

It looks complicated
because it is complicated!



Luaotfload Libraries

luaotfload-filelist.lua	luaotfload-auxiliary.lua
luaotfload-colors.lua	luaotfload-configuration.lua
luaotfload-database.lua	luaotfload-features.lua
luaotfload-letterspace.lua	luaotfload-embolden.lua
luaotfload-notdef.lua	luaotfload-harf-define.lua
luaotfload-harf-plug.lua	luaotfload-loaders.lua
luaotfload-multiscript.lua	luaotfload-scripts.lua
luaotfload-szss.lua	luaotfload-fallback.lua
luaotfload-parsers.lua	luaotfload-resolvers.lua
luaotfload-unicode.lua	luaotfload-tounicode.lua
luaotfload-dvi.lua	

main()

luaotfload.lua

Lualibs – Lua Libraries from Context

l-lua.lua	l-lpeg.lua	l-function.lua	l-string.lua
l-table.lua	l-io.lua	l-file.lua	l-boolean.lua
l-math.lua	l-unicode.lua	util-str.lua	util-fil.lua

update
main()

luaotfload-database.lua

luaotfload-blacklist.cnf

luaotfload-database.lua

luaotfload-names.lua.gz
luaotfload-names.luc

luaotfload-log.lua

Merged libraries

Font and Node Libraries from Context

data-con.lua	font-ini.lua	font-con.lua
font-cid.lua	font-map.lua	font-vfc.lua
font-otr.lua	font-cff.lua	font-ttf.lua
font-dsp.lua	font-oti.lua	font-ott.lua
font-otl.lua	font-oto.lua	font-otj.lua
font-oup.lua	font-ota.lua	font-ots.lua
font-otc.lua	font-osd.lua	font-ocl.lua
font-onr.lua	font-one.lua	font-afk.lua
font-lua.lua	font-def.lua	font-shp.lua
font-imp-tex.lua	font-imp-ligatures.lua	
font-imp-italics.lua	font-imp-effects.lua	

Font Loader (LuaTeX-Fonts)

luatex-basics-nod.lua	luatex-basics-chr.lua
luatex-fonts-mis.lua	luatex-fonts-enc.lua
luatex-fonts-tfm.lua	luatex-fonts-def.lua
luatex-fonts-ext.lua	luatex-fonts-lig.lua
luatex-fonts-gbn.lua	

luatex-fonts-enc.lua

luaotfload-glyphlist.lua

luaotfload-auxiliary.lua

luaotfload-characters.lua

Standalone scripts

mkimport

mkglyphlist

mkcharacters

mkstatus

mkttests

luaotfload-tool.lua

--diagnose

luaotfload-diagnostics.lua

hash_files

luaotfload-status.lua

generates from distinfo.txt
generates from Context's char-def.lua
generates from glyphlist.txt

version information