

## Reports from the 1992 Annual Meeting at Portland

### L<sup>A</sup>T<sub>E</sub>X 2.09 → L<sup>A</sup>T<sub>E</sub>X3: An Update

Chris Rowley

The workshop on L<sup>A</sup>T<sub>E</sub>X3 was basically a report on activities of the project in the first half of 1992. This report is an addendum to the article in *TUGboat* (13(1):96–101, 1992), which contained a brief sketch of the L<sup>A</sup>T<sub>E</sub>X3 Project: its history, its present state and its future, as at the end of 1991. See also *T<sub>E</sub>X and TUG News* (vol. 1, nos. 1 and 2) for additional updates.

#### 1 The Continuing History

#### 2 Visits and meetings: 1992

*March* — Workshop in Hamburg

*April* — Visit to CERN and EP92 conference

*April* — Alan Hoenig takes on the role of liaison between the project and the TUG Technical Council.

*May/June* — Meeting of core team in Mainz

*June* — Special meeting of GUTenberg in Paris.

*July* — Presentation and mini-workshop at TUG conference in Portland, Oregon.

*July* — Bowling fund-raiser in Portland.

We are pleased to be able to thank the TUG Board for its unreserved support for the project — and the TUG office for making this support a reality. Without such solid backing, many of our aims would be much more difficult to attain. Since his appointment (and also before it) Alan Hoenig has been enthusiastic in his encouragement and publicity for the project and is now helping us in many ways including the always vital fund-raising which is needed (see below).

The meeting in Mainz was an especially important occasion as it was the first time that the current core team of implementors had all met face-to-face rather than via the megabytes of e-mail correspondence which had been their only previous contact. This potentially traumatic experience was survived by everyone and the outcome was a very useful, intellectually stimulating and enjoyable ten days.

#### 3 Fund-raising

Many thanks must go to Malcolm Clark and Doug Henderson for organising the bowling fund-raiser in Portland: a very enjoyable event at which one of us

discovered that the bowls do not seem to go in the right direction as easily as they did 25 years ago. Over \$700 was raised by this event — many thanks to all who contributed so generously.

We also wish to thank the European T<sub>E</sub>X organizations DANTE (Germany) and GUTenberg (France) for their generous contributions and all the many other contributors through whose efforts we have been able to finance important aspects of the work, such as the meeting in Mainz. These include individuals, companies and the national user groups: a list of organisations giving support of various kinds appears regularly in T<sub>E</sub>X and TUG News.

In addition to the bowling fund-raiser, at the Portland conference we started to look at the possibilities for larger-scale fund-raising from medium-sized and large companies and from trusts and foundations. ETP Services has offered substantial support for this important work. One aspect of this campaign with which *anyone* reading this may be able to help is the supply of information — please contact us if you have any ideas or knowledge about:

- organisations which would be worth canvassing for funds;
- any individuals in medium-to-large companies who would be a good initial contact point for such canvassing.

#### 4 Milestones: 1992

- Clarification of the internal mechanisms needed for parameter handling and their consequences for the processing of environment begin- and end-tags.
- Establishment of the necessity of distinguishing between ‘author-defined’ environments (and commands) and those environments specified and modified via the style-designer interface.
- Prototype of an enhanced mechanism for passing information from one run of L<sup>A</sup>T<sub>E</sub>X to the next.
- Start of a discussion on the design and implementation of the float-handling mechanism. This discussion must involve as wide a range as possible of people involved in typographic design and typesetting: please contact us if you have experience in this area which could be useful to the project.
- Setting up a network-accessible distribution, maintenance and code-management system for the project at the ZDV, Mainz (this will probably also take over as the source for L<sup>A</sup>T<sub>E</sub>X 2.09 system files).
- Release of a new version of L<sup>A</sup>T<sub>E</sub>X 2.09 which, in addition to bug fixes, is fully international

(incorporating the functionality of  $\text{\LaTeX}$ ) and is fully compatible with the NFSS.

- Setting up a validation system for testing new versions of  $\text{\LaTeX}$  2.09.

## 5 Volunteers needed

There are many tasks needing to be done in support of the  $\text{\LaTeX}3$  project which can be worked on concurrently with the development of the  $\text{\LaTeX}3$  kernel. Furthermore, some tasks require special expertise not found among the core programming team. Initial research, analysis, and work on these tasks by volunteers can greatly speed up the process of integrating a number of desirable features into  $\text{\LaTeX}3$ . Many of these features can be extensively developed and tested under  $\text{\LaTeX}$  2.09 even before the  $\text{\LaTeX}3$  kernel is available.

Therefore a list of volunteer tasks has been drawn up, in the form of a  $\text{\LaTeX}$  article, which will shortly (probably by the time you read this) be circulated as widely as possible to the  $\text{\LaTeX}$  user community through various channels: mail lists such as *TeXhax*, *Info-TeX*, *Euro-TeX*; newsgroups such as *comp.text.tex*; anonymous FTP and mail servers from major  $\text{\TeX}$  archives; and publication in print via *TUGboat* and any other journals and newsletters that are interested to print it.

## 6 Bibliography

Frank Mittelbach and Chris Rowley  $\text{\LaTeX}2.09 \leftrightarrow \text{\LaTeX}3$ . *TUGboat*, 13(1):96–101, 1992.

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### Workshop Summary $\text{\TeX}$ Archives

Peter Abbott

Although not all the major archives were represented at the meetings, it was felt that the following would be of advantage to the world community.

- A site (not necessarily an archive) will ‘own’ an item of software. That site will be the definitive source for the current version of that item. Archives will collect/receive items from the ‘owner’.
- Every attempt will be made to keep the archives in step and up to date.
- Authors will be requested to use standard header formats in ASCII files, details of which will be circulated later.
- *Read.Me* files for collections of PK font files will contain header details stating from which MF sources they were generated (e.g., Aston

will move towards holding 300 dpi PK files for Canon SX (write black), 180 dpi, and 240 dpi).

- Aston may (probably will) move to a UNIX machine but VMS binaries will be retained and, if possible, a VMS-like interface will be provided.
- Due notice will be taken of directory and file-names to prevent them exceeding 80 characters in total if possible, since many mailers will truncate long lines.
- Case of letters in names should be irrelevant.

Aston has also undertaken to make available

- WAIS—Wide Area Information Server;
- Gopher—The Internet Gopher Service;
- ARCHIE—Archie entries (A VMS client has been announced); and
- WWW ( $W^3$ )—World Wide Web.

Aston currently has its directory available for search by WAIS (i.e., the ability to locate any file name immediately).  $\text{UK}\text{\TeX}$  and  $\text{\TeX}hax$  are also available in indexed form.

Aston is aiming to make available a front end to link the synthetic catalogues such as David Jones’ to the actual files in the archive. The same systems can be used to access more developed books, such as *The  $\text{\TeX}$ book*.

Aston already has a crude model of activity for WAIS and  $\text{\TeX}$  files, whereby the \*.dvi\* are indexed word by word. The user is returned a piece of dvi representing a printed page.

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### Workshop Summary Getting PostScript into $\text{\TeX}$ and $\text{\LaTeX}$ Documents

Anita Z. Hoover

Approximately 65 people came to learn and contribute ideas on how to include PostScript files into  $\text{\TeX}$  and  $\text{\LaTeX}$  using *dvips*, the popular DVI→PostScript driver written by Tomas Rokicki of Stanford University.

The basic objectives covered:

1. What is a Bounding Box?  
Tells how big the graphic is and where it is located on the page. It represents the lower-left and upper-right corners of a box which would surround the graphic in the PostScript file.
2. What if I don’t have a Bounding Box?  
You need to use *bbfig* or some other program or calculate it by hand.
3. What is the page orientation for PostScript?  
Looking at a portrait page, the lower-left corner is the origin (0,0) and the upper-right corner is