# NAME

ptex, uptex, eptex, euptex - Japanese "Publishing TeX"

# SYNOPSIS

ptex [options] [&format] [file|\commands]

## DESCRIPTION

 $pT_EX$  (**ptex**) is a  $T_EX$  engine with extensions for Japanese typesetting, including features related to line breaking rules, inter-character spacing and vertical writing. It was first developed by ASCII Corporation, in the aim of providing a Japanese  $T_EX$  which can be used for commercial publishing. For  $pT_EX$ , the character set available is limited to JIS X 0208, namely JIS level-1 and level-2.

 $upT_EX$  (uptex) is a Unicode-enabled  $pT_EX$  with extensions for better handling of CJK (Chinese, Japanese and Korean) multilingual documents. It has been developed by Takuji Tanaka since 2007.

e-pT<sub>E</sub>X (eptex) is a merge of e-T<sub>E</sub>X and pT<sub>E</sub>X.

e-upT<sub>E</sub>X (euptex) is a merge of e-T<sub>E</sub>X and upT<sub>E</sub>X.

In the following sections, we refer to these engines as  $(e-)(u)pT_{E}X$ .

(e-)(u)pT<sub>E</sub>X's handling of its command-line arguments is similar to that of the other T<sub>E</sub>X programs in the *web2c* implementation.

## **OPTIONS**

Here we list only additions/deletions of command line options which are specific to  $(e-)(u)pT_EX$ . For  $(u)pT_EX$ , other options are similar to  $T_EX$ . For  $e-(u)pT_EX$ , other options are similar to  $e-T_EX$ .

Additions (supported by ptexenc library):

#### -kanji string

Sets the input Japanese *Kanji* code. The *string* can be either *euc* (EUC-JP), *jis* (ISO-2022-JP), *sjis* (Shift\_JIS), and *utf*8 (UTF-8). For (e-)upT<sub>E</sub>X, *uptex* is also allowed.

#### -kanji-internal string

Sets the internal *Kanji* code. The string can be either *euc*, and *sjis*. For (e-)upT<sub>E</sub>X, *uptex* is also allowed.

#### Deletions:

-enc In this version of (e-)(u)pT<sub>E</sub>X, encT<sub>E</sub>X extensions are *not* available.

### SEE ALSO

**tex**(1), **etex**(1).

#### AUTHORS

This version of  $(e-)(u)pT_EX$  is maintained by Japanese  $T_EX$  Development Community <https://texjp.org>. For bug reports, open an issue at GitHub repository <https://github.com/texjporg/tex-jp-build>, or send an e-mail to <issue@texjp.org>.

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