

# Why we need L<sup>A</sup>T<sub>E</sub>X<sub>3</sub>

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## Abstract

The L<sup>A</sup>T<sub>E</sub>X<sub>3</sub> project started in 1992. Since then, much has changed. XML has replaced SGML, and along with X/HTML has become the dominant markup language. CSS has replaced explicit style attributes in HTML pages, and is now a widely understood and used language for specifying design. Internet access is considerably more widespread, the web has gone from 1.0 to 2.0, Microsoft has replaced IBM, Linux went from nothing in 1991 to an open-source standard, and Google is on track to replace Microsoft.

In 1997 the L<sup>A</sup>T<sub>E</sub>X<sub>3</sub> project said that L<sup>A</sup>T<sub>E</sub>X<sub>3</sub> would provide:

- A new *input document syntax*, that aligns with SGML/XML.
- A new *class file interface*, that aligns with SGML/XML.
- A new *style-designer interface* that can work with a *visually-oriented, menu-driven specification system*.
- An *effective interactive help system* for document authors.
- *Thoroughly documented* and *modular* source code.

These goals are still worth achieving. This talk will focus on some recent progress, and in particular:

- Use of key-value syntax within tags.
- Separation of parsing from processing.
- An improved development environment.
- On-line interactive help systems.