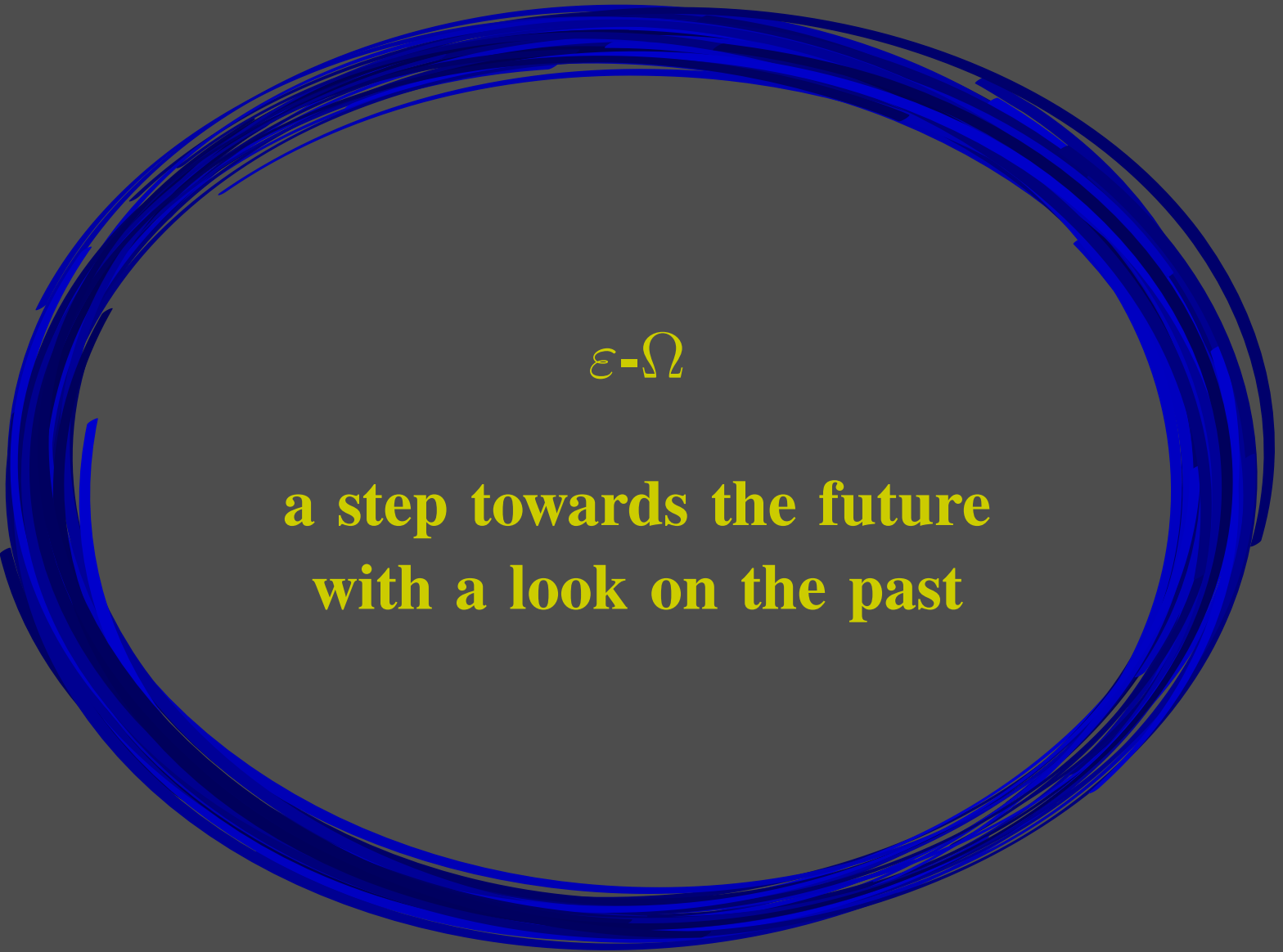

ε-Ω

a step towards the future
with a look on the past

Brothers in arms

- ε-TEX extensions are prerequisites for modern formats (ConTEXt, LATEX3)
- Ω is a *conditio sine qua non* for typesetting in non-latin scripts

Why give up one when choosing the other?

Goals for ε-Ω

- support ε-TEX's macro extensions;
- support Ω's typesetting features;
- stable;
- fast;
- lean;
- solid and lasting supporting utilities.

Choices & reasons

develop on a separate branch	independence from Ω experimental development
work on the 1.15 series	faster and leaner; closer to proclaimed goals; changefiles can be adapted to later series
drop some Ω features (SGML)	incompatibility with some ε-TEX extensions (`\middle`); priority of the features and development speed

Watch your step

The importance of TRIP: the major bug that affected the Ω 1.15 series was detectable by TRIPping, and yet was not that obscure that it would not affect normal production use.

We need a test suite for ε-Ω. And we need to differentiate between program and implementation bugs (see Adams' example).

Status and future

ε-Ω is now ready for production use. There are known bugs, but these are somewhat obscure and do not affect normal use. Some of them are Ω specific, others depend (or seem to depend) on the interaction between ε-TEX and Ω.

Future steps include

- ironing out remaining known bugs in main executable;
- fixing what is broken in support utilities (and keep them!);
- forward–porting to next Ω release, if necessary and feasible.