabet, (such as `\mathbf`) once it gets used anywhere in the document. Up to now, these math alphabet allocations were permanent, even if they were used only once; the result was that in complex documents you could easily run out of available math font groups. The only remedy for this was to define your own math version, which is a complicated and cumbersome process.

This situation has now been improved by the introduction of a new counter `localmathalphabets`: this counter governs how many of the math group slots

are assigned locally when a new math alphabet (and a new math group) is needed. Once the current formula is finished, every such further (local) allocation is undone, giving you a fighting chance of being able to use different new math alphabets in the next formula.

The default value of `localmathalphabets` is 2, but if you need more local alphabets because of the complexity of your document, you can set this to a higher value such as 4 or 5. Setting it even higher is possible, but this would seldom be useful because many group slots will be taken up by symbol fonts and such slots are always permanently allocated, whether used or not.

*(github issue 676)*

#### *New default value for \tracinglostchars*

In 2021 all T<sub>E</sub>X engines were enhanced so that `\tracinglostchars` supported the value 3 to turn missing characters into errors and not just warnings. This engine change made us realize that L<sup>A</sup>T<sub>E</sub>X should set a better default value for this parameter (previously, the warning was written only to the transcript file). Using the now available value of 3 as the default would be ideal, but for compatibility reasons we have only increased it to 2 in the kernel. However, we recommend setting `\tracinglostchars=3`, in either a package or the preamble of your documents: this is because having missing glyphs in the output is definitely an error and should therefore be flagged as such (to ensure that it gets proper attention). Further reasons, related especially to Unicode engines, for making this recommended change are explained later in this newsletter (in connection with the misuse of text accents in math mode).

#### *\PackageNote and \ClassNote added*

L<sup>A</sup>T<sub>E</sub>X offers these three commands: `\PackageError` to signal errors that stop the processing; `\PackageWarning` to generate a warning message on the terminal but continue with the processing; and `\PackageInfo` to provide some information that is only written to the `.log` file but not sent to the terminal. What has not existed up to now is a way to provide information on the terminal that identifies itself as coming from a specific package but which does not claim to be a warning. (Packages that wanted to write to the terminal used `\PackageWarning` even though the information was not in fact a warning.)

We have therefore now added `\PackageNote` (and the closely related `\PackageNoteNoLine`); these identify themselves as “informational”, but they still go to the terminal and not only to the `.log` file. Similar commands exist for classes and so there too we have new commands: `\ClassNote` and `\ClassNoteNoLine`.

*(github issue 613)*

### New `\ShowFloat` command

The package `fltrace` offers a (fairly low-level but very detailed) way to trace L<sup>A</sup>T<sub>E</sub>X's float mechanism. This can help in understanding why a certain float is placed into a certain region, or why it shows up unexpectedly on a later page. L<sup>A</sup>T<sub>E</sub>X stores floats in registers named `\bx@A`, `\bx@B`, etc., and these names show up in the tracing information.

To display the contents of a float register, you can now say `\ShowFloat{identifier}` where *identifier* is the uppercase letter (or letters) after `\bx@` in the register name shown in the tracing. If additional registers have been allocated (with `\extrafloats`), the *identifier* can also be a number. The command is generally available, whether or not you have loaded `fltrace`, because it is also useful when interpreting the tracing output of the `fewerfloatpages` package.

### New argument for `\counterwithin/without`

The commands `\counterwithout` and `\counterwithin` each now has an additional optional argument, similar to that of the command `\numberwithin` from `amsmath`, for which these are now the preferred replacements. This optional argument specifies the format of the counter, such as `\roman`; the default value is `\arabic`. Alternatively, you can use a starred form, in which case the format of the counter is not altered at all.

### Tests for package and class loading

To test whether a package has been loaded you can now use `\IfPackageLoadedTF {<package>} {<true>} {<false>}` and, based on the result, execute different code. It is also possible to check whether the package was loaded with certain options. This is done with `\IfPackageLoadedWithOptionsTF`. It takes four arguments: `{<package>}{<option-list>}{<true>}{<false>}`. It uses the `<false>` code if one or more options in the `<option-list>` were not specified when loading the package, or if the package has never been loaded. Both commands can be used anywhere in the document, i.e., they are not restricted to the preamble.<sup>2</sup>

For classes, similar commands, with `Package` replaced by `Class` in the name, are provided. (github issue 621)

### Better handling for a misuse of `\include`

The command `\include` has by now been used quite often, but erroneously, to input a variety of files in the preamble of the document (before `\begin{document}`). Therefore L<sup>A</sup>T<sub>E</sub>X now warns about such bad use of `\include`. As a recovery action it will nevertheless input the specified file if it exists (this is as before). Note, however, that this is now done without any adjustments to the `.aux` file settings and without running the

<sup>2</sup>This is now also true for the corresponding internal commands, e.g., `\ifpackageloaded`, that had this restriction in the past.

`\include` file hooks (only the generic file hooks from `\InputIfFileExists` are run). (github issue 645)

### Code improvements

#### Use OpenType version of Latin Modern Upright Italic font

When a Latin Modern font is used with the TU encoding under X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X or LuaT<sub>E</sub>X and fontshape `ui` is requested, L<sup>A</sup>T<sub>E</sub>X now uses the OpenType version of the font instead of substituting the (T1-encoded) Type 1 version.

#### Additional Extended Latin characters predefined

More characters, such as `́` (U+1E31), are now predefined and do not need a `\DeclareUnicodeCharacter` declaration. (github issue 593)

#### Check `\endfoo` in `\NewDocumentEnvironment`

The `\newenvironment` command has always checked that neither `\foo` nor `\endfoo` exists before creating a `foo` environment. In contrast (for historical reasons) the more recently introduced command `\NewDocumentEnvironment` checked only for `\foo`. The behavior of `\NewDocumentEnvironment` now aligns with that of `\newenvironment`, except that it gives distinct errors concerning the existence of `\foo` and `\endfoo`.

#### Improve the error message `\begin` ended by ...

In the past it was possible to get an error message along the lines of “`\begin{foo} ended by \end{foo}`”. This could happen when the environment name was partly hidden inside a macro. It happened because the test was comparing the literal strings, whereas in the error message these got fully expanded. This has now been changed to show a more sensible error message. (github issue 587)

#### Pick up all arguments to `\contentsline`

A `\contentsline` command in the `.toc` file is always followed by four arguments, the last one being empty except when using the `hyperref` package. The `\contentsline` command itself only used the first three arguments and it relied on the fourth being empty (and thus doing no harm). But this assumption is not always correct: e.g., if you at first decide to load `hyperref` but then later you remove this loading from the preamble. So now all four arguments are picked up, with the fourth being saved away so that it can be used by `hyperref`. (github issue 633)

#### Allow dropping a math list in LuaT<sub>E</sub>X callback

The LuaT<sub>E</sub>X callbacks `pre_mlist_to_hlist_filter` and `post_mlist_to_hlist_filter` no longer create an error when the callback handler indicates removal of the entire math list. (github issue 644)

### Extended label handling in package code

Since 2020, as noted in L<sup>A</sup>T<sub>E</sub>X News 32 [4], L<sup>A</sup>T<sub>E</sub>X has recorded the name of the counter associated with the current label in the internal command `\@currentcounter`. This facility (originally from the `zref` package of Heiko Oberdiek) can be used to generate prefixes such as “Figure” before the reference text, as long as the counter is not counting different objects in a single sequence (e.g., lemmas and theorems). In the most common cases the current label is set by `\refstepcounter`, which automatically stores the counter name; but some constructs (alignments and footnotes) may need to store the current label directly and so for these it is useful to update additionally `\@currentcounter` so as to store this counter name.

In this release both the footnote command in the kernel and also some of the environments in the `amsmath` package have been updated in this way. We encourage the maintainers of any class or package files that define `\@currentlabel` to also set `\@currentcounter` at the same point. [\(github issue 300, 687\)](#)

### Better message if text accent used in math mode

Using text accents like `\^` in math does not work (and T<sub>E</sub>X explicitly provides math accents such as `\hat` for accessing such symbols in math mode). Therefore L<sup>A</sup>T<sub>E</sub>X issued a warning when such a wrongly placed accent was encountered and this was often followed by a strange, and apparently unrelated, low-level error. This has now been changed so that the message from this error is at least about accents, which we hope is less puzzling.

Discussion of such warnings or errors reminds us to reinforce here a recommendation from earlier in this newsletter, as part of the item on the value of `\tracinglostchars`. Using T<sub>E</sub>X implementations from 2020 onwards, any warning that concerns missing characters can be converted to an error by setting `\tracinglostchars` to 3; we therefore now recommend changing this setting to 3, especially for Unicode engines where such missing characters are common (because no font supports the full Unicode range). [\(github issue 643\)](#)

### Bug fixes

#### Replicate argument processors for all embellishments in command declarations

There was a bug in `ltxcmd` (formerly `xparse`) that caused commands to misbehave if they were defined with embellishments and argument processors. In that case, only one (possibly void) argument processor would be added to the full set of embellishment arguments, resulting in too few processors in some cases and thus leading to unpredictable behavior. This bug has been fixed by applying the same argument processors to all the embellishments in a set, so that a declaration like:

```
\NewDocumentCommand\foo{>{\TrimSpaces}e{_{~}}
  {(#1)[#2]}
\foo^{ a }_{ b }
```

will now correctly apply `\TrimSpaces` to both arguments. [\(github issue 639\)](#)

#### Correct case changing of `\ij` and `\IJ`

The ligatures “ij” and “IJ”, as used in Dutch, are available (for most T<sub>E</sub>X fonts) only when the commands `\ij` or `\IJ` are used, or when you enter them as the Unicode characters U+0133 or U+0132. However, when using OT1 or T1 encoded fonts in pdfT<sub>E</sub>X, the upper or lower casing with `\MakeUppercase` and `\MakeLowercase` would always fail regardless of the input method. This has now been corrected. At the same time we improved the hyphenation results for words containing this ligature (when using the OT1 encoding). [\(github issue 658\)](#)

#### Legacy font series default changes

In the past, changes to the font series defaults were made by directly altering `\bfdefault` or `\mddefault`. Since 2020 there is now `\DeclareFontSeriesDefault` that allows more granular control: with this declaration you can alter the default for individual meta font families by, for example, changing the bold setting only for the sans serif family, without changing it for `\rmfamily` or `\ttfamily`. See [3] for more details.

For backwards compatibility, changing `\bfdefault` with `\renewcommand` remained possible; if used, this alters the setting for all meta families in one go. This alteration cannot be done when the `\renewcommand` happens and it was therefore delayed until the next time `\bfseries` or `\mdseries` was executed. However, the problem with that approach was that any call to `\DeclareFontSeriesDefault` in the meantime was overwritten; thus, these two approaches didn’t work well in combination. There was a problem because older font packages use the legacy method while newer ones use `\DeclareFontSeriesDefault`.

This has now been resolved by changing `\DeclareFontSeriesDefault` to do any necessary resetting prior to setting the new defaults. [\(github issue 663\)](#)

#### Use of # in `\textbf` and similar commands

Previously you could not use the macro parameter character `#` in inline functions within the argument of `\textbf` or similar text font commands. An internal definition is now guarded with `\unexpanded` so that the use of `#` here no longer generates an error. [\(github issue 665\)](#)

#### Changes to packages in the `amsmath` category

##### Improved compatibility with `hyperref`

This change in `amsmath` fixes a spacing problem caused by the method used in `hyperref` to change the equation

environment. For simplicity, an explicit, low-level (hence possibly temporary) patch has been added to `amsmath`: this consists of an extra, empty (hence invisible) `\mathopen` atom (with no mathematical meaning) at the start of the environment’s mathematical content.

([github issue 652](#))

### *Changes to packages in the graphics category*

#### *graphicx: New key, for alt text*

A new key, `alt`, has been added to `\includegraphics` to support the addition of descriptive text that is important for accessibility. This key is unused by default; it can be deployed by extension packages and it will provide useful support for other future possibilities. ([github issue 651](#))

### *Changes to packages in the tools category*

#### *array: No \mathsurround around a tabular*

A `tabular` environment is typeset (internally) as an `array` environment with special settings, and it therefore uses (hidden) math mode. Since it is not in fact a math formula, no extra space from `\mathsurround` should be added (the spacing around the `tabular` should not get changed). Note that this bug has been present “forever”, which shows that `\mathsurround` is never used, or at least its use is never noticed. At any rate, this bug has now finally been fixed. ([github issue 614](#))

#### *longtable: Improvements after a section heading*

The `longtable` environment now sets the `\@nobreakfalse` flag to correct the typesetting when a table immediately follows a heading. Previously the spacing and indentation changes that are required immediately after a section heading were incorrectly triggered within the next paragraph (if any) following the table. A similar test for `\if@noskipsec` has been added, so that a table is correctly placed after a run-in heading rather than appearing before that heading.

([github issues 131 and 173](#))

#### *multicol: Better column break control*

From version 1.9 onwards `\columnbreak` accepts an optional argument (like `\pagebreak`) in which you can specify the desirability of breaking the column after the current line: supported values are 0 to 4, with higher numbers indicating increased desirability. This version also adds `\newcolumn`, which forces a break but runs the column short (comparable to `\newpage` for pages).

([github issue 682](#))

#### *varioref: Improved handling of missing labels*

If an undefined label is referenced, `varioref` makes a default definition so that later processing finds the right structure (two brace groups inside `\r@{label}`) However, if `nameref` or `hyperref` is loaded, this data structure changes to having five arguments; this could cause low-level errors in some cases. The code has

therefore now been changed to avoid these errors.

(<https://tex.stackexchange.com/q/603948>)

## *References*

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- [5] L<sup>A</sup>T<sub>E</sub>X Project Team: *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> news 33*.  
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# L<sup>A</sup>T<sub>E</sub>X News

Issue 35, June 2022

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Preparation for supporting PDF in backends	76	The 2022 June release of L <sup>A</sup> T <sub>E</sub> X is again focussing on improvements made for our multi-year project to automatically offer tagged PDF output [1]. These are the new document metadata interface, the new mark mechanism for L <sup>A</sup> T <sub>E</sub> X, a standard key/value approach for options, and the introduction of the <code>latex-lab</code> area for temporary code that can be optionally loaded by a document (when <code>\DocumentMetadata</code> is used with certain test keys). These additions are described in the first sections. Related to this effort there are updates to <code>hyperref</code> and <code>tagpdf</code> , both of which have their own distributions.	
<b>Code improvements</b>	<b>76</b>	As usual, we also added a number of smaller improvements and bug fixes in various components of core L <sup>A</sup> T <sub>E</sub> X. Perhaps the most interesting ones (for some users) are direct support for floating point arithmetic (via <code>\fpeval</code> ; see below) and the ability to properly color parts of math formulas without introducing spacing problems. For this we now offer the command <code>\mathcolor</code> ; see the description near the end of the newsletter. There is also a new major release of the <code>doc</code> package that supports a more fine-grained classification of code elements and properly supports <code>hyperref</code> .	
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For the “`LATEX` Tagged PDF project” [1] further metadata about the whole document (and its processing) need to be specified and again this data should be all placed in a single well-defined place.

For this reason we introduce the new command `\DocumentMetadata` to unify all such settings in one place. The command expects a key/value list that describes all document metadata for the current document. It is only allowed to be used at the very beginning of the document, i.e., the declaration has to be placed *before* `\documentclass` and will issue an error if found later.

At this point in time we provide only the bare command in the format; the actual processing of the key/value is defined externally and the necessary code will be loaded if the command is used. This scheme is chosen for two reasons: by adding the command in the kernel it is available to everybody without the need to load a special package using `\RequirePackage`. The actual processing, though, is external so that we can easily extend the code (e.g., offering additional keys or changing the internal processing) while the above-mentioned project is progressing. Both together allows users to immediately benefit from intermediate results produced as part of the project, as well as offering the `LATEX` Project Team the flexibility to enable such intermediate results (for test purposes or even production use) in-between and independently of regular `LATEX` releases. Over time, tested and approved functionality can then seamlessly move into the kernel at a later stage without any alterations to documents already using it. At the same time, not using the new consolidated interface means that existing documents are in no way affected by the work that is carried out and is in a wider alpha or beta test phase.

Documentation about the new command and already existing keys are in `l3meta.pdf` and `documentmetadata-support.pdf` and also in the documentation of the `pdfmanagement-testphase` package.

Package and class authors can test if a user has used `\DocumentMetadata` with `\IfDocumentMetadataTF`.

### *The latex-lab bundle*

We added a new `latex-laboratory` bundle in which we place new code that is going to be available only through a `\DocumentMetadata` declaration and that is—most importantly—work under development and subject to change without further notice. This means that commands and interfaces provided there may get altered or removed again after some public testing. The code can be accessed through the `\DocumentMetadata` key `testphase`. Currently supported values are `phase-I` and `phase-II` that enable code of the tagged PDF project (phase I is frozen, and phase II is the phase we

are currently working on). With

```
\DocumentMetadata{testphase=phase-II}
```

you currently enable tagging for paragraphs and footnotes; more document elements will follow soon.

Eventually, code will move (once considered stable) from the testphase into the `LATEX` kernel itself. Tagging will continue to require a `\DocumentMetadata` declaration, but you will then be able to drop the `testphase` key setting.

### *A new mark mechanism for L<sup>A</sup>T<sub>E</sub>X*

The mark mechanism is `TEX`’s way to pass information to the page-building process, which happens asynchronously, in order to communicate relevant data for running headers and footers to the latter, e.g., what is the first section on the page or the last subsection, etc. However, marks may also be used for other purposes. The new kernel module provides a generalized mechanism for marks of independent classes.

The `TEX` engines offer a low-level mark mechanism to communicate information about the content of the current page to the asynchronous operating output routine. It works by placing `\mark` commands into the source document.

This mechanism works well for simple formats (such as plain `TEX`) whose output routines are only called to generate pages. It fails, however, in `LATEX` (and other more complex formats), because here the output routine is sometimes called without producing a page, e.g., when encountering a float and placing it into one of the float regions. When that happens `TEX`’s `\topmark` no longer reflects the situation at the top of the next page when that page is finally boxed.

Furthermore, `TEX` only offered a single mark while `LATEX` wanted to keep track of more than one piece of information. For that reason, `LATEX` implemented its own mark mechanism where the marks always contained two parts with their own interfaces: `\markboth` and `\markright` to set marks and `\leftmark` and `\rightmark` to retrieve them.

Unfortunately, this extended mechanism, while supporting scenarios such as chapter/section marks, was far from general. The mark situation at the top of a page (i.e., `\topmark`) remained unusable and the two marks offered were not really independent of each other because `\markboth` (as the name indicates) was always setting both.

The new mechanism now available in `LATEX` starting with the 2022 release overcomes both issues:

- It provides arbitrary many, fully independent named marks, that can be allocated and from that point onwards used.

- It offers access for each such mark to retrieve its top, first, and bottom value separately.
- Furthermore, the mechanism is augmented to give access to marks in different “regions”, which may be other than full pages.

The legacy interfaces, e.g., `\markboth`, are kept. Thus classes and packages making use of them continue to work seamlessly. To make use of the extended possibility a new set of commands for the declaration of mark classes, setting their values and querying their state (in the output routine) is now available in addition. You find the documentation for the new interfaces together with examples and further notes on the mechanism in the file `ltmarks-doc.pdf`. Just call `texdoc ltmarks-doc` to display it on your computer.

### A key/value approach to option handling

The classical L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> method for handling options, using `\ProcessOptions`, treats each entry in the list as a string. Many package authors have sought to extend this handling by treating each entry as a key–value pair (keyval) instead. To date, this has required the use of additional packages, for example `kvoptions`.

The L<sup>A</sup>T<sub>E</sub>X team have for some time offered the package `l3keys2e` to allow keyvals defined using the L3 programming layer module `l3keys` to act as package options. This ability has now been integrated directly into the kernel. As part of this integration, the syntax for processing keyval options has been refined, such that

```
\ProcessKeyOptions
```

will now automatically pick up the package name as the key *family*, unless explicitly given as an optional argument:

```
\ProcessKeyOptions[family]
```

To support creating key options for this mechanism, the new command `\DeclareKeys` has been added. This works using the same general approach as `l3keys` or `pgfkeys`: each key has one or more *properties* which define its behavior.

Options for packages which use this new approach will not be checked for clashes by the kernel. Instead, each time a `\usepackage` or `\RequirePackage` line is encountered, the list of options given will be passed to `\ProcessKeyOptions`. Options which can only be given the first time a package is loaded can be marked using the property `.usage = load`, and will result in a warning if used in a subsequent package loading line.

Package options defined in this way can also be set within a package using the new command `\SetKeys`, which again takes an optional argument to specify the *family*, plus a mandatory one for the options themselves.

### New or improved commands

#### Floating point and integer calculations

The L3 programming layer offers expandable commands for calculating floating point and integer values, but so far these functions have only been available to programmers, because they require `\ExplSyntaxOn` to be in force. To make them easily available at the document level, the small package `xfp` defined `\fpeval` and `\inteval`.

An example of use could be the following:

L<sup>A</sup>T<sub>E</sub>X{} can now compute:

```
\[ \frac{\sin (3.5)}{2} + 2\cdot 10^{-3}
   = \fpeval{\sin(3.5)/2 + 2e-3} \]
```

which produces the following output:

L<sup>A</sup>T<sub>E</sub>X can now compute:

$$\frac{\sin(3.5)}{2} + 2 \cdot 10^{-3} = -0.1733916138448099$$

These two commands have now been moved into the kernel and in addition we also provide `\dimeval` and `\skipeval`. The details of their syntax are described in `usrguide3.pdf`. The command `\fpeval` offers a rich syntax allowing for extensive calculations, whereas the other three commands are essentially thin wrappers for `\numexpr`, `\dimexpr`, and `\glueexpr`—therefore inheriting some syntax peculiarities and limitations in expressiveness.

```
\newcommand\calculateheight[1]{%
  \setlength\textheight{\dimeval{\topskip
    + \baselineskip * \inteval{#1-1}}}}
```

The above, for example, calculates the appropriate `\textheight` for a given number of text lines.

([github issue 711](#))

#### CamelCase commands for changing arguments to csnames

It is sometimes helpful to “construct” a command name on the fly rather than providing it as a single `\...` token. For these kinds of tasks the L<sup>A</sup>T<sub>E</sub>X3 programming layer offers a general mechanism (in the form of `\exp_args:N...` and `\cs_generate_variant:Nn`). However, when declaring new document-level commands with `\NewDocumentCommand` or `\NewCommandCopy`, etc. the L3 programming layer may not be active, and even if it is, mixing CamelCase syntax with L3 programming syntax is not really a good approach. We have therefore added the commands `\UseName` and `\ExpandArgs` to assist in such situations, e.g.,

```
\NewDocumentCommand\newcopyedit{m0{red}}
{ \newcounter{todo#1}%
  \ExpandArgs{c}\NewDocumentCommand{#1}{s m}%
    {\stepcounter{todo#1}%
     \IfBooleanTF {##1}%
```

```

{\todo[color=#2!10]%
  {\UseName{thetodo#1}: ##2}}%
{\todo[inline,color=#2!10]%
  {\UseName{thetodo#1}: ##2}}%
}%
}

```

which provides a declaration mechanism for copyedit commands, so that `\newcopyedit{FMi}[blue]` then defines `\FMi` (and the necessary counter).

The command `\ExpandArgs` can be useful with the argument `cc` or `Nc` in combination with `\NewCommandCopy` if the old or new command name or both need constructing. Finally, there is `\UseName` which takes its argument and turns it into a command (i.e., a CamelCase version of `\@nameuse` (L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>) or `\use:c` (L3 programming layer)) which was also used in the example above.

([github issue 735](#))

#### Testing for (nearly) empty arguments

In addition to `\IfNoValueTF` to test if an optional argument was provided or not, there is now also `\IfBlankTF`, which tests if the argument is empty or contains only blanks. Based on the result it selects a true or false code branch. As usual, the variants `\IfBlankT` and `\IfBlankF` are also provided for use when only one branch leads to some action. Further details and examples are given in `usrguide3.pdf`.

This test can also be useful if you set up key/value options and want to test if a key was specified without giving a value, vs. specifying “*key* = ,”.

#### Better allocator for Lua command ids

In Lua<sub>T</sub>E<sub>X</sub> we already had the `\newluafunction` macro which allocates a Lua function identifier which can be used to define commands with `\luaodef`. But this always required two steps: `\newluafunction` defines the passed control sequence as an integer, which then has to be used to define the actual Lua command with `\luaodef`. After that, the integer is no longer needed. This was inconsistent with other allocators. Therefore we added two new allocators `\newluacmd` and `\newexpandableluacmd` which directly define a control sequences invoking the allocated Lua function. The former defines a non-expandable Lua command, the latter an expandable one. Of course, the associated Lua function still has to be defined by assigning a function to the `lua.get_functions_table()` table. The required index is available in `\allocationnumber`.

An example could be

```

\newluacmd \greeting
\directlua {
lua.get_functions_table()
  [tex.count.allocationnumber]
  = function()
    local name = token.scan_argument()

```

```

    tex.sprint('Hello ', name, '!')
  end
}

```

```
\greeting{world}
```

([github issue 536](#))

#### Starred command version for \ref, \Ref and \pageref

For a long time `hyperref` has provided starred versions for the reference commands which do not create active links. This syntax extension required users and package authors to check if `hyperref` was loaded and adjust the coding accordingly or take the starred forms out if text was copied to a document without `hyperref`. The commands have now been aligned with the `hyperref` usage and always allow an optional star. The `showkeys` package has been updated to handle the starred versions too, both with `hyperref` or `nameref` and without. The commands are defined with `\NewDocumentCommand` and so no longer expand when written to auxiliary files. This reduces the number of compilations needed to resolve references in captions and sectioning commands. The package `ifthen` has been updated to ensure that `\pageref` can still be used inside tests like `\isodd`.

#### Preparation for supporting PDF in backends

At the current point in time, basic support for PDF in backends is not part of L<sup>A</sup>T<sub>E</sub>X core; it is provided by an external package like `hyperref`. At some time in the future that work will be placed into the kernel but for now it is separate and has to be explicitly loaded in the document. To enable class and package authors to support PDF-specific tasks like the creation of link targets without having to test first if `hyperref` has been loaded, dummy versions of the commands `\MakeLinkTarget`, `\LinkTargetOn`, `\LinkTargetOff` and `\NextLinkTarget` are provided.

#### Code improvements

##### \protected UTF-8 character definitions

The characters defined via `utf8.def` are now defined as `\protected` macros. This makes them safe to use in expansion contexts where the classic `\protect` mechanism is not enabled, notably L3 programming layer `e` and `x` arguments.

Related to this change `\MakeUppercase` and `\MakeLowercase` have been updated to use the Unicode-aware case changing functions `\text_lowercase:n` in place of the T<sub>E</sub>X primitive `\lowercase`. The `\NoCaseChange` command from the `textcase` package has also been added.

Note: for technical reasons these low-level character handling changes will not be rolled back if the format version is rolled back using the `latexrelease` package rollback mechanism.

([github issue 780](#))

### *A small update to `\obeylines` and `\obeyspaces`*

The plain TeX versions of `\obeylines` and `\obeyspaces` make `^^M` and `\_` active and force them to execute `\par` and `\space`, respectively. Don Knuth makes a remark in the TeXbook that one can then use a trick such as

```
\let\par=\cr \obeylines \halign{...
```

However, redefining `\par` like this may lead to all kinds of problems in L<sup>A</sup>T<sub>E</sub>X. We have therefore changed the commands to use an indirection: the active characters now execute `\obeyedline` and `\obeyedspace`, which in turn do what the hardwired solution did before.

```
This • means • that • it • is • now • possible • to
• achieve • special • effects • in • a • safe • way.
• This • paragraph, • for • example, • was •
produced • by • making • \obeyedspace • generate
• {\_ \textbullet\_} • and • enabling •
\obeyspaces • within • a • quote • environment.
```

Thus, if you are keen to use the plain TeX trick, you need to say `\let\obeyedlines=\cr` now. ([github issue 367](#))

### *doc upgraded to version 3*

After roughly three decades the `doc` package received a cautious uplift, as already announced at the 2019 TUG conference—changes to `doc` are obviously always done in a leisurely manner.

Given that most documentation is nowadays viewed on screen, `hyperref` support is added and by default enabled (suppress it with option `nohyperref` or alternatively with `hyperref=false`) so the internal cross-references are properly resolved including those from the index back into the document.

Furthermore, `doc` now has a general mechanism to define additional “doc” elements besides the two `Macro` and `Env` it has known in the past. This enables better documentation because you can now clearly mark different types of objects instead of simply calling them all “macros”. If desired, they can be collected together under a heading in the index so that you have a section just with your document interface commands, or with all parameters, or ...

The code borrows ideas from Didier Verna’s `dox` package (although the document level interface is different) and it makes use of Heiko Oberdiek’s `hypdoc` package, which at some point in the future will be completely integrated, given that its whole purpose is to patch `doc`’s internal commands to make them `hyperref`-aware.

All changes are expected to be upward compatible, but if you run into issues with older documentation using `doc` a simple and quick solution is to load the package as follows: `\usepackage{doc}[=v2]`

### *doc can now show dates in change log*

Up to now the change log was always sorted by version numbers (ignoring the date that was given

in the `\changes` command). It can now be sorted by both version and date if you specify the option `reportchangedates` on package level and in that case the changes are displayed with

`\<version> – \<date>`

as the heading (instead of just `\<version>`), when using `\PrintChanges`. ([github issue 531](#))

### *ltxdoc gets options `nocfg` and `doc2`*

The L<sup>A</sup>T<sub>E</sub>X sources are formatted with the `ltxdoc` class, which supports loading a local config file `ltxdoc.cfg`. In the past the L<sup>A</sup>T<sub>E</sub>X sources used such a file but it was not distributed. As a result reprocessing the L<sup>A</sup>T<sub>E</sub>X sources elsewhere showed formatting changes. We now distribute this file which means that it is loaded by default. With the option `nocfg` this can be prevented.

We also added a `doc2` option to the class so that it is possible to run old documentation with `doc` version 2, if necessary.

### *LuaTeX callback improvements*

The LuaTeX callbacks `hpack_quality` and `vpack_quality` are now `exclusive` and therefore only allow a single handler. The previous type `list` resulted in incorrect parameters when multiple handlers were set; therefore, this only makes an existing restriction more explicit.

Additionally the return value `true` for `list` callbacks is now handled internally and no longer passed on to the engine. This simplifies the handling of these callbacks and makes it easier to provide consistent interfaces for user-defined `list` callbacks.

### *Class `proc` supports `twoside`*

The document class `proc`, which is a small variation on the `article` class, now supports the `twoside` option, displaying different data in the footer line on recto and verso pages. ([github issue 704](#))

### *Croatian character support*

The default `inputenc` support has been extended to support the 9 characters `DŽ`, `Dž`, `dž`, `LJ`, `Lj`, `lj`, `NJ`, `Nj`, `nj`, input as single UTF-8 code points in the range `U+01C4` to `U+01CC`. ([github issue 723](#))

### *Cleanup of the Unicode declaration interface*

When declaring encoding specific commands for the Unicode (TU) encoding some declarations (e.g., `\DeclareUnicodeComposite`) do not have an explicit argument for the encoding name, but instead use the command `\UnicodeEncodingName` internally. There was one exception though: `\DeclareUnicodeAccent` required an explicit encoding argument. This inconsistency has now been removed and the encoding name is always implicit. To avoid a breaking change for a few packages on CTAN, `\DeclareUnicodeAccent` still

accepts three arguments if the second argument is TU or `\UnicodeEncodingName`. Once all packages have been updated this code branch will get removed.

At the same time we added `\DeclareUnicodeCommand` and `\DeclareUnicodeSymbol` for consistency. They also use `\UnicodeEncodingName` internally, instead of requiring an encoding argument as their general purpose counterparts do. (github issue 253)

#### *New hook: include/excluded*

A few releases ago we introduced a number of file hooks for different types of files; see [2] and in particular [4]. The hooks for `\include` files now have an addition: if such a file is not included (because `\includeonly` is used and its `<name>` is not listed in the argument) then the hooks `include/excluded` and `include/<name>/excluded` are executed in that order—of course, only if they contain code. This happens after  $\LaTeX$  has loaded the `.aux` file for this include file, i.e., after  $\LaTeX$  has updated its counters to pretend that the file was seen.

#### *Input support for normalized angle brackets*

Source files containing `<` or `>` directly written as Unicode codepoints U+2329 and U+232A no longer break when the source file gets normalized under Unicode normalization rules. (github issue gh/714)

#### *Bug fixes*

##### *Using \DeclareUnicodeCharacter with C1 control points*

An error in the UTF-8 handling for non-Unicode  $\TeX$  has prevented `\DeclareUnicodeCharacter` being used with characters in the range hex 80 to 9F. This has been corrected in this release. (github issue 730)

##### *Fix \ShowCommand when used with ltcmd*

When `\ShowCommand` support was added for `ltxcmd` in the previous release [3], a blunder in the code made it so that when `\ShowCommand` was used on a command defined with `ltxcmd`, it only printed the meaning of the command in the terminal, but didn't stop for interaction as it does elsewhere (mimicking `\show`). The issue is now fixed. (github issue 739)

##### *Make \cite{} produce a warning*

When the `\cite` command can't resolve a citation label it issues a warning "Citation '`<label>`' on page `<page>` undefined". However, due to some implementation details a completely empty argument was always silently accepted. Given that there are probably people who write `\cite{}` with the intention to fill in the correct label later it is rather unfortunate if that is not generating a warning that something in the document is still amiss. This has finally been corrected and a warning is now generated also in this case. (github issue 790)

##### *Fix adding cmd hooks to simple macros*

A bug in how  $\LaTeX$  detected the type of a command caused a premature forced expansion of such commands, which, depending on their definition, could be harmless or could cause severe trouble. This has been fixed in the latest release. (github issue 795)

(<https://tex.stackexchange.com/q/637565>)

##### *Warn if shipout/lastpage hook is executed too early*

The hook `shipout/lastpage` is intended to place `\specials` into the last page shipped out. This is needed for some use cases, e.g., tagging. If that hook is nonempty and the user has added additional pages since the last run, then  $\LaTeX$  executes this hook too early, but until now without giving any indication that the document needs rerunning. This has now been corrected and an appropriate warning is given. (github issue 813)

##### *More consistent use of cramped math styles in LuaTeX*

Using  $\text{Lua}\TeX$ 's `\Udelimiterover` to place a horizontally extensible glyph on top of a mathematical expression now causes the expression to be set in cramped style, as used in similar situations by traditional  $\TeX$  math rendering. Similarly, cramped style is now used for expressions set under such a delimiter using `\Underdelimenter`, but is no longer used when setting an expression on top of such extensible glyphs using `\Uoverdelimenter`. This new behavior follows  $\TeX$ 's rule that cramped style is used whenever something else appears above the expression. Additionally the math style of these constructs can now be detected using `\mathstyle`.

The old behavior can be restored by adding

```
\mathdefaultsmode=0
```

to a document.

##### *Fixed bug when setting hook rules for one-time hooks*

If a `\DeclareHookRule` command is set for a one-time hook, it has to come *before* the hook gets used, because otherwise it never applies—after all, the hook is used only once. There was a bug in the implementation in that the sorting mechanism was still applied if the `\DeclareHookRule` declaration appeared while the one-time hook was executed, causing the spurious typesetting of the code labels and the hook name. This bug is now fixed and an error is raised when a new sorting rule is added to an already-used one-time hook.

A possible scenario in which this new error is raised is the following: package AAA declares a hook rule for `begindocument` (i.e., `\AtBeginDocument`) to sort out the behavior between itself and some other package. Package BBB wants to load package AAA but only if it hasn't been loaded in the preamble, so delays the loading to `begindocument`. In that case the hook rule declared by AAA can no longer be applied and you get the error. If that happens the solution is to load the

package in `\begin{document}`/`\before`, which is executed at the very end of the preamble but before `\begin{document}` is processed. ([github issue 818](#))

## Changes to packages in the *amsmath* category

*amsoptn*: Do not reset `\operator@font`

The package `amsoptn` used to define `\operator@font` but this command has been provided by the  $\text{\LaTeX}$  format for at least 14 years. As a result the definition in `amsoptn` is equivalent to a reset to the kernel definition, which is unnecessary and surprising if you alter the math setup (e.g., by loading a package) and at a later stage add `amsmath`, which then undoes part of your setup. For this reason the definition was taken out and `amsmath`/`amsoptn` now relies on the format definition.

In the unlikely event that you want the resetting to happen, use

```
\makeatletter
\def\operator@font{\mathgroup\symoperators}
\makeatother
```

after loading the package. ([github issue 734](#))

*amsmath*: Error in `\shoveleft`

If `\shoveleft` started out with the words “plus” or “minus” it was misunderstood as part of a rubber length and led either to an error or was swallowed without trace. By adding a `\relax` this erroneous scanning into the argument of `\shoveleft` is now prevented.

([github issue 714](#))

*amsmath* and *amsoptn*: Robustify user commands

Most user-level commands have been made robust in the  $\text{\LaTeX}$  kernel during the last years, but variant definitions in `amsmath` turned them back into fragile beings. We have now made most commands in `amsmath` and `amsoptn` robust as well to match the kernel behavior. This also resolves a bug recently discovered in the `mathtools` package, which was due to `\big` not being robust after `amsmath` was loaded. ([github issue 123](#))

## Changes to packages in the *graphics* category

*Color in formulas*

While it is possible to color parts of a formula using `\color` commands the approach is fairly cumbersome. For example, to color a summation sign, but not its limits, you need four `\color` commands and some seemingly unnecessary sets of braces to get coloring and spacing right:

```
\[ X = \color{red} \sum
% without {{ the superscript below is misplaced
      _{{\color{black} i=1}}
% without {{ the \sum is black
      ^{{\color{black} n}}
\color{black}      % without it the x_i is red
x_i              \]
```

Leaving out any of the `\color` commands or any of the `\{...\}` will give you a wrong result instead of the desired

$$X = \sum_{i=1}^n x_i$$

So even if this is possible, it is not a very practical solution and furthermore there are a number of cases where it is impossible to color a certain part of a formula, for example, an opening symbol such as `\left(` (but not the corresponding `\right)`).

We have therefore added the command `\mathcolor` to the `color` and `xcolor` package, which has the same syntax as `\textcolor`, but is specially designed for use in math and handles sub and superscripts and other aspects correctly and preserves correct spacing. Thus, the above example can now be written as

```
\[ X = \mathcolor{red}{\sum}_{i=1}^n x_i \]
```

This command is *only* allowed in formulas. For details and further examples, see `mathcolor.pdf`.

*Fix locating files with \graphicspath*

If a call to `\includegraphics` asked for a file (say, `image`) without extension, and if both `A/image.pdf` and `B/image.tex` existed (both `A/` and `B/` in `\graphicspath`, but neither in a folder searched by  $\text{\TeX}$ ), then `A/image.pdf` would not be found, and a “file not found” error would be incorrectly thrown. The issue is now fixed and the graphics file is correctly found.

([github issue 776](#))

(<https://tex.stackexchange.com/q/630167>)

## Changes to packages in the *tools* category

*multicol*: Fix `\newcolumn`

The recently added `\newcolumn` didn’t work properly if used in vertical mode, where it behaved like `\columnbreak`, i.e., spreading the column material out instead of running the column short.

(<https://tex.stackexchange.com/q/624940>)

*bm*: Fix for *amsmath* operators

An internal command used in the definition of operator commands such as `\sin` in `amsmath` has been guarded in `\bm` to prevent internal syntax errors due to premature expansion. ([github issue 744](#))

## References

- [1] Frank Mittelbach and Chris Rowley: *LaTeX Tagged PDF—A blueprint for a large project*.  
<https://latex-project.org/publications/indexbyyear/2020/>
- [2]  $\text{\LaTeX}$  Project Team: *LaTeX 2<sub>ε</sub> news 32*.  
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- [3] L<sup>A</sup>T<sub>E</sub>X Project Team: *L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> news 34*.  
[https://latex-project.org/news/latex2e-news/  
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- [4] Frank Mittelbach, Phelype Oleinik,  
L<sup>A</sup>T<sub>E</sub>X Project Team: *The l<sup>A</sup>T<sub>E</sub>X filehook documentation*.  
Run `texdoc lATEX filehook-doc` to view.