

**MAPS 52 (2022.1)**

MAPS is the publication of NTG, the Dutch language  $\text{\TeX}$  user group (<https://www.ntg.nl>).

MAPS REDACTIE, Welcome; pp. 1–2

By means of the MAPS we want to keep you informed of developments, and reward our members for their loyal support to the  $\text{\TeX}$  developers. We also offer space to readers who let others share their experiences with  $\text{\TeX}$ , MetaPost, fonts and such. So don't hesitate to send us articles. Half a page is already very nice, more is appreciated. It does not have to be a 'heavy cost', as readers are very interested in reading how others use  $\text{\TeX}$ . So an article like "This is what I do with  $\text{\TeX}$ , here is how I do it and now you can do it too" is very welcome!

Although the Internet is an important source of information today, paper continues to fulfill a function within the association. After all, that fits with  $\text{\TeX}$ !

HANS HAGEN, Dutch government math rendering; pp. 3–8

Mikael Sundqvist and I have spent quite some time on an upgrade of the math engine in LuaMeta $\text{\TeX}$ , with an example of an educational document published by the Dutch government.

HANS HAGEN, MIKAEL SUNDQVIST, A different approach to math spacing; pp. 9–36

Extending and generalizing math spacing, atoms, classes, and more.

FRANS GODDIJN, Danlan type by Adriaan Goddijn — (and a salacious gnome); pp. 37–40

The author (Frans Goddijn) purchased a drawing by Adriaan Goddijn (no relation), not for the image but to have a close look at the way the artist signed it, namely with his initials in a font he had created himself over the course of twenty years, in which every character of the alphabet is depicted using just seven glyphs, inspired by the Roman Capitalis Quadrata. He named it DANELAN (also called DANLAN) because he worked on it in the country of Denmark and the Dutch province of Friesland.

TACO HOEKWATER, Danlan type by Adriaan Goddijn — (quick font hack); pp. 41–46

When Frans Goddijn first showed me the Danlan font article in September 2019, I immediately thought that it would be fun to play with those letters a bit in  $\text{\TeX}$  and MetaPost.

But then the almost inevitable thing happened that so often happens to me: I got distracted by other things, and forgot about Danlan completely. Until this spring, when Frans reminded me that I had promised an article for the MAPS. This is that promised article: it will show what a few days playing around with a specification and MetaPost, FontForge, and Con $\text{\TeX}$ t got me. I have not created a complete font by any means, but it is just enough of one to show off a little bit and document how the creation process worked out for me.

MIKAEL SUNDQVIST, Finding all intersections of paths in MetaPost; pp. 47–70

In this article we will discuss different ways to implement macros to find all intersections of paths in MetaPost. We will first work out some rather simple ideas, providing partial solutions on the macro level. We then show by an example how the `intersectiontimes` macro works, and describe how it was extended in the engine by Hans Hagen.

HANS HAGEN, Cyrillisch in publieke fonts [Cyrillic in public fonts]; pp. 71–72

A review of Cyrillic support in several publicly-available fonts.

YURI ROBBERS, Tante Lenie weet raad — Uw trouwe steun en toeverlaat voor al uw problemen [Aunt Lenie knows what to do — Your loyal support and rock for all your problems]; pp. 73–75

This time Aunt Lenie helps some NTG members and other deep souls with their  $\text{\TeX}$  problems. This is how she helps Tamara J., designer of board games, to depict beautiful dice in the manual for her new game, using  $\text{\LaTeX}$ , and she helps classical language teacher Jaap T. to mark words in a text for a test he is making in  $\text{\XeLaTeX}$ . Finally, she helps Herman R., a mathematician who got stuck with boldfaced math formulas in section titles in plain  $\text{\TeX}$ .

TACO HOEKWATER, Dice3D OpenType — (quick font hack two); p. 76

The previous article by Yuri Robbers shows simulated 3D dice. That font existed only as a Metafont source file, so for the Con $\text{\TeX}$ t-format MAPS article, I had to quickly create an OpenType version.

HANS HAGEN, The art of MAPS proofreading; pp. 77–81

Con $\text{\TeX}$ t support for the 3D dice font described in the previous article, with enhancements.

FABRICE LARRIBE, MetaFun for generative art; pp. 82–90

This article shows how MetaFun can be used to create generative art, by showing the construction of three projects, step by step, in remarkably colorful images.

JOS WINNINK, Afscheid [Goodbye]; pp. 91–92

I have been a member of the NTG since 1990. Now that I'm retired, my use of  $\text{\TeX}$  has decreased to such an extent that I no longer see myself as an active user. In this article I look back on more than 30 years of  $\text{\TeX}$  and especially  $\text{\LaTeX}$ -related activities.

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