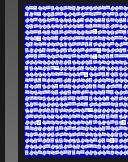


The manuals

Welcome to the suite of ConTeXt manuals. These manuals not only cover the macro package itself, but also the tools that come with it. In this suite you will also find manuals on how to use ConTeXt for processing xml. Fonts and METAPost graphic are discussed in dedicated manuals. On the following pages, the main manuals are shown large, while their screen companions are shown in the bottom right corner of a page. Clicking on a picture brings you to the document at hand. Some manuals come in more than one language, in which case small pictures of the title pages are shown. The next pages show overviews of manuals that are specific for MkII and MkIV as well as obsolete manuals.



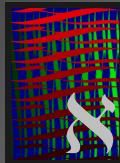
MkIV manuals

Here you will find the manuals that describe MkIV functionality and/or features not present in MkII.



MkII manuals

Although MkII and MkIV are rather compatible, there are some differences. Also, as MkII is frozen new features will only show up in MkIV.



Obsolete manuals

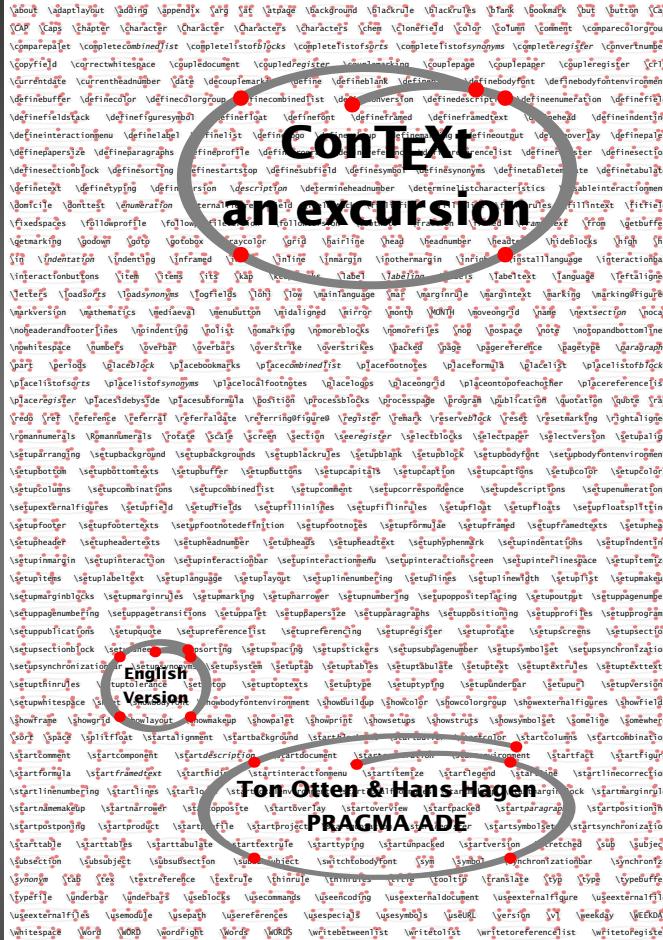
We keep some of the old manuals around for historic reasons. Some of what is described might still float around in the distribution but is likely replaced by more modern and hit variants.

ConTeXt
an excursion

English
Version

Ton Otten & Hans Hagen

PRAGMA ADE



Getting started

Although meant for beginners, these manuals shows already a lot of what ConTeXt can do for you. They also demonstrate that TeX documents can be colorful and can contain lots of graphics.





Read Me First

Read Me

It's in the name: you should read this file. Not so much because the content should bother you, but more because it gives you an idea about what we have in mind with making ConTeXt available for everyone. ConTeXt is completely free software, which does not mean that there are no restrictions on redistributing and changing the files. When you want to redistribute (changed) source code, please read this licence first.



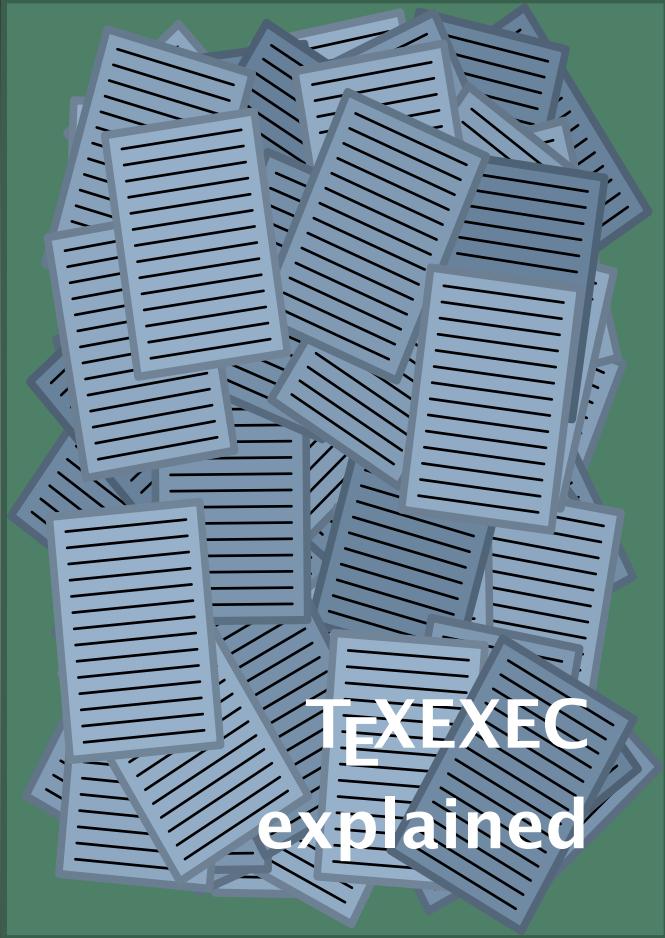


how to install ConTEXt

Installation

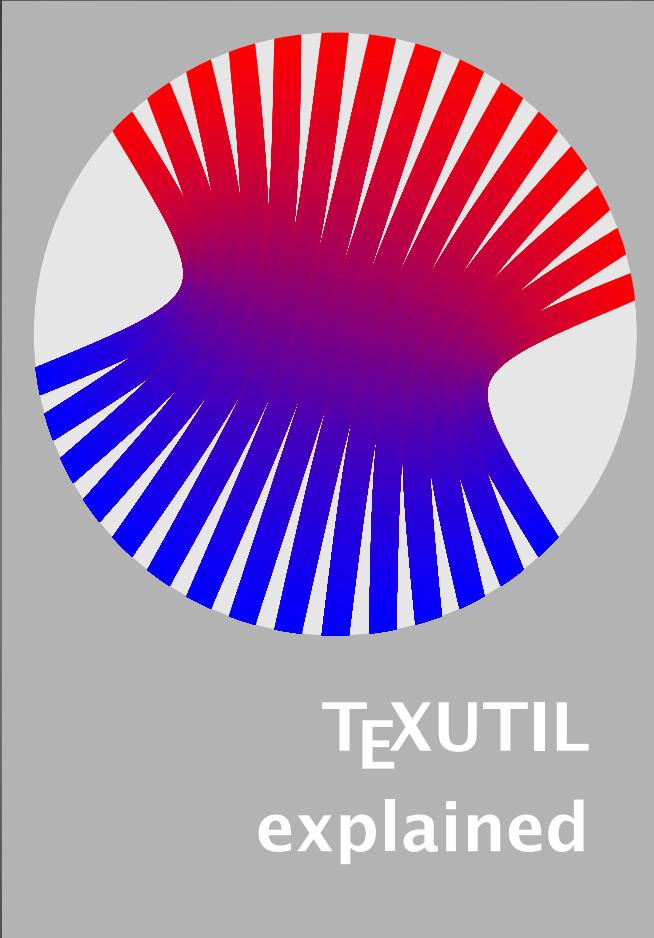
When one uses `teTeX`, `fptEX`, `gwTeX`, `MikTeX` or `TeX Live`, installation of `ConTeXt` is a breeze. Nevertheless, in this manual, we provide some information on installing `ConTeXt`.





TeXexec

Traditional \TeX is hard to control on the commandline. This is why ConTeXt comes with $\text{\TeX}exec$, a Perl script that makes document processing more convenient. This script also helps you to postprocess pdf files, typeset ConTeXt documentation, arrange pages, and manage files.



TEXUTIL explained

TEXutil

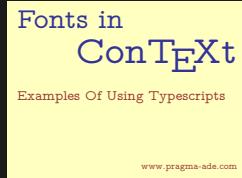
The TEXutil Perl script deals with files, especially the ConTEXt second pass data file. It moves information around and sorts indexes and lists. This script is the natural companion of TEXexec.

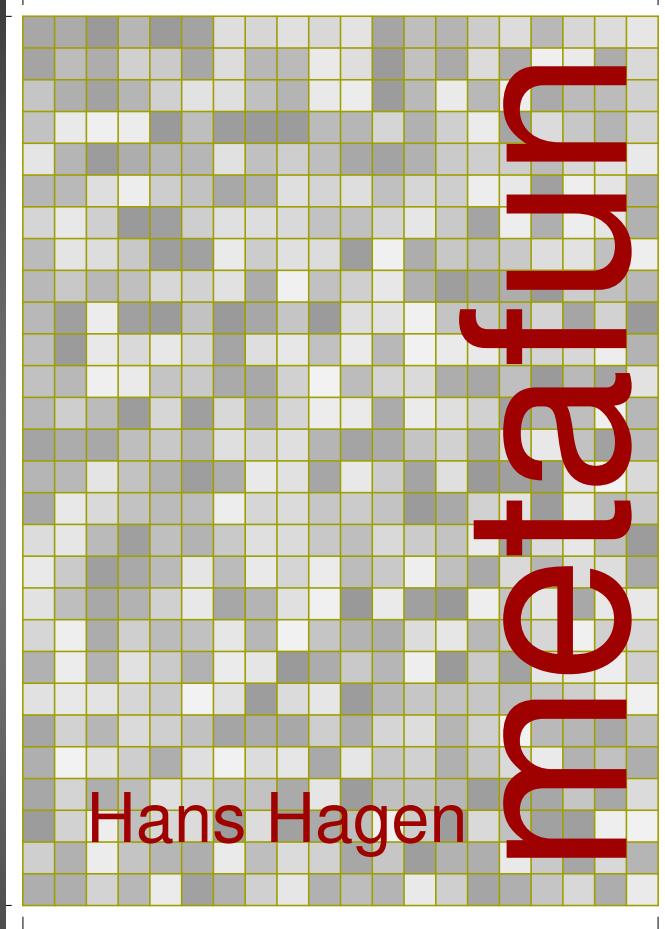
Fonts in Context

Hans Hagen
November 2005

Fonts

Although installation of TeX and friends has become relatively easy, fonts always will be a special case. This is a result from the flexibility of TeX, as well as the fact that TeX can typeset virtually any language. The font manual covers the installation of fonts in ConTeXt and describes in detail how to define type- scripts, how to achieve special effects, like hanging punctuation, and how to set up math fonts.

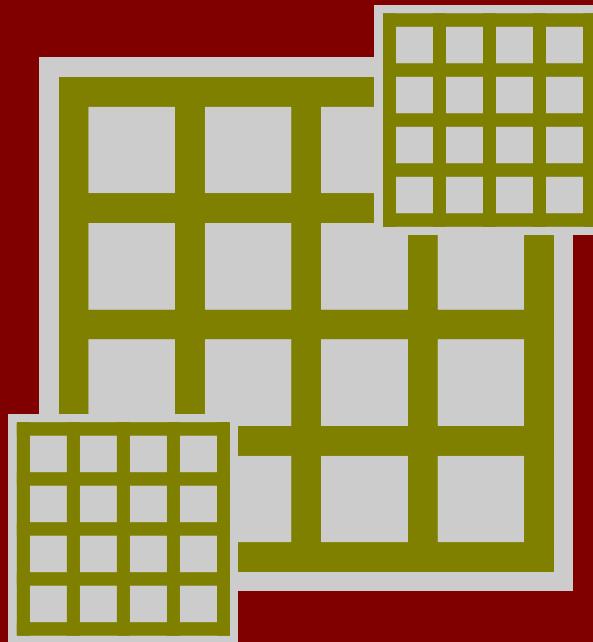




MetaFun

If you like graphics, you may like MetaFun, a collection of METAPOST macros. The manual covers most of METAPOST, as well as the interface between this graphical environment and ConTeXt. There are numerous examples, that give you an impression about the power of this graphical system as well as the strength of the combination with T_EX.

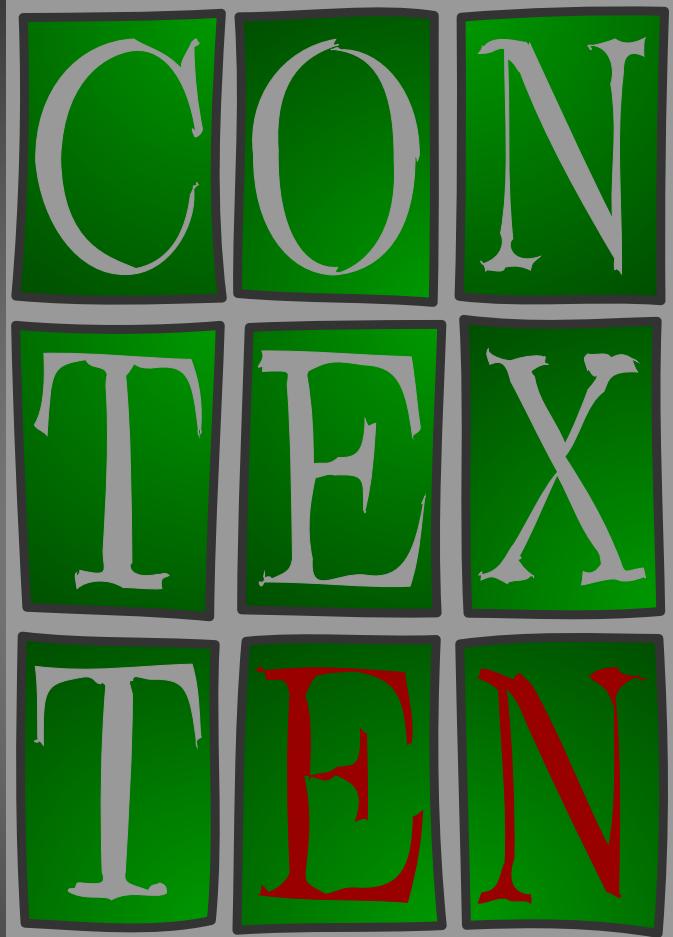




TEXFONT explained

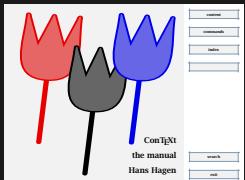
Fonts

Installing fonts is one of the nasty parts of using `TeX`. This is why Con_Text comes with a Perl script called `TeXfont`. You can use `TeXfont` to generate font metric files in specified encodings, manipulate fonts, creating instances of multiple master fonts, build map files, etc. The script runs on top of `afm2tfm` and the `mminstance` tools.



The Manual

This is the big reference manual, the one that is supposed to cover the whole of ConTeXt. However, some more detailed aspects are covered in specialized manuals.

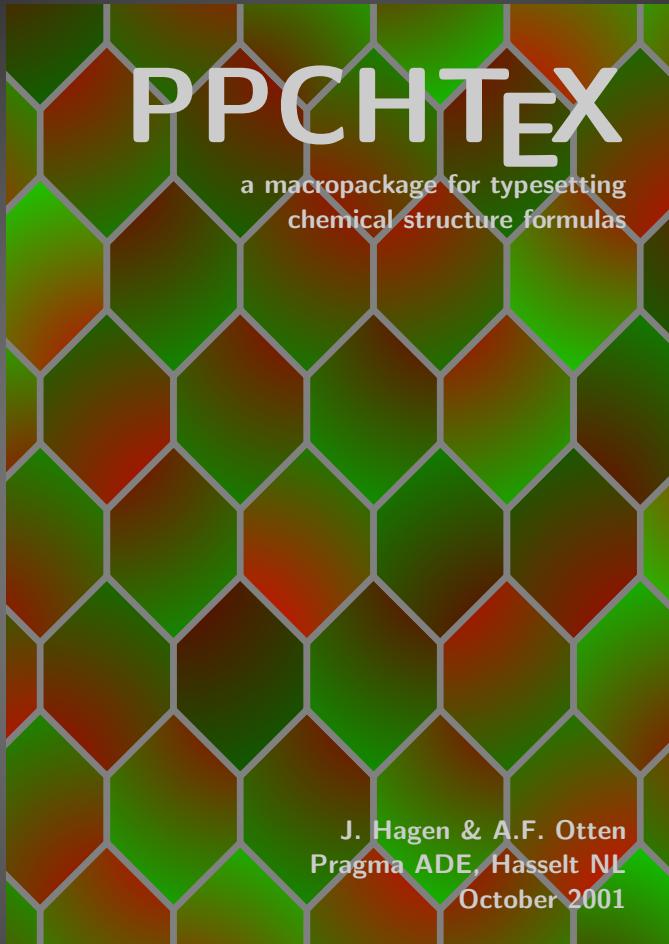




Quick References

This quick reference manual does not replace the other manuals, but advanced users can benefit from its compactness. The manual can be generated on the user's system, since the style and database that is needed is part of the distribution.





Chemistry

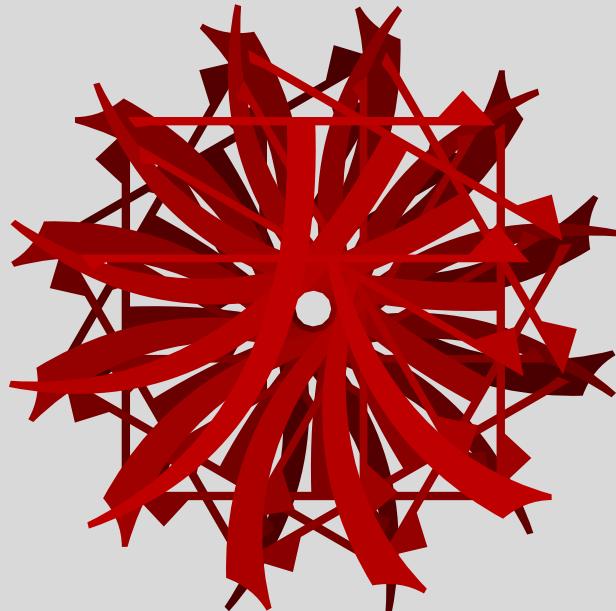
ppchTeX is a relatively independent macro package that can be used to typeset chemical formulas. These manuals show how it's done. There are also some faq's and a suite with many examples.



Chemical Formulas
in ConTeXt

Examples

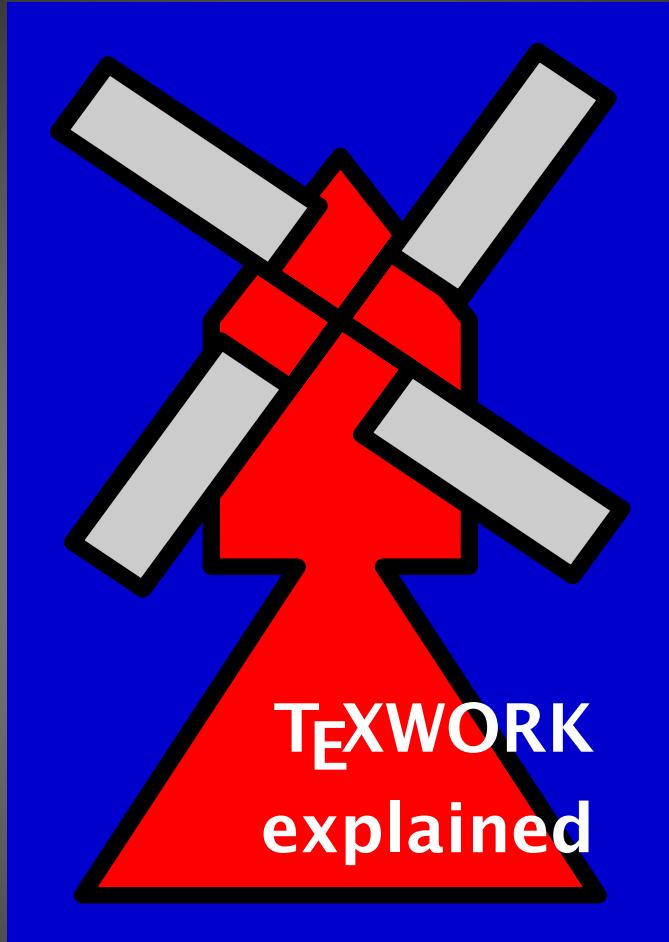
logos, ppch, and qch



Chinese in ConTeXt

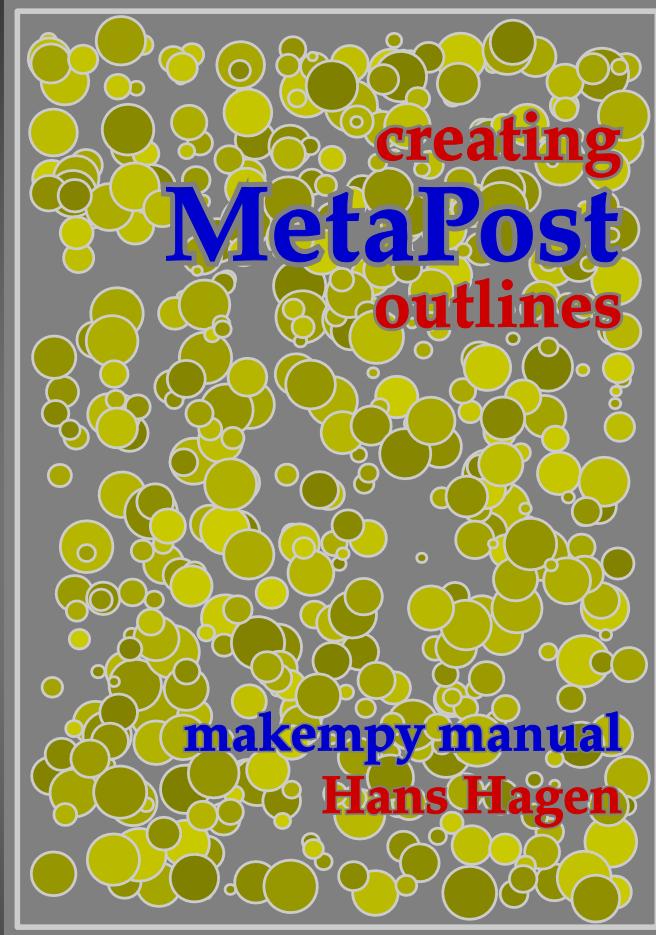
Chinese

In many aspects, typesetting Chinese differs from typesetting Latin languages. Most noticeably are the pictographic characters, vertical typesetting, multiple numbering systems, and a different way of handling labels. This manual covers the specific font setups, encoding issues, and mixed Latin and Chinese typesetting.



TExwork

TExwork is our local *editing environment*. It is a rewrite of the Modula[~]2 program TExedit in Perl/Tk.



METAPOST *outlines*

MakeMPY is a Perl script and some macros that make it possible to create outlines from text typeset by TeX, that can be imported into METAPOST graphics. This toolkit uses pdftEX, pdftops, pstoedit and Ghostscript, and works with any TeX.

XML in ConTeXt

introduction
general markup
processing files
defining interfaces
basic workflows
some examples
command reference

PRAGMA ADE | November 9, 2001

exit begin reference



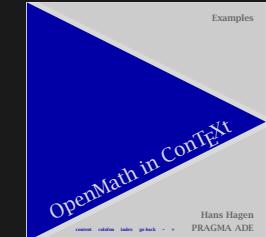
XML

Since \TeX can handle ascii input rather well, it will be no surprise that ConTeXt can handle xml. In this document we describe the interface to xml. We also provide some examples, tips and tricks. This document is still under construction.

MakM
HANSHAGEN

MathML

MathML is a way of coding math in the xml syntax. This manual not only covers both presentational and content MathML in detail, but also provides many examples and demonstrates ways to fine tune the typeset representation. In addition to the MathML examples documents we also provide some examples of OpenMath



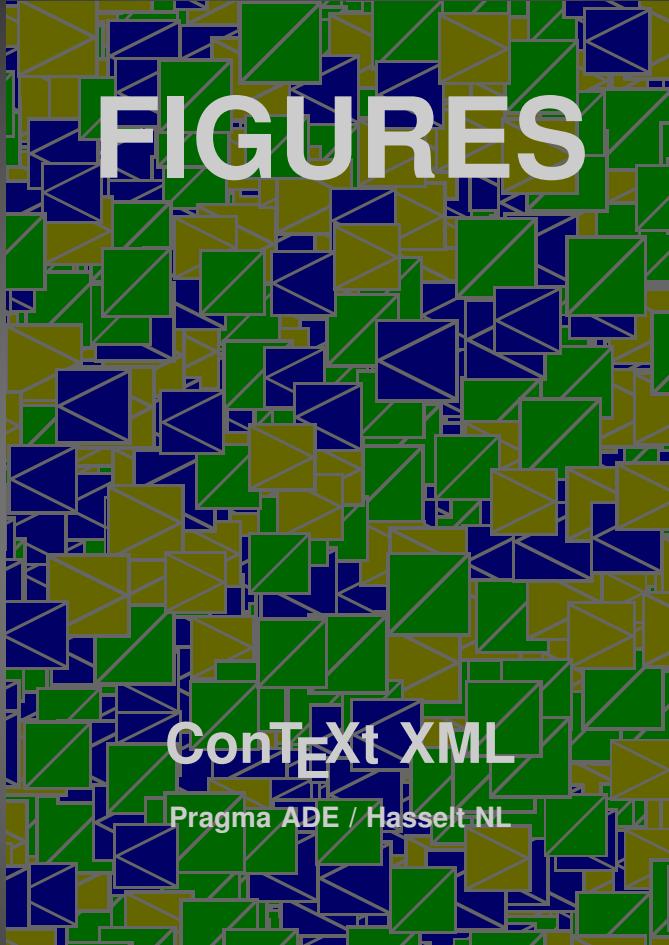
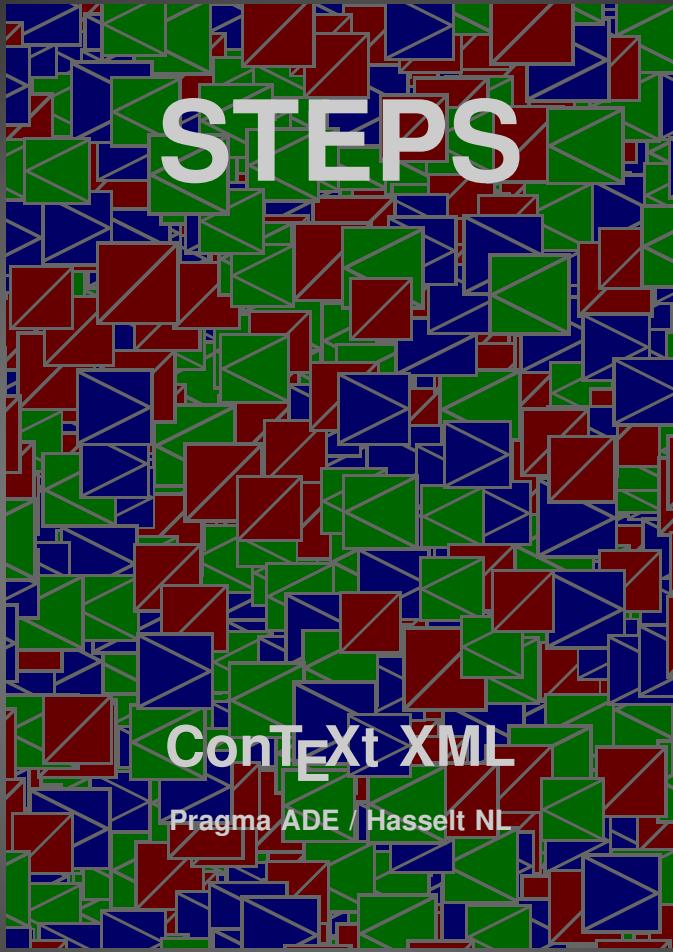


Figure Databases

Instead of moving hundreds of graphics around, you can package them in a database. ConTEXT not only has means to generate such databases, but also can filter the information needed from the corresponding xml files and include graphics by label. Figure bases make it easy to swap high and low resolution graphics.

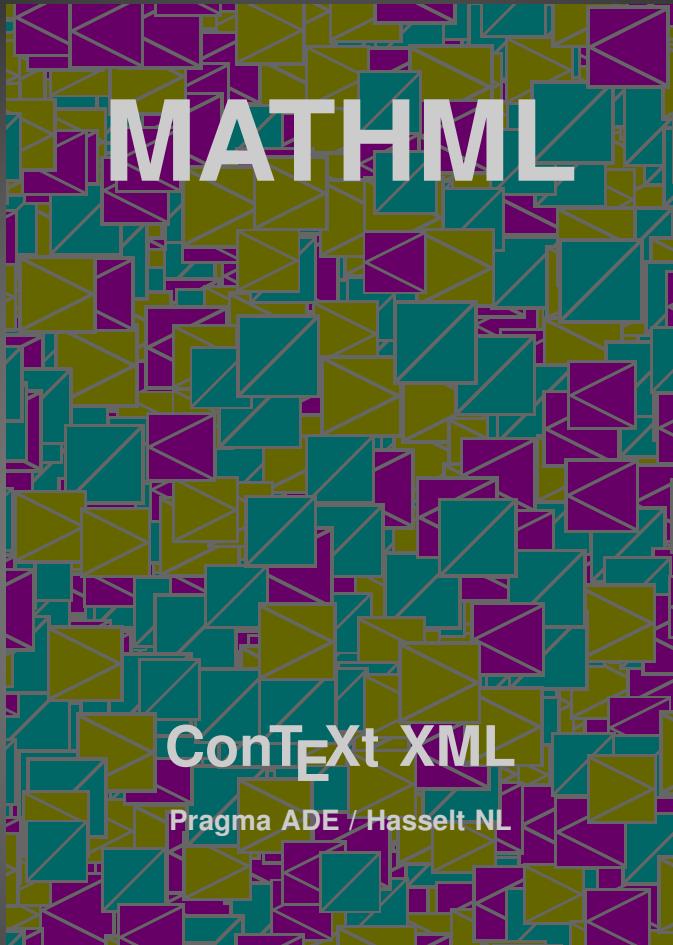




Stepcharts

Stepcharts are a specific kind of tabular charts. They are a combination of METAPOST graphics and \TeX code. There is a \TeX as well as xml implementation.

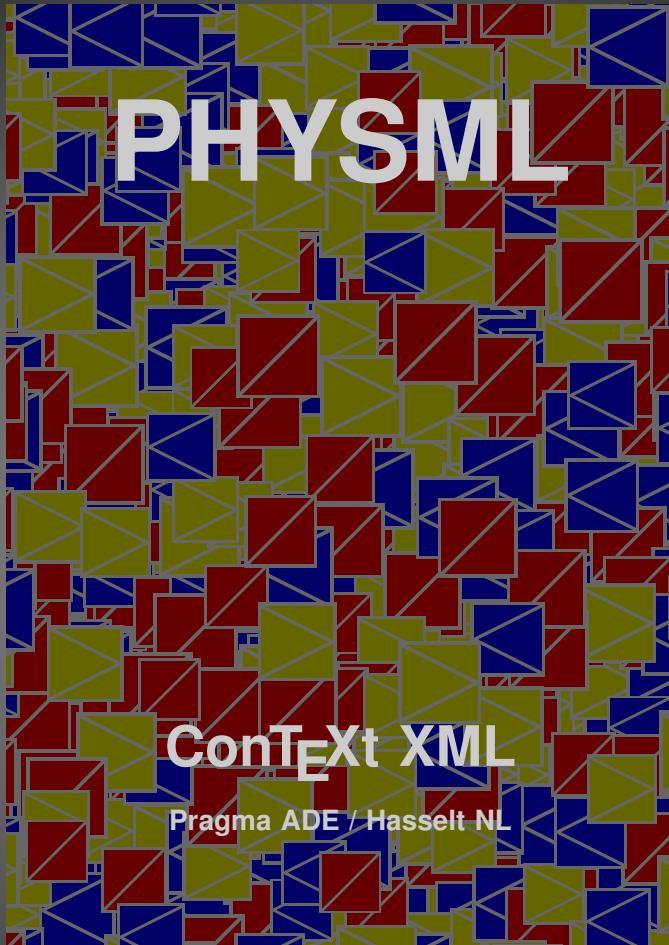




MathML support

This (short) manual explains how to invoke MathML support in ConTeXt. It can be seen as an addendum to the MathML manual.

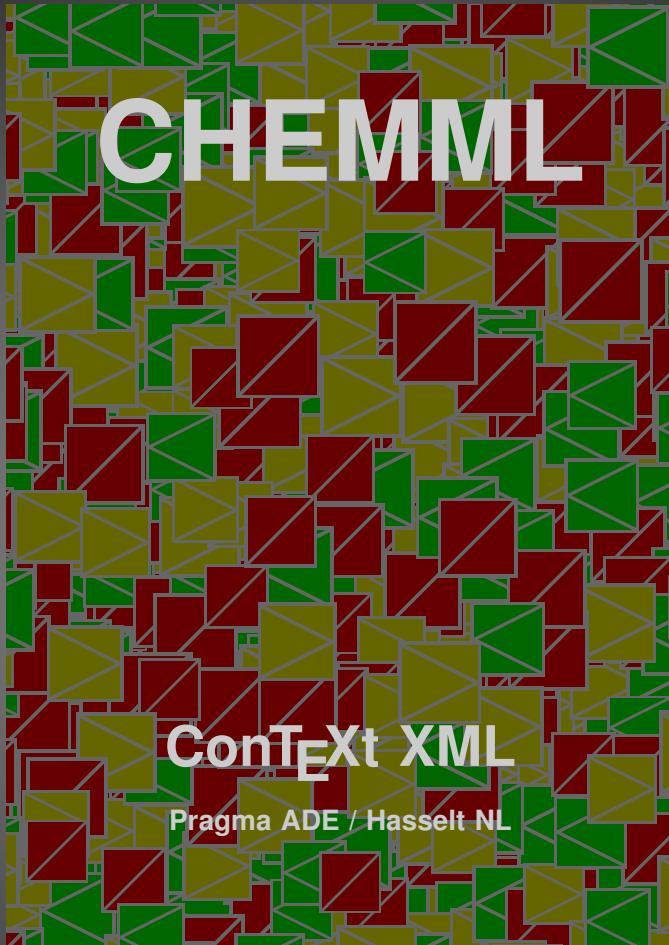




PhysML support

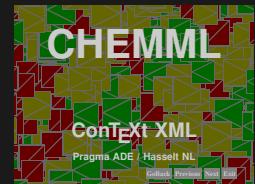
Support for physical units is build on top of the MathML engine. The method used is derived from the units module that comes with ConTeXt.

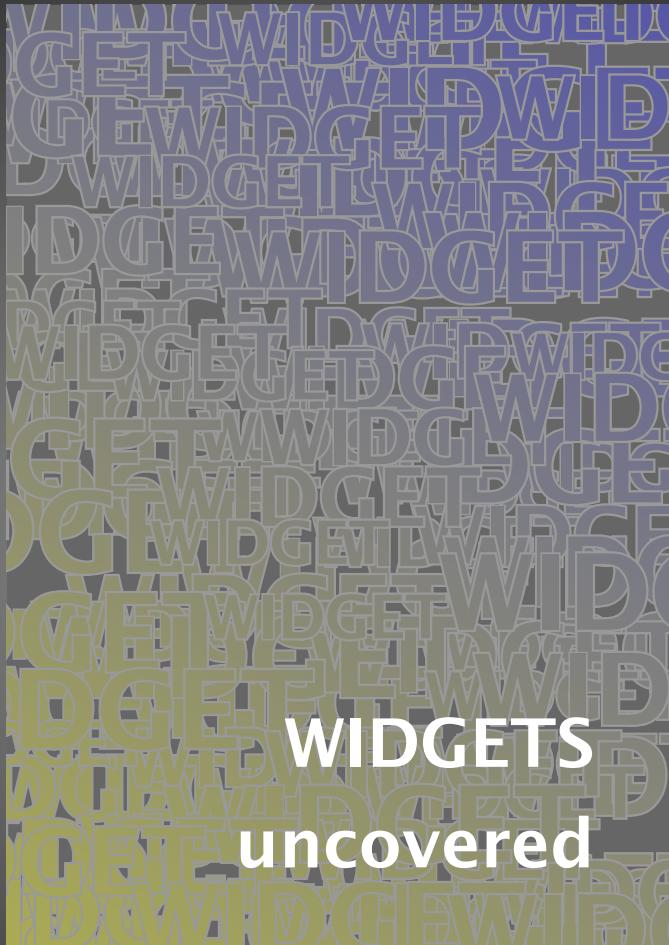




ChemML support

Chemical formulas have their own typographic needs. This module provides a way to code atoms, ions, molecules, and a sequence of reactions.





Widgets

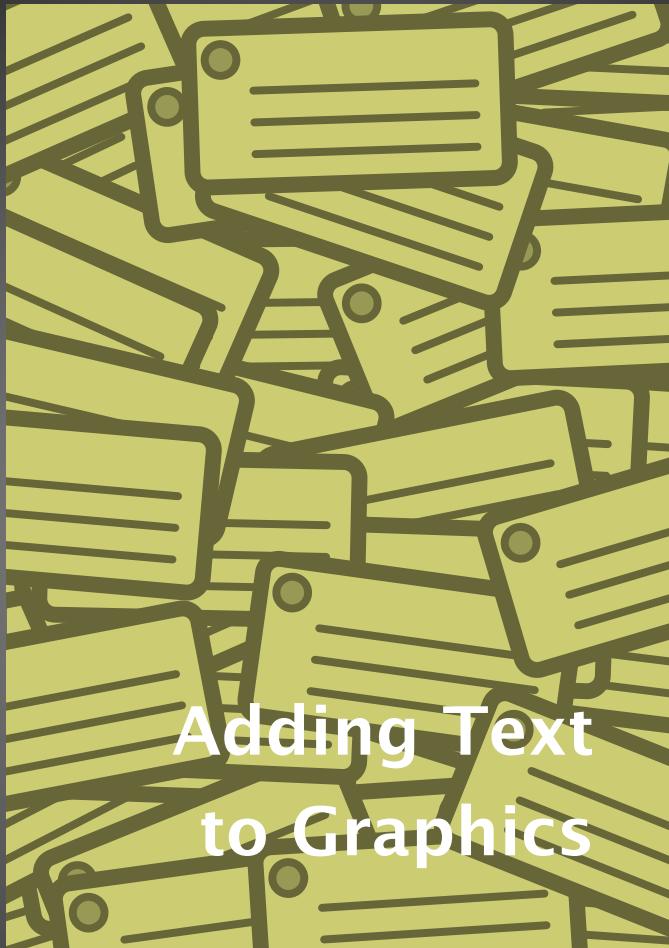
Widgets are interactive elements in (screen based) documents. This manual describes how to use the reference mechanism for advanced hyperlinking, but also discusses how to construct forms. Adding text annotations and page transitions is also discussed.





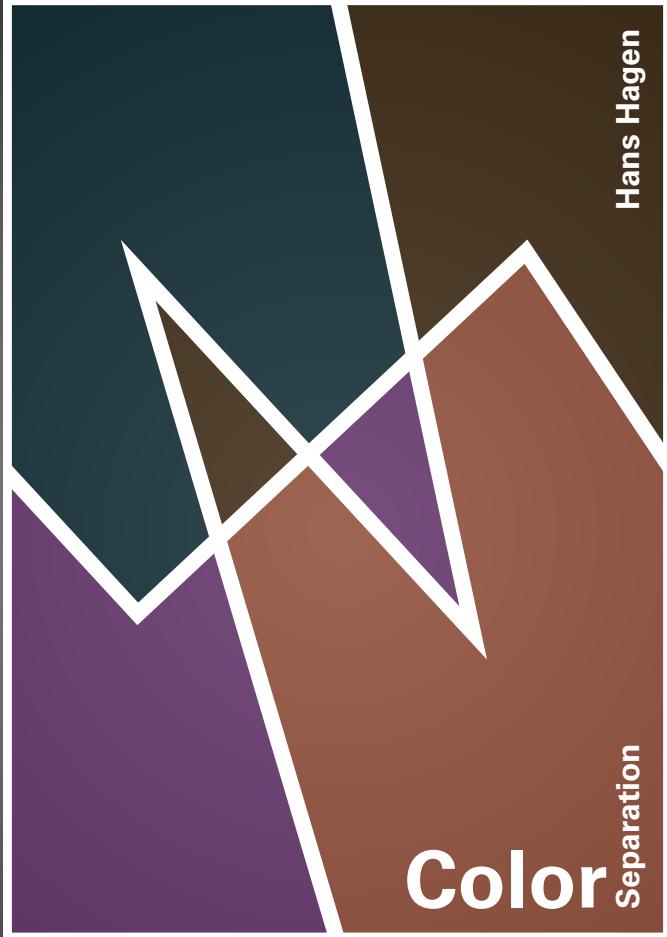
Charts

The flow chart module is an example of combining the power of \TeX and METAPOST. You can use this module to define charts in a descriptive way such that parts can be used, and/or charts can be combined. The advantage of using this integrated approach (opposite to dedicated programmes) is that you have the whole ConTEXt machinery available, like hyperlinks and embedded graphics. Also, by using this module, you have a proper match of fonts between graphics and text.



Labels

The author of a graphic is not necessarily also its graphic designer. In that case it makes sense to split the design of the graphic elements from the process of adding labels. This document describes how to add text to graphics either or not using the resource (figure) library mechanism.



Color separation

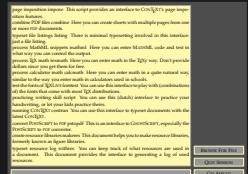
This is a manual for those who are forced to deliver their typeset results color separated. The manual describes how to create an instance of a document in a specific color space and channel. Text as well as graphics are covered.



Example GUI

Example GUI

This manual describes how to install a user interface to some of the ConTeXt mechanisms and other programs. In the distribution there are applications for postprocessing documents (page imposition), testing MathML, and converting PostScript files to pdf.

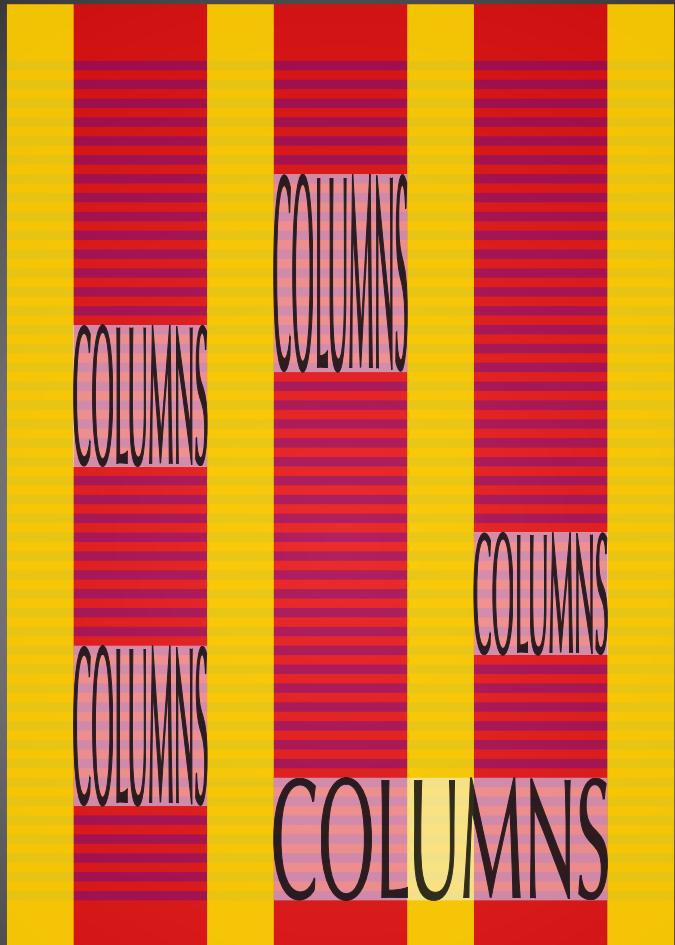


IT'S IN THE DETAILS

HANS HAGEN
PRAGMA ADE
HASSELT NL

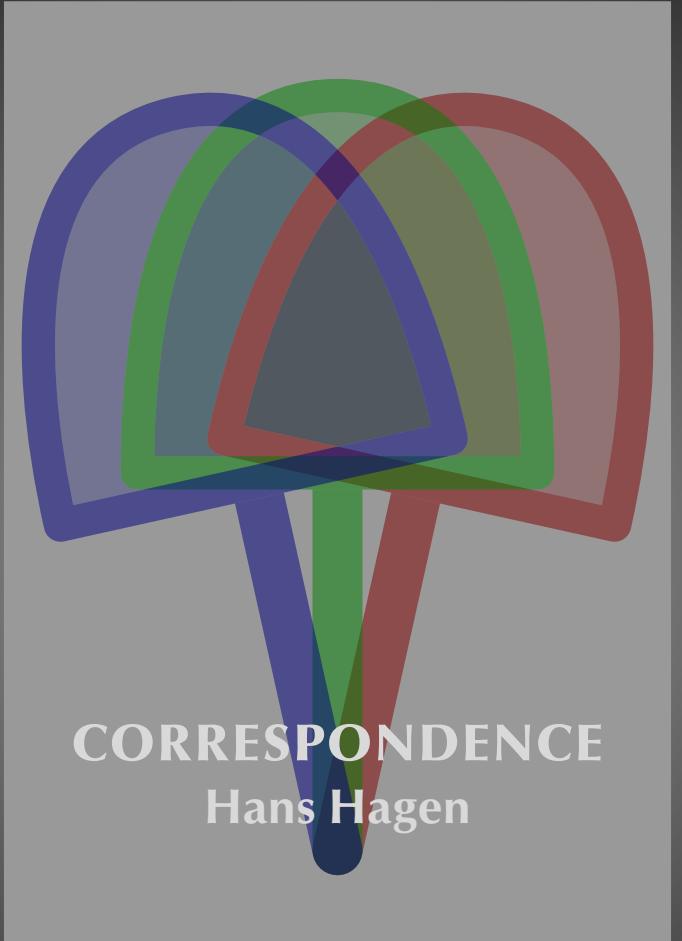
It's in the details

This manual is meant for users who want to divert from the more or less traditional looking TeX documents. There is a strong focus on elements that determine the look and feel of a document, like graphics. (This manual is unfinished)



Extreme

Column sets can be used for quite complex but nice looking layouts. (Behind the screens) this mechanisms goes to the extremes of what we can do with T_EX's output routines. With columnsets we try to bridge between sequential makeup and semi automated desk top publishing.

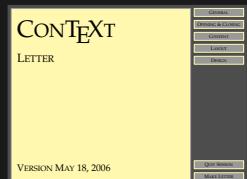


CORRESPONDENCE

Hans Hagen

Correspondence

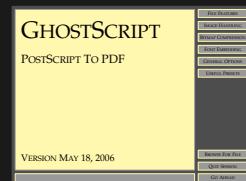
One of the first application at Pragma ADEof T_EX was in typesetting letters. Over time the T_EX only based system moved to a combination of xml and T_EX. This manual roughly describes the components that make up such a system. A graphical user interface is provided as well.





Weaving PS into PDF

This manual describes the `pstopdf` tool that comes with ConTeXt. You can use this tool to convert PostScript images into pdf. The program is actually a wrapper around Ghostscript, but applies some additional trickery and filtering. It also supports watched folders and is suited for interfacing to the eXaMple framework.





SciTE in ConTeXt

SciTE is an editor and this manual describes how to configure it for use with ConTeXt and MetaFun. The additional configuration files are part of the ConTeXt distribution.



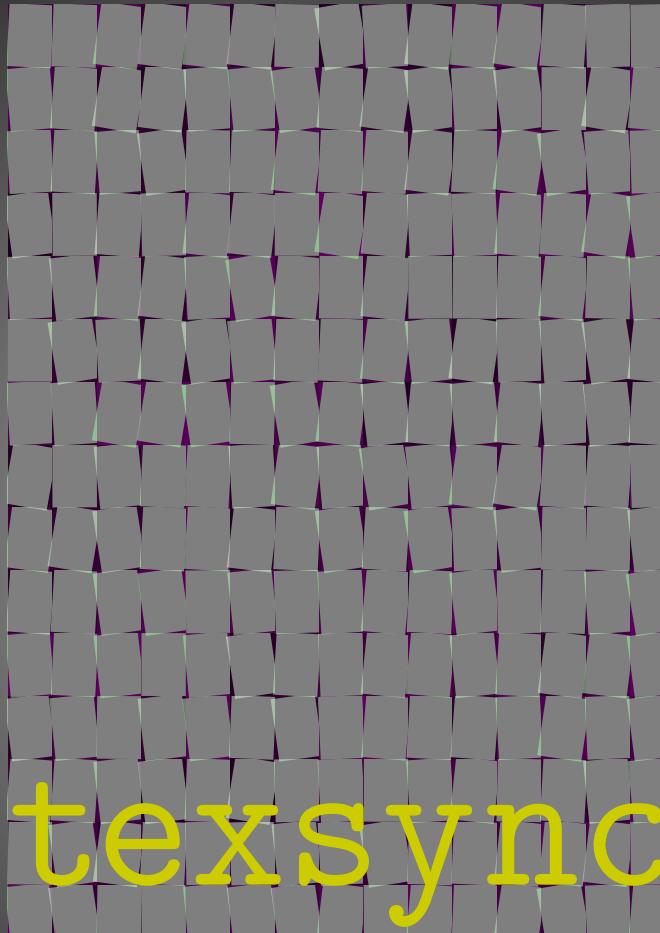
TEXMFSTART

Hans Hagen – 2003/2006

texmfstart & ...tools

This very short manual demonstrates how you can use `texmfstart` to launch scripts and documents located in your `TeX` tree. The script uses `kpsewhich` as well as its own (more aggressive) methods for locating the file. The `TeXtools` manual describes a program that actually is a (growing) collection of small utilities that operate on `TeX` related files and trees. The `xmltools` manual describes a similar program, this time a collection of utilities that operate on `cq`, produce `xml` files and trees. Finally, the `pdftools` manual deals with the associated program, that operates on `pdf` files. This tool is not yet public.





texsync

texsync

There are several ways to install a \TeX system on your machine. Popular platform dependent distributions are fp \TeX , te \TeX , gw \TeX and Mik \TeX , and user groups distribute the nicely packaged $\text{\TeX} \text{Live}$ collection. At Pragma ADE we use for projects a small subset of $\text{\TeX} \text{Live}$, often with the latest Con $\text{\TeX}t$ and project specific font trees. The program described in this manual enables you to synchronize with our minimal Con $\text{\TeX}t$ tree.

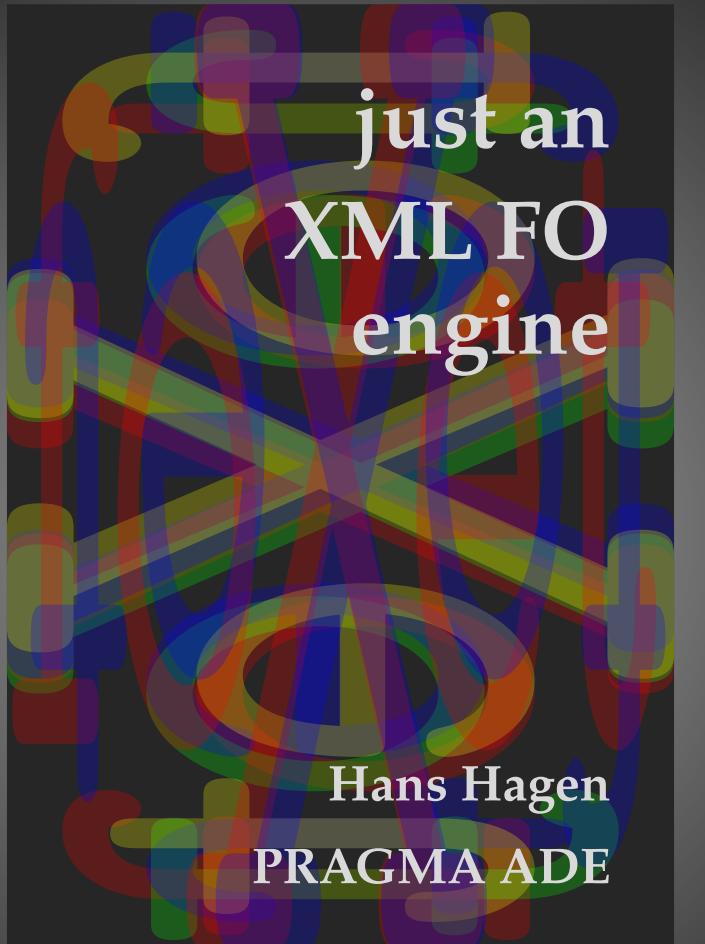




xmldir

This manual describes how to access information about files on your system from within ConTEXt. The modules described here are accompanied by features in the `TeXtools` script. You can use the styles to generate overviews as well as access properties of files.

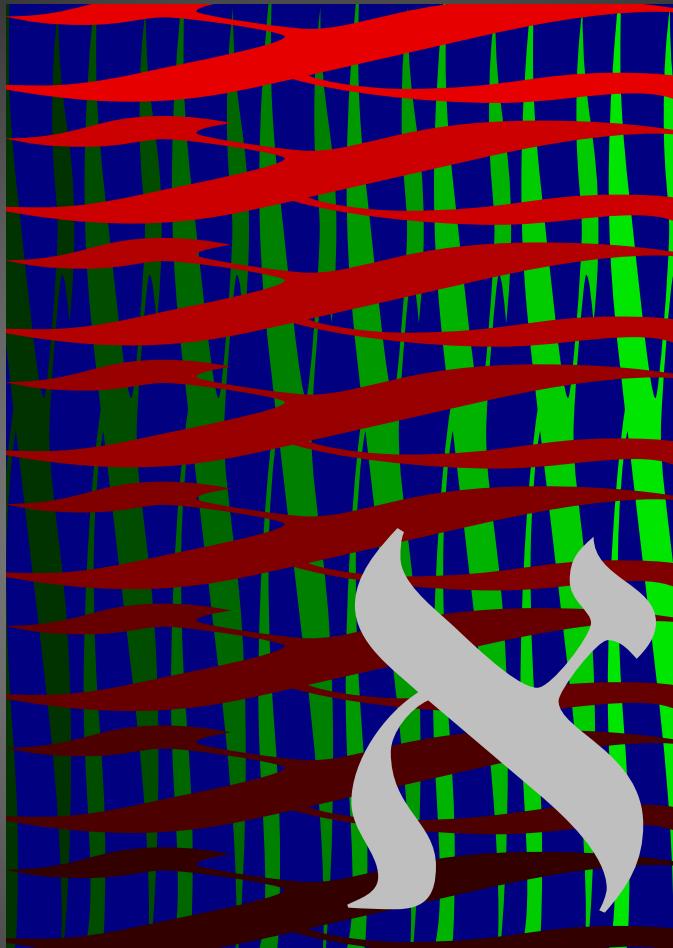




foXet

You can see foXet as just another way of processing xml formatting objects. You may use it to process documents coded in (reasonable) xsl-fo or as (textual) graphics format in ConTeXt documents, a sort of placed xml.

foXet



Aleph

This document shows a few things that Aleph can do with respect to multidirectional typesetting. This document may change over time and is mostly a testbed and less a manual, although in the end it may evolve into one.

Typographic Programming

Hans Hagen

Typographic Program-ming

Designing styles is a mixture of making the right decisions in setting up the layout, finding the right values for the parameters that determine the typographic quality of the paragraph and page, and writing programs that take care of constructing the special elements that make up the page. This document tries to provide some insight in these matters.

HYPHENATION

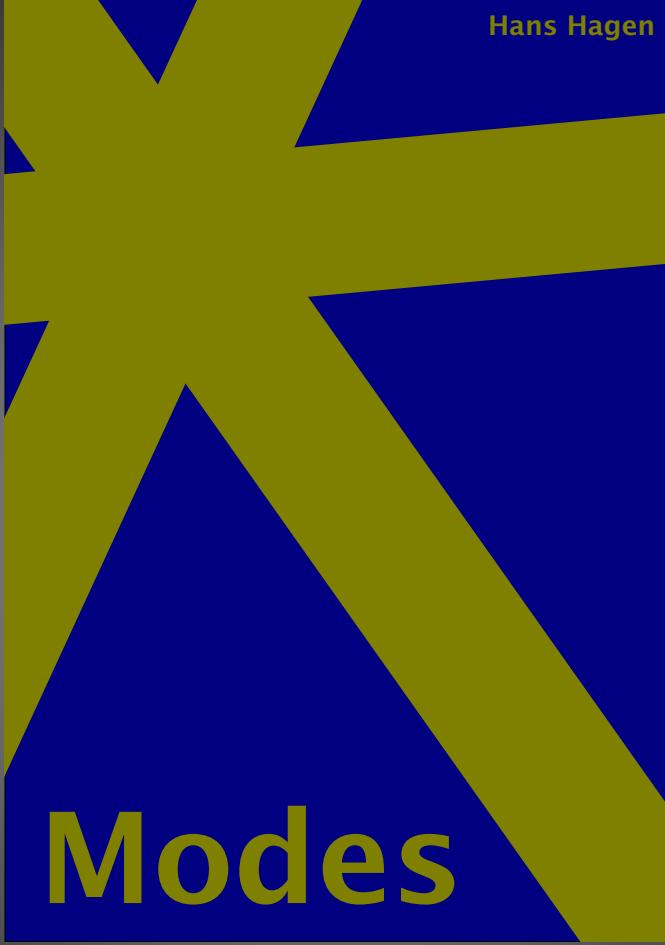
PATTERNS

Hans Hagen

AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT	AU	AV	AW	AX	AY	AZ
BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ	BK	BL	BN	BP	BO	BP	BQ	BR	BS	BT	BU	BV	BW	BX	BY	BZ
CA	CB	CC	CD	CE	CF	CG	CH	CI	CO	CK	CL	CN	CO	CP	CO	CR	CS	CT	CU	CV	CW	CX	CY	CZ	
DA	DB	DC	DD	DE	DF	DG	DH	DI	DJ	DK	DL	DM	DO	DP	DO	DR	DS	DT	DU	DV	DW	DX	DY	DZ	
EA	EB	EC	ED	EE	EF	EG	EH	EI	EO	EN	EP	EQ	ES	ET	EV	EX	ET	EZ							
FA	FB	FC	FD	FE	FF	FG	FH	FI	FO	FK	FL	FM	FN	FO	FP	FO	FR	FS	FT	FU	EV	FX	FY	FZ	
GA	GB	GC	GD	GE	GF	GG	GH	GI	GJ	GK	GL	GM	GN	GO	GP	GO	GR	GS	GT	GU	GV	GY	GQ	GZ	
HA	HB	HC	HD	HE	HF	HH	HL	HM	HN	HR	HO	HP	HQ	HR	HS	HT	HU	IV	HW	IX	HY	HZ			
IA	IB	IC	ID	IE	IF	IG	IH	II	IT	IK	IL	IM	IN	IO	IP	IO	IR	IS	IT	IV	IW	IX	IY	IZ	
JA	JB	JC	JD	JE	JF	JG	JH	JI	JT	JK	JL	JM	JN	JO	JP	JQ	JR	JS	JT	JU	JV	JW	JX	JY	JZ
KA	KB	KC	KD	KE	KF	KG	KH	KI	KJ	KK	KL	KM	KN	KO	KP	KQ	KR	KS	KT	KU	KV	KW	KX	KY	KZ
LA	LB	LC	LD	LE	LF	LH	LT	LU	LL	LM	LN	LO	LP	LR	LS	LT	LU	LV	LY	LM	LY	LZ			
MA	MB	MC	MD	ME	MF	MG	MH	MJ	MO	PK	ML	MM	MP	MQ	PR	MS	NT	MU	MV	MT	MX	MY	MZ		
NA	NB	NC	ND	NE	NF	NG	NH	NJ	NO	NL	NU	NN	NP	NR	NS	NT	NU	NR	NW	NY	NT	NZ			
NA	NB	NC	ND	NE	NF	NG	NH	NJ	NO	NL	NU	NN	NP	NR	NS	NT	NU	NR	NW	NY	NT	NZ			
PA	PB	PC	PD	PE	PF	PG	PH	PI	PJ	PK	PL	PM	PN	PO	PP	PQ	PR	PS	PT	PU	PV	PW	PX	PY	PZ
UA	UB	UC	UD	UE	UF	UG	UH	UI	UT	UK	UL	UM	UN	VO	UP	UQ	UR	US	UT	UU	UV	UN	UX	UY	UZ
RA	RB	RC	RD	RE	RF	RG	RH	RT	RI	RK	RL	RM	RY	RO	RP	RR	RS	RT	RU	RV	RY	RW	RY	RZ	
SA	SB	SC	SD	SE	SF	SG	SH	SI	SO	SK	SL	SM	SN	SO	SP	SQ	SR	SS	ST	SV	SW	SX	SY	SZ	
TA	TB	TC	TD	TE	TF	TG	TH	TI	TT	TR	TU	TX	TM	TO	TP	TI	TR	TS	TT	TU	TV	TW	TX	TY	TZ
UA	UB	UC	UD	UE	UF	UG	UH	UI	UT	UK	UL	UM	UN	VO	UP	UQ	UR	US	UT	UU	UV	UN	UX	UY	UZ
VA	VE	VD	VE	VF	VG	VI	VH	VJ	VO	VK	VL	VM	VN	VO	VP	VI	VR	VS	VT	VO	VU	VW	VX	VY	VZ
WA	WS	WD	WE	WF	WG	WH	WI	WN	WK	WL	WP	WN	WP	WO	WR	WS	WT	WD	WW	WN	WX	WY	WZ		
XA	XB	XC	XD	XE	XF	XG	XH	XI	XJ	XK	XL	XW	XN	XO	XP	XQ	XR	XK	XT	XU	XV	XW	XQ	XZ	
YA	YB	YC	YD	YE	YF	YG	YH	YI	YO	YK	YL	YN	YO	YD	YQ	YR	YS	YT	YU	YV	YR	YX	YI	YZ	
ZA	ZB	ZC	ZD	ZE	ZF	ZG	ZH	ZI	ZJ	ZK	ZL	ZW	ZN	ZO	ZP	ZQ	ZR	ZS	ZT	ZU	ZV	ZW	ZX	ZY	ZZ

Hyphenation Patterns

Although normally users are not supposed to know the dirty details of pattern management, it may be handy to read this manual at least once, if only to know what to do when for some reason pattern loading fails on your machine. This manual also describes how to apply the `ctxtools` program to generate generic pattern files from existing encoding specific files.

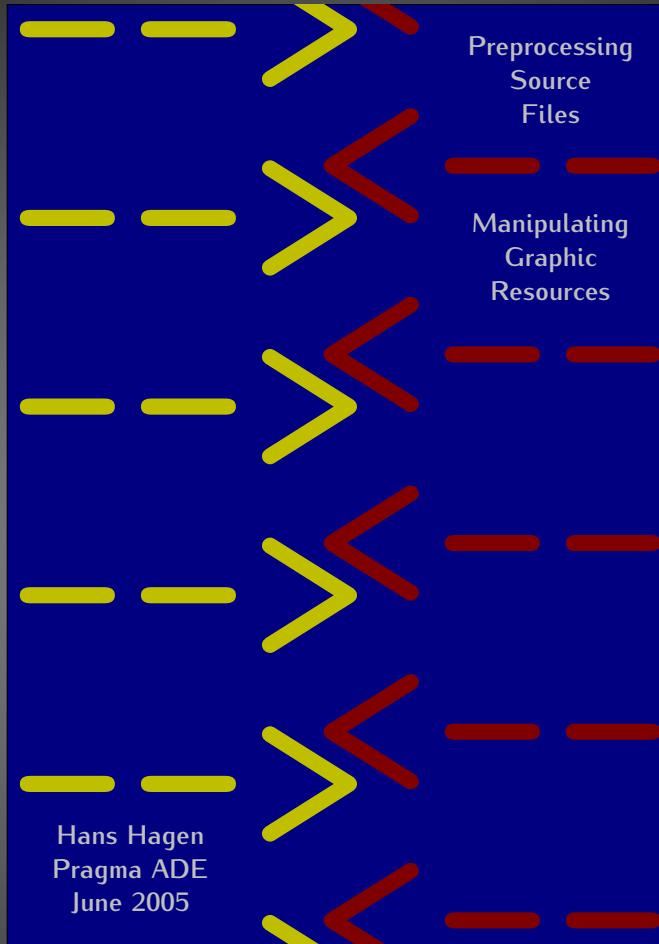


Hans Hagen

Modes

Modes

Modes are a convenient way to create styles that serve multiple purposes. This manual describes how to enable modes and test for their state. The special system modes that ConTeXt sets itself are also explained.



Preprocessing and Manipulating

This manual describes the facilities for automatic preprocessing of source files and manipulation of graphics. These features come in handy in automated typesetting workflows and are handled by `TExexec` and `rlxtools`. The definition files are xml based.

CONTEXT

MKII

CONTEXT

MKIV

The history of luat_EX
2006–2009 / v 0.50

ConTEXt MkII - MkIV, the history of Luat_EX

This document keeps track of the development history of both ConTEXt (mkiv) as well as Luat_EX. It is also one of our torture tests for both (rather related) systems.



MkIV Hybrid Technology

MkIV hybrid technology

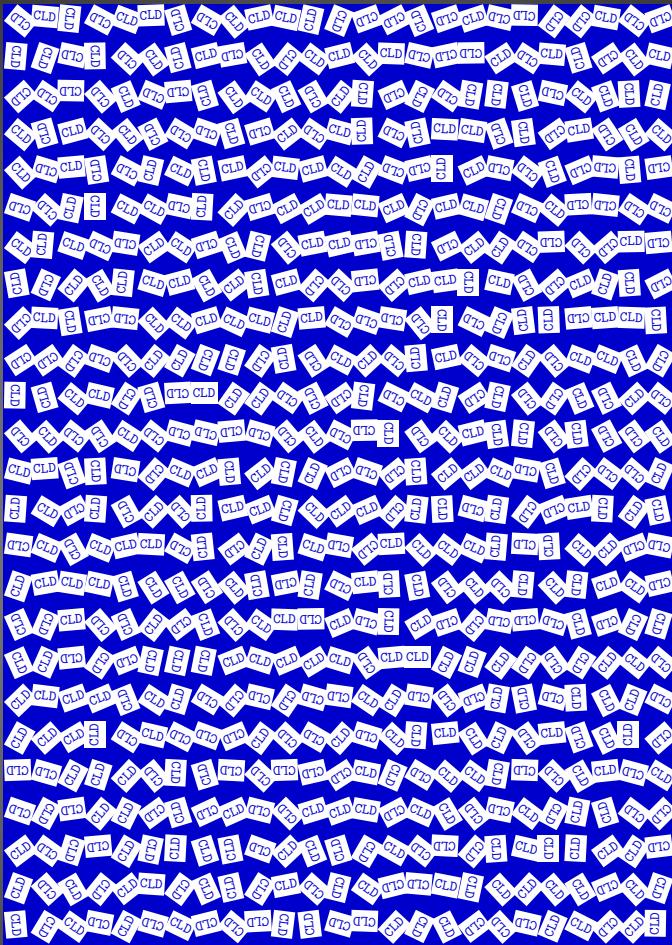
This document keeps track of the development history of both `ContExT` (mkiv) as well as `LuaTeX` from the moment we considered ourselves to be halfway in the project. Like the MK document it is also one of our torture tests. Many of the chapters of MK were first published as articles and the same is true for this document. So, the version published on the web lags behind as we don't want to compete with the user group journals.

ConTEXtDealing with XML

This manual explains how to define styles for tree based processing of xml files. This variant showed up in MkIV. The manual also contains examples of filtering content.

DEALING WITH XML IN CONTEXT MkIV

DEALING WITH XML IN CONTEXT Mk IV



ConTeXt Lua Documents

This short manual describes how to generate documents (structure as well as content) using Lua exclusively. Of course you can also embed such code in your normal \TeX documents but using Lua has some advantages when you deal with for instance database output.

luatools mtxrun context

Luatools, Mtxrun & Context

Here we discuss the main tools on the ConTEXt suite of programs. We focus on the luatools tree handler, the mtxrun script manager and the process management tool ConTEXt.