

low level

TEX

pages

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1 Introduction

There are several builder in the engine: paragraphs, math, alignments, boxes and if course pages. But where a paragraph is kind of complete and can be injected on a line by line basis, a page is less finished. When enough content is collected the result so far is handled over to the output routine. Calling it a routine is somewhat confusing because it is not really a routine, it's the token list `\output` that gets expanded and what in there is supposed to something with the result, like adding inserts (footnotes, moved around graphics aka floats, etc.), adding headers and footers, possibly using marks, and finally wrapping up and shipping out.

The engine primarily offers a single column page so two or more columns are done by using tricks, like typesetting on a double height and splitting the result. If columns need to be balanced some extra work has to be done, and it's definitely non trivial when we have more that just text.

In this chapter we will discuss and collect some mechanisms that deal with pages or operate at the outer vertical level. We might discuss some primitive but more likely you will see various solutions based on $\text{T}_{\text{E}}\text{X}$ macros and Lua magic.

2 Rows

todo: penalties

Conceptually this is a bit strange feature but useful nevertheless. There are several multi column mechanisms in $\text{ConT}_{\text{E}}\text{Xt}$ and each is made for a specific kind of usage. You can, to some extent, consider `tabulate` to produce columns too, however it demands a bit of handywork. Say that you have this:

but you don't want to waste space. So you might want:

1	one	4	four
2	two	5	five
3	three		

or maybe even this:

1	one	3	three	5	five
2	two	4	four		

but still wants to code like this:

```
\starttabulate[|l|l|]  
\NC 1 \NC one \NC \NR  
\NC 2 \NC two \NC \NR  
\NC 3 \NC three \NC \NR  
\NC 4 \NC four \NC \NR  
\NC 5 \NC five \NC \NR  
\stoptabulate
```

2 Colofon

Author	Hans Hagen
ConT _E Xt	2024.11.01 19:19
LuaMetaT _E X	211.6
Support	www.pragma-ade.com contextgarden.net