

The LuaMetaT_EX engine is a follow up on LuaT_EX. It integrates the T_EX text rendering engine, the MetaPost graphic engine and the Lua script interpreter. The development is part of the ConT_EXt macro package development. This macro package tightly integrates the three subsystems. The LuaMetaT_EX code is part of the ConT_EXt distribution.

The LuaMetaT_EX engine is lean and mean. There is for instance no back-end code present. In ConT_EXt this is handled in Lua. Graphic inclusion is also delegated to Lua. The T_EX frontend is a slightly extended version of the LuaT_EX one. System dependencies are minimized. Where possible we stay close to the original T_EX concept because that is a well documented reference. The binary can also be used as stand alone Lua engine.

The MetaPost library also has access to Lua, which means that the language can be enhanced and functionality added on demand. There are several graphic libraries provided in ConT_EXt. This graphical language is efficient in runtime and graphical output. In combination with Lua we have a high performance graphical subsystem that can handle a huge amount of data. Additional text (like labels) is typeset at high quality.

The Lua code that comes with ConT_EXt contains a lot of helper code which means that one can set up selfcontained workflows without many extra dependencies. Documents can be encoded in T_EX, Lua, xml or whatever suits. There is support for databases too.

The ConT_EXt code base evolved over time. The basic functionality is quite stable. The move from MkII to MkIV to lmtx has been gradual. The efficiency in terms of code and performance has been improved stepwise. Development continues and beta releases occur on a regular basis. The ConT_EXt user community is quite willing to experiment with betas that can be installed alongside stable snapshots.

The installation is relatively small (fonts make up much of it) and updating is easy. We operate in the T_EX Directory Structure, which is a proven concept.