The luavlna package

Michal Hoftich (michal.h21@gmail.com)
Miro Hrončok (miro@hroncok.cz)

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1 Introduction

This is a small package for plain LuaTeXand LuaETeX. In some languages, like Czech or Polish, there should be no single letter words at the line end, according to the typographical norms. There exists some external

commands (like vlna) or packages (encxvlna for encTeX, xevlna for XeTeX, impnattypo for LuaFTeX).

Other feature of this package is including of non-breakable space after initials, like in personal names, after or before academic degrees and between numbers and units (SI and others).

The code is modified version of Patrick Gundlach's answer on TeX.sx¹. The difference is that it is possible to specify which single letters should be taken into account for different languages. The support for degrees and units was added as well.

2 Usage

The usage is simple:

```
\input ucode
\uselanguage{czech}
% in the case of luacsplain, use instead:
% \chyph
\input luavlna
\preventsingledebugon
\input luaotfload.sty
\font\hello={name:Linux Libertine 0:+rlig;+clig;+liga;+tlig} at 12pt
\hsize=3in
\hello
Příliš žluťoučký kůň úpěl ďábelské ódy.
Text s krátkými souhláskami a samohláskami i dalšími jevy
z nabídky možností (v textu možnými).
```

I začátek odstavce je třeba řešit, i když výskyt zalomení není pravděpodobný.

Co třeba í znaky š diakritikou?

Různé možnosti [v závorkách <i jiných znacích

Podpora iniciál a titulů: M. J. Hegel, Ing. Běháková, Ph.D., Ž. Zíbrt.

¹http://tex.stackexchange.com/a/28128/2891

Podpora jednotek: $100,5 \,\text{MN} \cdot \text{dot}$, $100.5 \,\text{kJ}$, $200 \,\mu\text{A}$, $\$-1\$ \,\text{dag}$, $12 \,\text{MiB}$, $1 \,\text{m\$}^3 \,\text{s}/\text{s}$.

Uvnitř matematiky by mělo být zpracování vypnuté: \$k \in \mathbb N\$. Pokračujeme v příkladu.

\preventsingledebugoff \bye

Příliš *žluťoučký kůň* úpěl ďábelské ódy. Text s krátkými souhláskami a samohláskami i dalšími jevy z nabídky možností (v textu možnými).

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Uvnitř matematiky by mělo být zpracování vypnuté: $k \in \mathbb{N}$. Pokračujeme v¶příkladu.

It is also possible to use the package with LuaFTFX, just use

\usepackage{luavlna}

in the preamble.

3 Commands

 $\singlechars{\langle language name \rangle}{\langle letters \rangle}$

Enable this feature for certain letters in given language. Default values:

% only Czech and Slovak are supported out of the box \singlechars{czech}{AIiVvOoUuSsZzKk} \singlechars{slovak}{AIiVvOoUuSsZzKk}

```
\compoundinitials{\langle language name \rangle}{\langle compounds \rangle}
```

Declare compound letters for given language. Second argument should be comma separated list of compound letters, in exact form in which they can appear.

Default values:

\compoundinitials{czech}{Ch,CH}

3.1 Turning off language switching

By default, language of the nodes is taken into account. If you want to use settings for one language for a whole document, you can use following command:

\preventsinglelang $\{\langle language \ name \rangle\}$

3.2 Turning off processing

If you want to stop processing of the spaces in the document you can use command

\preventsingleoff

To resume processing, use

\preventsingleon

You can also disable units and degrees processing:

\nounits

\nopredegrees

\nosufdegrees

3.3 Debugging commands

\preventsingledebugon \preventsingledebugoff

Insert debugging marks on/off. Default off.

4 Lua module luavlna-langno.lua

When we process glyph nodes with LuaTEX callbacks, there are lang fields available. These are numerical codes of languages, but no information about language names easily accesible from Lua side is available.² These numbers are format dependent, majority of formats like LuaFTEXuse language.dat file provided by babel for assign numbers to languages, but for example csplain use its own system.

To allow easy setting of language dependent parameters, languo module was created. It's purpose is to translate language code to language name and the other way. Lual*IEX, LuaTEX and CSplain formats are supported at the moment.

4.1 Recognized languages

4.1.1 LuaTeX and LuaFTeX

File language.dat is processed to load language names, aliases and assigned numbers. These language names are the same as names supported by the babel package.

UKenglish, USenglish, afrikaans, american, amharic, ancientgreek, arabic, armenian, assamese, basque, belarusian, bengali, bokmal, british, bulgarian, catalan, churchslavonic, classiclatin, coptic, croatian, czech, danish, dumylang, dutch, english, espanol, esperanto, estonian, ethiopic, farsi, finnish, francais, french, friulan, galician, geez, georgian, german, greek, gujarati, hindi, hungarian, ibycus, icelandic, indonesian, interlingua, irish, italian, kannada, kurmanji, latin, latvian, lithuanian, liturgicallatin, malayalam, marathi, mongolian, mongolianlmc, monogreek, ngerman, nohyphenation, norsk, norwegian, nynorsk, occitan, oriya, pali, panjabi, patois, persian, piedmontese, polish, polygreek, portuges, portuguese, romanian, romansh, russian, sanskrit, serbian, serbianc, slovak, slovene, slovenian, spanish, swedish, swissgerman, tamil, telugu, thai, turkish, turkmen, ukenglish, ukrainian, uppersorbian, usenglish, usenglishmax, welsh

²Language names are stored in TeXmacros like \l@langname, but different formats use different naming of these macros

4.1.2 CSplain

Different method is used with the CSplain format. The lua-hyphen.lan file is parsed for the language codes.

afrikaans, ancientgreek, armenian, assamese, basque, bokmal, catalan, classiclatin, coptic, croatian, czech, danish, dutch, estoniak, finnish, french, galician, greek, hindi, hungarian, icelandic, indonesian, interlingua, irish, italian, kannada, kurmanji, latin, latvian, lithuanian, liturgicallatin, malayalam, marathi, mongolian, monogreek, ngerman, nynorsk, oriya, panjabi, pinyin, polish, portuguese, romanian, russian, sanskrit, slovak, slovenian, spanish, tamil, telugu, turkish, turkmen, ukenglish, ukrainian, uppersorbian, usenglishmax, welsh

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