

Tables

Variants

TABLE

Tabulate

Natural tables

Extreme tables

Line tables

Frame tables

CONTEXT 2017 Maibach

- Good old `TABLE`, a wrapper about `TeX`'s alignment.
- Running text, break across pages tabulates.
- Tables that behave like HTML tables therefore called natural tables.
- A variant on this that is more easy to extend, tagged extreme tables.
- A low profile linetable mechanism that can span pages and breaks well.
- A way to make huge tables without overflowing `TeX` too soon.

Variants

- Based on the TABLE macro package.
- Detailed control over spacing.
- Somewhat inconsistent spacing out of the box.
- Extended with extra features.
- Mostly rewritten but within the original concept.

TABLE

- Mostly meant for tables that are part of the text flow.
- Breaks paragraphs across pages.
- Sort of compatible in control with `TABLE`.
- The system that I used most often.
- It uses multiple passes if needed.

Tabulate

- Modelled after HTML tables.
- Often used in XML workflows, possibly as cals tables.
- To some extent automatic spans horizontally and vertically.
- There are a couple of (undocumented and obscure) flags that can control behaviour.
- They can break cross pages if needed.
- Tables, rows and cells have framed like properties.
- Not the fastest mechanism as it used several passes (for which it stores all cells).

Natural tables

- Again modelled after HTML tables.
- A few less options but also some more than natural tables.
- Most work is delegated to LUA.
- Uses buffers and therefore nesting is (as with natural tables) possible but with care.

Extreme tables

- Written for and used in a project long ago.
- Meant for huge tables that span multiple pages horizontally and vertically.
- It only can have simple colored backgrounds.
- Hardly used.
- I need to redo (or check) the implementation some day.

Line tables

- Written for and used for Thomas who needs real huge tables generated from XML.
- It's a single pass mechanism.
- Each cell is a framed.
- Dimensions need to be adapted when you want predictable output.
- I might extend it but within reasonable bounds.

Frame tables