

**NAME**

omega, iniomega, viomega – extended unicode TeX

**SYNOPSIS**

**omega** [*options*] [**&format**] [*file* | \ *commands*]

**DESCRIPTION**

Run the Omega typesetter on *file*, usually creating *file.dvi*. If the file argument has no extension, ".tex" will be appended to it. Instead of a filename, a set of Omega commands can be given, the first of which must start with a backslash. With a **&format** argument Omega uses a different set of precompiled commands, contained in *format.fmt*; it is usually better to use the **-fmt** *format* option instead.

Omega is a version of the T<sub>E</sub>X program modified for multilingual typesetting. It uses unicode, and has additional primitives for (among other things) bidirectional typesetting.

The **iniomega** and **viomega** commands are Omega's analogues to the **initex** and **virtex** commands. In this installation, they are symlinks to the **omega** executable.

Omega's command line options are similar to those of T<sub>E</sub>X.

Omega is experimental software.

**OPTIONS**

This version of Omega understands the following command line options.

**--oft** *format*

Use *format* as the name of the format to be used, instead of the name by which Omega was called or a %& line.

**-halt-on-error**

Exit with an error code when an error is encountered during processing.

**--help** Print help message and exit.**--ini** Be **iniomega**, for dumping formats; this is implicitly true if the program is called as **iniomega**.**--interaction** *mode*

Sets the interaction mode. The mode can be one of *batchmode*, *nonstopmode*, *scrollmode*, and *errorstopmode*. The meaning of these modes is the same as that of the corresponding \commands.

**--ipc** Send DVI output to a socket as well as the usual output file. Whether this option is available is the choice of the installer.**--ipc-start**

As **--ipc**, and starts the server at the other end as well. Whether this option is available is the choice of the installer.

**--kpathsea-debug** *bitmask*

Sets path searching debugging flags according to the bitmask. See the *Kpathsea* manual for details.

**--maketex** *fnt*

Enable mktex *fnt*, where *fnt* must be one of *tex* or *tfm*.

**--no-maketex *fnt***

Disable `mktex.fnt`, where *fnt* must be one of *tex* or *tfm*.

**--output-comment *string***

Use *string* for the DVI file comment instead of the date.

**--output-directory *directory***

*directory* instead of the current directory. Look up input files in *directory* first, then along the normal search path.

**--parse-first-line**

If the first line of the main input file begins with `%&` parse it to look for a dump name.

**--progname *name***

Pretend to be program *name*. This affects both the format used and the search paths.

**--recorder**

Enable the filename recorder. This leaves a trace of the files opened for input and output in a file with extension *.ofl*. (This option is always on.)

**--shell-escape**

Enable the `\write18{command}` construct. The *command* can be any Bourne shell command. This construct is normally disallowed for security reasons.

**--version**

Print version information and exit.

**ENVIRONMENT**

See the Kpathsearch library documentation (the ‘Path specifications’ node) for precise details of how the environment variables are used. The **kpsewhich** utility can be used to query the values of the variables.

One caveat: In most Omega formats, you cannot use `~` in a filename you give directly to Omega, because `~` is an active character, and hence is expanded, not taken as part of the filename. Other programs, such as METAFONT, do not have this problem.

**TEXMFOUTPUT**

Normally, Omega puts its output files in the current directory. If any output file cannot be opened there, it tries to open it in the directory specified in the environment variable **TEXMFOUTPUT**. There is no default value for that variable. For example, if you say *tex paper* and the current directory is not writable, if **TEXMFOUTPUT** has the value */tmp*, Omega attempts to create */tmp/paper.log* (and */tmp/paper.dvi*, if any output is produced.)

**TEXINPUTS**

Search path for `\input` and `\openin` files. This should probably start with `“.”`, so that user files are found before system files. An empty path component will be replaced with the paths defined in the *texmf.cnf* file. For example, set **TEXINPUTS** to `“.:/home/usr/tex:”` to prepend the current directory and `“/home/user/tex”` to the standard search path.

**TEXEDIT**

Command template for switching to editor. The default, usually **vi**, is set when Omega is compiled.

## FILES

The location of the files mentioned below varies from system to system. Use the **kpsewhich** utility to find their locations.

*omega.pool*

Encoded text of Omega's messages.

*\*.oft*      Predigested Omega format (.oft) files.

## NOTES

This manual page is not meant to be exhaustive. The complete documentation for this version of Omega can be found in the info manual *Web2C: A TeX implementation*.

## BUGS

This version of Omega implements a number of optional extensions. In fact, many of these extensions conflict to a greater or lesser extent with the definition of Omega. When such extensions are enabled, the banner printed when Omega starts is changed to print **Omegak** instead of **Omega**.

This version of Omega fails to trap arithmetic overflow when dimensions are added or subtracted. Cases where this occurs are rare, but when it does the generated *DVI* file will be invalid.

The *DVI* files produced by Omega may use extensions which make them incompatible with most software designed to handle *DVI* files. In order to print or preview them, you should use **odvips** to generate a PostScript file.

Omega is experimental software, and if you are an active user it is strongly recommended that you subscribe to the Omega mailing list. Visit the Omega website <http://omega.cse.unsw.edu.au> for information on how to subscribe.

## SEE ALSO

**tex(1)**, **mf(1)**, **odvips(1)**,

## AUTHORS

The primary authors of Omega are John Plaice and Yannis Haralambous.