Here's the long-awaited translation of your "group interview" in Super ASCII. Bear any resemblance to things you said?

What parts of the development of Interleaf 5 required the most effort?

English: Because Interleaf 5 uses both C and Lisp, we worked hard to maintain the conformity, namely consistency in the architecture of each module written by C with the parts actively linked in Lisp.

Slaney: We already support Interleaf 5 in 14 languages, so we really worked hard on the overall consistency. I might also mention Graphics, because it was an effort to integrate them as frames rather than as a separate element.

Dionne: In the Japanese composition, I worked hard on the kerning of mixed text with Japanese characters and English letters.

English: We are developing the software for more than 12 platforms at the same time. We also feedback Q&A from about as many beta-sites as we have staff engineers, and we test that on all these platforms.

Dionne: I can say with pride that we constantly perform extremely rigorous quality checks.

---What is the development language for Interleaf 5?

Slaney: All internal code is in C, and the expanded part which customizes an Active Document is in Lisp.

English: We are implementing dynamic links for code written in C, C++, and other languages. Other languages are a lot harder to debug than Lisp. It's very effective as a DDL.

---What language do you like best as a programer?

Everyone: Lisp! After using C and C++, you really appreciate the performance. And Lisp is relatively easy to learn.

--- What is the most superior characteristic of Interleaf 5 from an engineer's point of view?

English: The fact that its is so thoroughly object-oriented.

Mark S. Dionne


Patrick Slaney

Interleaf fellow. In charge of Interleaf 5 development since 1985. Primarily responsible for graphics and pagination.

Paul English


Thanks to nozomi for translation. Any errors are mine.