

# The Lua<sub>T</sub>E<sub>X</sub>-ja package

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**This documentation is far from complete. It may have many grammatical (and contextual) errors. Also, several parts (especially, Section 11) are written in Japanese only.**

## Part I

# User's manual

## 1 Introduction

The LuaTeX-ja package is a macro package for typesetting high-quality Japanese documents when using LuaTeX.

### 1.1 Backgrounds

Traditionally, ASCII pTeX, an extension of TeX, and its derivatives are used to typeset Japanese documents in TeX. pTeX is an engine extension of TeX: so it can produce high-quality Japanese documents without using very complicated macros. But this point is a mixed blessing: pTeX is left behind from other extensions of TeX, especially  $\epsilon$ -TeX and pdfTeX, and from changes about Japanese processing in computers (*e.g.*, the UTF-8 encoding).

Recently extensions of pTeX, namely upTeX (Unicode-implementation of pTeX) and  $\epsilon$ -pTeX (merging of pTeX and  $\epsilon$ -TeX extension), have developed to fill those gaps to some extent, but gaps still exist.

However, the appearance of LuaTeX changed the whole situation. With using Lua ‘callbacks’, users can customize the internal processing of LuaTeX. So there is no need to modify sources of engines to support Japanese typesetting: to do this, we only have to write Lua scripts for appropriate callbacks.

### 1.2 Major Changes from pTeX

The LuaTeX-ja package is under much influence of pTeX engine. The initial target of development was to implement features of pTeX. However, *LuaTeX-ja is not a just porting of pTeX; unnatural specifications/behaviors of pTeX were not adopted.*

The followings are major changes from pTeX:

- A Japanese font is a tuple of a ‘real’ font, a Japanese font metric (**JFM**, for short), and an optional string called ‘variation’.
- In pTeX, a line break after Japanese character is ignored (and doesn’t yield a space), since line breaks (in source files) are permitted almost everywhere in Japanese texts. However, LuaTeX-ja doesn’t have this function completely, because of a specification of LuaTeX.
- The insertion process of glues/kerns between two Japanese characters and between a Japanese character and other characters (we refer these glues/kerns as **JAgglue**) is rewritten from scratch.
  - As LuaTeX’s internal character handling is ‘node-based’ (*e.g.*, of `{ }fice` doesn’t prevent ligatures), the insertion process of **JAgglue** is now ‘node-based’.
  - Furthermore, nodes between two characters which have no effects in line break (*e.g.*, `\special` node) and kerns from italic correction are ignored in the insertion process.
  - *Caution: due to above two points, many methods which did for the dividing the process of the insertion of **JAgglue** in pTeX are not effective anymore.* In concrete terms, the following two methods are not effective anymore:

ちよ{}つと    ちよ\つと

If you want to do so, please put an empty hbox between it instead:

ちよ\hbox{}つと

- In the process, two Japanese fonts which only differ in their ‘real’ fonts are identified.
- At the present, vertical typesetting (*tategaki*), is not supported in LuaTeX-ja.

For detailed information, see Part III.

### 1.3 Notations

In this document, the following terms and notations are used:

- Characters are divided into two types:
  - **JAchar**: standing for Japanese characters such as Hiragana, Katakana, Kanji and other punctuation marks for Japanese.
  - **ALchar**: standing for all other characters like alphabets.

We say ‘alphabetic fonts’ for fonts used in **ALchar**, and ‘Japanese fonts’ for fonts used in **JAchar**.

- A word in a sans-serif font (like `prebreakpenalty`) means an internal parameter for Japanese typesetting, and it is used as a key in `\ltjsetparameter` command.
- A word in typewriter font with underline (like `fontspec`) means a package or a class of  $\LaTeX$ .
- The word ‘primitive’ is used not only for primitives in  $\LaTeX$ , but also for control sequences that defined in the core module of  $\LaTeX$ -ja.
- In this document, natural numbers start from 0.

### 1.4 About the project

**Project Wiki** Project Wiki is under construction.

- <http://sourceforge.jp/projects/luatex-ja/wiki/FrontPage%28en%29> (English)
- <http://sourceforge.jp/projects/luatex-ja/wiki/FrontPage> (Japanese)

This project is hosted by SourceForge.JP.

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## 2 Getting Started

### 2.1 Installation

To install the LuaTeX-ja package, you will need:

- LuaTeX (version 0.65.0-beta or later) and its supporting packages.  
If you are using TeX Live 2011 or current W32TeX, you don't have to worry.
- The source archive of LuaTeX-ja, of course :)
- The `xunicode` package, which version is *just v0.981 (2011/09/09)*.  
If you have the `fontspec` package, this `xunicode` package must be exist. But be careful about the version; other versions may not work correctly with LuaTeX-ja.

The installation methods are as follows:

1. Download the source archive, by one of the following method. At the present, LuaTeX-ja has no *stable* release.

- Copy the Git repository:  

```
$ git clone git://git.sourceforge.jp/gitroot/luatex-ja/luatexja.git
```
- Download the tar.gz archive of HEAD in the master branch from  
http:  
`//git.sourceforge.jp/view?p=luatex-ja/luatexja.git;a=snapshot;h=HEAD;sf=tgz.`
- Now LuaTeX-ja is available from the following archive and distributions:
  - CTAN (in the `macros/luatex/generic/luatexja` directory)
  - MiKTeX (in `luatexja.tar.lzma`)
  - TeX Live (in `texmf-dist/tex/luatex/luatexja`)
  - W32TeX (in `luatexja.tar.xz`)

These are based on the master branch.

Note that the master branch, and hence the archive in CTAN, are not updated frequently; the forefront of development is not the master branch.

2. Extract the archive. You will see `src/` and several other sub-directories. But only the contents in `src/` are needed to work LuaTeX-ja.
3. Copy all the contents of `src/` into one of your TEXMF tree. `TEXMF/tex/luatex/luatexja/` is an example location. If you cloned entire Git repository, making a symbolic link of `src/` instead copying is also good.
4. If `mktexlsr` is needed to update the file name database, make it so.

### 2.2 Cautions

- The encoding of your source file must be UTF-8. No other encodings, such as EUC-JP or Shift-JIS, are not supported.

### 2.3 Using in plain TeX

To use LuaTeX-ja in plain TeX, simply put the following at the beginning of the document:

```
\input luatexja.sty
```

This does minimal settings (like `ptex.tex`) for typesetting Japanese documents:

- The following 6 Japanese fonts are preloaded:

classification	font name	'10 pt'	'7 pt'	'5 pt'
<i>mincho</i>	Ryumin-Light	<code>\tenmin</code>	<code>\sevenmin</code>	<code>\fivemin</code>
<i>gothic</i>	GothicBBB-Medium	<code>\tengt</code>	<code>\seventgt</code>	<code>\fivegt</code>

- The ‘Q ( 級 )’ is a unit used in Japanese phototypesetting, and  $1\text{Q} = 0.25\text{mm}$ . This length is stored in a dimension `\jQ`.
- It is widely accepted that the font ‘Ryumin-Light’ and ‘GothicBBB-Medium’ aren’t embedded into PDF files, and PDF reader substitute them by some external Japanese fonts (*e.g.*, Kozuka Mincho is used for Ryumin-Light in Adobe Reader). We adopt this custom to the default setting.
- A character in an alphabetic font is generally smaller than a Japanese font in the same size. So actual size specification of these Japanese fonts is in fact smaller than that of alphabetic fonts, namely scaled by 0.962216.

- The amount of glue that are inserted between a **JAchar** and an **ALchar** (the parameter `xkanjiskip`) is set to

$$(0.25 \cdot 0.962216 \cdot 10\text{pt})_{-1\text{pt}}^{+1\text{pt}} = 2.40554\text{pt}_{-1\text{pt}}^{+1\text{pt}}$$

## 2.4 Using in L<sup>A</sup>T<sub>E</sub>X

**L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>** Using in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> is basically same. To set up the minimal environment for Japanese, you only have to load `luatexja.sty`:

```
\usepackage{luatexja}
```

It also does minimal settings (counterparts in pL<sup>A</sup>T<sub>E</sub>X are `plfonts.dtx` and `pldefs.ltx`):

- JY3 is the font encoding for Japanese fonts (in horizontal direction).  
When vertical typesetting is supported by LuaT<sub>E</sub>X-ja in the future, JT3 will be used for vertical fonts.
- Two font families `mc` and `gt` are defined:

classification	family	\mdseries	\bfseries	scale
<i>mincho</i>	<code>mc</code>	Ryumin-Light	GothicBBB-Medium	0.962216
<i>gothic</i>	<code>gt</code>	GothicBBB-Medium	GothicBBB-Medium	0.962216

Remark that the bold series in both family are same as the medium series of *gothic* family. This is a convention in pL<sup>A</sup>T<sub>E</sub>X. This is a trace that there were only 2 fonts (these are Ryumin-Light and GothicBBB-Medium) in early years of DTP.

- Japanese characters in math mode are typeset by the font family `mc`.

However, above settings are not sufficient for Japanese-based documents. To typeset Japanese-based documents, you are better to use class files other than `article.cls`, `book.cls`, and so on. At the present, we have the counterparts of `jclasses` (standard classes in pL<sup>A</sup>T<sub>E</sub>X) and `jsclasses` (classes by Haruhiko Okumura), namely, `ltjclasses` and `ltjsclasses`.

**\CID, \UTF and macros in OTF package** Under pL<sup>A</sup>T<sub>E</sub>X, `otf` package (developed by Shuzaburo Saito) is used for typesetting characters which is in Adobe-Japan1-6 CID but not in JIS X 0208. Since this package is widely used, LuaT<sub>E</sub>X-ja supports some of functions in `otf` package. If you want to use these functions, load `luatexja-otf` package.

<sup>1</sup> 森\UTF{9DD7}外と内田百\UTF{9592}とが\UTF{9AD9}島屋に行く。

<sup>2</sup>

<sup>3</sup> \CID{7652}飾区の\CID{13706}野家，

<sup>4</sup> 葛飾区の吉野家

森鷗外と内田百間とが高島屋に行く。  
葛飾区の吉野家，葛飾区の吉野家

## 2.5 Changing Fonts

**Remark: Japanese Characters in Math Mode** Since pTeX supports Japanese characters in math mode, there are sources like the following:

```

1 $f_{高温}$~($f_{\text{high temperature}}$).       $f_{高温}$  ( $f_{\text{high temperature}}$ ).
2 \[ y=(x-1)^2+2\quad よって\quad y>0 \]           $y = (x-1)^2 + 2 \quad \text{よって} \quad y > 0$ 
3 $5\in \text{素}:=\{\,p\in\mathbb{N}:\text{the } p \text{ is a prime}\,\}$.       $5 \in \text{素} := \{p \in \mathbb{N} : p \text{ is a prime}\}$ .

```

We (the project members of LuaTeX-ja) think that using Japanese characters in math mode are allowed if and only if these are used as identifiers. In this point of view,

- The lines 1 and 2 above are not correct, since ‘高温’ in above is used as a textual label, and ‘よって’ is used as a conjunction.
- However, the line 3 is correct, since ‘素’ is used as an identifier.

Hence, in our opinion, the above input should be corrected as:

```

1 $f_{\text{高温}}$~%
2 ($f_{\text{high temperature}}$).       $f_{高温}$  ( $f_{\text{high temperature}}$ ).
3 \[ y=(x-1)^2+2\quad
4 \mathrel{\text{よって}}\quad y>0 \]           $y = (x-1)^2 + 2 \quad \text{よって} \quad y > 0$ 
5 $5\in \text{素}:=\{\,p\in\mathbb{N}:\text{the } p \text{ is a prime}\,\}$.       $5 \in \text{素} := \{p \in \mathbb{N} : p \text{ is a prime}\}$ .

```

We also believe that using Japanese characters as identifiers is rare, hence we don’t describe how to change Japanese fonts in math mode in this chapter. For the method, please see Subsection 4.4.

**plain TeX** To change Japanese fonts in plain TeX, you must use the primitive `\jfont`. So please see Subsection 4.1.

**NFSS2** For L<sup>A</sup>TeX 2<sub>ε</sub>, LuaTeX-ja adopted most of the font selection system of pL<sup>A</sup>TeX 2<sub>ε</sub> (in `plfonts.dtx`).

- Two control sequences `\mcdefault` and `\gtdefault` are used to specify the default font families for *mincho* and *gothic*, respectively. Default values: `mc` for `\mcdefault` and `gt` for `\gtdefault`.
- Commands `\fontfamily`, `\fontseries`, `\fontshape` and `\selectfont` can be used to change attributes of Japanese fonts.

	encoding	family	series	shape	selection
alphabetic fonts	<code>\romanencoding</code>	<code>\romanfamily</code>	<code>\romanseries</code>	<code>\romanshape</code>	<code>\useroman</code>
Japanese fonts	<code>\kanjiencoding</code>	<code>\kanjifamily</code>	<code>\kanjiseris</code>	<code>\kanjishape</code>	<code>\usekanji</code>
both	—	—	<code>\fontseries</code>	<code>\fontshape</code>	—
auto select	<code>\fontencoding</code>	<code>\fontfamily</code>	—	—	<code>\usefont</code>

`\fontencoding{<encoding>}` changes the encoding of alphabetic fonts or Japanese fonts depending on the argument. For example, `\fontencoding{JY3}` changes the encoding of Japanese fonts to JY3 and `\fontencoding{T1}` changes the encoding of alphabetic fonts to T1. `\fontfamily` also changes the family of Japanese fonts, alphabetic fonts, or both. For detail, see Subsection 7.1.

- For defining a Japanese font family, use `\DeclareKanjiFamily` instead of `\DeclareFontFamily`. However, in the present implementation, using `\DeclareFontFamily` doesn’t cause any problem.



## 2.6 fontspec

To coexist with the `fontspec` package, it is needed to load `luatexja-fontspec` package in the preamble. This additional package automatically loads `luatexja` and `fontspec` package, if needed.

In `luatexja-fontspec` package, the following 7 commands are defined as counterparts of original commands in the `fontspec` package:

Japanese fonts	<code>\jfontspec</code>	<code>\setmainjfont</code>	<code>\setsansjfont</code>	<code>\newfontfamily</code>
alphabetic fonts	<code>\fontspec</code>	<code>\setmainfont</code>	<code>\setsansfont</code>	<code>\newfontfamily</code>
Japanese fonts	<code>\newfontface</code>	<code>\defaultjfontfeatures</code>	<code>\addjfontfeatures</code>	
alphabetic fonts	<code>\newfontface</code>	<code>\defaultfontfeatures</code>	<code>\addfontfeatures</code>	

```
1 \fontspec[Numbers=OldStyle]{TeX Gyre Termes}
2 \jfontspec{IPAexMincho}
3 JIS-X-0213:2004  辻                JIS X 0213:2004 →辻
4                                     JIS X 0208:1990 →辻
5 \addjfontfeatures{CJKShape=JIS1990}
6 JIS-X-0208:1990  辻
```

Note that there is no command named `\setmonojfont`, since it is popular for Japanese fonts that nearly all Japanese glyphs have same widths. Also note that the kerning feature is set off by default in these 7 commands, since this feature and `JAgglue` will clash (see 4.1).

## 3 Changing Parameters

There are many parameters in `LuaTeX-ja`. And due to the behavior of `LuaTeX`, most of them are not stored as internal register of `TeX`, but as an original storage system in `LuaTeX-ja`. Hence, to assign or acquire those parameters, you have to use commands `\ltjsetparameter` and `\ltjgetparameter`.

### 3.1 Editing the range of JAchars

To edit the range of `JAchars`, you have to assign a non-zero natural number which is less than 217 to the character range first. This can be done by using `\ltjdefcharrange` primitive. For example, the next line assigns whole characters in Supplementary Ideographic Plane and the character ‘漢’ to the range number 100.

```
\ltjdefcharrange{100}{"10000-"1FFFF,`漢}
```

This assignment of numbers to ranges are always global, so you should not do this in the middle of a document.

If some character has been belonged to some non-zero numbered range, this will be overwritten by the new setting. For example, whole SIP belong to the range 4 in the default setting of `LuaTeX-ja`, and if you specify the above line, then SIP will belong to the range 100 and be removed from the range 4.

After assigning numbers to ranges, the `jacharrange` parameter can be used to customize which character range will be treated as ranges of `JAchars`, as the following line (this is just the default setting of `LuaTeX-ja`):

```
\ltjsetparameter{jacharrange={-1, +2, +3, -4, -5, +6, +7, +8}}
```

The argument to `jacharrange` parameter is a list of integer. Negative integer  $-n$  in the list means that ‘the characters that belong to range  $n$  are treated as `ALchar`’, and positive integer  $+n$  means that ‘the characters that belong to range  $n$  are treated as `JAchar`’.

**Default Setting** `LuaTeX-ja` predefines eight character ranges for convenience. They are determined from the following data:

- Blocks in Unicode 6.0.
- The Adobe-Japan1-UCS2 mapping between a CID Adobe-Japan1-6 and Unicode.

Table 1. Unicode blocks in predefined character range 3.

U+2000–U+206F	General Punctuation	U+2070–U+209F	Superscripts and Subscripts
U+20A0–U+20CF	Currency Symbols	U+20D0–U+20FF	Comb. Diacritical Marks for Symbols
U+2100–U+214F	Letterlike Symbols	U+2150–U+218F	Number Forms
U+2190–U+21FF	Arrows	U+2200–U+22FF	Mathematical Operators
U+2300–U+23FF	Miscellaneous Technical	U+2400–U+243F	Control Pictures
U+2500–U+257F	Box Drawing	U+2580–U+259F	Block Elements
U+25A0–U+25FF	Geometric Shapes	U+2600–U+26FF	Miscellaneous Symbols
U+2700–U+27BF	Dingbats	U+2900–U+297F	Supplemental Arrows-B
U+2980–U+29FF	Misc. Mathematical Symbols-B	U+2B00–U+2BFF	Miscellaneous Symbols and Arrows
U+E000–U+F8FF	Private Use Area		

- The PXbase bundle for up $\TeX$  by Takayuki Yato.

Now we describe these eight ranges. The alphabet ‘J’ or ‘A’ after the number shows whether characters in the range is treated as **J**Achars or not by default. These settings are similar to the `preferCJK` settings defined in PXbase bundle.

**Range 8<sup>J</sup>** Symbols in the intersection of the upper half of ISO 8859-1 (Latin-1 Supplement) and JIS X 0208 (a basic character set for Japanese). This character range consists of the following characters:

- § (U+00A7, Section Sign)
- ´ (U+00B4, Spacing acute)
- ¨ (U+00A8, Diaeresis)
- ¶ (U+00B6, Paragraph sign)
- ° (U+00B0, Degree sign)
- × (U+00D7, Multiplication sign)
- ± (U+00B1, Plus-minus sign)
- ÷ (U+00F7, Division Sign)

**Range 1<sup>A</sup>** Latin characters that some of them are included in Adobe-Japan1-6. This range consist of the following Unicode ranges, *except characters in the range 8 above*:

- U+0080–U+00FF: Latin-1 Supplement
- U+0300–U+036F: Combining Diacritical Marks
- U+0100–U+017F: Latin Extended-A
- U+0180–U+024F: Latin Extended-B
- U+0250–U+02AF: IPA Extensions
- U+1E00–U+1EFF: Latin Extended Additional
- U+02B0–U+02FF: Spacing Modifier Letters

**Range 2<sup>J</sup>** Greek and Cyrillic letters. JIS X 0208 (hence most of Japanese fonts) has some of these characters.

- U+0370–U+03FF: Greek and Coptic
- U+1F00–U+1FFF: Greek Extended
- U+0400–U+04FF: Cyrillic

**Range 3<sup>J</sup>** Punctuations and Miscellaneous symbols. The block list is indicated in Table 1.

**Range 4<sup>A</sup>** Characters usually not in Japanese fonts. This range consists of almost all Unicode blocks which are not in other predefined ranges. Hence, instead of showing the block list, we put the definition of this range itself:

```
\ltjdefcharrange{4}{%
  "500-"10FF, "1200-"1DFF, "2440-"245F, "27C0-"28FF, "2A00-"2AFF,
  "2C00-"2E7F, "4DC0-"4DFF, "A4D0-"A82F, "A840-"ABFF, "FB50-"FE0F,
  "FE20-"FE2F, "FE70-"FEFF, "FB00-"FB4F, "10000-"1FFFF} % non-Japanese
```

**Range 5<sup>A</sup>** Surrogates and Supplementary Private Use Areas.

**Range 6<sup>J</sup>** Characters used in Japanese. The block list is indicated in Table 2.

**Range 7<sup>J</sup>** Characters used in CJK languages, but not included in Adobe-Japan1-6. The block list is indicated in Table 3.

Table 2. Unicode blocks in predefined character range 6.

U+2460–U+24FF	Enclosed Alphanumerics	U+2E80–U+2EFF	CJK Radicals Supplement
U+3000–U+303F	CJK Symbols and Punctuation	U+3040–U+309F	Hiragana
U+30A0–U+30FF	Katakana	U+3190–U+319F	Kanbun
U+31F0–U+31FF	Katakana Phonetic Extensions	U+3200–U+32FF	Enclosed CJK Letters and Months
U+3300–U+33FF	CJK Compatibility	U+3400–U+4DBF	CJK Unified Ideographs Extension A
U+4E00–U+9FFF	CJK Unified Ideographs	U+F900–U+FAFF	CJK Compatibility Ideographs
U+FE10–U+FE1F	Vertical Forms	U+FE30–U+FE4F	CJK Compatibility Forms
U+FE50–U+FE6F	Small Form Variants	U+20000–U+2FFFF	(Supplementary Ideographic Plane)

Table 3. Unicode blocks in predefined character range 7.

U+1100–U+11FF	Hangul Jamo	U+2F00–U+2FDF	Kangxi Radicals
U+2FF0–U+2FFF	Ideographic Description Characters	U+3100–U+312F	Bopomofo
U+3130–U+318F	Hangul Compatibility Jamo	U+31A0–U+31BF	Bopomofo Extended
U+31C0–U+31EF	CJK Strokes	U+A000–U+A48F	Yi Syllables
U+A490–U+A4CF	Yi Radicals	U+A830–U+A83F	Common Indic Number Forms
U+AC00–U+D7AF	Hangul Syllables	U+D7B0–U+D7FF	Hangul Jamo Extended-B

## 3.2 kanjiskip and xkanjiskip

**JAg**ue is divided into the following three categories:

- Glues/kerns specified in JFM. If `\inhibitglue` is issued around a Japanese character, this glue will not be inserted at the place.
- The default glue which inserted between two **J**Achars (kanjiskip).
- The default glue which inserted between a **J**Achar and an **AL**char (xkanjiskip).

The value (a skip) of `kanjiskip` or `xkanjiskip` can be changed as the following.

```
\ltjsetparameter{kanjiskip={0pt plus 0.4pt minus 0.4pt},
xkanjiskip={0.25\zw plus 1pt minus 1pt}}
```

It may occur that JFM contains the data of ‘ideal width of `kanjiskip`’ and/or ‘ideal width of `xkanjiskip`’. To use these data from JFM, set the value of `kanjiskip` or `xkanjiskip` to `\maxdimen`.

## 3.3 Insertion Setting of xkanjiskip

It is not desirable that `xkanjiskip` is inserted into every boundary between **J**Achars and **AL**chars. For example, `xkanjiskip` should not be inserted after opening parenthesis (e.g., compare ‘(あ’ and ‘( あ’). Lua<sub>TeX</sub>-ja can control whether `xkanjiskip` can be inserted before/after a character, by changing `jaxspmode` for **J**Achars and `alxspmode` parameters **AL**chars respectively.

```
\ltjsetparameter{jaxspmode={`あ,preonly},
alxspmode={`!,postonly}}
p あq い! う
pあ q い!う
```

The second argument `preonly` means ‘the insertion of `xkanjiskip` is allowed before this character, but not after’. the other possible values are `postonly`, `allow` and `inhibit`.

`jaxspmode` and `alxspmode` use a same table to store the parameters on the current version. Therefore, line 1 in the code above can be rewritten as follows:

```
\ltjsetparameter{alxspmode={`あ,preonly}, jaxspmode={`!,postonly}}
```

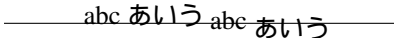
One can use also numbers to specify these two parameters (see Subsection 5.2).

If you want to enable/disable all insertions of `kanjiskip` and `xkanjiskip`, set `autospaceing` and `autoxspaceing` parameters to `true/false`, respectively.

### 3.4 Shifting Baseline

To make a match between a Japanese font and an alphabetic font, sometimes shifting of the baseline of one of the pair is needed. In p<sub>T</sub>E<sub>X</sub>, this is achieved by setting `\ybaselineshift` to a non-zero length (the baseline of alphabetic fonts is shifted below). However, for documents whose main language is not Japanese, it is good to shift the baseline of Japanese fonts, but not that of alphabetic fonts. Because of this, Lua<sub>T</sub>E<sub>X</sub>-ja can independently set the shifting amount of the baseline of alphabetic fonts (`yalbaselineshift` parameter) and that of Japanese fonts (`yjabaselineshift` parameter).

```
1 \vrule width 150pt height 0.4pt depth 0pt\  
   hskip-120pt  
2 \ltjsetparameter{yjabaselineshift=0pt,  
   yalbaselineshift=0pt}abcあいう  
3 \ltjsetparameter{yjabaselineshift=5pt,  
   yalbaselineshift=2pt}abcあいう
```



Here the horizontal line in above is the baseline of a line.

There is an interesting side-effect: characters in different size can be vertically aligned center in a line, by setting two parameters appropriately. The following is an example (beware the value is not well tuned):

```
1 xyz漢字  
2 {\scriptsize  
3 \ltjsetparameter{yjabaselineshift=-1pt,  
4 yalbaselineshift=-1pt} xyz 漢字 XYZ ひらがな abc かな  
5 XYZひらがな  
6 }abcかな
```

### 3.5 Cropmark

Cropmark is a mark for indicating 4 corners and horizontal/vertical center of the paper. In Japanese, we call cropmark as tomo(w). p<sub>L</sub>A<sub>T</sub>E<sub>X</sub> and this Lua<sub>T</sub>E<sub>X</sub>-ja support ‘tombow’ by their kernel. The following steps are needed to typeset cropmark:

1. First, define the banner which will be printed at the upper left of the paper. This is done by assigning a token list to `\@bannertoken`.

For example, the following sets banner as ‘filename (YYYY-MM-DD hh:mm)’:

```
\makeatletter  
  
\hour\time \divide\hour by 60 \@tempcnta\hour \multiply\@tempcnta 60\relax  
\minute\time \advance\minute-\@tempcnta  
\@bannertoken{%  
  \jobname\space(\number\year-\two@digits\month-\two@digits\day  
  \space\two@digits\hour:\two@digits\minute)}%
```

2. ...

## Part II




# Reference

## 4 Font Metric and Japanese Font

### 4.1 `\jfont` primitive

To load a font as a Japanese font, you must use the `\jfont` primitive instead of `\font`, while `\jfont` admits the same syntax used in `\font`. Lua<sub>T</sub>E<sub>X</sub>-ja automatically loads `luaotfload` package, so TrueType/OpenType fonts with features can be used for Japanese fonts:

Table 4. Differences between JFM's shipped with LuaTeX-ja

	jfm-ujis.lua	jfm-jis.lua	jfm-min.lua
Example 1 <sup>1</sup>	ある日モモちゃんがお使いで迷子になって泣きました。	ある日モモちゃんがお使いで迷子になって泣きました。	ある日モモちゃんがお使いで迷子になって泣きました。
Example 2	ちょっと！何	ちょっと！何	ちょっと！何
Bounding Box			

```

1 \jfont\tradgt={file:ipaexg.ttf:script=latn;%
2 +trad;-kern;jfm=ujis} at 14pt
3 \tradgt{}当 / 体 / 医 / 区

```

當 / 體 / 醫 / 區

Note that the defined control sequence (`\tradgt` in the example above) using `\jfont` is not a `font_def` token, hence the input like `\fontname\tradgt` causes an error. We denote control sequences which are defined in `\jfont` by  $\langle jfont\_cs \rangle$ .

**JFM** As noted in Introduction, a JFM has measurements of characters and glues/kerns that are automatically inserted for Japanese typesetting. The structure of JFM will be described in the next subsection. At the calling of `\jfont` primitive, you must specify which JFM will be used for this font by the following keys:

`jfm= $\langle name \rangle$`  Specify the name of JFM. If specified JFM has not been loaded, LuaTeX-ja search and load a file named `jfm- $\langle name \rangle$ .lua`.

The following JFM's are shipped with LuaTeX-ja:

`jfm-ujis.lua` A standard JFM in LuaTeX-ja. This JFM is based on `upnmlminr-h.tfm`, a metric for UTF/OTF package that is used in `upTeX`. When you use the `luatexja-otf` package, you should use this JFM.

`jfm-jis.lua` A counterpart for `jis.tfm`, 'JIS font metric' which is widely used in `pTeX`. A major difference of `jfm-ujis.lua` and this `jfm-jis.lua` is that most characters under `jfm-ujis.lua` are square-shaped, while that under `jfm-jis.lua` are horizontal rectangles.

`jfm-min.lua` A counterpart for `min10.tfm`, which is one of the default Japanese font metric shipped with `pTeX`. There are notable differences between this JFM and other 2 JFM's, as shown in Table 4.

`jfmvar= $\langle string \rangle$`  Sometimes there is a need that ...

**Note: kern feature** Some fonts have information for inter-glyph spacing. However, this information is not well-compatible with LuaTeX-ja. More concretely, this kerning space from this information is inserted *before* the insertion process of **JAg**lue, and this causes incorrect spacing between two characters when both a glue/kern from the data in the font and it from JFM are present.

- You should specify `-kern` in `jfont` primitive, when you want to use other font features, such as `script=...`
- If you want to use Japanese fonts in proportional width, and use information from this font, use `jfm-prop.lua` for its JFM, and ...

TODO: `kanjiskip`?

<sup>1</sup>from: 乙部 齋己, min10 フォントについて. <http://argent.shinshu-u.ac.jp/~otobe/tex/files/min10.pdf>.

## 4.2 Prefix psft

Besides `file:` and `name:` prefixes, one can use `psft:` prefix in `\jfont` (and `\font`) primitive, to specify a ‘name-only’ Japanese font which will not be embedded to PDF. Typical use of this prefix is to specify the ‘standard’ Japanese fonts, namely, ‘Ryumin-Light’ and ‘GothicBBB-Medium’.

**cid key** The default font defined by using `psft:` prefix is for Japanese typesetting; it is Adobe-Japan1-6 CID-keyed font. One can specify `cid key` to use other CID-keyed non-embedded fonts for Chinese or Korean typesetting.

```
1 \jfont\testJ={psft:Ryumin-Light:cid=Adobe-Japan1-6;jfm=jis} % Japanese
2 \jfont\testD={psft:Ryumin-Light;jfm=jis} % default value is Adobe-Japan1-6
3 \jfont\testC={psft:AdobeMingStd-Light:cid=Adobe-CNS1-5;jfm=jis} % Traditional Chinese
4 \jfont\testG={psft:SimSun:cid=Adobe-GB1-5;jfm=jis} % Simplified Chinese
5 \jfont\testK={psft:Batang:cid=Adobe-Korea1-2;jfm=jis} % Korean
```

Note that the code above specifies `jfm-jis.lua`, which is for Japanese fonts, as JFM for Chinese and Korean fonts.

At present, LuaTeX-ja supports only 4 values written in the sample code above. Specifying other values, e.g., `\jfont\test={psft:Ryumin-Light:cid=Adobe-Japan2;jfm=jis}`

occurs the following error:

```
1 ! Package luatexja Error: bad cid key `Adobe-Japan2'.
2
3 See the luatexja package documentation for explanation.
4 Type H <return> for immediate help.
5 <to be read again>
6
7 \par
8
9 1.78
10
11 ? h
12 I couldn't find any non-embedded font information for the CID
13 `Adobe-Japan2'. For now, I'll use `Adobe-Japan1-6'.
14 Please contact the LuaTeX-ja project team.
15 ?
```

## 4.3 Structure of JFM file

A JFM file is a Lua script which has only one function call:

```
luatexja.jfont.define_jfm { ... }
```

Real data are stored in the table which indicated above by `{ ... }`. So, the rest of this subsection are devoted to describe the structure of this table. Note that all lengths in a JFM file are floating-point numbers in design-size unit.

`dir`=*<direction>* (required)

The direction of JFM. At the present, only 'yoko' is supported.

`zw`=*<length>* (required)

The amount of the length of the ‘full-width’.

`zh`=*<length>* (required)

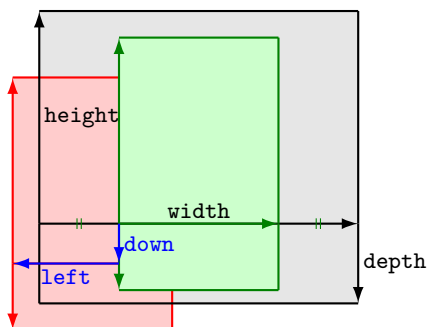
The amount of the length of the ‘full-height’ (height + depth).

`kanjiskip`=*<{natural}>*, *<stretch>*, *<shrink>* (optional)

This field specifies the ‘ideal’ amount of `kanjiskip`. As noted in Subsection 3.2, if the parameter `kanjiskip` is `\maxdimen`, the value specified in this field is actually used (if this field is not specified in JFM, it is regarded as 0 pt). Note that *<stretch>* and *<shrink>* fields are in design-size unit too.

`xkanjiskip`=*<{natural}>*, *<stretch>*, *<shrink>* (optional)

Like the `kanjiskip` field, this field specifies the ‘ideal’ amount of `xkanjiskip`.



Consider a node containing Japanese character whose value of the `align` field is 'middle'.

- The black rectangle is a frame of the node. Its width, height and depth are specified by JFM.
- Since the `align` field is 'middle', the 'real' glyph is centered horizontally (the green rectangle).
- Furthermore, the glyph is shifted according to values of fields `left` and `down`. The ultimate position of the real glyph is indicated by the red rectangle.

Figure 1. The position of the 'real' glyph.

Besides from above fields, a JFM file have several sub-tables those indices are natural numbers. The table indexed by  $i \in \omega$  stores information of 'character class'  $i$ . At least, the character class 0 is always present, so each JFM file must have a sub-table whose index is [0]. Each sub-table (its numerical index is denoted by  $i$ ) has the following fields:

`chars`={*character*, ...} (required except character class 0)

This field is a list of characters which are in this character type  $i$ . This field is not required if  $i = 0$ , since all **J**Achar which are not in any character class other than 0 are in the character class 0 (hence, the character class 0 contains most of **J**Achars). In the list, a character can be specified by its code number, or by the character itself (as a string of length 1). Moreover, there are 'imaginary characters' which specified in the list. We will describe these later.

`width`={*length*}, `height`={*length*}, `depth`={*length*}, `italic`={*length*} (required)

Specify width of characters in character class  $i$ , height, depth and the amount of italic correction. All characters in character class  $i$  are regarded that its width, height and depth are as values of these fields. But there is one exception: if 'prop' is specified in width field, width of a character becomes that of its 'real' glyph

`left`={*length*}, `down`={*length*}, `align`={*align*}

These fields are for adjusting the position of the 'real' glyph. Legal values of `align` field are 'left', 'middle' and 'right'. If one of these 3 fields are omitted, `left` and `down` are treated as 0, and `align` field is treated as 'left'. The effects of these 3 fields are indicated in Figure 1.

In most cases, `left` and `down` fields are 0, while it is not uncommon that the `align` field is 'middle' or 'right'. For example, setting the `align` field to 'right' is practically needed when the current character class is the class for opening delimiters'.

`kern`=[ $j$ ]={*kern*}, ...}

`glue`=[ $j$ ]={*width*}, *stretch*, *shrink*}, ...}

As described before, you can specify several 'imaginary characters' in `chars` field. The most of these characters are regarded as the characters of class 0 in pTeX. As a result, LuaTeX-ja can control typesetting finer than pTeX. The following is the list of 'imaginary characters':

'lineend' An ending of a line.

'diffmet' Used at a boundary between two **J**Achars whose JFM or size is different.

'boxbdd' The beginning/ending of a horizontal box, and the beginning of a noindented paragraph.

'parbdd' The beginning of an (indented) paragraph.

'jcharbdd' A boundary between **J**Achar and anything else (such as **AL**char, kern, glue, ...).

-1 The left/right boundary of an inline math formula.

Table 5. Primitives for Japanese math fonts.

	Japanese fonts	alphabetic fonts
font family	<code>\jfam</code> $\in [0, 256)$	<code>\fam</code>
text size	<code>\jtextfont</code> = { $\langle jfam \rangle$ , $\langle jfont\_cs \rangle$ }	<code>\textfont</code> $\langle fam \rangle = \langle font\_cs \rangle$
script size	<code>\jscriptfont</code> = { $\langle jfam \rangle$ , $\langle jfont\_cs \rangle$ }	<code>\scriptfont</code> $\langle fam \rangle = \langle font\_cs \rangle$
scriptscript size	<code>\jscriptscriptfont</code> = { $\langle jfam \rangle$ , $\langle jfont\_cs \rangle$ }	<code>\scriptscriptfont</code> $\langle fam \rangle = \langle font\_cs \rangle$

Porting JFM from pTeX ...

## 4.4 Math Font Family

TeX handles fonts in math formulas by 16 font families<sup>2</sup>, and each family has three fonts: `\textfont`, `\scriptfont` and `\scriptscriptfont`.

LuaTeX-ja's handling of Japanese fonts in math formulas is similar; Table 5 shows counterparts to TeX's primitives for math font families. There is no relation between the value of `\fam` and that of `\jfam`; with appropriate settings, you can set both `\fam` and `\jfam` to the same value.

## 4.5 Callbacks

Like LuaTeX itself, LuaTeX-ja also has callbacks. These callbacks can be accessed via `luatexbase.add_to_callback` function and so on, as other callbacks.

**luatexja.load\_jfm callback** With this callback you can overwrite JFM's. This callback is called when a new JFM is loaded.

```
1 function (<table> jfm_info, <string> jfm_name)
2   return <table> new_jfm_info
3 end
```

The argument `jfm_info` contains a table similar to the table in a JFM file, except this argument has `chars` field which contains character codes whose character class is not 0.

An example of this callback is the `ltjarticle` class, with forcefully assigning character class 0 to 'parbdd' in the JFM `jfm-min.lua`. This callback doesn't replace any code of LuaTeX-ja.

**luatexja.define\_font callback** This callback and the next callback form a pair, and you can assign letters which don't have fixed code points in Unicode to non-zero character classes. This `luatexja.define_font` callback is called just when new Japanese font is loaded.

```
1 function (<table> jfont_info, <number> font_number)
2   return <table> new_jfont_info
3 end
```

You may assume that `jfont_info` has the following fields:

`jfm` The index number of JFM.

`size` Font size in a scaled point ( $= 2^{-16}$  pt).

`var` The value specified in `jfmvar=...` at a call of `\jfont`.

The returned table `new_jfont_info` also should include these three fields. The `font_number` is a font number.

A good example of this and the next callbacks is the `luatexja-otf` package, supporting "AJ1-xxx" form for Adobe-Japan1 CID characters in a JFM. This callback doesn't replace any code of LuaTeX-ja.

<sup>2</sup>Omega, Aleph, LuaTeX and  $\varepsilon$ -pTeX can handles 256 families, but an external package is needed to support this in plain TeX and L<sup>A</sup>T<sub>E</sub>X.



**luatexja.find\_char\_class callback** This callback is called just when LuaTeX-ja is trying to determine which character class a character `chr_code` belongs. A function used in this callback should be in the following form:

```

1 function (<number> char_class, <table> jfont_info, <number> chr_code)
2   if char_class~=0 then return char_class
3   else
4     ....
5     return (<number> new_char_class or 0)
6   end
7 end

```

The argument `char_class` is the result of LuaTeX-ja's default routine or previous function calls in this callback, hence this argument may not be 0. Moreover, the returned `new_char_class` should be as same as `char_class` when `char_class` is not 0, otherwise you will overwrite the LuaTeX-ja's default routine.

This callback doesn't replace any code of LuaTeX-ja.

**luatexja.set\_width callback** This callback is called when LuaTeX-ja is trying to encapsule a **J**Achar *glyph\_node*, to adjust its dimension and position.

```

1 function (<table> shift_info, <table> jfont_info, <number> char_class)
2   return <table> new_shift_info
3 end

```

The argument `shift_info` and the returned `new_shift_info` have `down` and `left` fields, which are the amount of shifting down/left the character in a scaled-point.

A good example is `test/valign.lua`. After loading this file, the vertical position of glyphs is automatically adjusted; the ratio (height : depth) of glyphs is adjusted to be that of letters in the character class 0. For example, suppose that

- The setting of the JFM: (height) = 88x, (depth) = 12x (the standard values of Japanese OpenType fonts);
- The value of the real font: (height) = 28y, (depth) = 5y (the standard values of Japanese TrueType fonts).

Then, the position of glyphs is shifted up by

$$\frac{88x}{88x+12x}(28y+5y) - 28y = \frac{26}{25}y = 1.04y.$$

## 5 Parameters

### 5.1 `\ltjsetparameter` primitive

As noted before, `\ltjsetparameter` and `\ltjgetparameter` are primitives for accessing most parameters of LuaTeX-ja. One of the main reason that LuaTeX-ja didn't adopted the syntax similar to that of pTeX (e.g., `\prebreakpenalty` ) =10000`) is the position of `hpack_filter` callback in the source of LuaTeX, see Section 9.

`\ltjsetparameter` and `\ltjglobalsetparameter` are primitives for assigning parameters. These take one argument which is a *(key)=(value)* list. Allowed keys are described in the next subsection. The difference between `\ltjsetparameter` and `\ltjglobalsetparameter` is only the scope of assignment; `\ltjsetparameter` does a local assignment and `\ltjglobalsetparameter` does a global one. They also obey the value of `\globaldefs`, like other assignment.

`\ltjgetparameter` is the primitive for acquiring parameters. It always takes a parameter name as first argument, and also takes the additional argument—a character code, for example—in some cases.

```

1 \ltjgetparameter{differentjfm},
2 \ltjgetparameter{autospacing},           average, 1, 10000.
3 \ltjgetparameter{prebreakpenalty}{` } .

```

The return value of `\ltjgetparameter` is always a string. This is outputted by `tex.write()`, so any character other than space ' ' (U+0020) has the category code 12 (other), while the space has 10 (space).

## 5.2 List of Parameters

The following is the list of parameters which can be specified by the `\ltjsetParameter` command. `[\cs]` indicates the counterpart in p $\TeX$ , and symbols beside each parameter has the following meaning:

- No mark: values at the end of the paragraph or the hbox are adopted in the whole paragraph/hbox.
- ‘\*’: local parameters, which can change everywhere inside a paragraph/hbox.
- ‘†’: assignments are always global.

`jcharwidowpenalty = \langle penalty \rangle` `[\jcharwidowpenalty]` Penalty value for suppressing orphans. This penalty is inserted just after the last **J**Achar which is not regarded as a (Japanese) punctuation mark.

`kcatcode = \{ \langle chr\_code \rangle, \langle natural\ number \rangle \}` An additional attributes which each character whose character code is `\langle chr\_code \rangle` has. At the present version, the lowermost bit of `\langle natural\ number \rangle` indicates whether the character is considered as a punctuation mark (see the description of `jcharwidowpenalty` above).

`prebreakpenalty = \{ \langle chr\_code \rangle, \langle penalty \rangle \}` `[\prebreakpenalty]`

`postbreakpenalty = \{ \langle chr\_code \rangle, \langle penalty \rangle \}` `[\postbreakpenalty]`

`jatextfont = \{ \langle jfam \rangle, \langle jfont\_cs \rangle \}` `[\textfont in  $\TeX$ ]`

`jascriptfont = \{ \langle jfam \rangle, \langle jfont\_cs \rangle \}` `[\scriptfont in  $\TeX$ ]`

`jascriptscriptfont = \{ \langle jfam \rangle, \langle jfont\_cs \rangle \}` `[\scriptscriptfont in  $\TeX$ ]`

`yjabaselineshift = \langle dimen \rangle*`

`yalbaselineshift = \langle dimen \rangle*` `[\ybaselineshift]`

`jaxspmode = \{ \langle chr\_code \rangle, \langle mode \rangle \}` Setting whether inserting `xkanjiskip` is allowed before/after a **J**Achar whose character code is `\langle chr\_code \rangle`. The followings are allowed for `\langle mode \rangle`:

- 0, inhibit** Insertion of `xkanjiskip` is inhibited before the character, nor after the character.
- 1, preonly** Insertion of `xkanjiskip` is allowed before the character, but not after.
- 2, postonly** Insertion of `xkanjiskip` is allowed after the character, but not before.
- 3, allow** Insertion of `xkanjiskip` is allowed both before the character and after the character. This is the default value.

This parameter is similar to the `\inhibitxspcode` primitive of p $\TeX$ , but not compatible with `\inhibitxspcode`.

`alxspmode = \{ \langle chr\_code \rangle, \langle mode \rangle \}` `[\xspcode]`

Setting whether inserting `xkanjiskip` is allowed before/after a **A**Lchar whose character code is `\langle chr\_code \rangle`. The followings are allowed for `\langle mode \rangle`:

- 0, inhibit** Insertion of `xkanjiskip` is inhibited before the character, nor after the character.
- 1, preonly** Insertion of `xkanjiskip` is allowed before the character, but not after.
- 2, postonly** Insertion of `xkanjiskip` is allowed after the character, but not before.
- 3, allow** Insertion of `xkanjiskip` is allowed before the character and after the character. This is the default value.

Note that parameters `jaxspmode` and `alxspmode` use a common table, hence these two parameters are synonyms of each other.

`autospacing = \langle bool \rangle*` `[\autospacing]`

`autoxspacing = \langle bool \rangle*` `[\autoxspacing]`

`kanjiskip = \langle skip \rangle` `[\kanjiskip]`

`xkanjiskip = \langle skip \rangle` `[\xkanjiskip]`

`differentjfm=mode`<sup>†</sup> Specify how glues/kerns between two **J**Achars whose JFM (or size) are different. The allowed arguments are the followings:

```
average
both
large
small
```

`jacharrange=ranges*`

`kansujichar={digit, chr_code} [\kansujichar]`

## 6 Other Primitives

### 6.1 Primitives for Compatibility

The following primitives are implemented for compatibility with pT<sub>E</sub>X:

```
\kuten
\jis
\euc
\sjis
\ucs
\kansuji
```

### 6.2 \inhibitglue primitive

The primitive `\inhibitglue` suppresses the insertion of **J**Aglue. The following is an example, using a special JFM that there will be a glue between the beginning of a box and ‘あ’, and also between ‘あ’ and ‘ウ’.

<pre>1 \jfont\g=psft:Ryumin-Light:jfm=test \g 2 \fbox{\hbox{あウあ\inhibitglue ウ}} 3 \inhibitglue\par\noindent あ1 4 \par\inhibitglue\noindent あ2 5 \par\noindent\inhibitglue あ3 6 \par\hrule\noindent あ off\inhibitglue ice</pre>	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">あ</td> <td style="padding: 2px;">ウあウ</td> </tr> </table> <pre>あ 1 あ 2 あ 3 あ office</pre>	あ	ウあウ
あ	ウあウ		

With the help of this example, we remark the specification of `\inhibitglue`:

- The call of `\inhibitglue` in the (internal) vertical mode is simply ignored.
- The call of `\inhibitglue` in the (restricted) horizontal mode is only effective on the spot; does not get over boundary of paragraphs. Moreover, `\inhibitglue` cancels ligatures and kernings, as shown in the last line of above example.
- The call of `\inhibitglue` in math mode is just ignored.

## 7 Control Sequences for L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>

### 7.1 Patch for NFSS2

As described in Subsection 2.4, LuaT<sub>E</sub>X-ja simply adopted `plfonts.dtx` in pL<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> for the Japanese patch for NFSS2. For an convenience, we will describe commands which are not described in Subsection 2.5.

```
\DeclareYokoKanjiEncoding{<encoding>}{<text-settings>}{<math-settings>}
```

In NFSS2 under LuaT<sub>E</sub>X-ja, distinction between alphabetic font families and Japanese font families are only made by their encodings. For example, encodings OT1 and T1 are for alphabetic font families, and a Japanese font family cannot have these encodings. This command defines a new encoding scheme for Japanese font family (in horizontal direction).

```
\DeclareKanjiEncodingDefaults{<text-settings>}{<math-settings>}
```

```
\DeclareKanjiSubstitution{<encoding>}{<family>}{<series>}{<shape>}
```

```
\DeclareErrorKanjiFont{<encoding>}{<family>}{<series>}{<shape>}{<size>}
```

The above 3 commands are just the counterparts for `DeclareFontEncodingDefaults` and others.

```
\reDeclareMathAlphabet{<unified-cmd>}{<al-cmd>}{<ja-cmd>}
```

```
\DeclareRelationFont{<ja-encoding>}{<ja-family>}{<ja-series>}{<ja-shape>}{<al-encoding>}{<al-family>}{<al-series>}{<al-shape>}
```

This command sets the ‘accompanied’ alphabetic font family (given by the latter 4 arguments) with respect to a Japanese font family given by the former 4 arguments.

```
\SetRelationFont
```

This command is almost same as `\DeclareRelationFont`, except that this command does a local assignment, where `\DeclareRelationFont` does a global assignment.

```
\userelfont
```

Change current alphabetic font encoding/family/... to the ‘accompanied’ alphabetic font family with respect to current Japanese font family, which was set by `\DeclareRelationFont` or `\SetRelationFont`. Like `\fontfamily`, `\selectfont` is required to take an effect.

```
\adjustbaseline
```

...

```
\fontfamily{<family>}
```

As in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>, this command changes current font family (alphabetic, Japanese, or both) to `<family>`. Which family will be changed is determined as follows:

- Let current encoding scheme for Japanese fonts be `<ja-enc>`. Current Japanese font family will be changed to `<family>`, if one of the following two conditions is met:
  - The family `<fam>` under the encoding `<ja-enc>` has been already defined by `\DeclareKaniJFamily`.
  - A font definition named `<enc><ja-enc>.fd` (the file name is all lowercase) exists.
- Let current encoding scheme for alphabetic fonts be `<al-enc>`. For alphabetic font family, the criterion as above is used.
- There is a case which none of the above applies, that is, the font family named `<family>` doesn’t seem to be defined neither under the encoding `<ja-enc>`, nor under `<al-enc>`. In this case, the default family for font substitution is used for alphabetic and Japanese fonts. Note that current encoding will not be set to `<family>`, unlike the original implementation in L<sup>A</sup>T<sub>E</sub>X.

As closing this subsection, we shall introduce an example of `\SetRelationFont` and `\userelfont`:

```
1 \gtfamily{ } あいう abc
2 \SetRelationFont{JY3}{gt}{m}{n}{OT1}{pag}{m }{n} あいう abc あいう abc
3 \userelfont\selectfont{ } あいう abc
```

## 7.2 Cropmark/‘tombow’

# 8 Extensions

## 8.1 luatexja-fontspec.sty

As described in Subsection 2.6, this optional package provides the counterparts for several commands defined in the `fontspec` package. In addition to ‘font features’ in the original `fontspec`, the following ‘font features’ specifications are allowed for the commands of Japanese version:

`CID=<name>`

`JFM=<name>`

`JFM-var=<name>`

These 3 font features correspond to `cid`, `jfm` and `jfmvar` keys for `\jfont` primitive, respectively. CID is effective only when with `NoEmbed` described below. See Subsections 4.1 and 4.2 for details.

`NoEmbed` By specifying this font feature, one can use ‘name-only’ Japanese font which will not be embedded in the output PDF file. See Subsection 4.2.

## 8.2 luatexja-otf.sty

This optional package supports typesetting characters in Adobe-Japan1. `luatexja-otf.sty` offers the following 2 low-level commands:

`\CID{<number>}` Typeset a character whose CID number is `<number>`.

`\UTF{<hex_number>}` Typeset a character whose character code is `<hex_number>` (in hexadecimal). This command is similar to `\char"<hex_number>`, but please remind remarks below.

**Remarks** Characters by `\CID` and `\UTF` commands are different from ordinary characters in the following points:

- Always treated as **J**Achars.
- Processing codes for supporting OpenType features (*e.g.*, glyph replacement and kerning) by the `luaotfload` package is not performed to these characters.

**Additional Syntax of JFM** `luatexja-otf.sty` extends the syntax of JFM; the entries of `chars` table in JFM now allows a string in the form ‘AJ1-xxx’, which stands for the character whose CID number in Adobe-Japan1 is xxx.

## Part III

# Implementations

## 9 Storing Parameters

### 9.1 Used Dimensions, Attributes and whatsit nodes

Here the following is the list of dimensions and attributes which are used in LuaTeX-ja.

`\jQ` (dimension) As explained in Subsection 2.3, `\jQ` is equal to  $1Q = 0.25\text{ mm}$ , where ‘Q’ (also called ‘級’) is a unit used in Japanese phototypesetting. So one should not change the value of this dimension.

`\jH` (dimension) There is also a unit called ‘齒’ which equals to  $0.25\text{ mm}$  and used in Japanese phototypesetting. This `\jH` is a synonym of `\jQ`.

`\ltj@zw` (dimension) A temporal register for the ‘full-width’ of current Japanese font.

`\ltj@zh` (dimension) A temporal register for the ‘full-height’ (usually the sum of height of imaginary body and its depth) of current Japanese font.

`\jfam` (attribute) Current number of Japanese font family for math formulas.

`\ltj@curjfont` (attribute) The font index of current Japanese font.

`\ltj@charclass` (attribute) The character class of Japanese *glyph\_node*.

`\ltj@yablshift` (attribute) The amount of shifting the baseline of alphabetic fonts in scaled point ( $2^{-16}$  pt).

`\ltj@ykbshift` (attribute) The amount of shifting the baseline of Japanese fonts in scaled point ( $2^{-16}$  pt).

`\ltj@autospc` (attribute) Whether the auto insertion of `kanjiskip` is allowed at the node.

`\ltj@autoxspc` (attribute) Whether the auto insertion of `xkanjiskip` is allowed at the node.

`\ltj@icflag` (attribute) An attribute for distinguishing ‘kinds’ of a node. One of the following value is assigned to this attribute:

- italic* (1) Glues from an italic correction (`\/`). This distinction of origins of glues (from explicit `\kern`, or from `\/`) is needed in the insertion process of `xkanjiskip`.
- packed* (2)
- kinsoku* (3) Penalties inserted for the word-wrapping process of Japanese characters (*kinsoku*).
- from\_jfm* (4) Glues/kerns from JFM.
- line\_end* (5) Kerns for ...
- kanji\_skip* (6) Glues for `kanjiskip`.
- xkanji\_skip* (7) Glues for `xkanjiskip`.
- processed* (8) Nodes which is already processed by ...
- ic\_processed* (9) Glues from an italic correction, but also already processed.
- boxbdd* (15) Glues/kerns that inserted just the beginning or the ending of an `hbox` or a paragraph.

`\ltj@kcati` (attribute) Where *i* is a natural number which is less than 7. These 7 attributes store bit vectors indicating which character block is regarded as a block of **J**Achars.

Furthermore, LuaTeX-ja uses several ‘user-defined’ whatsit nodes for internal processing. All those nodes store a natural number (hence the node’s `type` is 100). The following `user_ids` are used:

- 30111** Nodes for indicating that `\inhibitglue` is specified. The `value` field of these nodes doesn’t matter.
- 30112** Nodes for LuaTeX-ja’s stack system (see the next subsection). The `value` field of these nodes is current group.
- 30113** Nodes for Japanese Characters which the callback process of `luaotfload` won’t be applied, and the character code is stored in the `value` field. Each node having this `user_id` is converted to a ‘*glyph\_node*’ after the callback process of `luaotfload`. This `user_id` is only used by the `luatexja-otf` package.
- 30114** Nodes for indicating beginning of a paragraph. A paragraph which is started by `\item` in list-like environments has a horizontal box for its label before the actual contents. So ...

These whatsits will be removed during the process of inserting **J**Aglues.

## 9.2 Stack System of LuaTeX-ja

**Background** LuaTeX-ja has its own stack system, and most parameters of LuaTeX-ja are stored in it. To clarify the reason, imagine the parameter `kanjiskip` is stored by a skip, and consider the following source:

```
1 \ltjsetparameter{kanjiskip=0pt}ふがふが.%
2 \setbox0=\hbox{\ltjsetparameter{kanjiskip=5
  pt}ほげほげ}   ふがふが. ほ げ ほ げ. ひよひよ
3 \box0.ひよひよ\par
```

As described in Subsection 5.2, the only effective value of `kanjiskip` in an `hbox` is the latest value, so the value of `kanjiskip` which applied in the entire `hbox` should be 5 pt. However, by the implementation method of LuaTeX, this ‘5 pt’ cannot be known from any callbacks. In the `tex/packaging.w` (which is a file in the source of LuaTeX), there are the following codes:

```
void package(int c)
{
    scaled h;          /* height of box */
    halfword p;       /* first node in a box */
    scaled d;         /* max depth */
    int grp;
    grp = cur_group;
    d = box_max_depth;
    unsave();
    save_ptr -= 4;
    if (cur_list.mode_field == -hmode) {
        cur_box = filtered_hpack(cur_list.head_field,
                                cur_list.tail_field, saved_value(1),
                                saved_level(1), grp, saved_level(2));
        subtype(cur_box) = HLIST_SUBTYPE_HBOX;
    }
}
```

Notice that `unsave` is executed *before* `filtered_hpack` (this is where `hpack_filter` callback is executed): so ‘5 pt’ in the above source is orphaned at `unsave`, and hence it can’t be accessed from `hpack_filter` callback.

**The method** The code of stack system is based on that in a post of Dev-luatex mailing list<sup>3</sup>.

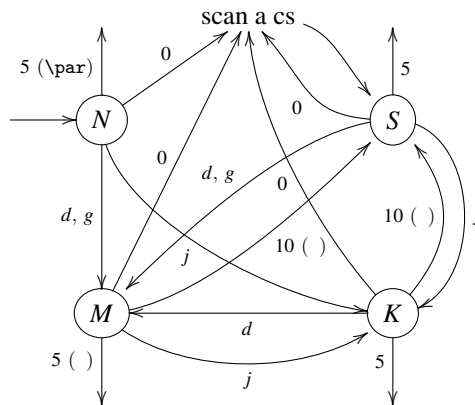
These are two TeX count registers for maintaining information: `\ltj@@stack` for the stack level, and `\ltj@@group@level` for the TeX’s group level when the last assignment was done. Parameters are stored in one big table named `charprop_stack_table`, where `charprop_stack_table[i]` stores data of stack level  $i$ . If a new stack level is created by `\ltjsetparameter`, all data of the previous level is copied.

To resolve the problem mentioned in ‘Background’ above, LuaTeX-ja uses another thing: When a new stack level is about to be created, a `whatsit` node whose type, subtype and value are 44 (*user\_defined*), 30112, and current group level respectively is appended to the current list (we refer this node by *stack\_flag*). This enables us to know whether assignment is done just inside a `hbox`. Suppose that the stack level is  $s$  and the TeX’s group level is  $t$  just after the `hbox` group, then:

- If there is no *stack\_flag* node in the list of the `hbox`, then no assignment was occurred inside the `hbox`. Hence values of parameters at the end of the `hbox` are stored in the stack level  $s$ .
- If there is a *stack\_flag* node whose value is  $t + 1$ , then an assignment was occurred just inside the `hbox` group. Hence values of parameters at the end of the `hbox` are stored in the stack level  $s + 1$ .
- If there are *stack\_flag* nodes but all of their values are more than  $t + 1$ , then an assignment was occurred in the box, but it is done in ‘more internal’ group. Hence values of parameters at the end of the `hbox` are stored in the stack level  $s$ .

Note that to work this trick correctly, assignments to `\ltj@@stack` and `\ltj@@group@level` have to be local always, regardless the value of `\globaldefs`. This problem is resolved by using `\directlua{tex.globaldefs=0}` (this assignment is local).

<sup>3</sup>[Dev-luatex] `tex.currentgrouplevel`, a post at 2008/8/19 by Jonathan Sauer.



$d := \{3, 4, 6, 7, 8, 11, 12, 13\}$ ,  $g := \{1, 2\}$ ,  $j := (\text{Japanese characters})$

- Numbers represent category codes.
- Category codes 9 (ignored), 14 (comment) and 15 (invalid) are omitted in the above diagram.

Figure 2. State transitions of pTeX's input processor.

## 10 Linebreak after Japanese Character

### 10.1 Reference: Behavior in pTeX

In pTeX, a line break after a Japanese character doesn't emit a space, since words are not separated by spaces in Japanese writings. However, this feature isn't fully implemented in LuaTeX-ja due to the specification of callbacks in LuaTeX. To clarify the difference between pTeX and LuaTeX, We briefly describe the handling of a line break in pTeX, in this subsection.

pTeX's input processor can be described in terms of a finite state automaton, as that of TeX in Section 2.5 of [1]. The internal states are as follows:

- State *N*: new line
- State *S*: skipping spaces
- State *M*: middle of line
- State *K*: after a Japanese character

The first three states—*N*, *S* and *M*—are as same as TeX's input processor. State *K* is similar to state *M*, and is entered after Japanese characters. The diagram of state transitions are indicated in Figure 2. Note that pTeX doesn't leave state *K* after 'beginning/ending of a group' characters.

### 10.2 Behavior in LuaTeX-ja

States in the input processor of LuaTeX is the same as that of TeX, and they can't be customized by any callbacks. Hence, we can only use `process_input_buffer` and `token_filter` callbacks for to suppress a space by a line break which is after Japanese characters.

However, `token_filter` callback cannot be used either, since a character in category code 5 (end-of-line) is converted into an space token *in the input processor*. So we can use only the `process_input_buffer` callback. This means that suppressing a space must be done *just before* an input line is read.

Considering these situations, handling of an end-of-line in LuaTeX-ja are as follows:

A character U+FFFFF (its category code is set to 14 (comment) by LuaTeX-ja) is appended to an input line, *before LuaTeX actually process it*, if and only if the following two conditions are satisfied:



1. The category code of the character `<return>` (whose character code is 13) is 5 (end-of-line).
2. The input line matches the following ‘regular expression’:

$$(\text{any char})^*(\mathbf{JAchar})({\text{catcode} = 1} \cup {\text{catcode} = 2})^*$$

**Remark** The following example shows the major difference from the behavior of pTeX:

```

1 \ltjsetparameter{autospacing=false}
2 \ltjsetparameter{jacharrange={-6}}xあ          xyzあ u
3 \ltjsetparameter{jacharrange={+6}}zあ
4 u

```

- There is no space between ‘x’ and ‘y’, since the line 2 ends with a **JAchar** ‘あ’ (this ‘あ’ considered as an **JAchar** at the ending of line 1).
- There is no space between ‘あ’ (in the line 3) and ‘u’, since the line 3 ends with an **ALchar** (the letter ‘あ’ considered as an **ALchar** at the ending of line 2).

## 11 Insertion of JFM glues, kanjiskip and xkanjiskip

### 11.1 Overview

LuaTeX-jāにおける和文処理グルーの挿入方法は、pTeXのそれとは全く異なる。pTeXでは次のような仕様であった：

- JFM グルーの挿入は、和文文字を表すトークンを元に水平リストに（文字を表す）`<char_node>`を追加する過程で行われる。
- xkanjiskip の挿入は、水平ボックスへのパッケージングや行分割前に行われる。
- kanjiskip はノードとしては挿入されない。パッケージングや行分割の計算時に「和文文字を表す2つの `<char_node>`の間には kanjiskip がある」ものとみなされる。

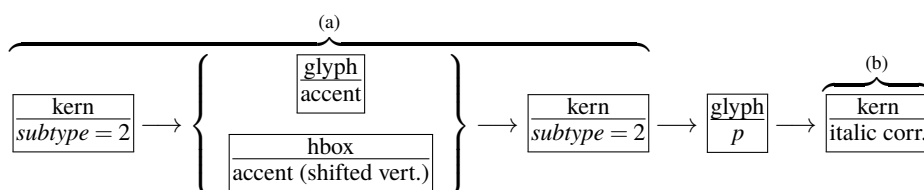
しかし、LuaTeX-jāでは、水平ボックスへのパッケージングや行分割前に全ての **JAglue**、即ち JFM グルー・xkanjiskip・kanjiskip の3種類を一度に挿入することになっている。これは、LuaTeXにおいて欧文の合字・カーニング処理がノードベースになったことに対応する変更である。

LuaTeX-jāにおける **JAglue** 挿入処理では、次節で定義する「クラスタ」を単位にして行われる。大雑把にいうと、「クラスタ」は文字とそれに付随するノード達（アクセント位置補正用のカーンや、イタリック補正）をまとめたものであり、2つのクラスタの間には、ペナルティ、`\vadjust`、`whatsit` など、行組版には関係しないものがある。

### 11.2 definition of a ‘cluster’

**Definition 1.** A *cluster* is a list of consecutive nodes in one of the following forms, with the *id* of it:

1. Nodes whose value of `\ltj@icflag` is in  $[3, 15)$ . These nodes come from a `hbox` which is already packaged, by unpackaging (`\unhbox`). The *id* is `id_pbox`.
2. A inline math formula, including two *math\_nodes* at the boundary of it. The *id* is `id_math`.
3. A *glyph\_node* *p* with nodes which relate with it:
  - (1) A kern for the italic correction of *p*.
  - (2) An accent attached to *p* by `\accent`.



The *id* is `id_jglyph` or `id_glyph`, according to whether the *glyph\_node* represents a Japanese character or not.

4. An box-like node, that is, an hbox, a vbox, a rule (`\vrule`) and an *unset\_node*. The *id* is *id\_hlist* if the node is an hbox which is not shifted vertically, or *id\_box\_like* otherwise.
5. A glue, a kern whose subtype is not 2 (*accent*), and a discretionary break. The *id* is *id\_glue*, *id\_kern* and *id\_disc*, respectively.

Let  $Np$ ,  $Nq$  and  $Nr$  denote a cluster.

*id* の意味  $Np.id$  の意味を述べるとともに、「先頭の文字」を表す *glyph\_node*  $Np.head$  と、「最後の文字」を表す *glyph\_node*  $Np.tail$  を次のように定義する。直感的に言うと、 $Np$  は  $Np.head$  で始まり  $Np.tail$  で終わるような単語、と見做すことができる。これら  $Np.head$ ,  $Np.tail$  は説明用に準備した概念であって、実際の Lua コード中にそのように書かれているわけではないことに注意。

*id\_jglyph* 和文文字。

$Np.head$ ,  $Np.tail$  は、その和文文字を表している *glyph\_node* そのものである。

*id\_glyph* 和文文字を表していない *glyph\_node*  $p$ 。

多くの場合、 $p$  は欧文文字を格納しているが、「ff」などの合字によって作られた *glyph\_node* である可能性もある。前者の場合、 $Np.head$ ,  $Np.tail = p$  である。一方、後者の場合、

- $Np.head$  は、合字の構成要素の先頭（その *glyph\_node* における）合字の構成要素の先頭 …… と再帰的に検索していったどり着いた *glyph\_node* である。
- $Np.last$  は、同様に末尾 末尾 と検索してたどり着いた *glyph\_node* である。

*id\_math* インライン数式。

便宜的に、 $Np.head$ ,  $Np.tail$  とともに「文字コード -1 の欧文文字」とおく。

*id\_hlist* 縦方向にシフトされていない水平ボックス。

この場合、 $Np.head$ ,  $Np.tail$  はそれぞれ  $p$  の内容を表すリストの、先頭・末尾のノードである。

- 状況によっては、TeX ソースで言うと

```
\hbox{\hbox{abc}...\hbox{\lower1pt\hbox{xyz}}}
```

のように、 $p$  の内容が別の水平ボックスで開始・終了している可能性も十分あり得る。そのような場合、 $Np.head$ ,  $Np.tail$  の算出は、垂直方向にシフトされていない水平ボックスの場合だけ内部を再帰的に探索する。例えば上の例では、 $Np.head$  は文字「a」を表すノードであり、一方  $Np.tail$  は垂直方向にシフトされた水平ボックス、`\lower1pt\hbox{xyz}` に対応するノードである。

- また、先頭にアクセント付きの文字がきたり、末尾にイタリック補正用のカーンが来ることもあり得る。この場合は、クラスタの定義のところにもあったように、それらは無視して算出を行う。
- 最初・最後のノードが合字によって作られた *glyph\_node* のときは、それぞれに対して *id\_glyph* と同様に再帰的に構成要素をたどっていく。

*id\_pbox* 「既に処理された」ノードのリストであり、これらのノードが二度処理を受けないためにまとめて 1 つのクラスタとして取り扱うだけである。*id\_hlist* と同じ方法で  $Np.head$ ,  $Np.tail$  を算出する、

*id\_disc* discretionary break (`\discretionary{pre}{post}{nobreak}`).

*id\_hlist* と同じ方法で  $Np.head$ ,  $Np.tail$  を算出するが、第 3 引数の *nobreak*（行分割が行われぬ時の内容）を使う。言い換えれば、ここで行分割が発生した時の状況は全く考慮に入れない。

*id\_box\_like* *id\_hlist* とならない box や、rule。

この場合は、 $Np.head$ ,  $Np.tail$  のデータは利用されないの、2 つの算出は無意味である。敢えて明示するならば、 $Np.head$ ,  $Np.tail$  は共に nil 値である。

他 以上がない *id* に対しても、 $Np.head$ ,  $Np.tail$  の算出は無意味。

クラスタの別の分類 さらに、JFM グルー挿入処理の実際の説明により便利のように、*id* とは別のクラスタの分類を行っておく。挿入処理では 2 つの隣り合ったクラスタの間に空白等の実際の挿入を行うことは前に書いたが、ここでの説明では、問題にしているクラスタ *Np* は「後ろ側」のクラスタであるとする。「前側」のクラスタについては、以下の説明で *head* が *last* に置き換わることに注意すること。

和文 A リスト中に直接出現している和文文字。 *id* が *id\_jglyph* であるか、*id* が *id\_pbox* であって *Np.head* が **J**Achar であるとき。

和文 B リスト中の水平ボックスの中身の先頭として出現した和文文字。和文 A との違いは、これの前に JFM グルーの挿入が行われない (xkanjiskip, kanjiskip は入り得る) ことである。*id* が *id\_hlist* か *id\_disc* であって *Np.head* が **J**Achar であるとき。

欧文 リスト中に直接 / 水平ボックスの中身として出現している欧文文字。次の 3 つの場合が該当：

- *id* が *id\_glyph* である。
- *id* が *id\_math* である。
- *id* が *id\_pbox* か *id\_hlist* か *id\_disc* であって、*Np.head* が **A**Lchar。

箱 box, またはそれに類似するもの。次の 2 つが該当：

- *id* が *id\_pbox* か *id\_hlist* か *id\_disc* であって、*Np.head* が *glyph\_node* でない。
- *id* が *id\_box\_like* である。

### 11.3 段落 / 水平ボックスの先頭や末尾

先頭部の処理 まず、段落 / 水平ボックスの一番最初にあるクラスタ *Np* を探索する。水平ボックスの場合は何の問題もないが、段落の場合では以下のノード達を事前に読み飛ばしておく：

`\parindent` 由来の水平ボックス (*subtype* = 3), 及び *subtype* が 44 (*user\_defined*) でないような `whatsit`。

これは、`\parindent` 由来の水平ボックスがクラスタを構成しないようにするためである。

次に、*Np* の直前に空白 *g* を必要なら挿入する：

1. この処理が働くような *Np* は和文 A である。
2. 問題のリストが字下げありの段落 (`\parindent` 由来の水平ボックスあり) の場合は、この空白 *g* は「文字コード 'parbdd' の文字」と *Np* の間に入るグルー / カーンである。
3. そうでないとき (`noindent` で開始された段落や水平ボックス) は、*g* は「文字コード 'boxbdd' の文字」と *Np* の間に入るグルー / カーンである。

ただし、もし *g* が glue であった場合、この挿入によって *Np* による行分割が新たに可能になるべきではない。そこで、以下の場合には、*g* の直前に `\penalty10000` を挿入する：

- 問題にしているリストが段落であり、かつ
- *Np* の前には予めペナルティがなく、*g* は glue。

末尾の処理 末尾の処理は、問題のリストが段落のものか水平ボックスのものかによって異なる。後者の場合は容易い：最後のクラスタを *Nq* とおくと、*Nq* と「文字コード 'boxbdd' の文字」の間に入るグルー / カーンを、*Nq* の直後に挿入するのみである。

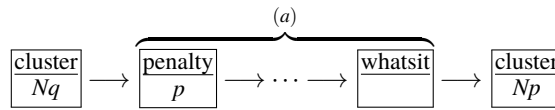
一方、前者 (段落) の場合は、リストの末尾は常に `\penalty10000` と、`\parfillskip` 由来のグルーが存在する。よって、最後のクラスタ *Np* はこの `\parfillskip` 由来のグルーとなり、実質的な中身の最後はその 1 つ前のクラスタ *Nq* となる。

1. まず *Nq* の直後に (後に述べる) `line-end [E]` によって定まる空白を挿入する。
2. 次に、段落の最後の「通常の和文文字 + 句点」が独立した行となるのを防ぐために、`jcharwidowpenalty` の値の分だけ適切な場所のペナルティを増やす。  
ペナルティ量を増やす場所は、*head* が **J**Achar であり、かつその文字の `kcatcode` が偶数であるような最後のクラスタの直前にあるものたちである<sup>4</sup>。

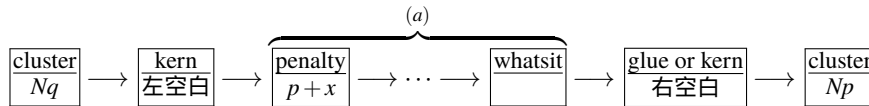
<sup>4</sup>大雑把に言えば、`kcatcode` が奇数であるような **J**Achar を約物として考えていることになる。`kcatcode` の最下位ビットはこの `jcharwidowpenalty` 用にも利用される。

## 11.4 概観と典型例：2つの「和文 A」の場合

先に述べたように、2つの隣り合ったクラスタ、 $N_q$  と  $N_p$  の間には、ペナルティ、`\vadjust`、`whatsit` など、行組版には関係しないものがある。模式的に表すと、



のようにになっている。間の (a) に相当する部分には、何のノードもない場合ももちろんあり得る。そうして、JFM グルー挿入後には、この2クラスタ間は次のようになる：



以後、典型的な例として、クラスタ  $N_q$  と  $N_p$  が共に和文 A である場合を見ていこう、この場合が全ての場合の基本となる。

「右空白」の算出 まず、「右空白」にあたる量を算出する。通常はこれが、隣り合った2つの和文文字間に入る空白量となる。

**JFM 由来 [M]** JFM の文字クラス指定によって入る空白を以下によって求める。この段階で空白量が未定義（未指定）だった場合、デフォルト値 `kanjiskip` を採用することとなるので、次へ。

- もし両クラスタの間で `\inhibitglue` が実行されていた場合（証として `whatsit` ノードが自動挿入される）、代わりに `kanjiskip` が挿入されることとなる。次へ。
- $N_q$  と  $N_p$  が同じ JFM・同じ `jfmvar` キー・同じサイズの和文フォントであったならば、共通に使っている JFM 内で挿入される空白（グルーかカーン）が決まっているか調べる。
1. でも 2. でもない場合は、 $N_q$  と  $N_p$  が違う JFM/`jfmvar`/サイズである。この場合、まず

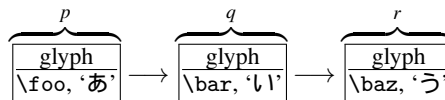
$gb := (N_q \text{ と「文字コードが'diffmet'の文字」との間に入るグルー/カーン})$   
 $ga := (\text{「文字コードが'diffmet'の文字」と} N_p \text{ との間に入るグルー/カーン})$

として、左側由来・右側由来の空白（グルー/カーン）を（それぞれの JFM から）求める。 $ga$  と  $gb$  のどちらか片方が未定義であるならば、定義されている側の値をそのまま採用する。もし  $ga$  と  $gb$  が両方決まっているならば、両者の値を平均<sup>5</sup>した値を採用する。

例えば、

```
\font\foo=psft:Ryumin-Light:jfm=ujis
\font\bar=psft:GothicBBB-Medium:jfm=ujis
\font\baz=psft:GothicBBB-Medium:jfm=ujis;jfmvar=piyo
```

という3フォントを考え、



という3ノードを考える（それぞれ単独でクラスタをなす）。この場合、 $p$  と  $q$  の間は、実フォントが異なるにもかかわらず (2) の状況となる一方で、 $q$  と  $r$  の間は（実フォントが同じなのに）`jfmvar` キーの内容が異なるので (3) の状況となる。

**kanjiskip [K]** 上の [M] において空白が定まらなかった場合、`kanjiskip` の値を以下で定め、それを「右空白」として採用する。この段階においては、`\inhibitglue` は効力を持たないため、結果として、2つの和文文字間には常に何らかのグルー/カーンが挿入されることとなる。

- 両クラスタ（厳密には  $N_q.tail$ 、 $N_p.head$ ）の中身の文字コードに対する `autospaceing` パラメタが両方とも `false` だった場合は、長さ0の `glue` とする。

<sup>5</sup>`differentjfm` パラメタの値によって、「大きい方」「小さい方」「合計」に変えることができる。

2. ユーザ側から見た kanjiskip パラメタの自然長が  $\backslash\maxdimen = (2^{30} - 1)\text{sp}$  でなければ、kanjiskip パラメタの値を持つ glue を採用する。
3. 2. でない場合は、 $Nq, Np$  で使われている JFM に指定されている kanjiskip の値を用いる。どちらか片方のクラスだけが和文文字（和文 A・和文 B）のときは、そちらのクラスで使われている JFM 由来の値だけを用いる。もし両方で使われている JFM が異なった場合は、上の [M] 3. と同様の方法を用いて調整する。

「左空白」の算出とそれに伴う補正 次に、「左空白」にあたる量を算出する：

**line-end [E]**  $Nq$  と  $Np$  の間で行分割が起きたときに、 $Nq$  と行末の間に入る空白である。ぶら下げ組の組版などに用いられることを期待している。

1. 既に算出した「右空白」がカーンである場合は、「左空白」は挿入されない。
2. 「右空白」が glue が未定義（長さ 0 の glue とみなす）の場合は、「左空白」は  $Nq$  と「文字コード 'lineend' の文字」との間に入るカーンとして、JFM から決定される。
3. 2. で決まった「左空白」の長さが 0 でなければ、その分だけ先ほど算出した「右空白」の自然長を引く。

禁則用ペナルティの挿入 まず、

$$a := (Nq^6 \text{の文字に対する postbreakpenalty の値}) + (Np^7 \text{の文字に対する prebreakpenalty の値})$$

とおく。ペナルティは通常  $[-10000, 10000]$  の整数値をとり、また  $\pm 10000$  は正負の無限大を意味することになっているが、この  $a$  の算出では単純な整数の加減算を行う。

$a$  は禁則処理用に  $Nq$  と  $Np$  の間に加えられるべきペナルティ量である。

**P-normal [PN]**  $Nq$  と  $Np$  の間の (a) 部分にペナルティ (*penalty\_node*) があれば処理は簡単である：それらの各ノードにおいて、ペナルティ値を ( $\pm 10000$  を無限大として扱いつつ)  $a$  だけ増加させればよい。また、 $10000 + (-10000) = 0$  としている。

少々困るのは、(a) 部分にペナルティが存在していない場合である。直感的に、補正すべき量  $a$  が 0 でないとき、その値をもつ *penalty\_node* を作って「右空白」の（もし未定義なら  $Np$  の）直前に挿入……ということになるが、実際には僅かにこれより複雑である。

- 「右空白」がカーンであるとき、それは「 $Nq$  と  $Np$  の間で改行は許されない」ことを意図している。そのため、この場合は  $a \neq 0$  であってもペナルティの挿入はしない。
- 「左空白」がカーンとしてきちんと定義されている時（このとき、「右空白」はカーンでない）、この「左空白」の直後での行分割を許容しないといけないので、 $a = 0$  であっても *penalty\_node* を作って挿入する。
- 以上のどれでもないときは、 $a \neq 0$  ならば *penalty\_node* を作って挿入する。

## 11.5 その他の場合

本節の内容は表 6 にまとめてある。

和文 A と欧文の間  $Nq$  が和文 A で、 $Np$  が欧文の場合、JFM グルー挿入処理は次のようにして行われる。

- 「右空白」については、まず以下に述べる Boundary-B [O<sub>B</sub>] により空白を決定しようと試みる。それが失敗した場合は、xkanjiskip [X] によって定める。
- 「左空白」については、既に述べた line-end [E] をそのまま採用する。それに伴う「右空白」の補正も同じ。
- 禁則用ペナルティも、以前述べた P-normal [PN] と同じである。

<sup>7</sup>厳密にはそれぞれ *Nq.tail*, *Np.head*。

Table 6. Summary of JFM glues.

$Np$	和文 A	和文 B	欧文	箱	glue	kern
和文 A	$\frac{E \quad M \quad K}{PN}$	$\frac{O_A \quad K}{PN}$	$\frac{O_A \quad X}{PN}$	$\frac{O_A}{PA}$	$\frac{O_A}{PN}$	$\frac{O_A}{PS}$
和文 B	$\frac{E \quad O_B \quad K}{PA}$	$\frac{K}{PS}$	$\frac{X}{PS}$			
欧文	$\frac{E \quad O_B \quad X}{PA}$	$\frac{X}{PS}$				
箱	$\frac{E \quad O_B}{PA}$					
glue	$\frac{E \quad O_B}{PN}$					
kern	$\frac{E \quad O_B}{PS}$					

Here  $\frac{E \quad M \quad K}{PN}$  means that

1. To determine the ‘right-space’, Lua<sub>T</sub><sub>E</sub>X-ja first attempts by the method ‘JFM-origin [M]’. If this attempt fails, Lua<sub>T</sub><sub>E</sub>X-ja use the method ‘kanjiskip [K]’.
2. The ‘left space’ between  $Nq$  and  $Np$  is determined by the method ‘line-end [E]’.
3. Lua<sub>T</sub><sub>E</sub>X-ja adopts the method ‘P-normal [PN]’ to adjust the penalty between two clusters for *kinsoku shori*.

**Boundary-B [O<sub>B</sub>]** 和文文字と「和文でないもの」との間に入る空白を以下によって求め、未定義でなければそれを「右空白」として採用する。JFM-origin [M] の変種と考えて良い。これによって定まる空白の典型例は、和文の閉じ括弧と欧文文字の間に入る半角アキである。

1. もし両クラスタの間で`\inhibitglue` が実行されていた場合（証として `whatsit` ノードが自動挿入される）、次へ。
2. そうでなければ、 $Nq$  と「文字コードが `'jcharbdd'` の文字」との間に入るグルー / カーンとして定まる。

**xkanjiskip [X]** この段階では、`kanjiskip [K]` のときと同じように、`xkanjiskip` の値を以下で定め、それを「右空白」として採用する。この段階で`\inhibitglue` は効力を持たないのも同じである。

1. 以下のいずれかの場合は、`xkanjiskip` の挿入は抑止される。しかし、実際には行分割を許容するために、長さ 0 の `glue` を採用する：
  - 両クラスタにおいて、それらの中身の文字コードに対する `autoxspacing` パラメタが共に `false` である。
  - $Nq$  の中身の文字コードについて、「直後への `xkanjiskip` の挿入」が禁止されている（つまり、`jaxspmode` (or `alxspmode`) パラメタが 2 以上）。
  - $Np$  の中身の文字コードについて、「直前への `xkanjiskip` の挿入」が禁止されている（つまり、`jaxspmode` (or `alxspmode`) パラメタが偶数）。
2. ユーザ側から見た `xkanjiskip` パラメタの自然長が `\maxdimen = (230 - 1)sp` でなければ、`xkanjiskip` パラメタの値を持つ `glue` を採用する。
3. 2. でない場合は、 $Nq, Np$ （和文 A/和文 B なのは片方だけ）で使われている JFM に指定されている `xkanjiskip` の値を用いる。

欧文と和文 A の間  $Nq$  が欧文で、 $Np$  が和文 A の場合、JFM グルー挿入処理は上の場合とほぼ同じである。和文 A のクラスタが逆になるので、Boundary-A [O<sub>A</sub>] の部分が変わるだけ。

- 「右空白」については、まず以下に述べる Boundary-A [O<sub>A</sub>] により空白を決定しようと試みる。それが失敗した場合は、xkanjiskip [X] によって定める。
- $Nq$  が和文でないので、「左空白」は算出されない。
- 禁則用ペナルティは、以前述べた P-normal [PN] と同じである。

**Boundary-A [O<sub>A</sub>]** 「和文でないもの」と和文文字との間に入る空白を以下によって求め、未定義でなければそれを「右空白」として採用する。JFM-origin [M] の変種と考えて良い。これによって定まる空白の典型例は、欧文文字と和文の開き括弧との間に入る半角アキである。

1. もし両クラスタの間で `\inhibitglue` が実行されていた場合（証として `whatsit` ノードが自動挿入される）、次へ。
2. そうでなければ、「文字コードが `'jcharbdd'` の文字」と  $Np$  との間に入るグルー / カーンとして定まる。

和文 A と箱・グルー・カーンの間  $Nq$  が和文 A で、 $Np$  が箱・グルー・カーンのいずれかであった場合、両者の間に挿入される JFM グルーについては同じ処理である。しかし、そこでの行分割に対する仕様が異なるので、ペナルティの挿入処理は若干異なったものとなっている。

- 「右空白」については、既に述べた Boundary-B [O<sub>B</sub>] により空白を決定しようと試みる。それが失敗した場合は、「右空白」は挿入されない。
- 「左空白」については、既に述べた line-end [E] の算出方法をそのまま採用する。それに伴う「右空白」の補正も同じ。
- 禁則用ペナルティの処理は、後ろのクラスタ  $Np$  の種類によって異なる。なお、 $Np.head$  は無意味であるから、「 $Np.head$  に対する `prebreakpenalty` の値」は 0 とみなされる。言い換えれば、

$$a := (Nq^8 \text{ の文字に対する } \text{postbreakpenalty} \text{ の値}).$$

箱  $Np$  が箱であった場合は、両クラスタの間での行分割は（明示的に両クラスタの間に `\penalty10000` があった場合を除き）いつも許容される。そのため、ペナルティ処理は、後に述べる P-allow [PA] が P-normal [PN] の代わりに用いられる。

グルー  $Np$  がグルーの場合、ペナルティ処理は P-normal [PN] を用いる。

カーン  $Np$  がカーンであった場合は、両クラスタの間での行分割は（明示的に両クラスタの間にペナルティがあった場合を除き）許容されない。ペナルティ処理は、後に述べる P-suppress [PS] を使う。

これらの P-normal [PN]、P-allow [PA]、P-suppress [PS] の違いは、 $Nq$  と  $Np$  の間（以前の図だと (a) の部分）にペナルティが存在しない場合にのみ存在する。

**P-allow [PA]**  $Nq$  と  $Np$  の間の (a) 部分にペナルティがあれば、P-normal [PN] と同様に、それらの各ノードにおいてペナルティ値を  $a$  だけ増加させる。

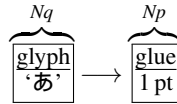
(a) 部分にペナルティが存在していない場合、LuaTeX-ja は  $Nq$  と  $Np$  の間の行分割を可能にしようとする。そのために、以下の場合に  $a$  をもつ `penalty_node` を作って「右空白」の（もし未定義なら  $Np$  の）直前に挿入する：

- 「右空白」がグルーでない（カーンが未定義）であるとき。
- 「左空白」がカーンとしてきっちり定義されている時。

**P-suppress [PS]**  $Nq$  と  $Np$  の間の (a) 部分にペナルティがあれば、P-normal [PN] と同様に、それらの各ノードにおいてペナルティ値を  $a$  だけ増加させる。

(a) 部分にペナルティが存在していない場合、 $Nq$  と  $Np$  の間の行分割は元々不可能のはずだったのであるが、LuaTeX-ja はそれをわざわざ行分割可能にはしない。そのため、「右空白」が `glue` であれば、その直前に `\penalty10000` を挿入する。

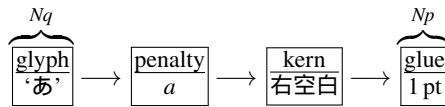
なお、「右空白」はカーン、「左空白」は未定義の



のような状況を考える．このとき， $a$ ，即ち「あ」の postbreakpenalty がいかなる値であっても，この2 クラスタ間は最終的に



となり， $a$  分のペナルティは挿入されないことに注意して欲しい．postbreakpenalty は ( $a$  は) 殆どの場合が非負の値と考えられ，そのような場合では (1) と



との間に差異は生じない<sup>9</sup>．

箱・グルー・カーンと和文 A の間  $N_p$  が箱・グルー・カーンのいずれかで， $N_p$  が和文 A であった場合は，すぐ上の ( $N_q$  と  $N_p$  の順序が逆になっている) 場合とほぼ同じであるが，「左空白」がなくなることにのみ注意．

- 「右空白」については，既に述べた Boundary-A [ $O_A$ ] により空白を決定しようと試みる．それが失敗した場合は，「右空白」は挿入されない．
- $N_q$  が和文でないので，「左空白」は算出されない．
- 禁則用ペナルティの処理は， $N_q$  の種類によって異なる． $N_q.tail$  は無意味なので，

$$a := (N_p^{10} \text{の文字に対する prebreakpenalty の値}).$$

箱  $N_q$  が箱の場合は，P-allow [PA] を用いる．

グルー  $N_q$  がグルーの場合は，P-normal [PN] を用いる．

カーン  $N_q$  がカーンの場合は，P-suppress [PS] を用いる．

和文 A と和文 B の違い 先に述べたように，和文 B は水平ボックスの中身の先頭 (or 末尾) として出現している和文文字である．リスト内に直接ノードとして現れている和文文字 (和文 A) との違いは，

- 和文 B に対しては，JFM の文字クラス指定から定まる空白 JFM-origin [M] Boundary-A [ $O_A$ ] Boundary-B [ $O_B$ ] の挿入は行われない．「左空白」の算出も行われない．例えば，
  - 片方が和文 A，もう片方が和文 B のクラスタの場合，Boundary-A [ $O_A$ ] または Boundary-B [ $O_B$ ] の挿入を試み，それがダメなら kanjiskip [K] の挿入を行う．
  - 和文 B の 2 つのクラスタの間には，kanjiskip [K] が自動的に入る．
- 和文 B と箱・グルー・カーンが隣接したとき (どちらが前かは関係ない)，間に JFM グルー・ペナルティの挿入は一切しない．
- 和文 B と和文 B，また和文 B と欧文とが隣接した時は，禁則用ペナルティ挿入処理は P-suppress [PS] が用いられる．
- 和文 B の文字に対する prebreakpenalty, postbreakpenalty の値は使われず，0 として計算される．

次が具体例である：

<sup>9</sup>kern→glue が 1 つの行分割可能点 (行分割に伴うペナルティは 0) であるため，たとえ  $a = 10000$  であっても， $N_q$  と  $N_p$  の間で行分割を禁止することはできない．



1 あ .\inhibitglue A\\	あ .A
2 \hbox{あ .}A\\	あ .A
3 あ . A	あ . A

- 1 行目の `\inhibitglue` は Boundary-B [O<sub>B</sub>] の処理のみを抑止するので、ピリオドと「A」の間には `xkanjiskip` (四分アキ) が入ることに注意。
- 2 行目のピリオドと「A」の間においては、前者が和文 B となる (水平ボックスの中身の末尾として登場しているから) ので、そもそも Boundary-B [O<sub>B</sub>] の処理は行われない。よって、`xkanjiskip` が入ることとなる。
- 3 行目では、ピリオドの属するクラスは和文 A である。これによって、ピリオドと「A」の間には Boundary-B [O<sub>B</sub>] 由来の半角アキが入ることになる。

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### References

- [1] Victor Eijkhout, *T<sub>E</sub>X by Topic, A T<sub>E</sub>Xnician's Reference*, Addison-Wesley, 1992.