Bits and pieces:

ConTeXt
MetaPost
Lua and more

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EuroBachoTeX
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ConTeXt recently done

• some more cleanup of old leftovers
• most mechanisms now use the new level of parameter abstraction
• only a few fundamental incompatibilities (split of mechanisms, more control)
• slow introduction of hooks and extensions via setups
• first version of new multi-column routines
• replacing mechanism that have a (too) complex implementation
• exploring the mix (e.g. chemistry with Alan)
• remove some ugly leftovers from MkII math
• normalized dynamic fonts (mostly interfacing)
• more definitive split between generic and context (generated)
• some math extensions, maybe already math dictionaries
• normalize all styles and modules
• play a bit more with the Lua parbuilder
• add more integrated bidi layout support
• finalize experimental (auto)script code
• investigate what more is needed in the cld interface
• check multi-lingual interface translations (not entirely in sync now)
MetaPost recently done

- we already had instances, a bit more configurability added
- instances now can be initialized to a number model
- some of the (runtime loaded) MetaFun code has been optimized (as MetaPost has become somewhat slower and now has dynamic memory management)
MetaPost
next on the todo list
• reimplement and extend graph (with Alan)
Lua recently done

• font code has been better isolated
• basic modules are more or less stable now
• support for sql, templates and other workflow helper code
• the cld manual has been extended (continuous effort)
• messages and tracing have been checked and made more consistent
• it is possible to build libraries so that one can use the same kind of code in projects

(mtxrun using LuaTEX vs mtxlibs using Lua)
next on the todo list
• maybe cleanup of file database code (no real need to be completely \texttt{kpse} and \texttt{tds} compatible)
• pick up run-\texttt{from|zip} experiment
• maybe more some framework code in the distribution
• experiment with some libraries (sockets, graphics, \texttt{gsl})
LuaTEX recently done

• Luigi cooked up LuajitTEX and we did lots of experiments . . . our pet project turned into an persistent extra engine . . . some 10 upto 40% speedup due to faster Lua interpreter (no jit)

• I prototyped some speedups with access to node properties . . . Luigi and I tested this across platforms . . . and Taco finalized and integrated all into the codebase

• Taco did the periodical check of tracker items . . . some not too intrusive patches and fixes have been applied . . . the new MetaPost library has been integrated.

• I played with a speedup of logging to the console and identified some bottlenecks . . . Taco decided to make some improvements in the code base.

• I did some parbuilder experiments in ConTEXt with simplified hz . . . trivial extension needed in backend . . . in the meantime Hartmut decided to drastically cleanup the whole code path.
• remove some old engine stuff (after tl 2013 is out)
• with Luigi, get SwigLib project up to speed (and running)
• with Hartmut, get ex-factor implemented in the backend (explored in the Lua parbuilder)
• with Taco, catch up on some ideas we have accumulated
next on the todo list

• normalize a few extensions
• implement some more detailed control
• play with the Lua parbuilder (if it makes sense at all)
• finish (and test) support for Devanagari
• new manuals for templates, sql, SciTE, extreme tables, etc.
• first uploads of the (technical) font manual
• package some sources to the documentation zip

todo:
• check metafun for additions
• check and extend the xml manual
• check and republish the mathml manual
• redo some of the specific manuals for MkIV
• beginners manual is being redone (by T on)
• chemistry manual is being redone (by Alan)
Scripts

- additional help info support (TEXLive requirement)
- relatively stable but most are still a first-version
- improve the SciTE reference lexers
Speed

pre-bt-2013-speed