LATEX3: Using the layers



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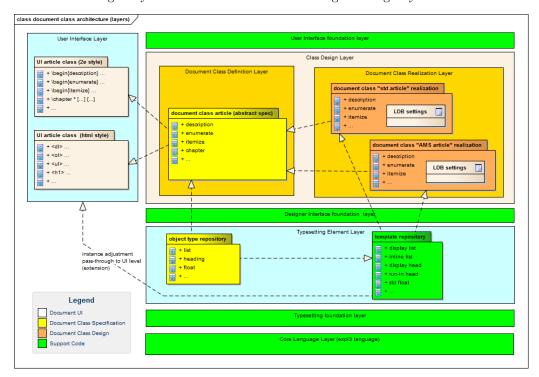
In this talk we will briefly present the architecture of LATEX3 with its four conceptual layers

• Document Interface Layer

• Typesetting Element Layer

• Document Design Layer

• Programming Layer



We will then look in some detail at xparse — a LaTeX 2_{ε} -like user interface, as an example of the LaTeX3 Document Interface Layer, that can already now be used to provide extended functionality for existing LaTeX 2_{ε} documents and packages.

We conclude with a brief detour of expl3 the foundation layer for LATEX3 that provides the basis for all higher-level modules of LATEX3 but can also be usefully deployed to develop packages for LATEX $2_{\mathcal{E}}$.

The expl3 language is by now in a stable state and gets more and more traction outside the LATEX3 development work, which can be seen, for example, by its use in a growing number of answers on the question and answer portal http://tex.stackexchange.com and in the appearance of LATEX 2ε packages that use it for programming.