

# Nota bene

Nowadays articles are collected in documents like `mk.pdf`, `hybrid.pdf`, `about.pdf`, `still.pdf`, `musings.pdf`. We keep this document for historic purposes.

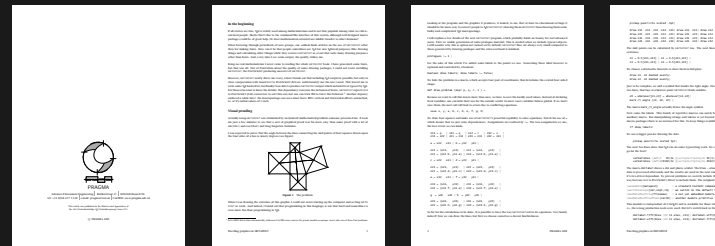
# Puzzling graphics in METAPOST

Hans Hagen

Fall 1997

METAPOST can be used for more than math oriented graphics. This article describes some macros for drawing arbitrary jigsaw puzzles and shifting puzzles. METAPOST can be fun!

MetaPost can be used for drawing arbitrary jigsaw puzzles and shifting puzzles. This article describes some macros for drawing arbitrary jigsaw puzzles and shifting puzzles. MetaPost can be fun!



# Een zwart-wit kijk op kleur

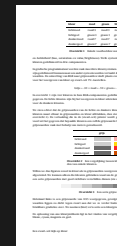
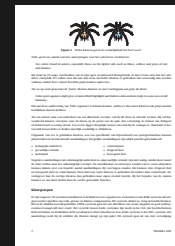
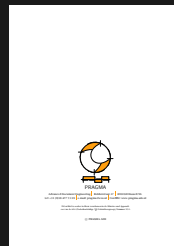
Hans Hagen & Johan Jonker

voorjaar 1995

Wie tegenwoordig op een zwart-wit TV-toestel een uitzending volgt zal zich vaak tevreden moeten stellen met een weinig contrastrijk beeld. Na de introductie van de kleuren-TV is nog lang rekening gehouden met zwart-witkijkers. De keus van kleuren in decors werd mede afgestemd op de weergave in zwart-wit. Dit is niet verwonderlijk, omdat de zwart-witkijkers een ruime meerderheid vormden. Op papier lijkt zich een dergelijke ontwikkeling af te spelen. Voor kleurenprinters geschikte illustraties, kunnen op zwart-wit printers een matig beeld opleveren. Het is dan ook de vraag hoe we aan de 'wensen' van de overgrote meerderheid van zwart-wit printers tegemoet kunnen treden. In dit artikel reiken we enkele mogelijke oplossingen aan.

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# Integrating T<sub>E</sub>X, MetaPost, JavaScript and PDF

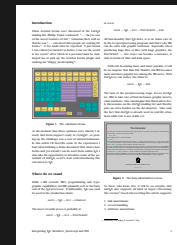
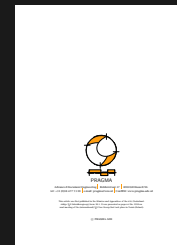
Hans Hagen

Spring 1998

Due to its open character, T<sub>E</sub>X can act as an authoring tool. This article demonstrates that by integrating T<sub>E</sub>X, METAPOST, JAVASCRIPT and PDF, one can build pretty advanced documents. More and more documents will get the characteristics of programs, and T<sub>E</sub>X will be our main tool for producing them. The example described here can be produced with pdfT<sub>E</sub>X as well as traditional T<sub>E</sub>X.

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# Visual Debugging in T<sub>E</sub>X

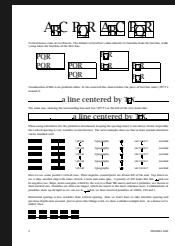
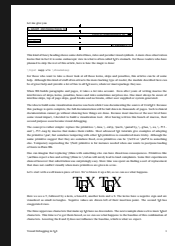
Hans Hagen

Fall 1996

This article shows some features of the visual debugging module I wrote in 1996 as part of the CON<sub>T</sub>EX macro package. This module visualizes the low level typesetting components, like boxes, skips, glues and fills. Although beyond the scope of this article, they also let surface some behavior that often goes unnoticed.

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**Beyond the bounds of paper  
but within the bounds of screens**  
The perfect match of T<sub>E</sub>X and Acrobat

Hans Hagen

Fall 1995

*This paper was presented  
at the 1995 euroT<sub>E</sub>X  
meeting in Arnhem NL. A  
slightly shorter version  
was included in the pro-*

*ceedings. The article re-  
flects the state of Con-  
T<sub>E</sub>Xt in 1995 related to  
pdf version 1.1.*



European TeX Users Group  
ETUG  
The European TeX Users Group is a non-profit organization  
dedicated to the promotion and development of TeX and  
LaTeX systems in Europe. It is a member of the  
European Association of TeX Users (EATUG).

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#### Abstract

For the last several years the TeX community has been working on the development of a new TeX engine, ConTeXt. This engine is designed to be a replacement for the original TeX engine, but it is also designed to be a more powerful and flexible engine. The ConTeXt engine is currently in the development phase and is expected to be released in the near future. This paper describes the current state of the ConTeXt engine and the progress made so far. It also discusses the challenges faced by the developers and the solutions found. The paper is intended for those who are interested in the development of TeX engines and the future of TeX and LaTeX systems.

Keywords: TeX, ConTeXt, PDF, Acrobat, TeX engine, LaTeX, TeX community, TeX development, TeX engine development, TeX engine development, TeX engine development.

1. Introduction

The TeX community has been working on the development of a new TeX engine, ConTeXt. This engine is designed to be a replacement for the original TeX engine, but it is also designed to be a more powerful and flexible engine. The ConTeXt engine is currently in the development phase and is expected to be released in the near future. This paper describes the current state of the ConTeXt engine and the progress made so far. It also discusses the challenges faced by the developers and the solutions found. The paper is intended for those who are interested in the development of TeX engines and the future of TeX and LaTeX systems.



2. ConTeXt engine

The ConTeXt engine is currently in the development phase and is expected to be released in the near future. This paper describes the current state of the ConTeXt engine and the progress made so far. It also discusses the challenges faced by the developers and the solutions found. The paper is intended for those who are interested in the development of TeX engines and the future of TeX and LaTeX systems.

3. Conclusion

The ConTeXt engine is currently in the development phase and is expected to be released in the near future. This paper describes the current state of the ConTeXt engine and the progress made so far. It also discusses the challenges faced by the developers and the solutions found. The paper is intended for those who are interested in the development of TeX engines and the future of TeX and LaTeX systems.



4. Acknowledgements

The author would like to thank the following people for their help and support during the development of the ConTeXt engine: [names]

5. References

[1] ConTeXt engine development team, ConTeXt engine development, TeX community, TeX development, TeX engine development, TeX engine development, TeX engine development.

6. Appendix

[names]

7. Index

# Typografisch Programmeren

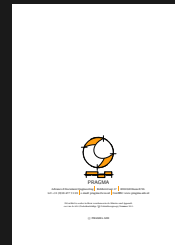
Hans Hagen

Voorjaar 1996

In dit artikel wordt de ontwikkeling van een interactief document beschreven. De getoonde voorbeelden demonstreren de kracht van  $\TeX$  als typografische programmeertaal. Omdat dergelijke documenten het moeten opnemen tegen (vaak dedicated) programma's, kan het ontwikkelen ervan worden omschreven als *typografisch programmeren*.

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taal. Omdat dergelijke documenten het moeten opnemen tegen (vaak specialistische) programma's, kan het ontwikkelen ervan worden omschreven als 'typografisch programmeren'.



# The NTG MAPS bibliography from SGML to T<sub>E</sub>X to PDF

Hans Hagen

Fall 1999

A few years ago the NTG decided to put their MAPS volumes on the internet in the PDF file format. At about the same time, it was decided to build the associated bibliography, in such a way that it could be used to produce both a HTML and PDF document.

Recently the MAPS bibliography has been converted to a proper XML document source. In the process the descriptions were made as consistent as possible. The XML source was used as input for a PDF document with extensive browse and search options. This PDF file, along with the MAPS articles, is provided to NTG members as an additional service.

In this article the electronic NTG MAPS will be presented and the specific characteristics of the production process will be explained. Also, some of the complicating aspects will be discussed. I assume that the reader is familiar with SGML and T<sub>E</sub>X. The focus will be on the interfacing between SGML, T<sub>E</sub>X and PDF.

A few years ago the ntg decided to put their Maps volumes on the internet in the pdf file format. At about the same time, it was decided to build the associated bibliography, in such a way that it could be used to produce both a html and pdf document. Recently the Maps bibliography has been converted to a proper xml document source. In the process the descriptions were made as consistent as possible. The xml source was used as input for a pdf document with extensive browse and search options. This pdf

file, along with the Maps articles, is provided to ntg members as an additional service. In this article the electronic ntg Maps will be presented and the specific characteristics of the production process will be explained. Also, some of the complicating aspects will be discussed. I assume that the reader is familiar with xml and T<sub>E</sub>X. The focus will be on the interfacing between xml, T<sub>E</sub>X and pdf. Remark: the current interface may differ from the one described here.

