Tg̃́TEX: TEX Spells for Eldarin Text
User's Manual
Version 1.00[*]

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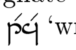
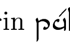
1 Introduction

This document describes the use of Tg̃́TEX (`tengtex.tex` / `tengtex.sty`) for the TEX / LaTEX typesetting of text in Eldarin languages in Fëanorian tengwar, using either the fount `teng10` by Julian C Bradfield or the revised fount `tengwar` by Michael P Urban (or any combination of the two).

> Perhaps it is worth reminding that the name *TEX* is derived from the Greek word *tekhnē* 'art', which (along with the Latin *texō* 'weave', *textum* 'web, fabric, texture', *textus* 'text') goes back to the Proto-Indo-European root **teḱs̑*- 'create, frame, carve', no doubt from a Lemberin cognate of the Proto-Eldarin base TEK- 'write', whence also Quenya  'writes', Sindarin  'write!'.

The input of Tg̃́TEX is essentially an ASCIIsation of the Rómenórean spelling adopted by J R R Tolkien and described in Section I of Appendix E to *The Lord of the Rings*. (One difference is that capital letters are used for increasing the total number of letters available for the input, instead of singling out sentence-initial words and proper names, a device which has no counterpart in the Fëanorian script; another is that no accent marks are used, because of the unfortunate limitations of ASCII.) Its output strives to follow the orthographic conventions of the Third Age, discussed in Section II of the same Appendix and illustrated in the few surviving samples of Eldarin text in tengwar[1] ; on those

[*]Inspiration has been drawn from the package ArabTEX by Klaus Lagally. I give thanks to Dirk Thierbach for his comments and to Michael Urban for adapting the spell sheet for the revised version of his fount.

[1] One of these sources, Aragorn's letter to Master Samwise, is in fact an early Fourth Age document, but it can be taken as representative of Third Age Sindarin writing, since it was during the Third Age that the author received his Elvish education.—Some archaic (pre-Third_Age) conventions, in particular regarding Quenya, are also supported.

occasions on which the sources disagree, the evidence from the corpus takes precedence over the description in the Appendix. In its current version TǵTeX is intended for processing text in Quenya, Sindarin and their close relatives, and it also provides some support for Westron and the Black Speech, but not for any other languages, although it may work by accident for some post-Third_Age Mannish tongues (such as Irish in Sindarin mode).

TǵTeX is not copyrighted, but its use is protected by an oath, the text of which (in English and Quenya) is to be found in the file `vanda.tex` in this distribution.

2 Generalia

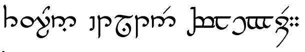
To activate TǵTeX, load it by `\input tengtex` into a TeX source file or include the option `tengtex` into the document header of a LaTeX document.

The fount used is selected by the spells `\jcb` (J Bradfield's `teng10`) and `\mpu` (M Urban's `tengwar`). There is no default fount, so you have to specify one or the other before the first occasion on which Eldarin text is typeset, or else be asked about it interactively. (In the latter case TǵTeX won't let you go until you choose a fount.)

Three major modes are available: Quenya, Classical Sindarin and Beleriandic Sindarin. The appropriate mode is selected by the spells `\quenya`, `\sindarin` and `\beleriand`. There are also some options within each of the modes.

The typesetting of text in tengwar, particularly of longer passages, is done by the environment `elvish`. For the inclusion of short quotations in tengwar into text written in other scripts the macro `\quetta` is also available.[2] An Elvish environment, but not an Elvish quotation, may consist of two or more paragraphs separated by blank lines.

In an Elvish environment or quotation continuous strings of letters (in the TeX sense) are recognised as words and written in tengwar in the output, following the orthographic conventions of the mode (and ignoring letters to which a value is not assigned); continuous strings of digits are recognised as numbers, and are inverted in the output.[3] Numbers may form part of words.

`Sauron ataltane 3019sse.` 

[Quenya] 'Sauron fell in 3019.'

Any other characters (such as punctuation marks), blank space and TeX, LaTeX or TǵTeX parameterless commands are let through unchanged, and it is your

[2] All the macro does is send its parameter to the environment for processing; it thus uses more of TeX's memory, but it is shorter to type.

[3] Numbers are not explicitly marked as such with a dot or line above them, since the digits in our founts are already sufficiently distinct from tengwar, in any case more so than a dot would be from an overdot tehta.

responsibility to ensure that their visible output, if any, makes sense in the chosen fount (for example, a hyphen, '`-`', yields a tengwa number 11 in J Bradfield's fount and a dash in M Urban's). Empty pairs of curly brackets can be used to break ligatures, as they make TgTEX think that the word ends there and a new one begins.

3 Quenya

3.1 Vowels

In Quenya mode you have the option of choosing between heavy (default) and light vocalisation, using the words `\heavyvocalise` and `\lightvocalise` for switching back and forth.

Short vowels are written as tehtar over the preceding consonant or (when syllable-initial) over a short carrier. When light vocalisation (a glimpse of which is to be seen in *J R R Tolkien, Life and Legend (Catalogue of the Bodleian Library Exhibition, Oxford, 1992)*, Plate 218) is selected, the tehta for `a` is not written, but all tengwar standing for syllable-final consonants receive a subscript dot tehta, (`falmar` 'waves' is set as if vocalised lightly and if vocalised heavily).

Long vowels can be either doubled in the input, and then the tehta is also doubled (`yeen` 'year', `mool` 'slave, thrall', `uur` 'fire'; note that this only works with `e`, `o` and `u`), or capitalised, and then the single tehta is written over a long carrier (`yAr` 'blood').

Diphthongs with `i` as second element are written as yanta bearing the tehta for the first element (`oire` 'everlasting age'). Diphthongs with `u` as second element are written as úre bearing the tehta for the first element (`leuke` 'snake').

3.2 Consonants

The following consonants and consonant clusters are available:

c, k		f		G		h		hl	
hr		ht		hw		H		l	
lb		ld		m		mb		mp	
n		nc, nk		nd		ng		ngw	
nq, nqu		nt				N		Nw	
p		q, qu				r		rd	
s		ss				S		t	
v		w		x		y		z	

Double consonants are written with an underbar tehta (`quetta` [4] 'word',

[4] The examples in this section are vocalised lightly.

`tyelle` ‘grade’). The only exception is `ss`, which is written as esse (`Gassa` ‘hole, opening, mouth’).

`G`, `H`, `S`,
`N`, `Nw` yield tengwar which had lost their original phonetic values by the Third Age. They are meant for writers concerned with etymology (`Galda` ‘tree’, `HOn` ‘heart’, `Noola` ‘wise, learned’, `Sinde` ‘grey’).[5]

`q` may be used without the following `u`, so `qetta` also yields .

`r` is written as rómen when followed by a vowel or by `y` (`rOmen` ‘east’, `hrIve` ‘winter’, `kirya` ‘ship’) and as óre elsewhere (`kirkar` ‘sickles’).

`R` is always written as óre (`ORe` ‘heart, inner mind’).

`s` is written as an underhook tehta when following another consonant (`otso` ‘seven’, `aksa` ‘ravine’, `norsa` ‘giant’).

`y` is written as an under-diæresis tehta when following another consonant (`Nwalya` ‘torment’).

When silme and esse bear a tehta for a following vowel, their nuquerna shapes are automatically substituted (`silme` ‘starlight’, `esse` ‘name’).

3.3 Galadriel’s lament in Lórien

(From *The Road Goes Ever On.*)

4 Sindarin

4.1 Vowels

Short vowels are written as tehtar over the following consonant or (when none follows) over a short carrier. By default `o` is written as a curl open to the right

[5] The first notation is suggested by the fact that Proto-Eldarin *g*, preserved in Sindarin, became zero in Quenya, presumably going through a stage where it was an approximant, such as might have been denoted by anna. The remaining four tengwar are pronounced as the ones input by the corresponding lowercase Roman letters.

and u as a curl open to the left, but their rôles can be swapped by specifying \oleft (Black Speech uruk ‘great soldier-orc, Uruk-hai’) and restored by specifying \oright.

Long vowels can be either doubled in the input, and then the tehta is also doubled (eel ‘star’, too ‘thither’, uur ‘fire’; note that this only works with e, o and u), or capitalised, and then the single tehta is written over a long carrier (Ar ‘king, chieftain’, gwI ‘net, web’, rhYn ‘hound of chase’, Black Speech shaRkU ‘old man’). No distinction is made between long and overlong vowels.

Diphthongs with e as second element are written as yanta bearing the tehta for the first element (oer ‘sea’). Diphthongs with i as second element are written as anna bearing the tehta for the first element (uir ‘eternity’). Diphthongs with u as second element are written as úre bearing the tehta for the first element (naug ‘dwarf’).

4.2 Consonants

In either of the two Sindarin modes you have the option of choosing whether the calmatéma or the quessetéma is to be used for velar consonants (and, in the latter case, whether the calmatéma is to be used for palatal consonants) and whether the óretyelle or the númetyelle is to be used for single nasal consonants. The selection of the Classical Sindarin mode automatically allocates the velars in the quessetéma, though \vaswestron makes c available for calma (English cek ‘cheque’) and \vincalma transfers the rest of the velars into the calmatéma. Also, the the nasal consonants are allocated in the númetyelle, though this setting can be altered by specifying \ninOre. The following consonants and consonant clusters are available in the default setting:

bh	c, k	ch, kh	d	dh	f
g	gh	h	hw		j
l	lh		m	mh	mm
n	nn	N		p	ph
r	rh		s	ss	sh
t	th	v	w	z	zh

Double consonants are written with an underbar tehta (tellen ‘footprint’). The only exceptions are ss, which is written as esse, and mm and nn, which are written as malta and númen with or without an overbar or overtilde tehta.

bh is provided for the sake of completeness, as an alternative to v.

f is written as formen in initial and medial position (farn ‘enough’, tofn ‘deep’) and as ampa in final position (tif ‘flute’).

gh, j,
sh, z, zh are provided in order to make possible the typesetting of text in Westron (`zIr` 'wise') or the Black Speech (`ghAsh` 'fire').

H is always written as hyarmen, without forming a digraph with a preceding consonant letter.

i is written as yanta when it appears as a glide in initial position (`iAr` 'blood').

m is written as an overbar or overtilde tehta when preceding a labial consonant (`hamp` 'garment', `ammarth` 'doom, fate').

n is written as an overbar or overtilde tehta when preceding a dental or velar consonant (`rhink` 'sudden move', `lhann` 'wide').

ph is written as formen in initial and final position (`alph` 'swan') and as formen with an underbar tehta in medial position (`ephel` 'outer fence').

r is written as óre when it occurs word-finally (`bar` 'home') and as rómen elsewhere (`rAd` 'path, track', `arth` 'region, realm'). It is, however, always written as rómen if n is óre.

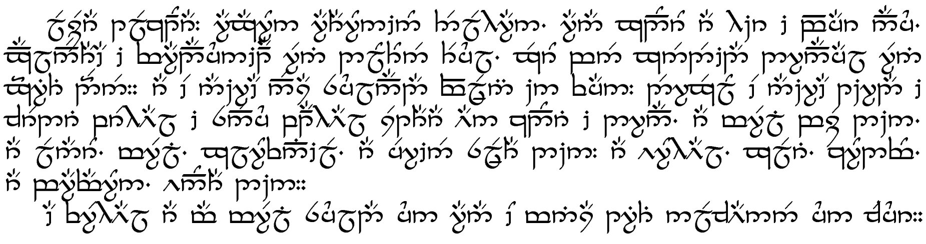
R is written as óre if n is númen, and as rómen otherwise.

w is written as a squiggle tehta when following another consonant other than h (`gwelw` 'air'). A tengwa can bear no more than one consonant superscript tehta, however, so w following a consonant preceded by a homorganic nasal is written separately as a wilya (`angwedh` 'chain', `glentweth` 'thinness'), unless the etymology suggests a different spelling (as in the case of `thurin{}gwethil` 'secret shadow woman').

When silme and esse bear a tehta for a preceding vowel (which is, in fact, always the case with esse), their nuquerna shapes are automatically substituted (`kost` 'quarrel', `bess` 'woman').

4.3 The King's letter to Samwise Gamgee

(From *Sauron Defeated*.)



4.4 The Ring inscription

(From *The Lord of the Rings*.)

5 Beleriandic

5.1 Vowels

Short vowels are written as tengwar. Long vowels, written double (if they could be doubled in the Classical Sindarin mode) or represented as capitals in the input, are written as the corresponding tengwar with an andaith (`eel` ‘star’, `too` ‘thither’, `uur` ‘fire’; `Ar` ‘king, chieftain’, `gwI` ‘net, web’, `rhYn` ‘hound of chase’).

Diphthongs with `e` as second element are written in full (`oer` ‘sea’). Diphthongs with `i` as second element are written as the tengwa for the first element bearing a diæresis tehta (`uir` ‘eternity’). Diphthongs with `u` as second element are written the tengwa for the first element bearing a squiggle tehta (`naug` ‘dwarf’).

5.2 Consonants

The selection of the Beleriandic mode automatically allocates the velars in the calmatéma and the single nasal consonants in the óretyelle, though this setting can be altered by specifying `\vinquesse` or `\vincalma` for the former and/or `\ninnUmen` for the latter. The following consonants and consonant clusters are available in the default setting:

bh		c, k		ch, kh		d		dh		f	
g		gh		h		hw				j	
l		lh				m		mh		mm	
n		nn		N				p		ph	
r		rh				s		ss		sh	
t		th		v		w		z		zh	

The glide `i` in initial position is written as a long carrier (`iAr` ‘blood’). The remaining input conventions are the same as in the Classical Sindarin mode.

Since there are no vowel tehtar in this mode, silme and esse always appear in their upright (not nuquerna) shapes.

5.3 The hymn of the Rivendell elves

(From *The Road Goes Ever On*.)

5.4 The inscription on the Moria Gate

(From *The Lord of the Rings*. Observe the spelling `mel{}lon` instead of `mellon`.)