

To Arthur Reutenauer and Mojca Miklavc.

Object: Patched gloss-greek.ldf file

Together with this message in the zip file, you find other two files:

- gloss-greek.ldf
- TestGloss-gree.tex

They constitute my contribution to upgrading the polyglossia support for the Greek language when the typesetting engine LuaLaTeX is being used.

As I see from the TeX Live update of today the gloss-greek.ldf file is still that was updated a few years ago. That file, on my experience, works perfectly with XeLaTeX, but it does not work with LuaLaTeX in the sense that it does not recognise the language variants, and therefore uses the default monotonic variant.

This situation may satisfy the Greek (LaTeX) users because they use almost exclusively the monotonic spelling, very few use the polytonic variant, and apparently no one uses the ancient spelling.

For the few that use the polytonic spelling the special actual settings are such that the infix words and the date(s) are set in monotonic spelling, but hyphenation is chosen to be the polytonic one. Strange, but this is the situation even when using XeLaTeX. Actually the pattern files for monotonic and polytonic Greek are very similar and those for the monotonic variant appear to be a subset of the polytonic one; therefore if monotonic spelling is used for the input file, the polytonic patterns will produce the same line break points. One may wonder if a more radical change in the language.def might save loading a pattern set that is a subset of another one. But this is another question, probably of negligible importance.

The xgreek.sty package by Apostolos Syropoulos does the same; actually it was recently upgraded by requesting the luahyphenrules.sty by Javier Besos, package, but as far as I can see it misses certain settings provided by that package functionality.

Upgrading gloss-greek.ldf is therefore not only a question of rigorous coherent working of the TeX typesetting system, but also a means to put a certain order into the performances of the most recent typesetting programs based on LaTeX.

Some months ago I sent Arthur a version of the patched gloss-greek.ldf I was working on at that time. With more testing I found out that it worked

correctly only for the ancient Greek variant, so that I had to rework everything and found serious difficulties because, as I wrote Arthur, I am not so good with TeX as much (or as little) as I thought I was years ago.

The patch I eventually developed for gloss-greek.ldf apparently fills the gap between XeLaTeX and LuaLaTeX. The tests I made with the attached file TestGloss-greek.tex apparently confirm this fact. But I am not so sure that everything goes right in every possible situation.

In fact I am not satisfied that the language name “greek” passed as an argument to the various language setting commands does not refer to the specific variant that is in force when the command is used.

Of course it works when `\setmainlanguage` or `\setotherlanguage` are used; it works when `\begin{greek}` or `\begin{otherlanguage}{greek}` are used; it does not work, for example, when `\iflanguage` is used., as you can see in the TestGloss-greek.tex file. Yes, I know that they have different inner settings and arguments, but I am not able to avoid this inconsistency. I have no idea of what happens with information that is being output to the .log, .aux, .toc, .lof, .lot, .out, ... files and/or the varieties of other auxiliary files.

In any case if you have time to test, if you like to provide for the correction of certain errors, if you can modify the code, you are welcome to do it; if by chance you do not find any glitches in the gloss-greek.ldf I am sending you, or if you succeed in eliminating its glitches, you just have to change the wording into the `\ProvidesFile` optional argument (date, version, description) you are welcome to do it and load it in substitution of the actual one. I do not ask for being mentioned or acknowledged. If my contribution is useful, OK; if it is not, it can be thrown in the trash bin.

Thank you for your attention

Claudio