Filenames

The $ConT_EXt$ distribution follows a rather strict organisation. Originally all files that implemented macros had names using the pattern:

xxxx-xxx.tex	T _E X file
mp-xxxx.mp	MetaPost file

You can still find files that conform to these patterns but the organization evolved. The tex suffix is now normally used just for documents.

Styles and modules can have names of any length, and can be recognized by their prefix:

s-aaaa.tex	style (rendering related)
m-aaaaaa.tex	module (functionality related)
x-aaaaa.tex	xml module (functionality related)

ConT_EXt MkII, the frozen version for $pdfT_EX$ and $X_{\underline{H}}T_{\underline{E}}X$, uses names like:

context.mkii	the main T _E X file
cont-xx.mkii	an interface specific T _E X file
xxxx-xxx.mkii	T _E X file
mp-xxxx.mpii	MetaPost file
metafun.mpii	the main MetaFun file

 $\mbox{ConT}_{\mbox{E}}\mbox{Xt}$ MkIV, the current version, has files with names like:

context.mkiv	the main T _E X file
cont-xx.mkiv	an interface specific T _E X file
xxxx-xxx.mkiv	T _E X file
xxxx-xxx.mkvi	T _E X file with named parameters
xxxx-xxx.mkix	file with lmx template
xxxx-xxx.mkxi	file with lmx template with named parameters
xxxx-xxx.lua	a file with Lua code
xxxx-xxx.lfg	so called font goodie Lua files
metafun.mpiv	the main MetaFun file
minifun.mpiv	a subset of MetaFun
mp-xxxx.mpiv	MetaPost file

There are more suffixes used, like tua and tuc for multipass jobdata, and log for log files. In the cache tree you can run into luv, lui, luj and lum for startup data, tma for Lua cache files, tmb for LuajitT_EX bytecode, tmc for LuaT_EXbytecode and tmd for LuaMetaT_EX bytecode, but you can forget about them.

There can be files with -imp- in the name: these relate to other files with a similar name.

The follow up on MkIV is called lmtx (or MkXL?) and is compatible with MkIV: it uses, at least now, mostly the same code. But, as it depends on LuaMetaT_EX it also has some different internals. Therefore you will find some additional files:

context.mkxl	the main T _E X file
cont-xx.mkxl	an interface specific T _E X file
xxxx-xxx.mkxl	T _E X file
xxxx-xxx.mklx	$T_{\rm E}$ X file with named parameters

metafun.mpxl	the main MetaFun file
minifun.mpxl	a subset of MetaFun
mp-xxxx.mpxl	MetaPost file

This means that a file xxxx-xxx can be present with any of the mk.. suffixes. In the standard distribution the MkII and MkIV files have their own path (directory), and lmtx only ships what it needs.

This somewhat complicated setup is needed in order to support both LuaT_EX and LuaMetaT_EX system. The more LuaMetaT_EX diverges from LuaT_EX, the more the codebase will be split so eventually we might end up with MkII, MkIV and lmtx as more or less independent versions. We try to share the Lua code as much as possible, also because some components are generic.

The name pattern xxxx- groups the files in categories. These are also referred to from the interface definitions. Examples of categories are syst for system modules that define various low level support macros and mechanisms. The user interface is handled by modules in the mult namespace. The supp modules layer on top of that and provide more helpers. The font and type modules deal with fonts, lang handles language support. The strc modules implement structural components, tabl does tables and page handles the layout. Specialized categories like mlib, meta and grph are for graphics, and publ is used for the publication (bibliography) subsystem. Just to give you an idea.