Languages in Conflict and make Hagen Anti-

Contents

Introduction

1	Some basics	
1.1	Introduction	5
1.2	Available languages	5
1.3	Switching	8
1.4	Hyphenation	8
1.5	Primitives	9
1.6	Control	10
1.7	Installing	11
1.8	Modes	11
2	Hyphenation	
2.1	How it works	13
2.2	The last words	15
2.3	Explicit hyphens	16
2.4	Extended patterns	17
2.5	Exceptions	19
2.6	Boundaries	19
2.7	Plug-ins	20
2.8	Blocking ligatures	24
2.9	Special characters	25
2.10	Counting	26
2.11	Tracing	28
3	Labels	
3.1	Introduction	29
3.2	Defining labels	29
3.3	Using labels	29
3.4	Hooks	30
4	Numbering	
4.1	Introduction	33
4.2	Dates	36
5	Typesetting	
5.1	Introduction	39
5.2	Spacing	39
5.3	Frequencies	44
5.4	Quotes	48
5.5	Sentences	51
5.6	Local control	51

6	Goodies	
6.1	Introduction	53
6.2	Spell checking	53
7	Sorting	
7.1	Introduction	57
7.2	How it works	57
7.3	Special usage	61
8	Options	
8.1	Introduction	63
8.2	Inhibiting	64
8.3	Replacements	67
8.4	Compound words	67
8.5	Performance	68
8.6	Plugins	68
8.7	Tracing	69
8.8	Exceptions	69
8.9	Tracing	70
A	Appendix	
A.1	The language files	71
A.2	The mtx-patterns script	71
A.3	Installed sorters	71
A 4	Verbose counters	82

Introduction

This document describes an important property of the T_EX typesetting system and Con- T_EX t in particular: the ability to deal with different languages at the same time. With languages we refer to natural languages. So, we're not going to discuss the T_EX language itself, not MetaPost, nor Lua.

The original application of T_EX was English that uses the Latin script. The fonts that came with T_EX were suitable for that usage. When lines became too long they could be hyphenated using so called hyphenation patterns. Due to the implementation for many years there was a close relationship between fonts and hyphenation. Although at some point many more languages and scripts were supported, it was only when the Unicode aware variants showed up that hyphenation and fonts were decoupled. This makes it much more easier to mix languages that use different scripts. Although Greek, Cyrillic, Arabic, Chinese, Japanese, Korean and other languages have been supported for a while using (sometimes dirty) tricks, we now have cleaner implementations.

We can hyphenate words in all languages (and scripts) that have a need for it, that is, split it at the end of a line and add a symbol before and/or after the break. The way words are broken into parts is called hyphenation and so called patterns are used to achieve that goal. The way these patterns are constructed and applied was part of the research related to TEX development. The method used is also applied in other programs and is probably one of the few popular ways to deal with hyphenation. There have been ideas about extensions that cover the demands of certain languages but so far nothing better has shown up. In the end TEX does a pretty decent job and more advanced tricks don't necessarily lead to better results.

Hyphenation is driven by a language number and that's about it. This means that one cannot claim that T_EX in its raw form supports languages, other than that it can hyphenate and use fonts that provide the glyphs. It's upto a macro package to wrap this into a mechanism that provides the user an interface. So, when we speak about language support, hyphenation is only one aspect. Labels, like the figure in *figure 1.2* need to adapt to the main document language. When dates are shown they can be language specific. Scientific units and math function names can also be subjected to translation. Registers and other lists have to be sorted according to specific rules. Spacing dan differ per language.

In this manual we will cover some of functionality in $ConT_EXt$ MkIV that relates to languages (and scripts). This manual is a compliment to other manuals, articles and documentation. Here we mostly focus on the language aspects. Some of the content (or maybe most) might looks alien and complex to you. This is because one purpose of this manual is to provide a place to wrap up some aspects of $ConT_EXt$. If you're not interested in that, just stick to the more general manuals that also cover language aspects.

This document is still under construction. The functionality discussed here will stay and more might show up. Of course there are errors, and they're all mine. The text is not checked for spelling errors. Feel free to let me know what should get added.

 $\begin{array}{l} {\rm Hans\ Hagen} \\ {\rm PRAGMA\ ADE,\ Hasselt\ NL} \\ {\rm 2013-2016} \end{array}$

1 Some basics

1.1 Introduction

In this chapter we will see how we can toggle between languages. A first introduction to patterns will be given. Some details of how to control the hyphenation with specific patterns will be given in a later chapter.

1.2 Available languages

When you use the English version of ConTEXt you will default to US English as main language. This means that hyphenation will be US specific, which by the way is different from the rules in GB. All labels that are generated by the system are also in English. Languages can often be accessed by names like english or dutch although it is quite common to use the short tags like en and nl. Because we want to be as compatible as possible with MkII, there are quite some synonyms. The following table lists the languages that for which support is built-in.¹

af 6 af afrikaans agr 60 gr agr ancientgreek ala 66 la ala ar 32 ar arabic ar-ae 34 ar ar ar-bh 35 ar ar
ala 66 la ala ar arabic ar-ae 34 ar
ar 32 ar arabic ar-ae 34 ar ar ar-bh 35 ar ar
ar-ae 34 ar ar ar ar-bh 35 ar ar
ar-bh 35 ar ar
anda E1 an an
ar-dz 51 ar ar
ar-eg 36 ar ar
ar-in 37 ar ar
ar-iq 48 ar-sy ar
ar-ir 46 pe pe
ar-jo 49 ar-sy ar
ar-kw 38 ar ar
ar-lb 50 ar-sy ar
ar-ly 39 ar ar
ar-ma 52 ar ar
ar-om 40 ar ar
ar-qa 41 ar ar
ar-sa 42 ar ar
ar-sd 43 ar ar
ar-sy 47 ar ar

 $^{^{1}}$ More languages can be defined. It is up to users to provide the information.

ar-tn	44	ar	ar	
ar-ye	45	ar	ar	
be	22		be	belarussian
bg	25		bg	bulgarian
ca	63		ca	catalan
cn	56		cn	chinese
cs	16		cs	CZ
				czech
da	4		da	danish
de	3		de	deu
				german
de-at	11	de	de	
de-ch	12	de	de	
de-de	10	de	de	
deo	9	de	deo	
en	1		us	eng
				english
en-gb	13	en	gb	uk
_				ukenglish
en-us	14	en	us	us
				usenglish
eo	54	esperanto	eo	J
es	62	_	es	sp
				spanish
es-es	69	es	es	
es-la	70	es	es	
esperanto	53		eo	
et	27	en	et	estonian
farsi	33		farsi	fa
				pe
				persian
fi	26		fi	finnish
fr	61		fr	fra
				french
gr	59		agr	greek
he	31		he	hebrew
				yi
hr	18		hr	croatian
hu	28		hu	hungarian
it	64		it	italian
ja	57		ja	japanese
kr	58		kr	korean
la	65		la	latin
lt	55		lt	lithuanian

mk	24		mk	macedonian
ml	74		ml	malayalam
nb	7		nb	bokmal
				no
				norwegian
nl	2		nl	dutch
				nld
nn	8		nn	nynorsk
null	0			
pl	15		pl	polish
pt	67		pt	portuguese
pt-br	68	pt	pt	
ro	71		ro	romanian
ru	20		ru	russian
sk	17		sk	slovak
sl	19		sl	slovene
				slovenian
sr	23		sr	serbian
				sr-cyrl
				sr-latn
sv	5		sv	swedish
th	73		th	thai
tk	30		tk	turkmen
tr	29		tr	turkish
ua	21		uk	ukrainian
vi	72		vi	vietnamese

You can call up such a table with the following commands:

\usemodule[languages-system]

\loadinstalledlanguages \showinstalledlanguages

Instead you can run context --global languages-system.mkiv.

As you can see, many languages have hyphenation patterns but for Japanese, Korean, Chinese as well as Arabic languages they make no sense. The patterns are loaded on demand. The number is the internal number that is used in the engine; a user never has to use that number. Numbers < 1 are used to disable hyphenation. The file tag is used to locate and load a specification. Such files have names like type lang-nl.lua.

Some languages share the same hyphenation patterns but can have demands that differ, like labels or quotes. The characters shown in the table are those found in the pattern files. The number of patterns differs a lot between languages. This relates to the systematic behind them. Some languages use word stems, others base their hyphenation

on syllables. Some language have inflections which adds to the complexity while others can combine words in ways that demand special care for word boundaries. Of course a low or high number can signal a low quality as well, but most pattern collections are assembled over many years and updated when for instance spelling rules change. I think that we can safely say that most patterns are quite stable and of good quality.

1.3 Switching

The document language is set with

\mainlanguage[en]

but when you want to apply the proper hyphenation rules to an embedded language you can use:

\language[en]

or just:

\en

The main language determines what labels show up, how numbering happens, in what way dates get formatted, etc. Normally the \mainlanguage command comes before the \starttext command.

1.4 Hyphenation

In LuaTEX each character that gets typeset not only carries a font id and character code, but also a language number. You can switch language whenever you want and the change will be carried with the characters. Switching within a word doesn't make sense but it is permitted:

```
1 \de incrediblykompliziert incredi-b-ly-kom-pli-ziert
2 \en incrediblykompliziert in-cred-i-blykom-pliziert
3 \en incredibly\de kompliziert incredibly-kom-pli-ziert
4 \en incredibly\de \-kompliziert incredibly-kompliziert
5 \en incredibly\de -kompliziert in-cred-i-bly-kom-pli-ziert
```

In the line 4 we have a $\$ - between the two words, and in the last line just a -. If you look closely you will notice that the snippets can be quite small. If we typeset a word with a 1mm text width we get this:

```
in-
cred-
i-
bly
```

If you are familiar with the details of hyphenation, you know that the number of characters at the end and beginning of a word is controlled by the two variables \lefthyphenmin and \righthyphenmin. However, these only influence the hyphenation process. What bits and pieces eventually end up on a line is determined by the par builder and there the \hsize matters. In practice you will not run into these situations, unless you have extreme long words and a narrow column.

Hyphenation normally is limited to regular characters that make up the alphabet of a language. It is insensitive for capitalization as the following text shows:

This time the mu-si-cal dis-trac-tion while de-vel-op-ing code came from watch-ing youtube per-for-mances of Cory Henry (also known from Snarky Puppy, a conglom-er-ate of ex-cel-lent play-ers). Just search the web for his name with 'Ste-vie Won-der and Michael Jack-son Trib-ute'. There is no key-board he can't play. Another in-ter-est-ing key-board player is Sun Rai (a short name for Rai Thistleth-wayte, just google for 'The Bea-t-les, Come To-gether, Live Pi-ano Acoustic with Loop Pedal', or do a com-bined search with 'Matt Cham-ber-lain'. Okay, and talking of key-boards, let's not for-get Vika Yer-molyeva (vk-goeswild) as she's one of a kind too on the web. And then there is Ja-cob Col-lier, in one word: in-credible (or hy-phen-ated the Dutch way in-cre-di-ble, let me re-peat that in French in-cre-dible).²

Of course, names are often short and don't need to be hyphenated (or the left and right settings prohibit it). Another complication with names is that they can come from another language so we either need to switch language temporarily or we need to add an exception (more about that later).

1.5 Primitives

In traditional T_EX the language is not a property of a character but is triggered by a signal in the (so called) list. Think of:

<language 1>this is <language 2>nederlands<language 1> mixed with english

This number is set by the primitive \language. Language triggers are injected into the list depending on the value of this number. There is also a \setlanguage primitive that can inject triggers without setting the \language number. Because in $LuaT_EX$ the state is kept with the character you don't need to worry about the subtle differences here.

In $ConT_EXt$ the \language and \setlanguage commands are overloaded by a more advanced switch macro. You cannot assume that they work as explained in general manuals about T_EX . Currently you can still assign a number but that might change. Just consider the language to be an abstraction and don't mess with this number. Both com-

 $^{^{2}}$ Get me right, there are of course many more fantastic musicians.

mands not only change the current language but also do specific initializations when needed.

What characters get involved in hyhenation is historically determines by the so called \lccode values. Each character can have such a value which maps an uppercase to a lowercase character. This concept has been extended in ε -TeX where it binds to a pattern set (language). However, in ConTeXt the user never has to worry about such details.

In traditional hyphenation there will not be hyphenated if the sum of \lefthyphenmin and \righthyphenmin exceeds 62. This limitation is not present in the to be presented Lua variant of this routine as there is no good reason for this limitation other than implementation constraints.

1.6 Control

We already mentioned \lefthyphenmin and \righthyphenmin. These two variables control the area in a word that is subjected to hyphenation. Setting these values is a matter of taste but making them too small can result in bad hyphenation when the patterns are made with the assumptions that certain minima are used. Using a \lefthyphenmin of 2 while the patterns are made with a value of 3 in mind is a bad idea.

\lefthyphenmin	\righthyphenmin					
\ter thyphenmin	1	2	3	4	5	
1	in-ter-est-ing	in-ter-est-ing	in-ter-est-ing	in-ter-esting	in-ter-esting	
2	in-ter-est-ing	in-ter-est-ing	in-ter-est-ing	in-ter-esting	in-ter-esting	
3	inter-est-ing	inter-est-ing	inter-est-ing	inter-esting	inter-esting	
4	inter-est-ing	inter-est-ing	inter-est-ing	inter-esting	inter-esting	
5	inter-est-ing	inter-est-ing	inter-est-ing	inter-esting	inter-esting	

When TEX breaks a paragraph into lines it will try do so without hyphenation. When that fails (read: when the badness becomes too high) a next effort will take hyphenation into account.³ When the badness is still too high, an optional emergency pass can be made but only when the tolerances are set to permit this. In ConTEXt you can try these settings when you get too many over- or underfull boxes reported on the console.

\setupalign[tolerant]
\setupalign[verytolerant]
\setupalign[verytolerant,stretch]

Personally I tend to use the last setting, especially in automated flows. After all, TFX will

 $^{^3}$ Because in LuaTEX we always hyphenate there is no real gain in trying not to hyphenate. Because in traditional TEX hyphenation happens on the fly a pass without hyphenating makes more sense.

not apply stretch unless it's really needed.

The two *hyphenmin parameters can be set any time and the current value is stored with each character. They can also be set with the language which we will see later.

When T_EX hyphenates words it has to decide where a word starts and ends. In traditional T_EX the words starts normally at a character that falls within the scope of the hyphenator. It ends at when a box (hlist or vlist) is seen, but also at a rule, discretionary, accent (forget about this in ConT_EXt) or math. An example will be given in the chapter that discussed the Lua alternative.

1.7 Installing

todo

1.8 Modes

Languages are one of the mechanisms where you can access the current state. There are for instance two (official) macros that contain the current (main) language:

macro	value
\currentmainlanguage	en
\currentlanguage	en

When we have set \language[nl] we get this:

macro	value
\currentmainlanguage	en
\currentlanguage	nl

If you write a style that needs to adapt to a language you can use modes. There are several ways to do this:

```
\language[nl]
\startmode[**en]
    \color[darkred]{main english}
\stopmode
\startmode[*en]
    \color[darkred]{local english}
\stopmode
\startmode[**nl]
```

```
\color[darkblue]{main dutch}
\stopmode
\startmode[*nl]
    \color[darkblue]{local dutch}
\stopmode
\startmodeset
    [*en] {\color[darkgreen]{english set}}
    [*nl] {\color[darkgreen]{dutch set}}
\stopmodeset
This typesets:
main english
local dutch
dutch set
When you use setups you can use the following trick:
\language[nl]
\startsetups language:en
    \color[darkorange]{something english}
\stopsetups
\startsetups language:nl
    \color[darkorange]{something dutch}
\stopsetups
\setups[language:\currentlanguage]
As expected we get:
something dutch
```

2 Hyphenation

2.1 How it works

Proper hyphenation is one of the strong points of TEX. Hyphenation in TEX is done using so called hyphenation patterns. Making these patterns is an art and most users (including me) happily use whatever is available. Patterns can be created automatically using patgen but often manual tweaking is needed too. A pattern looks as follows:

pat1tern

This means as much as: you can split the word pattern in two pieces, with a hyphen between the two t's. Actually it will also split the word patterns because the hyphenation mechanism looks at substrings. When no number between characters in a pattern is given, a zero is assumed. This means as much as *undefined*. An even number inhibits hyphenation, an odd number permits it. The larger the number (weight), the more influence it has. A more restricted pattern is:

```
.pat1tern.
```

Here the periods set the word boundaries. The pattern dictionary for us english has smaller patterns and the next trace shows how these are applied.

The effective hyphenation of a word is determined by several factors:

- the current language, each language can have different patterns
- the characters, as some characters might block hyphenation
- the settings of \lefthyphenmin and \righthyphenmin

A place where a word can be hyphenated is called a discretionary. When TEX analyzes a stream, it will inject discretionary nodes into that stream.

```
pat\discretionary{-}{}{}tern.
```

In traditional $T_E\!X$ hyphenation, ligature building and kerning are tightly interwoven which is quite effective. However, there was also a strong relationship between the current font and hyphenation. This is a side effect of traditional $T_E\!X$ having at most 256 characters in a font and the fact that the used character is fact a reference to a slot in a font. There a character in the input initially ends up as a character node and eventu-

ally becomes a glyph node. For instance two characters fi can become a ligature glyph representing this combination.

In LuaTEX the hyphenation, ligature building and kerning stages are separated and can be overloaded. In ConTEXt all three can be replaced by code written in Lua. Because normally hyphenation happens before font logic is applied, there is no relationship with font encoding. I wrote the first Lua version of the hyphenator on a rainy weekend and the result was not that bad so it was presented at the 2014 ConTEXt meeting. After some polishing I decided to add this routine to the standard MkIV repertoire which then involved some proper interfacing.

You can enable the Lua variant with the following command:

\setuphyphenation[method=traditional]

We call this method traditional because in principle we can have many more methods and this one is (supposed to be) mostly compatible to the built-in method. This is a global setting. You can switch back with:

\setuphyphenation[method=default]

In the next sections we will see how we can provide alternatives within the traditional method. These alternatives can be set local and therefore can operate over a limited range of characters.

One complication in interfacing is that $T_E X$ has grouping (which permits local settings) and we want to limit some of the above functionality using groups. At the same time hyphenation is a paragraph related action so we need to enable the hyphenation related code at a global level (or at least make sure that it gets exercised by forcing a par). That means that the alternative hyphenator has to be quite compatible so that we could just enable it for a whole document. This can have an impact on performance but in practice that can be neglected. In LuaTeX the Lua variant is 4 times slower than the built-in one, in LuajitTeX it's 3 times slower. But the good news is that the amount of time spent in the hyphenator is relatively small compared to other manipulations and macro expansion. The additional time needed for loading and preparing the patterns into a more Lua specific format can be neglected.

You can check how words get hyphenated using the patterns management script:

>mtxrun --script patterns --hyphenate language

```
      hyphenator
      |
      . language.
      . language.

      hyphenator
      |
      0a2n0
      0 0 2 0 0 0 0 0

      hyphenator
      |
      2a0n0g0
      0 2 2 0 0 0 0 0

      hyphenator
      |
      0n1g0u0
      0 2 2 1 0 0 0 0

      hyphenator
      |
      0g0u4a0
      0 2 2 1 0 4 0 0
```

```
hyphenator | 2g0e0.0 0 2 2 1 0 4 2 0 0 hyphenator | .0l2a2n1g0u4a2g0e0. . l a n-g u a g e . hyphenator | mtx-patterns | us 3 3 : language : lan-guage
```

2.2 The last words

Mid 2014 we had to upgrade a style for a pdf assembly service: chapters from (technical) school books are combined into arbitrary new books. There are some nasty aspects with this flow: for instance, all section numbers in a chapter are replaced by new numbers and this also involves figure and table prefixes. It boils down to splitting up books, analyzing the typeset content and preparing it for replacements. The structure is described in xml files so that we can generate tables of contents. The reason for not generating from xml sources is that the publisher doesn't have a xml workflow and that books already were available. Also, books from several series are combined and even within a series structure (and rendering) differs.

What has this to do with hyphenation? Writing a style for such a flow always results in a more complex one that estimated and as usual it's in the details. The original style was written in MkII and used some box juggling to achieve reasonable results but in MkIV we can do better.

Each chapter has a title and books get titles and subtitles as well. The titles are typeset each time a new book is composed. This happens within some layout constraints. Think of constraints like these:

- the title goes on top of a shape that doesn't permit much overflow
- there can be very long words (not uncommon in Dutch or German)
- · a short word or hyphenated part should not end up on the last line
- the left and right hyphenation minima are at least four

The last requirement is a compromise because in most cases publishers seem to want ragged right not hyphenated rendering (at least in Dutch schoolbooks). The arguments for this are quite weak and probably originate in fear of bad rendering given past experiences. It's this kind of situations that drive the development of the more obscure features that ship with ConT_EXt and a (partial) solution for this specific case will be given later.

If you look at thousands of titles and turn these into (small) paragraphs $T_E X$ does a pretty good job. It's the few exceptions that we need to catch. The next examples demonstrate such an extreme case.

1		
	a verylongword and	a verylong-
	then anevenlonger-	word and then
	word	anevenlongerword

2	a verylongword and then aneven- longerword	a verylong- word and then anevenlongerword
3	a verylongword and then aneven- longerword	a verylong- word and then anevenlongerword
4	a verylongword and then aneven- longerword	a verylong- word and then anevenlongerword
5	a verylong- word and then anevenlonger- word	a verylong- word and then anevenlongerword

Of course in practice there need to be some reasonable width and when we pose these limits the longest possible word should fit into the allocated space. In these examples the rule shows the width. In the right columns we see a red colored word and that one will not get hyphenated.

2.3 Explicit hyphens

Another special case that we needed to handle were (compound) words with explicit hyphens. Because often data comes from xml files we can not really control the typesetting as in a T_EX document where the author sees what gets done. So here we need a way to turn these hyphens into proper hyphenation directives and at the same time permit the words to be hyphenated.

1	a very-long-word and then an-even-longer-word	a very-long-word and then an- even-longer-word
2	a very-long-word and then an-even-longer-word	a very-long-word and then an- even-longer-word

3	a very-long-word and then an-even-longer-word	a very-long-word and then an- even-longer-word
4	a very-long-word and then an-even-longer-word	a very-long-word and then an- even-longer-word
5	a very-long-word and then an-even-longer-word	a very- long-word and then an- even-longer-word

2.4 Extended patterns

As with more opened up mechanisms, in MkIV we can extend functionality. As an example I have implemented the extensions discussed in the article by László Németh in the Proceedings of EuroT_EX 2006: *Hyphenation in OpenOffice.org* (TUGboat, Volume 27, 2006). The syntax for these extension is somewhat ugly and involves optional offsets and ranges.⁴

```
\registerhyphenationpattern[nl][elë/e=e]
\registerhyphenationpattern[nl][a9atje./a=t,1,3]
\registerhyphenationpattern[en][eighltee/t=t,5,1]
\registerhyphenationpattern[de][clk/k=k]
\registerhyphenationpattern[de][schiflf/ff=f,5,2]
```

These patterns result in the following hyphenations:

reëel re-eel
omaatje oma-tje
eighteen eight-teen
Zucker Zuk-ker
Schiffahrt Schiff-fahrt

In a specification, the . indicates a word boundary and numbers indicate the weight of a breakpoint. The optional extended specification comes after the /. The values separated by a = are the pre and post sequences: these end up at the end of the current line and

⁴ I'm not sure if there were ever patterns released that used this syntax.

beginning of the next one. The optional numbers are the start position and length. These default to 1 and 2, so in the first example they identify eë (the weights don't count).

There is a pitfall here. When the language already has patterns that for instance prohibit a hyphen between e and type ë, like e2ë, we need to make sure that we give our new one a higher priority, which is why we used a e9ë.

This feature is somewhat experimental and can be improved. Here is a more Lua-ish way of setting such patterns:

```
local registerpattern =
    languages.hyphenators.traditional.registerpattern

registerpattern("nl","elë", {
    start = 1,
    length = 2,
    before = "e",
    after = "e",
})

registerpattern("nl","a9atje./a=t,1,3")
```

Just adding extra patterns to an existing set without much testing is not wise. For instance we could add these to the dutch dictionary:

```
\registerhyphenationpattern[nl][e3ë/e=e]
\registerhyphenationpattern[nl][o3ë/o=e]
\registerhyphenationpattern[nl][e3ï/e=i]
\registerhyphenationpattern[nl][i3ë/i=e]
\registerhyphenationpattern[nl][a5atje./a=t,1,3]
\registerhyphenationpattern[nl][toma8at5je]
```

That would work oke well for words like

```
coëfficiënt
geïntroduceerd
copiëren
omaatje
tomaatje
```

However, the last word only goes right because we explicitly added a pattern for it. One reason is that the existing patterns already contain rules to prevent weird hyphenations. The same is true for the accented characters. So, consider these examples and coordinate additional patterns with other users so that errors can be identified.

2.5 Exceptions

We have a variant on the $T_{\underline{E}}X$ primitive \hyphenation, the official way to register a specific way to hyphenate a word.

```
\registerhyphenationexception[aaaaa-bbbbb]
aaaaabbbbb \par
```

This code is self explaining and results in:

aaaaa-

bbbbb

There can be multiple hyphens and even multiple words in such a specification:

```
\registerhyphenationexception[aaaaa-bbbbb cc-ccc-ddd-dd]
aaaaabbbbb \par
ccccddddd \par
```

We get:

aaaaa-

bbbbb

CC-

CCC-

ddd-

dd

2.6 Boundaries

A box, rule, math or discretionary will end a word and prohibit hyphenation of that word. Take this example:

```
whatever \par
whatever\hbox{!} \par
\vl whatever\vl \par
whatever$x$ \par
whatever-whatever \par
```

These lines will hyphenate differently and in traditional T_EX you need to insert penalties and/or glue to get around it unless you instruct Lua T_EX to be more. In the Lua variant we can enable that limitation.

```
\definehyphenationfeatures
[strict]
[rightedge=tex]
```

Here we show the three variants: traditional $T_{\underline{E}}X$ and Lua with and without strict settings.

default	traditional	traditional strict
what-	what-	what-
ever	ever	ever
what-	what-	what-
ever!	ever!	ever!
what-	what-	what-
ever	ever	ever
what-	what-	what-
everx	everx	everx
what-	what-	whatever-
ever-	ever-what-	whatever
what-	ever	
ever		

By default $ConT_EXt$ is configured to hyphenate words that start with an uppercase character. This behaviour is controlled in T_EX by the \uchyph variable. A positive value will enable this and a negative one disables it.

default 0	default 1	traditional 0	traditional 1
TEX-	TEX-	TEX-	TEX-
i-	i-	i-	i-
fied	fied	fied	fied

The Lua variants behaves the same as the built-in implementation (that of course remains the reference).

2.7 Plug-ins

The default hyphenator is similar to the built-in one, with a couple of extensions as mentioned. However, you can plug in your own code, given that it does return a proper hyphenation result. One reason for providing this plug is that there are users who want to play with hyphenators based on a different logic. In ConTEXt we already have some methods to deal with languages that (for instance) have no spaces but split on words or syllables. A more tight integration with the hyphenator can have advantages so I will explore these options when there is demand.

A result table indicates where we can break a word. If we have a four character word and can break after the second character, the result looks like this:

```
result = { false, true, false, false }
```

Instead of true we can also have a table that has entries like the extensions discussed in a previous section. Let's give an example of a plug-in.

```
\startluacode
    local subset = {
        a = true,
        e = true,
        i = true,
        o = true,
        u = true,
        y = true,
    }
    languages.hyphenators.traditional.installmethod("test",
        function(dictionary,word,n)
            local t = \{ \}
            for i=1,\#word do
                 local w = word[i]
                 if subset[w] then
                     t[i] = {
                         before = "<" \dots w,
                         after = w \dots ">",
                         left = false,
                         right = false,
                     }
                else
                     t[i] = false
                end
            end
            return t
        end
\stopluacode
```

Here we hyphenate on vowels and surround them by angle brackets when split over lines. This alternative is installed as follows:

```
\definehyphenationfeatures
  [demo]
  [alternative=test]

We can now use it as follows:
```

\setuphyphenation[method=traditional]
\sethyphenationfeatures[demo]

When applied to one the tufte example we get:

We thrive in information-thick worlds because of our marvelous and everyday capacity to select, edit, single out, structure, highlight, group, pair, merge, h<a a>monize, synthesize, focus, organize, condense, reduce, boil down, choose, c<a a>egorize, catalog, classify, list, abstract, scan, look into, idealize, isolate, discr<i i>inate, distinguish, screen, pigeonhole, pick over, sort, integrate, blend, inspect, filter, lump, skip, smooth, chunk, average, approximate, cluster, aggregate, o<u u>line, summarize, itemize, review, dip into, flip through, browse, glance into, leaf through, skim, refine, enumerate, glean, synopsize, winnow the wheat from the chaff and separate the sheep from the goats.

A more realistic (but not perfect) example is the following:

```
\startluacode
    local packslashes = false
    local specials = {
        ["!"] = "before", ["?"] = "before",
        ['"'] = "before", ["'"] = "before",
        ["/"] = "before", ["\\"] = "before",
        ["#"] = "before",
        ["$"] = "before",
        ["%"] = "before",
        ["&"] = "before",
        ["*"] = "before".
        ["+"] = "before", ["-"] = "before",
        [","] = "before", ["."] = "before",
        [":"] = "before", [";"] = "before",
        ["<"] = "before", [">"] = "before",
        ["="] = "before".
        ["@"] = "before",
        ["("] = "before"]
        ["["] = "before".
        ["{"] = "before",
        ["^"] = "before", [" "] = "before",
        ["`"] = "before",
        ["|"] = "before",
        ["~"] = "before",
        [")"] = "after",
        ["]"] = "after",
        ["}"] = "after",
    }
```

```
languages.hyphenators.traditional.installmethod("url",
        function(dictionary,word,n)
            local t = { }
            local p = nil
            for i=1,#word do
                local w = word[i]
                local s = specials[w]
                if s == "after" then
                    s = {
                        start = 1,
                        length = 1,
                        after = w,
                        left = false,
                        right = false,
                    specials[w] = s
                elseif s == "before" then
                    s = {
                        start = 1,
                        length = 1,
                        before = w,
                        left = false,
                        right = false,
                    }
                    specials[w] = s
                end
                if not s then
                    s = false
                elseif w == p and w == "/" then
                    t[i-1] = false
                end
                t[i] = s
                if packslashes then
                    p = w
                end
            end
            return t
        end
\stopluacode
Again we define a plug:
\definehyphenationfeatures
  [url]
```

```
[characters=all,
alternative=url]
```

So, we only break a line after symbols.

http://www.pragma-ade.nl

A quick test can look as follows:

```
\starthyphenation[traditional]
   \sethyphenationfeatures[url]
   \tt
   \dontcomplain
   \hsize 1mm
   http://www.pragma-ade.nl
\stophyphenation

Or:
http:
//
www.
pragma-
ade.nl
```

2.8 Blocking ligatures

Yet another predefined feature is the ability to block a ligature. In traditional $T_E\!X$ this can be done by putting a {} between the characters, although that effect can get lost when the text is manipulated. The natural way to do this in a Unicode environment is to use the special characters zwj and zwnj.

We use the following example lines:

```
supereffective \blank
superef\zwnj fective
and define two featuresets:
\definehyphenationfeatures
  [demo-1]
  [characters=\zwnj\zwj,
    joiners=yes]
```

\definehyphenationfeatures

```
[demo-2]
[joiners=no]
```

We limit the width to 1mm and get:

method=default	method=traditional	method=traditional featureset=demo-1	method=traditional featureset=demo-2
super-	super-	super-	super-
ef-	ef-	ef-	ef-
fec-	fec-	fec-	fec-
tive	tive	tive	tive
supereffec-	supereffec-	super-	supereffec-
tive	tive	ef-	tive
		fec-	
		tive	

2.9 Special characters

The characters example can be used (to some extend) to do the same as the breakpoints mechanism (compounds).

```
\definehyphenationfeatures
  [demo-3]
  [characters={()[]}]
\starthyphenation[traditional]
    \sethyphenationfeatures[demo-3]
    \dontcomplain
    \hsize 1mm
    we use (super)special(ized) patterns
\stophyphenation
we
use
(su-
per)spe-
cial(ized)
pat-
terns
```

We can make this more clever by adding patterns:

\registerhyphenationpattern[en][)9]

\registerhyphenationpattern[en][9(]

This gives:

we
use
(super)special(ized)
patterns

A detailed trace shows that these patterns get applied:

```
. (super) special (ized) . . (super) special (ized) .
1
   9(0
                                          2
     1s0u0
                                          9 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
3
       0u1p0e0
                                          4
              0)9
                                          9 1 0 1 0 0 0 9 0 0 0 0 0 0 0 0 0 0 0 0
5
                                          9 1 0 1 0 0 0 9 0 0 2 0 0 0 0 0 0 0 0 0
                 0p0e2c0
                                          9 1 0 1 0 0 0 9 0 0 2 2 0 0 0 0 0 0 0 0
6
                   0e0c2i0
7
                     1c0i0
                                          9 1 0 1 0 0 0 9 0 0 2 2 0 0 0 0 0 0 0 0
8
                     3c0i0a0
                                          9 1 0 1 0 0 0 9 0 0 3 2 0 0 0 0 0 0 0 0
9
                      2i1a0
                                          9 1 0 1 0 0 0 9 0 0 3 2 1 0 0 0 0 0 0 0
10
                      0i2a0l0
                                          9 1 0 1 0 0 0 9 0 0 3 2 2 0 0 0 0 0 0 0
11
                           9(0
                                          9 1 0 1 0 0 0 9 0 0 3 2 2 0 9 0 0 0 0 0
12
                               2z0e0
                                          9 1 0 1 0 0 0 9 0 0 3 2 2 0 9 0 2 0 0 0 0
13
                                          9 1 0 1 0 0 0 9 0 0 3 2 2 0 9 0 2 0 0 0 9
                                    0)
   .9(1s0u1p0e0r0)9s0p0e3c2i2a0l9(0i2z0e0d0)9. . (-s u-p e r )-s p e-c i a l-( i z e d )-.
```

The somewhat weird hyphens at the edges will in practice not show up because there is always one regular character there.

2.10 Counting

There is not much you can do about patterns. It's a craft to make them and so they are shipped with the distribution. In order to hyphenate well, TEX looks at some character properties. In ConTEXt only the characters used in the patterns of a language get tagged as valid in a word.

The following example illustrates that there can be corner cases. In fact, this example might render differently depending on the patterns available. First we define an extra language, based on French.

\installlanguage[frf][default=fr,patterns=fr,factor=yes]

Here we set the factor parameter which tells the loader that it should look at the characters used in a special way: some count for none, and some count for more than one when determining the min values used to determine if and where hyphenation is to be

applied.

```
\startmixedcolumns[n=3,balance=yes]
  \hsize 1mm \dontcomplain
  \language[fr] aesop oedipus æsop ædipus \column
  \hsize 1mm \dontcomplain
  \language[frf] aesop oedipus æsop ædipus \column
  \startexceptions æ-sop \stopexceptions
  \hsize 1mm \dontcomplain
  \language[frf] aesop oedipus æsop ædipus
\stopmixedcolumns
```

We get three (when writing this manual) different columns:

ae-	ae-	ae-
sop	sop	sop
oe-	oe-	oe-
di-	di-	di-
pus	pus	pus
æsop	æsop	æ-
œdi-	œ-	sop
pus	di-	œ-
	pus	di-
		pus

The trick is in the factor: when set to yes an x is counted as two characters. Combining marks count as zero but you will not find them being used as we already resolve them in an earlier stage.

U+000C6	Æ	2	letter	U+001C9	lj	2	letter
U+000DF	ß	2	letter	U+001CA	NJ	2	letter
U+000E6	æ	2	letter	U+001CC	nj	2	letter
U+00132	IJ	2	dubious	U+01E9E	ß	2	letter
U+00133	ij	2	dubious	U+0FB01	fi	2	ligature
U+00152	Œ	2	dubious	U+0FB02	fl	2	ligature
U+00153	œ	2	dubious	U+0FB03	ffi	3	ligature
U+001C7	LJ	2	letter	U+0FB04	ffl	3	ligature
U+001C8	Lj	2	letter	U+0FB06	st	2	ligature

It is very unlikely to find an in the input and even an ij is rare. The α is marked as character and the α a ligatyure in Unicode. Maybe all the characters here are dubious but al least we provide a way to experiment with them.

2.11 Tracing

Among the tracing options (low level trackers) there is one for pattern developers:

\usemodule[s-languages-hyphenation]

\startcomparepatterns[de,nl,en,fr]
 \input zapf \quad (\showcomparepatternslegend)
\stopcomparepatterns

The different hyphenation points are shown with colored bars. Some valid points might not be shown because the font engine can collapse successive discretionaries.

Coming back to the use of typefaces in electronic publishing: many of the new typographers receive their knowledge and information about the rules of typography from books, from computer magazines or the instruction manuals which they get with the purchase of a PC or software. There is not so much basic instruction, as of now, as there was in the old days, showing the differences between good and bad typographic design. Many people are just fascinated by their PC's tricks, and think that a widely-praised program, called up on the screen, will make everything automatic from now on. (de nl en fr)

3 Labels

3.1 Introduction

When we started using T_EX, I naturally started with plain T_EX. But it didn't take long before we tried L^AT_EX. Because our documents were in Dutch one of the first fights with this package was to get rid of the english labels. Because rather soon we decided to cook up an alternative package, a decent label mechanism was one of the first things to show up. And as soon as multiple language typesetting gets into view, such a mechanism becomes one of those language dependent features. In this chapter the basics will be covered.

3.2 Defining labels

Before we define a label we need to define a label class. You probably seldom need that but this is how it's done:

```
\definelabelclass [mylabel]
```

There are some classes predefined:

head (complete) titles like andlabel in-text labels like and Figuremathlabel function names like sin and cos

taglabel labels used for tagging purposed in the backendbtxlabel labels used in typesetting bibliographic items

The physical units mechanism also uses labels: unit, operator, prefix and suffix. All these labels are defined per language with a fall back on english.

Given that we have defined class mylabel, a label itself is set like this:

```
\setupmylabeltext
[en]
[first={<after first},
    second={{before second>},{<after second}}]</pre>
```

The first argument (the language) is optional. In the next section we will see how these labels are used. A lot of labels are predefined, in MkIV this happens in the file lang-txt.lua. There is no need to adapt this file as you can always add labels run time.

3.3 Using labels

How a label is called depends on the way it needs to be used. In any case the main lan-

guage set determines the language of the label. So, when in an Dutch text we temporary switch to German, the Dutch labels are used.

command	first	second
\leftmylabeltext{tag}	<after first<="" th=""><th>before second></th></after>	before second>
<pre>\rightmylabeltext{tag}</pre>		<after second<="" td=""></after>
<pre>\mylabeltext{tag}</pre>	<after first<="" th=""><th>before second></th></after>	before second>
\mvlabeltexts{tag}{text}	<after firsttext<="" td=""><td>before second>text<after second<="" td=""></after></td></after>	before second>text <after second<="" td=""></after>

3.4 Hooks

Some mechanisms have label support built in, most noticeably sections heads and numbered items, like figure captions.

```
\definehead
  [myhead]
  [subsection]

\setuphead
  [myhead]
  [bodypartlabel=bodypartmyhead]

\setuplabeltext
  [en]
  [bodypartmyhead=My Head: ]

\myhead{Welcome}
```

My Head: 3.4.1 Welcome

The head text label class can be used as follows:

```
\setupheadtext
  [SomeHead=Just A Title]
\subsection
  [title=\headtext{SomeHead}]
```

3.4.2 Just A Title

A label will obey the style settings, as in:

```
\definehead
  [MyFancyHead]
  [subsection]
```

```
[style={\bs\setcharactercasing[Words]}]
\setupheadtext
  [SomeHead=just another title]

\MyFancyHead
  [title=\headtext{SomeHead}]

3.4.3 Just Another Title
```

4 Numbering

4.1 Introduction

Numbering is complex and in ConTEXt it's not easy either. This is because we not only have 1, 2, 3 ... but also sub numbers like 1a, 1b, 1ic ... or 1.a, 1.b, 1.c ... There can be many levels, different separators, final symbols. As we're talking languages we only discuss conversion here: the mechanism that turns a number in for instance a letter. It happens that the mapping from a number onto a letter is language dependent. The next lines show how English, Spanish and Slovenian numbers:

```
a b c d e f g h i j k l m n o p q r s t u v w x y z aa ab a b c d e f g h i j k l m n ñ o p q r s t u v w x y z aa ab c č d e f g h i j k l m n o p r s š t u v z ž aa ab ac
```

You convert a number into a letter with:

\convertnumber{alphabetic}{15}

There is also \uconvertnumber which does not expand unless typesetting is going on. Normally you don't need to bother about this.

The alphabetic converter adapts to the current main language. When a language has no special alphabet, the regular 26 characters are used.

A converter can also convert to a roman numeral, a language specific ordered list, a day or month, an ordinal string and again there can be a language specific conversion. The general conversion macro takes a conversion name and a number. When a conversion can be set (for instance in an itemized list, or in section numbering) you can use these names. You can define additional converters if needed, as long as the converter can handle a number.

\defineconversion [alphabetic] [\alphabeticnumerals]

Here \alphabeticnumerals is a converter. If you look into the source of ConTEXt you will see that many converters are calling out to Lua, where we have implemented those specific conversions. The following table has long and short names. The short one are historic.

month month:mnem	\monthlong \monthshort	
character	\character	_
Character	\Character	
characters	\characters	
Characters	\Characters	

AK	\smallcappedcharacters
KA	\smallcappedcharacters
alphabetic a	\alphabeticnumerals
Alphabetic A	\Alphabeticnumerals
number numbers n	\numbers
Numbers N	\Numbers
mediaeval m	\mediaeval
word words	\verbosenumber
Word Words	\VerboseNumber
ordinal	\ordinalnumber
Ordinal	\Ordinalnumber
romannumerals i r	\romannumerals
Romannumerals I R	\Romannumerals
0	\oldstylenumerals
O	\oldstylenumerals
or	\oldstyleromannumerals
KR	\smallcappedromannumerals
RK	\smallcappedromannumerals
greek g	\greeknumerals
Greek G	\Greeknumerals
mathgreek	\mathgreek
abjadnumerals	\abjadnumerals
abjadnodotnumerals	\abjadnodotnumerals
abjadnaivenumerals	\abjadnaivenumerals
thainumerals	\thainumerals
devanagarinumerals	\devanagarinumerals
gurmurkhinumerals	\gurmurkhinumerals
gujaratinumerals	\gujaratinumerals
tibetannumerals	\tibetannumerals
greeknumerals	\greeknumerals
Greeknumerals	\Greeknumerals
arabicnumerals	\arabicnumerals
persiannumerals	\persiannumerals
arabicexnumerals	\arabicexnumerals
arabicdecimals	\arabicdecimals
persiandecimals	\persiandecimals
koreannumerals kr	\koreannumerals
koreanparenthesisnumerals kr-p	\koreanparenthesisnumerals
koreancirclenumerals kr-c	\koreancirclenumerals

chinesenumerals cn	\chinesenumerals
chinesecapnumerals cn-c	\chinesecapnumerals
chineseallnumerals cn-a	\chineseallnumerals
sloveniannumerals	\sloveniannumerals
slovenianNumerals	\slovenianNumerals
spanishnumerals	\spanishnumerals
spanishNumerals	\spanishNumerals

The alphabetic and Alphabetic converters adapt to slovenian and spanish as do their small capped alternatives. There are more general helpers for it too:

```
\languagecharacters{number}
\languageCharacters{number}
```

Also language related is the \continuednumber macro. Here we see an application:

- 1 \continuednumber{1}
- 1, 2 \continuednumber{2}
- 1, 2, 3 \continuednumber{3}

What renders as:

1

- 1, 2 (continued)
- 1, 2, 3 (continued)

Such a macro is typically used in combination with counters ant it just typesets a label text depending on the valu ebeing non-zero.

\setuplabeltext[en][continued={and so on}]

- 1, 2, 3 \continuednumber{3}
- 1, 2, 3 \convertnumber{continued}{3}

This gives:

- 1, 2, 3 and so on
- 1, 2, 3 and so on

In the rare case that you want to check if a conversion is defined you can use

\doifelseconversiondefined{name}{true}{false}

So,

\doifelseconversiondefined{characters}{we can convert}{forget about it}

Gives:

we can convert

There are also some non language related converters that we mention here for completeness:

When a set overruns we start again at the first element.

The ordinal converter produces output like $123^{\rm rd}$ and $654^{\rm th}$. The corresponding string renderer is \highertangler highertangler.

4.2 Dates

Dates are also language dependent. The following macros take a number and return the name of the month or day.

```
\monthlong October
\monthshort oct
\MONTH OCTOBER
\MONTHSHORT OCT
\weekday Thursday
\WEEKDAY THURSDAY
```

The current date can be typeset with \currentdate and a specific date with \date, for instance:

```
\currentdate[weekday,day,month,year]
\currentdate[WEEKDAY,day,MONTH,year]
\date[d=12,m=12,y=1998][weekday]
\date[d=12,m=12,y=1998]
```

Saturday 24 July 2021 SATURDAY 24 JULY 2021 Saturday December 12, 1998

Possible elements of the specification are:

+ ord ++ highord	ordinal suffix high ordinal suffix
mnem:	mnemonic prefix
Y y year yy	year 4 digits year 2 digits
M mm	month 1 or 2 digits month 2 digits
D dd	day 1 or 2 digits day 2 digits
W	1 digit
month m day d weekday w	language dependent (can be mnemonic) language dependent language dependent
MONTH WEEKDAY	month uppercased weekday uppercased
referral	YYYMMDD
space <word></word>	space word

There are also some converters built in (more can be added), for instance:

The current {\em gregorian} date \currentdate [month, day, $\{$, $\}$, year] is in {\em jalali} \currentdate [jalali:to, month, day, $\{$, $\}$, year] but we can also as a specific one, so {\em jalali} \date [y=1395, m=4, d=18] [month, day, $\{$, $\}$, year] is {\em gregorian} \date [y=1395, m=4, d=18] [jalali:from, month, day, $\{$, $\}$, year].

The current *gregorian* date July 24, 2021 is in *jalali* May 2, 1400 but we can also as a specific one, so *jalali* April 18, 1395 is *gregorian* July 8, 2016.

For time we have \currenttime and here the specification is just an h, m and whatever connects them. Both date and time are pre-configured in the language definition file lang-def.

5 Typesetting

5.1 Introduction

In this chapter we will discuss a few settings and mechanisms that deal with typesetting from the perspective of languages. We will not go into details about the often obscure demands that a language puts on a system like ConTEXt. Often these are rooted in tradition, limitations of past rendering (brushed, written, mechanical or electronic), subjective decisions made by committees, contradicting opinions of typographers, etc. The most we can do is provide the mechanism that make it possible to honour most of these demands and provide a reasonable set of defaults. It's good to mention here that wasting energy on discussing language specific issues only makes sense when a similar amount of energy is spent on getting the rest of the document rendering right. It really makes no sense to whine about a lost (or bad) ligature, or a missed hyphenation point, or a loose paragraph when vertical spacing is sloppy, the use of color messy, the choice of fonts debatable, etc. The worst discussions I ran into are those involving inter-character spacing as way to optimize look, feel and readability while at the same time the choice of fonts and rest of the layout were not that attractive anyway.

5.2 Spacing

The look and feel of a paragraph is determined by several factors and language is undeniable one of them. Dutch and German have compound words that can be quite long, English and French use short words, some with only one character, Czech, Polish and many other languages have diacritics.

Interword spacing makes the text lighter, and the more short words there are, the more spacing shows up. Although, if the hyphenation patterns are suboptimal, spaces can stretch which can become annoying. Many uppercase characters (as in German) and accented characters make the text darker.

The user has not much influence on this, apart from rewriting the text. When a narrow column is used, that can be a bit of a challenge, as too narrow columns can just look bad. In the next example we see a sample text (tufte.tex) typeset with the align options normal.

We thrive in information—thick worlds because of our marvelous and everyday capacity to select, edit, single out, structure, highlight, group, pair, merge, harmonize, synthesize, focus, organize, condense, reduce, boil down, choose, categorize, catalog, classify, list, abstract, scan, look into, idealize, isolate, discriminate, distinguish, screen, pigeonhole, pick over, sort, inte-

grate, blend, inspect, filter, lump, skip, smooth, chunk, average, approximate, cluster, aggregate, outline, summarize, itemize, review, dip into, flip through, browse, glance into, leaf through, skim, refine, enumerate, glean, synopsize, winnow the wheat from the chaff and separate the sheep from the goats.

We see one word sticking into the margin, and there is not much that TEX can do about it, given its constraints. We can be a bit more tolerant if we also add the option tolerant. This sample text is always good for lots of successive hyphenation I must admit that I never make a big deal about that if only because trying to avoid it often gives worse results.

We thrive in information-thick worlds because of our marvelous and everyday capacity to select, edit, single out, structure, highlight, group, pair, merge, harmonize, synthesize, focus, organize, condense, reduce, boil down, choose, categorize, catalog, classify, list, abstract, scan, look into, idealize, isolate, discriminate, distinguish, screen, pigeonhole, pick over,

sort, integrate, blend, inspect, filter, lump, skip, smooth, chunk, average, approximate, cluster, aggregate, outline, summarize, itemize, review, dip into, flip through, browse, glance into, leaf through, skim, refine, enumerate, glean, synopsize, winnow the wheat from the chaff and separate the sheep from the goats.

Normally normal, tolerant is good enough for a document, but if you really want to play safe you can better also permit some stretch.

We thrive in information—thick worlds because of our marvelous and everyday capacity to select, edit, single out, structure, highlight, group, pair, merge, harmonize, synthesize, focus, organize, condense, reduce, boil down, choose, categorize, catalog, classify, list, abstract, scan, look into, idealize, isolate, discriminate, distinguish, screen, pigeonhole, pick over,

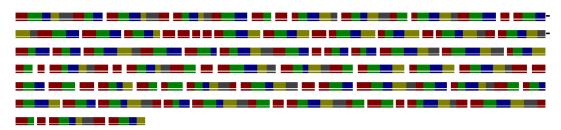
sort, integrate, blend, inspect, filter, lump, skip, smooth, chunk, average, approximate, cluster, aggregate, outline, summarize, itemize, review, dip into, flip through, browse, glance into, leaf through, skim, refine, enumerate, glean, synopsize, winnow the wheat from the chaff and separate the sheep from the goats.

So, normal, tolerant, stretch or normal, verytolerant, stretch gives $T_E\!X$ enough degrees of freedom to produce good results. When we typeset Dutch documents we always use that alignment setting.

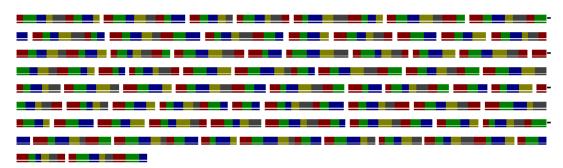
Let's simulate a langaueg with words of an average length. We just randomize the length, permit some hyphnetation.



If we assume more longer words we get:



and if we have less short words we get:



Even in the last case T_EX can still quite well make a good paragraph, thanks to the large number of possible breakpoints (each color is a unit within a word). If you look careful you will see that the amount of whitespace differs per line.

A space in a text stream becomes so called glue: a horizontal skip with optional stretch and/or shrink. The values come from the font or are derived from spacing related properties of the font. This value can be overloaded by setting the \spaceskip register. In the next line we show the font driven spacing of some different fonts:

$$\mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{X} \mathbf{X}$$

When we set \spaceskip to the 10pt we get:

$$\mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{X} \mathbf{X}$$

When we use the font related spacing typesettign the Zapf quote gives:

Coming back to the use of typefaces in electronic publishing: many of the new typographers receive their knowledge and information about the rules of typography from books, from computer magazines or the instruction manuals which they get with the purchase of a PC or software. There is not so much basic instruction,

as of now, as there was in the old days, showing the differences between good and bad typographic design. Many people are just fascinated by their PC's tricks, and think that a widely-praised program, called up on the screen, will make everything automatic from now on.

but when we use a fixed \spaceskip of 10pt we get the following. This demonstrates that it really makes sense to have some stretch in the skip specification.

Coming back to the use of typefaces in electronic publishing: many of the new typographers receive their knowledge and information about the rules of typography from books, from computer magazines or the instruction manuals which they get with the purchase of a PC or software. There is not so much basic instruction, as of now, as there was in the old days, showing the differences between good and bad typographic design. Many people are just fascinated by their PC's tricks, and think that a widely-praised program, called up on the screen, will make everything automatic from now on.

The French add spaces before punctuation but no extra space after punctuation. Traditional TeX can only handle additional spacing after characters at the end of a word. The term 'frenchspacing' is used for the feature that disables such extra spacing and nonfrenchspacing enables it. The extra space can differ per character and is specified by a factor. That factor (devided by 1000) is applied to the \xspaceskip. Spacing before such a final character is supported by ConTeXt but not a generic TeX feature. Frenchspacing looks like:

```
foo: 1! foo: 2! foo: 3! foo: 4! foo: 5! foo: 6! foo: 7! foo: 8! foo: 9! foo: 10! foo: 11! foo: 12! foo: 13! foo: 14! foo: 15! foo: 16! foo: 17! foo: 18! foo: 19! foo: 20! foo: 21! foo: 22! foo: 23! foo: 24! foo: 25! foo: 26! foo: 27! foo: 28! foo: 29! foo: 30!
```

Contrary to:

```
foo: 1! foo: 2! foo: 3! foo: 4! foo: 5! foo: 6! foo: 7! foo: 8! foo: 9! foo: 10! foo: 11! foo: 12! foo: 13! foo: 14! foo: 15! foo: 16! foo: 17! foo: 18! foo: 19! foo: 20! foo: 21! foo: 22! foo: 23! foo: 24! foo: 25! foo: 26! foo: 27! foo: 28! foo: 29! foo: 30!
```

The logic is as follows. When the \spaceskip is zero, then the spacing after a character is the one related to the font. Otherwise the \spaceskip is added. However, when a character has an \sfcode other that 1000, the stretch and shrink component of that glue are multiplied by sfcode/1000. When the \sfcode exceeds 2000 the \xspaceskip parameter is used. So, what frenchspacing actually does, is resetting those space related codes.

_			
	broad	fixed	packed
	3000	1000	1050
,	1250	1000	1050
?	3000	1000	1050

```
! 3000 1000 1050
: 2000 1000 1050
; 1500 1000 1050
```

The fixed variant is the french spacing as known for ages and discussed in the T_EX book. You switch the model with:

\setupspacing[fixed] % french spacing

Additional models can be installed with \installspacingmethod and in the source code you can see how we did that for the above.

As mentioned, in T_EX a space character U+32) is turned into glue. When you input some text with macros, you sometimes need to get a space into the stream. Take:

I am a \TEX user.

Here scanning the control sequence \TEX will gobble the space, so we need to do something:

```
I am a {\TEX} user, a happy \TEX\ user, yes,
a proud \TEX{} user, forever a \TEX\space user!
```

All these cases will inject a space after the logo. The second solution, the \ originally was different because it introduces a space with an explicit \sfcode of 1000 (so a factor 1.0) but in ConTeXt we now just let that be a regular space in text mode and the original (primitive) maning in math mode.

Another special case is ~ which is a nobreak space with a fixed width and in some cases (like in tables) a space width the same width as a digit.

fixed	xx xx\ X	xx xx X	xx dr.∖ X	xx dr.	X
broad	xx xx\ X	xx xx X	xx dr.∖ X	xx dr.	X
fixed	xx xx X	xx xx X	xx dr. X	xx dr.	X
broad	xx xx X	xx xx X	xx dr. X	xx dr.	X
fixed	xx xx~X	xx xx X	xx dr.~X	xx dr.	X
broad	xx xx~X	xx xx X	xx dr.~X	xx dr.	X

These subtle details probably seldom get noticed. For instance, most languages use the packed variant while English, Turkish and Arabic are configured to use broad. To some extend you can say that the European continent uses the same spacing setup. You can adapt spacing for a language with:

\setuplanguage[en][spacing=packed]

In addition to a regular space there are many other spacing directives but these always

concern fixed width spaces. When possible these spaces travel through the system as Unicode characters which also means that you can use such characters directly.

	\nobreakspace \nbsp	U+00A0	space
	\ideographicspace	U+2000	quad/2
	\ideographichalffillspace	U+2001	quad
	\twoperemspace	U+2002	quad/2
		U+2003	quad (emwidth)
	\threeperemspace	U+2004	quad/3
I	\fourperemspace	U+2005	quad/4
ı	\sixperemspace	U+2006	quad/6
	\figurespace	U+2007	width of 0 (zero)
	\punctuationspace	U+2008	width of . (period)
	\breakablethinspace	U+2009	quad/8
	\hairspace	U+200A	quad/8
	\zerowidthspace	U+200B	
	\zerowidthnonjoiner\zwnj	U+200C	
	\zerowidthjoiner\zwj	U+200D	
	\narrownobreakspace	U+202F	quad/8
	\zerowidthnobreakspace	U+FEFF	

The \nospacing macro makes spaces disappear, not even a zero glue will be injected. Of course this macro will only be used grouped and in special cases.

5.3 Frequencies

Right from when ConT_EXt became multilingual there have been users submitting language specific settings for their language. Some changed over time which indicates that there can be different views, which is not that surprising because many 'typographic rules' are just formalizations of 'this is the way we did it for ages'. I often wonder what rules came from limitations in the systems used to get thing son paper: pens, pensils, letter by letter in wood or lead, line based printing, the size of paper, the reading direction, the quality of ink and paper, and so on. I've been present at debates about how high an accent should be placed on a character, depending on language, referring to some standard well known font that did it this or that way.

The dimensions of a page, the text area, the size and weight of characters, spacing, (the often neglectable or even debatable positive influence of) protrusion into the margin of certain characters, expansion of glyphs to give a better grayness ... all this can lead to hefty discussions. They don't make a bad looking design or text with all kind of textual elements (not all documents are novels) look better.

The optimal width of a text column is one of these properties can opinions can vary on. Long lines in a small font or short lines in a big one are often not pleasant to read and if you have to turn the page every ten lines you might loose track of the content. But what does it say to have for instance 65 characters on a line. This is quite language dependent. How do spaces count? Anyway, in ConTEXt we have a variable that can help you decide what line length (text width) is acceptable. You can decide yourself what looks better:

- The Earth, as a habitat for animal life, is in old age and has a fatal english illness. Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- 327.63428pt The Earth, as a habitat for animal life, is in old age and has a fatal illdutch ness. Several, in fact. It would be happening whether humans had ever
 dejavu evolved or not. But our presence is like the effect of an old-age patient
 who smokes many packs of cigarettes per day—and we humans are the
 cigarettes.
- 326.45996pt The Earth, as a habitat for animal life, is in old age and has a fatal illgerman ness. Several, in fact. It would be happening whether humans had ever dejavu evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- The Earth, as a habitat for animal life, is in old age and has a fatal french illness. Several, in fact. It would be happening whether humans had dejavu ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- 282.60063pt The Earth, as a habitat for animal life, is in old age and has a fatal illenglish ness. Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- 286.75438pt The Earth, as a habitat for animal life, is in old age and has a fatal illness.

 dutch Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- 284.63387pt The Earth, as a habitat for animal life, is in old age and has a fatal illgerman ness. Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.
- 282.60063pt The Earth, as a habitat for animal life, is in old age and has a fatal illfrench ness. Several, in fact. It would be happening whether humans had ever pagella evolved or not. But our presence is like the effect of an old-age patient

who smokes many packs of cigarettes per day—and we humans are the cigarettes.

The differences are not that large but at least you can play with it. The relevant helpers are:

```
\averagecharwidth
\languagecharwidth{language}
```

These are used like:

```
\hsize=65\averagecharwidth
\hsize=65\languagecharwidth{nl}
```

or when a width is asked for

```
\setupsomething[width=65\averagecharwidth]
\setupsomething[width=65\languagecharwidth{de}]
```

Keep in mind that these are font dependent so you might want to use

```
\freezemeasure[MyWidth][65\averagecharwidth]
```

and then use \measure{MyWidth} when needed. The frequences themselves are stored in tables like lang-frg-nl.lua:

```
return {
    language = "nl",
    source = "http://www.onzetaal.nl/advies/letterfreq.html",
    frequencies = {
        [0x61] = 7.47, [0x62] = 1.58, [0x63] = 1.24, [0x64] = 5.93, [0x65] = 18.91,
        [0x66] = 0.81, [0x67] = 3.40, [0x68] = 2.38, [0x69] = 6.50, [0x6A] = 1.46,
        [0x6B] = 2.25, [0x6C] = 3.57, [0x6D] = 2.21, [0x6E] = 10.03, [0x6F] = 6.06,
        [0x70] = 1.57, [0x71] = 0.009, [0x72] = 6.41, [0x73] = 3.73, [0x74] = 6.79,
        [0x75] = 1.99, [0x76] = 2.85, [0x77] = 1.52, [0x78] = 0.04, [0x79] = 0.035,
        [0x7A] = 1.39,
    }
}
```

As we only have a few such files, feel free to submit ones that suit your language.

You can show the frequencies in a nice table by loading a module (there is no need to have this in the core):

```
\usemodule[s-languages-frequencies]
```

```
\startcolumns[balance=yes] \en \showfrequencies \stopcolumns \startcolumns[balance=yes] \de \showfrequencies \stopcolumns \startcolumns[balance=yes] \nl \showfrequencies \stopcolumns
```

We get three tables:

en: 4.96	529p	t
J+00061	a	8.040
+00062	b	1.540
+00063	С	3.060
-00064	d	3.990
-00065	е	12.510
+00066	f	2.300
+00067	g	1.960
J+00068	h	5.490
J+00069	i	7.260
J+0006A	j	0.160
J+0006B	k	0.670
J+0006C	1	4.140
e: 5.02	247p	t
J+00061	a	6.470
J+00062	b	1.930
J+00063	C	2.680
J+00064	d	4.830
J+00065	e	17.480
J+00066	f	1.650
J+00067	g	3.060
J+00068	h	4.230
J+00069	i	7.730
J+0006A	j	0.270
J+0006B	k	1.460
J+0006C	1	3.490
าไ: 5.04	054p	t
U+00061	a	7.470
J+00062	b	1.580
J+00063	c	1.240
J+00064	d	5.930
J+00065	e	18.910
U+00066	f	0.810
J+00067	g	3.400
U+00068	h	2.380
U+00069	i	6.500
U+0006A	j	1.460
U+0006B	k	2.250
U+0006C	1	3.570

5.4 Quotes

The limited support in first generation text editors has made some of these cultural aspects of typesetting disappear or at least it made users sloppy and a new generation forget about them. Quotes are an example and the default rendering on ascii keyboards hasn't helped either. For instance nowadays the Dutch double quotation marks, let's call them lower and upper nine quotes according to their shape, seems to have been replaced by upper double six quotes at the left and upper right double nine quotes on the right. Of course the real names are different.

U+00022	11	quotedbl	quotation mark
U+000AB	«	leftguillemot	left-pointing double angle quotation mark
U+000BB	>>	rightguillemot	right-pointing double angle quotation mark
U+02018	•	quoteleft	left single quotation mark
U+02019	,	quoteright	right single quotation mark
U+0201A	,	quotesinglebase	single low-0x0009 quotation mark
U+0201B	•		single high-reversed-0x0009 quotation mark
U+0201C	u	quotedblleft	left double quotation mark
U+0201D	"	quotedblright	right double quotation mark
U+0201E	,,	quotedblbase	double low-0x0009 quotation mark
U+0201F	"		double high-reversed-0x0009 quotation mark
U+02039	<	guilsingleleft	single left-pointing angle quotation mark
U+0203A	>	guilsingleright	single right-pointing angle quotation mark
U+02358			apl functional symbol quote underbar
U+0235E	ľ		apl functional symbol quote quad
U+0275B	•		heavy single turned comma quotation mark ornament
U+0275C	,		heavy single comma quotation mark ornament
U+0275D	44		heavy double turned comma quotation mark ornament
U+0275E	"		heavy double comma quotation mark ornament
U+0275F			heavy low single comma quotation mark ornament
U+02760			heavy low double comma quotation mark ornament
U+0276E	<		heavy left-pointing angle quotation mark ornament
U+0276F	>		heavy right-pointing angle quotation mark ornament
U+02E42			double low-reversed-9 quotation mark
U+0301D			reversed double prime quotation mark
U+0301E			double prime quotation mark
U+0301F			low double prime quotation mark
U+0A404			yi syllable quot
U+0FF02			fullwidth quotation mark
U+1F676			sans-serif heavy double turned comma quotation mark ornament
U+1F677			sans-serif heavy double comma quotation mark ornament
U+1F678			sans-serif heavy low double comma quotation mark ornament
U+E0022			tag quotation mark

In the language definition file (lang-def.mkiv) we ue these names; they date from the

MkII times:

\lowerleftsingleninequote	\quotesinglebase
\lowerleftdoubleninequote	\quotedblbase
\lowerrightsingleninequote	\quotesinglebase
\lowerrightdoubleninequote	\quotedblbase
\upperleftsingleninequote	\quoteright
\upperleftdoubleninequote	\quotedblright
\upperrightsingleninequote	\quoteright
\upperrightdoubleninequote	\quotedblright
\upperleftsinglesixquote	\quoteleft
\upperleftdoublesixquote	\quotedblleft
\upperrightsinglesixquote	\quoteleft
\upperrightdoublesixquote	\quotedblleft
\leftsubguillemot	\guilsingleleft
\rightsubguillemot	\guilsingleright

In traditional TEX fonts a '' and `` were implemented as ligatures but in ConTEXt we never supported that (and we won't). In fact, even using explicit quotes is not advised. When you use \quotation, \quote and friends the quotes will be used according the current main language.

Quotes are normally applied in quotations. The double quotes are used when we quote a person and single ones often when we refer to something. Each language does it different although computer usage manages to let most of us forget what is is the right tradition. Kids don't seem to care much so in the end it might evolve into all of us using the (US) English traditions.

\usemodule[s-languages-frequencies]

\startcolumns[balance=yes] \en \showfrequencies \stopcolumns \startcolumns[balance=yes] \de \showfrequencies \stopcolumns \startcolumns[balance=yes] \nl \showfrequencies \stopcolumns

By default, we obey the current language:

4.96	529p	t	U+00068	h
U+00061	a	8.040	U+00069	i
U+00062	b	1.540	U+0006A	j
U+00063	С	3.060	U+0006B	k
U+00064	d	3.990	U+0006C	1
U+00065	e	12.510	U+0006D	m
U+00066	f	2.300	U+0006E	n
U+00067	-	1.960	U+0006F	0
U+0000/	a	1.900		

U+00070	p	2.000	U+00076	v	0.990
U+00071	q	0.110	U+00077	W	1.920
U+00072	r	6.120	U+00078	X	0.190
U+00073	S	6.540	U+00079	y	1.730
U+00074	t	9.250	U+0007A	Z	0.090
U+00075	u	2.710			
J. 5 00	247		U. 000CD		0.500
de: 5.02	247p	t	U+0006D	m	2.580
U+00061	a	6.470	U+0006E	n	9.840
U+00062	b	1.930	U+0006F	0	2.980
U+00063	С	2.680	U+00070	p	0.960
U+00064	d	4.830	U+00071	q	0.020
U+00065	е	17.480	U+00072	r	7.540
U+00066	f	1.650	U+00073	S	6.830
U+00067	g	3.060	U+00074	t	6.130
U+00068	h	4.230	U+00075	u	4.170
U+00069	i	7.730	U+00076	V	0.940
U+0006A	j	0.270	U+00077	W	1.480
U+0006B	k	1.460	U+00078	\mathbf{X}	0.040
U+0006C	1	3.490	U+00079	y	0.080
	-	3,133	U+0007A	Z	1.140
nl: 5.04	054p	t	U+0006D	m	2.210
U+00061	a	7.470	U+0006E	n	10.030
U+00062	b	1.580	U+0006F	0	6.060
U+00063	С	1.240	U+00070	p	1.570
U+00064	d	5.930	U+00071	\mathbf{q}	0.009
U+00065	e	18.910	U+00072	r	6.410
U+00066	f	0.810	U+00073	S	3.730
U+00067	g	3.400	U+00074	t	6.790
U+00068	h	2.380	U+00075	u	1.990
U+00069	i	6.500	U+00076	v	2.850
U+0006A	j	1.460	U+00077	w	1.520
U+0006B	J k	2.250	U+00078	x	0.040
U+0006C	l	3.570	U+00079	y	0.035
3.00000	1	5.570	U+0007A	Z	1.390

But we can force the main language:

Instead of global one can set a known language, nothing or local. Anyway, global gives us:

5.5 Sentences

Another language specific property is sub-sentences (or asides). We just demonstrate some rendering here. Again this is configured in the language definition file.

```
test \aside {test \aside {test} test} test |<|test test|>| test
```

For English, German, Dutch and French this looks as follows. As with quotations a nested instance can render differently.

5.6 Local control

Many ConTEXt commands can be controlled by the align parameter that accepts a list of directives. In addition to the justification directives the following ones are used to control the par builder.

option	effect
tolerant	accept suboptimal hyphenation i.e. give less warnings
verytolerant	accept even less optimal hyphenation
stretch	permit stretch between words to satisfy the hyphenation demands
nothyphenated	don't hyphenate at all

These directives are in fact just controllers for the following variables:

variable	effect
\pretolerance	when a paragraph is not hyphenated (first pass) and the result
	stays within this tolerance T _E X doesn't try further
\tolerance	when a paragraph is hyphenated (second pass) and the result
	stays within this tolerance TEX doesn't try further
\emergencystretch	permit in a third pass this extra stretch in a line before complain-
	ing

You need to keep in mind that the left and right hyphenmin variables (per language or locally) also influence the way a paragraph is broken into lines. If you want a paragraph to have more lines than TEX want to give it, you can set the \looseness variable. Its value is forgotten when the paragraph is typeset so you don't need to reset it yourself. This mechanism will only kick in when there are three passes and a large enough \emergencystretch is set.

The Earth, as a habitat for animal life, is in old age and has a fatal illness. Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.

The Earth, as a habitat for animal life, is in old age and has a fatal illness. Several, in fact. It would be happening whether humans had ever evolved or not. But our presence is like the effect of an old-age patient who smokes many packs of cigarettes per day—and we humans are the cigarettes.

For this text the results looks quite bad. Personally I never use(d) this command.

There are two commands that can be used to increment or decrement the current values of \lefthyphenmin and \righthyphenmin:

\lesshyphens
\morehyphens

These can come in handy in for instance titles.

6 Goodies

6.1 Introduction

There are some features that will only be used in rare cases. They were often implemented as experiment but found useful enough to keep around.

6.2 Spell checking

There are some means to check the spelling of words in your document but get it right: ConTEXt is not a spell-checker. These features were added in order to be able to do some quick checking of documents written by multiple authors. There are currently three options and we only show a simple examples.

First you need to load word lists. These are either text files with just words separated by spacing.

```
foobar foo-bar foo{}{}{}bar foo{}{}bar}
```

All these words become foobar which means that one can use words with discretionary specifications. A text list is loaded with:

```
\loadspellchecklist[en][t:/manuals/lua/words-en.txt]
```

Instead you can load a Lua file with words. Here we use the same structure that we use for the spell checker provided for SciTE:

```
return {
    max = 9,
    min = 6,
    n = 2,
    words = {
        ["barfoo"] = "Barfoo"
        ["foobarred"] = "foobarred",
    }
}
```

We use the same load command (you can also load bytecode files with suffix luc this way):

```
\loadspellchecklist[nl][t:/scite/data/context/lexers/data/spell-nl.lua]
```

Usage boils down to enabling the checker. If needed we can add more methods. The first method colors the known and unknown colors. Words shorter then the threshold of 4 will be skipped.

```
\setupspellchecking[state=start,method=1]
\en Is this written right or is this wromg?\par % m -> n error
\nl Is dit goed geschreven of niet?\par
\setupspellchecking[state=stop]
Is this written right or is this wromg?
Is dit goed geschreven of niet?
You can change the colors:
\definecolor[word:yes]
                           [q=.75]
\definecolor[word:no]
                           [r=.75]
The second method doesn't show anything but produces a file jobname.words) with used
words. The found value of list is used as key in the produced table.
\setupspellchecking[state=start,method=2,list=found]
\en Is this written right or is this wrong?\par
\nl Is dit goed geschreven of niet?\par
\setupspellchecking[state=stop]
Is this written right or is this wrong?
Is dit goed geschreven of niet?
The produced table is:
return {
 ["categories"]={
  ["found"]={
   ["languages"]={
    ["en"]={
     ["list"]={
      ["right"]=1,
      ["this"]=2,
      ["written"]=1,
      ["wrong"]=1,
     },
     ["number"]={
      ["clean"]="function: 00000000048fa92",
      ["clearhyphenation"]="function: 0000000004901d1",
      ["clearpatterns"]="function: 0000000004902e9",
      ["current"]="function: 00000000048f790",
      ["gethicode"]="function: 000000000048ffe4",
      ["has language"]="function: 00000000048f910",
      ["hyphenate"]="function: 00000000048f876",
      ["hyphenation"]="function: 00000000048fd1c",
      ["hyphenationmin"]="function: 000000000048fe2d",
```

```
["id"]="function: 000000000490401",
  ["new"]="function: 00000000048f7b5".
  ["patterns"]="function: 00000000048ff2b",
  ["postexhyphenchar"]="function: 000000000490051".
  ["posthyphenchar"]="function: 000000000490151".
  ["preexhyphenchar"]="function: 0000000004900d1",
  ["prehyphenchar"]="function: 000000000048fead".
  ["sethicode"]="function: 00000000048fc6f",
  ["setwordhandler"]="function: 000000000048fb80",
},
 ["parent"]="",
 ["patterns"]="us".
 ["tag"]="en",
 ["total"]=5,
 ["unique"]=4,
},
["nl"]={
 ["list"]={
  ["qeschreven"]=1,
  ["goed"]=1,
  ["niet"]=1,
},
 ["number"]={
  ["clean"]="function: 00000000048fa92",
  ["clearhyphenation"]="function: 0000000004901d1",
  ["clearpatterns"]="function: 00000000004902e9",
  ["current"]="function: 00000000048f790",
  ["gethjcode"]="function: 00000000048ffe4",
  ["has language"]="function: 00000000048f910",
  ["hyphenate"]="function: 00000000048f876",
  ["hyphenation"]="function: 00000000048fd1c",
  ["hyphenationmin"]="function: 00000000048fe2d",
  ["id"]="function: 000000000490401",
  ["new"]="function: 00000000048f7b5",
  ["patterns"]="function: 00000000048ff2b",
  ["postexhyphenchar"]="function: 000000000490051",
  ["posthyphenchar"]="function: 000000000490151",
  ["preexhyphenchar"]="function: 0000000004900d1",
  ["prehyphenchar"]="function: 00000000048fead",
  ["sethjcode"]="function: 000000000048fc6f",
  ["setwordhandler"]="function: 00000000048fb80",
},
 ["parent"]="".
 ["patterns"]="nl",
```

```
["tag"]="nl",
     ["total"]=3,
     ["unique"]=3,
    },
   },
   ["total"]=8,
  },
 },
 ["threshold"]=4,
 ["total"]=8,
 ["version"]=0x1p+0,
}
The result can be traced with a module:
\usemodule[s-languages-words]
\showwords
This shows up as:
category: found, language: en, total: 5, unique: 4: right (1) this (2) written (1)
wrong (1)
category: found, language: nl, total: 3, unique: 3: geschreven (1) goed (1) niet (1)
The third mechanism colors languages differently. We only defined a few colors:
\definecolor[word:en]
                            [b=.75]
                            [r=.75]
\definecolor[word:de]
\definecolor[word:nl]
                            [q=.75]
\definecolor[word:unknown][r=.75,q=.75]
but you can of course define a color for your favourite language in a similar way.
\setupspellchecking[state=start,method=3]
\en Is this written right or is this wrong?\par
\nl Is dit goed geschreven of niet?\par
\setupspellchecking[state=stop]
Is this written right or is this wrong?
Is dit goed geschreven of niet?
```

7 Sorting

7.1 Introduction

Sorting is complex, not so much for English, Dutch, German, etc. only texts but there are languages and scripts that are more demanding. There are several complications:

- There can be characters that have accents, like à, á, â, ã, ä ... that have a base shape
 a and in an index these often end up close to each other. The order can differ per
 language.
- There are upper and lowercase words and there can be different expectations to them being mixed or separated.
- Some scripts have characters that are combinations, like Æ, and one might want to see them as one character or two, in which the second one obeys the sorting order. The shape can dominate here.
- Some scripts, like Japanese, are a combination of several scripts and sorting then depends on normalization.
- When there are many glyphs, like in Chinese, the order can depend on the complexity
 of the glyph and when we're lucky that order is reflected in the numeric character
 order.

Often the rules are somewhat strict and one can doubt of the same rules would have been imposed if computers had been developed earlier. Given discussions one can doubt if the rules are really consistent or just there because someone (or a group) with influence set the standard (not so much different from grammar). So, if we deal with sorting, we do that in such a way that users can (to some extend) influence the outcome. After all, one important aspect of typesetting and organizing content is that the users gets the feeling of control and a diversion from a standard can be part of that. The reader will often not notice these details. In the next sections we will explore the way sorting is done in ConTeXt. The method evolved over a few decades. In MkII sorting happened between runs and it was just part of the processing of a document that users never really saw in action. Sorting just happened and few users will have noticed that we moved from a Modula program to a Perl script and ended up with a Ruby script. In fact, there is a Lua replacement but it never got tested well because we moved in to MkIV. There all happens inside the engine using Lua. Some principles stayed the same but we are more flexible now.

7.2 How it works

How does sorting work out? Take these words:

abracadabra abräcàdábra àbracádabrä ábracadàbra äbrácadabrà

As long as they end up in an order where the reader can find it, we're okay. After all we're pretty good in pattern recognition.

There are probably many ways to implement a sorter but the one we uses is more or less a follow up on the one we had for over a decade and was the result of an evolution based on user demand. It boils down to cleaning up the string in such a way that it can be split into meaningful characters. One can argue that we should use some kd of standardized sorting method but the problem is that we always have to deal with for instance embedded tex commands and mixed content, for instance numbers. And users using the same language can have different opinions about the rules too.

A word (or sequence of words) is split into characters. Because there can be $T_{E\!X}$ commands in there some cleanup happens beforehand. After that we create several lists with numbers that will be compared when sorting two entries.

We can best demonstrate this with a few examples. As usual an English language example is trivial.

	en	abracadabra
ch	raw character	abracadabra
uc	unicode	x61 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
zc	lowercase	x61 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
mc	lowercase - 1	x61 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
рс	lowercase + 1	x61 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
zm	zero mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
mm	minus mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
pm	plus mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02

When we add an uppercase character we get a slightly different outcome:

	en	Abracadabra
ch	raw character	Abracadabra
uc	unicode	x41 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
zc	lowercase	x61 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
mc	lowercase - 1	x60 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
рс	lowercase + 1	x62 x62 x72 x61 x63 x61 x64 x61 x62 x72 x61
zm	zero mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
mm	minus mapping	x01 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
pm	plus mapping	x03 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02

Some characters will be split, like α :

	en	æsop
ch	raw character	æsop
uc	unicode	xE6 x73 x6F x70
zc	lowercase	xE6 x73 x6F x70
mc	lowercase - 1	xE6 x73 x6F x70
рс	lowercase + 1	xE6 x73 x6F x70
zm	zero mapping	x02 x0A x26 x1E x20
mm	minus mapping	x02 x0A x26 x1E x20
pm	plus mapping	x02 x0A x26 x1E x20

It gets more complex when language specific demands kick in. Compare an English, German and Austrian split:

	en	Abräcàdábra
ch	raw character	Abräcàdábra
uc	unicode	x41 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
zc	lowercase	x61 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
mc	lowercase - 1	x60 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
рс	lowercase + 1	x62 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
zm	zero mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
mm	minus mapping	x01 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
pm	plus mapping	x03 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
	de	Abräcàdábra
ch	raw character	Abraecàdábra
uc	unicode	x41 x62 x72 x61 x65 x63 xE0 x64 xE1 x62 x72 x61
zc	lowercase	x61 x62 x72 x61 x65 x63 xE0 x64 xE1 x62 x72 x61
mc	lowercase - 1	x60 x62 x72 x61 x65 x63 xE0 x64 xE1 x62 x72 x61
рс	lowercase + 1	x62 x62 x72 x61 x65 x63 xE0 x64 xE1 x62 x72 x61
zm	zero mapping	x02 x04 x24 x02 x0A x06 x02 x08 x02 x04 x24 x02
mm	minus mapping	x01 x04 x24 x02 x0A x06 x02 x08 x02 x04 x24 x02
pm	plus mapping	x03 x04 x24 x02 x0A x06 x02 x08 x02 x04 x24 x02
	de-at	Abräcàdábra
ch	raw character	Abräcàdábra
uc	unicode	x41 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
zc	lowercase	x61 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
mc	lowercase - 1	x60 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
рс	lowercase + 1	x62 x62 x72 xE4 x63 xE0 x64 xE1 x62 x72 x61
zm	zero mapping	x02 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02

```
mm minus mapping x01 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02 pm plus mapping x03 x04 x24 x02 x06 x02 x08 x02 x04 x24 x02
```

The way a character gets replaced, like ä into ae, is defined in sort-lan.lua using Lua tables. We will not explain all the obscure details here; most of the work is already done, so users are not bothered by these definitions. And new ones can often be made by copying and adapting an existing one.

The sorting itself is specified by a sequence:

```
default zc,pc,zm,pm,uc
before mm,mc,uc
after pm,mc,uc
first pc,mm,uc
last mc,mm,uc
```

The raw character is what we get after the (language specific) replacement has been applied and the unicodes are used when comparing. Lowercasing is done using the Unicode lowercase code, but one can define language specific ones too. The plus and minus variants can be used to force lowercase before or after uppercase. The mapping is based on an alphabet specification so this can differ per language and again we also provide plus and minus values that depend on case. When a character has no case we use shapes instead. For instance, the shape of à is a. Digits are treated special and currently get an offset so that they end up last in the sort order.

```
ぱあ \ jindex {ぱあ}
ぱー \ jindex {ぱー}
ぱぁ \ jindex {ぱぁ}
```

This three entry index should be sorted in the order: ぱー ぱぁ ぱぁ.

```
ば はあ 60 はあ 60 は一 60 はあ 60 はあ 60 はあ 60 は一 60
```

```
jp ぱあ

ch raw character ぱぁ
uc unicode x3071 x3042
zc lowercase x3071 x3042
mc lowercase - 1 x3071 x3042
pc lowercase + 1 x3071 x3042
```

```
x34 x02
zm zero mapping
                     x34 x02
mm minus mapping
pm plus mapping
                     x34 x02
   jр
                     ぱー
                     ぱー
ch raw character
uc unicode
                     x3071 x30FC
zc lowercase
                     x3071 x30FC
mc lowercase - 1
                    x3071 x30FC
pc lowercase + 1
                    x3071 x30FC
zm zero mapping
                    x34 x315C
mm minus mapping
                    x34 x315C
pm plus mapping
                     x34 x315C
                     ぱぁ
   jр
ch raw character
                     ぱあ
                     x3071 x3042
uc unicode
                    x3071 x3042
zc lowercase
mc lowercase - 1
                    x3071 x3042
pc lowercase + 1
                    x3071 x3042
zm zero mapping
                    x34 x02
mm minus mapping
                    x34 x02
                     x34 x02
pm plus mapping
```

To be continued!

7.3 Special usage

The following example demonstrates how you can trick the sorter into doing other things:⁵

 $^{^{5}}$ The replacementlist helper is the result of a request by John Grasty on the mailing list.

```
-- new testament
        "Matthew", "Mark", "Luke", "John", "Acts", "Romans", "1 Corinthians",
        "2 Corinthians", "Galatians", "Ephesians", "Philippians", "Colossians",
        "1 Thessalonians", "2 Thessalonians", "1 Timothy", "2 Timothy", "Titus",
        "Philemon", "Hebrews", "James", "1 Peter", "2 Peter", "1 John", "2
John",
        "3 John", "Jude", "Revelation",
    }
    sorters.definitions["bible"] = {
        replacements = sorters.replacementlist(list),
    }
\stopluacode
\defineregister
  [booksort]
  [language=bible,
  n=3,
  criterium=text,
   indicator=no]
We use this as follows:
One
     \booksort{Genesis+5.2}
Two \booksort{Exodus+2}
Three \booksort{Genesis+45}
Four \booksort{Philemon+2}
Five \booksort{John+45}
Six \booksort{1 John 1+45}
Seven \booksort{2 John 2+45}
\placeregister
  [booksort]
  [language=bible]
which gives:
One Two Three Four Five Six Seven
Genesis
                         John
                                                    1 John 1
 5.2 62
                           45 62
                                                     45 62
 45 62
                         Philemon
                                                    2 John 2
                                                     45 62
Exodus
                           2 62
 2 62
```

8 Options

8.1 Introduction

Hyphenation of words is controlled by so called patterns. They take a word and try to match parts with a pattern that describes where a hyphen can be injected. Preferred and discouraged injection points accumulate to a score that in the end determine where so called discretionary nodes gets injected in the list of glyphs that make a word. The patterns are language specific.

This mechanism is agnostic when it comes to the characters involved: they are just numbers. However, when in a next step font features like ligature building and kerning are applied we also have to deal with language specific properties (and meanings). Often a ligature at the boundary of a composed word can make reading confusing and has to be avoided. Some of that can be controlled by the font when it implements language specific features but because that approach is not based on a dictionary it is more about playing safe and prevention than about quality.

In the next sections a mechanism is discussed that also uses patterns. This time it is about controlling fonts as well as how hyphenation patterns are applied. This process kicks in before hyphenation is applied but it definitely has to be seen as part of that same process. It is integrated in hyphenation machinery and acts as preprocessor with the possibility to feedback and move forward. The implementation is such that when it's not used there is no performance penalty.⁶

There are several predefined operations that are characterized by keywords and shortcuts and collected in an option list that is part of a language goodie file. Examples can be found in the distribution in files with the suffix llg (Lua language goodie). The framework of such a file is:

⁶ There are by now plenty of alternative approaches to these problems but after some discussion about the pro's and cons of each this new mechanism was made. I admit that the fun factor played a role. It is also one of the things we can do in LuaMetaTEX without worrying about a possible negative impact on LuaTEX users other than ConTEXt.

```
}
```

These options will eventually result in patterns that are bound to words, think of:

```
effe foo|bar ..|.. inhibit ligature foobar foo=bar ...=... inhibit kerning somemore some+more ....+.... compound word
```

The whole repertoire is:

```
a|b a:norightligature, b:noleftligature
a=b a:norightkern, b:noleftkern
a<b b:noleftkern
a>b a:norightkern
a+b a:compound:b
```

Later we will see how some can be combined. An option can be defined using entries in a subtable:

```
[snippet] = "replacement pattern"
patterns
            hash
words
            string
                              string of words, separated by whitespace
prefixes
            string
                              snippets that combine with words (at the start)
suffixes
            string
                              snippets that combine with words (at the end)
matches
                              a number or table indicating which match matters
            array or number
                              [character] = "action(s)"
actions
            hash
characters string
                              permitted characters (additional hjcodes)
                              what to do next
return
            integer
```

The default return value is 2 but there are some more:

- 0 go to the next (valid) word
- 1 restart
- 2 exceptions and after that patterns
- 3 patterns

There are some safeguards built in that force a restart. For instance when a word is replaced a restart is enforces unless we skip the word. A restart will not permit a second replacement (after all we need to avoid endless loops).

In a multi-line word list, lines that start with a comment trigger: Lua's double dash or the usual $T_{E\!X}$ percent sign.

8.2 Inhibiting

The next definition replaces ff by f|f in the words given and eventually block a ligature.

```
{
    patterns = {
        ff = "f|f",
    },
    words = [[
        effe
    ]],
}
```

Some fonts provide the ij ligature or do some special kerning between these characters (something Dutch). Because it depends on the font logic if a dedicated replacement or kerning is used this is an example where we do this:

```
{
    patterns = {
        ij = "i|j",
},
actions = {
        ["|"] = "nokern noligature",
},
words = [[
        ijverig
        -- fijn -- to ligature fi or ij, that's the question
]],
}
```

A more extensive definition is the following. Here we explicitly define that only the first match in a word get treated. Here we not only block ligatures but also kerns.

```
{
    patterns = {
         ff = "f|f",
    },
    matches = { 1 },
    actions = {
         ["|"] = "noligature nokern"
    },
    words = [[
         effe
         effeffe
]],
}
```

You can also omit the pattern when you inject specifiers yourself:

{

```
actions = {
         ["|"] = "noligature nokern"
    },
    words = [[
        eflfe
         ef|fef|fe
    ]],
}
You can also use different shortcuts:
{
    actions = {
         ["1"] = "noligature"
         ["2"] = "nokern"
    },
    words = [[
         ef1fe
         ef1fef2fe
    ]],
}
Although I cannot come up with a nice example, there can be reasons for inhibiting
kerns. Here we inhibit kerns left of the upcoming character:
{
    patterns = {
         fo = "f < 0",
         rm = "r < m",
    },
    words = [[
         information
    ]],
}
And here we inhibit kerns left of the previous and upcoming character:
{
    patterns = {
        th = "t=h",
    },
    words = [[
         thrive
    ]],
}
```

Just look in the files in the distribution for realistic examples, like

```
{
    patterns = {
        fi = "f|i",
    },
    words = [[
        deafish dwarfish elfish oafish selfish
    ]],
    suffixes = [[
        ness ly
    ]]
}
```

where we block ligatures in 15 words. There's also a prefixes key.

8.3 Replacements

Replacements are probably not used that much but here is one for German. Not only is the uppercase variant of ß seldom used, many fonts don't provide it so we can best replace it:

```
{
    characters = "", -- uppercase ß, not visible in all verbatim fonts
    patterns = {
        [""] = "SS", -- key is uppercase ß
    },
}
```

Here we define that character as valid, something that normally is done with the patterns but patterns don't have them. If we do not specify it here, the hyphenator will skip this word. For the record: this can also be done with a font feature that decomposes the character.

8.4 Compound words

You might want to suppress ligatures and maybe even kerning when compound words are involved.

```
{
    patterns = {
        ff = "f+f",
    },
    words = [[
        aaaaffaaaa
```

```
bbffbb
]],
}
Again you can also say:
{
   words = [[
        aaaaf|faaaa
        bbf|fbb
]],
}
```

But patterns make sense when you have a large list (that might come from some other source than yourself).

The next specification will turn two times three bla's into a compound word but also make sure that we have at least 4 characters left and right of a potential break.

```
{
    left = 4,
    right = 4,
    words = [[
        blablabla+blabla
]],
}
```

8.5 Performance

Although these mechanisms introduce overhead, the performance hit in LMTX is not that large. This is because the number of words in a document is limited and Lua is fast enough.

8.6 Plugins

This interface is preliminary but for the record I put an example here anyway.

```
local n = 0
function document.myhack(original)
    n = n + 1
    print(n,original)
    return original
end
languages.installhandler("de","document.myhack")
```

One can manipulate a text as in:

```
function document.myhack(original)
  local t = utf.split(original)
  local t = table.reverse(t)
  local f = t[#t]
  local l = t[1]
  if characters.upper(f) == f then
        t[1] = characters.upper()
        t[#t] = characters.lower(f)
  end
  local original = table.concat(t)
  return original
end

languages.installhandler("en","document.myhack")
```

The text will fed again into the hyphenator and treated in the normal way. There are some safeguards against the text being processed twice.

8.7 Tracing

You can also embed definitions in the source file:

```
\startlanguageoptions[de]
Zapf|innovation
\stoplanguageoptions
```

8.8 Exceptions

When you set exceptions in a goodie file, it will use the plugin mechanism to check for them. This is a bit more efficient than using the internal checkerm which actually also goes via aLua hash.

```
{
    exceptions = [[
        a-very{-}{-}{w}eird{1}{2}{3}(w)ord
    ]],
}
```

Watch out: when you specify a discretionary replacement three braced valued are passed: the pre, post and replace text. The replace text is used in the lookup, unless you add a string between parentheses, which then will be used instead. A digit between bracket will apply a penalty according to the following logic (in the engine): A zero digit re-

sults in \hyphenpenalty, otherwise the digits 1 upto 9 will be used as multiplier for \exceptionpenalty when that value is larger than 100000, otherwise \exceptionpenalty is used.

8.9 Tracing

The following tracker can be used:

\enabletrackers[languages.goodies]

In addition the style languages-goodies implements some tracing options. You can just run that one to see what it does.

The engine itself has also a tracing option: \tracinghyphenation. When set to zero nothing is shown, when set to one redundant patterns will be reported. A value of two reports what words get fed into the hyphenator and if they got hyphenated. A value of three gives more detail: when a word gets hyphenated the relevant (resulting) part of the node list is shown. You need to set \tracingonline to a value larger than zero to get this reported to the console. Expects lots of extra output to the console for large documents but it can be revealing.

A Appendix

A.1 The language files

Todo.

A.2 The mtx-patterns script

Todo.

A.3 Installed sorters

\usemodule[s-languages-sorting]

\showinstalledsorting

languageDIN 5007-1parentdefaultmethodmm,mc,ucreplacementsβ=ss

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language DIN 5007-2 parent default method mm,mc,uc

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language Duden
parent default
method mm,mc,uc
replacements ß=s

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language be
parent default

method mm,mc,uc

replacements none

order абвгдеёжзійклмнопрстуўфхцчшыьэюя

 π = π p=p c=c τ = τ y=y φ = φ x=x ц=ц ч=ч ш=ш ы=ы ь=ь э=э ю=ю

я=я ё=е і=і ў=ў

languagebgparentdefaultmethodmm,mc,ucreplacementsnone

order a fi

order абвгдежзийкаламнопрстуфхцчшщъьюя entries а=а а=а б=б в=в г=г д=д е=е ж=ж з=з и=и й=й к=к л=л м=м

н=н о=о п=п р=р с=с т=т у=у ф=ф х=х ц=ц ч=ч ш=ш щ=щ ъ=ъ

ь=ь ю=ю я=я

languagebibleparentdefaultmethodmm,mc,uc

replacements Genesis=0x10001 Exodus=0x10002 Leviticus=0x10003 Num-

bers=0x10004 Deuteronomy=0x10005 Joshua=0x10006 Judges=0x10007

 $Ruth = 0 \times 10008 \ 1 \ Samuel = 0 \times 10009 \ 2 \ Samuel = 0 \times 1000A \ 1 \ Kings = 0 \times 1000B$

2 Kings=0x1000C 1 Chronicles=0x1000D 2 Chronicles=0x1000E

Ezra=0x1000F Nehemiah=0x10010 Esther=0x10011 Job=0x10012

Psalms=0x10013 Proverbs=0x10014 Ecclesiastes=0x10015 Canticles=0x10016 Isaiah=0x10017 Jeremiah=0x10018 Lamentations=0x10019 Ezekiel=0x1001A Daniel=0x1001B Hosea=0x1001C

Joel=0x1001D Amos=0x1001E Obadiah=0x1001F Jonah=0x10020

Micah=0x10021 Nahum=0x10022 Habakkuk=0x10023 Zepha-

niah=0x10021 Nahum=0x10022 Habakkuk=0x10025 Zephaniah=0x10024 Haggai=0x10025 Zechariah=0x10026 Malachi=0x10027

Matthew=0x10028 Mark=0x10029 Luke=0x1002A John=0x1002B
Acts=0x1002C Romans=0x1002D 1 Corinthians=0x1002E 2 Corinthians=0x1002F Galatians=0x10030 Ephesians=0x10031 Philippians=0x10032 Colossians=0x10033 1 Thessalonians=0x10034 2 Thessalonians=0x10035 1 Timothy=0x10036 2 Timothy=0x10037 Ti-

tus=0x10038 Philemon=0x10039 Hebrews=0x1003A James=0x1003B 1 Peter=0x1003C 2 Peter=0x1003D 1 John=0x1003E 2 John=0x1003F

3 John=0x10040 Jude=0x10041 Revelation=0x10042

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language cs parent cz

method mm,mc,uc

replacements ch=0x10001 Ch=0x10001 CH=0x10001

order a á b c č d ď e é ě f q h 0x10001 i í j k l m n ň o ó p q r ř s š t ť u ú ů v

wxyýzž

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z á=a é=e í=i ó=o ú=u ý=y č=č d'=d ě=e ň=n ř=ř š=š ť=t ů=u ž=ž 0x10001=ch

languagecuparentdefaultmethodmm,mc,uc

replacements oy=0x10001 OY=0x1000B

order абвгдєж s 0х0A643 з 0х0A641 и і ї h клмнопрсту 0х00479

0x0A64B 0x10001 ф x 0x00461 0x0047F 0x0047D 0x0A64D цчшщъы

ыь в ю ю ю ю 0х00467 0х00469 ж ж 0х0046F ψ ө v \ddot{v}

entries $a = a \ 6 = 6 \ B = B \ \Gamma = \Gamma \ Д = Д \ Ж = Ж \ 3 = 3 \ U = U \ K = K \ Л = Л \ M = M \ H = H \ 0 = 0 \ \Pi = \Pi$

р=р c=c т=т y=y ф=ф x=x ц=ц ч=ч ш=ш щ=щ ъ=ъ ы=ы ь=ь ю=ю ε = ε s=s i=и i=и h=h 0x00461=0x00461 δ = δ к= ε 0x00467=0x00467 0x00469=0x00469 κ = κ к= κ 0x0046F=0x0046F ψ = ψ θ = θ v=v ψ =v 0x00479=y 0x0047D=0x00461 0x0047F=0x00461 0x0A641=3 0x0A643=s 0x0A64B=y 0x0A64D=0x00461 ы=ы н= κ 0x10001=y

languageczparentdefaultmethodmm,mc,uc

replacements ch=0x10001 Ch=0x10001 CH=0x10001

order a á b c č d d'e é ě f g h 0x10001 i í j k l m n ň o ó p q r ř s š t ť u ú ů v

wxyýzž

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z $\acute{a}=a \acute{e}=e \acute{i}=i \acute{o}=o$ $\acute{u}=u \acute{v}=v \acute{c}=e \acute{d}=d \acute{e}=e \acute{n}=n \acute{r}=\check{r} \acute{s}=\check{s} \acute{t}=t \acute{u}=u \check{z}=\check{z} 0\times 10001=ch$

language da
parent no

method mm,mc,uc replacements none

order abcdefghijklmnopgrstuvwxyzæøå

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z å=å æ=æ ø=ø

language de parent default method mm.mc.uc

replacements ä=ae Ä=Ae ö=oe Ö=Oe ü=ue Ü=Ue ß=s

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language de-AT
parent default
method mm,mc,uc
replacements none

order a äbcdefghijklmnoöpqrstuüvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ä=ä ö=ö ü=ü

language de-CH parent de

method mm,mc,uc

replacements $\ddot{a}=ae\ \ddot{A}=Ae\ \ddot{o}=oe\ \ddot{O}=Oe\ \ddot{u}=ue\ \ddot{U}=Ue\ \&=s$ order $a\ b\ c\ d\ e\ f\ g\ h\ i\ j\ k\ l\ m\ n\ o\ p\ q\ r\ s\ t\ u\ v\ w\ x\ y\ z$

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language de-DE **parent** de

method mm,mc,uc

replacements $\ddot{a}=ae\ \ddot{A}=Ae\ \ddot{o}=oe\ \ddot{O}=Oe\ \ddot{u}=ue\ \ddot{U}=Ue\ \&=s$ order $\ddot{a}=ae\ \ddot{A}=Ae\ \ddot{o}=oe\ \ddot{O}=Oe\ \ddot{u}=ue\ \ddot{U}=Ue\ \&=s$

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x v=v z=z

languagedefaultparentdefaultmethodmm,mc,ucreplacementsnone

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language deo parent de

method mm,mc,uc

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

method mm,mc,uc

replacements none

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language es
parent default
method mm,mc,uc

replacements none

order a b c d e f g h i j k l m n ñ o p q r s t u v w x y z

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z á=a é=e í=i ñ=ñ

ó=o ú=u ü=u

language et
parent default
method mm,mc,uc
replacements none

order a b c č d e f g h i j k l m n o p q r s š z ž t u v w õ ä ö ü x y

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ä=ä õ=õ ö=ö ü=ü

č=č š=š ž=ž

language fi

parent default
method mm,mc,uc
replacements none

order a b c d e f g h i j k l m n o p q r s t u v w x y z å ä ö

entries a=a b=b c=c d=d e=e f=f q=q h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ä=ä å=å ö=ö

language fr

parent default
method mm,mc,uc
replacements none

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language gr parent default method mm,mc,uc

replacements $\alpha = \alpha a \ \dot{\alpha} = \alpha b \ \dot{\alpha} = \alpha c \ \dot{\alpha} = \alpha d \ \dot{\alpha} = \alpha e \ \dot{\alpha} = \alpha f \ \dot{\alpha} = \alpha g \ \dot{\alpha} = \alpha h \ \dot{\alpha} = \alpha i \ \dot{\alpha} = \alpha j \ \dot{\alpha} = \alpha k$

 $\overset{\circ}{\alpha} = \alpha l \overset{\circ}{\alpha} = \alpha m \overset{\circ}{\alpha} = \alpha n \overset{\circ}{\alpha} = \alpha o \overset{\circ}{\alpha} = \alpha p \overset{\circ}{\alpha} = \alpha r \overset{\circ}{\alpha} = \alpha s \overset{\circ}{\alpha} = \alpha t \overset{\circ}{\alpha} = \alpha u \overset{\circ}{\alpha} = \alpha v \overset{\circ}{\alpha} = \alpha w \overset{\circ}{\alpha} = \alpha x \overset{\circ}{\alpha} = \epsilon s \overset{\circ}{\epsilon} = \epsilon b \overset{\circ}{\epsilon} = \epsilon c \overset{\circ}{\epsilon} = \epsilon d \overset{\circ}{\epsilon} = \epsilon e \overset{\circ}{\epsilon} = \epsilon f \overset{\circ}{\epsilon} = \epsilon g \overset{\circ}{\epsilon} = \epsilon h \overset{\circ}{\epsilon} = \epsilon i \eta = \eta a s \overset{\circ}{\alpha} = \alpha v \overset{\sigma$

η=ηb ή=ηc η=ηd η=ηe η=ηf ή=ηg η=ηh η=ηi η=ηi η=ηk η=ηl η=ηl η=ηm η=ηn η=ηn η=ηp η=ηr η=ηs η=ηt η=ηu η=ηv η=ηv η=ηv η=ηx η=ηy ι=ια (=ιb ι=ιc ι=ιd ι=ιe ι=ιf ι=ιg ι=ιh ι=ιi ι=ιj ι=ιk ι=ιl ι=ιm ι=ιm ι=ιn ι=ιο ι=ιο ο=οα ό=οb ο=οc ό=οd δ=οe δ=οf δ=οg δ=οh δ=οi ρ=ρα ρ=ρb ρ=ρc υ=υα υ=υb υ=υc υ=υd υ=υe υ=υf υ=υg υ=υh υ=υi υ=υj υ=υk υ=υl υ=υm υ=υm υ=υο ω=ωα ω=ωb ω=ωc ω=ωd ω=ωe ω=ωf ω=ωg ω=ωh ω=ωi ω=ωi ω=ωm ω=ωm ω=ωo ω=ωp ω=ωg ω=ωh ω=ωs ω=ωt ω=ωu ω=ωv ω=ωw

order entries αβγδεζηθικλμνξοπρσςτυφχψω

language he
parent default
method mm,mc,uc
replacements none

order 0x005D0 0x005D1 0x005D2 0x005D3 0x005D4 0x005D5 0x005D6

0x005D7 0x005D8 0x005D9 0x005DB 0x005DC 0x005DE 0x005E0 0x005E1 0x005E2 0x005E4 0x005E6 0x005E7 0x005E8 0x005E9

0x005EA

entries 0x005D0=0x005D0 0x005D1=0x005D1 0x005D2=0x005D2 0x005D3=0x005D3

0x005D4=0x005D4 0x005D5=0x005D5 0x005D6=0x005D6 0x005D7=0x005D7 0x005D8=0x005D8 0x005D9=0x005D9 0x005DB=0x005DB 0x005DC=0x005DC 0x005DE=0x005DE 0x005E0=0x005E0 0x005E1=0x005E1 0x005E2=0x005E2 0x005E4=0x005E4 0x005E6=0x005E6 0x005E7=0x005E7 0x005E8=0x005E8

0x005E9=0x005E9 0x005EA=0x005EA

languagehrparentdefaultmethodmm,mc,uc

replacements $d\check{z}=0\times10001 \text{ D}\check{Z}=0\times10008 \text{ lj}=0\times10002 \text{ LJ}=0\times1000C \text{ nj}=0\times10003$

 $NJ = 0 \times 1000D$

order a b c č ć d 0x10001 đ e f g h i j k l 0x10002 m n 0x10003 o p r s š t u v

ΖŽ

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

 $p=p r=r s=s t=t u=u v=v z=z \acute{c}=\acute{c} \acute{c}=\check{c} d=d \check{s}=\check{s} \check{z}=\check{z} 0x10001=d\check{z}$

0x10002=lj 0x10003=nj

languagehuparentdefaultmethodmm,mc,uc

replacements cs=0x10001 CS=0x1000B dz=0x10002 DZ=0x1000C dzs=0x10003

DZS=0x1000D gy=0x10004 GY=0x1000E ly=0x10005 LY=0x1000F ny=0x10006 NY=0x10010 sz=0x10007 SZ=0x10011 ty=0x10008

TY=0x10012 zs=0x10009 ZS=0x10013

order a á b c 0x10001 d 0x10002 0x10003 e é f g 0x10004 h i í j k l 0x10005

m n 0x10006 o ó ö ő p q r s 0x10007 t 0x10008 u ú ü ű v w x y z

0x10009

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z á=a é=e í=i ó=o ö=ö ú=u ü=ü ő=ö ű=ü $0 \times 10001 = cs 0 \times 10002 = dz 0 \times 10003 = dzs 0 \times 10004 = gy 0 \times 10005 = ly 0 \times 10006 = ny 0 \times 10007 = sz 0 \times 10008 = ty$

 $0 \times 10009 = zs$

language is default method mm,mc,uc replacements none

order a á b d ð e é f g h i í j k l m n o ó p r s t u ú v x y ý þ æ ö

entries a=a b=b d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o p=p

r=r s=s t=t u=u v=v x=x y=y á=a æ=æ é=e í=i ð=ð ó=o ö=ö ú=u

y=y b=b

language it default method mm,mc,uc replacements none

 $\begin{array}{ll} \textbf{order} & \text{a \'a b c d e \'e \`e f g h i \'i ì j k l m n o \'o \`o p q r s t u \'u \`u v w x y z} \\ \textbf{entries} & \text{a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o} \end{array}$

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z á=a è=e é=e ì=i

í=i ò=o ó=o ù=u ú=u

 $\begin{array}{ll} \textbf{language} & \text{jp} \\ \textbf{parent} & \text{default} \\ \textbf{method} & \text{zm} \end{array}$

 $\textbf{replacements} \quad 0 \times 03041 = 0 \times 03042 \ 0 \times 03043 = 0 \times 03044 \ 0 \times 03045 = 0 \times 03046 \ 0 \times 03047 = 0 \times 03048 \\$

 $0 \times 03049 = 0 \times 03044 \ 0 \times 03063 = 0 \times 03064 \ 0 \times 03083 = 0 \times 03084 \ 0 \times 03085 = 0 \times 03086$

 $0 \times 03087 = 0 \times 03088$

order 0x03042 0x03044 0x03046 0x03048 0x0304A 0x0304B 0x0304D

0x0304F 0x03051 0x03053 0x03055 0x03057 0x03059 0x0305B 0x0305D 0x0305F 0x03061 0x03064 0x03066 0x03068 0x0306A 0x0306B 0x0306C 0x0306D 0x0306E 0x0306F 0x03072 0x03075 0x03078 0x0307B 0x0307F 0x03080 0x03081 0x03082

0x03084 0x03086 0x03088 0x03089 0x0308A 0x0308B 0x0308C

0x0308D 0x0308F 0x03090 0x03091 0x03092 0x03093

 $0 \times 03042 = 0 \times 03042 \ 0 \times 03044 = 0 \times 03044 \ 0 \times 03046 = 0 \times 03046 \ 0 \times 03048 = 0 \times 03048$ entries

> 0x0304A=0x0304A 0x0304B=0x0304B 0x0304D=0x0304D 0x0304F=0x0304F $0 \times 03051 = 0 \times 03051 \ 0 \times 03053 = 0 \times 03053 \ 0 \times 03055 = 0 \times 03055 \ 0 \times 03057 = 0 \times 03057$ $0 \times 03059 = 0 \times 03059 \ 0 \times 0305B = 0 \times 0305B \ 0 \times 0305D = 0 \times 0305D \ 0 \times 0305F = 0 \times 0305F$ $0 \times 03061 = 0 \times 03061 \ 0 \times 03064 = 0 \times 03064 \ 0 \times 03066 = 0 \times 03066 \ 0 \times 03068 = 0 \times 03068$ $0 \times 0306 A = 0 \times 0306 A$ $0 \times 0306 B = 0 \times 0306 B$ $0 \times 0306 C = 0 \times 0306 C$ $0 \times 0306 D = 0 \times 0306 D$ $0 \times 0306 = 0 \times 0306 = 0 \times 0306 = 0 \times 0306 = 0 \times 03072 = 0 \times 03072 = 0 \times 03075 = 0 \times 0307$ $0 \times 03078 = 0 \times 03078 \ 0 \times 0307B = 0 \times 0307B \ 0 \times 0307E = 0 \times 0307F \ 0 \times 0307F = 0 \times 0307F$

> $0 \times 03080 = 0 \times 03080 \ 0 \times 03081 = 0 \times 03081 \ 0 \times 03082 = 0 \times 03082 \ 0 \times 03084 = 0 \times 03084$ $0 \times 03086 = 0 \times 03086 \ 0 \times 03088 = 0 \times 03088 \ 0 \times 03089 = 0 \times 03089 \ 0 \times 0308A = 0 \times 0308A$ 0x0308B=0x0308B 0x0308C=0x0308C 0x0308D=0x0308D 0x0308F=0x0308F

> $0 \times 03090 = 0 \times 03090 \ 0 \times 03091 = 0 \times 03091 \ 0 \times 03092 = 0 \times 03092 \ 0 \times 03093 = 0 \times 03093$

language kr parent default. method mm.mc.uc replacements none

order 0x03131 0x03134 0x03137 0x03139 0x03141 0x03142 0x03145

0x03147 0x03148 0x0314A 0x0314B 0x0314C 0x0314D 0x0314E a b c

defghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z

language la parent default method mm,mc,uc replacements $\alpha = ae \mathcal{E} = AE$

order aāābcdeēĕfghiīĭjklmnoōŏpgrstuūŭvwxyÿvz entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=i k=k l=l m=m n=n o=o p=p q=q r=r s=s t=t u=u v=u w=w x=x y=y y=y z=z a=a a=a e=e

ĕ=e ī=i ĭ=i ō=o ŏ=o ū=u ŭ=u v=v

language lt. default parent method mm,mc,uc

replacements ch=0x10001 CH=0x1000B

order a a b c 0x10001 č d e e e f q h i į y į k l m n o p r s š t u ų ū v z ž entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o p=p r=r s=s t=t u=u v=v y=i z=z a=a č=č ė=e e=e i=i š=š ū=u u=u

 $\dot{z} = \dot{z} \ 0 \times 10001 = c$

language lv default. parent

method mm,mc,uc

replacements none

order aābcčdeēfgģhiījkķlļmnņoōprŗsštuūvzž

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p r=r s=s t=t u=u v=v z=z $\bar{a}=a$ $\check{c}=\check{c}$ $\bar{e}=e$ $\acute{g}=\acute{g}$ $\bar{i}=i$ k=k l=l n=n $\bar{o}=o$

 $\dot{r}=\dot{r}\ \dot{s}=\dot{s}\ \bar{u}=u\ \dot{z}=\dot{z}$

language nl
parent default
method mm,mc,uc
replacements none

order abcdefghijklmnopqrstuvwxyz

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

 $p = p \ q = q \ r = r \ s = s \ t = t \ u = u \ v = v \ w = w \ x = x \ y = y \ z = z$

language no
parent default
method mm,mc,uc
replacements none

order abcdefghijklmnopqrstuvwxyzæøå

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z å=å æ=æ ø=ø

language ocs-scn
parent default
method mm,mc,uc

replacements ou=0x10001 OU=0x10015 q'=0x10002 G'=0x10016 št=0x10003

ŠT=0x10017 ju=0x10004 JU=0x10018 ja=0x10005 JA=0x10019 je=0x10006 JE=0x1001A je=0x10007 JE=0x1001B jo=0x10008 JQ=0x1001C ks=0x10009 KS=0x1001D ps=0x1000A PS=0x1001E

th=0x1000B TH=0x1001F šč=0x1000C ŠČ=0x10020

order a b v g d e ž ʒ z i ï 0x10002 k l m n o p r s t u f x o c č š 0x10003

0x1000C ъ y 0x10001 ь ě 0x10004 0x10005 0x10006 e 0x10007 о

0x10008 0x10009 0x1000A 0x1000B ü

entries a=a b=b c=c d=d e=e f=f g=g i=i k=k l=l m=m n=n o=o p=p r=r

 $0 \times 10006 = je \ 0 \times 10007 = je \ 0 \times 10008 = jo \ 0 \times 10009 = ks \ 0 \times 1000A = ps$

0x1000B=th 0x1000C=šč

language pl
parent default
method mm,mc,uc
replacements none

order a ą b c ć d e ę f g h i j k l ł m n ń o ó p q r s ś t u v w x y z ź ż

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ó=ó ą=ą ć=ć ę=ę

ł=ł ń=ń ś=ś ź=ź ż=ż

language pt
parent default
method mm,mc,uc
replacements none

 order
 a á â ã à b c ç d e é ê f g h i í j k l m n o ó ô õ p q r s t u ú ü v w x y z

 entries
 a=a b=b c=c d=d e=e f=f g=g h=h i=i i=i k=k l=l m=m n=n o=o

a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z à=a á=a â=a ã=a

ç=c é=e ê=e í=i ó=o ô=o õ=o ú=u ü=u

language ro
parent default
method mm,mc,uc
replacements none

order a ă â b c d e f g h i î j k l m n o p q r s ș t ț u v w x y z

entries $a=a \ b=b \ c=c \ d=d \ e=e \ f=f \ g=g \ h=h \ i=i \ j=j \ k=k \ l=l \ m=m \ n=n \ o=o$

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z â=â î=î ă=ă ș=ș

 ${\boldsymbol{t}}{=}{\boldsymbol{t}}$

language ru
parent default
method mm,mc,uc
replacements none

order абвгдеёж зиійклм нопрстуфхцчш щъыь ѣ эюя в v entries а=аб=б в=в г=г п=п е=е ж=ж з=з и=и й=й к=к л=л м=м н=н

а=а б=б в=в г=г д=д е=е ж=ж з=з и=и й=й к=к л=л м=м н=н о=о п=п р=р с=с т=т у=у ф=ф х=х ц=ц ч=ч ш=ш щ=щ ъ=ъ ы=ы

v=v ө=ө d=d и=i ө=ө и=и б=б о=о с

language ru-iso9
parent default
method mm,mc,uc
replacements "=0×10001

order a b v g d e ë ž z i ì j k l m n o p r s t u f h c č š ŝ " 0x10001 y ' ' ě è û â

ûâ

entries '=' a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p r=r s=s t=t u=u v=v y=y z=z â=â è=è ë=ë ì=ì û=û č=č ě=ě ŝ=ŝ

š=š ž=ž '=' "=" 0x10001="

languageskparentdefaultmethodmm,mc,uc

replacements dz=0x10001 dz=0x1000B dž=0x10002 dž=0x1000C ch=0x10003

ch=0x1000D

order a á ä b c č d ď 0x10001 0x10002 e é f q h 0x10003 i í j k l ĺ ľ m n ň o ó

ô p q r ŕ s š t ť u ú v w x y ý z ž

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z á=a ä=a é=e í=i $\acute{o}=o$ $\acute{o}=o$ $\acute{u}=u$ $\acute{v}=y$ $\acute{c}=\acute{c}$ $\acute{d}=d$ $\acute{l}=l$ $\acute{l}=l$ $\acute{n}=n$ $\acute{r}=r$ $\acute{s}=\acute{s}$ $\acute{t}=t$ $\acute{z}=\acute{z}$ 0x10001=dz

0x10002=dž 0x10003=ch

languageslparentdefaultmethodmm,mc,ucreplacementsnone

order a b c č ć d đ e f g h i j k l m n o p g r s š t u v w x y z ž

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ć=ć č=č d=d š=š

ž=ž

languagesrparentdefaultmethodmm,mc,ucreplacementsnone

order абвгдђежзијклљмнњопрстћуфхцчџш

entries а=а б=б в=в г=г д=д е=е ж=ж з=з и=и к=к л=л м=м н=н о=о

 $\pi = \pi$ p=p c=c т=т y=y $\phi = \phi$ x=x $\mu = \mu$ $\mu = \mu$ $\mu = \mu$ $\mu = \mu$ $\mu = \mu$

ե=ե џ=џ

language sv

parent default
method mm,mc,uc
replacements none

order a b c d e f g h i j k l m n o p q r s t u v w x y z å ä ö

entries a=a b=b c=c d=d e=e f=f g=g h=h i=i j=j k=k l=l m=m n=n o=o

p=p q=q r=r s=s t=t u=u v=v w=w x=x y=y z=z ä=ä å=å ö=ö

language uk
parent default
method mm,mc,uc
replacements none

order абвггде є ж зи і їйклм нопрстуфхцчш щью я entries а=аб=бв=вг=гл=ле=е ж=ж з=з и=и й=й к=к л=л м=м

а=а б=б в=в г=г д=д е=е ж=ж з=з и=и й=й к=к л=л м=м н=н

о=о п=п р=р с=с т=т у=у ф=ф х=х ц=ц ч=ч ш=ш щ=щ ь=ь ю=ю

я=я ε = ε i=i ї=ї ґ=ґ

language yi
parent he

method	mm,mc,uc				
replacements	• •				
	0x005D10x005BF=0x0FB4C 0x005D50x005BC=0x005D5 0x005F0=0x005D50x005D5				
	0x005F1=0x005D50x005D9 0x0FB1D=0x005D9 0x005F2=0x005D90x005D9				
	0x0FB1F=0x005D90x005D9 0x005DB0x005BC=0x0FB3B 0x005DA=0x005DB				
	0x005DD=0x005DE 0x005DF=0x005E0 0x005E40x005BC=0x0FB44				
	0x005E4=0x0FB44 0x005E40x005BF=0x0FB4E 0x005E3=0x0FB4E				
	0x005E5=0x005E6 0x0FB2A=0x005E9 0x005E90x005C2=0x0FB2B				
	0x005EA0x005BC=0x0FB4A				
order	0x005D0 0x005D1 0x0FB4C 0x005D2 0x005D3 0x005D4 0x005D5				
	0x005D6 0x005D7 0x005D8 0x005D9 0x0FB3B 0x005DB 0x005DC				
	0x005DE 0x005E0 0x005E1 0x005E2 0x0FB44 0x0FB4E 0x005E6				
	0x005E7 0x005E8 0x005E9 0x0FB2B 0x0FB4A 0x005EA				
entries	0x005D0=0x005D0 0x005D1=0x005D1 0x005D2=0x005D2 0x005D3=0x005D3				
	0x005D4=0x005D4 0x005D5=0x005D5 0x005D6=0x005D6 0x005D7=0x005D7				
	0x005D8=0x005D8 0x005D9=0x005D9 0x005DB=0x005DB 0x005DC=0x005DC				
	0x005DE=0x005DE 0x005E0=0x005E0 0x005E1=0x005E1 0x005E2=0x005E2				
	0x005E4=0x005E4 0x005E6=0x005E6 0x005E7=0x005E7 0x005E8=0x005E8				
	0x005E9=0x005E9 0x005EA=0x005EA 0x0FB2B=0x0FB2B 0x0FB3B=0x0FB3B				
	0x0FB4A=0x0FB4A 0x0FB4C=0x0FB4C 0x0FB4E=0x0FB4E				

A.4 Verbose counters

\usemodule[s-languages-counters]

\showverbosecounters[language={en,es}]

es	number
	0
uno	1
dos	2
tres	3
cuatro	4
cinco	5
seis	6
siete	7
ocho	8
nueve	9
diez	10
once	11
doce	12
trece	13
	uno dos tres cuatro cinco seis siete ocho nueve diez once doce

fourteen	catorce	14
fifteen	quince	15
sixteen	dieciséis	16
seventeen	diecisiete	17
eighteen	dieciocho	18
nineteen	diecinueve	19
twenty	veinte	20
	veintiuno	21
	veintidós	22
	veintitrés	23
	veinticuatro	24
	veinticinco	25
	veintiséis	26
	veintisiete	27
	veintiocho	28
	veintinueve	29
thirty	treinta	30
forty	cuarenta	40
fifty	cincuenta	50
sixty	sesenta	60
seventy	setenta	70
eighty	ochenta	80
ninety	noventa	90
hundred	ciento	100
	doscientos	200
	trescientos	300
	cuatrocientos	400
	quinientos	500
	seiscientos	600
	setecientos	700
	ochocientos	800
	novecientos	900
thousand	mil	1000
million	millón	1000000
billion	mil millones	1000000000
trillion	billón	1000000000000

This book and accipted in confict while Als agos and connect the reacher is a guages and connect the reacher is a spirit of the reacher is a s Hade and some of the thecharter contract of the state of the south of the state of And Liake deposite and not become Jissed are discussing and the discussion of the continuation of th ile. We dische fortinge and additional dealth described and additional dealth and additional dealth and a dealth a dealth and a dealth Leak with the end the extendition of codes and additional feed to be and the extendition of the end Standard to and the extensibility of code are also discussed.