



Mem

A multilingual system for Lamed
(Aleph + LaTeX)

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The name of the game

- ◆ Omega + eTeX = Aleph
- ◆ Aleph + LaTeX = Lamed
- ◆ What comes after Lamed?...
- ◆ Mem
- ◆ Also: acronym for Multilingual EnvironMent



The goals of Mem

- ◆ An experimental environment to better understand OCPs and the issues of a multilingual system
- ◆ In the short term:
 - A multilingual package for Lamed
- ◆ In the mid and long term:
 - A working system to gain experience for LaTeX3 and Omega



What's a multilingual document

- ◆ Several writing systems
- ◆ Different coding systems and fonts
- ◆ Manipulating and rendering of Unicode text
- ◆ Macro names in any script
- ◆ Defining language specific elements
- ◆ *Redefining language specific elements*



How Mem works

- ◆ A framework to gather together several languages while preserving their independence
- ◆ Mem provides “services” for languages and a high level interface for the OCP mechanism
- ◆ The kernel has no reference to any language, either explicit or implicit



The future of Mem

- ◆ How will Mem look in the future?
- ◆ Who knows?
- ◆ It depends on how LaTeX3, Aleph and Omega evolve
- ◆ But we have some code to talk about

Problems in the OCP engine

- ◆ `\chars` are recatcoded
- ◆ `\string` is no-op
- ◆ OCPs not applied in math
- ◆ OCPs not applied in arguments of primitives (eg, `\accent`)
- ◆ Pushing back with `<=` can mangle the order of characters



Examples

Open



How to contribute

- ◆ Mem
 - Visit mem-latex.sourceforge.org
- ◆ The author
 - Visit perso.wanadoo.es/jbezoz