## Preserving the math class of variables

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If there is one thing that OpenType math has made clear, it's that we have lots of alphabets. It is customary in a $\mathrm{T}_{\mathrm{E}}$ document to key in regular (ASCII) letters and expect them to become for instance math italic, bold upright, script or whatever.

One way to do this is to relate a character (directly or by name) to a specific slot in a font assigned to a so-called math family, which groups text, script and scriptscript sizes. Here are a couple ways to do this, using the Unicode \Umathcode primitive:

```
\Umathcode`a = "0 "9 `a
\Umathcode'a = "0 "5 "1D44E
```

In the first line we map the input character a (the first 'a) to the glyph slot of 'a (the second one; that is, 97) in family 9 . In the second line, the input a is mapped to the Unicode math italic alphabet's $a$, using family 5 . The " 0 in both lines is the math class, in this case specifying an "ordinary" character.

Switching families can be done directly, although more usually it is wrapped in a command:

```
$ a + {\fam"9 a} + {\fam"5 a} $
```

For our next example, we take a colon from family zero ("0) and assign it class 6 ("6) which means that it will get punctuation spacing (like $\backslash \mathrm{Colon}$ ): \Umathchardef \foo "6 "0 ': \% punct

In the following line we do the same but with class 7 , which is "variable", meaning $\mathrm{TE}_{\mathrm{E}} \mathrm{X}$ uses the current family, as stored in the \fam primitive parameter.

```
\Umathchardef\foo "7 "0 ': % ord
```

Doing this, we lose the prior class value (3), so we end up with ordinary (which normally means no) spacing. In LuaTEX (>1.15.1) we can now preserve the class by declaring and using a special "variable" family instead:

```
\variablefam"24
\Umathchardef\foo "6 "24 123 % punct
```

When a character has family \variablefam assigned, it will get the current $\backslash$ fam value and the class can remain 3, as specified.

This is a relatively cheap extension which we prototyped in LuaMeta $\mathrm{T}_{\mathrm{E}} \mathrm{X}$ and backported to LuaTEX. We don't use this in ConTEXt (just to warn its users) but it might be handy in other macro packages.

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