The \LaTeX3 Interfaces

The \LaTeX Project*

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Abstract

This is the reference documentation for the expl3 programming environment. The expl3 modules set up an experimental naming scheme for \LaTeX commands, which allow the \LaTeX programmer to systematically name functions and variables, and specify the argument types of functions.

The \TeX and \varepsilon-\TeX primitives are all given a new name according to these conventions. However, in the main direct use of the primitives is not required or encouraged: the expl3 modules define an independent low-level \LaTeX3 programming language.

The expl3 modules are designed to be loaded on top of \LaTeX2ε. With an up-to-date \LaTeX2ε kernel, this material is loaded as part of the format. The fundamental programming code can also be loaded with other \TeX formats, subject to restrictions on the full range of functionality.

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Part I

Introduction
Chapter 1

Introduction to expl3 and this document

This document is intended to act as a comprehensive reference manual for the expl3 language. A general guide to the \LaTeX3 programming language is found in expl3.pdf.

1.1 Naming functions and variables

\LaTeX3 does not use @ as a “letter” for defining internal macros. Instead, the symbols _ and : are used in internal macro names to provide structure. The name of each function is divided into logical units using _, while : separates the name of the function from the argument specifier (“arg-spec”). This describes the arguments expected by the function. In most cases, each argument is represented by a single letter. The complete list of arg-spec letters for a function is referred to as the signature of the function.

Each function name starts with the module to which it belongs. Thus apart from a small number of very basic functions, all expl3 function names contain at least one underscore to divide the module name from the descriptive name of the function. For example, all functions concerned with comma lists are in module clist and begin \clist_.

Every function must include an argument specifier. For functions which take no arguments, this will be blank and the function name will end :. Most functions take one or more arguments, and use the following argument specifiers:

N and n These mean no manipulation, of a single token for N and of a set of tokens given in braces for n. Both pass the argument through exactly as given. Usually, if you use a single token for an n argument, all will be well.

c This means csname, and indicates that the argument will be turned into a csname before being used. So \foo:c {ArgumentOne} will act in the same way as \foo:N \ArgumentOne. All macros that appear in the argument are expanded. An internal error will occur if the result of expansion inside a c-type argument is not a series of character tokens.

V and v These mean value of variable. The V and v specifiers are used to get the content of a variable without needing to worry about the underlying \TeX structure containing the data. A V argument will be a single token (similar to N), for example
\foo:\V \MyVariable: on the other hand, using v a csname is constructed first, and then the value is recovered, for example \foo:\v \{MyVariable\}.

o This means \textit{expansion once}. In general, the V and v specifiers are favoured over o for recovering stored information. However, o is useful for correctly processing information with delimited arguments.

x The x specifier stands for \textit{exhaustive expansion}: every token in the argument is fully expanded until only unexpandable ones remain. The \TeX\ \texttt{edef} primitive carries out this type of expansion. Functions which feature an x-type argument are \textit{not} expandable.

e The e specifier is in many respects identical to x, but with a very different implementation. Functions which feature an e-type argument may be expandable. The drawback is that e is extremely slow (often more than 200 times slower) in older engines, more precisely in non-Lua\TeX\ engines older than 2019.

f The f specifier stands for \textit{full expansion}, and in contrast to x stops at the first non-expandable token (reading the argument from left to right) without trying to expand it. If this token is a ⟨space token⟩, it is gobbled, and thus won’t be part of the resulting argument. For example, when setting a token list variable (a macro used for storage), the sequence

\begin{verbatim}
\tl_set:Nn \l_mya_tl \{ A \}
\tl_set:Nn \l_myb_tl \{ B \}
\tl_set:Nf \l_mya_tl \{ \l_mya_tl \l_myb_tl \}
\end{verbatim}

will leave \l_mya_tl with the content A\l_myb_tl, as A cannot be expanded and so terminates expansion before \l_myb_tl is considered.

T and F For logic tests, there are the branch specifiers T (true) and F (false). Both specifiers treat the input in the same way as n (no change), but make the logic much easier to see.

p The letter p indicates \TeX\ parameters. Normally this will be used for delimited functions as expl3 provides better methods for creating simple sequential arguments.

w Finally, there is the w specifier for \textit{weird} arguments. This covers everything else, but mainly applies to delimited values (where the argument must be terminated by some specified string).

D The D stands for \textit{Do not use}. All of the \TeX\ primitives are initially \texttt{let} to a D name, and some are then given a second name. These functions have no standardized syntax, they are engine dependent and their name can change without warning, thus their use is \textit{strongly discouraged} in package code: programmers should instead use the interfaces documented in \texttt{interface3.pdf}\textsuperscript{1}.

Notice that the argument specifier describes how the argument is processed prior to being passed to the underlying function. For example, \foo:c will take its argument, convert it to a control sequence and pass it to \foo:N.

\textsuperscript{1}If a primitive offers a functionality not yet in the kernel, programmers and users are encouraged to write to the \LaTeX-L mailing list (mailto:LATEX-L@listserv.uni-heidelberg.de) describing their use-case and intended behaviour, so that a possible interface can be discussed. Temporarily, while an interface is not provided, programmers may use the procedure described in the \texttt{l3styleguide.pdf}.
Variables are named in a similar manner to functions, but begin with a single letter to define the type of variable:

- **c** Constant: global parameters whose value should not be changed.
- **g** Parameters whose value should only be set globally.
- **l** Parameters whose value should only be set locally.

Each variable name is then built up in a similar way to that of a function, typically starting with the module\(^2\) name and then a descriptive part. Variables end with a short identifier to show the variable type:

- **clist** Comma separated list.
- **dim** “Rigid” lengths.
- **fp** Floating-point values;
- **int** Integer-valued count register.
- **muskip** “Rubber” lengths for use in mathematics.
- **seq** “Sequence”: a data-type used to implement lists (with access at both ends) and stacks.
- **skip** “Rubber” lengths.
- **str** String variables: contain character data.
- **tl** Token list variables: placeholder for a token list.

Applying V-type or v-type expansion to variables of one of the above types is supported, while it is not supported for the following variable types:

- **bool** Either true or false.
- **box** Box register.
- **coffin** A “box with handles” — a higher-level data type for carrying out box alignment operations.
- **flag** Integer that can be incremented expandably.
- **fparray** Fixed-size array of floating point values.
- **intarray** Fixed-size array of integers.
- **ior/iow** An input or output stream, for reading from or writing to, respectively.
- **prop** Property list: analogue of dictionary or associative arrays in other languages.
- **regex** Regular expression.

\(^2\)The module names are not used in case of generic scratch registers defined in the data type modules, e.g., the int module contains some scratch variables called \(\l_{\text{tmpa}}\_\text{int}, \l_{\text{tmpb}}\_\text{int},\) and so on. In such a case adding the module name up front to denote the module and in the back to indicate the type, as in \(\l_{\text{int}}\_\text{tmpa}\_\text{int}\) would be very unreadable.
1.1.1 Scratch variables

Modules focussed on variable usage typically provide four scratch variables, two local and two global, with names of the form \( \langle \text{scope} \rangle \_\text{tmp}_a \langle \text{type} \rangle \) or \( \langle \text{scope} \rangle \_\text{tmp}_b \langle \text{type} \rangle \). These are never used by the core code. The nature of \TeX{} grouping means that as with any other scratch variable, these should only be set and used with no intervening third-party code.

1.1.2 Terminological inexactitude

A word of warning. In this document, and others referring to the expl3 programming modules, we often refer to “variables” and “functions” as if they were actual constructs from a real programming language. In truth, \TeX{} is a macro processor, and functions are simply macros that may or may not take arguments and expand to their replacement text. Many of the common variables are also macros, and if placed into the input stream will simply expand to their definition as well — a “function” with no arguments and a “token list variable” are almost the same.\(^3\) On the other hand, some “variables” are actually registers that must be initialised and their values set and retrieved with specific functions.

The conventions of the expl3 code are designed to clearly separate the ideas of “macros that contain data” and “macros that contain code”, and a consistent wrapper is applied to all forms of “data” whether they be macros or actually registers. This means that sometimes we will use phrases like “the function returns a value”, when actually we just mean “the macro expands to something”. Similarly, the term “execute” might be used in place of “expand” or it might refer to the more specific case of “processing in \TeX{}’s stomach” (if you are familiar with the \TeX{}book parlance).

If in doubt, please ask; chances are we’ve been hasty in writing certain definitions and need to be told to tighten up our terminology.

1.2 Documentation conventions

This document is typeset with the experimental l3doc class; several conventions are used to help describe the features of the code. A number of conventions are used here to make the documentation clearer.

Each group of related functions is given in a box. For a function with a “user” name, this might read:

\begin{verbatim}
\ExplSyntaxOn
\ExplSyntaxOff
\end{verbatim}

The textual description of how the function works would appear here. The syntax of the function is shown in mono-spaced text to the right of the box. In this example, the function takes no arguments and so the name of the function is simply reprinted.

For programming functions, which use \_ and : in their name there are a few additional conventions: If two related functions are given with identical names but different argument specifiers, these are termed variants of each other, and the latter functions are printed in grey to show this more clearly. They will carry out the same function but will take different types of argument:\(^3\)\TeX{}nically, functions with no arguments are \texttt{\long} while token list variables are not.

\(^3\)\TeX{}nically, functions with no arguments are \texttt{\long} while token list variables are not.
When a number of variants are described, the arguments are usually illustrated only for the base function. Here, \textit{\textlangle sequence\textrangle} indicates that \texttt{\seq_new:N} expects the name of a sequence. From the argument specifier, \texttt{\seq_new:c} also expects a sequence name, but as a name rather than as a control sequence. Each argument given in the illustration should be described in the following text.

**Fully expandable functions** Some functions are fully expandable, which allows them to be used within an \texttt{x}\textendash type or \texttt{e}\textendash type argument (in plain \TeX{} terms, inside an \texttt{edef} or \texttt{\expanded}), as well as within an \texttt{f}\textendash type argument. These fully expandable functions are indicated in the documentation by a star:

\begin{verbatim}\cs_to_str:N \cs_to_str:N ⟨cs⟩\end{verbatim}

As with other functions, some text should follow which explains how the function works. Usually, only the star will indicate that the function is expandable. In this case, the function expects a \textit{⟨cs⟩}, shorthand for a \textit{⟨control sequence⟩}.

**Restricted expandable functions** A few functions are fully expandable but cannot be fully expanded within an \texttt{f}\textendash type argument. In this case a hollow star is used to indicate this:

\begin{verbatim}\seq_map_function:NN \seq_map_function:NN \star \seq_map_function:NN ⟨seq⟩ ⟨function⟩\end{verbatim}

**Conditional functions** Conditional (\texttt{if}) functions are normally defined in three variants, with \texttt{T}, \texttt{F} and \texttt{TF} argument specifiers. This allows them to be used for different “true”/“false” branches, depending on which outcome the conditional is being used to test. To indicate this without repetition, this information is given in a shortened form:

\begin{verbatim}\sys_if_engine_xetex:TF \sys_if_engine_xetex:TF \{⟨true code⟩\} \{⟨false code⟩\}\end{verbatim}

The underlining and italic of \texttt{TF} indicates that three functions are available:

- \texttt{\sys_if_engine_xetex:T}
- \texttt{\sys_if_engine_xetex:F}
- \texttt{\sys_if_engine_xetex:TF}

Usually, the illustration will use the \texttt{TF} variant, and so both \textit{⟨true code⟩} and \textit{⟨false code⟩} will be shown. The two variant forms \texttt{T} and \texttt{F} take only \textit{⟨true code⟩} and \textit{⟨false code⟩}, respectively. Here, the star also shows that this function is expandable. With some minor exceptions, all conditional functions in the \texttt{expl3} modules should be defined in this way.

Variables, constants and so on are described in a similar manner:

\begin{verbatim}\l_tmpa_tl\end{verbatim}

A short piece of text will describe the variable: there is no syntax illustration in this case. In some cases, the function is similar to one in \LaTeX{} 2e or plain \TeX{}. In these cases, the text will include an extra “\TeX{}hackers note” section:
\token_to_str:N \token_to_str:N \token_to_str:N (token)

The normal description text.

\TeX\hackers\note: Detail for the experienced \TeX\ or \LaTeX\ \expl\ programmer. In this case, it would point out that this function is the \TeX\ primitive \texttt{\string}.

\changes{behaviour} When new functions are added to \expl, the date of first inclusion is given in the documentation. Where the documented behaviour of a function changes after it is first introduced, the date of the update will also be given. This means that the programmer can be sure that any release of \expl after the date given will contain the function of interest with expected behaviour as described. Note that changes to code internals, including bug fixes, are not recorded in this way \emph{unless} they impact on the expected behaviour.

\section{Formal language conventions which apply generally}

As this is a formal reference guide for \LaTeX\ programming, the descriptions of functions are intended to be reasonably “complete”. However, there is also a need to avoid repetition. Formal ideas which apply to general classes of function are therefore summarised here.

For tests which have a TF argument specification, the test if evaluated to give a logically \texttt{TRUE} or \texttt{FALSE} result. Depending on this result, either the \texttt{\langle true code \rangle} or the \texttt{\langle false code \rangle} will be left in the input stream. In the case where the test is expandable, and a predicate \texttt{\_p} variant is available, the logical value determined by the test is left in the input stream: this will typically be part of a larger logical construct.

\section{\TeX\ concepts not supported by \LaTeX\}

The \TeX\ concept of an \texttt{\outer} macro is \emph{not supported} at all by \LaTeX. As such, the functions provided here may break when used on top of \LaTeX\ \expl\ if \texttt{\outer} tokens are used in the arguments.
Part II

Bootstrapping
Chapter 2

The l3bootstrap package

Bootstrap code

2.1 Using the \LaTeX3 modules

The modules documented in source3 are designed to be used on top of \LaTeX2\epsilon and are loaded all as one with the usual \usepackage{expl3} or \RequirePackage{expl3} instructions.

As the modules use a coding syntax different from standard \LaTeX2\epsilon it provides a few functions for setting it up.

\ExplSyntaxOn \ExplSyntaxOff

The \ExplSyntaxOn function switches to a category code regime in which spaces and new lines are ignored, and in which the colon (:) and underscore (_) are treated as “letters”, thus allowing access to the names of code functions and variables. Within this environment, - is used to input a space. The \ExplSyntaxOff reverts to the document category code regime.

\TeXhackers note: Spaces introduced by - behave much in the same way as normal space characters in the standard category code regime: they are ignored after a control word or at the start of a line, and multiple consecutive - are equivalent to a single one. However, - is not ignored at the end of a line.

\ProvidesExplPackage \RequiredPackage{expl3}
\ProvidesExplClass \ProvidesExplFile

These functions act broadly in the same way as the corresponding \LaTeX2\epsilon kernel functions \ProvidesPackage, \ProvidesClass and \ProvidesFile. However, they also implicitly switch \ExplSyntaxOn for the remainder of the code with the file. At the end of the file, \ExplSyntaxOff will be called to reverse this. (This is the same concept as \LaTeX2\epsilon provides in turning on \makeatletter within package and class code.) The \langle date\rangle should be given in the format \langle year\rangle/\langle month\rangle/\langle day\rangle or in the ISO date format \langle year\rangle-\langle month\rangle-\langle day\rangle. If the \langle version\rangle is given then it will be prefixed with v in the package identifier line.
\RequirePackage{l3bootstrap}
\GetIdInfo\svninfo{SVN info field} ${\svndesc}$

Extracts all information from a SVN field. Spaces are not ignored in these fields. The information pieces are stored in separate control sequences with \ExplFileName for the part of the file name leading up to the period, \ExplFileDate for date, \ExplFileVersion for version and \ExplFileDescription for the description.

To summarize: Every single package using this syntax should identify itself using one of the above methods. Special care is taken so that every package or class file loaded with \RequirePackage or similar are loaded with usual \LaTeX\ category codes and the \LaTeX categorie\ code scheme is reloaded when needed afterwards. See implementation for details. If you use the \GetIdInfo command you can use the information when loading a package with

\ProvidesExplPackage{\ExplFileName}{\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
Chapter 3

The \texttt{l3names} package
Namespace for primitives

3.1 Setting up the \LaTeX{}3 programming language

This module is at the core of the \LaTeX{}3 programming language. It performs the following tasks:

- defines new names for all \TeX{} primitives;
- emulate required primitives not provided by default in \luatex{};
- switches to the category code régime for programming;

This module is entirely dedicated to primitives (and emulations of these), which should not be used directly within \latin{\LaTeX}{}3 code (outside of “kernel-level” code). As such, the primitives are not documented here: \textit{The \TeX{}book}, \textit{\TeX{} by Topic} and the manuals for \pdf{}\TeX{}, \xelatex{}, \luatex{}, \pif{}\TeX{} and \up{}\TeX{} should be consulted for details of the primitives. These are named \verb|\text\_⟨name⟩|:\D{} typically based on the primitive’s \langle name⟩ in \pdf{}\TeX{} and omitting a leading \verb|pdf| when the primitive is not related to pdf output.
Part III
Programming Flow
Chapter 4

The \texttt{l3basics} package

Basic definitions

As the name suggest this package holds some basic definitions which are needed by most or all other packages in this set.

Here we describe those functions that are used all over the place. With that we mean functions dealing with the construction and testing of control sequences. Furthermore the basic parts of conditional processing are covered: conditional processing dealing with specific data types is described in the modules specific for the respective data types.

4.1 No operation functions

\texttt{\textbackslash prg\_do\_nothing:}\hspace{1em} An expandable function which does nothing at all: leaves nothing in the input stream after a single expansion.

\texttt{\textbackslash scan\_stop:}\hspace{1em} A non-expandable function which does nothing. Does not vanish on expansion but produces no typeset output.

4.2 Grouping material

\texttt{\textbackslash group\_begin:}\hspace{1em} \texttt{\textbackslash group\_end:}\hspace{1em} These functions begin and end a group for definition purposes. Assignments are local to groups unless carried out in a global manner. (A small number of exceptions to this rule will be noted as necessary elsewhere in this document.) Each \texttt{\textbackslash group\_begin:} must be matched by a \texttt{\textbackslash group\_end:}, although this does not have to occur within the same function. Indeed, it is often necessary to start a group within one function and finish it within another, for example when seeking to use non-standard category codes.
\group_insert_after:N \group_insert_after:N \token

Adds \token{\token} to the list of \token{\token}s to be inserted when the current group level ends. The list of \token{\token}s to be inserted is empty at the beginning of a group: multiple applications of \group_insert_after:N may be used to build the inserted list one \token{\token} at a time. The current group level may be closed by a \group_end: function or by a token with category code 2 (close-group), namely a $\}$ if standard category codes apply.

\group_show_list: \group_log_list:

Display (to the terminal or log file) a list of the groups that are currently opened. This is intended for tracking down problems.

\TeXhackers\note: This is a wrapper around the \showgroups primitive.

4.3 Control sequences and functions

As \TeX is a macro language, creating new functions means creating macros. At point of use, a function is replaced by the replacement text (“code”) in which each parameter in the code ($\#1$, $\#2$, etc.) is replaced the appropriate arguments absorbed by the function. In the following, \code{\code} is therefore used as a shorthand for “replacement text”.

Functions which are not “protected” are fully expanded inside an $\exp$ expansion. In contrast, “protected” functions are not expanded within $\exp$ expansions.

4.3.1 Defining functions

Functions can be created with no requirement that they are declared first (in contrast to variables, which must always be declared). Declaring a function before setting up the code means that the name chosen is checked and an error raised if it is already in use. The name of a function can be checked at the point of definition using the \cs_new... functions: this is recommended for all functions which are defined for the first time.

There are three ways to define new functions. All classes define a function to expand to the substitution text. Within the substitution text the actual parameters are substituted for the formal parameters ($\#1$, $\#2$, ...).

\new Create a new function with the \new scope, such as $\cs\new:Npn$. The definition is global and results in an error if it is already defined.

\set Create a new function with the \set scope, such as $\cs\set:Npn$. The definition is restricted to the current \TeX group and does not result in an error if the function is already defined.

\gset Create a new function with the \gset scope, such as $\cs\gset:Npn$. The definition is global and does not result in an error if the function is already defined.

Within each set of scope there are different ways to define a function. The differences depend on restrictions on the actual parameters and the expandability of the resulting function.

\nopar Create a new function with the \nopar restriction, such as $\cs\set\nopar:Npn$. The parameter may not contain $\par$ tokens.
protected Create a new function with the protected restriction, such as \cs_set_protected:Npn. The parameter may contain \par tokens but the function will not expand within an x-type or e-type expansion.

Finally, the functions in Subsections 4.3.2 and 4.3.3 are primarily meant to define base functions only. Base functions can only have the following argument specifiers:

N and n No manipulation.

T and F Functionally equivalent to n (you are actually encouraged to use the family of \prg_new_conditional: functions described in Section 9.1).

p and w These are special cases.

The \cs_new: functions below (and friends) do not stop you from using other argument specifiers in your function names, but they do not handle expansion for you. You should define the base function and then use \cs_generate_variant:Nn to generate custom variants as described in Section 5.2.

### 4.3.2 Defining new functions using parameter text

\cs_new:Npn \langle function \rangle \langle parameters \rangle \{ \langle code \rangle \}

Creates \langle function \rangle to expand to \langle code \rangle as replacement text. Within the \langle code \rangle, the \langle parameters \rangle (#1, #2, etc.) will be replaced by those absorbed by the function. The definition is global and an error results if the \langle function \rangle is already defined.

\cs_new_nopar:Npn \cs_new_nopar:cpn \cs_new_nopar:Npx \cs_new_nopar:cpx

\cs_new_protected:Npn \cs_new_protected:cpn \cs_new_protected:Npx \cs_new_protected:cpx

\cs_new_protected_nopar:Npn \cs_new_protected_nopar:cpn \cs_new_protected_nopar:Npx \cs_new_protected_nopar:cpx

\cs_new_protected_nopar:cpn \cs_new_protected_nopar:Npx \cs_new_protected_nopar:cpx

Creates \langle function \rangle to expand to \langle code \rangle as replacement text. Within the \langle code \rangle, the \langle parameters \rangle (#1, #2, etc.) will be replaced by those absorbed by the function. When the \langle function \rangle is used the \langle parameters \rangle absorbed cannot contain \par tokens. The \langle function \rangle will not expand within an x-type or e-type argument. The definition is global and an error results if the \langle function \rangle is already defined.
Globally sets ⟨function⟩ {parameters} {⟨code⟩}

Sets ⟨function⟩ to expand to ⟨code⟩ as replacement text. Within the ⟨code⟩, the ⟨parameters⟩ (#1, #2, etc.) will be replaced by those absorbed by the function. The assignment of a meaning to the ⟨function⟩ is restricted to the current \TeX group level.

Globally sets ⟨function⟩ {parameters} {⟨code⟩}

Sets ⟨function⟩ to expand to ⟨code⟩ as replacement text. Within the ⟨code⟩, the ⟨parameters⟩ (#1, #2, etc.) will be replaced by those absorbed by the function. When the ⟨function⟩ is used the ⟨parameters⟩ absorbed cannot contain \par tokens. The assignment of a meaning to the ⟨function⟩ is restricted to the current \TeX group level.

Globally sets ⟨function⟩ {parameters} {⟨code⟩}

Sets ⟨function⟩ to expand to ⟨code⟩ as replacement text. Within the ⟨code⟩, the ⟨parameters⟩ (#1, #2, etc.) will be replaced by those absorbed by the function. The assignment of a meaning to the ⟨function⟩ is restricted to the current \TeX group level. The ⟨function⟩ will not expand within an x-type or e-type argument.

Globally sets ⟨function⟩ {parameters} {⟨code⟩}

Globally sets ⟨function⟩ to expand to ⟨code⟩ as replacement text. Within the ⟨code⟩, the ⟨parameters⟩ (#1, #2, etc.) will be replaced by those absorbed by the function. The assignment of a meaning to the ⟨function⟩ is not restricted to the current \TeX group level: the assignment is global.

Globally sets ⟨function⟩ {parameters} {⟨code⟩}

Globally sets ⟨function⟩ to expand to ⟨code⟩ as replacement text. Within the ⟨code⟩, the ⟨parameters⟩ (#1, #2, etc.) will be replaced by those absorbed by the function. When the ⟨function⟩ is used the ⟨parameters⟩ absorbed cannot contain \par tokens. The assignment of a meaning to the ⟨function⟩ is not restricted to the current \TeX group level: the assignment is global. The ⟨function⟩ will not expand within an x-type or e-type argument.
Globally sets \textit{function} to expand to \textit{code} as replacement text. Within the \textit{code}, the \textit{parameters} \((#1, #2, \text{etc.})\) will be replaced by those absorbed by the function. When the \textit{function} is used the \textit{parameters} absorbed cannot contain \texttt{par} tokens. The assignment of a meaning to the \textit{function} is not restricted to the current \TeX{} group level: the assignment is global. The \textit{function} will not expand within an \texttt{x}-type or \texttt{e}-type argument.

4.3.3 Defining new functions using the signature

\begin{verbatim}
\cs_new_protected:n {function} \{code\}
\cs_new:n {function} \{code\}
\cs_new:n {function} \{code\}
\end{verbatim}

Creates \textit{function} to expand to \textit{code} as replacement text. Within the \textit{code}, the number of \textit{parameters} is detected automatically from the function signature. These \textit{parameters} \((#1, #2, \text{etc.})\) will be replaced by those absorbed by the function. The \textit{function} is already defined.

\begin{verbatim}
\cs_new_protected:n {function} \{code\}
\cs_new:n{function} \{code\}
\end{verbatim}

Creates \textit{function} to expand to \textit{code} as replacement text. Within the \textit{code}, the number of \textit{parameters} is detected automatically from the function signature. These \textit{parameters} \((#1, #2, \text{etc.})\) will be replaced by those absorbed by the function. The \textit{function} will not expand within an \texttt{x}-type or \texttt{e}-type argument. The definition is global and an error results if the \textit{function} is already defined.

\begin{verbatim}
\cs_set:n {function} \{code\}
\cs_set:n {function} \{code\}
\end{verbatim}

Sets \textit{function} to expand to \textit{code} as replacement text. Within the \textit{code}, the number of \textit{parameters} is detected automatically from the function signature. These \textit{parameters} \((#1, #2, \text{etc.})\) will be replaced by those absorbed by the function. The assignment of a meaning to the \textit{function} is restricted to the current \TeX{} group level.
\begin{itemize}
\item \texttt{\cs_set_nopar:Nn} \texttt{\cs_set_protected:Nn} \texttt{\cs_gset_nopar:Nn} \texttt{\cs_gset_protected:Nn} \texttt{\cs_set_protected_nopar:Nn}

Sets \texttt{(function)} to expand to \texttt{(code)} as replacement text. Within the \texttt{(code)}, the number of \texttt{(parameters)} is detected automatically from the function signature. These \texttt{(parameters)} \texttt{(\#1, \#2, etc.)} will be replaced by those absorbed by the function. When the \texttt{(function)} is used the \texttt{(parameters)} absorbed cannot contain \texttt{\par} tokens. The assignment of a meaning to the \texttt{(function)} is restricted to the current \TeX{} group level.

\item \texttt{\cs_set_protected:Nn} \texttt{\cs_set_protected:(cnNx|cx)}

Sets \texttt{(function)} to expand to \texttt{(code)} as replacement text. Within the \texttt{(code)}, the number of \texttt{(parameters)} is detected automatically from the function signature. These \texttt{(parameters)} \texttt{(\#1, \#2, etc.)} will be replaced by those absorbed by the function. The \texttt{(function)} will not expand within an \texttt{x-type} or \texttt{e-type} argument. The assignment of a meaning to the \texttt{(function)} is restricted to the current \TeX{} group level.

\item \texttt{\cs_set_protected_nopar:Nn} \texttt{\cs_set_protected_nopar:(cnNx|cx)}

Sets \texttt{(function)} to expand to \texttt{(code)} as replacement text. Within the \texttt{(code)}, the number of \texttt{(parameters)} is detected automatically from the function signature. These \texttt{(parameters)} \texttt{(\#1, \#2, etc.)} will be replaced by those absorbed by the function. When the \texttt{(function)} is used the \texttt{(parameters)} absorbed cannot contain \texttt{\par} tokens. The assignment of a meaning to the \texttt{(function)} is restricted to the current \TeX{} group level.

\item \texttt{\cs_gset:Nn} \texttt{\cs_gset:(cnNx|cx)}

Sets \texttt{(function)} to expand to \texttt{(code)} as replacement text. Within the \texttt{(code)}, the number of \texttt{(parameters)} is detected automatically from the function signature. These \texttt{(parameters)} \texttt{(\#1, \#2, etc.)} will be replaced by those absorbed by the function. The assignment of a meaning to the \texttt{(function)} is global.

\item \texttt{\cs_gset_nopar:Nn} \texttt{\cs_gset_nopar:(cnNx|cx)}

Sets \texttt{(function)} to expand to \texttt{(code)} as replacement text. Within the \texttt{(code)}, the number of \texttt{(parameters)} is detected automatically from the function signature. These \texttt{(parameters)} \texttt{(\#1, \#2, etc.)} will be replaced by those absorbed by the function. When the \texttt{(function)} is used the \texttt{(parameters)} absorbed cannot contain \texttt{\par} tokens. The assignment of a meaning to the \texttt{(function)} is global.
\end{itemize}
Sets \textit{function} to expand to \textit{code} as replacement text. Within the \textit{code}, the number of \textit{parameters} is detected automatically from the function signature. These \textit{parameters} (#1, #2, etc.) will be replaced by those absorbed by the function. When the \textit{function} is used, the \textit{parameters} absorbed cannot contain \texttt{par} tokens. The \textit{function} will not expand within an \texttt{x}-type or \texttt{e}-type argument. The assignment of a meaning to the \textit{function} is global.

Uses the \textit{creator} function (which should have signature \texttt{Npn}, for example \texttt{cs_new:Npn}) to define a \textit{function} which takes \textit{number} arguments and has \textit{code} as replacement text. The \textit{number} of arguments is an integer expression, evaluated as detailed for \texttt{int_eval:n}.

### 4.3.4 Copying control sequences

Control sequences (not just functions as defined above) can be set to have the same meaning using the functions described here. Making two control sequences equivalent means that the second control sequence is a \textit{copy} of the first (rather than a pointer to it). Thus the old and new control sequence are not tied together: changes to one are not reflected in the other.

In the following text “cs” is used as an abbreviation for “control sequence”.

Globally creates \textit{control sequence} and sets it to have the same meaning as \textit{control sequence} or \textit{token}. The second control sequence may subsequently be altered without affecting the copy.

Sets \textit{control sequence} to have the same meaning as \textit{control sequence} (or \textit{token}). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the \textit{control sequence} is restricted to the current \TeX{} group level.

Globally sets \textit{control sequence} to have the same meaning as \textit{control sequence} (or \textit{token}). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the \textit{control sequence} is \textit{not} restricted to the current \TeX{} group level: the assignment is global.

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4.3.5 Deleting control sequences

There are occasions where control sequences need to be deleted. This is handled in a very simple manner.

\cs_undefine:N \cs_undefine:N \langle control sequence \rangle

Sets \langle control sequence \rangle to be globally undefined.

4.3.6 Showing control sequences

\cs_meaning:N \cs_meaning:N \langle control sequence \rangle

This function expands to the meaning of the \langle control sequence \rangle control sequence. For a macro, this includes the \langle replacement text \rangle.

\TeXhackers note: This is \TeX's \meaning primitive. For tokens that are not control sequences, it is more logical to use \token_to_meaning:N. The \texttt{c} variant correctly reports undefined arguments.

\cs_show:N \cs_show:N \langle control sequence \rangle

Displays the definition of the \langle control sequence \rangle on the terminal.

\TeXhackers note: This is similar to the \TeX primitive \show, wrapped to a fixed number of characters per line.

\cs_log:N \cs_log:N \langle control sequence \rangle

Writes the definition of the \langle control sequence \rangle in the log file. See also \cs_show:N which displays the result in the terminal.

4.3.7 Converting to and from control sequences

\use:c \langle control sequence name \rangle

Expands the \langle control sequence name \rangle until only characters remain, and then converts this into a control sequence. This process requires two expansions. As in other \texttt{c}-type arguments the \langle control sequence name \rangle must, when fully expanded, consist of character tokens, typically a mixture of category code 10 (space), 11 (letter) and 12 (other).

As an example of the \texttt{use:c} function, both

\use:c \{ a b c \}

and

\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl \{ a b c \}
\use:c \{ \tl_use:N \l_my_tl \}
would be equivalent to
\abc
after two expansions of \use:c.

\cs_if_exist_use:N \cs_if_exist_use:c \cs_if_exist_use:N \cs_if_exist_use:c
\cs_if_exist_use:N \cs_if_exist_use:c \cs_if_exist_use:N \cs_if_exist_use:N
\cs_if_exist_use:NTF \cs_if_exist_use:NTF \cs_if_exist_use:NTF \cs_if_exist_use:NTF
\cs_if_exist_use:TF \cs_if_exist_use:TF \cs_if_exist_use:TF \cs_if_exist_use:TF
 Tests whether the \textit{control sequence} is currently defined according to the conditional
\texttt{\cs_if_exist:NTF} (whether as a function or another control sequence type), and if it is
inserts the \textit{control sequence} into the input stream followed by the \textit{true code}. Otherwise
the \textit{false code} is used.

\texttt{\cs:w} \texttt{\cs_end:}
Converts the given \textit{control sequence name} into a single control sequence token. This
process requires one expansion. The content for \textit{control sequence name} may be literal
material or from other expandable functions. The \textit{control sequence name} must, when
fully expanded, consist of character tokens which are not active: typically of category
code 10 (space), 11 (letter) or 12 (other), or a mixture of these.

\TeXhackers note: These are the \TeX primitives \texttt{\csname} and \texttt{\endcsname}.

As an example of the \texttt{\cs:w} and \texttt{\cs_end:} functions, both
\texttt{\cs:w a b c \cs_end:}
and
\texttt{\tl_new:N \l_my_tl}
\texttt{\tl_set:Nn \l_my_tl \{ a b c \}}
\texttt{\cs:w \tl_use:N \l_my_tl \cs_end:}
would be equivalent to
\abc
after one expansion of \texttt{\cs:w}.

\cs_to_str:N \cs_to_str:N \cs_to_str:N \cs_to_str:N
\cs_to_str:N \cs_to_str:N \cs_to_str:N \cs_to_str:N
 Converts the given \textit{control sequence} into a series of characters with category code 12
(other), except spaces, of category code 10. The result does \textit{not} include the current
escape token, contrarily to \texttt{\token_to_str:N}. Full expansion of this function requires
exactly 2 expansion steps, and so an \texttt{x}-type or \texttt{e}-type expansion, or two \texttt{o}-type expansions
are required to convert the \textit{control sequence} to a sequence of characters in the input
stream. In most cases, an \texttt{f}-expansion is correct as well, but this loses a space at the
start of the result.
4.4 Analysing control sequences

\cs_split_function:N
\cs_split_function:N \langle function \rangle

Splits the \langle function \rangle into the \langle name \rangle (i.e. the part before the colon) and the \langle signature \rangle (i.e. after the colon). This information is then placed in the input stream in three parts: the \langle name \rangle, the \langle signature \rangle and a logic token indicating if a colon was found (to differentiate variables from function names). The \langle name \rangle does not include the escape character, and both the \langle name \rangle and \langle signature \rangle are made up of tokens with category code 12 (other).

The next three functions decompose \TeX macros into their constituent parts: if the \langle token \rangle passed is not a macro then no decomposition can occur. In the latter case, all three functions leave \texttt{\textbackslash scan\_stop:} in the input stream.

\cs_prefix_spec:N
\cs_prefix_spec:N \langle token \rangle

If the \langle token \rangle is a macro, this function leaves the applicable \TeX prefixes in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example

\cs_set:Npn \next:nn \#1\#2 \{ x \#1-y \#2 \}
\cs_prefix_spec:N \next:nn

leaves \texttt{\long} in the input stream. If the \langle token \rangle is not a macro then \texttt{\textbackslash scan\_stop:} is left in the input stream.

\TeXhackers note: The prefix can be empty, \texttt{\long}, \texttt{\protected} or \texttt{\protected\long} with backslash replaced by the current escape character.

\cs_parameter_spec:N
\cs_parameter_spec:N \langle token \rangle

If the \langle token \rangle is a macro, this function leaves the primitive \TeX parameter specification in input stream as a string of character tokens of category code 12 (with spaces having category code 10). Thus for example

\cs_set:Npn \next:nn \#1\#2 \{ x \#1 y \#2 \}
\cs_parameter_spec:N \next:nn

leaves \#1\#2 in the input stream. If the \langle token \rangle is not a macro then \texttt{\textbackslash scan\_stop:} is left in the input stream.

\TeXhackers note: If the parameter specification contains the string ->, then the function produces incorrect results.
If the \textit{(token)} is a macro, this function leaves the replacement text in input stream as a string of character tokens of category code 12 (with spaces having category code 10). Thus for example

\begin{verbatim}
\cs_set:Npn \next:nn #1#2 { x #1~y #2 }
\cs_replacement_spec:N \next:nn
\end{verbatim}

leaves $x#1\,y#2$ in the input stream. If the \textit{(token)} is not a macro then \texttt{scan_stop} is left in the input stream.

\TeXhackersnote: If the parameter specification contains the string \texttt{-}>, then the function produces incorrect results.

\section*{4.5 Using or removing tokens and arguments}

Tokens in the input can be read and used or read and discarded. If one or more tokens are wrapped in braces then when absorbing them the outer set is removed. At the same time, the category code of each token is set when the token is read by a function (if it is read more than once, the category code is determined by the situation in force when first function absorbs the token).

\begin{verbatim}
\use:n ⟨group1⟩
\use:nn ⟨group1⟩ ⟨group2⟩
\use:nnn ⟨group1⟩ ⟨group2⟩ ⟨group3⟩
\use:nnnn ⟨group1⟩ ⟨group2⟩ ⟨group3⟩ ⟨group4⟩
\end{verbatim}

As illustrated, these functions absorb between one and four arguments, as indicated by the argument specifier. The braces surrounding each argument are removed and the remaining tokens are left in the input stream. The category code of these tokens is also fixed by this process (if it has not already been by some other absorption). All of these functions require only a single expansion to operate, so that one expansion of

\begin{verbatim}
\use:nn { abc } { { def } }
\end{verbatim}

results in the input stream containing

\begin{verbatim}
abc { def }
\end{verbatim}

\textit{i.e.} only the outer braces are removed.

\TeXhackersnote: The \texttt{\use:n} function is equivalent to \LaTeX{}'s \texttt{@firstofone}.
These functions absorb two arguments from the input stream. The function \use_i:nn discards the second argument, and leaves the content of the first argument in the input stream. \use_ii:nn discards the first argument and leaves the content of the second argument in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

\textit{\LaTeX} hackers note: These are equivalent to \LaTeX{} 2ε’s firstoftwo and secondoftwo.

These functions absorb three arguments from the input stream. The function \use_i:nnn discards the second and third arguments, and leaves the content of the first argument in the input stream. \use_ii:nnn and \use_iii:nnn work similarly, leaving the content of second or third arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

These functions absorb four arguments from the input stream. The function \use_i:nnnn discards the second, third and fourth arguments, and leaves the content of the first argument in the input stream. \use_ii:nnnn, \use_iii:nnnn and \use_iv:nnnn work similarly, leaving the content of second, third or fourth arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.

This function absorbs three arguments and leaves the content of the first and second in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the function to take effect. An example:

\begin{verbatim}
\use_i_ii:nnn { abc } { { def } } { ghi }
\end{verbatim}

results in the input stream containing

\begin{verbatim}
abc { def }
\end{verbatim}

\textit{i.e.} the outer braces are removed and the third group is removed.

This function absorbs two arguments and leaves the content of the second and first in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the function to take effect.
These functions absorb between one and nine groups from the input stream, leaving nothing on the resulting input stream. These functions work after a single expansion. One or more of the \textit{n} arguments may be an unbraced single token (\textit{i.e.} an \textit{N} argument).

\textbf{\LaTeXhackers note:} These are equivalent to \LaTeX\texttt{2e}'s \texttt{\textbackslash gobble}, \texttt{\textbackslash gobbletwo}, \textit{etc.}

\begin{center}
\begin{tabular}{ll}
\texttt{\textbackslash use:}  & \texttt{\textbackslash use:} (expandable tokens) \\
\texttt{\textbackslash use:e} & \texttt{\textbackslash use:e} (expandable tokens) \\
\texttt{\textbackslash use:x} & \texttt{\textbackslash use:x} (expandable tokens) \\
\end{tabular}
\end{center}

\textbf{\LaTeXhackers note:} \texttt{\textbackslash use:e} is a wrapper around the primitive \texttt{\textbackslash expanded} where it is available: it requires two expansions to complete its action. When \texttt{\textbackslash expanded} is not available this function is very slow.

\begin{center}
\begin{tabular}{ll}
\texttt{\textbackslash use:none:n} & \texttt{\textbackslash use:none:n} \{(group)\} \\
\texttt{\textbackslash use:none:nn} & \texttt{\textbackslash use:none:nn} \{(group)\} \\
\texttt{\textbackslash use:none:nnn} & \texttt{\textbackslash use:none:nnn} \{(group)\} \\
\texttt{\textbackslash use:none:nnnn} & \texttt{\textbackslash use:none:nnnn} \{(group)\} \\
\texttt{\textbackslash use:none:nnnnn} & \texttt{\textbackslash use:none:nnnnn} \{(group)\} \\
\texttt{\textbackslash use:none:nnnnnn} & \texttt{\textbackslash use:none:nnnnnn} \{(group)\} \\
\texttt{\textbackslash use:none:nnnnnnn} & \texttt{\textbackslash use:none:nnnnnnn} \{(group)\} \\
\end{tabular}
\end{center}

\textbf{\LaTeXhackers note:} These are equivalent to \LaTeX\texttt{2e}'s \texttt{\textbackslash gobble}, \texttt{\textbackslash gobbletwo}, \textit{etc.}

Absorb the \langle \textit{balanced text} \rangle from the input stream delimited by the marker given in the function name, leaving nothing in the input stream.

Absorb the \langle \textit{balanced text} \rangle from the input stream delimited by the marker given in the function name, leaving \langle \textit{inserted tokens} \rangle in the input stream for further processing.

\subsection{Selecting tokens from delimited arguments}

A different kind of function for selecting tokens from the token stream are those that use delimited arguments.

\begin{center}
\begin{tabular}{ll}
\texttt{\textbackslash use:none:delimit_by_q_nil:w} & \texttt{\textbackslash use:none:delimit_by_q_nil:w} (balanced text) \texttt{\textbackslash q_nil} \\
\texttt{\textbackslash use:none:delimit_by_q_stop:w} & \texttt{\textbackslash use:none:delimit_by_q_stop:w} (balanced text) \texttt{\textbackslash q_stop} \\
\texttt{\textbackslash use:none:delimit_by_q_recursion_stop:w} & \texttt{\textbackslash use:none:delimit_by_q_recursion_stop:w} (balanced text) \texttt{\textbackslash q_recursion_stop} \\
\end{tabular}
\end{center}

Absorb the \langle \textit{balanced text} \rangle from the input stream delimited by the marker given in the function name, leaving nothing in the input stream.

Absorb the \langle \textit{balanced text} \rangle from the input stream delimited by the marker given in the function name, leaving \langle \textit{inserted tokens} \rangle in the input stream for further processing.

\section{Predicates and conditionals}

\LaTeX\texttt{3} has three concepts for conditional flow processing:

\begin{center}
\begin{tabular}{ll}
\texttt{\textbackslash use:i:delimit_by_q_nil:rw} & \texttt{\textbackslash use:i:delimit_by_q_nil:rw} (balanced text) \texttt{\textbackslash q_nil} \\
\texttt{\textbackslash use:i:delimit_by_q_stop:rw} & \texttt{\textbackslash use:i:delimit_by_q_stop:rw} \langle \textit{inserted tokens} \rangle (balanced text) \texttt{\textbackslash q_stop} \\
\texttt{\textbackslash use:i:delimit_by_q_recursion_stop:rw} & \texttt{\textbackslash use:i:delimit_by_q_recursion_stop:rw} \langle \textit{inserted tokens} \rangle (balanced text) \texttt{\textbackslash q_recursion_stop} \\
\end{tabular}
\end{center}
Branching conditionals Functions that carry out a test and then execute, depending on its result, either the code supplied as the (true code) or the (false code). These arguments are denoted with T and F, respectively. An example would be

\cs_if_free:cTF {abc} {(true code)} {(false code)}

a function that turns the first argument into a control sequence (since it’s marked as c) then checks whether this control sequence is still free and then depending on the result carries out the code in the second argument (true case) or in the third argument (false case).

These type of functions are known as “conditionals”; whenever a TF function is defined it is usually accompanied by T and F functions as well. These are provided for convenience when the branch only needs to go a single way. Package writers are free to choose which types to define but the kernel definitions always provide all three versions.

Important to note is that these branching conditionals with ⟨true code⟩ and/or ⟨false code⟩ are always defined in a way that the code of the chosen alternative can operate on following tokens in the input stream.

These conditional functions may or may not be fully expandable, but if they are expandable they are accompanied by a “predicate” for the same test as described below.

Predicates “Predicates” are functions that return a special type of boolean value which can be tested by the boolean expression parser. All functions of this type are expandable and have names that end with _p in the description part. For example,

\cs_if_free_p:N

would be a predicate function for the same type of test as the conditional described above. It would return “true” if its argument (a single token denoted by N) is still free for definition. It would be used in constructions like

\bool_if:nTF {
    \cs_if_free_p:N \l_tmpz_tl || \cs_if_free_p:N \g_tmpz_tl
} {(true code)} {(false code)}

For each predicate defined, a “branching conditional” also exists that behaves like a conditional described above.

Primitive conditionals There is a third variety of conditional, which is the original concept used in plain \TeX{} and \LaTeX{}2ε. Their use is discouraged in expl3 (although still used in low-level definitions) because they are more fragile and in many cases require more expansion control (hence more code) than the two types of conditionals described above.

\c_true_bool \c_false_bool

Constants that represent true and false, respectively. Used to implement predicates.
4.6.1 Tests on control sequences

\cs_if_eq_p:NN \langle cs_1 \rangle \langle cs_2 \rangle
\cs_if_eq:NNTF \langle cs_1 \rangle \langle cs_2 \rangle \{ \langle \text{true code} \rangle \} \{ \langle \text{false code} \rangle \}

Compares the definition of two \langle control sequences \rangle and is logically \texttt{true} if they are the same, \textit{i.e.} if they have exactly the same definition when examined with \cs_show:N.

\cs_if_exist_p:N \langle control sequence \rangle
\cs_if_exist:NTF \langle control sequence \rangle \{ \langle \text{true code} \rangle \} \{ \langle \text{false code} \rangle \}

Tests whether the \langle control sequence \rangle is currently defined (whether as a function or another control sequence type). Any definition of \langle control sequence \rangle other than \relax evaluates as true.

\cs_if_free_p:N \langle control sequence \rangle
\cs_if_free:NTF \langle control sequence \rangle \{ \langle \text{true code} \rangle \} \{ \langle \text{false code} \rangle \}

Tests whether the \langle control sequence \rangle is currently free to be defined. This test is \texttt{false} if the \langle control sequence \rangle currently exists (as defined by \cs_if_exist:NTF).

4.6.2 Primitive conditionals

The \$\varepsilon\TeX \$ engine itself provides many different conditionals. Some expand whatever comes after them and others don’t. Hence the names for these underlying functions often contains a \texttt{:w} part but higher level functions are often available. See for instance \texttt{\int_compare_p:nNn} which is a wrapper for \texttt{\if_int_compare:w}.

Certain conditionals deal with specific data types like boxes and fonts and are described there. The ones described below are either the universal conditionals or deal with control sequences. We prefix primitive conditionals with \texttt{\if_}.

\texttt{\if_true:} \langle true code \rangle \else: \langle false code \rangle \fi:
\texttt{\if_false:} \langle true code \rangle \else: \langle false code \rangle \fi:
\texttt{\else:} \reverse_if:N \langle \text{primitive conditional} \rangle
\texttt{\if:} \if_true: always executes \langle true code \rangle, while \if_false: always executes \langle false code \rangle.
\reverse_if:N reverses any two-way primitive conditional. \else: and \fi: delimit the branches of the conditional. The function \texttt{or:} is documented in \texttt{l3int} and used in case switches.

\TeX hackers note: These are equivalent to their corresponding \LaTeX primitive conditionals; \reverse_if:N is \$\varepsilon\TeX \$’s \texttt{unless}.

\texttt{\if_meaning:w w} \langle arg_1 \rangle \langle arg_2 \rangle \langle true code \rangle \else: \langle false code \rangle \fi:
\texttt{\if_meaning:w w} \langle \text{executes} \langle true code \rangle \rangle \text{ when} \langle arg_1 \rangle \text{ and} \langle arg_2 \rangle \text{ are the same, otherwise it executes} \langle false code \rangle. \langle arg_1 \rangle \text{ and} \langle arg_2 \rangle \text{ could be functions, variables, tokens; in all cases the \textit{unexpanded} definitions are compared.}

\TeX hackers note: This is \LaTeX’s \texttt{ifx}. 

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These conditionals expand any following tokens until two unexpandable tokens are left. If you wish to prevent this expansion, prefix the token in question with \exp_not:N. \if_catcode:w tests if the category codes of the two tokens are the same whereas \if:w tests if the character codes are identical. \if_charcode:w is an alternative name for \if:w.

\if_cs_exist:N \if_cs_exist:w \if_mode_horizontal: \if_mode_vertical: \if_mode_math: \if_mode_inner:  

4.7 Starting a paragraph

\mode_leave_vertical: Ensures that \TeX{} is not in vertical (inter-paragraph) mode. In horizontal or math mode this command has no effect, in vertical mode it switches to horizontal mode, and inserts a box of width \parindent, followed by the \everypar token list.

\TeX{} hackers note: This results in the contents of the \everypar token register being inserted, after \mode_leave_vertical: is complete. Notice that in contrast to the \TeX{}2e \leavevmode approach, no box is used by the method implemented here.
4.8 Debugging support

\debug_on:n { ⟨comma-separated list⟩ }
\debug_off:n { ⟨comma-separated list⟩ }

Turn on and off within a group various debugging code, some of which is also available as expl3 load-time options. The items that can be used in the ⟨list⟩ are

- **check-declarations** that checks all expl3 variables used were previously declared and that local/global variables (based on their name or on their first assignment) are only locally/globally assigned;

- **check-expressions** that checks integer, dimension, skip, and muskip expressions are not terminated prematurely;

- **deprecation** that makes soon-to-be-deprecated commands produce errors;

- **log-functions** that logs function definitions;

- **all** that does all of the above.

Providing these as switches rather than options allows testing code even if it relies on other packages: load all other packages, call \debug_on:n, and load the code that one is interested in testing. These functions can only be used in \LaTeX\ package mode loaded with enable-debug or another option implying it.

\debug_suspend: ... \debug_resume:

Suppress (locally) errors and logging from debug commands, except for the deprecation errors or warnings. These pairs of commands can be nested. This can be used around pieces of code that are known to fail checks, if such failures should be ignored. See for instance l3coffins.
Chapter 5

The l3expan package
Argument expansion

This module provides generic methods for expanding \TeX arguments in a systematic manner. The functions in this module all have prefix \texttt{exp}.

Not all possible variations are implemented for every base function. Instead only those that are used within the \texttt{L3\TeX} kernel or otherwise seem to be of general interest are implemented. Consult the module description to find out which functions are actually defined. The next section explains how to define missing variants.

5.1 Defining new variants

The definition of variant forms for base functions may be necessary when writing new functions or when applying a kernel function in a situation that we haven’t thought of before.

Internally preprocessing of arguments is done with functions of the form \texttt{\exp_- \ldots}. They all look alike, an example would be \texttt{\exp_args:NNo}. This function has three arguments, the first and the second are a single tokens, while the third argument should be given in braces. Applying \texttt{\exp_args:NNo} expands the content of third argument once before any expansion of the first and second arguments. If \texttt{\seq_gpush:No} was not defined it could be coded in the following way:

\begin{verbatim}
\exp_args:NNo \seq_gpush:Nn \g_file_name_stack \\
{ \l_tmpa_tl }
\end{verbatim}

In other words, the first argument to \texttt{\exp_args:NNo} is the base function and the other arguments are preprocessed and then passed to this base function. In the example the first argument to the base function should be a single token which is left unchanged while the second argument is expanded once. From this example we can also see how the variants are defined. They just expand into the appropriate \texttt{\exp_} function followed by the desired base function, \textit{e.g.}:

\begin{verbatim}
\cs_generate_variant:Nn \seq_gpush:Nn { No }
\end{verbatim}

results in the definition of \texttt{\seq_gpush:No}
Providing variants in this way in style files is safe as the \texttt{cs\_generate\_variant:Nn} function will only create new definitions if there is not already one available. Therefore adding such definition to later releases of the kernel will not make such style files obsolete.

The steps above may be automated by using the function \texttt{cs\_generate\_variant:Nn}, described next.

\section*{5.2 Methods for defining variants

We recall the set of available argument specifiers.

- \texttt{N} is used for single-token arguments while \texttt{c} constructs a control sequence from its name and passes it to a parent function as an \texttt{N}-type argument.

- Many argument types extract or expand some tokens and provide it as an \texttt{n}-type argument, namely a braced multiple-token argument: \texttt{V} extracts the value of a variable, \texttt{v} extracts the value from the name of a variable, \texttt{n} uses the argument as it is, \texttt{o} expands once, \texttt{f} expands fully the front of the token list, \texttt{e} and \texttt{x} expand fully all tokens (differences are explained later).

- A few odd argument types remain: \texttt{T} and \texttt{F} for conditional processing, otherwise identical to \texttt{n}-type arguments, \texttt{p} for the parameter text in definitions, \texttt{w} for arguments with a specific syntax, and \texttt{D} to denote primitives that should not be used directly.
This function is used to define argument-specifier variants of the (parent control sequence) for \TeX\ code-level macros. The (parent control sequence) is first separated into the (base name) and (original argument specifier). The comma-separated list of (variant argument specifiers) is then used to define variants of the (original argument specifier) if these are not already defined. For each (variant) given, a function is created that expands its arguments as detailed and passes them to the (parent control sequence). So for example

\begin{verbatim}
\cs_set:Npn \foo:Nn #1#2 { code here }
\cs_generate_variant:Nn \foo:Nn { c }
\end{verbatim}

creates a new function \foo:cn which expands its first argument into a control sequence name and passes the result to \foo:Nn. Similarly

\begin{verbatim}
\cs_generate_variant:Nn \foo:Nn { NV, cV }
\end{verbatim}

generates the functions \foo:NV and \foo:cV in the same way. The \cs_generate_variant:Nn function can only be applied if the (parent control sequence) is already defined. If the (parent control sequence) is protected or if the (variant) involves any x argument, then the (variant control sequence) is also protected. The (variant) is created globally, as is any \exp_args:N(variant) function needed to carry out the expansion.

Only n and N arguments can be changed to other types. The only allowed changes are

- c variant of an N parent;
- o, V, v, f, e, or x variant of an n parent;
- N, n, T, F, or p argument unchanged.

This means the (parent) of a (variant) form is always unambiguous, even in cases where both an n-type parent and an N-type parent exist, such as for \tl_count:n and \tl_count:N.

For backward compatibility it is currently possible to make n, o, V, v, f, e, or x-type variants of an N-type argument or N or c-type variants of an n-type argument. Both are deprecated. The first because passing more than one token to an N-type argument will typically break the parent function’s code. The second because programmers who use that most often want to access the value of a variable given its name, hence should use a V-type or v-type variant instead of c-type. In those cases, using the lower-level \exp_args:No or \exp_args:Nc functions explicitly is preferred to defining confusing variants.

5.3 Introducing the variants

The V type returns the value of a register, which can be one of tl, clist, int, skip, dim, muskip, or built-in \TeX\ registers. The v type is the same except it first creates a control sequence out of its argument before returning the value.

In general, the programmer should not need to be concerned with expansion control. When simply using the content of a variable, functions with a V specifier should be used. For those referred to by (cs)name, the v specifier is available for the same purpose. Only
when specific expansion steps are needed, such as when using delimited arguments, should the lower-level functions with \o specifiers be employed.

The \e type expands all tokens fully, starting from the first. More precisely the expansion is identical to that of \TeX's \message (in particular \# needs not be doubled). It was added in May 2018. In recent enough engines (starting around 2019) it relies on the primitive \expanded hence is fast. In older engines it is very much slower. As a result it should only be used in performance critical code if typical users will have a recent installation of the \TeX ecosystem.

The \x type expands all tokens fully, starting from the first. In contrast to \e, all macro parameter characters \# must be doubled, and omitting this leads to low-level errors. In addition this type of expansion is not expandable, namely functions that have \x in their signature do not themselves expand when appearing inside \x or \e expansion.

The \f type is so special that it deserves an example. It is typically used in contexts where only expandable commands are allowed. Then \x-expansion cannot be used, and \f-expansion provides an alternative that expands the front of the token list as much as can be done in such contexts. For instance, say that we want to evaluate the integer expression \(3 + 4\) and pass the result 7 as an argument to an expandable function \example:n. For this, one should define a variant using \cs_generate_variant:Nn \example:n { f }, then do

\begin{verbatim}
\example:f { \int_eval:n { 3 + 4 } }
\end{verbatim}

Note that \x-expansion would also expand \int_eval:n fully to its result 7, but the variant \example:x cannot be expandable. Note also that \o-expansion would not expand \int_eval:n fully to its result since that function requires several expansions. Besides the fact that \x-expansion is protected rather than expandable, another difference between \f-expansion and \x-expansion is that \f-expansion expands tokens from the beginning and stops as soon as a non-expandable token is encountered, while \x-expansion continues expanding further tokens. Thus, for instance

\begin{verbatim}
\example:f { \int_eval:n { 1 + 2 } , \int_eval:n { 3 + 4 } }
\end{verbatim}

results in the call

\begin{verbatim}
\example:n { 3 , \int_eval:n { 3 + 4 } }
\end{verbatim}

while using \example:x or \example:e instead results in

\begin{verbatim}
\example:n { 3 , 7 }
\end{verbatim}

at the cost of being protected (for \x type) or very much slower in old engines (for \e type). If you use \f type expansion in conditional processing then you should stick to using \TF type functions only as the expansion does not finish any \if... \fi itself!

It is important to note that both \f- and \o-type expansion are concerned with the expansion of tokens from left to right in their arguments. In particular, \o-type expansion applies to the first \token in the argument it receives: it is conceptually similar to

\begin{verbatim}
\exp_after:wN \node \exp_after:wN { \argument }
\end{verbatim}

At the same time, \f-type expansion stops at the first non-expandable token. This means for example that both

\begin{verbatim}
\tl_set:Nn \tl_tmpa_tl { \exp_after:wN \g_tmpb_tl }
\end{verbatim}
and

\tl_set:Nf \l_tmpa_tl \{ \{ \g_tmpb_tl \} \}

leave \g_tmpb_tl unchanged: \{ is the first token in the argument and is non-expandable. It is usually best to keep the following in mind when using variant forms.

- Variants with \texttt{x}-type arguments (that are fully expanded before being passed to the \texttt{n}-type base function) are never expandable even when the base function is. Such variants cannot work correctly in arguments that are themselves subject to expansion. Consider using \texttt{f} or \texttt{e} expansion.

- In contrast, \texttt{e} expansion (full expansion, almost like \texttt{x} except for the treatment of \#) does not prevent variants from being expandable (if the base function is). The drawback is that \texttt{e} expansion is very much slower in old engines (before 2019). Consider using \texttt{f} expansion if that type of expansion is sufficient to perform the required expansion, or \texttt{x} expansion if the variant will not itself need to be expandable.

- Finally \texttt{f} expansion only expands the front of the token list, stopping at the first non-expandable token. This may fail to fully expand the argument.

When speed is essential (for functions that do very little work and whose variants are used numerous times in a document) the following considerations apply because internal functions for argument expansion come in two flavours, some faster than others.

- Arguments that might need expansion should come first in the list of arguments.

- Arguments that should consist of single tokens \texttt{N}, \texttt{c}, \texttt{V}, or \texttt{v} should come first among these.

- Arguments that appear after the first multi-token argument \texttt{n}, \texttt{f}, \texttt{e}, or \texttt{o} require slightly slower special processing to be expanded. Therefore it is best to use the optimized functions, namely those that contain only \texttt{N}, \texttt{c}, \texttt{V}, and \texttt{v}, and, in the last position, \texttt{o}, \texttt{f}, \texttt{e}, with possible trailing \texttt{N} or \texttt{n}, \texttt{T} or \texttt{F}, which are not expanded. Any \texttt{x}-type argument causes slightly slower processing.

5.4 Manipulating the first argument

These functions are described in detail: expansion of multiple tokens follows the same rules but is described in a shorter fashion.

\begin{verbatim}
\exp_args:Nc \fbox{ (function) } \{ (tokens) \}
\exp_args:cc \fbox{ (function) } \{ (tokens) \}
\end{verbatim}

This function absorbs two arguments (the \texttt{(function)} name and the \texttt{(tokens)}). The \texttt{(tokens)} are expanded until only characters remain, and are then turned into a control sequence. The result is inserted into the input stream after reinsertion of the \texttt{(function)}. Thus the \texttt{(function)} may take more than one argument: all others are left unchanged.

The \texttt{:cc} variant constructs the \texttt{(function)} name in the same manner as described for the \texttt{(tokens)}.
This function absorbs two arguments (the \texttt{function} name and the \texttt{tokens}). The \texttt{tokens} are expanded once, and the result is inserted in braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.

\begin{itemize}
\item \texttt{exp_args:NV} \exp_args:NV \texttt{(function) \langle variable \rangle}
\end{itemize}

This function absorbs two arguments (the names of the \texttt{function} and the \texttt{variable}). The content of the \texttt{variable} are recovered and placed inside braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.

\begin{itemize}
\item \texttt{exp_args:Nv} \exp_args:Nv \texttt{(function) \langle tokens \rangle}
\end{itemize}

This function absorbs two arguments (the \texttt{function} name and the \texttt{tokens}). The \texttt{tokens} are expanded until only characters remain, and are then turned into a control sequence. This control sequence should be the name of a \texttt{variable}. The content of the \texttt{variable} are recovered and placed inside braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.

\begin{itemize}
\item \texttt{exp_args:Ne} \exp_args:Ne \texttt{(function) \langle tokens \rangle}
\end{itemize}

This function absorbs two arguments (the \texttt{function} name and the \texttt{tokens}) and exhaustively expands the \texttt{tokens}. The result is inserted in braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.

\texttt{TEXhackers note:} This relies on the \texttt{expanded} primitive when available (in Lua\TeX{} and starting around 2019 in other engines). Otherwise it uses some fall-back code that is very much slower. As a result it should only be used in performance-critical code if typical users have a recent installation of the \TeX{} ecosystem.

\begin{itemize}
\item \texttt{exp_args:Nf} \exp_args:Nf \texttt{(function) \langle tokens \rangle}
\end{itemize}

This function absorbs two arguments (the \texttt{function} name and the \texttt{tokens}). The \texttt{tokens} are fully expanded until the first non-expandable token is found (if that is a space it is removed), and the result is inserted in braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.

\begin{itemize}
\item \texttt{exp_args:Nx} \exp_args:Nx \texttt{(function) \langle tokens \rangle}
\end{itemize}

This function absorbs two arguments (the \texttt{function} name and the \texttt{tokens}) and exhaustively expands the \texttt{tokens}. The result is inserted in braces into the input stream \textit{after} reinsertion of the \texttt{function}. Thus the \texttt{function} may take more than one argument: all others are left unchanged.
5.5 Manipulating two arguments

\begin{verbatim}
\exp_args:NNc ⟨token⟩ ⟨token⟩ {⟨tokens⟩}
\end{verbatim}

These optimized functions absorb three arguments and expand the second and third as
detailed by their argument specifier. The first argument of the function is then the next
item on the input stream, followed by the expansion of the second and third arguments.

\begin{verbatim}
\exp_args:Noo ⟨token⟩ {⟨tokens⟩} {⟨tokens⟩}
\end{verbatim}

These functions absorb three arguments and expand the second and third as detailed by
their argument specifier. The first argument of the function is then the next item on
the input stream, followed by the expansion of the second and third arguments. These
functions need slower processing.

\begin{verbatim}
\exp_args:Nxx ⟨token⟩ ⟨token⟩ {⟨tokens⟩}
\end{verbatim}

These functions absorb three arguments and expand the second and third as detailed by
their argument specifier. The first argument of the function is then the next item on
the input stream, followed by the expansion of the second and third arguments. These
functions are not expandable due to their x-type argument.

5.6 Manipulating three arguments

\begin{verbatim}
\exp_args:NNNo ⟨token⟩ ⟨token⟩ ⟨token⟩ {⟨tokens⟩}
\end{verbatim}

These optimized functions absorb four arguments and expand the second, third and
fourth as detailed by their argument specifier. The first argument of the function is then
the next item on the input stream, followed by the expansion of the second argument,
\textit{etc.}
These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, etc. These functions need slower processing.

These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, etc.

### 5.7 Unbraced expansion

These functions absorb the number of arguments given by their specification, carry out the expansion indicated and leave the results in the input stream, with the last argument not surrounded by the usual braces. Of these, the :Nno, :Noo, :Nfo and :NnNo variants need slower processing.

**\TeX**hackers note:** As an optimization, the last argument is unbraced by some of those functions before expansion. This can cause problems if the argument is empty: for instance, \texttt{\exp_last_unbraced:Nf \foo_bar:w { }} \texttt{\q_stop} leads to an infinite loop, as the quark is f-expanded.
\exp_last_unbraced:Nx \exp_last_unbraced:Nx \langle function \rangle \{\langle tokens \rangle\}

This function fully expands the \langle tokens \rangle and leaves the result in the input stream after reinsertion of the \langle function \rangle. This function is not expandable.

\exp_last_two_unbraced:Noo * \exp_last_two_unbraced:Noo \langle token \rangle \{\langle tokens_1 \rangle\} \{\langle tokens_2 \rangle\}

This function absorbs three arguments and expands the second and third once. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments, which are not wrapped in braces. This function needs special (slower) processing.

\exp_after:wN \langle token_1 \rangle \langle token_2 \rangle

Carries out a single expansion of \langle token_2 \rangle (which may consume arguments) prior to the expansion of \langle token_1 \rangle. If \langle token_2 \rangle has no expansion (for example, if it is a character) then it is left unchanged. It is important to notice that \langle token_1 \rangle may be any single token, including group-opening and -closing tokens (\{ or \} assuming normal \TeX{} category codes). Unless specifically required this should be avoided: expansion should be carried out using an appropriate argument specifier variant or the appropriate \exp_arg:N function.

**\TeX{}hackers note:** This is the \TeX{} primitive \expandafter renamed.

### 5.8 Preventing expansion

Despite the fact that the following functions are all about preventing expansion, they’re designed to be used in an expandable context and hence are all marked as being ‘expandable’ since they themselves disappear after the expansion has completed.

\exp_not:N \langle token \rangle

Prevents expansion of the \langle token \rangle in a context where it would otherwise be expanded, for example an x-type argument or the first token in an o or e or f argument.

**\TeX{}hackers note:** This is the \TeX{} \noexpand primitive. It only prevents expansion. At the beginning of an f-type argument, a space \langle token \rangle is removed even if it appears as \exp_not:N \c_space_token. In an x-expanding definition (\cs_new:Npx), a macro parameter introduces an argument even if it appears as \exp_not:N # 1. This differs from \exp_not:n.

\exp_not:c \{\langle tokens \rangle\}

Expands the \langle tokens \rangle until only characters remain, and then converts this into a control sequence. Further expansion of this control sequence is then inhibited using \exp_not:N.
\texttt{\exp_not:n} \{\textlangle tokens\textrangle\}

Prevents expansion of the \langle tokens\rangle in an e or x-type argument. In all other cases the \langle tokens\rangle continue to be expanded, for example in the input stream or in other types of arguments such as c, f, v. The argument of \texttt{\exp_not:n} must be surrounded by braces.

\textbf{\TeXhacker{} note:} This is the \varepsilon-\TeX \texttt{\unexpanded} primitive. In an x-expanding definition (\texttt{\cs_new:Npx}), \texttt{\exp_not:n \{#1\}} is equivalent to \#\#1 rather than to \#1, namely it inserts the two characters # and 1. In an e-type argument \texttt{\exp_not:n \{#\}} is equivalent to #, namely it inserts the character #.

\texttt{\exp_not:o} \{\textlangle tokens\textrangle\}

Expands the \langle tokens\rangle once, then prevents any further expansion in x-type or e-type arguments using \texttt{\exp_not:n}.

\texttt{\exp_not:V} \langle variable\rangle

Recovers the content of the \langle variable\rangle, then prevents expansion of this material in x-type or e-type arguments using \texttt{\exp_not:n}.

\texttt{\exp_not:v} \{\textlangle tokens\textrangle\}

Expands the \langle tokens\rangle until only characters remains, and then converts this into a control sequence which should be a \langle variable\rangle name. The content of the \langle variable\rangle is recovered, and further expansion in x-type or e-type arguments is prevented using \texttt{\exp_not:n}.

\texttt{\exp_not:e} \{\textlangle tokens\textrangle\}

Expands \langle tokens\rangle exhaustively, then protects the result of the expansion (including any tokens which were not expanded) from further expansion in e or x-type arguments using \texttt{\exp_not:n}. This is very rarely useful but is provided for consistency.

\texttt{\exp_not:f} \{\textlangle tokens\textrangle\}

Expands \langle tokens\rangle fully until the first unexpandable token is found (if it is a space it is removed). Expansion then stops, and the result of the expansion (including any tokens which were not expanded) is protected from further expansion in x-type or e-type arguments using \texttt{\exp_not:n}.

\texttt{\exp_stop_f:} \{ \textlangle tokens\textrangle \exp_stop_f: \langle more tokens\rangle \}

This function terminates an f-type expansion. Thus if a function \texttt{\foo_bar:f} starts an f-type expansion and all of \langle tokens\rangle are expandable \texttt{\exp_stop_f:} terminates the expansion of tokens even if \langle more tokens\rangle are also expandable. The function itself is an implicit space token. Inside an x-type or e-type expansion, it retains its form, but when typeset it produces the underlying space (\texttt{\␣}).

\section*{5.9 Controlled expansion}

The expl3 language makes all efforts to hide the complexity of \TeXX{} expansion from the programmer by providing concepts that evaluate/expand arguments of functions prior to
calling the “base” functions. Thus, instead of using many \expandafter calls and other trickery it is usually a matter of choosing the right variant of a function to achieve a desired result.

Of course, deep down \TeX{} is using expansion as always and there are cases where a programmer needs to control that expansion directly; typical situations are basic data manipulation tools. This section documents the functions for that level. These commands are used throughout the kernel code, but we hope that outside the kernel there will be little need to resort to them. Instead the argument manipulation methods document above should usually be sufficient.

While \exp_after:wN expands one token (out of order) it is sometimes necessary to expand several tokens in one go. The next set of commands provide this functionality. Be aware that it is absolutely required that the programmer has full control over the tokens to be expanded, i.e., it is not possible to use these functions to expand unknown input as part of \langle expandable-tokens \rangle as that will break badly if unexpandable tokens are encountered in that place!

\begin{tabular}{ll}
\exp:w & \exp:w \langle expandable tokens \rangle \exp_end:
\exp_end: & *
\end{tabular}

Expands \langle expandable-tokens \rangle until reaching \exp_end: at which point expansion stops. The full expansion of \langle expandable tokens \rangle has to be empty. If any token in \langle expandable tokens \rangle or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result \exp_end: will be misinterpreted later on.\footnote{Due to the implementation you might get the character in position 0 in the current font (typically “‘”) in the output without any error message!}

In typical use cases the \exp_end: is hidden somewhere in the replacement text of \langle expandable-tokens \rangle rather than being on the same expansion level than \exp:w, e.g., you may see code such as

\begin{verbatim}
\exp:w \@@_case:NnTF #1 {#2} { } { }
\end{verbatim}

where somewhere during the expansion of \@@_case:NnTF the \exp_end: gets generated.

\TeX{}hackers note: The current implementation uses \romannumeral hence ignores space tokens and explicit signs + and - in the expansion of the \langle expandable tokens \rangle, but this should not be relied upon.
\exp:w \langle expandable-tokens \rangle \exp_end_continue_f:w \langle further-tokens \rangle

Expands \langle expandable-tokens \rangle until reaching \exp_end_continue_f:w at which point expansion continues as an f-type expansion expanding \langle further-tokens \rangle until an unexpandable token is encountered (or the f-type expansion is explicitly terminated by \exp_stop_f:). As with all f-type expansions a space ending the expansion gets removed.

The full expansion of \langle expandable-tokens \rangle has to be empty. If any token in \langle expandable-tokens \rangle or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result \exp_end_continue_f:w will be misinterpreted later on.\footnote{In this particular case you may get a character into the output as well as an error message.}

In typical use cases \langle expandable-tokens \rangle contains no tokens at all, e.g., you will see code such as

\exp_after:wN \{ \exp:w \exp_end_continue_f:w \#2 \}

where the \exp_after:wN triggers an f-expansion of the tokens in \#2. For technical reasons this has to happen using two tokens (if they would be hidden inside another command \exp_after:wN would only expand the command but not trigger any additional f-expansion).

You might wonder why there are two different approaches available, after all the effect of

\exp:w \langle expandable-tokens \rangle \exp_end:

can be alternatively achieved through an f-type expansion by using \exp_stop_f:, i.e.

\exp:w \exp_end_continue_f:w \langle expandable-tokens \rangle \exp_stop_f:

The reason is simply that the first approach is slightly faster (one less token to parse and less expansion internally) so in places where such performance really matters and where we want to explicitly stop the expansion at a defined point the first form is preferable.

\exp:w \langle expandable-tokens \rangle \exp_end_continue_f:nw \langle further-tokens \rangle

The difference to \exp_end_continue_f:w is that we first we pick up an argument which is then returned to the input stream. If \langle further-tokens \rangle starts with space tokens then these space tokens are removed while searching for the argument. If it starts with a brace group then the braces are removed. Thus such spaces or braces will not terminate the f-type expansion.
5.10 Internal functions

\cs_new:Nn \exp_args:Ncnf { \::c \::o \::f \::: }
Internal forms for the base expansion types. These names do not conform to the general \LaTeX3 approach as this makes them more readily visible in the log and so forth. They should not be used outside this module.

\::n \::N \::p \::c \::o \::e \::f \::x \::v \::V \:::

\cs_new:Nn \exp_last_unbraced:Nno { \::n \::o_unbraced \::: }
Internal forms for the expansion types which leave the terminal argument unbraced. These names do not conform to the general \LaTeX3 approach as this makes them more readily visible in the log and so forth. They should not be used outside this module.

\::o_unbraced \::e_unbraced \::f_unbraced \::x_unbraced \::v_unbraced \::V_unbraced
Chapter 6

The \texttt{l3sort} package

Sorting functions

6.1 Controlling sorting

\LaTeX{} comes with a facility to sort list variables (sequences, token lists, or comma-lists) according to some user-defined comparison. For instance,

\begin{verbatim}
\clist_set:Nn \l_foo_clist { 3 , 01 , -2 , 5 , +1 }
\clist_sort:Nn \l_foo_clist
\{ \int_compare:nNnTF { #1 } > { #2 } { \sort_return_swapped: } { \sort_return_same: } \}
\end{verbatim}

results in \texttt{\l_foo_clist} holding the values \{ -2, 01, +1, 3, 5 \} sorted in non-decreasing order.

The code defining the comparison should call \texttt{\sort_return_swapped:} if the two items given as \texttt{#1} and \texttt{#2} are not in the correct order, and otherwise it should call \texttt{\sort_return_same:} to indicate that the order of this pair of items should not be changed.

For instance, a \langle comparison code \rangle consisting only of \texttt{\sort_return_same:} with no test yields a trivial sort: the final order is identical to the original order. Conversely, using a \langle comparison code \rangle consisting only of \texttt{\sort_return_swapped:} reverses the list (in a fairly inefficient way).

\textbf{\LaTeX{}hackers note:} The current implementation is limited to sorting approximately 20000 items (40000 in Lua\LaTeX{}), depending on what other packages are loaded.

Internally, the code from \texttt{l3sort} stores items in \texttt{\toks} registers allocated locally. Thus, the \langle comparison code \rangle should not call \texttt{\newtoks} or other commands that allocate new \texttt{\toks} registers. On the other hand, altering the value of a previously allocated \texttt{\toks} register is not a problem.
\sort_return_same: \seq_sort:Nn (seq var)
\sort_return_swapped: \{ ... \sort_return_same: or \sort_return_swapped: ... \}

Indicates whether to keep the order or swap the order of two items that are compared in the sorting code. Only one of the \sort_return_... functions should be used by the code, according to the results of some tests on the items #1 and #2 to be compared.
Chapter 7

The \texttt{l3tl-analysis} package: Analysing token lists

This module provides functions that are particularly useful in the \texttt{l3regex} module for mapping through a token list one \langle token \rangle at a time (including \langle begin-group \rangle/\langle end-group \rangle tokens). For \texttt{l_analysis_map_inline:Nn} or \texttt{l_analysis_map_inline:nn}, the token list is given as an argument; the analogous function \texttt{peek_analysis_map_inline:n} documented in \texttt{l3token} finds tokens in the input stream instead. In both cases the user provides \langle inline code \rangle that receives three arguments for each \langle token \rangle:

- \langle tokens \rangle, which both \texttt{o}-expand and \texttt{x}-expand to the \langle token \rangle. The detailed form of \langle tokens \rangle may change in later releases.

- \langle char code \rangle, a decimal representation of the character code of the \langle token \rangle, \texttt{-1} if it is a control sequence.

- \langle catcode \rangle, a capital hexadecimal digit which denotes the category code of the \langle token \rangle: \texttt{0}: control sequence, \texttt{1}: begin-group, \texttt{2}: end-group, \texttt{3}: math shift, \texttt{4}: alignment tab, \texttt{6}: parameter, \texttt{7}: superscript, \texttt{8}: subscript, \texttt{A}: space, \texttt{B}: letter, \texttt{C}: other, \texttt{D}: active). This can be converted to an integer by writing \texttt{	extbackslash (catcode)}.

In addition, there is a debugging function \texttt{l_analysis_show:n}, very similar to the \texttt{ShowTokens} macro from the \texttt{ted} package.

\begin{verbatim}
\tl_analysis_show:N \tl_analysis_show:n \tl_analysis_log:n \tl_analysis_log:n
\end{verbatim}

Displays to the terminal (or log) the detailed decomposition of the \langle token list \rangle into tokens, showing the category code of each character token, the meaning of control sequences and active characters, and the value of registers.

\begin{verbatim}
\tl_analysis_map_inline:nn \tl_analysis_map_inline:Nn
\end{verbatim}

Applies the \langle inline function \rangle to each individual \langle token \rangle in the \langle token list \rangle. The \langle inline function \rangle receives three arguments as explained above. As all other mappings the mapping is done at the current group level, \textit{i.e.} any local assignments made by the \langle inline function \rangle remain in effect after the loop.
Chapter 8

The \texttt{l3regex} package: Regular expressions in \texttt{TEX}

The \texttt{l3regex} package provides regular expression testing, extraction of submatches, splitting, and replacement, all acting on token lists. The syntax of regular expressions is mostly a subset of the \texttt{PCRE} syntax (and very close to \texttt{POSIX}), with some additions due to the fact that \TeX{} manipulates tokens rather than characters. For performance reasons, only a limited set of features are implemented. Notably, back-references are not supported.

Let us give a few examples. After

\begin{verbatim}
tl_set:Nn \l_my_tl { That~cat. }
\regex_replace_once:nnN { at } { is } \l_my_tl
\end{verbatim}

the token list variable \texttt{\l_my_tl} holds the text “This cat.”, where the first occurrence of “at” was replaced by “is”. A more complicated example is a pattern to emphasize each word and add a comma after it:

\begin{verbatim}
\regex_replace_all:nnN { \w+ } { \c{emph}\cB\{ \0 \cE\} , } \l_my_tl
\end{verbatim}

The \texttt{\w} sequence represents any “word” character, and + indicates that the \texttt{\w} sequence should be repeated as many times as possible (at least once), hence matching a word in the input token list. In the replacement text, \texttt{\0} denotes the full match (here, a word). The command \texttt{\emph} is inserted using \texttt{\c{emph}}, and its argument \texttt{\0} is put between braces \texttt{\cB\{ and \cE\}}.

If a regular expression is to be used several times, it can be compiled once, and stored in a regex variable using \texttt{\regex_set:Nn}. For example,

\begin{verbatim}
\regex_new:N \l_foo_regex
\regex_set:Nn \l_foo_regex { \c{begin} \cB\. (\c[^BE].*) \cE\. }
\end{verbatim}

stores in \texttt{\l_foo_regex} a regular expression which matches the starting marker for an environment: \texttt{\begin}, followed by a begin-group token (\texttt{\cB.}), then any number of tokens which are neither begin-group nor end-group character tokens (\texttt{\c[^BE].*}), ending with an end-group token (\texttt{\cE.}). As explained in the next section, the parentheses “capture” the result of \texttt{\c[^BE].*}, giving us access to the name of the environment when doing replacements.
8.1 Syntax of regular expressions

8.1.1 Regular expression examples

We start with a few examples, and encourage the reader to apply \regex_show:n to these regular expressions.

- **Cat** matches the word “Cat” capitalized in this way, but also matches the beginning of the word “Cattle”: use \bCat\b to match a complete word only.

- **[abc]** matches one letter among “a”, “b”, “c”; the pattern \( (a|b|c) \) matches the same three possible letters (but see the discussion of submatches below).

- **[A-Za-z]** matches any number (due to the quantifier *) of Latin letters (not accented).

- **\c{[A-Za-z]**} matches a control sequence made of Latin letters.

- **\_\[^\_]*\_** matches an underscore, any number of characters other than underscore, and another underscore; it is equivalent to \_.\*?\_ where . matches arbitrary characters and the lazy quantifier *? means to match as few characters as possible, thus avoiding matching underscores.

- **[\+\-]?\d+** matches an explicit integer with at most one sign.

- **[\+\-\␣]*\d+\␣** matches an explicit integer with any number of + and − signs, with spaces allowed except within the mantissa, and surrounded by spaces.

- **[\+\-\␣]*\d+\␣.*?\d+\␣** matches an explicit integer or decimal number; using \[,\] instead of \. would allow the comma as a decimal marker.

- **[\+\-\␣]*(\d+|\d*\.\d+)\␣** matches an explicit dimension with any unit that \TeX\ knows, where (?i) means to treat lowercase and uppercase letters identically.

- **[\+\-\␣]*(\d+|\cC.)\␣** matches an explicit integer or control sequence (without checking whether it is an integer variable).

- **\G.*?\K** at the beginning of a regular expression matches and discards (due to \K) everything between the end of the previous match (\G) and what is matched by the rest of the regular expression; this is useful in \regex_replace_all:nnN when the goal is to extract matches or submatches in a finer way than with \regex_extract_all:nnN.

While it is impossible for a regular expression to match only integer expressions, **[\+\-\(\]*\d+\)*\(\+\-*/\)*** matches among other things all valid integer expressions (made only with explicit integers). One should follow it with further testing.
8.1.2 Characters in regular expressions

Most characters match exactly themselves, with an arbitrary category code. Some characters are special and must be escaped with a backslash (e.g., \* matches a star character). Some escape sequences of the form backslash–letter also have a special meaning (for instance \d matches any digit). As a rule,

- every alphanumeric character (A–Z, a–z, 0–9) matches exactly itself, and should not be escaped, because \A, \B, ... have special meanings;
- non-alphanumeric printable ascii characters can (and should) always be escaped: many of them have special meanings (e.g., use \(, \), \?, \.., \^);
- spaces should always be escaped (even in character classes);
- any other character may be escaped or not, without any effect: both versions match exactly that character.

Note that these rules play nicely with the fact that many non-alphanumeric characters are difficult to input into \TeX{} under normal category codes. For instance, \abc% matches the characters \abc% (with arbitrary category codes), but does not match the control sequence \abc followed by a percent character. Matching control sequences can be done using the \texttt{\c{⟨regex⟩}} syntax (see below).

Any special character which appears at a place where its special behaviour cannot apply matches itself instead (for instance, a quantifier appearing at the beginning of a string), after raising a warning.

Characters.

\texttt{\x{hh...}} Character with hex code hh...

\texttt{\xhh} Character with hex code hh.

\a Alarm (hex 07).
\e Escape (hex 1B).
\f Form-feed (hex 0C).
\n New line (hex 0A).
\r Carriage return (hex 0D).
\t Horizontal tab (hex 09).

8.1.3 Characters classes

Character properties.

. A single period matches any token.
\d Any decimal digit.
\h Any horizontal space character, equivalent to [\ \^^I]: space and tab.
\s Any space character, equivalent to [\ ^\^-I^-J^-L^-\~M].
\w Any word character, \textit{i.e.}, alphanumerics and underscore, equivalent to the explicit class \([A-Za-z0-9_\]\).

\d Any token not matched by \d.

\h Any token not matched by \h.

\n Any token other than the \n character (hex 0A).

\s Any token not matched by \s.

\v Any token not matched by \v.

\w Any token not matched by \w.

Of those, . , \d, \h, \n, \s, \v, and \w match arbitrary control sequences.

Character classes match exactly one token in the subject.

\[\ldots\] Positive character class. Matches any of the specified tokens.

\[^\ldots\] Negative character class. Matches any token other than the specified characters.

x-y Within a character class, this denotes a range (can be used with escaped characters).

\[:\langle\text{name}\rangle:\] Within a character class (one more set of brackets), this denotes the \texttt{POSIX} character class \langle\text{name}\rangle, which can be \texttt{alnum}, \texttt{alpha}, \texttt{ascii}, \texttt{blank}, \texttt{cntrl}, \texttt{digit}, \texttt{graph}, \texttt{lower}, \texttt{print}, \texttt{punct}, \texttt{space}, \texttt{upper}, \texttt{word}, or \texttt{xdigit}.

\[:^\langle\text{name}\rangle:\] Negative \texttt{POSIX} character class.

For instance, \([a-oq-z\cC.\] matches any lowercase latin letter except \p, as well as control sequences (see below for a description of \c).

In character classes, only [, ^, ], \ and spaces are special, and should be escaped. Other non-alphanumeric characters can still be escaped without harm. Any escape sequence which matches a single character (\d, \D, etc.) is supported in character classes. If the first character is ^, then the meaning of the character class is inverted; ^ appearing anywhere else in the range is not special. If the first character (possibly following a leading ^) is ] then it does not need to be escaped since ending the range there would make it empty. Ranges of characters can be expressed using -, for instance, \[\D 0-5\] and \[^6-9\] are equivalent.

### 8.1.4 Structure: alternatives, groups, repetitions

Quantifiers (repetition).

? 0 or 1, greedy.

?? 0 or 1, lazy.

* 0 or more, greedy.

*? 0 or more, lazy.

+ 1 or more, greedy.
+? 1 or more, lazy.
{n} Exactly n.
{n,} n or more, greedy.
{n,}? n or more, lazy.
{n, m} At least n, no more than m, greedy.
{n, m}? At least n, no more than m, lazy.

For greedy quantifiers the regex code will first investigate matches that involve as many
repetitions as possible, while for lazy quantifiers it investigates matches with as few
repetitions as possible first.

Alternation and capturing groups.

A|B|C Either one of A, B, or C, investigating A first.

(\d+) Capturing group.

(?!...) Non-capturing group.

(?!\d\d) Non-capturing group which resets the group number for capturing groups in each
alternative. The following group is numbered with the first unused group number.

Capturing groups are a means of extracting information about the match. Paren-
thesized groups are labelled in the order of their opening parenthesis, starting at 1. The
contents of those groups corresponding to the “best” match (leftmost longest) can be
extracted and stored in a sequence of token lists using for instance \regex_extract_once:nnNTF.

The \K escape sequence resets the beginning of the match to the current position in
the token list. This only affects what is reported as the full match. For instance,

\regex_extract_all:nnN { a \K . } { a123aaxyz } \l_foo_seq

results in \l_foo_seq containing the items \{1\} and \{a\}: the true matches are \{ai\} and
\{aa\}, but they are trimmed by the use of \K. The \K command does not affect capturing
groups: for instance,

\regex_extract_once:nnN { (. \K c)+ \d } { acbc3 } \l_foo_seq

results in \l_foo_seq containing the items \{c3\} and \{bc\}: the true match is \{acbc3\},
with first submatch \{bc\}, but \K resets the beginning of the match to the last position
where it appears.

8.1.5 Matching exact tokens

The \c escape sequence allows to test the category code of tokens, and match control
sequences. Each character category is represented by a single uppercase letter:

- C for control sequences;
- B for begin-group tokens;
- E for end-group tokens;
• M for math shift;
• T for alignment tab tokens;
• P for macro parameter tokens;
• U for superscript tokens (up);
• D for subscript tokens (down);
• S for spaces;
• L for letters;
• 0 for others; and
• A for active characters.

The \c escape sequence is used as follows.

\c{(regex)} A control sequence whose csname matches the \(regex\), anchored at the beginning and end, so that \c{begin} matches exactly \begin, and nothing else.

\cX Applies to the next object, which can be a character, escape character sequence such as \x{0A}, character class, or group, and forces this object to only match tokens with category \(X\) (any of CBEMTPUDSLOA). For instance, \cL[\[A-Z\d] matches uppercase letters and digits of category code letter, \cC. matches any control sequence, and \c0(abc) matches where each character has category other.\(^6\)

\c[XYZ] Applies to the next object, and forces it to only match tokens with category \(X\), \(Y\), or \(Z\) (each being any of CBEMTPUDSLOA). For instance, \c[LSO](...) matches two tokens of category letter, space, or other.

\c[^XYZ] Applies to the next object and prevents it from matching any token with category \(X\), \(Y\), or \(Z\) (each being any of CBEMTPUDSLOA). For instance, \c[^O]\d matches digits which have any category different from other.

The category code tests can be used inside classes; for instance, \([\c0\d \cL0][A-F]\) matches what \texttt{lpX} considers as hexadecimal digits, namely digits with category other, or uppercase letters from \(A\) to \(F\) with category either letter or other. Within a group affected by a category code test, the outer test can be overridden by a nested test: for instance, \cL(ab\c0\v*cd) matches \texttt{ab*cd} where all characters are of category letter, except \(*\) which has category other.

The \u escape sequence allows to insert the contents of a token list directly into a regular expression or a replacement, avoiding the need to escape special characters. Namely, \u{\texttt{(var name)}} matches the exact contents (both character codes and category codes) of the variable \(\texttt{(var name)}\), which are obtained by applying \exp_not:v \{(\texttt{var name})\} at the time the regular expression is compiled. Within a \c{\ldots} control sequence matching, the \u escape sequence only expands its argument once, in effect performing \tl_to_str:v. Quantifiers are supported.

The \ur escape sequence allows to insert the contents of a regex variable into a larger regular expression. For instance, \ur{\texttt{l_tmpa_regex}} matches the tokens \(A\) and

\(^6\)This last example also captures "abc" as a regex group; to avoid this use a non-capturing group \c0(?:abc).
D separated by something that matches the regular expression \l_tmpa_regex. This behaves as if a non-capturing group were surrounding \l_tmpa_regex, and any group contained in \l_tmpa_regex is converted to a non-capturing group. Quantifiers are supported.

For instance, if \l_tmpa_regex has value B|C, then A\ur{l_tmpa_regex}D is equivalent to A(?:B|C)D (matching ABD or ACD) and not to AB|CD (matching AB or CD). To get the latter effect, it is simplest to use \TeX's expansion machinery directly: if \l_mymodule_BC_tl contains B|C then the following two lines show the same result:

```
\regex_show:n { A \u{l_mymodule_BC_tl} D }
\regex_show:n { A B | C D }
```

### 8.1.6 Miscellaneous

Anchors and simple assertions.

- \b Word boundary: either the previous token is matched by \w and the next by \W, or the opposite. For this purpose, the ends of the token list are considered as \W.
- \B Not a word boundary: between two \w tokens or two \W tokens (including the boundary).
- ^ or \A Start of the subject token list.
- $, \Z or \z End of the subject token list.
- \G Start of the current match. This is only different from ^ in the case of multiple matches: for instance \regex_count:nnN { \G a } { aaba } \l_tmpa_int yields 2, but replacing \G by ^ would result in \l_tmpa_int holding the value 1.

The option (?i) makes the match case insensitive (treating A–Z and a–z as equivalent, with no support yet for Unicode case changing). This applies until the end of the group in which it appears, and can be reverted using (?-i). For instance, in (?!)(a(?-i)b|c)d, the letters a and d are affected by the i option. Characters within ranges and classes are affected individually: (?!)[?\-B] is equivalent to [?\-Bb] (and differs from the much larger class [?\-b]), and (?!)[^aeiou] matches any character which is not a vowel. The i option has no effect on \c{...}, on \u{...}, on character properties, or on character classes, for instance it has no effect at all in (?i)\u{l_foo_tl}\d\d[[\*:lower:]].

### 8.2 Syntax of the replacement text

Most of the features described in regular expressions do not make sense within the replacement text. Backslash introduces various special constructions, described further below:

- \0 is the whole match;
- \1 is the submatch that was matched by the first (capturing) group (...); similarly for \2, ..., \9 and \g{number};
- \u inserts a space (spaces are ignored when not escaped);
• \a, \e, \f, \n, \r, \t, \xhh, \x{hhh} correspond to single characters as in regular expressions;
• \c{⟨cs name⟩} inserts a control sequence;
• \c{⟨category⟩⟨character⟩} (see below);
• \u{⟨tl var name⟩} inserts the contents of the ⟨tl var⟩ (see below).

Characters other than backslash and space are simply inserted in the result (but since the replacement text is first converted to a string, one should also escape characters that are special for \TeX, for instance use \#). Non-alphanumeric characters can always be safely escaped with a backslash.

For instance,
\tl_set:Nn \l_my_tl { Hello,-world! }
\regex_replace_all:nnN { \([^,]+ \) } { \u{\l_my_\0_tl} } \l_my_tl
results in \l_my_tl holding H(ell--el)(o,--o) w(or--o)(ld--l)!

The submatches are numbered according to the order in which the opening parenthesis of capturing groups appear in the regular expression to match. The n-th submatch is empty if there are fewer than n capturing groups or for capturing groups that appear in alternatives that were not used for the match. In case a capturing group matches several times during a match (due to quantifiers) only the last match is used in the replacement text. Submatches always keep the same category codes as in the original token list.

By default, the category code of characters inserted by the replacement are determined by the prevailing category code regime at the time where the replacement is made, with two exceptions:
• space characters (with character code 32) inserted with \␣ or \x20 or \x{20} have category code 10 regardless of the prevailing category code regime;
• if the category code would be 0 (escape), 5 (newline), 9 (ignore), 14 (comment) or 15 (invalid), it is replaced by 12 (other) instead.

The escape sequence \c allows to insert characters with arbitrary category codes, as well as control sequences.
\cX(...) Produces the characters “…” with category X, which must be one of CBEMTPUDSLOA as in regular expressions. Parentheses are optional for a single character (which can be an escape sequence). When nested, the innermost category code applies, for instance \cL(Hello\cS\ world)! gives this text with standard category codes.
\c{⟨text⟩} Produces the control sequence with csname ⟨text⟩. The ⟨text⟩ may contain references to the submatches \0, \1, and so on, as in the example for \u below.

The escape sequence \u{⟨var name⟩} allows to insert the contents of the variable with name ⟨var name⟩ directly into the replacement, giving an easier control of category codes. When nested in \c{⟨text⟩} and \u{⟨text⟩} constructions, the \u and \c escape sequences perform \tl_to_str:v, namely extract the value of the control sequence and turn it into a string. Matches can also be used within the arguments of \c and \u. For instance,
results in \l_my_tl holding first,\emph{second},first,first. Regex replacement is also a convenient way to produce token lists with arbitrary category codes. For instance
\tl_clear:N \l_tmpa_tl \regex_replace_all:nnN { } { \cU\% \cA\~ } \l_tmpa_tl results in \l_tmpa_tl containing the percent character with category code 7 (superscript) and an active tilde character.

8.3 Pre-compiling regular expressions

If a regular expression is to be used several times, it is better to compile it once rather than doing it each time the regular expression is used. The compiled regular expression is stored in a variable. All of the \texttt{l3regex} module’s functions can be given their regular expression argument either as an explicit string or as a compiled regular expression.

\begin{itemize}
  \item \texttt{\regex_new:N} \langle regex var \rangle
    \begin{itemize}
      \item Nov: 2017-05-26
      \item Creates a new \langle regex var \rangle or raises an error if the name is already taken. The declaration is global. The \langle regex var \rangle is initially such that it never matches.
    \end{itemize}
  \end{itemize}

\begin{itemize}
  \item \texttt{\regex_set:Nn} \langle regex var \rangle \{\langle regex \rangle\}
    \begin{itemize}
      \item Nov: 2017-05-26
      \item Stores a compiled version of the \langle regular expression \rangle in the \langle regex var \rangle. The assignment is local for \texttt{\regex_set:Nn} and global for \texttt{\regex_gset:Nn}. For instance, this function can be used as
      \begin{verbatim}
      \regex_new:N \l_my_regex
      \regex_set:Nn \l_my_regex { my\ (simple\ )? reg(\texttt{ex}\texttt{ular}\ expression) }
      \end{verbatim}
    \end{itemize}
  \end{itemize}

\begin{itemize}
  \item \texttt{\regex_const:Nn} \langle regex var \rangle \{\langle regex \rangle\}
    \begin{itemize}
      \item Nov: 2017-05-26
      \item Creates a new constant \langle regex var \rangle or raises an error if the name is already taken. The value of the \langle regex var \rangle is set globally to the compiled version of the \langle regular expression \rangle.
    \end{itemize}
  \end{itemize}

\begin{itemize}
  \item \texttt{\regex_show:N}
    \item \texttt{\regex_show:n} \{\langle regex \rangle\}
    \item \texttt{\regex_log:n} \{\langle regex \rangle\}
    \begin{itemize}
      \item Displays in the terminal or writes in the log file (respectively) how \texttt{l3regex} interprets the \langle regex \rangle. For instance, \texttt{\regex_show:n} \{\A X|Y\} shows
      \begin{verbatim}
      \texttt{+-branch}
      \texttt{+anchor at start (\A)}
      \texttt{char code 88 (X)}
      \texttt{+-branch}
      \texttt{char code 89 (Y)}
      \end{verbatim}
      indicating that the anchor \A only applies to the first branch: the second branch is not anchored to the beginning of the match.
    \end{itemize}
  \end{itemize}

New: 2021-04-26
Updated: 2021-04-29
8.4 Matching

All regular expression functions are available in both :n and :N variants. The former require a “standard” regular expression, while the later require a compiled expression as generated by \regex_set:Nn.

Tests whether the \langle regular expression \rangle matches any part of the \langle token list \rangle. For instance,

\regex_match:nnTF \{ b [cde]* \} \{ abedcx \} \{ TRUE \} \{ FALSE \}
\regex_match:nnTF \{ [b-dq-w] \} \{ example \} \{ TRUE \} \{ FALSE \}

leaves TRUE then FALSE in the input stream.

Sets \langle int var \rangle within the current \TeX\ group level equal to the number of times \langle regular expression \rangle appears in \langle token list \rangle. The search starts by finding the left-most longest match, respecting greedy and lazy (non-greedy) operators. Then the search starts again from the character following the last character of the previous match, until reaching the end of the token list. Infinite loops are prevented in the case where the regular expression can match an empty token list: then we count one match between each pair of characters. For instance,

\int_new:N \l_foo_int
\regex_count:nnN \{ (b+|c) \} \{ abbabacbcb \} \l_foo_int

results in \l_foo_int taking the value 5.

Determines which of the \langle regular expressions \rangle matches at the earliest point in the \langle token list \rangle, and leaves the corresponding \langle code \rangle followed by the \langle true code \rangle in the input stream. If several \langle regex \rangle match starting at the same point, then the first one in the list is selected and the others are discarded. If none of the \langle regex \rangle match, the \langle false code \rangle is left in the input stream. Each \langle regex \rangle can either be given as a regex variable or as an explicit regular expression.

In detail, for each starting position in the \langle token list \rangle, each of the \langle regex \rangle is searched in turn. If one of them matches then the corresponding \langle code \rangle is used and everything else is discarded, while if none of the \langle regex \rangle match at a given position then the next starting position is attempted. If none of the \langle regex \rangle match anywhere in the \langle token list \rangle then nothing is left in the input stream. Note that this differs from nested \regex_match:nnTF statements since all \langle regex \rangle are attempted at each position rather than attempting to match \langle regex_1 \rangle at every position before moving on to \langle regex_2 \rangle.
8.5 Submatch extraction

\regex_extract_once:nnN \regex_extract_once:nnN \regex_extract_once:nnNTF \regex_extract_once:NnN \regex_extract_all:nnN \regex_extract_all:nnNTF \regex_extract_all:NnN

Finds the first match of the \textit{regular expression} in the \textit{token list}. If it exists, the match is stored as the first item of the \textit{seq var}, and further items are the contents of capturing groups, in the order of their opening parenthesis. The \textit{seq var} is assigned locally. If there is no match, the \textit{seq var} is cleared. The testing versions insert the \textit{true code} into the input stream if a match was found, and the \textit{false code} otherwise.

For instance, assume that you type

\begin{verbatim}
\regex_extract_once:nnNTF \A(La)?TeX(!*)\Z \{ LaTeX!!! \} \l_foo_seq \{ true \} \{ false \}
\end{verbatim}

Then the regular expression (anchored at the start with \texttt{\A} and at the end with \texttt{\Z}) must match the whole token list. The first capturing group, (La)?, matches La, and the second capturing group, (!*), matches !!!.

Thus, \texttt{\l_foo_seq} contains as a result the items \{LaTeX!!!\}, \{La\}, and \{!!!\}, and the \texttt{true} branch is left in the input stream. Note that the \texttt{n}-th item of \texttt{\l_foo_seq}, as obtained using \texttt{\seq_item:Nn}, correspond to the submatch numbered \((n - 1)\) in functions such as \texttt{\regex_replace_once:nnN}.

\begin{verbatim}
\regex_extract_all:nnNTF \w+ \{ Hello,-world! \} \l_foo_seq \{ true \} \{ false \}
\end{verbatim}

Then the regular expression matches twice, the resulting sequence contains the two items \{Hello\} and \{world\}, and the \texttt{true} branch is left in the input stream.
Splits the \langle token list \rangle into a sequence of parts, delimited by matches of the \langle regular expression \rangle. If the \langle regular expression \rangle has capturing groups, then the token lists that they match are stored as items of the sequence as well. The assignment to \langle seq var \rangle is local. If no match is found the resulting \langle seq var \rangle has the \langle token list \rangle as its sole item. If the \langle regular expression \rangle matches the empty token list, then the \langle token list \rangle is split into single tokens. The testing versions insert the \langle true code \rangle into the input stream if a match was found, and the \langle false code \rangle otherwise. For example, after

\seq_new:N \l_path_seq
\regex_split:nnNTF { / } { the/path/for/this/file.tex } \l_path_seq
{ true } { false }

the sequence \l_path_seq contains the items \{the\}, \{path\}, \{for\}, \{this\}, and \{file.tex\}, and the \texttt{true} branch is left in the input stream.

## 8.6 Replacement

Searches for the \langle regular expression \rangle in the contents of the \langle tl var \rangle and replaces the first match with the \langle replacement \rangle. In the \langle replacement \rangle, \texttt{\0} represents the full match, \texttt{\1} represent the contents of the first capturing group, \texttt{\2} of the second, \texttt{etc}. The result is assigned locally to \langle tl var \rangle.

Replaces all occurrences of the \langle regular expression \rangle in the contents of the \langle tl var \rangle by the \langle replacement \rangle, where \texttt{\0} represents the full match, \texttt{\1} represent the contents of the first capturing group, \texttt{\2} of the second, \texttt{etc}. Every match is treated independently, and matches cannot overlap. The result is assigned locally to \langle tl var \rangle.
\regex_replace_case_once:nN \regex_replace_case_once:nN
\regex_replace_case_once:nN
\regex_replace_case_once:nN
\regex_replace_case_once:nN

\regex_replace_case_all:nN \regex_replace_case_all:nN
\regex_replace_case_all:nN
\regex_replace_case_all:nN
\regex_replace_case_all:nN

Replaces the earliest match of the regular expression (\(|\text{regex}_1|...|\text{regex}_n)\) in the \langle token list variable \rangle by the \langle replacement \rangle corresponding to which \langle regex \rangle matched, then leaves the \langle true code \rangle in the input stream. If none of the \langle regex \rangle match, then the \langle tl var \rangle is not modified, and the \langle false code \rangle is left in the input stream. Each \langle regex \rangle can either be given as a regex variable or as an explicit regular expression.

In detail, for each starting position in the \langle token list \rangle, each of the \langle regex \rangle is searched in turn. If one of them matches then it is replaced by the corresponding \langle replacement \rangle as described for \regex_replace_once:nnN. This is equivalent to checking with \regex_match_case:nn which \langle regex \rangle matches, then performing the replacement with \regex_replace_once:nnN.

\regex_replace_case_all:nN \regex_replace_case_all:nN
\regex_replace_case_all:nN
\regex_replace_case_all:nN
\regex_replace_case_all:nN

Replaces all occurrences of all \langle regex \rangle in the \langle token list \rangle by the corresponding \langle replacement \rangle. Every match is treated independently, and matches cannot overlap. The result is assigned locally to \langle tl var \rangle, and the \langle true code \rangle or \langle false code \rangle is left in the input stream depending on whether any replacement was made or not.

In detail, for each starting position in the \langle token list \rangle, each of the \langle regex \rangle is searched in turn. If one of them matches then it is replaced by the corresponding \langle replacement \rangle, and the search resumes at the position that follows this match (and replacement). For instance

\tl_set:Nn \l_tmpa_tl { Hello,~world! }
\regex_replace_case_all:nN
\{ \[A-Za-z\]+ \} { ''\0'' } \{ \b \} { --- } \{ . \} { \[\0 \} \l_tmpa_tl

results in \l_tmpa_tl having the contents ‘‘Hello’’---[,][,]’’world’’---[!]. Note in particular that the word-boundary assertion \b did not match at the start of words because the case \[A-Za-z\]+ matched at these positions. To change this, one could simply swap the order of the two cases in the argument of \regex_replace_case_all:nN.
8.7 Scratch regular expressions

Scratch regex for local assignment. These are never used by the kernel code, and so are safe for use with any \TeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\l_tmpa_regex
\l_tmpb_regex
Nov: 2017-12-11

Scratch regex for global assignment. These are never used by the kernel code, and so are safe for use with any \TeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_regex
\g_tmpb_regex
Nov: 2017-12-11

8.8 Bugs, misfeatures, future work, and other possibilities

The following need to be done now.

- Rewrite the documentation in a more ordered way, perhaps add a BNF?
  Additional error-checking to come.
- Clean up the use of messages.
- Cleaner error reporting in the replacement phase.
- Add tracing information.
- Detect attempts to use back-references and other non-implemented syntax.
- Test for the maximum register \c_max_register_int.
- Find out whether the fact that \W and friends match the end-marker leads to bugs. Possibly update \__regex_item_reverse:n.
- The empty cs should be matched by \c{}, not by \c{csname.?endcsname\s?}.
  Code improvements to come.
- Shift arrays so that the useful information starts at position 1.
- Only build \c{...} once.
- Use arrays for the left and right state stacks when compiling a regex.
- Should \__regex_action_free_group:n only be used for greedy \{n,\} quantifier? (I think not.)
- Quantifiers for \u and assertions.
- When matching, keep track of an explicit stack of curr_state and curr_-submatches.
- If possible, when a state is reused by the same thread, kill other subthreads.
- Use an array rather than `\g__regex_balance_tl` to build the function `\__regex_replacement_balance_one_match:n`.
- Reduce the number of epsilon-transitions in alternatives.
- Optimize simple strings: use less states (`abcade` should give two states, for `abc` and `ade`). [Does that really make sense?]
- Optimize groups with no alternative.
- Optimize states with a single `\__regex_action_free:n`.
- Optimize the use of `\__regex_action_success:` by inserting it in state 2 directly instead of having an extra transition.
- Optimize the use of `\int_step...` functions.
- Groups don’t capture within regexes for csnames; optimize and document.
- Better “show” for anchors, properties, and catcode tests.
- Does `\K` really need a new state for itself?
- When compiling, use a boolean `in_cs` and less magic numbers.
- Instead of checking whether the character is special or alphanumeric using its character code, check if it is special in regexes with `\cs_if_exist` tests.

The following features are likely to be implemented at some point in the future.

- General look-ahead/behind assertions.
- Regex matching on external files.
- Conditional subpatterns with look ahead/behind: “if what follows is [...], then [...]”.
- `(.*...)` and `(?...)` sequences to set some options.
- UTF-8 mode for pdfTeX.

Newline conventions are not done. In particular, we should have an option for . not to match newlines. Also, `\A` should differ from `^`, and `\Z`, `\z` and `$` should differ.

- Unicode properties: `\P{..}` and `\P{..}; \X` which should match any “extended” Unicode sequence. This requires to manipulate a lot of data, probably using treeboxes.

The following features of PCRE or Perl may or may not be implemented.

- Callout with `(?C...)` or other syntax: some internal code changes make that possible, and it can be useful for instance in the replacement code to stop a regex replacement when some marker has been found; this raises the question of a potential `\regex_break:` and then of playing well with `\tl_map_break`: called from within the code in a regex. It also raises the question of nested calls to the regex machinery, which is a problem since `\fontdimen` are global.
• Conditional subpatterns (other than with a look-ahead or look-behind condition): this is non-regular, isn’t it?

• Named subpatterns: \TeX\ programmers have lived so far without any need for named macro parameters.

The following features of \texttt{PCRE} or \texttt{Perl} will definitely not be implemented.

• Back-references: non-regular feature, this requires backtracking, which is prohibitively slow.

• Recursion: this is a non-regular feature.

• Atomic grouping, possessive quantifiers: those tools, mostly meant to fix catastrophic backtracking, are unnecessary in a non-backtracking algorithm, and difficult to implement.

• Subroutine calls: this syntactic sugar is difficult to include in a non-backtracking algorithm, in particular because the corresponding group should be treated as atomic.

• Backtracking control verbs: intrinsically tied to backtracking.

• \texttt{\textbackslash ddd}, matching the character with octal code \texttt{ddd}: we already have \texttt{\textbackslash x\{...\}} and the syntax is confusingly close to what we could have used for backreferences (\texttt{\textbackslash 1, \textbackslash 2, ...}), making it harder to produce useful error message.

• \texttt{\textbackslash cx}, similar to \texttt{\TeX}'s own \texttt{\textbackslash ^\textbackslash x}.

• Comments: \texttt{\TeX} already has its own system for comments.

• \texttt{\textbackslash Q...\textbackslash E} escaping: this would require to read the argument verbatim, which is not in the scope of this module.

• \texttt{\textbackslash C} single byte in UTF-8 mode: \texttt{Xe\TeX} and \texttt{Lua\TeX} serve us characters directly, and splitting those into bytes is tricky, encoding dependent, and most likely not useful anyways.
Chapter 9

The \texttt{l3prg} package

Control structures

Conditional processing in \texttt{I\oTeX}3 is defined as something that performs a series of tests, possibly involving assignments and calling other functions that do not read further ahead in the input stream. After processing the input, a \textit{state} is returned. The states returned are \texttt{⟨true⟩} and \texttt{⟨false⟩}.

\texttt{I\oTeX}3 has two forms of conditional flow processing based on these states. The first form is predicate functions that turn the returned state into a boolean (\texttt{⟨true⟩}) or (\texttt{⟨false⟩}). For example, the function \texttt{\cs_if_free:p:N} checks whether the control sequence given as its argument is free and then returns the boolean (\texttt{⟨true⟩}) or (\texttt{⟨false⟩}) values to be used in testing with \texttt{\if_predicate:w} or in functions to be described below. The second form is the kind of functions choosing a particular argument from the input stream based on the result of the testing as in \texttt{\cs_if_free:NTF} which also takes one argument (the \texttt{N}) and then executes either \texttt{true} or \texttt{false} depending on the result.

\texttt{\TeX} hacks note: The arguments are executed after exiting the underlying \texttt{\if\ldots\fi} structure.

9.1 Defining a set of conditional functions

\begin{verbatim}
\prg_new_conditional:Npnn \prg_set_conditional:Npnn \prg_gset_conditional:Npnn \prg_new_conditional:Nnn \prg_set_conditional:Nnn \prg_gset_conditional:Nnn
\end{verbatim}

These functions create a family of conditionals using the same (\texttt{⟨code⟩}) to perform the test created. Those conditionals are expandable if (\texttt{code}) is. The \texttt{new} versions check for existing definitions and perform assignments globally (cf. \texttt{\cs_new:Npn}) whereas the \texttt{set} versions do no check and perform assignments locally (cf. \texttt{\cs_set:Npn}). The conditionals created are dependent on the comma-separated list of (\texttt{conditions}), which should be one or more of \texttt{p, T, F and TF}.
These functions create a family of protected conditionals using the same \{\texttt{code}\} to perform the test created. The \(\texttt{code}\) does not need to be expandable. The \texttt{new} version check for existing definitions and perform assignments globally (cf. \texttt{cs_new:Npnn}) whereas the \texttt{set} version do not (cf. \texttt{cs_set:Npnn}). The conditionals created are depended on the comma-separated list of \{\texttt{conditions}\}, which should be one or more of $T$, $F$ and $TF$ (not $p$).

The conditionals are defined by \texttt{prg_new_conditional:Npnn} and friends as:

- \texttt{\{name\}_p:⟨arg spec⟩} — a predicate function which will supply either a logical \texttt{true} or logical \texttt{false}. This function is intended for use in cases where one or more logical tests are combined to lead to a final outcome. This function cannot be defined for protected conditionals.

- \texttt{\{name\}:⟨arg spec⟩T} — a function with one more argument than the original \{\texttt{arg spec}\} demands. The \{true branch\} code in this additional argument will be left on the input stream only if the test is \texttt{true}.

- \texttt{\{name\}:⟨arg spec⟩F} — a function with one more argument than the original \{\texttt{arg spec}\} demands. The \{false branch\} code in this additional argument will be left on the input stream only if the test is \texttt{false}.

- \texttt{\{name\}:⟨arg spec⟩TF} — a function with two more argument than the original \{\texttt{arg spec}\} demands. The \{true branch\} code in the first additional argument will be left on the input stream if the test is \texttt{true}, while the \{false branch\} code in the second argument will be left on the input stream if the test is \texttt{false}.

The \texttt{\{code\}} of the test may use \{\texttt{parameters}\} as specified by the second argument to \texttt{\texttt{prg_set_conditional:Npnn}}: this should match the \{argument specification\} but this is not enforced. The \texttt{Nnn} versions infer the number of arguments from the argument specification given (cf. \texttt{cs_new:Nn}, etc.). Within the \texttt{\{code\}}, the functions \texttt{\prg_return_true:} and \texttt{\prg_return_false:} are used to indicate the logical outcomes of the test.

An example can easily clarify matters here:

\begin{verbatim}
\prg_set_conditional:Npnn \foo_if_bar:NN #1#2 { p , T , TF }
{ 
  \if_meaning:w \l_tmpa_tl #1
    \prg_return_true:
  \else:
    \if_meaning:w \l_tmpa_tl #2
      \prg_return_true:
    \else:
      \prg_return_false:
    \fi:
  \fi:
}
\end{verbatim}
This defines the function \texttt{\textbackslash foo\_if\_bar\_p:NN}, \texttt{\textbackslash foo\_if\_bar:NNTF} and \texttt{\textbackslash foo\_if\_bar:NNT} but not \texttt{\textbackslash foo\_if\_bar:NNF} (because F is missing from the \langle conditions \rangle list). The return statements take care of resolving the remaining \texttt{\textbackslash else:} and \texttt{\textbackslash fi:} before returning the state. There must be a return statement for each branch; failing to do so will result in erroneous output if that branch is executed.

\begin{verbatim}
\prg_new_eq_conditional:NNn \prg_new_eq_conditional:NNn \langle name \rangle: \langle arg spec \rangle \langle name \rangle: \langle arg spec \rangle
\prg_set_eq_conditional:NNn \langle conditions \rangle
\end{verbatim}

These functions copy a family of conditionals. The \texttt{\textbackslash new} version checks for existing definitions (\textit{cf}. \texttt{\textbackslash cs\_new\_eq:NN}) whereas the \texttt{\textbackslash set} version does not (\textit{cf}. \texttt{\textbackslash cs\_set\_eq:NN}). The conditionals copied are depended on the comma-separated list of \langle conditions \rangle, which should be one or more of \texttt{p}, \texttt{T}, \texttt{F} and \texttt{TF}.

\begin{verbatim}
\prg_return_true: \prg_return_false: \prg_return_true: \prg_return_false:
\end{verbatim}

These “return” functions define the logical state of a conditional statement. They appear within the code for a conditional function generated by \texttt{\textbackslash prg\_set\_conditional:Npnn}, \textit{etc} to indicate when a true or false branch should be taken. While they may appear multiple times each within the code of such conditionals, the execution of the conditional must result in the expansion of one of these two functions \textit{exactly once}.

The return functions trigger what is internally an \texttt{f}-expansion process to complete the evaluation of the conditional. Therefore, after \texttt{\textbackslash prg\_return\_true:} or \texttt{\textbackslash prg\_return\_false:} there must be no non-expandable material in the input stream for the remainder of the expansion of the conditional code. This includes other instances of either of these functions.

\begin{verbatim}
\prg_generate_conditional_variant:Nnn \prg_generate_conditional_variant:Nnn \langle name \rangle: \langle arg spec \rangle
\langle variant argument specifiers \rangle \langle condition specifiers \rangle
\end{verbatim}

New: 2017-12-12

Defines argument-specifier variants of conditionals. This is equivalent to running \texttt{\textbackslash cs\_generate\_variant:Nn (conditional) \langle variant argument specifiers \rangle} on each \langle conditional \rangle described by the \langle condition specifiers \rangle. These base-form \langle conditionals \rangle are obtained from the \langle name \rangle and \langle arg spec \rangle as described for \texttt{\textbackslash prg\_new\_conditional:Npnn}, and they should be defined.

9.2 The boolean data type

This section describes a boolean data type which is closely connected to conditional processing as sometimes you want to execute some code depending on the value of a switch (\textit{e.g.}, draft/final) and other times you perhaps want to use it as a predicate function in an \texttt{\textbackslash if\_predicate:w} test. The problem of the primitive \texttt{\textbackslash if\_false:} and \texttt{\textbackslash if\_true:} tokens is that it is not always safe to pass them around as they may interfere with scanning for termination of primitive conditional processing. Therefore, we employ two canonical booleans: \texttt{\textbackslash c\_true\_bool} or \texttt{\textbackslash c\_false\_bool}. Besides preventing problems as described above, it also allows us to implement a simple boolean parser supporting the logical operations \texttt{And}, \texttt{Or}, \texttt{Not}, etc. which can then be used on both the boolean type and predicate functions.
All conditional \texttt{\texttt{bool}} functions except assignments are expandable and expect the input to also be fully expandable (which generally means being constructed from predicate functions and booleans, possibly nested).

\textbf{\LaTeX} hackers note: The \texttt{\texttt{bool}} data type is not implemented using the \texttt{\iffalse}/\texttt{\iftrue} primitives, in contrast to \texttt{\texttt{neven}}, \texttt{etc.}, in plain \LaTeX. \textsc{IfTeX 2e} and so on. Programmers should not base use of \texttt{\texttt{bool}} switches on any particular expectation of the implementation.

\begin{verbatim}
\bool_new:N \bool_new:c
\bool_new \bool_new:Nn \bool_new:cn
\bool_const:Nn \bool_const:cn \bool const \bool const:N
\bool_set_true:N \bool_set_true:N \bool_set_true:cn
\bool_set:NN \bool_set_eq:NN \bool_set_eq:cn \bool set_eq
\bool_set:Nn \bool_set:Nn \bool_set:cn \bool set
\bool_set.false:N \bool_set.false:N \bool_set.false:cn \bool_gset.false:N \bool_gset.false:cn
\bool_set:NN \bool_gset:NN \bool_gset:cn \bool_gset_eq:NN \bool_gset_eq:cn \bool_gset_eq
\bool_if_p:N \bool_if:NTF \bool_if:NTF \bool_if_p:cn \bool_if:cntf \bool_if
\bool_if P:N \bool_if P:cn \bool if P:N \bool if P:cn \bool if P
\bool_if true:N \bool_if true:cn \bool if true:N \bool if true:cn \bool if true
\bool_if false:N \bool_if false:cn \bool if false:N \bool if false:cn \bool if false
\bool_to_str:N \bool_to_str:N \bool_to_str:cn \bool_to_str\bool_to_str
\bool_to_str:NN \bool_to_str_eq:NN \bool_to_str_eq:cn \bool_to_str:NN
\bool_to_str:NN \bool_to_str_eq:NN \bool_to_str_eq:cn \bool_to_str
\bool_to_str:N \bool_to_str:N \bool_to_str:cn \bool_to_str\bool_to_str
\bool_to_str\bool to_str\bool to_str
\bool_to_str:NN \bool_to_str_eq:NN \bool_to_str_eq:cn \bool_to_str:NN
\bool_to_str:NN \bool_to_str_eq:NN \bool_to_str_eq:cn \bool_to_str
\bool_to_str\bool to_str\bool to_str
\bool_to_str\bool to_str\bool to_str
\end{verbatim}
\bool_show:N  \bool_show:N ⟨boolean⟩
Displays the logical truth of the ⟨boolean⟩ on the terminal.

\bool_show:n  \bool_show:n ⟨boolean expression⟩
Displays the logical truth of the ⟨boolean expression⟩ on the terminal.

\bool_log:N  \bool_log:N ⟨boolean⟩
\bool_log:c
\bool_log:n  \bool_log:n ⟨boolean expression⟩
Writes the logical truth of the ⟨boolean⟩ in the log file.

\bool_if_exist_p:N  \bool_if_exist:NTF ⟨boolean⟩
\bool_if_exist_p:c  \bool_if_exist:N ⟨true⟩ \bool_if_exist:c T F
\bool_if_exist:NTF c  \bool_if_exist:c T F
Tests whether the ⟨boolean⟩ is currently defined. This does not check that the ⟨boolean⟩
really is a boolean variable.

9.2.1 Scratch booleans

\l_tmpa_bool  \l_tmpb_bool
\l_tmpa_bool  \l_tmpb_bool
A scratch boolean for local assignment. It is never used by the kernel code, and so is
safe for use with any \LaTeX3-defined function. However, it may be overwritten by other
non-kernel code and so should only be used for short-term storage.

\g_tmpa_bool  \g_tmpb_bool
\g_tmpa_bool  \g_tmpb_bool
A scratch boolean for global assignment. It is never used by the kernel code, and so is
safe for use with any \LaTeX3-defined function. However, it may be overwritten by other
non-kernel code and so should only be used for short-term storage.

9.3 Boolean expressions

As we have a boolean datatype and predicate functions returning boolean ⟨true⟩ or ⟨false⟩
values, it seems only fitting that we also provide a parser for ⟨boolean expressions⟩.

A boolean expression is an expression which given input in the form of predicate
functions and boolean variables, return boolean ⟨true⟩ or ⟨false⟩. It supports the logical
operations And, Or and Not as the well-known infix operators \&\& and || and prefix !
with their usual precedences (namely, \&\& binds more tightly than ||). In addition to
this, parentheses can be used to isolate sub-expressions. For example,
\int_compare_p:n \{ 1 = 1 \} &&
( \int_compare_p:n \{ 2 = 3 \} ||
\int_compare_p:n \{ 4 <= 4 \} ||
\str_if_eq_p:nn \{ abc \} \{ def \} ) &&
! \int_compare_p:n \{ 2 = 4 \}
is a valid boolean expression.

Contrary to some other programming languages, the operators `&&` and `||` evaluate both operands in all cases, even when the first operand is enough to determine the result. This “eager” evaluation should be contrasted with the “lazy” evaluation of `\bool_lazy_` functions.

**\TeXhackers note:** The eager evaluation of boolean expressions is unfortunately necessary in \TeX. Indeed, a lazy parser can get confused if `&&` or `||` or parentheses appear as (unbraced) arguments of some predicates. For instance, the innocuous-looking expression below would break (in a lazy parser) if `#1` were a closing parenthesis and `\l_tmpa_bool` were `true`.

\( ( \l_tmpa_bool || \token_if_eq_meaning_p:NN X \#1 ) \)

Minimal (lazy) evaluation can be obtained using the conditionals `\bool_lazy_\-all:nTF`, `\bool_lazy_and:mmTF`, `\bool_lazy_any:mmTF`, or `\bool_lazy_or:mmTF`, which only evaluate their boolean expression arguments when they are needed to determine the resulting truth value. For example, when evaluating the boolean expression

`\bool_lazy_and_p:mm`

`{ \bool_lazy_any_p:n`

`{ \int_compare_p:n \{ 2 = 3 \} }

`{ \int_compare_p:n \{ 4 <= 4 \} }

`{ \int_compare_p:n \{ 1 = \error \} } \% skipped`

`}`

`{ ! \int_compare_p:n \{ 2 = 4 \} }

the line marked with `skipped` is not expanded because the result of `\bool_lazy_any_p:n` is known once the second boolean expression is found to be logically `true`. On the other hand, the last line is expanded because its logical value is needed to determine the result of `\bool_lazy_and_p:mm`.

---

`\bool_if_p:n * \bool_if_p:n \{ (boolean expression) \}`

`\bool_if:mm * \bool_if:mm \{ (boolean expression) \} \{ (true code) \} \{ (false code) \}`

**Updated: 2017-07-15** Tests the current truth of \{boolean expression\}, and continues expansion based on this result. The \{boolean expression\} should consist of a series of predicates or boolean variables with the logical relationship between these defined using `&&` (“And”), `||` (“Or”), `!` (“Not”) and parentheses. The logical Not applies to the next predicate or group.
\bool_lazy_p:n = \bool_lazy_p:n \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \\
\bool_lazy_p:n = \bool_lazy_p:n \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

Implements the “And” operation on the \textit{boolean expressions}, hence is \texttt{true} if all of them are \texttt{true} and \texttt{false} if any of them is \texttt{false}. Contrarily to the \textit{infix operator} \&\&\&, only the \textit{boolean expressions} which are needed to determine the result of \bool_lazy_all:nn are evaluated. See also \bool_lazy_and:nn when there are only two \textit{boolean expressions}.

\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}
\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

Implements the “Or” operation on the \textit{boolean expressions}, hence is \texttt{true} if any of them is \texttt{true} and \texttt{false} if all of them are \texttt{false}. Contrarily to the \textit{infix operator} |\|\|, only the \textit{boolean expressions} which are needed to determine the result of \bool_lazy_any:nn are evaluated. See also \bool_lazy_or:nn when there are only two \textit{boolean expressions}.

\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}
\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

Implements the “Or” operation between two boolean expressions, hence is \texttt{true} if either one is \texttt{true}. Contrarily to the \textit{infix operator} |\|\|, the \textit{boolean expression} is only evaluated if it is needed to determine the result of \bool_lazy_or:nn. See also \bool_lazy_any:nn when there are more than two \textit{boolean expressions}.

\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \}
\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

Implements the “Or” operation between two boolean expressions, hence is \texttt{true} if both are \texttt{true}. Contrarily to the \textit{infix operator} |\|\|, the \textit{boolean expression} is only evaluated if it is needed to determine the result of \bool_lazy_and:nn. See also \bool_lazy_all:nn when there are more than two \textit{boolean expressions}.

\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \}
\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \}
\bool_lazy_p:nn = \bool_lazy_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2015-11-15
Updated: 2017-07-15

Implementation of \texttt{function version of \bool_do_until:Nn}.

\bool_do_until:cn = \bool_do_until:cn \{ \text{code} \}
\bool_do_until:cn = \bool_do_until:cn \{ \text{code} \}

Updated: 2017-07-15
Updated: 2017-07-15

Placed the \textit{code} in the input stream for \LaTeX{} to process, and then checks the logical value of the \textit{boolean}. If it is \texttt{false} then the \textit{code} is inserted into the input stream again and the process loops until the \textit{boolean} is \texttt{true}.

\textbf{9.4 Logical loops}

Loops using either boolean expressions or stored boolean values.

\bool_xor_p:nn = \bool_xor_p:nn \{ \boolexpr \} \{ \boolexpr \}
\bool_xor_p:nn = \bool_xor_p:nn \{ \boolexpr \} \{ \boolexpr \} \ldots \{ \boolexpr \} \{ \text{true code} \} \{ \text{false code} \}

Updated: 2018-05-09

Implements an “exclusive or” operation between two boolean expressions. There is no \textit{infix operation} for this logical operation.
\bool_do_while:Nn \bool_do_while:cn

Places the ⟨code⟩ in the input stream for \TeX to process, and then checks the logical value of the ⟨boolean⟩. If it is \texttt{true} then the ⟨code⟩ is inserted into the input stream again and the process loops until the ⟨boolean⟩ is \texttt{false}.

\bool_until_do:Nn \bool_until_do:cn

This function first checks the logical value of the ⟨boolean⟩. If it is \texttt{false} the ⟨code⟩ is placed in the input stream and expanded. After the completion of the ⟨code⟩ the truth of the ⟨boolean⟩ is re-evaluated. The process then loops until the ⟨boolean⟩ is \texttt{true}.

\bool_while_do:Nn \bool_while_do:cn

This function first checks the logical value of the ⟨boolean⟩. If it is \texttt{true} the ⟨code⟩ is placed in the input stream and expanded. After the completion of the ⟨code⟩ the truth of the ⟨boolean⟩ is re-evaluated. The process then loops until the ⟨boolean⟩ is \texttt{false}.

\bool_do_until:nn \bool_do_until:cn

Places the ⟨code⟩ in the input stream for \TeX to process, and then checks the logical value of the ⟨boolean expression⟩ as described for \bool_if:nTF. If it is \texttt{false} then the ⟨code⟩ is inserted into the input stream again and the process loops until the ⟨boolean expression⟩ evaluates to \texttt{true}.

\bool_while_do:nn \bool_while_do:cn

This function first checks the logical value of the ⟨boolean expression⟩ (as described for \bool_if:nTF). If it is \texttt{false} the ⟨code⟩ is placed in the input stream and expanded. After the completion of the ⟨code⟩ the truth of the ⟨boolean expression⟩ is re-evaluated. The process then loops until the ⟨boolean expression⟩ is \texttt{true}.

\bool_until_do:nn \bool_until_do:cn

This function first checks the logical value of the ⟨boolean expression⟩ (as described for \bool_if:nTF). If it is \texttt{true} the ⟨code⟩ is placed in the input stream and expanded. After the completion of the ⟨code⟩ the truth of the ⟨boolean expression⟩ is re-evaluated. The process then loops until the ⟨boolean expression⟩ is \texttt{false}.

9.5 Producing multiple copies

\prg_replicate:nn \prg_replicate:cn

Evaluates the ⟨integer expression⟩ (which should be zero or positive) and creates the resulting number of copies of the ⟨tokens⟩. The function is both expandable and safe for nesting. It yields its result after two expansion steps.
9.6 Detecting \TeX\’s mode

\mode_if_horizontal_p: \* \mode_if_horizontal_p:
\mode_if_horizontal:TF \* \mode_if_horizontal:TF \{\langle true code\rangle\} \{\langle false code\rangle\}
Detects if \TeX\ is currently in horizontal mode.

\mode_if_inner_p: \* \mode_if_inner_p:
\mode_if_inner:TF \* \mode_if_inner:TF \{\langle true code\rangle\} \{\langle false code\rangle\}
Detects if \TeX\ is currently in inner mode.

\mode_if_math_p: \* \mode_if_math_p:
\mode_if_math:TF \{\langle true code\rangle\} \{\langle false code\rangle\}
Detects if \TeX\ is currently in maths mode.

\mode_if_vertical_p: \* \mode_if_vertical_p:
\mode_if_vertical:TF \{\langle true code\rangle\} \{\langle false code\rangle\}
Detects if \TeX\ is currently in vertical mode.

9.7 Primitive conditionals

\if_predicate:w \* \if_predicate:w \langle predicate\rangle \langle true code\rangle \else: \langle false code\rangle \fi:
This function takes a predicate function and branches according to the result. (In practice this function would also accept a single boolean variable in place of the \langle predicate\rangle but to make the coding clearer this should be done through \if_bool:N.)

\if_bool:N \* \if_bool:N \langle boolean\rangle \langle true code\rangle \else: \langle false code\rangle \fi:
This function takes a boolean variable and branches according to the result.

9.8 Nestable recursions and mappings

There are a number of places where recursion or mapping constructs are used in expl3. At a low-level, these typically require insertion of tokens at the end of the content to allow “clean up”. To support such mappings in a nestable form, the following functions are provided.

\prg_break_point:Nn \* \prg_break_point:Nn \langle type\rangle_map_break: \{\langle code\rangle\}
Used to mark the end of a recursion or mapping: the functions \langle type\rangle_map_break: and \langle type\rangle_map_break:n use this to break out of the loop (see \prg_map_break:Nn for how to set these up). After the loop ends, the \langle code\rangle is inserted into the input stream. This occurs even if the break functions are not applied: \prg_break_point:Nn is functionally-equivalent in these cases to \use_ii:nn.
Breaks a recursion in mapping contexts, inserting in the input stream the \(\textit{user code}\) after the \(\textit{ending code}\) for the loop. The function breaks loops, inserting their \(\textit{ending code}\), until reaching a loop with the same \(\textit{type}\) as its first argument. This \(\textit{type}\)-\texttt{map_break}: argument must be defined; it is simply used as a recognizable marker for the \(\textit{type}\).

For types with mappings defined in the kernel, \(\textit{type}\)-\texttt{map_break}: and \(\textit{type}\)-\texttt{map_break:n} are defined as \texttt{\prg_map_break:Nn \\textit{type}\_map_break: \{\}} and the same with \{\} omitted.

### 9.8.1 Simple mappings

In addition to the more complex mappings above, non-nestable mappings are used in a number of locations and support is provided for these.

This copy of \texttt{\prg_do_nothing:} is used to mark the end of a fast short-term recursion: the function \texttt{\prg_break:n} uses this to break out of the loop.

Breaks a recursion which has no \(\textit{ending code}\) and which is not a user-breakable mapping (see for instance \texttt{\prop_get:Nn}), and inserts the \(\textit{code}\) in the input stream.

### 9.9 Internal programming functions

These functions are used to enclose material in a \TeX alignment environment within a specially-constructed group. This group is designed in such a way that it does not add brace groups to the output but does act as a group for the \& token inside \texttt{\halign}. This is necessary to allow grabbing of tokens for testing purposes, as \TeX uses group level to determine the effect of alignment tokens. Without the special grouping, the use of a function such as \texttt{\peek_after:Nw} would result in a forbidden comparison of the internal \texttt{\endtemplate} token, yielding a fatal error. Each \texttt{\group_align_safe_begin:} must be matched by a \texttt{\group_align_safe_end:}; although this does not have to occur within the same function.
Chapter 10

The \texttt{l3sys} package: System/runtime functions

10.1 The name of the job

\begin{verbatim}
\c_sys_jobname_str
\end{verbatim}
Constant that gets the “job name” assigned when \TeX{} starts.

\TeXhackers note: This copies the contents of the primitive \texttt{\jobname{}}. For technical reasons, the string here is not of the same internal form as other, but may be manipulated using normal string functions.

10.2 Date and time

\begin{verbatim}
\c_sys_minute_int \c_sys_hour_int \c_sys_day_int \c_sys_month_int \c_sys_year_int
\end{verbatim}
The date and time at which the current job was started: these are all reported as integers.

\TeXhackers note: Whilst the underlying primitives can be altered by the user, this interface to the time and date is intended to be the “real” values.
10.3 Engine

Conditionals which allow engine-specific code to be used. The names follow naturally from those of the engine binaries: note that the (u)p\TeX tests are for \e\-p\TeX and \e\-up\TeX as expl3 requires the \e\-\TeX extensions. Each conditional is true for exactly one supported engine. In particular, \verb!\sys_if_engine_ptex_p!: is true for \e\-p\TeX but false for \e\-up\TeX.

\begin{verbatim}
\sys_if_engine_luatex_p: \sys_if_engine_luatex:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_engine_pdfTeX_p: \sys_if_engine_pdfTeX:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_engine_pTeX_p: \sys_if_engine_pTeX:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_engine_uptex_p: \sys_if_engine_uptex:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_engine_xetex_p: \sys_if_engine_xetex:TF \{\{true code\}\} \{\{false code\}\}
\end{verbatim}

New: 2015-09-07

\verb!\c_sys_engine_str! \begin{itemize}
    \item The current engine given as a lower case string: one of l\texttt{u}atex, p\texttt{d}f\texttt{T}e\texttt{x}, p\texttt{t}e\texttt{x}, u\texttt{p}t\texttt{e}x or x\texttt{e}t\texttt{e}x.
\end{itemize}

New: 2015-09-19

\verb!\c_sys_engine_exec_str! \begin{itemize}
    \item The name of the standard executable for the current \TeX engine given as a lower case string: one of l\texttt{u}at\texttt{e}x, luah\texttt{b}t\texttt{e}x, p\texttt{d}f\texttt{T}e\texttt{x}, e\texttt{p}t\texttt{e}x, e\texttt{u}p\texttt{t}e\texttt{x} or x\texttt{e}t\texttt{e}x.
\end{itemize}

New: 2020-08-20

\verb!\c_sys_engine_format_str! \begin{itemize}
    \item The name of the preloaded format for the current \TeX run given as a lower case string: one of l\texttt{u}al\texttt{a}t\texttt{e}x (or dvil\texttt{u}al\texttt{a}t\texttt{e}x), p\texttt{d}f\texttt{l}a\texttt{t}e\texttt{x} (or l\texttt{a}t\texttt{e}x), p\texttt{l}a\texttt{t}e\texttt{x}, u\texttt{p}l\texttt{a}t\texttt{e}x or x\texttt{e}l\texttt{a}t\texttt{e}x for \La\TeX, similar names for plain \TeX (except p\texttt{d}f\texttt{T}e\texttt{x} in DVI mode yields e\texttt{t}e\texttt{x}), and cont-en for Con\TeXt (i.e. the \verb!\fmtname!).
\end{itemize}

New: 2020-08-20

\verb!\sys_timer!: \begin{itemize}
    \item \verb!\sys_timer!: \{\{true code\}\} \{\{false code\}\}
    \item Expands to the current value of the engine’s timer clock, a non-negative integer. This function is only defined for engines with timer support. This command measures not just CPU time but real time (including time waiting for user input). The unit are scaled seconds (2\(^{-16}\) seconds).
\end{itemize}

New: 2020-09-24

10.4 Output format

Conditionals which give the current output mode the \TeX run is operating in. This is always one of two outcomes, DVI mode or PDF mode. The two sets of conditionals are thus complementary and are both provided to allow the programmer to emphasise the most appropriate case.

\begin{verbatim}
\sys_if_output_dvi_p: \sys_if_output_dvi:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_output_pdf_p: \sys_if_output_pdf:TF \{\{true code\}\} \{\{false code\}\}
\sys_if_output_dvi: \sys_if_output_pdf: \{\{true code\}\} \{\{false code\}\}
\end{verbatim}

New: 2015-09-19

\verb!\c_sys_output_str! \begin{itemize}
    \item The current output mode given as a lower case string: one of d\texttt{v}i or p\texttt{d}f.
\end{itemize}

New: 2015-09-19

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10.5 Platform

\sys_if_platform_unix_p: \sys_if_platform_unix:TF \{(true code)\} \{(false code)\}
\sys_if_platform_unix:TF *
\sys_if_platform_windows_p: *
\sys_if_platform_windows:TF *

New: 2018-07-27

Conditionals which allow platform-specific code to be used. The names follow the Lua os.type() function, i.e. all Unix-like systems are unix (including Linux and MacOS).

\sys_platform_str

The current platform given as a lower case string: one of unix, windows or unknown.

10.6 Random numbers

\sys_rand_seed:

Expands to the current value of the engine’s random seed, a non-negative integer. In engines without random number support this expands to 0.

\sys_gset_rand_seed:n \{intexpr\}

Globally sets the seed for the engine’s pseudo-random number generator to the \{integer expression\}. This random seed affects all \..._rand functions (such as \int_rand:nn or \clist_rand_item:n) as well as other packages relying on the engine’s random number generator. In engines without random number support this produces an error.

\TeXhackers note: While a 32-bit (signed) integer can be given as a seed, only the absolute value is used and any number beyond $2^{28}$ is divided by an appropriate power of 2. We recommend using an integer in $[0, 2^{28} - 1]$.

10.7 Access to the shell

\sys_get_shell:nnN \sys_get_shell:nnN \{(shell command)\} \{(setup)\} \{tl var\}
\sys_get_shell:nnNTF \{(shell command)\} \{(setup)\} \{tl var\} \{\{true code\}\} \{\{false code\}\}

New: 2019-09-20

Defines \{tl var\} to the text returned by the \{shell command\}. The \{shell command\} is converted to a string using \{tl_to_str:n\}. Category codes may need to be set appropriately via the \{setup\} argument, which is run just before running the \{shell command\} (in a group). If shell escape is disabled, the \{tl var\} will be set to \q_no_value in the non-branching version. Note that quote characters (*) cannot be used inside the \{shell command\}. The \sys_get_shell:nnNTF conditional inserts the true code if the shell is available and no quote is detected, and the false code otherwise.
This variable exposes the internal triple of the shell escape status. The possible values are:

0 Shell escape is disabled
1 Unrestricted shell escape is enabled
2 Restricted shell escape is enabled

\c_sys_shell_escape_int

New: 2017-05-27

\sys_if_shell_p: \sys_if_shell:TF
\sys_if_shell:TF \{\{true code\}\} \{\{false code\}\}

New: 2017-05-27

Performs a check for whether shell escape is enabled. This returns true if either of restricted or unrestricted shell escape is enabled.

\sys_if_shell_unrestricted_p: \sys_if_shell_unrestricted:TF
\sys_if_shell_unrestricted:TF \{\{true code\}\} \{\{false code\}\}

New: 2017-05-27

Performs a check for whether unrestricted shell escape is enabled.

\sys_if_shell_restricted_p: \sys_if_shell_restricted:TF
\sys_if_shell_restricted:TF \{\{true code\}\} \{\{false code\}\}

New: 2017-05-27

Performs a check for whether restricted shell escape is enabled. This returns false if unrestricted shell escape is enabled. Unrestricted shell escape is not considered a superset of restricted shell escape in this case. To find whether any shell escape is enabled use \sys_if_shell:.

\sys_shell_now:n \sys_shell_now:x
\sys_shell_now:n \{\{tokens\}\}

New: 2017-05-27

Execute \{\{tokens\}\} through shell escape immediately.

\sys_shell_shipout:n \sys_shell_shipout:x
\sys_shell_shipout:n \{\{tokens\}\}

New: 2017-05-27

Execute \{\{tokens\}\} through shell escape at shipout.

10.8 Loading configuration data

\sys_load_backend:n \sys_load_backend:n \{\{backend\}\}

New: 2019-09-12

Loads the additional configuration file needed for backend support. If the \{\{backend\}\} is empty, the standard backend for the engine in use will be loaded. This command may only be used once.

\sys_ensure_backend: \sys_ensure_backend:

New: 2022-07-29

Ensures that a backend has been loaded by calling \sys_load_backend:n if required.
\c_sys_backend_str

Set to the name of the backend in use by \sys_load_backend:n when issued. Possible values are

- pdftex
- luatex
- xetex
- dvips
- dvipdfmx
- dvisvgm

\sys_load_debug:

Load the additional configuration file for debugging support.

10.8.1 Final settings

\sys_finalise:

Finalises all system-dependent functionality: required before loading a backend.
Chapter 11

The l3msg package

Messages

Messages need to be passed to the user by modules, either when errors occur or to indicate how the code is proceeding. The l3msg module provides a consistent method for doing this (as opposed to writing directly to the terminal or log).

The system used by l3msg to create messages divides the process into two distinct parts. Named messages are created in the first part of the process; at this stage, no decision is made about the type of output that the message will produce. The second part of the process is actually producing a message. At this stage a choice of message class has to be made, for example error, warning or info.

By separating out the creation and use of messages, several benefits are available. First, the messages can be altered later without needing details of where they are used in the code. This makes it possible to alter the language used, the detail level and so on. Secondly, the output which results from a given message can be altered. This can be done on a message class, module or message name basis. In this way, message behaviour can be altered and messages can be entirely suppressed.

11.1 Creating new messages

All messages have to be created before they can be used. The text of messages is automatically wrapped to the length available in the console. As a result, formatting is only needed where it helps to show meaning. In particular, \ may be used to force a new line and \ forces an explicit space. Additionally, \, \#, \, \ and \ can be used to produce the corresponding character.

Messages may be subdivided by one level using the / character. This is used within the message filtering system to allow for example the \TeX kernel messages to belong to the module \TeX while still being filterable at a more granular level. Thus for example

\msg_new:nnnn { mymodule } { submodule / message } ...

will allow to filter out specifically messages from the submodule.
\msg_new:nnnn \msg_new:nnn
\msg_set:nnnn \msg_set:nnn \msg_gset:nnnn \msg_gset:nnn
\msg_if_exist_p:nn \msg_if_exist:nnTF
\msg_module_name:n \msg_module_name:n \msg_module_type:n \msg_module_type:n
\g_msg_module_name_prop \g_msg_module_type_prop
\msg_line_context:

11.2 Customizable information for message modules

\msg_module_name:n \msg_module_name:n
\msg_module_type:n \msg_module_type:n
\g_msg_module_name_prop \g_msg_module_type_prop

11.3 Contextual information for messages

\msg_line_context:

Prints the current line number when a message is given, and thus suitable for giving context to messages. The number itself is proceeded by the text on line.
\msg_line_number: * \msg_line_number:
Prints the current line number when a message is given.

\msg_fatal_text:n * \msg_fatal_text:n \langle module \rangle
Produces the standard text

Fatal Package \langle module \rangle Error
This function can be redefined to alter the language in which the message is given, using
#1 as the name of the \langle module \rangle to be included.

\msg_critical_text:n * \msg_critical_text:n \langle module \rangle
Produces the standard text

Critical Package \langle module \rangle Error
This function can be redefined to alter the language in which the message is given, using
#1 as the name of the \langle module \rangle to be included.

\msg_error_text:n * \msg_error_text:n \langle module \rangle
Produces the standard text

Package \langle module \rangle Error
This function can be redefined to alter the language in which the message is given, using
#1 as the name of the \langle module \rangle to be included.

\msg_warning_text:n * \msg_warning_text:n \langle module \rangle
Produces the standard text

Package \langle module \rangle Warning
This function can be redefined to alter the language in which the message is given, using
#1 as the name of the \langle module \rangle to be included. The \langle type \rangle of \langle module \rangle may be adjusted:
Package is the standard outcome: see \msg_module_type:n.

\msg_info_text:n * \msg_info_text:n \langle module \rangle
Produces the standard text:

Package \langle module \rangle Info
This function can be redefined to alter the language in which the message is given, using
#1 as the name of the \langle module \rangle to be included. The \langle type \rangle of \langle module \rangle may be adjusted:
Package is the standard outcome: see \msg_module_type:n.
Produces the standard text

See the \langle module \rangle documentation for further information.

This function can be redefined to alter the language in which the message is given, using \#1 as the name of the \langle module \rangle to be included. The name of the \langle module \rangle is produced using \msg_module_name:n.

11.4 Issuing messages

Messages behave differently depending on the message class. In all cases, the message may be issued supplying 0 to 4 arguments. If the number of arguments supplied here does not match the number in the definition of the message, extra arguments are ignored, or empty arguments added (of course the sense of the message may be impaired). The four arguments are converted to strings before being added to the message text: the x-type variants should be used to expand material. Note that this expansion takes place with the standard definitions in effect, which means that shorthands such as \texttt{\textbackslash -} or \texttt{\textbackslash \textbackslash} are not available; instead one should use \texttt{\iow_char:N \textbackslash \textbackslash} and \texttt{\iow_newline:}, respectively. The following message classes exist:

- \texttt{\textbf{fatal}}, ending the \TeX run;
- \texttt{\textbf{critical}}, ending the file being input;
- \texttt{\textbf{error}}, interrupting the \TeX run without ending it;
- \texttt{\textbf{warning}}, written to terminal and log file, for important messages that may require corrections by the user;
- \texttt{\textbf{note}} (less common than \texttt{info}) for important information messages written to the terminal and log file;
- \texttt{\textbf{info}} for normal information messages written to the log file only;
- \texttt{\textbf{term}} and \texttt{\textbf{log}} for un-decorated messages written to the terminal and log file, or to the log file only;
- \texttt{\textbf{none}} for suppressed messages.

\msg_fatal:nnnnn \msg_fatal:nnxxxx \msg_fatal:nnxxx \msg_fatal:nnnn \msg_fatal:nnn \msg_fatal:nxx \msg_fatal:nn

Issues \langle module \rangle error \langle message \rangle, passing \langle arg one \rangle to \langle arg four \rangle to the text-creating functions. After issuing a fatal error the \TeX run halts. No PDF file will be produced in this case (DVI mode runs may produce a truncated DVI file).
Issues \texttt{module} error \texttt{message}, passing \texttt{arg one} to \texttt{arg four} to the text-creating functions. After issuing a critical error, \TeX{} stops reading the current input file. This may halt the \TeX{} run (if the current file is the main file) or may abort reading a sub-file.

\textbf{\TeX{}hackers note:} The \TeX{} \texttt{\endinput} primitive is used to exit the file. In particular, the rest of the current line remains in the input stream.

Issues \texttt{module} error \texttt{message}, passing \texttt{arg one} to \texttt{arg four} to the text-creating functions. The error interrupts processing and issues the text at the terminal. After user input, the run continues.

Issues \texttt{module} warning \texttt{message}, passing \texttt{arg one} to \texttt{arg four} to the text-creating functions. The warning text is added to the log file and the terminal, but the \TeX{} run is not interrupted.
Issues `module` information `message`, passing `arg one` to `arg four` to the text-creating functions. For the more common `msg_info:nnnnnn`, the information text is added to the log file only, while `msg_note:nnnnnn` adds the info text to both the log file and the terminal. The TeX run is not interrupted.

Does nothing: used as a message class to prevent any output at all (see the discussion of message redirection).
11.4.1 Messages for showing material

\msgshow

Issues \textit{(module)} information \textit{(message)}, passing \textit{(arg one)} to \textit{(arg four)} to the text-creating functions. The information text is shown on the terminal and the \TeX run is interrupted in a manner similar to \texttt{\tlshown}. This is used in conjunction with \msgshowitem and similar functions to print complex variable contents completely. If the formatted text does not contain \texttt{>} at the start of a line, an additional line \texttt{>} will be put at the end. In addition, a final period is added if not present.

11.4.2 Expandable error messages

In very rare cases it may be necessary to produce errors in an expansion-only context. The functions in this section should only be used if there is no alternative approach using \msgerror or other non-expandable commands from the previous section. Despite having a similar interface as non-expandable messages, expandable errors must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. As a result, short-hands such as \texttt{\{ or \} do not work, and messages must be very short (with default settings, they are truncated after approximately 50 characters). It is advisable to ensure that the message is understandable even when truncated, by putting the most important information up front. Another particularity of expandable messages is that they cannot be redirected or turned off by the user.

\msgen

Issues an “Undefined error” message from \TeX itself using the undefined control sequence \texttt{\::error} then prints “! \textit{(module)}: ”\textit{(error message)}, which should be short. With default settings, anything beyond approximately 50 characters long (or bytes in some engines) is cropped. A leading space might be removed as well.

11.5 Redirecting messages

Each message has a “name”, which can be used to alter the behaviour of the message when it is given. Thus we might have

\msgnew

Updated: 2019-02-28
to define a message, with
\msg_error:nn { module } { my-message }
when it is used. With no filtering, this raises an error. However, we could alter the
behaviour with
\msg_redirect_class:nn { error } { warning }
to turn all errors into warnings, or with
\msg_redirect_module:nnn { module } { error } { warning }
to alter only messages from that module, or even
\msg_redirect_name:nnn { module } { my-message } { warning }
to target just one message. Redirection applies first to individual messages, then to
messages from one module and finally to messages of one class. Thus it is possible to
select out an individual message for special treatment even if the entire class is already
redirected.

Multiple redirections are possible. Redirections can be cancelled by providing an
empty argument for the target class. Redirection to a missing class raises an error
immediately. Infinite loops are prevented by eliminating the redirection starting from
the target of the redirection that caused the loop to appear. Namely, if redirections are
requested as \( A \rightarrow B, B \rightarrow C \) and \( C \rightarrow A \) in this order, then the \( A \rightarrow B \) redirection is
cancelled.

Changes the behaviour of messages of \langle class one \rangle so that they are processed using the
code for those of \langle class two \rangle. Each \langle class \rangle can be one of fatal, critical, error,
warning, note, info, term, log, none.

Redirects message of \langle class one \rangle for \langle module \rangle to act as though they were from \langle class
two \rangle. Messages of \langle class one \rangle from sources other than \langle module \rangle are not affected by this
redirection. This function can be used to make some messages “silent” by default. For
example, all of the warning messages of \langle module \rangle could be turned off with:
\msg_redirect_module:nnn { module } { warning } { none }

Redirects a specific \langle message \rangle from a specific \langle module \rangle to act as a member of \langle class \rangle of
messages. No further redirection is performed. This function can be used to make a
selected message “silent” without changing global parameters:
\msg_redirect_name:nnn { module } { annoying-message } { none }

\msg_redirect_class:nn
\msg_redirect_class:nn {\langle class one\rangle} {\langle class two\rangle}
Updated: 2012-04-27

\msg_redirect_module:nnn
\msg_redirect_module:nnn {\langle module\rangle} {\langle class one\rangle} {\langle class two\rangle}
Updated: 2012-04-27

\msg_redirect_name:nnn
\msg_redirect_name:nnn {\langle module\rangle} {\langle message\rangle} {\langle class\rangle}
Updated: 2012-04-27
Chapter 12

The \texttt{l3file} package

File and I/O operations

This module provides functions for working with external files. Some of these functions apply to an entire file, and have prefix \texttt{\textbackslash file...}, while others are used to work with files on a line by line basis and have prefix \texttt{\textbackslash ior...} (reading) or \texttt{\textbackslash iow...} (writing).

It is important to remember that when reading external files \TeX{} attempts to locate them using both the operating system path and entries in the \TeX{} file database (most \TeX{} systems use such a database). Thus the “current path” for \TeX{} is somewhat broader than that for other programs.

For functions which expect a \texttt{(file name)} argument, this argument may contain both literal items and expandable content, which should on full expansion be the desired file name. Active characters (as declared in \texttt{\textbackslash l_char_active_seq}) are not expanded, allowing the direct use of these in file names. Quote tokens (") are not permitted in file names as they are reserved for internal use by some \TeX{} primitives.

Spaces are trimmed at the beginning and end of the file name: this reflects the fact that some file systems do not allow or interact unpredictably with spaces in these positions. When no extension is given, this will trim spaces from the start of the name only.

12.1 Input–output stream management

As \TeX{} engines have a limited number of input and output streams, direct use of the streams by the programmer is not supported in \LaTeX{}3. Instead, an internal pool of streams is maintained, and these are allocated and deallocated as needed by other modules. As a result, the programmer should close streams when they are no longer needed, to release them for other processes.

Note that I/O operations are global: streams should all be declared with global names and treated accordingly.
Globally reserves the name of the \langle \text{stream} \rangle, either for reading or for writing as appropriate. The \langle \text{stream} \rangle is not opened until the appropriate \texttt{\ior...\open:Nn} function is used. Attempting to use a \langle \text{stream} \rangle which has not been opened is an error, and the \langle \text{stream} \rangle will behave as the corresponding \texttt{\c_term...}

\ior_open:Nn \langle \text{stream} \rangle \{\langle \text{file name} \rangle\}
Opens \langle \text{file name} \rangle for reading using \langle \text{stream} \rangle as the control sequence for file access. If the \langle \text{stream} \rangle was already open it is closed before the new operation begins. The \langle \text{stream} \rangle is available for access immediately and will remain allocated to \langle \text{file name} \rangle until a \texttt{\ior_close:N} instruction is given or the \TeX run ends. If the file is not found, an error is raised.

\ior_open:NnTF \langle \text{stream} \rangle \{\langle \text{file name} \rangle\} \{\langle \text{true code} \rangle\} \{\langle \text{false code} \rangle\}
Opens \langle \text{file name} \rangle for reading using \langle \text{stream} \rangle as the control sequence for file access. If the \langle \text{stream} \rangle was already open it is closed before the new operation begins. The \langle \text{stream} \rangle is available for access immediately and will remain allocated to \langle \text{file name} \rangle until a \texttt{\ior_close:N} instruction is given or the \TeX run ends. The \langle \text{true code} \rangle is then inserted into the input stream. If the file is not found, no error is raised and the \langle \text{false code} \rangle is inserted into the input stream.

\iow_open:Nn \langle \text{stream} \rangle \{\langle \text{file name} \rangle\}
Opens \langle \text{file name} \rangle for writing using \langle \text{stream} \rangle as the control sequence for file access. If the \langle \text{stream} \rangle was already open it is closed before the new operation begins. The \langle \text{stream} \rangle is available for access immediately and will remain allocated to \langle \text{file name} \rangle until a \texttt{\iow_close:N} instruction is given or the \TeX run ends. Opening a file for writing clears any existing content in the file (i.e. writing is not additive).

\ior_close:N \langle \text{stream} \rangle
Closes the \langle \text{stream} \rangle. Streams should always be closed when they are finished with as this ensures that they remain available to other programmers.

\ior_show:N \langle \text{stream} \rangle
Display (to the terminal or log file) the file name associated to the (read or write) \langle \text{stream} \rangle.
Display (to the terminal or log file) a list of the file names associated with each open (read or write) stream. This is intended for tracking down problems.

12.1.1 Reading from files

Reading from files and reading from the terminal are separate processes in expl3. The functions \ior_get:NN and \ior_str_get:NN, and their branching equivalents, are designed to work with files.

\ior_get:NN \ior_get:NN ⟨stream⟩ ⟨token list variable⟩
\ior_get:NNTF \ior_get:NNTF ⟨stream⟩ ⟨token list variable⟩ ⟨true code⟩ ⟨false code⟩

Function that reads one or more lines (until an equal number of left and right braces are found) from the file input ⟨stream⟩ and stores the result locally in the ⟨token list⟩ variable. The material read from the ⟨stream⟩ is tokenized by TEX according to the category codes and \endlinechar in force when the function is used. Assuming normal settings, any lines which do not end in a comment character % have the line ending converted to a space, so for example input

a b c

results in a token list a,b,c\par. Any blank line is converted to the token \par. Therefore, blank lines can be skipped by using a test such as

\ior_get:NN \l_my_stream \l_tmpa_tl
\tl_set:Nn \l_tmpb_tl \{ \par \}
\tl_if_eq:NNF \l_tmpa_tl \l_tmpb_tl \l_tmpc_tl
...

Also notice that if multiple lines are read to match braces then the resulting token list can contain \par tokens. In the non-branching version, where the ⟨stream⟩ is not open the ⟨tl var⟩ is set to \q_no_value.

\TeXhackers note: This protected macro is a wrapper around the \TeX primitive \read. Regardless of settings, \TeX replaces trailing space and tab characters (character codes 32 and 9) in each line by an end-of-line character (character code \endlinechar, omitted if \endlinechar is negative or too large) before turning characters into tokens according to current category codes. With default settings, spaces appearing at the beginning of lines are also ignored.
\ior_str_get:NN \ior_str_get:NN (stream) (token list variable)
\ior_str_get:NNTF (stream) (token list variable) (true code) (false code)

Function that reads one line from the file input \langle stream \rangle and stores the result locally in the \langle token list \rangle variable. The material is read from the \langle stream \rangle as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). Multiple whitespace characters are retained by this process. It always only reads one line and any blank lines in the input result in the \langle token list variable \rangle being empty. Unlike \ior_get:NN, line ends do not receive any special treatment. Thus input

a b c

results in a token list a b c with the letters a, b, and c having category code 12. In the non-branching version, where the \langle stream \rangle is not open the \langle tl var \rangle is set to \q_no_value.

\TeXhackers note: This protected macro is a wrapper around the \textit{\texttt{\textbackslash readline}} primitive \texttt{\textbackslash readline}. Regardless of settings, \TeX removes trailing space and tab characters (character codes 32 and 9). However, the end-line character normally added by this primitive is not included in the result of \ior_str_get:NN.

All mappings are done at the current group level, \textit{i.e.} any local assignments made by the \langle function \rangle or \langle code \rangle discussed below remain in effect after the loop.

\ior_map_inline:Nn \ior_map_inline:Nn (stream) \{ (inline function) \}

Nov: 2012-02-11

Applies the \langle inline function \rangle to each set of \langle lines \rangle obtained by calling \ior_get:NN until reaching the end of the file. \TeX ignores any trailing new-line marker from the file it reads. The \langle inline function \rangle should consist of code which receives the \langle line \rangle as \#1.

\ior_str_map_inline:Nn \ior_str_map_inline:Nn (stream) \{ (inline function) \}

Nov: 2012-02-11

Applies the \langle inline function \rangle to every \langle line \rangle in the \langle stream \rangle. The material is read from the \langle stream \rangle as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). The \langle inline function \rangle should consist of code which receives the \langle line \rangle as \#1. Note that \TeX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. \TeX also ignores any trailing new-line marker from the file it reads.

\ior_map_variable:NNn \ior_map_variable:NNn (stream) (tl var) \{ (code) \}

Nov: 2019-01-13

For each set of \langle lines \rangle obtained by calling \ior_get:NN until reaching the end of the file, stores the \langle lines \rangle in the \langle tl var \rangle then applies the \langle code \rangle. The \langle code \rangle will usually make use of the \langle variable \rangle, but this is not enforced. The assignments to the \langle variable \rangle are local. Its value after the loop is the last set of \langle lines \rangle, or its original value if the \langle stream \rangle is empty. \TeX ignores any trailing new-line marker from the file it reads. This function is typically faster than \ior_map_inline:Nn.
\ior_str_map_variable:NNn \ior_str_map_variable:NNn \stream \variable \{ \code \}

For each \langle line \rangle in the \langle stream \rangle, stores the \langle line \rangle in the \langle variable \rangle then applies the \langle code \rangle. The material is read from the \langle stream \rangle as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). The \langle code \rangle will usually make use of the \langle variable \rangle, but this is not enforced. The assignments to the \langle variable \rangle are local. Its value after the loop is the last \langle line \rangle, or its original value if the \langle stream \rangle is empty. Note that \TeX removes trailing space and tab characters (character codes 32 and 9) from every line upon input. \TeX also ignores any trailing new-line marker from the file it reads. This function is typically faster than \ior_str_map_inline:Nn.

\ior_map_break: \ior_map_break:

Used to terminate a \ior_map... function before all lines from the \langle stream \rangle have been processed. This normally takes place within a conditional statement, for example

\begin{verbatim}
\ior_map_inline:Nn \l_my_ior
 { \str_if_eq:nnTF { #1 } { bingo } { \ior_map_break: } { % Do something useful } }
\end{verbatim}

Use outside of a \ior_map... scenario leads to low level \TeX errors.

\TeXhackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

\ior_map_break:n \ior_map_break:n \{ \langle code \} \}

Used to terminate a \ior_map... function before all lines in the \langle stream \rangle have been processed, inserting the \langle code \rangle after the mapping has ended. This normally takes place within a conditional statement, for example

\begin{verbatim}
\ior_map_inline:Nn \l_my_ior
 { \str_if_eq:nnTF { #1 } { bingo } { \ior_map_break:n { \langle code \} } { % Do something useful } }
\end{verbatim}

Use outside of a \ior_map... scenario leads to low level \TeX errors.

\TeXhackers note: When the mapping is broken, additional tokens may be inserted before the \langle code \rangle is inserted into the input stream. This depends on the design of the mapping function.
\ior_if_eof_p:N \ior_if_eof:NTF \ior_if_eof_p:N (stream) \ior_if_eof:NTF (stream) \ior_if_eof_p:N (stream) \ior_if_eof:NTF \ior_if_eof_p:N (stream) \ior_if_eof:NTF

Tests if the end of a file \langle stream \rangle has been reached during a reading operation. The test also returns a \texttt{true} value if the \langle stream \rangle is not open.

\begin{itemize}
\item \texttt{\ior_if_eof_p:N} \texttt{\ior_if_eof:NTF} \texttt{\ior_if_eof_p:N} \texttt{\ior_if_eof:NTF}
\end{itemize}

12.1.2 Writing to files

\texttt{\iow_now:Nn \iow_now:(Nx|cn|cx)}

This functions writes \langle tokens \rangle to the specified \langle stream \rangle immediately (\textit{i.e.} the write operation is called on expansion of \texttt{\iow_now:Nn}).

\texttt{\iow_log:n \iow_log:x}

This function writes the given \langle tokens \rangle to the log (transcript) file immediately: it is a dedicated version of \texttt{\iow_now:Nn}.

\texttt{\iow_term:n \iow_term:x}

This function writes the given \langle tokens \rangle to the terminal file immediately: it is a dedicated version of \texttt{\iow_now:Nn}.

\texttt{\iow_shipout:Nn \iow_shipout:(Nx|cn|cx)}

This functions writes \langle tokens \rangle to the specified \langle stream \rangle when the current page is finalised (\textit{i.e.} at shipout). The \langle tokens \rangle are expanded at the time of writing in addition to any expansion when the function is used. This makes these functions suitable for including material finalised during the page building process (such as the page number integer).

\textbf{\textit{T\TeX}hackers note:} When using expl3 with a format other than \LaTeX, new line characters inserted using \texttt{\iow_newline:} or using the line-wrapping code \texttt{\iow_wrap:nnnN} are not recognized in the argument of \texttt{\iow_shipout:Nn}. This may lead to the insertion of additional unwanted line-breaks.

\texttt{\iow_shipout_x:Nn \iow_shipout_x:(Nx|cn|cx)}

This functions writes \langle tokens \rangle to the specified \langle stream \rangle when the current page is finalised (\textit{i.e.} at shipout). The \langle tokens \rangle are expanded at the time of writing in addition to any expansion when the function is used. This makes these functions suitable for including material finalised during the page building process (such as the page number integer).

\textbf{\textit{T\TeX}hackers note:} This is a wrapper around the \TeX primitive \texttt{\write}. When using expl3 with a format other than \LaTeX, new line characters inserted using \texttt{\iow_newline:} or using the line-wrapping code \texttt{\iow_wrap:nnnN} are not recognized in the argument of \texttt{\iow_shipout:Nn}. This may lead to the insertion of additional unwanted line-breaks.
\iow_char:N * \iow_char:N \langle char \rangle

Inserts \langle char \rangle into the output stream. Useful when trying to write difficult characters such as \%, {, }, etc. in messages, for example:

\iow_now:Nx \g_my_iow \{ \iow_char:N \{ text \iow_char:N \} \}

The function has no effect if writing is taking place without expansion (e.g. in the second argument of \iow_now:NN).

\iow_newline: * \iow_newline:

Function to add a new line within the \langle tokens \rangle written to a file. The function has no effect if writing is taking place without expansion (e.g. in the second argument of \iow_now:NN).

\TeXhackers note: When using expl3 with a format other than \texttt{\LaTeX}, the character inserted by \iow_newline: is not recognized by \TeX, which may lead to the insertion of additional unwanted line-breaks. This issue only affects \iow_shipout:NN, \iow_shipout_x:NN and direct uses of primitive operations.

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12.1.3 Wrapping lines in output

\iow_wrap:nnnN \{\langle text\rangle\} \{\langle run-on text\rangle\} \{\langle set up\rangle\} \{\langle function\rangle\}

This function wraps the \langle text\rangle to a fixed number of characters per line. At the start of each line which is wrapped, the \langle run-on text\rangle is inserted. The line character count targeted is the value of \l_iow_line_count_int minus the number of characters in the \langle run-on text\rangle for all lines except the first, for which the target number of characters is simply \l_iow_line_count_int since there is no run-on text. The \langle text\rangle and \langle run-on text\rangle are exhaustively expanded by the function, with the following substitutions:

- \\ or \iow_newline: may be used to force a new line,
- \␣ may be used to represent a forced space (for example after a control sequence),
- \#, \%, \{, \} may be used to represent the corresponding character,
- \iow_allow_break: may be used to allow a line-break without inserting a space (this is experimental),
- \iow_indent:n may be used to indent a part of the \langle text\rangle (not the \langle run-on text\rangle).

Additional functions may be added to the wrapping by using the \langle set up\rangle, which is executed before the wrapping takes place: this may include overriding the substitutions listed.

Any expandable material in the \langle text\rangle which is not to be expanded on wrapping should be converted to a string using \token_to_str:N, \tl_to_str:n, \tl_to_str:N, etc.

The result of the wrapping operation is passed as a braced argument to the \langle function\rangle, which is typically a wrapper around a write operation. The output of \iow_wrap:nnnN (i.e. the argument passed to the \langle function\rangle) consists of characters of category “other” (category code 12), with the exception of spaces which have category “space” (category code 10). This means that the output does not expand further when written to a file.

\TeX{} hackers note: Internally, \iow_wrap:nnnN carries out an x-type expansion on the \langle text\rangle to expand it. This is done in such a way that \exp_not:N or \exp_not:n could be used to prevent expansion of material. However, this is less conceptually clear than conversion to a string, which is therefore the supported method for handling expandable material in the \langle text\rangle.

\iow_indent:n \{\langle text\rangle\}

In the first argument of \iow_wrap:nnnN (for instance in messages), indents \langle text\rangle by four spaces. This function does not cause a line break, and only affects lines which start within the scope of the \langle text\rangle. In case the indented \langle text\rangle should appear on separate lines from the surrounding text, use \\ to force line breaks.

\l_iow_line_count_int

The maximum number of characters in a line to be written by the \iow_wrap:nnnN function. This value depends on the \TeX{} system in use: the standard value is 78, which is typically correct for unmodified \TeX{} Live and MiK\TeX{} systems.
12.1.4 Constant input–output streams, and variables

\g_tmpa_iow \g_tmpb_iow

Scratch input stream for global use. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\c_log_iow \c_term_iow

Constant output streams for writing to the log and to the terminal (plus the log), respectively.

\g_tmpa_iow \g_tmpb_iow

Scratch output stream for global use. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

12.1.5 Primitive conditionals

\if_eof:w ⟨stream⟩
⟨true code⟩
\else:
⟨false code⟩
\fi:

Tests if the ⟨stream⟩ returns “end of file”, which is true for non-existent files. The \else: branch is optional.

\TeXhackers note: This is the \TeX primitive \ifeof.

12.2 File operation functions

\g_file_curr_dir_str \g_file_curr_name_str \g_file_curr_ext_str

Contain the directory, name and extension of the current file. The directory is empty if the file was loaded without an explicit path (i.e. if it is in the \TeX search path), and does not end in / other than the case that it is exactly equal to the root directory. The ⟨name⟩ and ⟨ext⟩ parts together make up the file name, thus the ⟨name⟩ part may be thought of as the “job name” for the current file. Note that \TeX does not provide information on the ⟨ext⟩ part for the main (top level) file and that this file always has an empty ⟨dir⟩ component. Also, the ⟨name⟩ here will be equal to \c_sys_jobname_str, which may be different from the real file name (if set using --jobname, for example).
Each entry is the path to a directory which should be searched when seeking a file. Each path can be relative or absolute, and should not include the trailing slash. The entries are not expanded when used so may contain active characters but should not feature any variable content. Spaces need not be quoted.

\TeXhackers note: When working as a package in \LaTeX, expl3 will automatically append the current \input@path to the set of values from \l_file_search_path_seq.

\file_if_exist:nTF \file_if_exist:nTF ⟨file name⟩ {⟨true code⟩} {⟨false code⟩}

Updated: 2012-02-10

Searches for ⟨file name⟩ using the current \TeX search path and the additional paths controlled by \l_file_search_path_seq.

\file_get:nnN \file_get:nnN ⟨filename⟩ {⟨setup⟩} ⟨tl⟩
\file_get:nnNTF \file_get:nnNTF ⟨filename⟩ {⟨setup⟩} ⟨tl⟩ {⟨true code⟩} {⟨false code⟩}

New: 2019-01-16
Updated: 2019-02-16

Defines ⟨tl⟩ to the contents of ⟨filename⟩. Category codes may need to be set appropriately via the ⟨setup⟩ argument. The non-branching version sets the ⟨tl⟩ to \q_no_value if the file is not found. The branching version runs the ⟨true code⟩ after the assignment to ⟨tl⟩ if the file is found, and ⟨false code⟩ otherwise.

\file_get_full_name:nN \file_get_full_name:nN ⟨file name⟩
\file_get_full_name:VN \file_get_full_name:VN ⟨file name⟩
\file_get_full_name:nNNTF \file_get_full_name:nNNTF ⟨file name⟩
\file_get_full_name:VNTF \file_get_full_name:VNTF ⟨file name⟩

Updated: 2019-02-16

Searches for ⟨file name⟩ in the path as detailed for \file_if_exist:nTF, and if found sets the ⟨tl var⟩ the fully-qualified name of the file, i.e. the path and file name. This includes an extension .tex when the given ⟨file name⟩ has no extension but the file found has that extension. In the non-branching version, the ⟨tl var⟩ will be set to \q_no_value in the case that the file does not exist.

\file_full_name:n \file_full_name:n ⟨file name⟩
\file_full_name:V \file_full_name:V ⟨file name⟩

New: 2019-09-03

Searches for ⟨file name⟩ in the path as detailed for \file_if_exist:nTF, and if found leaves the fully-qualified name of the file, i.e. the path and file name, in the input stream. This includes an extension .tex when the given ⟨file name⟩ has no extension but the file found has that extension. If the file is not found on the path, the expansion is empty.
\file_parse_full_name:n {\full_name} \dir \name \ext

 Parses the \full_name and splits it into three parts, each of which is returned by setting the appropriate local string variable:

- The \dir: everything up to the last / (path separator) in the \file_path. As with system \PATH variables and related functions, the \dir does not include the trailing / unless it points to the root directory. If there is no path (only a file name), \dir is empty.

- The \name: everything after the last / up to the last .., where both of those characters are optional. The \name may contain multiple . characters. It is empty if \full_name consists only of a directory name.

- The \ext: everything after the last . (including the dot). The \ext is empty if there is no . after the last /.

Before parsing, the \full_name is expanded until only non-expandable tokens remain, except that active characters are also not expanded. Quotes (") are invalid in file names and are discarded from the input.

\file_parse_full_name:n * {\full_name}

 Parses the \full_name as described for \file_parse_full_name:nNNN, and leaves \dir, \name, and \ext in the input stream, each inside a pair of braces.

\file_parse_full_name_apply:n \function

 Parses the \full_name as described for \file_parse_full_name:nNNN, and passes \dir, \name, and \ext as arguments to \function, as an n-type argument each, in this order.

\file_hex_dump:n {\file_name}
\file_hex_dump:nnn {\file_name} \{\start_index\} \{\end_index\}

 Searches for \file_name using the current \TeX search path and the additional paths controlled by \file_search_path_seq. It then expands to leave the hexadecimal dump of the file content in the input stream. The file is read as bytes, which means that in contrast to most \TeX behaviour there will be a difference in result depending on the line endings used in text files. The same file will produce the same result between different engines: the algorithm used is the same in all cases. When the file is not found, the result of expansion is empty. The \{\start_index\} and \{\end_index\} values work as described for \str_range:nnn.

\file_get_hex_dump:n {\file_name} \{tl var\}
\file_get_hex_dump:nnn {\file_name} \{\start_index\} \{\end_index\} \{tl var\}

 Sets the \{tl var\} to the result of applying \file_hex_dump:n/\file_hex_dump:nnn to the \file. If the file is not found, the \{tl var\} will be set to \q_no_value.

New: 2019-11-19

Updated: 2020-06-24
\file_mdfive_hash:n \ file_mdfive_hash:n \{\langle file name\rangle\}

Searches for \langle file name\rangle using the current \TeX{} search path and the additional paths controlled by \l_file_search_path_seq. It then expands to leave the MD5 sum generated from the contents of the file in the input stream. The file is read as bytes, which means that in contrast to most \TeX{} behaviour there will be a difference in result depending on the line endings used in text files. The same file will produce the same result between different engines: the algorithm used is the same in all cases. When the file is not found, the result of expansion is empty.

\file_get_mdfive_hash:nN \ file_get_mdfive_hash:nN \{\langle file name\rangle\} \{tl var\}

Sets the \langle tl var\rangle to the result of applying \file_mdfive_hash:n to the \langle file\rangle. If the file is not found, the \langle tl var\rangle will be set to \q_no_value.

\file_size:n \ file_size:n \{\langle file name\rangle\}

Searches for \langle file name\rangle using the current \TeX{} search path and the additional paths controlled by \l_file_search_path_seq. It then expands to leave the size of the file in bytes in the input stream. When the file is not found, the result of expansion is empty.

\file_get_size:nN \ file_get_size:nN \{\langle file name\rangle\} \{tl var\}

Sets the \langle tl var\rangle to the result of applying \file_size:n to the \langle file\rangle. If the file is not found, the \langle tl var\rangle will be set to \q_no_value. This is not available in older versions of \XeTeX{}.

\file_timestamp:n \ file_timestamp:n \{\langle file name\rangle\}

Searches for \langle file name\rangle using the current \TeX{} search path and the additional paths controlled by \l_file_search_path_seq. It then expands to leave the modification timestamp of the file in the input stream. The timestamp is of the form D:\langle year\rangle\langle month\rangle\langle day\rangle\langle hour\rangle\langle minute\rangle\langle second\rangle\langle offset\rangle, where the latter may be Z (UTC) or \langle plus-minus\rangle\langle hours\rangle'\langle minutes\rangle'. When the file is not found, the result of expansion is empty. This is not available in older versions of \XeTeX{}.

\file_get_timestamp:nN \ file_get_timestamp:nN \{\langle file name\rangle\} \{tl var\}

Sets the \langle tl var\rangle to the result of applying \file_timestamp:n to the \langle file\rangle. If the file is not found, the \langle tl var\rangle will be set to \q_no_value. This is not available in older versions of \XeTeX{}. 
\file_compare_timestamp_p:nNn * \file_compare_timestamp:nNn \{file-1\} \{comparator\} \{file-2\} \{true\} \file_compare_timestamp_nTF * \false code\}

New: 2019-05-13
Updated: 2019-09-20

Compares the file stamps on the two \textit{files} as indicated by the \textit{comparator}, and inserts either the \textit{true code} or \textit{false case} as required. A file which is not found is treated as older than any file which is found. This allows for example the construct

\begin{verbatim}
\file_compare_timestamp:nNnT { source-file } > { derived-file }
{ % Code to regenerate derived file }
\end{verbatim}

to work when the derived file is entirely absent. The timestamp of two absent files is regarded as different. This is not available in older versions of Xe\TeX.

\file_input:n \textit{(file name)}
Updated: 2017-06-26

Searches for \textit{file name} in the path as detailed for \file_if_exist:nTF, and if found reads in the file as additional \LaTeX{} source. All files read are recorded for information and the file name stack is updated by this function. An error is raised if the file is not found.

\file_if_exist_input:n \textit{(file name)} \file_if_exist_input:nF \textit{(file name)} \false code\}
New: 2014-07-02

Searches for \textit{file name} using the current \TeX{} search path and the additional paths included in \texttt{\l_file_search_path_seq}. If found then reads in the file as additional \LaTeX{} source as described for \file_input:n, otherwise inserts the \textit{false code}. Note that these functions do not raise an error if the file is not found, in contrast to \file_input:n.

\file_input_stop:
New: 2017-07-07

Ends the reading of a file started by \file_input:n or similar before the end of the file is reached. Where the file reading is being terminated due to an error, \texttt{\msg_critical:nn(nn)} should be preferred.

\texttt{\TeX{}hackers note:} This function must be used on a line on its own: \TeX{} reads files line-by-line and so any additional tokens in the “current” line will still be read. This is also true if the function is hidden inside another function (which will be the normal case), i.e., all tokens on the same line in the source file are still processed. Putting it on a line by itself in the definition doesn’t help as it is the line where it is used that counts!

\file_show_list: \file_log_list:

These functions list all files loaded by \LaTeX{} \texttt{2\epsilon} commands that populate \texttt{@filelist} or by \file_input:n. While \file_show_list: displays the list in the terminal, \file_log_list: outputs it to the log file only.

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Chapter 13

The \texttt{luatex} package: \LaTeX{}-specific functions

The \LaTeX{} engine provides access to the Lua programming language, and with it access to the “internals” of \TeX{}. In order to use this within the framework provided here, a family of functions is available. When used with pdf\TeX{}, \ps\TeX{}, up\TeX{} or Xe\TeX{} these raise an error: use \texttt{sys_if_engine_luatex:T} to avoid this. Details on using Lua with the \LaTeX{} engine are given in the \texttt{Lua\TeX{}} manual.

13.1 Breaking out to Lua

\begin{verbatim}
\lua_now:n {⟨token list⟩}
\end{verbatim}

The \texttt{⟨token list⟩} is first tokenized by \TeX{}, which includes converting line ends to spaces in the usual \TeX{} manner and which respects currently-applicable \TeX{} category codes. The resulting \texttt{⟨Lua input⟩} is passed to the Lua interpreter for processing. Each \texttt{\lua_now:n} block is treated by Lua as a separate chunk. The Lua interpreter executes the \texttt{⟨Lua input⟩} immediately, and in an expandable manner.

\textbf{\TeX{}hackers note:} \texttt{\lua_now:e} is a macro wrapper around \texttt{\directlua}: when Lua\TeX{} is in use two expansions are required to yield the result of the Lua code.

\begin{verbatim}
\lua_shipout:n {⟨token list⟩}
\end{verbatim}

The \texttt{⟨token list⟩} is first tokenized by \TeX{}, which includes converting line ends to spaces in the usual \TeX{} manner and which respects currently-applicable \TeX{} category codes. The resulting \texttt{⟨Lua input⟩} is passed to the Lua interpreter when the current page is finalised (\textit{i.e.} at shipout). Each \texttt{\lua_shipout:n} block is treated by Lua as a separate chunk. The Lua interpreter will execute the \texttt{⟨Lua input⟩} during the page-building routine: no \TeX{} expansion of the \texttt{⟨Lua input⟩} will occur at this stage.

In the case of the \texttt{\lua_shipout_e:n} version the input is fully expanded by \TeX{} in an \texttt{e}-type manner during the shipout operation.

\textbf{\TeX{}hackers note:} At a \TeX{} level, the \texttt{⟨Lua input⟩} is stored as a “whatsit”.

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\lua_escape:n (*token list*)

Converts the *(token list)* such that it can safely be passed to Lua: embedded backslashes, double and single quotes, and newlines and carriage returns are escaped. This is done by prepending an extra token consisting of a backslash with category code 12, and for the line endings, converting them to \n and \r, respectively.

**\TeXhackers note:** \lua_escape:e is a macro wrapper around \luaescapestring: when \LaTeX{} is in use two expansions are required to yield the result of the Lua code.

\lua_load_module:n (*Lua module name*)

Loads a Lua module into the Lua interpreter.

\lua_now:n passes its *(token list)* argument to the Lua interpreter as a single line, with characters interpreted under the current catcode regime. These two facts mean that \lua_now:n rarely behaves as expected for larger pieces of code. Therefore, package authors should not write significant amounts of Lua code in the arguments to \lua_now:n. Instead, it is strongly recommended that they write the majority of their Lua code in a separate file, and then load it using \lua_load_module:n.

**\TeXhackers note:** This is a wrapper around the Lua call require *(module)*.

13.2 Lua interfaces

As well as interfaces for \TeX{}, there are a small number of Lua functions provided here.

\ltx.utils

Most public interfaces provided by the module are stored within the \ltx.utils table.

\ltx.utils.filedump

\ltx.utils.filedump *(file),*(offset),*(length)*

Returns the uppercase hexadecimal representation of the content of the *(file)* read as bytes. If the *(length)* is given, only this part of the file is returned; similarly, one may specify the *(offset)* from the start of the file. If the *(length)* is not given, the entire file is read starting at the *(offset)*.

\ltx.utils.filemd5sum

\ltx.utils.filemd5sum *(file)*

Returns the MD5 sum of the file contents read as bytes; note that the result will depend on the nature of the line endings used in the file, in contrast to normal \TeX{} behaviour. If the *(file)* is not found, nothing is returned with no error raised.

\ltx.utils.filemoddate

\ltx.utils.filemoddate *(file)*

Returns the date/time of last modification of the *(file)* in the format

\[ D:⟨year⟩⟨month⟩⟨day⟩⟨hour⟩⟨minute⟩⟨second⟩⟨offset⟩ \]

where the latter may be Z (UTC) or *(plus-minus)*⟨hours⟩*(plus-minus)*⟨minutes⟩. If the *(file)* is not found, nothing is returned with no error raised.
\texttt{ltx.utils.filesize} \texttt{size} = \texttt{ltx.utils.filesize}((\texttt{file}))

Returns the size of the \texttt{(file)} in bytes. If the \texttt{(file)} is not found, nothing is returned with 
\textit{no error raised}. 
Chapter 14

The \texttt{l3legacy} package

Interfaces to legacy concepts

There are a small number of \TeX or \LaTeX\ \TeX2ε concepts which are not used in expl3 code but which need to be manipulated when working as a \LaTeX\ 2ε package. To allow these to be integrated cleanly into expl3 code, a set of legacy interfaces are provided here.

\begin{verbatim}
\legacy_if_p:n \legacy_if:nTF \legacy_if:nTF
\legacy_if_set_true:n \legacy_if_set_false:n \legacy_if_gset_true:n \legacy_if_gset_false:n
\end{verbatim}

\texttt{\legacy_if_p:n} \texttt{\legacy_if:nTF} \texttt{\legacy_if:nTF}

Tests if the \LaTeX\ 2ε/plain \TeX conditional (generated by \texttt{\newif}) if \texttt{true} or \texttt{false} and branches accordingly. The \texttt{name} of the conditional should \texttt{omit} the leading \texttt{if}.

\texttt{\legacy_if_set_true:n} \texttt{\legacy_if_set_false:n} \texttt{\legacy_if_gset_true:n} \texttt{\legacy_if_gset_false:n}

Sets the \LaTeX\ 2ε/plain \TeX conditional \texttt{\if\{name\}} (generated by \texttt{\newif}) to be \texttt{true} or \texttt{false}.

\texttt{\legacy_if_set:nn} \texttt{\legacy_if_gset:nn}

Sets the \LaTeX\ 2ε/plain \TeX conditional \texttt{\if\{name\}} (generated by \texttt{\newif}) to the result of evaluating the \texttt{(boolean expression)}. 

\texttt{New: 2021-05-10}
Part IV

Data types
Chapter 15

The \l3tl\ package

Token lists

\TeX\ works with tokens, and \LaTeX3\ therefore provides a number of functions to deal with lists of tokens. Token lists may be present directly in the argument to a function:
\begin{verbatim}
\foo:n \{ \text{a collection of tokens} \}
\end{verbatim}
or may be stored in a so-called "token list variable", which have the suffix \texttt{tl}: a token list variable can also be used as the argument to a function, for example
\begin{verbatim}
\foo:N \l_{\text{some_tl}}
\end{verbatim}

In both cases, functions are available to test and manipulate the lists of tokens, and these have the module prefix \texttt{tl}. In many cases, functions which can be applied to token list variables are paired with similar functions for application to explicit lists of tokens: the two “views” of a token list are therefore collected together here.

A token list (explicit, or stored in a variable) can be seen either as a list of “items”, or a list of “tokens”. An item is whatever \texttt{\use:n} would grab as its argument: a single non-space token or a brace group, with optional leading explicit space characters (each item is thus itself a token list). A token is either a normal \texttt{N} argument, or \texttt{␣}, \texttt{␣}, \texttt{␣}, or \texttt{}} (assuming normal \TeX\ category codes). Thus for example
\begin{verbatim}
\{ \text{Hello } \} - \text{world}
\end{verbatim}
contains six items (\texttt{Hello, w, o, r, l and d}), but thirteen tokens \{\texttt{, H, e, l, l, o, }, \texttt{, w, o, r, l and d}\}. Functions which act on items are often faster than their analogue acting directly on tokens.

15.1 Creating and initialising token list variables

\begin{verbatim}
\tl_new:N \tl_new:N \{tl var\}
\end{verbatim}

Creates a new \texttt{(tl var)} or raises an error if the name is already taken. The declaration is global. The \texttt{(tl var)} is initially empty.
\tl_const:Nn  \tl_const:(Nx|cn|cx)  \tl_const:N \tl_var \{\langle \text{token list} \rangle \}

Creates a new constant \langle \tl_var \rangle or raises an error if the name is already taken. The value of the \langle \tl_var \rangle is set globally to the \langle \text{token list} \rangle.

\tl_clear:N  \tl_clear:c  \tl_gclear:N  \tl_gclear:c  \tl_clear:N  \tl_clear:c  \tl_gclear:N  \tl_gclear:c

Clears all entries from the \langle \tl_var \rangle.

\tl_clear_new:N  \tl_clear_new:c  \tl_gclear_new:N  \tl_gclear_new:c

Ensures that the \langle \tl_var \rangle exists globally by applying \tl_new:N if necessary, then applies \tl_(g)clear:N to leave the \langle \tl_var \rangle empty.

\tl_set_eq:NN  \tl_set_eq: \langle \tl_var \rangle \langle \tl_var \rangle  \tl_set_eq: \langle \tl_var \rangle \langle \tl_var \rangle \langle \tl_var \rangle

Sets the content of \langle \tl_var \rangle equal to that of \langle \tl_var \rangle.

\tl_concat:NNN  \tl_concat:ccc  \tl_gconcat:NNN  \tl_gconcat:ccc

Concatenates the content of \langle \tl_var \rangle and \langle \tl_var \rangle together and saves the result in \langle \tl_var \rangle. The \langle \tl_var \rangle is placed at the left side of the new token list.

\tl_if_exist_p:N  \tl_if_exist_p:c  \tl_if_exist:NTF  \tl_if_exist:c  TF

Tests whether the \langle \tl_var \rangle is currently defined. This does not check that the \langle \tl_var \rangle really is a token list variable.

15.2 Adding data to token list variables

\tl_set:Nn  \tl_set:N \tl_var \{\langle \text{tokens} \rangle \}  \tl_set:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)
\tl_gset:Nn  \tl_gset:N \tl_var \{\langle \text{tokens} \rangle \}  \tl_gset:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)

Sets \langle \tl_var \rangle to contain \langle \text{tokens} \rangle, removing any previous content from the variable.

\tl_put_left:Nn  \tl_put_left:N \tl_var \{\langle \text{tokens} \rangle \}  \tl_put_left:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)
\tl_gput_left:Nn  \tl_gput_left:N \tl_var \{\langle \text{tokens} \rangle \}  \tl_gput_left:(NV|Nv|No|Nf|Nx|cn|cV|cv|co|cf|cx)

Appends \langle \text{tokens} \rangle to the left side of the current content of \langle \tl_var \rangle.
\tl_put_right:Nn \tl_put_right:(NV|No|Nx|cn|cV|co|cx)
\tl_gput_right:Nn \tl_gput_right:(NV|No|Nx|cn|cV|co|cx)

Appends \textit{tokens} to the right side of the current content of \textit{tl var}.

### 15.3 Token list conditionals

\begin{itemize}
\item \texttt{\tl_if_blank_p:n \tl_if_blank_p:(e|V|o)}
\item \texttt{\tl_if_blank:nTF \tl_if_blank:nTF}
\end{itemize}

Tests if the \textit{token list} consists only of blank spaces \textit{(i.e. contains no item)}. The test is true if \textit{token list} is zero or more explicit space characters (explicit tokens with character code 32 and category code 10), and is false otherwise.

\begin{itemize}
\item \texttt{\tl_if_empty_p:N \tl_if_empty_p:(e|V|o)}
\item \texttt{\tl_if_empty:nTF \tl_if_empty:nTF}
\end{itemize}

Tests if the \textit{token list variable} is entirely empty \textit{(i.e. contains no tokens at all)}.

\begin{itemize}
\item \texttt{\tl_if_eq_p:NN \tl_if_eq_p:(Nc|cN|cc)}
\item \texttt{\tl_if_eq:NN \tl_if_eq:NN}
\end{itemize}

Compares the content of two \textit{token list variables} and is logically true if the two contain the same list of tokens \textit{(i.e. identical in both the list of characters they contain and the category codes of those characters)}. Thus for example

\begin{verbatim}
\tl_set:Nn \l_tmpa_tl { abc }
\tl_set:Nx \l_tmpb_tl { \tl_to_str:n { abc } }
\tl_if_eq:NN \l_tmpa_tl \l_tmpb_tl \{ true \} \{ false \}
\end{verbatim}

yields false. See also \texttt{\str_if_eq:nnTF} for a comparison that ignores category codes.

\begin{itemize}
\item \texttt{\tl_if_eq:NnTF \tl_if_eq:NnTF}
\end{itemize}

Tests if the \textit{token list variable} and the \textit{token list} contain the same list of tokens, both in respect of character codes and category codes. This conditional is not expandable: see \texttt{\tl_if_eq:NnTF} for an expandable version when both token lists are stored in variables, or \texttt{\str_if_eq:nnTF} if category codes are not important.
\tl_if_eq:nnTF \{\langle \text{token list}_1 \rangle \} \{\langle \text{token list}_2 \rangle \} \{\langle \text{true code} \rangle \} \{\langle \text{false code} \rangle \}

Tests if \langle \text{token list}_1 \rangle and \langle \text{token list}_2 \rangle contain the same list of tokens, both in respect of character codes and category codes. This conditional is not expandable: see \tl_if_eq:NNTF for an expandable version when token lists are stored in variables, or \str_if_eq:nnTF if category codes are not important.

\tl_if_in:NnTF \tl_if_in:cnTF \tl_if_in:nnTF \{\langle \text{token list}_1 \rangle \} \{\langle \text{token list}_2 \rangle \} \{\langle \text{true code} \rangle \} \{\langle \text{false code} \rangle \}

Tests if the \langle \text{token list} \rangle is found in the content of the \tl_if_in:NnTF. The \langle \text{token list} \rangle cannot contain the \{, \} or \# (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). The search does not enter brace (category code 1/2) groups.

\tl_if_novalue_p:n \tl_if_novalue:nTF \{\langle \text{token list} \rangle \}

Tests if the \langle \text{token list} \rangle is exactly equal to the special \c_novalue_tl marker. This function is intended to allow construction of flexible document interface structures in which missing optional arguments are detected.

\tl_if_single_p:N \tl_if_single:NTF \tl_if_single:cTF \tl_if_novalue:nTF \{\langle \text{token list} \rangle \}

Tests if the \langle \text{token list} \rangle consists of exactly one item, i.e. is a single normal token (neither an explicit space character nor a begin-group character) or a single brace group, surrounded by optional spaces on both sides. Token groups (\{...\}) are not single tokens.
This function compares the \( \text{test token list variable} \) in turn with each of the \( \text{token list variable cases} \). If the two are equal (as described for \( \text{tl_if_eq:NNTF} \)) then the associated \( \text{code} \) is left in the input stream and other cases are discarded. If any of the cases are matched, the \( \text{true code} \) is also inserted into the input stream (after the code for the appropriate case), while if none match then the \( \text{false code} \) is inserted. The function \( \text{tl_case:Nn} \), which does nothing if there is no match, is also available.

### 15.3.1 Testing the first token

Tests if the first \( \text{token} \) in the \( \text{token list} \) has the same category code as the \( \text{test token} \). In the case where the \( \text{token list} \) is empty, the test is always \text{false}.

Tests if the first \( \text{token} \) in the \( \text{token list} \) has the same character code as the \( \text{test token} \). In the case where the \( \text{token list} \) is empty, the test is always \text{false}.

Tests if the first \( \text{token} \) in the \( \text{token list} \) has the same meaning as the \( \text{test token} \). In the case where the \( \text{token list} \) is empty, the test is always \text{false}.

Tests if the first \( \text{token} \) in the \( \text{token list} \) is an explicit begin-group character (with category code 1 and any character code), in other words, if the \( \text{token list} \) starts with a brace group. In particular, the test is \text{false} if the \( \text{token list} \) starts with an implicit token such as \text{vc_group_begin_token}, or if it is empty. This function is useful to implement actions on token lists on a token by token basis.
Tests if the first ⟨token⟩ in the ⟨token list⟩ is a normal N-type argument. In other words, it is neither an explicit space character (explicit token with character code 32 and category code 10) nor an explicit begin-group character (with category code 1 and any character code). An empty argument yields false, as it does not have a normal first token. This function is useful to implement actions on token lists on a token by token basis.

Tests if the first ⟨token⟩ in the ⟨token list⟩ is an explicit space character (explicit token with character code 12 and category code 10). In particular, the test is false if the ⟨token list⟩ starts with an implicit token such as \c_space_token, or if it is empty. This function is useful to implement actions on token lists on a token by token basis.

## 15.4 Working with token lists as a whole

### 15.4.1 Using token lists

Converts the ⟨token list⟩ to a ⟨string⟩, leaving the resulting character tokens in the input stream. A ⟨string⟩ is a series of tokens with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This function requires only a single expansion. Its argument must be braced.

**\texttt{TEXhackers note}**: This is the ε-\TeX~primitive \detokenize. Converting a ⟨token list⟩ to a ⟨string⟩ yields a concatenation of the string representations of every token in the ⟨token list⟩. The string representation of a control sequence is

- an escape character, whose character code is given by the internal parameter \escapechar, absent if the \escapechar is negative or greater than the largest character code;
- the control sequence name, as defined by \cs_to_str:N;
- a space, unless the control sequence name is a single character whose category at the time of expansion of \tl_to_str:n is not “letter”.

The string representation of an explicit character token is that character, doubled in the case of (explicit) macro parameter characters (normally #). In particular, the string representation of a token list may depend on the category codes in effect when it is evaluated, and the value of the \escapechar: for instance \tl_to_str:n \{\texttt{a}\} normally produces the three character “backslash”, “lower-case a”, “space”, but it may also produce a single “lower-case a” if the escape character is negative and a is currently not a letter.

Converts the content of the ⟨tl var⟩ into a series of characters with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This ⟨string⟩ is then left in the input stream. For low-level details, see the notes given for \tl_to_str:n.
Recovers the content of a ⟨tl var⟩ and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a ⟨tl var⟩ directly without an accessor function.

15.4.2 Counting and reversing token lists

\tl_count:n \tl_count:(V|o) * Counts the number of ⟨items⟩ in ⟨tokens⟩ and leaves this information in the input stream. Unbraced tokens count as one element as do each token group (⟨...⟩). This process ignores any unprotected spaces within ⟨tokens⟩. See also \tl_count:n. This function requires three expansions, giving an ⟨integer denotation⟩.

\tl_count_tokens:n \tl_count_tokens:(V|o) * Counts the number of TEX tokens in the ⟨tokens⟩ and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the token count of a~{bc} is 6.

\tl_reverse:n \tl_reverse:(V|o) * Reverses the order of the ⟨items⟩ in the ⟨token list⟩, so that ⟨item₁⟩⟨item₂⟩⟨item₃⟩ ... ⟨itemₙ⟩ becomes ⟨itemₙ⟩...⟨item₂⟩⟨item₁⟩. This process preserves unprotected space within the ⟨token list⟩. Tokens are not reversed within braced token groups, which keep their outer set of braces. In situations where performance is important, consider \tl_reverse_items:n. See also \tl_reverse:n.

\textbf{\textit{\textup{\TeX} hackers note:}} The result is returned within \unexpanded, which means that the token list does not expand further when appearing in an x-type or e-type argument expansion.

\tl_reverse:N \tl_reverse:(V|o) * Sets the ⟨tl var⟩ to contain the result of reversing the order of its ⟨items⟩, so that ⟨item₁⟩⟨item₂⟩⟨item₃⟩ ... ⟨itemₙ⟩ becomes ⟨itemₙ⟩...⟨item₂⟩⟨item₁⟩. This process preserves unprotected spaces within the ⟨token list variable⟩. Braced token groups are copied without reversing the order of tokens, but keep the outer set of braces. This is equivalent to a combination of an assignment and \tl_reverse:V. See also \tl_reverse_items:n for improved performance.
\tl_reverse_items:n \{\langle \text{token list} \rangle \}

Reverses the order of the \langle \text{items} \rangle stored in \langle \text{tl var} \rangle, so that \{\langle \text{item}_1 \rangle\} \{\langle \text{item}_2 \rangle\} \{\langle \text{item}_3 \rangle\} \ldots \{\langle \text{item}_n \rangle\} becomes \{\langle \text{item}_n \rangle\} \ldots \{\langle \text{item}_3 \rangle\} \{\langle \text{item}_2 \rangle\} \{\langle \text{item}_1 \rangle\}. This process removes any unprotected space within the \langle \text{token list} \rangle. Braced token groups are copied without reversing the order of tokens, and keep the outer set of braces. Items which are initially not braced are copied with braces in the result. In cases where preserving spaces is important, consider the slower function \tl_reverse:n.

\textbf{TEXhackers note:} The result is returned within \texttt{unexpanded}, which means that the token list does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\tl_trim_spaces:n \* \tl_trim_spaces:o \* \nlqtl_trim_spaces:n \{\langle \text{token list} \rangle \}

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the \langle \text{token list} \rangle and leaves the result in the input stream.

\textbf{TEXhackers note:} The result is returned within \texttt{unexpanded}, which means that the token list does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\tl_trim_spaces_apply:nN \* \tl_trim_spaces_apply:oN \* \nlqtl_trim_spaces_apply:n \{\langle \text{token list} \rangle\} \{\langle \text{function} \rangle\}

Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the \langle \text{token list} \rangle and passes the result to the \langle \text{function} \rangle as an \texttt{n}-type argument.

\tl_trim_spaces:N \tl_gtrim_spaces:N \tl_gtrim_spaces:c \nlqtl_trim_spaces:N \langle \text{tl var} \rangle

Sets the \langle \text{tl var} \rangle to contain the result of removing any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from its contents.

15.4.3 Viewing token lists

\tl_show:N \tl_show:c

Displays the content of the \langle \text{tl var} \rangle on the terminal.

\textbf{TEXhackers note:} This is similar to the \TeX\ primitive \texttt{\show}, wrapped to a fixed number of characters per line.

\tl_show:n

Displays the \langle \text{token list} \rangle on the terminal.

\textbf{TEXhackers note:} This is similar to the \e-\TeX\ primitive \texttt{\showtokens}, wrapped to a fixed number of characters per line.
15.5 Manipulating items in token lists

15.5.1 Mapping over token lists

All mappings are done at the current group level, i.e. any local assignments made by the \(\text{function}\) or \(\text{code}\) discussed below remain in effect after the loop.

\[\text{\textbackslash tl\_map\_function:NN} \quad \text{\textbackslash tl\_map\_function:NN} \quad \text{\textbackslash tl\_map\_function:cN} \quad \text{\textbackslash tl\_map\_function:nN}\]

Applies \(\text{function}\) to every \(\text{item}\) in the \(\text{tl var}\). The \(\text{function}\) receives one argument for each iteration. This may be a number of tokens if the \(\text{item}\) was stored within braces. Hence the \(\text{function}\) should anticipate receiving n-type arguments. See also \text{\textbackslash tl\_map\_function:NN}.

\[\text{\textbackslash tl\_map\_function:nN} \quad \text{\textbackslash tl\_map\_function:nN} \quad \text{\textbackslash tl\_map\_function:nN}\]

Applies \(\text{function}\) to every \(\text{item}\) in the \(\text{token list}\). The \(\text{function}\) receives one argument for each iteration. This may be a number of tokens if the \(\text{item}\) was stored within braces. Hence the \(\text{function}\) should anticipate receiving n-type arguments. See also \text{\textbackslash tl\_map\_function:NN}.

\[\text{\textbackslash tl\_map\_inline:Nn} \quad \text{\textbackslash tl\_map\_inline:cn} \quad \text{\textbackslash tl\_map\_inline:nn}\]

Applies the \(\text{inline function}\) to every \(\text{item}\) stored within the \(\text{tl var}\). The \(\text{inline function}\) should consist of code which receives the \(\text{item}\) as #1. See also \text{\textbackslash tl\_map\_function:NN}.

\[\text{\textbackslash tl\_map\_inline:nn} \quad \text{\textbackslash tl\_map\_inline:nn} \quad \text{\textbackslash tl\_map\_function:nN}\]

Applies the \(\text{inline function}\) to every \(\text{item}\) stored within the \(\text{token list}\). The \(\text{inline function}\) should consist of code which receives the \(\text{item}\) as #1. See also \text{\textbackslash tl\_map\_function:nN}. 

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Analogue of \tl_map_function:NN which maps several tokens instead of a single function. The \langle code \rangle receives each \langle item \rangle in the \langle tl var \rangle or in \langle tokens \rangle as a trailing brace group. For instance,

\tl_map_tokens:Nn \l_my_tl \{ \prg_replicate:nn \{ 2 \} \}

expands to twice each \langle item \rangle in the \langle tl var \rangle: for each \langle item \rangle in \l_my_tl the function \prg_replicate:nn receives 2 and \langle item \rangle as its two arguments. The function \tl_map_inline:Nn is typically faster but is not expandable.

\tl_map_variable:NNn \tl_map_variable:cn \tl_map_variable:nn

\tl_map_variable:NNn \langle tl var \rangle \langle variable \rangle \{ \langle code \rangle \}

Stores each \langle item \rangle of the \langle tl var \rangle in turn in the \langle token list \rangle \langle variable \rangle and applies the \langle code \rangle. The \langle code \rangle will usually make use of the \langle variable \rangle, but this is not enforced. The assignments to the \langle variable \rangle are local. Its value after the loop is the last \langle item \rangle in the \langle tl var \rangle, or its original value if the \langle tl var \rangle is blank. See also \tl_map_inline:Nn.

\tl_map_variable:nNn

\tl_map_variable:nNn \langle token list \rangle \langle variable \rangle \{ \langle code \rangle \}

Stores each \langle item \rangle of the \langle token list \rangle in turn in the \langle token list \rangle \langle variable \rangle and applies the \langle code \rangle. The \langle code \rangle will usually make use of the \langle variable \rangle, but this is not enforced. The assignments to the \langle variable \rangle are local. Its value after the loop is the last \langle item \rangle in the \langle tl var \rangle, or its original value if the \langle tl var \rangle is blank. See also \tl_map_inline:nn.

\tl_map_break:

\tl_map_break:

Used to terminate a \tl_map_... function before all entries in the \langle token list variable \rangle have been processed. This normally takes place within a conditional statement, for example

\tl_map_inline:Nn \l_my_tl
{\
  \str_if_eq:nnT \{ #1 \} { bingo } { \tl_map_break: }
  \% Do something useful
}

See also \tl_map_break:n. Use outside of a \tl_map_... scenario leads to low level \TeX{} errors.

T_{\TeX}Hacker note: When the mapping is broken, additional tokens may be inserted before the \langle tokens \rangle are inserted into the input stream. This depends on the design of the mapping function.
\tl_map_break:n \{\langle code\rangle\}

Used to terminate a \tl_map... function before all entries in the \langle token list variable \rangle have been processed, inserting the \langle code \rangle after the mapping has ended. This normally takes place within a conditional statement, for example

\tl_map_inline:Nn \l_my_tl 
{ 
  \str_if_eq:nnT { #1 } { bingo } 
  \{ \tl_map_break:n \{ \langle code \rangle \} \} 
  % Do something useful 
}

Use outside of a \tl_map... scenario leads to low level \TeX{} errors.

\TeX{}hackers note: When the mapping is broken, additional tokens may be inserted before the \langle code \rangle is inserted into the input stream. This depends on the design of the mapping function.

15.5.2 Head and tail of token lists

Functions which deal with either only the very first item (balanced text or single normal token) in a token list, or the remaining tokens.

\tl_head:n \{ \langle token list \rangle \}

Leaves in the input stream the first \langle item \rangle in the \langle token list \rangle, discarding the rest of the \langle token list \rangle. All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded; for example

\tl_head:n \{ abc \}

and

\tl_head:n \{ - abc \}

both leave a in the input stream. If the “head” is a brace group, rather than a single token, the braces are removed, and so

\tl_head:n \{ - { - ab } c \}

yields \langle ab \rangle. A blank \langle token list \rangle (see \tl_if_blank:nTF) results in \tl_head:n leaving nothing in the input stream.

\TeX{}hackers note: The result is returned within \exp_not:n, which means that the token list does not expand further when appearing in an x-type or e-type argument expansion.
\tl_head:w \tl_head:w (token list) \{} \q_stop

Leaves in the input stream the first \langle item \rangle in the \langle token list \rangle, discarding the rest of the \langle token list \rangle. All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded. A blank \langle token list \rangle (which consists only of space characters) results in a low-level \TeX error, which may be avoided by the inclusion of an empty group in the input (as shown), without the need for an explicit test. Alternatively, \tl_if_blank:nF may be used to avoid using the function with a “blank” argument. This function requires only a single expansion, and thus is suitable for use within an \o-type expansion. In general, \tl_head:n should be preferred if the number of expansions is not critical.

\tl_tail:N \tl_tail:w \tl_tail:w (token list) \tl_tail:n (token list){}

Discards all leading explicit space characters (explicit tokens with character code 32 and category code 10) and the first \langle item \rangle in the \langle token list \rangle, and leaves the remaining tokens in the input stream. Thus for example

\tl_tail:n { a - \{bc\} d }

and

\tl_tail:n { - a - \{bc\} d }

both leave \langle bc\rangle d in the input stream. A blank \langle token list \rangle (see \tl_if_blank:nTF) results in \tl_tail:n leaving nothing in the input stream.

\TeX hackers note: The result is returned within \exp_not:n, which means that the token list does not expand further when appearing in an \x-type or \e-type argument expansion.

If you wish to handle token lists where the first token may be a space, and this needs to be treated as the head/tail, this can be accomplished using \tl_if_head_is_space:nTF, for example

\exp_last_unbraced:NNo
\cs_new:Npn \__mypkg_gobble_space:w \c_space_tl { }
\cs_new:Npn \mypkg_tl_head_keep_space:n #1
{ \tl_if_head_is_space:nTF {#1} { ~ } { \tl_head:n {#1} } }
\cs_new:Npn \mypkg_tl_tail_keep_space:n #1
{ \tl_if_head_is_space:nTF {#1} { \exp_not:o { \__mypkg_gobble_space:w #1 } } { \tl_tail:n {#1} } }

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15.5.3 Items and ranges in token lists

\tl_item:nn \{⟨token list⟩\} \{⟨integer expression⟩\}
\tl_item:Nn \{⟨token list⟩\}
\tl_item:cn

New: 2014-07-17

Indexing items in the ⟨token list⟩ from 1 on the left, this function evaluates the ⟨integer expression⟩ and leaves the appropriate item from the ⟨token list⟩ in the input stream. If the ⟨integer expression⟩ is negative, indexing occurs from the right of the token list, starting at −1 for the right-most item. If the index is out of bounds, then the function expands to nothing.

\textit{TexHackers note:} The result is returned within the \texttt{\unexpanded} primitive (\texttt{\exp_not:n}), which means that the ⟨item⟩ does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\tl_rand_item:N \{⟨tl var⟩\}
\tl_rand_item:n \{⟨token list⟩\}

New: 2016-12-06

Selects a pseudo-random item of the ⟨token list⟩. If the ⟨token list⟩ is blank, the result is empty. This is not available in older versions of \texttt{Xe\LaTeX}.

\textit{TexHackers note:} The result is returned within the \texttt{\unexpanded} primitive (\texttt{\exp_not:n}), which means that the ⟨item⟩ does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.
Leaves in the input stream the items from the \langle start index \rangle to the \langle end index \rangle inclusive. Spaces and braces are preserved between the items returned (but never at either end of the list). Here \langle start index \rangle and \langle end index \rangle should be \langle integer expressions \rangle. For describing in detail the functions’ behavior, let $m$ and $n$ be the start and end index respectively. If either is 0, the result is empty. A positive index means ‘start counting from the left end’, and a negative index means ‘from the right end’. Let $l$ be the count of the token list.

The actual start point is determined as $M = m$ if $m > 0$ and as $M = l + m + 1$ if $m < 0$. Similarly the actual end point is $N = n$ if $n > 0$ and $N = l + n + 1$ if $n < 0$. If $M > N$, the result is empty. Otherwise it consists of all items from position $M$ to position $N$ inclusive; for the purpose of this rule, we can imagine that the token list extends at infinity on either side, with void items at positions $s$ for $s \leq 0$ or $s > l$.

Spaces in between items in the actual range are preserved. Spaces at either end of the token list will be removed anyway (think to the token list being passed to \texttt{\tl_trim_spaces:n} to begin with.

Thus, with $l = 7$ as in the examples below, all of the following are equivalent and result in the whole token list

\begin{verbatim}
\tl_range:nnn \{ abcd-{e{}}fg \} \{ 1 \} \{ 7 \}
\tl_range:nnn \{ abcd-{e{}}fg \} \{ 1 \} \{ 12 \}
\tl_range:nnn \{ abcd-{e{}}fg \} \{ -7 \} \{ 7 \}
\tl_range:nnn \{ abcd-{e{}}fg \} \{ -12 \} \{ 7 \}
\end{verbatim}

Here are some more interesting examples. The calls

\begin{verbatim}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ 2 \} \{ -3 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ -6 \} \{ 5 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ -6 \} \{ -3 \} \}
\end{verbatim}

are all equivalent and will print \texttt{bcd{e{}}} on the terminal; similarly

\begin{verbatim}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ 2 \} \{ -3 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ -6 \} \{ 5 \} \}
\iow_term:x \{ \tl_range:nnn \{ abcd-{e{}}fg \} \{ -6 \} \{ -3 \} \}
\end{verbatim}

are all equivalent and will print \texttt{bcd \{e{}}} on the terminal (note the space in the middle). To the contrary,

\begin{verbatim}
\tl_range:nnn \{ abcd-{e{}}f \} \{ 2 \} \{ 4 \}
\end{verbatim}

will discard the space after ‘d’.

If we want to get the items from, say, the third to the last in a token list <tl>, the call is \texttt{\tl_range:nnn \{ <tl> \} \{ 3 \} \{ -1 \}}. Similarly, for discarding the last item, we can do \texttt{\tl_range:nnn \{ <tl> \} \{ 1 \} \{ -2 \}}.

For better performance, see \texttt{\tl_range_braced:nnn} and \texttt{\tl_range_unbraced:nnn}.

\textbf{\texttt{\TeX}hackers note:} The result is returned within the \texttt{\unexpanded} primitive \texttt{(\exp_not:n)}, which means that the \langle item \rangle does not expand further when appearing in an x-type or e-type argument expansion.
15.5.4 Sorting token lists

\tl_sort:Nn \tl_sort:cn \tl_gsort:Nn \tl_gsort:cn
Sorts the items in the \langle tl var \rangle according to the \langle comparison code \rangle, and assigns the result to \langle tl var \rangle. The details of sorting comparison are described in Section 6.1.

\tl_sort:nN \tl_sort:cn
New: 2017-02-06
Sorts the items in the \langle token list \rangle, using the \langle conditional \rangle to compare items, and leaves the result in the input stream. The \langle conditional \rangle should have signature :nnTF, and return true if the two items being compared should be left in the same order, and false if the items should be swapped. The details of sorting comparison are described in Section 6.1.

\textbf{TeXhackers note:} The result is returned within \exp_not:n, which means that the token list does not expand further when appearing in an x-type or e-type argument expansion.

15.6 Manipulating tokens in token lists

15.6.1 Replacing tokens

Within token lists, replacement takes place at the top level: there is no recursion into brace groups (more precisely, within a group defined by a category code 1/2 pair).

\tl_replace_once:Nnn \tl_replace_once:cn \tl_greplace_once:Nnn \tl_greplace_once:cn
Replaces the first (leftmost) occurrence of \langle old tokens \rangle in the \langle tl var \rangle with \langle new tokens \rangle. \langle Old tokens \rangle cannot contain {, } or # (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

\tl_replace_all:Nnn \tl_replace_all:cn \tl_greplace_all:Nnn \tl_greplace_all:cn
Replaces all occurrences of \langle old tokens \rangle in the \langle tl var \rangle with \langle new tokens \rangle. \langle Old tokens \rangle cannot contain {, } or # (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). As this function operates from left to right, the pattern \langle old tokens \rangle may remain after the replacement (see \tl_remove_all:Nn for an example).

\tl_remove_once:Nn \tl_remove_once:cn \tl_gremove_once:Nn \tl_gremove_once:cn
Removes the first (leftmost) occurrence of \langle tokens \rangle from the \langle tl var \rangle. \langle Tokens \rangle cannot contain {, } or # (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).
\tl_remove_all:Nn removes all occurrences of \langle tokens \rangle from the \langle tl var \rangle. \langle Tokens \rangle cannot contain \{, \} or \# (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). As this function operates from left to right, the pattern \langle tokens \rangle may remain after the removal, for instance,

\tl_set:Nn \l_tmpa_tl {abbccd} \tl_remove_all:Nn \l_tmpa_tl {bc}

results in \l_tmpa_tl containing abcd.

15.6.2 Reassigning category codes

These functions allow the rescanning of tokens: re-apply \TeX{}’s tokenization process to apply category codes different from those in force when the tokens were absorbed. Whilst this functionality is supported, it is often preferable to find alternative approaches to achieving outcomes rather than rescanning tokens (for example construction of token lists token-by-token with intervening category code changes or using \char_generate:nn).

\tl_set_rescan:Nnn \tl_set_rescan:Nnn \langle tl var \rangle \langle setup \rangle \langle tokens \rangle
\tl_gset_rescan:Nnn \tl_gset_rescan:Nnn

Sets \langle tl var \rangle to contain \langle tokens \rangle, applying the category code régime specified in the \langle setup \rangle before carrying out the assignment. (Category codes applied to tokens not explicitly covered by the \langle setup \rangle are those in force at the point of use of \tl_set_rescan:Nnn.) This allows the \langle tl var \rangle to contain material with category codes other than those that apply when \langle tokens \rangle are absorbed. The \langle setup \rangle is run within a group and may contain any valid input, although only changes in category codes, such as uses of \cctab_select:N, are relevant. See also \tl_rescan:nn.

\TeX{}hackers note: The \langle tokens \rangle are first turned into a string (using \tl_to_str:n). If the string contains one or more characters with character code \newlinechar (set equal to \endlinechar unless that is equal to 32, before the user \langle setup \rangle), then it is split into lines at these characters, then read as if reading multiple lines from a file, ignoring spaces (catcode 10) at the beginning and spaces and tabs (character code 32 or 9) at the end of every line. Otherwise, spaces (and tabs) are retained at both ends of the single-line string, as if it appeared in the middle of a line read from a file.
\tl_rescan:n \tl_rescan:n \{\langle \text{setup} \rangle \} \{\langle \text{tokens} \rangle \}

Rescans \langle \text{tokens} \rangle \text{ applying the category code régime specified in the } \langle \text{setup} \rangle, \text{ and leaves the resulting tokens in the input stream. (Category codes applied to tokens not explicitly covered by the } \langle \text{setup} \rangle \text{ are those in force at the point of use of } \tl_rescan:n. \text{) The } \langle \text{setup} \rangle \text{ is run within a group and may contain any valid input, although only changes in category codes, such as uses of } \cctab_select:N, \text{ are relevant. See also } \tl_set_rescan:N, \text{ which is more robust than using } \tl_set:Nn \text{ in the } \langle \text{tokens} \rangle \text{ argument of } \tl_rescan:n.

\textbf{TexHackers note:} The } \langle \text{tokens} \rangle \text{ are first turned into a string (using } \tl_to_str:n \text{). If the string contains one or more characters with character code } \newlinechar \text{ (set equal to } \endlinechar \text{ unless that is equal to 32, before the user } \langle \text{setup} \rangle, \text{ then it is split into lines at these characters, then read as if reading multiple lines from a file, ignoring spaces (catcode 10) at the beginning and spaces and tabs (character code 32 or 9) at the end of every line. Otherwise, spaces (and tabs) are retained at both ends of the single-line string, as if it appeared in the middle of a line read from a file.}

Contrarily to the \scantokens primitive, \tl_rescan:n tokenizes the whole string in the same category code régime rather than one token at a time, so that directives such as \verb that rely on changing category codes will not function properly.

15.7 Constant token lists

\c_empty_tl \text{ Constant that is always empty.}

\c_novalue_tl \text{ A marker for the absence of an argument. This constant } \tl \text{ can safely be typeset (cf. } \q_nil), \text{ with the result being } \text{-NoValue-. It is important to note that } \c_novalue_tl \text{ is constructed such that it will } \text{not match the simple text input } \text{-NoValue-}, \text{ i.e. that}

\tl_if_eq:NnTF \c_novalue_tl \{ \text{-NoValue- } \}

\text{is logically } \text{false}. \text{ The } \c_novalue_tl \text{ marker is intended for use in creating document-level interfaces, where it serves as an indicator that an (optional) argument was omitted. In particular, it is distinct from a simple empty } \tl.

\c_space_tl \text{ An explicit space character contained in a token list (compare this with } \c_space_token). \text{ For use where an explicit space is required.}

15.8 Scratch token lists

\l_tmpa_tl \text{ Scratch token lists for local assignment. These are never used by the kernel code, and so are safe for use with any } \LaTeXX3-defined function. \text{ However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.}
\g_tmpa_tl Scratch token lists for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
Chapter 16

The \texttt{l3str} package: Strings

\TeX\ associates each character with a category code: as such, there is no concept of a “string” as commonly understood in many other programming languages. However, there are places where we wish to manipulate token lists while in some sense “ignoring” category codes: this is done by treating token lists as strings in a \TeX\ sense.

A \TeX\ string (and thus an \texttt{expl3} string) is a series of characters which have category code 12 (“other”) with the exception of space characters which have category code 10 (“space”). Thus at a technical level, a \TeX\ string is a token list with the appropriate category codes. In this documentation, these are simply referred to as strings.

String variables are simply specialised token lists, but by convention should be named with the suffix \texttt{...str}. Such variables should contain characters with category code 12 (other), except spaces, which have category code 10 (blank space). All the functions in this module which accept a token list argument first convert it to a string using \texttt{tl_to_str:n} for internal processing, and do not treat a token list or the corresponding string representation differently.

As a string is a subset of the more general token list, it is sometimes unclear when one should be used over the other. Use a string variable for data that isn’t primarily intended for typesetting and for which a level of protection from unwanted expansion is suitable. This data type simplifies comparison of variables since there are no concerns about expansion of their contents.

The functions \texttt{\texttt{cs_to_str:N}}, \texttt{\texttt{tl_to_str:N}}, \texttt{\texttt{tl_to_str:N}} and \texttt{\texttt{token_to_str:N}} (and variants) generate strings from the appropriate input: these are documented in \texttt{l3basics}, \texttt{l3tl} and \texttt{l3token}, respectively.

Most expandable functions in this module come in three flavours:

- \texttt{\texttt{str_...:N}}, which expect a token list or string variable as their argument;
- \texttt{\texttt{str_...:n}}, taking any token list (or string) as an argument;
- \texttt{\texttt{str_..._ignore_spaces:n}}, which ignores any space encountered during the operation: these functions are typically faster than those which take care of escaping spaces appropriately.
16.1 Creating and initialising string variables

\str_new:N \str_new:C
\str_new:N \str_new:c
\str_new:N \str_new:c
\str_new:N \str_new:c

Creates a new \langle str var \rangle or raises an error if the name is already taken. The declaration
is global. The \langle str var \rangle is initially empty.

\str_const:Nn \str_const:Nn \str_const:N \str_const:N \str_const:N \str_const:N
\str_const:N \str_const:N \str_const:N \str_const:N \str_const:N \str_const:N
\str_const:N \str_const:N \str_const:N \str_const:N \str_const:N \str_const:N
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\str_const:N \str_const:N \str_const:N \str_const:N \str_const:N \str_const:N

Creates a new constant \langle str var \rangle or raises an error if the name is already taken. The
value of the \langle str var \rangle is set globally to the \langle token list \rangle, converted to a string.

\str_clear:N \str_clear:C \str_gclear:N \str_gclear:C \str_gclear:C \str_gclear:C
\str_clear:N \str_clear:C \str_gclear:N \str_gclear:C \str_gclear:C \str_gclear:C

Clears the content of the \langle str var \rangle.

\str_clear_new:N \str_clear_new:C \str_clear_new:C \str_clear_new:C \str_clear_new:C
\str_clear_new:N \str_clear_new:C \str_clear_new:C \str_clear_new:C \str_clear_new:C \str_clear_new:C

Ensures that the \langle str var \rangle exists globally by applying \str_new:N if necessary, then
applies \str_(g)clear:N to leave the \langle str var \rangle empty.

\str_set_eq:NN \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N
\str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N
\str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N
\str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N \str_set_eq:N
\str_gset_eq:NN \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N
\str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N
\str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N \str_gset_eq:N

Sets the content of \langle str var1 \rangle equal to that of \langle str var2 \rangle.

\str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN
\str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN
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\str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN \str_concat:NNN

Concatenates the content of \langle str var1 \rangle and \langle str var2 \rangle together and saves the result in
\langle str var3 \rangle. The \langle str var2 \rangle is placed at the left side of the new string variable. The
\langle str var2 \rangle and \langle str var3 \rangle must indeed be strings, as this function does not convert their
contents to a string.

\str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N
\str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N
\str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N
\str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N
\str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N \str_if_exist_p:N

Tests whether the \langle str var \rangle is currently defined. This does not check that the \langle str var \rangle
really is a string.
16.2 Adding data to string variables

\str_set:Nn \str_set:NV \str_set:Nx \str_set:n

Converts the \texttt{⟨token list⟩} to a \texttt{⟨string⟩}, and stores the result in \texttt{⟨str var⟩}.

\str_set:NV \str_set:Nx \str_set:n
\str_gset:NV \str_gset:Nx \str_gset:n

New: 2015-09-18
Updated: 2018-07-28

\str_put_left:Nn \str_put_left:NV \str_put_left:Nx \str_put_left:n

Converts the \texttt{⟨token list⟩} to a \texttt{⟨string⟩}, and prepends the result to \texttt{⟨str var⟩}. The current contents of the \texttt{⟨str var⟩} are not automatically converted to a string.

\str_put_right:Nn \str_put_right:NV \str_put_right:Nx \str_put_right:n

Converts the \texttt{⟨token list⟩} to a \texttt{⟨string⟩}, and appends the result to \texttt{⟨str var⟩}. The current contents of the \texttt{⟨str var⟩} are not automatically converted to a string.

16.3 String conditionals

\str_if_empty_p:N \str_if_empty_p:c \str_if_empty:n \str_if_empty:N

Tests if the \texttt{⟨string variable⟩} is entirely empty (\textit{i.e.} contains no characters at all).

\str_if_empty_p:NN \str_if_eq:NN \str_if_eq_p:NN \str_if_eq:p:Nc

Compares the content of two \texttt{⟨str variables⟩} and is logically \texttt{true} if the two contain the same characters in the same order. See \texttt{\tl_if_eq:NNTF} to compare tokens (including their category codes) rather than characters.
\str_if_eq_p:nn \* \str_if_eq_p:nn {⟨tl₁⟩} {⟨tl₂⟩}
\str_if_eq_p:{(Vn|on|no|nV|vn|nv|ee)} \* \str_if_eq:nnTF {⟨tl₁⟩} {⟨tl₂⟩} {⟨true code⟩} {⟨false code⟩}
\str_if_eq:nnTF \* \str_if_eq:{(Vn|on|no|nV|VV|vn|nv|ee)} \* \str_if_eq:nnTF

Updated: 2018-06-18

Compares the two ⟨token lists⟩ on a character by character basis (namely after converting them to strings), and is \textit{true} if the two ⟨strings⟩ contain the same characters in the same order. Thus for example

\str_if_eq_p:no { abc } { \tl_to_str:n { abc } }

is logically \textit{true}. See \tl_if_eq:nnTF to compare tokens (including their category codes) rather than characters.

\str_if_in:NnTF
\str_if_in:NNTF \* \str_if_in:NNTF

New: 2017-10-08

Converting the ⟨token list⟩ to a ⟨string⟩ and tests if that ⟨string⟩ is found in the content of the ⟨str var⟩.

\str_if_in nnTF
\str_if_in:nnTF \* \str_if_in:nnTF

New: 2017-10-08

Converting both ⟨token lists⟩ to ⟨strings⟩ and tests whether ⟨string₂⟩ is found inside ⟨string₁⟩.

\str_case:nn \* \str_case:nnTF {⟨test string⟩}
\str_case:{(Vn|on|no|nV|nv)} \* { }
\str_case:nnTF \* {⟨string case₁⟩} {⟨code case₁⟩}
\str_case:{(Vn|on|no|nV|VV|vn|nv|ee)} \* {⟨string case₂⟩} {⟨code case₂⟩}
\str_case:Nn \* ... \str_case:NNTF \* {⟨string caseₙ⟩} {⟨code caseₙ⟩}

Updated: 2022-03-21

Compares the ⟨test string⟩ in turn with each of the ⟨string cases⟩ (all token lists are converted to strings). If the two are equal (as described for \str_if_eq:nnTF) then the associated ⟨code⟩ is left in the input stream and other cases are discarded. If any of the cases are matched, the ⟨true code⟩ is also inserted into the input stream (after the code for the appropriate case), while if none match then the ⟨false code⟩ is inserted. The function \str_case:nn, which does nothing if there is no match, is also available.

This set of functions performs no expansion on each ⟨string case⟩ argument, so any variable in there will be compared as a string. If expansion is needed in the ⟨string cases⟩, then \str_case_e:nn(TF) should be used instead.
\str_case_e:nn \str_case_e:nnTF \{⟨test string⟩\}
{ ⟨⟨string case 1⟩} {⟨code case 1⟩}  
⟨⟨string case 2⟩} {⟨code case 2⟩}
...
⟨⟨string case n⟩} {⟨code case n⟩}

{⟨true code⟩}
{⟨false code⟩}

Compares the full expansion of the ⟨test string⟩ in turn with the full expansion of the ⟨string cases⟩ (all token lists are converted to strings). If the two full expansions are equal (as described for \str_if_eq:nnTF) then the associated ⟨code⟩ is left in the input stream and other cases are discarded. If any of the cases are matched, the ⟨true code⟩ is also inserted into the input stream (after the code for the appropriate case), while if none match then the ⟨false code⟩ is inserted. The function \str_case_e:nn, which does nothing if there is no match, is also available. The ⟨test string⟩ is expanded in each comparison, and must always yield the same result: for example, random numbers must not be used within this string.

\str_compare_p:nNn \str_compare_p:eNe \str_compare:nNnTF \str_compare:eNeTF
\str_compare_p:nNn \{tl\} {⟨relation⟩} {tl2}\}
\str_compare:nNnTF \{tl\} {⟨relation⟩} {tl2}\} {⟨true code⟩} {⟨false code⟩}

Compares the two ⟨token lists⟩ on a character by character basis (namely after converting them to strings) in a lexicographic order according to the character codes of the characters. The ⟨relation⟩ can be ⟨, =, or⟩ and the test is ⟨true⟩ under the following conditions:
• for ⟨, if the first string is earlier than the second in lexicographic order;
• for =, if the two strings have exactly the same characters;
• for ⟩, if the first string is later than the second in lexicographic order.

Thus for example the following is logically ⟨true⟩:
\str_compare_p:nNn \{ a\} {⟨ relation⟩} \{ ab \}

\TeXhackers note: This is a wrapper around the \TeX primitive ⟨pdf⟩strcmp. It is meant for programming and not for sorting textual contents, as it simply considers character codes and not more elaborate considerations of grapheme clusters, locale, etc.

16.4 Mapping over strings

All mappings are done at the current group level, i.e. any local assignments made by the ⟨function⟩ or ⟨code⟩ discussed below remain in effect after the loop.

\str_map_function:nN \str_map_function:NN \str_map_function:cN
\str_map_function:nN \str_map_function:NN \str_map_function:cN

Converts the ⟨token list⟩ to a ⟨string⟩ then applies ⟨function⟩ to every ⟨character⟩ in the ⟨string⟩ including spaces.

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\str_map_inline:nn \str_map_inline:nn \{\text{token list}\} \{\text{inline function}\}
\str_map_inline:NN \str_map_inline:NN \str_map_inline:cn

Converts the \{\text{token list}\} to a \{\text{string}\} then applies the \{\text{inline function}\} to every \{\text{character}\} in the \{\text{str var}\} including spaces. The \{\text{inline function}\} should consist of code which receives the \{\text{character}\} as \#1.

\str_map_tokens:nn \str_map_tokens:nn \{\text{token list}\} \{\text{code}\}
\str_map_tokens:NN \str_map_tokens:NN \str_map_tokens:cn

Converts the \{\text{token list}\} to a \{\text{string}\} then applies \{\text{code}\} to every \{\text{character}\} in the \{\text{string}\} including spaces. The \{\text{code}\} receives each character as a trailing brace group. This is equivalent to \str_map_function:nN if the \{\text{code}\} consists of a single function.

\str_map_variable:nNn \str_map_variable:nNn \{\text{token list}\} \{\text{variable}\} \{\text{code}\}
\str_map_variable:NNn \str_map_variable:NNn \str_map_variable:cNn

Converts the \{\text{token list}\} to a \{\text{string}\} then stores each \{\text{character}\} in the \{\text{string}\} (including spaces) in turn in the \{\text{string or token list}\} \{\text{variable}\} and applies the \{\text{code}\}. The \{\text{code}\} will usually make use of the \{\text{variable}\}, but this is not enforced. The assignments to the \{\text{variable}\} are local. Its value after the loop is the last \{\text{character}\} in the \{\text{string}\}, or its original value if the \{\text{string}\} is empty. See also \str_map_inline:NN.

\str_map_break: \str_map_break:

Used to terminate a \str_map_. . . function before all characters in the \{\text{string}\} have been processed. This normally takes place within a conditional statement, for example

\str_map_inline:NN \_l_my_str
\{\str_if_eq:nnT \{\#1\} \{\text{bingo}\} \{\str_map_break:\}\%
\text{Do something useful}\}

See also \str_map_break:n. Use outside of a \str_map_. . . scenario leads to low level \TeX errors.

\TeXhackers note: When the mapping is broken, additional tokens may be inserted before continuing with the code that follows the loop. This depends on the design of the mapping function.
\str_map_break:n \str_map_break:n \{\langle code\rangle\}  

Used to terminate a \str_map function before all characters in the \langle string \rangle have been processed, inserting the \langle code \rangle after the mapping has ended. This normally takes place within a conditional statement, for example

\str_map_inline:Nn \l_my_str
{\str_if_eq:nnT { #1 } { bingo }
 { \str_map_break:n { \langle code \rangle } }
 % Do something useful
}

Use outside of a \str_map scenario leads to low level \TeX errors.

\TeXhackers note: When the mapping is broken, additional tokens may be inserted before the \langle code \rangle is inserted into the input stream. This depends on the design of the mapping function.

16.5 Working with the content of strings

\str_use:N \str_use:N \langle str \rangle

Recovers the content of a \langle str \rangle and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a \langle str \rangle directly without an accessor function.

\str_count:n \str_count:n \{\langle token list\rangle\}
\str_count:c \str_count:c
\str_count:n \str_count:n
\str_count_ignore_spaces:n \str_count_ignore_spaces:n

Leaves in the input stream the number of characters in the string representation of \langle token list \rangle, as an integer denotation. The functions differ in their treatment of spaces. In the case of \str_count:N and \str_count:n, all characters including spaces are counted. The \str_count_ignore_spaces:n function leaves the number of non-space characters in the input stream.

\str_count_spaces:n \str_count_spaces:n \{\langle token list \rangle\}
\str_count_spaces:c \str_count_spaces:c
\str_count_spaces:n \str_count_spaces:n

Leaves in the input stream the number of space characters in the string representation of \langle token list \rangle, as an integer denotation. Of course, this function has no \_ignore_spaces variant.
\texttt{\textbackslash str\_head:N} * \texttt{\textbackslash str\_head:n \{\textit{token list}\}}

\texttt{\textbackslash str\_head:c} *

\texttt{\textbackslash str\_head:n} *

\texttt{\textbackslash str\_head\_ignore\_spaces:n} *

**Rev: 2015-09-18**

Converts the \texttt{\{token list\}} into a \texttt{\{string\}}. The first character in the \texttt{\{string\}} is then left in the input stream, with category code “other”. The functions differ if the first character is a space: \texttt{\textbackslash str\_head:N} and \texttt{\textbackslash str\_head:n} return a space token with category code 10 (blank space), while the \texttt{\textbackslash str\_head\_ignore\_spaces:n} function ignores this space character and leaves the first non-space character in the input stream. If the \texttt{\{string\}} is empty (or only contains spaces in the case of the \_ignore\_spaces function), then nothing is left on the input stream.

\texttt{\textbackslash str\_tail:N} * \texttt{\textbackslash str\_tail:n \{\textit{token list}\}}

\texttt{\textbackslash str\_tail:c} *

\texttt{\textbackslash str\_tail:n} *

\texttt{\textbackslash str\_tail\_ignore\_spaces:n} *

**Rev: 2015-09-18**

Converts the \texttt{\{token list\}} to a \texttt{\{string\}}, removes the first character, and leaves the remaining characters (if any) in the input stream, with category codes 12 and 10 (for spaces). The functions differ in the case where the first character is a space: \texttt{\textbackslash str\_tail:N} and \texttt{\textbackslash str\_tail:n} only trim that space, while \texttt{\textbackslash str\_tail\_ignore\_spaces:n} removes the first non-space character and any space before it. If the \texttt{\{token list\}} is empty (or blank in the case of the \_ignore\_spaces variant), then nothing is left on the input stream.

\texttt{\textbackslash str\_item:Nn} * \texttt{\textbackslash str\_item:nn \{\textit{token list}\} \{\textit{integer expression}\}}

\texttt{\textbackslash str\_item:nn} *

\texttt{\textbackslash str\_item\_ignore\_spaces:nn} *

**Rev: 2015-09-18**

Converts the \texttt{\{token list\}} to a \texttt{\{string\}}, and leaves in the input stream the character in position \texttt{\{integer expression\}} of the \texttt{\{string\}}, starting at 1 for the first (left-most) character. In the case of \texttt{\textbackslash str\_item:Nn} and \texttt{\textbackslash str\_item:nn}, all characters including spaces are taken into account. The \texttt{\textbackslash str\_item\_ignore\_spaces:nn} function skips spaces when counting characters. If the \texttt{\{integer expression\}} is negative, characters are counted from the end of the \texttt{\{string\}}. Hence, \(-1\) is the right-most character, \textit{etc.}
\texttt{\str_range:nnn \{\langle token list\rangle\} \{\langle start index\rangle\} \{\langle end index\rangle\}}

Converts the \langle token list\rangle to a \langle string\rangle, and leaves in the input stream the characters from the \langle start index\rangle to the \langle end index\rangle inclusive. Spaces are preserved and counted as items (contrast this with \texttt{\tl_range:nnn} where spaces are not counted as items and are possibly discarded from the output).

Here \langle start index\rangle and \langle end index\rangle should be integer denotations. For describing in detail the functions’ behavior, let \( m \) and \( n \) be the start and end index respectively. If either is 0, the result is empty. A positive index means ‘start counting from the left end’, a negative index means ‘start counting from the right end’. Let \( l \) be the count of the token list.

The \textit{actual start point} is determined as \( M = m \) if \( m > 0 \) and as \( M = l + m + 1 \) if \( m < 0 \). Similarly the \textit{actual end point} is \( N = n \) if \( n > 0 \) and \( N = l + n + 1 \) if \( n < 0 \). If \( M > N \), the result is empty. Otherwise it consists of all items from position \( M \) to position \( N \) inclusive; for the purpose of this rule, we can imagine that the token list extends at infinity on either side, with void items at positions \( s \) for \( s \leq 0 \) or \( s > l \). For instance,

\begin{verbatim}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ -4 \} \{ -1 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ -2 \} \{ -1 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ 0 \} \{ -1 \} \}
\end{verbatim}

prints bcde, cdef, ef, and an empty line to the terminal. The \langle start index\rangle must always be smaller than or equal to the \langle end index\rangle: if this is not the case then no output is generated. Thus

\begin{verbatim}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ 5 \} \{ 2 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdef \} \{ -1 \} \{ -4 \} \}
\end{verbatim}

both yield empty strings.

The behavior of \texttt{\str_range_ignore_spaces:nnn} is similar, but spaces are removed before starting the job. The input

\begin{verbatim}
\iow_term:x \{ \str_range:nnn \{ abcdefg \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdefg \} \{ 2 \} \{ -3 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdefg \} \{ -6 \} \{ 5 \} \}
\iow_term:x \{ \str_range:nnn \{ abcdefg \} \{ -6 \} \{ -3 \} \}
\end{verbatim}

\begin{verbatim}
\iow_term:x \{ \str_range:nnn \{ abc-efg \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \str_range:nnn \{ abc-efg \} \{ 2 \} \{ -3 \} \}
\iow_term:x \{ \str_range:nnn \{ abc-efg \} \{ -6 \} \{ 5 \} \}
\iow_term:x \{ \str_range:nnn \{ abc-efg \} \{ -6 \} \{ -3 \} \}
\end{verbatim}

\begin{verbatim}
\iow_term:x \{ \str_range_ignore_spaces:nnn \{ abcdefg \} \{ 2 \} \{ 5 \} \}
\iow_term:x \{ \str_range_ignore_spaces:nnn \{ abcdefg \} \{ 2 \} \{ -3 \} \}
\iow_term:x \{ \str_range_ignore_spaces:nnn \{ abcdefg \} \{ -6 \} \{ 5 \} \}
\iow_term:x \{ \str_range_ignore_spaces:nnn \{ abcdefg \} \{ -6 \} \{ -3 \} \}
\end{verbatim}

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will print four instances of \texttt{bcde}, four instances of \texttt{bc e} and eight instances of \texttt{bcde}.

\section*{16.6 Modifying string variables}

\begin{verbatim}
\str_replace_once:Nnn \str_replace_once:cn \str_greplace_once:Nnn \str_greplace_once:cn
\end{verbatim}

Converting the \texttt{(old)} and \texttt{(new)} token lists to strings, then replaces the first (leftmost) occurrence of \texttt{(old string)} in the \texttt{(str var)} with \texttt{(new string)}.

\begin{verbatim}
\str_replace_all:Nnn \str_replace_all:cn \str_greplace_all:Nnn \str_greplace_all:cn
\end{verbatim}

Converting the \texttt{(old)} and \texttt{(new)} token lists to strings, then replaces all occurrences of \texttt{(old string)} in the \texttt{(str var)} with \texttt{(new string)}. As this function operates from left to right, the pattern \texttt{(old string)} may remain after the replacement (see \texttt{\str_remove_all:Nn} for an example).

\begin{verbatim}
\str_remove_once:Nn \str_remove_once:cn \str_gremove_once:Nn \str_gremove_once:cn
\end{verbatim}

Converting the \texttt{(token list)} to a \texttt{(string)} then removes the first (leftmost) occurrence of \texttt{(string)} from the \texttt{(str var)}.

\begin{verbatim}
\str_remove_all:Nn \str_remove_all:cn \str_gremove_all:Nn \str_gremove_all:cn
\end{verbatim}

Converting the \texttt{(token list)} to a \texttt{(string)} then removes all occurrences of \texttt{(string)} from the \texttt{(str var)}. As this function operates from left to right, the pattern \texttt{(string)} may remain after the removal, for instance,

\begin{verbatim}
\str_set:Nn \l_tmpa_str {abbcdd} \str_remove_all:Nn \l_tmpa_str {bc}
\end{verbatim}

results in \texttt{\l_tmpa_str} containing \texttt{abcd}.
16.7 String manipulation

\str_lowercase:n \str_lowercase:f \str_uppercase:n \str_uppercase:f

Converts the input \{tokens\} to their string representation, as described for \tl_to_-str:n, and then to the lower or upper case representation using a one-to-one mapping as described by the Unicode Consortium file UnicodeData.txt.

These functions are intended for case changing programmatic data in places where upper/lower case distinctions are meaningful. One example would be automatically generating a function name from user input where some case changing is needed. In this situation the input is programmatic, not textual, case does have meaning and a language-independent one-to-one mapping is appropriate. For example

\cs_new_protected:Npn \myfunc:nn #1#2
  {\cs_set_protected:cpn}
  {user}
  \str_uppercase:f \tl_head:n {#1}
  \str_lowercase:f \tl_tail:n {#1}

would be used to generate a function with an auto-generated name consisting of the upper case equivalent of the supplied name followed by the lower case equivalent of the rest of the input.

These functions should not be used for

- Caseless comparisons: use \str_foldcase:n for this situation (case folding is distinct from lower casing).

- Case changing text for typesetting: see the \text_lowercase:n(n), \text_uppercase:n(n) and \text_titlecase:n(n) functions which correctly deal with context-dependence and other factors appropriate to text case changing.
\str_foldcase:n \str_foldcase:V

Converting the input \textit{(tokens)} to their string representation, as described for \tl_to_str:n, and then folds the case of the resulting \textit{(string)} to remove case information. The result of this process is left in the input stream.

String folding is a process used for material such as identifiers rather than for "text". The folding provided by \str_foldcase:n follows the mappings provided by the Unicode Consortium, who state:

Case folding is primarily used for caseless comparison of text, such as identifiers in a computer program, rather than actual text transformation. Case folding in Unicode is based on the lowercase mapping, but includes additional changes to the source text to help make it language-insensitive and consistent. As a result, case-folded text should be used solely for internal processing and generally should not be stored or displayed to the end user.

The folding approach implemented by \str_foldcase:n follows the “full” scheme defined by the Unicode Consortium (\emph{e.g.} SSfolds to SS). As case-folding is a language-insensitive process, there is no special treatment of Turkic input (\emph{i.e.} I always folds to i and not to ı).

16.8 Viewing strings

\str_show:N \str_show:c \str_show:n

Displays the content of the \textit{(str var)} on the terminal.

\str_log:N \str_log:c \str_log:n

Writes the content of the \textit{(str var)} in the log file.
16.9 Constant strings

Constant strings, containing a single character token, with category code 12.

\c_amperland_str
\c_atstr
\c_backslash_str
\c_left_brace_str
\c_right_brace_str
\c_circumflex_str
\c_colon_str
\c_dollar_str
\c_hash_str
\c_percent_str
\c_tilde_str
\c_underscore_str
\c_zero_str

New: 2015-09-19
Updated: 2020-12-22

16.10 Scratch strings

Scratch strings for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\l_tmpa_str
\l_tmpb_str

Scratch strings for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_str
\g_tmpb_str
Chapter 17

The \texttt{l3str-convert} package: string encoding conversions

17.1 Encoding and escaping schemes

Traditionally, string encodings only specify how strings of characters should be stored as bytes. However, the resulting lists of bytes are often to be used in contexts where only a restricted subset of bytes are permitted (\textit{e.g.}, PDF string objects, URLs). Hence, storing a string of characters is done in two steps.

- The code points ("character codes") are expressed as bytes following a given "encoding". This can be \texttt{utf-16}, \texttt{iso 8859-1}, \textit{etc.} See Table 1 for a list of supported encodings.\textsuperscript{7}

- Bytes are translated to \LaTeX{} tokens through a given "escaping". Those are defined for the most part by the \texttt{pdf} file format. See Table 2 for a list of escaping methods supported.\textsuperscript{7}

\textsuperscript{7}Encodings and escapings will be added as they are requested.
Table 1: Supported encodings. Non-alphanumeric characters are ignored, and capital letters are lower-cased before searching for the encoding in this list.

<table>
<thead>
<tr>
<th>Encoding</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>utf8</td>
<td>UTF-8</td>
</tr>
<tr>
<td>utf16</td>
<td>UTF-16, with byte-order mark</td>
</tr>
<tr>
<td>utf16be</td>
<td>UTF-16, big-endian</td>
</tr>
<tr>
<td>utf16le</td>
<td>UTF-16, little-endian</td>
</tr>
<tr>
<td>utf32</td>
<td>UTF-32, with byte-order mark</td>
</tr>
<tr>
<td>utf32be</td>
<td>UTF-32, big-endian</td>
</tr>
<tr>
<td>utf32le</td>
<td>UTF-32, little-endian</td>
</tr>
<tr>
<td>iso88591, latin1</td>
<td>ISO 8859-1</td>
</tr>
<tr>
<td>iso88592, latin2</td>
<td>ISO 8859-2</td>
</tr>
<tr>
<td>iso88593, latin3</td>
<td>ISO 8859-3</td>
</tr>
<tr>
<td>iso88594, latin4</td>
<td>ISO 8859-4</td>
</tr>
<tr>
<td>iso88595</td>
<td>ISO 8859-5</td>
</tr>
<tr>
<td>iso88596</td>
<td>ISO 8859-6</td>
</tr>
<tr>
<td>iso88597</td>
<td>ISO 8859-7</td>
</tr>
<tr>
<td>iso88598</td>
<td>ISO 8859-8</td>
</tr>
<tr>
<td>iso88599, latin5</td>
<td>ISO 8859-9</td>
</tr>
<tr>
<td>iso885910, latin6</td>
<td>ISO 8859-10</td>
</tr>
<tr>
<td>iso885911</td>
<td>ISO 8859-11</td>
</tr>
<tr>
<td>iso885913, latin7</td>
<td>ISO 8859-13</td>
</tr>
<tr>
<td>iso885914, latin8</td>
<td>ISO 8859-14</td>
</tr>
<tr>
<td>iso885915, latin9</td>
<td>ISO 8859-15</td>
</tr>
<tr>
<td>iso885916, latin10</td>
<td>ISO 8859-16</td>
</tr>
<tr>
<td>clist</td>
<td>Comma-list of integers</td>
</tr>
<tr>
<td>⟨empty⟩</td>
<td>Native (Unicode) string</td>
</tr>
<tr>
<td>default</td>
<td>Like utf8 with 8-bit engines, and like native with unicode-engines</td>
</tr>
</tbody>
</table>

Table 2: Supported escapings. Non-alphanumeric characters are ignored, and capital letters are lower-cased before searching for the escaping in this list.

<table>
<thead>
<tr>
<th>Escaping</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes, or empty</td>
<td>Arbitrary bytes</td>
</tr>
<tr>
<td>hex, hexadecimal</td>
<td>Byte = two hexadecimal digits</td>
</tr>
<tr>
<td>name</td>
<td>See \pdffontname</td>
</tr>
<tr>
<td>string</td>
<td>See \pdfescapestring</td>
</tr>
<tr>
<td>url</td>
<td>Encoding used in URLs</td>
</tr>
</tbody>
</table>
17.2 Conversion functions

\str_set_convert:Nnnn \str_set_convert:Nnnn (str var) \{\langle string\rangle\} \{\langle name 1\rangle\} \{\langle name 2\rangle\}

This function converts the \langle string\rangle from the encoding given by \langle name 1\rangle to the encoding given by \langle name 2\rangle, and stores the result in the \langle str var\rangle. Each \langle name\rangle can have the form \langle encoding\rangle or \langle encoding\rangle/\langle escaping\rangle, where the possible values of \langle encoding\rangle and \langle escaping\rangle are given in Tables 1 and 2, respectively. The default escaping is to input and output bytes directly. The special case of an empty \langle name\rangle indicates the use of “native” strings, 8-bit for pdfTeX, and Unicode strings for the other two engines.

For example,

\str_set_convert:Nnnn \l_foo_str \{ Hello! \} \{ \} \{ utf16/hex \}

results in the variable \l_foo_str holding the string FEFF00480065006C006C006F0021. This is obtained by converting each character in the (native) string Hello! to the UTF-16 encoding, and expressing each byte as a pair of hexadecimal digits. Note the presence of a (big-endian) byte order mark “FEFF, which can be avoided by specifying the encoding utf16be/hex.

An error is raised if the \langle string\rangle is not valid according to the \langle encoding 1\rangle and \langle escaping 1\rangle, or if it cannot be reencoded in the \langle encoding 2\rangle and \langle escaping 2\rangle (for instance, if a character does not exist in the \langle encoding 2\rangle). Erroneous input is replaced by the Unicode replacement character "FFFD, and characters which cannot be reencoded are replaced by either the replacement character "FFFD if it exists in the \langle encoding 2\rangle, or an encoding-specific replacement character, or the question mark character.

\str_set_convert:NnnnTF \str_gset_convert:NnnnTF

\str_set_convert:NnnnTF (str var) \{\langle string\rangle\} \{\langle name 1\rangle\} \{\langle name 2\rangle\} \{\langle true code\rangle\} \{\langle false code\rangle\}

As \str_set_convert:Nnnn, converts the \langle string\rangle from the encoding given by \langle name 1\rangle to the encoding given by \langle name 2\rangle, and assigns the result to \langle str var\rangle. Contrarily to \str_set_convert:Nnnn, the conditional variant does not raise errors in case the \langle string\rangle is not valid according to the \langle name 1\rangle encoding, or cannot be expressed in the \langle name 2\rangle encoding. Instead, the \langle false code\rangle is performed.

17.3 Conversion by expansion (for PDF contexts)

A small number of expandable functions are provided for use in PDF string/name contexts. These assume UTF-8 and no escaping in the input.

\str_convert_pdfname:n

As \str_convert_pdfname:n, converts the \langle string\rangle on a byte-by-byte basis with non-ASCII codepoints escaped using hashes.

17.4 Possibilities, and things to do

Encoding/escaping-related tasks.
• In XeTeX/LuaTeX, would it be better to use the \ldots approach to build a string from a given list of character codes? Namely, within a group, assign 0-9a-f and all characters we want to category “other”, then assign ^ the category superscript, and use \scantokens.

• Change \str_set_convert:Nnnn to expand its last two arguments.

• Describe the internal format in the code comments. Refuse code points in [^D800,^DFFF] in the internal representation?

• Add documentation about each encoding and escaping method, and add examples.

• The hex unescaping should raise an error for odd-token count strings.

• Decide what bytes should be escaped in the uri escaping. Perhaps the characters !'()*-./0123456789_ are safe, and all other characters should be escaped?

• Automate generation of 8-bit mapping files.

• Change the framework for 8-bit encodings: for decoding from 8-bit to Unicode, use 256 integer registers; for encoding, use a tree-box.

• More encodings (see Heiko’s stringenc). CESU?

• More escapings: ascii85, shell escapes, lua escapes, etc.?
Chapter 18

The \texttt{l3quark} package

Quarks

Two special types of constants in \LaTeX{} are “quarks” and “scan marks”. By convention all constants of type quark start out with \texttt{\q{}}, and scan marks start with \texttt{\s{}}.

18.1 Quarks

Quarks are control sequences (and in fact, token lists) that expand to themselves and should therefore \textit{never} be executed directly in the code. This would result in an endless loop!

They are meant to be used as delimiter in weird functions, the most common use case being the ‘stop token’ (\textit{i.e.} \texttt{\q{stop}}). For example, when writing a macro to parse a user-defined date

\begin{verbatim}
\date_parse:n {19/June/1981}
\end{verbatim}

one might write a command such as

\begin{verbatim}
\cs_new:Npn \date_parse:n #1 { \date_parse_aux:w #1 \q_stop }
\cs_new:Npn \date_parse_aux:w #1 / #2 / #3 \q_stop
{ <do something with the date> }
\end{verbatim}

Quarks are sometimes also used as error return values for functions that receive erroneous input. For example, in the function \texttt{\prop_get:NnN} to retrieve a value stored in some key of a property list, if the key does not exist then the return value is the quark \texttt{\q{no_value}}. As mentioned above, such quarks are extremely fragile and it is imperative when using such functions that code is carefully written to check for pathological cases to avoid leakage of a quark into an uncontrolled environment.

Quarks also permit the following ingenious trick when parsing tokens: when you pick up a token in a temporary variable and you want to know whether you have picked up a particular quark, all you have to do is compare the temporary variable to the quark using \texttt{\tl_if_eq:NNTF}. A set of special quark testing functions is set up below. All the quark testing functions are expandable although the ones testing only single tokens are much faster.
18.2 Defining quarks

\quark_new:N \quark_new:N ⟨quark⟩

Creates a new ⟨quark⟩ which expands only to ⟨quark⟩. The ⟨quark⟩ is defined globally, and an error message is raised if the name was already taken.

\q_stop

Used as a marker for delimited arguments, such as

\cs_set:Npn \tmp:w #1#2 \q_stop {#1}

\q_mark

Used as a marker for delimited arguments when \q_stop is already in use.

\q_nil

Quark to mark a null value in structured variables or functions. Used as an end delimiter when this may itself need to be tested (in contrast to \q_stop, which is only ever used as a delimiter).

\q_no_value

A canonical value for a missing value, when one is requested from a data structure. This is therefore used as a “return” value by functions such as \prop_get:NnN if there is no data to return.

18.3 Quark tests

The method used to define quarks means that the single token (N) tests are faster than the multi-token (n) tests. The latter should therefore only be used when the argument can definitely take more than a single token.

\quark_if_nil_p:N * \quark_if_nil_p:N ⟨token⟩
\quark_if:nil:NTF * \quark_if:nil:NTF ⟨token⟩ {(true code)} {(false code)}

Tests if the ⟨token⟩ is equal to \q_nil.

\quark_if_nil_p:n * \quark_if:nil:p:n ⟨token list⟩;
\quark_if:nil:nTF ⟨token list⟩ {(true code)} {(false code)}
\quark_if:nil:p:o|VFF *

Tests if the ⟨token list⟩ contains only \q_nil (distinct from ⟨token list⟩ being empty or containing \q_nil plus one or more other tokens).

\quark_if_no_value_p:N * \quark_if:no_value_p:N ⟨token⟩
\quark_if:no_value_p:c * \quark_if:no_value:nTF ⟨token⟩ {(true code)} {(false code)}
\quark_if:no_value:nTF * \quark_if:no_value:nTF ⟨token⟩ {(true code)} {(false code)}
\quark_if:no_value:p:o|VFF *

Tests if the ⟨token⟩ is equal to \q_no_value.

\quark_if_no_value_p:n * \quark_if:no_value_p:n ⟨token list⟩;
\quark_if:no_value:nTF ⟨token list⟩ {(true code)} {(false code)}
\quark_if:no_value:p:o|VFF *

Tests if the ⟨token list⟩ contains only \q_no_value (distinct from ⟨token list⟩ being empty or containing \q_no_value plus one or more other tokens).
18.4 Recursion

This module provides a uniform interface to intercepting and terminating loops as when one is doing tail recursion. The building blocks follow below and an example is shown in Section 18.4.1.

\q_recursion_tail

This quark is appended to the data structure in question and appears as a real element there. This means it gets any list separators around it.

\q_recursion_stop

This quark is added after the data structure. Its purpose is to make it possible to terminate the recursion at any point easily.

\quark_if_recursion_tail_stop:N \quark_if_recursion_tail_stop:N

Tests if \langle token \rangle contains only the marker \q_recursion_tail, and if so uses \use_-none_delimit_by_q_recursion_stop:w to terminate the recursion that this belongs to. The recursion input must include the marker tokens \q_recursion_tail and \q_recursion_stop as the last two items.

\quark_if_recursion_tail_stop:N \quark_if_recursion_tail_stop:N \quark_if_recursion_tail_stop:N \quark_if_recursion_tail_stop:N

Tests if the \langle token list \rangle contains only \q_recursion_tail, and if so uses \use_-none_delimit_by_q_recursion_stop:w to terminate the recursion that this belongs to. The recursion input must include the marker tokens \q_recursion_tail and \q_recursion_stop as the last two items.

\quark_if_recursion_tail_stop_do:Nn \quark_if_recursion_tail_stop_do:Nn

Tests if \langle token \rangle contains only \q_recursion_tail, and if so uses \use_-i_delimit_by_q_recursion_stop:w to terminate the recursion that this belongs to. The recursion input must include the marker tokens \q_recursion_tail and \q_recursion_stop as the last two items. The \langle insertion \rangle code is then added to the input stream after the recursion has ended.

\quark_if_recursion_tail_stop_do:nn \quark_if_recursion_tail_stop_do:nn

Tests if the \langle token list \rangle contains only \q_recursion_tail, and if so uses \use_-i_delimit_by_q_recursion_stop:w to terminate the recursion that this belongs to. The recursion input must include the marker tokens \q_recursion_tail and \q_recursion_stop as the last two items. The \langle insertion \rangle code is then added to the input stream after the recursion has ended.
Tests if \( \text{token list} \) contains only \q_recursion_tail, and if so terminates the recursion using \( \text{(type)} \_\text{map\_break} \). The recursion end should be marked by \prg_break_point: \text{(type)} \_\text{map\_break}.

18.4.1 An example of recursion with quarks

Quarks are mainly used internally in the expl3 code to define recursion functions such as \tl_map_inline:nn and so on. Here is a small example to demonstrate how to use quarks in this fashion. We shall define a command called \my_map_dbl:nn which takes a token list and applies an operation to every pair of tokens. For example, \my_map_dbl:nn \{abcd\} \{[--\#1--\#2--]\~}\ would produce “[–a–b–] [–c–d–]”. Using quarks to define such functions simplifies their logic and ensures robustness in many cases.

Here’s the definition of \my_map_dbl:nn. First of all, define the function that does the processing based on the inline function argument \( \#2 \). Then initiate the recursion using an internal function. The token list \#1 is terminated using \q_recursion_tail, with delimiters according to the type of recursion (here a pair of \q_recursion_tail), concluding with \q_recursion_stop. These quarks are used to mark the end of the token list being operated upon.

\begin{verbatim}
cs_new:Npn \my_map_dbl:nn #1#2
{
cs_set:Npn \__my_map_dbl_fn:nn ##1 ##2 {#2}
\__my_map_dbl:nn #1 \q_recursion_tail \q_recursion_tail
\q_recursion_stop
}
\end{verbatim}

The definition of the internal recursion function follows. First check if either of the input tokens are the termination quarks. Then, if not, apply the inline function to the two arguments.

\begin{verbatim}
cs_new:Nn \__my_map_dbl:nn
{
\quark_if_recursion_tail_stop:n {#1}
\quark_if_recursion_tail_stop:n {#2}
\__my_map_dbl_fn:nn {#1} {#2}
}
\end{verbatim}

Finally, recurse:

\begin{verbatim}
\__my_map_dbl:nn
\end{verbatim}

Note that contrarily to \LaTeXX built-in mapping functions, this mapping function cannot be nested, since the second map would overwrite the definition of \__my_map_dbl.fn:nn.
18.5 Scan marks

Scan marks are control sequences set equal to \texttt{\textbackslash scan\_stop}; hence never expand in an expansion context and are (largely) invisible if they are encountered in a typesetting context.

Like quarks, they can be used as delimiters in weird functions and are often safer to use for this purpose. Since they are harmless when executed by \TeX\ in non-expandable contexts, they can be used to mark the end of a set of instructions. This allows to skip to that point if the end of the instructions should not be performed (see \texttt{l3regex}).

\begin{verbatim}
\scan_new:N \scan_new:N \scan_stop:
\end{verbatim}

\texttt{\scan_new:N} (scan mark)

Creates a new \texttt{(scan mark)} which is set equal to \texttt{\scan_stop:}. The \texttt{(scan mark)} is defined globally, and an error message is raised if the name was already taken by another scan mark.

\begin{verbatim}
\s_stop
\end{verbatim}

\texttt{\s_stop}

Used at the end of a set of instructions, as a marker that can be jumped to using \texttt{\use_{-}none\_delimit\_by\_s\_stop:w}.

\begin{verbatim}
\use_{none\_delimit\_by\_s\_stop:w} \use_{none\_delimit\_by\_s\_stop:w} \s_stop
\end{verbatim}

\texttt{\use_{none\_delimit\_by\_s\_stop:w}}

Removes the \texttt{(tokens)} and \texttt{\s_stop} from the input stream. This leads to a low-level \TeX\ error if \texttt{\s_stop} is absent.
Chapter 19

The \texttt{l3seq} package
Sequences and stacks

\LaTeXe{} implements a “sequence” data type, which contain an ordered list of entries which may contain any \textit{(balanced text)}. It is possible to map functions to sequences such that the function is applied to every item in the sequence.

Sequences are also used to implement stack functions in \LaTeXe{}. This is achieved using a number of dedicated stack functions.

19.1 Creating and initialising sequences

\begin{verbatim}
\seq_new:N \seq_new:N \seq_new:c \seq_clear:N \seq_clear:N \seq_clear:c \seq_gclear:N \seq_gclear:N \seq_gclear:c \seq_set_eq:NN \seq_set_eq:xN \seq_gset_eq:NN \seq_gset_eq:xN \seq_gset_eq:xN
\end{verbatim}

- \seq_new:N \seq_new:N \seq_new:c
  Creates a new \texttt{sequence} or raises an error if the name is already taken. The declaration is global. The \texttt{sequence} initially contains no items.

- \seq_clear:N \seq_clear:N \seq_clear:c \seq_gclear:N \seq_gclear:N
  Clears all items from the \texttt{sequence}.

- \seq_gclear_new:N \seq_gclear_new:c
  Ensures that the \texttt{sequence} exists globally by applying \seq_new:N if necessary, then applies \seq_(g)clear:N to leave the \texttt{sequence} empty.

- \seq_set_eq:NN \seq_gset_eq:xN \seq_gset_eq:xN \seq_gset_eq:xN
  Sets the content of \texttt{sequence\textsubscript{1}} equal to that of \texttt{sequence\textsubscript{2}}.
Converts the data in the (comma list) into a (sequence): the original (comma list) is unchanged.

Creates a new constant (seq var) or raises an error if the name is already taken. The (seq var) is set globally to contain the items in the (comma list).

Splits the (token list) into (items) separated by (delimiter), and assigns the result to the (sequence). Spaces on both sides of each (item) are ignored, then one set of outer braces is removed (if any): this space trimming behaviour is identical to that of \texttt{\textsc{l3clist}} functions. Empty (items) are preserved by \texttt{\seqsetsplit:Nn}, and can be removed afterwards using \texttt{\seqremoveall:Nn (sequence) \{\}}. The (delimiter) may not contain \texttt{\{, \#} (assuming \TeX{}'s normal category code régime). If the (delimiter) is empty, the (token list) is split into (items) as a (token list). See also \texttt{\seqsetsplitkeepspaces:Nn}, which omits space stripping.

Splits the (token list) into (items) separated by (delimiter), and assigns the result to the (sequence). One set of outer braces is removed (if any) but any surrounding spaces are retained: any braces inside one or more spaces are therefore kept. Empty (items) are preserved by \texttt{\seqsetsplitkeepspaces:Nn}, and can be removed afterwards using \texttt{\seqremoveall:Nn (sequence) \{\}}. The (delimiter) may not contain \texttt{\{, \}} or \texttt{\#} (assuming \TeX{}'s normal category code régime). If the (delimiter) is empty, the (token list) is split into (items) as a (token list). See also \texttt{\seqsetsplit:Nn}, which removes spaces around the delimiters.

Concatenates the content of (sequence$_2$) and (sequence$_3$) together and saves the result in (sequence$_1$). The items in (sequence$_2$) are placed at the left side of the new sequence.
Tests whether the (sequence) is currently defined. This does not check that the (sequence) really is a sequence variable.

19.2 Appending data to sequences

\seq_put_left:Nn \seq_put_left:N (sequence) \seq_gput_left:Nn \seq_gput_left:N (sequence)

Appends the (item) to the left of the (sequence).

\seq_put_right:Nn \seq_put_right:N (sequence) \seq_gput_right:Nn \seq_gput_right:N (sequence)

Appends the (item) to the right of the (sequence).

19.3 Recovering items from sequences

Items can be recovered from either the left or the right of sequences. For implementation reasons, the actions at the left of the sequence are faster than those acting on the right. These functions all assign the recovered material locally, i.e. setting the (token list variable) used with \tl_set:Nn and never \tl_gset:Nn.

\seq_get_left:NN \seq_get_left:ch \seq_get_left:NN (sequence) (token list variable)

Stores the left-most item from a (sequence) in the (token list variable) without removing it from the (sequence). The (token list variable) is assigned locally. If (sequence) is empty the (token list variable) is set to the special marker \q_no_value.

\seq_get_right:NN \seq_get_right:ch \seq_get_right:NN (sequence) (token list variable)

Stores the right-most item from a (sequence) in the (token list variable) without removing it from the (sequence). The (token list variable) is assigned locally. If (sequence) is empty the (token list variable) is set to the special marker \q_no_value.

\seq_pop_left:NN \seq_pop_left:ch \seq_pop_left:NN (sequence) (token list variable)

Pops the left-most item from a (sequence) into the (token list variable), i.e. removes the item from the sequence and stores it in the (token list variable). Both of the variables are assigned locally. If (sequence) is empty the (token list variable) is set to the special marker \q_no_value.
\texttt{\seq_gpop_left:NN} \quad \texttt{\seq_gpop_left:cN}

Pops the left-most item from a \texttt{\langle sequence \rangle} into the \texttt{\langle token list variable \rangle}, i.e. removes the item from the sequence and stores it in the \texttt{\langle token list variable \rangle}. The \texttt{\langle sequence \rangle} is modified globally, while the assignment of the \texttt{\langle token list variable \rangle} is local. If \texttt{\langle sequence \rangle} is empty the \texttt{\langle token list variable \rangle} is set to the special marker \texttt{\q_no_value}.

\texttt{\seq_pop_right:NN} \quad \texttt{\seq_pop_right:cN}

Pops the right-most item from a \texttt{\langle sequence \rangle} into the \texttt{\langle token list variable \rangle}, i.e. removes the item from the sequence and stores it in the \texttt{\langle token list variable \rangle}. Both of the variables are assigned locally. If \texttt{\langle sequence \rangle} is empty the \texttt{\langle token list variable \rangle} is set to the special marker \texttt{\q_no_value}.

\texttt{\seq_gpop_right:NN} \quad \texttt{\seq_gpop_right:cN}

Pops the right-most item from a \texttt{\langle sequence \rangle} into the \texttt{\langle token list variable \rangle}, i.e. removes the item from the sequence and stores it in the \texttt{\langle token list variable \rangle}. The \texttt{\langle sequence \rangle} is modified globally, while the assignment of the \texttt{\langle token list variable \rangle} is local. If \texttt{\langle sequence \rangle} is empty the \texttt{\langle token list variable \rangle} is set to the special marker \texttt{\q_no_value}.

\texttt{\seq_item:Nn} \quad \texttt{\seq_item:cn}

Indexing items in the \texttt{\langle sequence \rangle} from 1 at the top (left), this function evaluates the \texttt{\langle integer expression \rangle} and leaves the appropriate item from the sequence in the input stream. If the \texttt{\langle integer expression \rangle} is negative, indexing occurs from the bottom (right) of the sequence. If the \texttt{\langle integer expression \rangle} is larger than the number of items in the \texttt{\langle sequence \rangle} (as calculated by \texttt{\seq_count:N}) then the function expands to nothing.

\textbf{TeXhackers note:} The result is returned within the \texttt{\unexpanded} primitive (\texttt{\exp_not:n}), which means that the \texttt{\langle item \rangle} does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\texttt{\seq_rand_item:N} \quad \texttt{\seq_rand_item:c}

Selects a pseudo-random item of the \texttt{\langle sequence \rangle}. If the \texttt{\langle sequence \rangle} is empty the result is empty. This is not available in older versions of \TeX.

\textbf{TeXhackers note:} The result is returned within the \texttt{\unexpanded} primitive (\texttt{\exp_not:n}), which means that the \texttt{\langle item \rangle} does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\section*{19.4 Recovering values from sequences with branching}

The functions in this section combine tests for non-empty sequences with recovery of an item from the sequence. They offer increased readability and performance over separate testing and recovery phases.
If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, stores the left-most item from the \( \text{sequence} \) in the \( \text{token list variable} \) without removing it from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. The \( \text{token list variable} \) is assigned locally.

If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, stores the right-most item from the \( \text{sequence} \) in the \( \text{token list variable} \) without removing it from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. The \( \text{token list variable} \) is assigned locally.

If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, stores the left-most item from the \( \text{sequence} \) in the \( \text{token list variable} \), i.e. removes the item from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. Both the \( \text{sequence} \) and the \( \text{token list variable} \) are assigned locally.

If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, pops the left-most item from the \( \text{sequence} \) in the \( \text{token list variable} \), i.e. removes the item from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. The \( \text{sequence} \) is modified globally, while the \( \text{token list variable} \) is assigned locally.

If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, pops the right-most item from the \( \text{sequence} \) in the \( \text{token list variable} \), i.e. removes the item from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. Both the \( \text{sequence} \) and the \( \text{token list variable} \) are assigned locally.

If the \( \text{sequence} \) is empty, leaves the \( \text{false code} \) in the input stream. The value of the \( \text{token list variable} \) is not defined in this case and should not be relied upon. If the \( \text{sequence} \) is non-empty, pops the right-most item from the \( \text{sequence} \) in the \( \text{token list variable} \), i.e. removes the item from the \( \text{sequence} \), then leaves the \( \text{true code} \) in the input stream. The \( \text{sequence} \) is modified globally, while the \( \text{token list variable} \) is assigned locally.
19.5 Modifying sequences

While sequences are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update sequences, while retaining the order of the unaffected entries.

\seq_remove_duplicates:N \seq_remove_duplicates:c
\seq_gremove_duplicates:N \seq_gremove_duplicates:c

Removes duplicate items from the \langle sequence \rangle, leaving the left most copy of each item in the \langle sequence \rangle. The \langle item \rangle comparison takes place on a token basis, as for \texttt{\tl_if_eq:nnTF}.

\textbf{\TeX{}hackers note:} This function iterates through every item in the \langle sequence \rangle and does a comparison with the \langle items \rangle already checked. It is therefore relatively slow with large sequences.

\seq_remove_all:Nn \seq_remove_all:cn
\seq_gremove_all:Nn \seq_gremove_all:cn

Removes every occurrence of \langle item \rangle from the \langle sequence \rangle. The \langle item \rangle comparison takes place on a token basis, as for \texttt{\tl_if_eq:nnTF}.

\seq_reverse:N \seq_reverse:c
\seq_greverse:N \seq_greverse:c

Reverses the order of the items stored in the \langle sequence \rangle.

\seq_sort:Nn \seq_sort:cn
\seq_gsort:Nn \seq_gsort:cn

Sorts the items in the \langle sequence \rangle according to the \langle comparison code \rangle, and assigns the result to \langle sequence \rangle. The details of sorting comparison are described in Section 6.1.

\seq_shuffle:N \seq_shuffle:c
\seq_gshuffle:N \seq_gshuffle:c

Sets the \langle seq var \rangle to the result of placing the items of the \langle seq var \rangle in a random order. Each item is (roughly) as likely to end up in any given position.

\textbf{\TeX{}hackers note:} For sequences with more than 13 items or so, only a small proportion of all possible permutations can be reached, because the random seed \texttt{\sys_rand_seed:} only has 28-bits. The use of \texttt{\toks} internally means that sequences with more than 32767 or 65535 items (depending on the engine) cannot be shuffled.

19.6 Sequence conditionals

\seq_if_empty_p:N \seq_if_empty_p:c
\seq_if_empty:NTF \seq_if_empty:cTF

Tests if the \langle sequence \rangle is empty (containing no items).
\seq_if_in:NnTF \seq_if_in:(NV|No|Nv|Nx|cV|cv|co|cx)TF

Tests if the \item is present in the \sequence.

### 19.7 Mapping over sequences

All mappings are done at the current group level, \textit{i.e.} any local assignments made by the \function or \code discussed below remain in effect after the loop.

\seq_map_function:NN \seq_map_function:cN

Applies \function to every \item stored in the \sequence. The \function will receive one argument for each iteration. The \items are returned from left to right. To pass further arguments to the \function, see \seq_map_tokens:Nn. The function \seq_map_inline:Nn is faster than \seq_map_function:NN for sequences with more than about 10 items.

\seq_map_inline:Nn \seq_map_inline:cn

Applies \inline function to every \item stored within the \sequence. The \inline function should consist of code which will receive the \item as \#1. The \items are returned from left to right.

\seq_map_tokens:Nn \seq_map_tokens:cn

Analogue of \seq_map_function:NN which maps several tokens instead of a single function. The \code receives each item in the \sequence as a trailing brace group. For instance,

\seq_map_tokens:Nn \_my_seq \{ \prg_replicate:nn \_2 \}

expands to twice each item in the \sequence: for each item in \_my_seq the function \prg_replicate:nn receives 2 and \item as its two arguments. The function \seq_map_inline:Nn is typically faster but it is not expandable.

\seq_map_variable:NNn \seq_map_variable:(Ncn|cNn|ccn)

Stores each \item of the \sequence in turn in the (token list) \variable and applies the \code. The \code will usually make use of the \variable, but this is not enforced. The assignments to the \variable are local. Its value after the loop is the last \item in the \sequence, or its original value if the \sequence is empty. The \items are returned from left to right.

\seq_map_indexed_function:NN \seq_map_indexed_function:NN \seq var \function

Applies \function to every entry in the \sequence variable. The \function should have signature :nn. It receives two arguments for each iteration: the \index (namely 1 for the first entry, then 2 and so on) and the \item.


\texttt{\seq_map_indexed_inline:Nn} \seq_map_indexed_inline:Nn \texttt{(seq var) \{inline function\}}

Applies \texttt{\{inline function\}} to every entry in the \texttt{\langle sequence variable\rangle}. The \texttt{\{inline function\}} should consist of code which receives the \texttt{\langle index\rangle} (namely 1 for the first entry, then 2 and so on) as \#1 and the \texttt{\langle item\rangle} as \#2.

\texttt{\seq_map_break: \star} \seq_map_break:

Updated: 2012-06-29

Used to terminate a \texttt{\seq_map\ldots} function before all entries in the \texttt{\langle sequence\rangle} have been processed. This normally takes place within a conditional statement, for example

\begin{verbatim}
\seq_map_inline:Nn \l_my_seq
 { \str_if_eq:nnTF { #1 } { bingo } { \seq_map_break: } { % Do something useful } }
\end{verbatim}

Use outside of a \texttt{\seq_map\ldots} scenario leads to low level \TeX errors.

\textbf{\TeXhackers note:} When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

\texttt{\seq_map_break:n \star} \seq_map_break:n \texttt{\{code\}}

Updated: 2012-06-29

Used to terminate a \texttt{\seq_map\ldots} function before all entries in the \texttt{\langle sequence\rangle} have been processed, inserting the \texttt{\langle code\rangle} after the mapping has ended. This normally takes place within a conditional statement, for example

\begin{verbatim}
\seq_map_inline:Nn \l_my_seq
 { \str_if_eq:nnTF { #1 } { bingo } { \seq_map_break:n { \texttt{\langle code\rangle} } { % Do something useful } }
\end{verbatim}

Use outside of a \texttt{\seq_map\ldots} scenario leads to low level \TeX errors.

\textbf{\TeXhackers note:} When the mapping is broken, additional tokens may be inserted before the \texttt{\langle code\rangle} is inserted into the input stream. This depends on the design of the mapping function.
\seq_set_map:NNn \seq_gset_map:NNn (sequence_1) (sequence_2) \{\langle inline function\rangle\}

Applies \langle inline function\rangle to every \langle item\rangle stored within the \langle sequence_2\rangle. The \langle inline function\rangle should consist of code which will receive the \langle item\rangle as \#1. The sequence resulting applying \langle inline function\rangle to each \langle item\rangle is assigned to \langle sequence_1\rangle.

\textbf{\TeXhackers note:} Contrarily to other mapping functions, \seq_map_break: cannot be used in this function, and would lead to low-level \TeXX errors.

\seq_set_map_x:NNn \seq_gset_map_x:NNn (sequence_1) (sequence_2) \{\langle inline function\rangle\}

Applies \langle inline function\rangle to every \langle item\rangle stored within the \langle sequence_2\rangle. The \langle inline function\rangle should consist of code which will receive the \langle item\rangle as \#1. The sequence resulting from \texttt{x}-expanding \langle inline function\rangle applied to each \langle item\rangle is assigned to \langle sequence_1\rangle. As such, the code in \langle inline function\rangle should be expandable.

\textbf{\TeXhackers note:} Contrarily to other mapping functions, \seq_map_break: cannot be used in this function, and would lead to low-level \TeXX errors.

\seq_count:N \seq_count:c

Leaves the number of items in the \langle sequence\rangle in the input stream as an \langle integer denotation\rangle. The total number of items in a \langle sequence\rangle includes those which are empty and duplicates, \textit{i.e.} every item in a \langle sequence\rangle is unique.

\textbf{19.8 Using the content of sequences directly}

\seq_use:Nnnn \seq_use:cnnn \seq_use:Nnnn \seq_use:cnnn \seq_set_split:Nnn \l_tmpa_seq \{ | } { a | b | c | \{de\} | f } \\seq_use:Nnnn \l_tmpa_seq \{ -and- \} \{ , - \} \{ , - and - \}

Places the contents of the \langle seq var\rangle in the input stream, with the appropriate \langle separator\rangle between the items. Namely, if the sequence has more than two items, the \langle separator between more than two\rangle is placed between each pair of items except the last, for which the \langle separator between final two\rangle is used. If the sequence has exactly two items, then they are placed in the input stream separated by the \langle separator between two\rangle. If the sequence has a single item, it is placed in the input stream, and an empty sequence produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

\seq_use:Nnnn \l_tmpa_seq \{ | } { a | b | c | \{de\} | f } \\seq_use:Nnnn \l_tmpa_seq \{ -and- \} \{ , - \} \{ , - and - \}

inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the sequence has more than 2 items.

\textbf{\TeXhackers note:} The result is returned within the \texttt{\unexpanded} primitive (\exp_not:n), which means that the \langle items\rangle do not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.
\seq_use:Nn \seq_use:cn

Places the contents of the \seq_var in the input stream, with the \seq_separator between the items. If the sequence has a single item, it is placed in the input stream with no \seq_separator, and an empty sequence produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

\seq_set_split:Nnn \l_tmpa_seq { | } { a | b | c | \{de\} | f }
\seq_use:Nn \l_tmpa_seq { ~and~ }

inserts “a and b and c and de and f” in the input stream.

\textbf{TeXhackers note:} The result is returned within the \unexpanded primitive (\exp_not:n), which means that the \textit{items} do not expand further when appearing in an x-type or e-type argument expansion.

\section{Sequences as stacks}

Sequences can be used as stacks, where data is pushed to and popped from the top of the sequence. (The left of a sequence is the top, for performance reasons.) The stack functions for sequences are not intended to be mixed with the general ordered data functions detailed in the previous section: a sequence should either be used as an ordered data type or as a stack, but not in both ways.

\seq_get:NN \seq_get:cN
Reads the top item from a \sequence into the \token_list without removing it from the \sequence. The \token_list is assigned locally. If \sequence is empty the \token_list is set to the special marker \q_no_value.

\seq_pop:NN \seq_pop:cN
Pops the top item from a \sequence into the \token_list. Both of the variables are assigned locally. If \sequence is empty the \token_list is set to the special marker \q_no_value.

\seq_gpop:NN \seq_gpop:cN
Pops the top item from a \sequence into the \token_list. The \sequence is modified globally, while the \token_list is assigned locally. If \sequence is empty the \token_list is set to the special marker \q_no_value.

\seq_get:NNTF \seq_get:cNTF
If the \sequence is empty, leaves the \false_code in the input stream. The value of the \token_list is not defined in this case and should not be relied upon. If the \sequence is non-empty, stores the top item from a \sequence in the \token_list without removing it from the \sequence. The \token_list is assigned locally.
If the \texttt{sequence} is empty, leaves the \texttt{false code} in the input stream. The value of the \texttt{token list variable} is not defined in this case and should not be relied upon. If the \texttt{sequence} is non-empty, pops the top item from the \texttt{sequence} in the \texttt{token list variable}, i.e. removes the item from the \texttt{sequence}. Both the \texttt{sequence} and the \texttt{token list variable} are assigned locally.

If the \texttt{sequence} is empty, leaves the \texttt{false code} in the input stream. The value of the \texttt{token list variable} is not defined in this case and should not be relied upon. If the \texttt{sequence} is non-empty, pops the top item from the \texttt{sequence} in the \texttt{token list variable}, i.e. removes the item from the \texttt{sequence}. The \texttt{sequence} is modified globally, while the \texttt{token list variable} is assigned locally.

Adding the \texttt{item} to the top of the \texttt{sequence}.

\subsection{Sequences as sets}

Sequences can also be used as sets, such that all of their items are distinct. Usage of sequences as sets is not currently widespread, hence no specific set function is provided. Instead, it is explained here how common set operations can be performed by combining several functions described in earlier sections. When using sequences to implement sets, one should be careful not to rely on the order of items in the sequence representing the set.

Sets should not contain several occurrences of a given item. To make sure that a \texttt{sequence variable} only has distinct items, use \texttt{\seq_remove_duplicates:N} \texttt{sequence variable}. This function is relatively slow, and to avoid performance issues one should only use it when necessary.

Some operations on a set \texttt{seq var} are straightforward. For instance, \texttt{\seq_count:N seq var} expands to the number of items, while \texttt{\seq_if_in:NnTF seq var \{item\}} tests if the \texttt{item} is in the set.

Adding an \texttt{item} to a set \texttt{seq var} can be done by appending it to the \texttt{seq var} if it is not already in the \texttt{seq var}:

\begin{verbatim}
\seq_if_in:NnF seq var \{item\}
{ \seq_put_right:Nn seq var \{item\} }
\end{verbatim}

Removing an \texttt{item} from a set \texttt{seq var} can be done using \texttt{\seq_remove_all:Nnseq var},

\begin{verbatim}
\seq_remove_all:Nn seq var \{item\}
\end{verbatim}

The intersection of two sets \texttt{seq var} and \texttt{seq var 2} can be stored into \texttt{seq var 3} by collecting items of \texttt{seq var} which are in \texttt{seq var 2}.
The code as written here only works if \( \text{seq var}_3 \) is different from the other two sequence variables. To cover all cases, items should first be collected in a sequence \l__⟨pkg⟩_internal_seq, then \( \text{seq var}_3 \) should be set equal to this internal sequence. The same remark applies to other set functions.

The union of two sets \( \text{seq var}_1 \) and \( \text{seq var}_2 \) can be stored into \( \text{seq var}_3 \) through
\[
\text{seq_concat}:NNN \langle \text{seq var}_3 \rangle \langle \text{seq var}_1 \rangle \langle \text{seq var}_2 \rangle
\]

or by adding items to (a copy of) \( \text{seq var}_1 \) one by one
\[
\text{seq_set_eq}:NN \langle \text{seq var}_3 \rangle \langle \text{seq var}_1 \rangle
\]
\[
\text{seq_map_inline}:Nn \langle \text{seq var}_2 \rangle
\]
\[
\{ \text{seq_if_in}:NnF \langle \text{seq var}_3 \rangle \{\#1\} \}
\]
\[
\text{seq_put_right}:Nn \langle \text{seq var}_3 \rangle \{\#1\} \}
\]

The second approach is faster than the first when the \( \text{seq var}_2 \) is short compared to \( \text{seq var}_1 \).

The difference of two sets \( \text{seq var}_1 \) and \( \text{seq var}_2 \) can be stored into \( \text{seq var}_3 \) by removing items of the \( \text{seq var}_2 \) from (a copy of) the \( \text{seq var}_1 \) one by one.
\[
\text{seq_set_eq}:NN \langle \text{seq var}_3 \rangle \langle \text{seq var}_1 \rangle
\]
\[
\text{seq_map_inline}:Nn \langle \text{seq var}_2 \rangle
\]
\[
\{ \text{seq_remove_all}:Nn \langle \text{seq var}_3 \rangle \{\#1\} \}
\]

The symmetric difference of two sets \( \text{seq var}_1 \) and \( \text{seq var}_2 \) can be stored into \( \text{seq var}_3 \) by computing the difference between \( \text{seq var}_1 \) and \( \text{seq var}_2 \) and storing the result as \l__⟨pkg⟩_internal_seq, then the difference between \( \text{seq var}_2 \) and \( \text{seq var}_1 \), and finally concatenating the two differences to get the symmetric differences.
\[
\text{seq_set_eq}:NN \l__⟨pkg⟩_internal_seq \langle \text{seq var}_1 \rangle
\]
\[
\text{seq_map_inline}:Nn \langle \text{seq var}_2 \rangle
\]
\[
\{ \text{seq_remove_all}:Nn \l__⟨pkg⟩_internal_seq \{\#1\} \}
\]
\[
\text{seq_set_eq}:NN \langle \text{seq var}_3 \rangle \langle \text{seq var}_2 \rangle
\]
\[
\text{seq_map_inline}:Nn \langle \text{seq var}_1 \rangle
\]
\[
\{ \text{seq_remove_all}:Nn \langle \text{seq var}_3 \rangle \{\#1\} \}
\]
\[
\text{seq_concat}:NNN \langle \text{seq var}_3 \rangle \langle \text{seq var}_3 \rangle \l__⟨pkg⟩_internal_seq
\]

\[\text{seq_concat}:NNN \langle \text{seq var}_3 \rangle \langle \text{seq var}_3 \rangle \l__⟨pkg⟩_internal_seq\]

19.11 Constant and scratch sequences

\c_empty_seq

Constant that is always empty.

Rev: 2012-07-02

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Scratch sequences for local assignment. These are never used by the kernel code, and so are safe for use with any \TeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\l_tmpa_seq
\l_tmpb_seq
Rev: 2012-04-26

Scratch sequences for global assignment. These are never used by the kernel code, and so are safe for use with any \TeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_seq
\g_tmpb_seq
Rev: 2012-04-26

19.12 Viewing sequences

\seq_show:N \seq_show:N \langle sequence \rangle
\seq_show:N \langle sequence \rangle
Displays the entries in the \langle sequence \rangle in the terminal.

\seq_log:N \seq_log:N \langle sequence \rangle
\seq_log:N \langle sequence \rangle
Wires the entries in the \langle sequence \rangle in the log file.

Rev: 2014-08-12
Updated: 2021-04-29

Rev: 2014-08-12
Updated: 2021-04-29

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Chapter 20

The \texttt{l3int} package

Integers

Calculation and comparison of integer values can be carried out using literal numbers, \texttt{int} registers, constants and integers stored in token list variables. The standard operators \texttt{+}, \texttt{−}, \texttt{/} and \texttt{*} and parentheses can be used within such expressions to carry arithmetic operations. This module carries out these functions on integer expressions ("\texttt{intexpr}").

20.1 Integer expressions

Throughout this module, (almost) all \texttt{n}-type argument allow for an \texttt{(intexpr)} argument with the following syntax. The \texttt{(integer expression)} should consist, after expansion, of \texttt{+}, \texttt{−}, \texttt{*}, \texttt{/}, \texttt{(} and \texttt{)} and of course integer operands. The result is calculated by applying standard mathematical rules with the following peculiarities:

- \texttt{/} denotes division rounded to the closest integer with ties rounded away from zero;

- there is an error and the overall expression evaluates to zero whenever the absolute value of any intermediate result exceeds $2^{31} - 1$, except in the case of scaling operations \texttt{a*b/c}, for which \texttt{a*b} may be arbitrarily large (but the operands \texttt{a}, \texttt{b}, \texttt{c} are still constrained to an absolute value at most $2^{31} - 1$);

- parentheses may not appear after unary \texttt{+} or \texttt{−}, namely placing \texttt{+(} or \texttt{-} at the start of an expression or after \texttt{+, −, *, /} or \texttt{(} leads to an error.

Each integer operand can be either an integer variable (with no need for \texttt{\int_use:N}) or an integer denotation. For example both

\begin{verbatim}
\int_show:n { 5 + 4 * 3 - ( 3 + 4 * 5 ) }
\end{verbatim}

and

\begin{verbatim}
\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { 5 }
\int_new:N \l_my_int
\int_set:Nn \l_my_int { 4 }
\int_show:n { \l_my_tl + \l_my_int * 3 - ( 3 + 4 * 5 ) }
\end{verbatim}
show the same result $-6$ because \l_{my\_t1} expands to the integer denotation $5$ while the integer variable \l_{my\_int} takes the value $4$. As the \langle integer expression \rangle is fully expanded from left to right during evaluation, fully expandable and restricted-expandable functions can both be used, and \exp_not:n and its variants have no effect while \exp_not:N may incorrectly interrupt the expression.

\textbf{\LaTeX{} hackers note}: Exactly two expansions are needed to evaluate \int_eval:n. The result is not an \langle internal integer \rangle, and therefore should be terminated by a space if used in \int_value:w or in a \LaTeX{}-style integer assignment.

As all \LaTeX{} integers, integer operands can also be: \value{⟨LATEXε counter⟩}; dimension or skip variables, converted to integers in sp; the character code of some character given as ‘⟨char⟩’ or ‘\langle char⟩’; octal numbers given as ‘ followed by digits from 0 to 7; or hexadecimal numbers given as “ followed by digits and upper case letters from A to F.

\begin{verbatim}
\int_eval:n \{⟨integer expression⟩\}
\end{verbatim}

Evaluates the \langle integer expression \rangle and leaves the result in the input stream as an integer denotation: for positive results an explicit sequence of decimal digits not starting with 0, for negative results – followed by such a sequence, and 0 for zero.

\begin{verbatim}
\int_eval:w \{⟨integer expression⟩\}
\end{verbatim}

Revised: 2018-03-30
Evaluates the \langle integer expression \rangle as described for \int_eval:n. The end of the expression is the first token encountered that cannot form part of such an expression. If that token is \scan_stop: it is removed, otherwise not. Spaces do not terminate the expression. However, spaces terminate explicit integers, and this may terminate the expression: for instance, \int_eval:w l_{i_{1}}l_{i_{2}}9 (with explicit space tokens inserted using ~ in a code setting) expands to 29 since the digit 9 is not part of the expression.

\begin{verbatim}
\int_sign:n \{⟨intexpr⟩\}
\end{verbatim}

Revised: 2018-11-03
Evaluates the \langle integer expression \rangle then leaves 1 or 0 or $-1$ in the input stream according to the sign of the result.

\begin{verbatim}
\int_abs:n \{⟨integer expression⟩\}
\end{verbatim}

Updated: 2012-09-26
Evaluates the \langle integer expression \rangle as described for \int_eval:n and leaves the absolute value of the result in the input stream as an \langle integer denotation \rangle after two expansions.

\begin{verbatim}
\int_div_round:nn \{⟨intexpr⟩\} \{⟨intexpr⟩\}
\end{verbatim}

Updated: 2012-09-26
Evaluates the two \langle integer expressions \rangle as described earlier, then divides the first value by the second, and rounds the result to the closest integer. Ties are rounded away from zero. Note that this is identical to using / directly in an \langle integer expression \rangle. The result is left in the input stream as an \langle integer denotation \rangle after two expansions.

\begin{verbatim}
\int_div_truncate:nn \{⟨intexpr⟩\} \{⟨intexpr⟩\}
\end{verbatim}

Updated: 2012-02-09
Evaluates the two \langle integer expressions \rangle as described earlier, then divides the first value by the second, and rounds the result towards zero. Note that division using / rounds to the closest integer instead. The result is left in the input stream as an \langle integer denotation \rangle after two expansions.
\textbf{20.2 Creating and initialising integers}

\texttt{\textbackslash int\_new:N} \hspace{1em} \texttt{\textbackslash int\_new:N \langle\text{integer}\rangle}

Creates a new \langle integer \rangle or raises an error if the name is already taken. The declaration is global. The \langle integer \rangle is initially equal to 0.

\texttt{\textbackslash int\_const:Nn} \hspace{1em} \texttt{\textbackslash int\_const:Nn \langle\text{integer}\rangle \{\langle\text{integer expression}\rangle\}}

Creates a new constant \langle integer \rangle or raises an error if the name is already taken. The value of the \langle integer \rangle is set globally to the \langle integer expression \rangle.

\texttt{\textbackslash int\_zero:N} \hspace{1em} \texttt{\textbackslash int\_zero:N \langle\text{integer}\rangle}

Sets \langle integer \rangle to 0.

\texttt{\textbackslash int\_zero\_new:N} \hspace{1em} \texttt{\textbackslash int\_zero\_new:N \langle\text{integer}\rangle}

Ensures that the \langle integer \rangle exists globally by applying \texttt{\textbackslash int\_new:N} if necessary, then applies \texttt{\textbackslash int\_\texttt{(g)zero:N}} to leave the \langle integer \rangle set to zero.

\texttt{\textbackslash int\_set\_eq:NN} \hspace{1em} \texttt{\textbackslash int\_set\_eq:NN \langle\text{integer1}\rangle \langle\text{integer2}\rangle}

Sets the content of \langle integer1 \rangle equal to that of \langle integer2 \rangle.

\texttt{\textbackslash int\_if\_exist:p:N} \hspace{1em} \texttt{\textbackslash int\_if\_exist:p:N \langle\text{int}\rangle}

Tests whether the \langle int \rangle is currently defined. This does not check that the \langle int \rangle really is an integer variable.

\texttt{\textbackslash int\_if\_exist:p:N} \texttt{\textbackslash int\_if\_exist:p:N \{\langle\text{true code}\rangle\} \{\langle\text{false code}\rangle\}}

\texttt{\textbackslash int\_if\_exist:p:N} \texttt{\textbackslash int\_if\_exist:p:N \{\langle\text{true code}\rangle\} \{\langle\text{false code}\rangle\}}

Updated: 2012-03-03

\texttt{\textbackslash int\_if\_exist:c} \hspace{1em} \texttt{\textbackslash int\_if\_exist:c \{\langle\text{true code}\rangle\} \{\langle\text{false code}\rangle\}}

Updated: 2012-03-03

\texttt{\textbackslash int\_if\_exist:NN} \hspace{1em} \texttt{\textbackslash int\_if\_exist:NN \langle\text{int}\rangle}

Updated: 2012-09-26
### 20.3 Setting and incrementing integers

\begin{verbatim}
\int_add:Nn \int_add:cn \int_gadd:Nn \int_gadd:cn
\end{verbatim}

Add the result of the \textit{integer expression} to the current content of the \textit{integer}.

\begin{verbatim}
\int_decr:N \int_decr:c \int_gdecr:N \int_gdecr:c
\end{verbatim}

Decreases the value stored in \textit{integer} by 1.

\begin{verbatim}
\int_incr:N \int_incr:c \int_gincr:N \int_gincr:c
\end{verbatim}

Increases the value stored in \textit{integer} by 1.

\begin{verbatim}
\int_set:Nn \int_set:cn \int_gset:Nn \int_gset:cn
\end{verbatim}

Sets \textit{integer} to the value of \textit{integer expression}, which must evaluate to an integer (as described for \texttt{\int_eval:n}).

\begin{verbatim}
\int_sub:Nn \int_sub:cn \int_gsub:Nn \int_gsub:cn
\end{verbatim}

Subtracts the result of the \textit{integer expression} from the current content of the \textit{integer}.

### 20.4 Using integers

\begin{verbatim}
\int_use:N \int_use:c
\end{verbatim}

Recovers the content of an \textit{integer} and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where an \textit{integer} is required (such as in the first and third arguments of \texttt{\int_compare:nNnTF}).

\textbf{\TeXhackers note:} \texttt{\int_use:N} is the \TeX{} primitive \texttt{\the}: this is one of several \LaTeX{} names for this primitive.
20.5 Integer expression conditionals

\begin{align*}
\texttt{\textbackslash int\_compare\_p:nNn} & \equiv \texttt{\textbackslash int\_compare\_p:nNn \{\text{intexpr}_1\} \{\text{relation}\} \{\text{intexpr}_2\}} \\
\texttt{\textbackslash int\_compare\_nNnTF} & \equiv \texttt{\textbackslash int\_compare\_nNnTF \{\text{intexpr}_1\} \{\text{intexpr}_2\} \\
& \quad \{\{\text{true code}\}\} \{\{\text{false code}\}\}
\end{align*}

This function first evaluates each of the \textit{(integer expressions)} as described for \texttt{\textbackslash int\_eval:n}. The two results are then compared using the \textit{(relation)}:

- Equal \quad =
- Greater than \quad >
- Less than \quad <

This function is less flexible than \texttt{\textbackslash int\_compare\_nTF} but around 5 times faster.

\begin{align*}
\texttt{\textbackslash int\_compare\_p:n} & \equiv \texttt{\textbackslash int\_compare\_p:n} \\
\texttt{\textbackslash int\_compare\_nTF} & \equiv \{ \vphantom{\} \}
\end{align*}

This function evaluates the \textit{(integer expressions)} as described for \texttt{\textbackslash int\_eval:n} and compares consecutive result using the corresponding \textit{(relation)}, namely it compares \textit{\textbackslash intexpr}_1 and \textit{\textbackslash intexpr}_2 using the \textit{(relation)}), then \textit{\textbackslash intexpr}_2 and \textit{\textbackslash intexpr}_3 using the \textit{(relation)}, until finally comparing \textit{\textbackslash intexpr}_N and \textit{\textbackslash intexpr}_{N+1} using the \textit{(relation)}. The test yields \texttt{true} if all comparisons are \texttt{true}. Each \textit{(integer expression)} is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is \texttt{false}, then no other \textit{(integer expression)} is evaluated and no other comparison is performed. The \textit{(relations)} can be any of the following:

- Equal \quad = \text{ or } ==
- Greater than or equal to \quad >=
- Greater than \quad >
- Less than or equal to \quad <=
- Less than \quad <
- Not equal \quad !=

This function is more flexible than \texttt{\textbackslash int\_compare\_nNnTF} but around 5 times slower.
This function evaluates the \textit{test integer expression} and compares this in turn to each of the \textit{integer expression cases}. If the two are equal then the associated \textit{code} is left in the input stream and other cases are discarded. If any of the cases are matched, the \textit{true code} is also inserted into the input stream (after the code for the appropriate case), while if none match then the \textit{false code} is inserted. The function \texttt{\int_case:nn}, which does nothing if there is no match, is also available. For example

\begin{verbatim}
\int_case:nnF { 2 * 5 } {
  { 5 } { Small } 
  { 4 + 6 } { Medium } 
  { -2 * 10 } { Negative } 
  { No idea! } 
}\end{verbatim}

leaves “Medium” in the input stream.

This function first evaluates the \textit{integer expression} as described for \texttt{\int_eval:n}. It then evaluates if this is odd or even, as appropriate.  

### 20.6 Integer expression loops

\texttt{\int_do_until:nNnn} \hspace{1cm} \texttt{\int_do_until:nNnn} \begin{verbatim}
\int_do_until:nNnn {\intexpr_1} \{relation\} \{\intexpr_2\} \{\textit{code}\}
\end{verbatim}

Places the \textit{code} in the input stream for \LaTeX{} to process, and then evaluates the relationship between the two \textit{integer expressions} as described for \texttt{\int_compare:nNnTF}. If the test is \texttt{false} then the \textit{code} is inserted into the input stream again and a loop occurs until the \textit{relation} is \texttt{true}.

\texttt{\int_do_while:nNnn} \hspace{1cm} \texttt{\int_do_while:nNnn} \begin{verbatim}
\int_do_while:nNnn {\intexpr_1} \{relation\} \{\intexpr_2\} \{\textit{code}\}
\end{verbatim}

Places the \textit{code} in the input stream for \LaTeX{} to process, and then evaluates the relationship between the two \textit{integer expressions} as described for \texttt{\int_compare:nNnTF}. If the test is \texttt{true} then the \textit{code} is inserted into the input stream again and a loop occurs until the \textit{relation} is \texttt{false}.
\int_until_do:nNnn \int_until_do:nNnn \{\intexpr_1\} \{\relation\} \{\intexpr_2\} \{\langle \text{code} \rangle\}

Evaluates the relationship between the two \emph{integer expressions} as described for \texttt{\int_compare:nTF}, and then places the \langle \text{code} \rangle in the input stream if the \langle \relation \rangle is \texttt{false}. After the \langle \text{code} \rangle has been processed by \LaTeX \textsc{X} the test is repeated, and a loop occurs until the test is \texttt{true}.

\int_while_do:nNnn \int_while_do:nNnn \{\intexpr_1\} \{\relation\} \{\intexpr_2\} \{\langle \text{code} \rangle\}

Evaluates the relationship between the two \emph{integer expressions} as described for \texttt{\int_compare:nTF}, and then places the \langle \text{code} \rangle in the input stream if the \langle \relation \rangle is \texttt{true}. After the \langle \text{code} \rangle has been processed by \LaTeX \textsc{X} the test is repeated, and a loop occurs until the test is \texttt{false}.

\int_do_until:nn \int_do_until:nn \{\langle \text{integer relation} \rangle\} \{\text{code}\}

Places the \langle \text{code} \rangle in the input stream for \LaTeX \textsc{X} to process, and then evaluates the \langle \text{integer relation} \rangle as described for \texttt{\int_compare:nTF}. If the test is \texttt{false} then the \langle \text{code} \rangle is inserted into the input stream again and a loop occurs until the \langle \relation \rangle is \texttt{true}.

\int_do_while:nn \int_do_while:nn \{\langle \text{integer relation} \rangle\} \{\text{code}\}

Places the \langle \text{code} \rangle in the input stream for \LaTeX \textsc{X} to process, and then evaluates the \langle \text{integer relation} \rangle as described for \texttt{\int_compare:nTF}. If the test is \texttt{true} then the \langle \text{code} \rangle is inserted into the input stream again and a loop occurs until the \langle \relation \rangle is \texttt{false}.

\int_until_do:nn \int_until_do:nn \{\langle \text{integer relation} \rangle\} \{\text{code}\}

Evaluates the \langle \text{integer relation} \rangle as described for \texttt{\int_compare:nTF}, and then places the \langle \text{code} \rangle in the input stream if the \langle \relation \rangle is \texttt{false}. After the \langle \text{code} \rangle has been processed by \LaTeX \textsc{X} the test is repeated, and a loop occurs until the test is \texttt{true}.

\int_while_do:nn \int_while_do:nn \{\langle \text{integer relation} \rangle\} \{\text{code}\}

Evaluates the \langle \text{integer relation} \rangle as described for \texttt{\int_compare:nTF}, and then places the \langle \text{code} \rangle in the input stream if the \langle \relation \rangle is \texttt{true}. After the \langle \text{code} \rangle has been processed by \LaTeX \textsc{X} the test is repeated, and a loop occurs until the test is \texttt{false}.
20.7 Integer step functions

\begin{align*}
\text{int_step_function:nN} & \Rightarrow \text{int_step_function:nN \{final value\}\{function\}} \\
\text{int_step_function:nnN} & \Rightarrow \text{int_step_function:nnN \{initial value\} \{final value\}\{function\}} \\
\text{int_step_function:nnN} & \Rightarrow \text{int_step_function:nnN \{initial value\} \{step\} \{final value\}\{function\}}
\end{align*}

This function first evaluates the \(\text{(initial value)}\), \(\text{(step)}\) and \(\text{(final value)}\), all of which should be integer expressions. The \(\text{(function)}\) is then placed in front of each \(\text{(value)}\) from the \(\text{(initial value)}\) to the \(\text{(final value)}\) in turn (using \(\text{(step)}\) between each \(\text{(value)}\)). The \(\text{(step)}\) must be non-zero. If the \(\text{(step)}\) is positive, the loop stops when the \(\text{(value)}\) becomes larger than the \(\text{(final value)}\). If the \(\text{(step)}\) is negative, the loop stops when the \(\text{(value)}\) becomes smaller than the \(\text{(final value)}\). The \(\text{(function)}\) should absorb one numerical argument. For example

\begin{verbatim}
\cs_set:Npn \my_func:n #1 \{[I saw #1]\} \quad \int_step_function:nnnN \{1\} \{1\} \{5\} \my_func:n
\end{verbatim}

would print

\begin{verbatim}
[I saw 1]  [I saw 2]  [I saw 3]  [I saw 4]  [I saw 5]
\end{verbatim}

The functions \texttt{int_step_function:nN} and \texttt{int_step_function:nnN} both use a fixed \(\text{(step)}\) of 1, and in the case of \texttt{int_step_function:nN} the \(\text{(initial value)}\) is also fixed as 1. These functions are provided as simple short-cuts for code clarity.

\begin{align*}
\text{int_step_inline:nn} & \Rightarrow \text{int_step_inline:nn \{final value\}\{code\}} \\
\text{int_step_inline:nnn} & \Rightarrow \text{int_step_inline:nnn \{initial value\} \{final value\}\{code\}}
\end{align*}

This function first evaluates the \(\text{(initial value)}\), \(\text{(step)}\) and \(\text{(final value)}\), all of which should be integer expressions. Then for each \(\text{(value)}\) from the \(\text{(initial value)}\) to the \(\text{(final value)}\) in turn (using \(\text{(step)}\) between each \(\text{(value)}\)), the \(\text{(code)}\) is inserted into the input stream with \#1 replaced by the current \(\text{(value)}\). Thus the \(\text{(code)}\) should define a function of one argument (\#1).

The functions \texttt{int_step_inline:nn} and \texttt{int_step_inline:nnn} both use a fixed \(\text{(step)}\) of 1, and in the case of \texttt{int_step_inline:nn} the \(\text{(initial value)}\) is also fixed as 1. These functions are provided as simple short-cuts for code clarity.

\begin{align*}
\text{int_step_variable:nNn} & \Rightarrow \text{int_step_variable:nNn \{final value\} \{tl var\}\{code\}} \\
\text{int_step_variable:nnNn} & \Rightarrow \text{int_step_variable:nnNn \{initial value\} \{final value\}\{code\}} \\
\text{int_step_variable:nnNn} & \Rightarrow \text{int_step_variable:nnNn \{initial value\} \{step\} \{final value\}\{code\}}
\end{align*}

This function first evaluates the \(\text{(initial value)}\), \(\text{(step)}\) and \(\text{(final value)}\), all of which should be integer expressions. Then for each \(\text{(value)}\) from the \(\text{(initial value)}\) to the \(\text{(final value)}\) in turn (using \(\text{(step)}\) between each \(\text{(value)}\)), the \(\text{(code)}\) is inserted into the input stream, with the \(\text{(tl var)}\) defined as the current \(\text{(value)}\). Thus the \(\text{(code)}\) should make use of the \(\text{(tl var)}\).

The functions \texttt{int_step_variable:nN} and \texttt{int_step_variable:nnNn} both use a fixed \(\text{(step)}\) of 1, and in the case of \texttt{int_step_variable:nN} the \(\text{(initial value)}\) is also fixed as 1. These functions are provided as simple short-cuts for code clarity.
20.8 Formatting integers

Integers can be placed into the output stream with formatting. These conversions apply to any integer expressions.

\int_to_arabic:n \{\{\text{integer expression}\}\} 

Places the value of the \textit{\{integer expression\}} in the input stream as digits, with category code 12 (other).

\int_to_alph:n \{\{\text{integer expression}\}\} 

Evaluates the \textit{\{integer expression\}} and converts the result into a series of letters, which are then left in the input stream. The conversion rule uses the 26 letters of the English alphabet, in order, adding letters when necessary to increase the total possible range of representable numbers. Thus

\int_to_alph:n \{ 1 \} places \textit{a} in the input stream,
\int_to_alph:n \{ 26 \} is represented as \textit{z} and
\int_to_alph:n \{ 27 \} is converted to \textit{aa}. For conversions using other alphabets, use \texttt{\int_to_symbols:nnn} to define an alphabet-specific function. The basic \texttt{\int_to_alph:n} and \texttt{\int_to_Alph:n} functions should not be modified. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

\int_to_symbols:nnn \{\{\text{integer expression}\}\} \{\{\text{total symbols}\}\} \{\{\text{value to symbol mapping}\}\} 

This is the low-level function for conversion of an \textit{\{integer expression\}} into a symbolic form (often letters). The \textit{\{total symbols\}} available should be given as an integer expression. Values are actually converted to symbols according to the \textit{\{value to symbol mapping\}}. This should be given as \textit{\{total symbols\}} pairs of entries, a number and the appropriate symbol. Thus the \texttt{\int_to_alph:n} function is defined as

\cs_new:Npn \int_to_alph:n #1 
  \int_to_symbols:nnn \{#1\} \{ 26 \} 
  \{ 
    \{ 1 \} \{ a \} 
    \{ 2 \} \{ b \} 
    \ldots 
    \{ 26 \} \{ z \} 
  \}
\int_to_bin:n \{\text{integer expression}\} \newline \text{New: 2014-02-11}

Calculates the value of the \textit{integer expression} and places the binary representation of the result in the input stream.

\int_to_hex:n \{\text{integer expression}\} \newline \text{New: 2014-02-11}

Calculates the value of the \textit{integer expression} and places the hexadecimal (base 16) representation of the result in the input stream. Letters are used for digits beyond 9: lower case letters for \texttt{\int_to_hex:n} and upper case ones for \texttt{\int_to_Hex:n}. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

\int_to_oct:n \{\text{integer expression}\} \newline \text{New: 2014-02-11}

Calculates the value of the \textit{integer expression} and places the octal (base 8) representation of the result in the input stream. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

\int_to_base:nn \{\text{integer expression}\} \{\text{base}\} \newline \text{Updated: 2014-02-11}

Calculates the value of the \textit{integer expression} and converts it into the appropriate representation in the \textit{base}; the later may be given as an integer expression. For bases greater than 10 the higher “digits” are represented by letters from the English alphabet: lower case letters for \texttt{\int_to_base:n} and upper case ones for \texttt{\int_to_Base:n}. The maximum \textit{base} value is 36. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

\int_to_roman:n \{\text{integer expression}\} \newline \text{Updated: 2011-10-22}

Places the value of the \textit{integer expression} in the input stream as Roman numerals, either lower case \texttt{\int_to_roman:n} or upper case \texttt{\int_to_Roman:n}. If the value is negative or zero, the output is empty. The Roman numerals are letters with category code 11 (letter). The letters used are \texttt{mdclxvi}, repeated as needed: the notation with bars (such as \texttt{\-v} for 5000) is not used. For instance \texttt{\int_to_roman:n \{ 8249 \}} expands to \texttt{mmmmmmmmccxlix}.

\int_from_alph:n \{\text{letters}\} \newline \text{Updated: 2014-08-25}

Converts the \texttt{letters} into the integer (base 10) representation and leaves this in the input stream. The \texttt{letters} are first converted to a string, with no expansion. Lower and upper case letters from the English alphabet may be used, with “a” equal to 1 through to “z” equal to 26. The function also accepts a leading sign, made of + and -. This is the inverse function of \texttt{\int_to_alph:n} and \texttt{\int_to_Alph:n}.

\textbf{20.9 Converting from other formats to integers}
\int_from_bin:n \{\langle\text{binary number}\rangle\}

Converts the \langle\text{binary number}\rangle into the integer (base 10) representation and leaves this in the input stream. The \langle\text{binary number}\rangle is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by binary digits. This is the inverse function of \int_to_bin:n.

\int_from_hex:n \{\langle\text{hexadecimal number}\rangle\}

Converts the \langle\text{hexadecimal number}\rangle into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the \langle\text{hexadecimal number}\rangle by upper or lower case letters. The \langle\text{hexadecimal number}\rangle is first converted to a string, with no expansion. The function also accepts a leading sign, made of + and -. This is the inverse function of \int_to_hex:n and \int_to_Hex:n.

\int_from_oct:n \{\langle\text{octal number}\rangle\}

Converts the \langle\text{octal number}\rangle into the integer (base 10) representation and leaves this in the input stream. The \langle\text{octal number}\rangle is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by octal digits. This is the inverse function of \int_to_oct:n.

\int_from_roman:n \{\langle\text{roman numeral}\rangle\}

Converts the \langle\text{roman numeral}\rangle into the integer (base 10) representation and leaves this in the input stream. The \langle\text{roman numeral}\rangle is first converted to a string, with no expansion. The \langle\text{roman numeral}\rangle may be in upper or lower case; if the numeral contains characters besides mdclxvi or MDCLXVI then the resulting value is \text{-1}. This is the inverse function of \int_to_roman:n and \int_to_Roman:n.

\int_from_base:nn \{\langle\text{number}\rangle\} \{\langle\text{base}\rangle\}

Converts the \langle\text{number}\rangle expressed in \langle\text{base}\rangle into the appropriate value in base 10. The \langle\text{number}\rangle is first converted to a string, with no expansion. The \langle\text{number}\rangle should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum \langle\text{base}\rangle value is 36. This is the inverse function of \int_to_base:nn and \int_-to_Base:nn.

\int_random:nn \{\langle\text{intexpr}\rangle\} \{\langle\text{intexpr}\rangle\}

Evaluates the two \langle\text{integer expressions}\rangle and produces a pseudo-random number between the two (with bounds included). This is not available in older versions of Xe\LaTeX.

\int_random:n \{\langle\text{intexpr}\rangle\}

Evaluates the \langle\text{integer expression}\rangle then produces a pseudo-random number between 1 and the \langle\text{intexpr}\rangle (included). This is not available in older versions of Xe\LaTeX.

20.10 Random integers
20.11 Viewing integers

\int_show:N  \int_show:N \langle integer \rangle  
\int_show:c  \int_show:n  
Displays the value of the \langle integer \rangle on the terminal.

\int_show:n  \int_show:n \{\langle integer expression \rangle\}  
New: 2011-11-22  Updated: 2015-08-07  
Displays the result of evaluating the \langle integer expression \rangle on the terminal.

\int_log:N  \int_log:N \langle integer \rangle  
\int_log:c  \int_log:n  
New: 2014-08-22  Updated: 2015-08-03  
Writes the value of the \langle integer \rangle in the log file.

\int_log:n  \int_log:n \{\langle integer expression \rangle\}  
New: 2014-08-22  Updated: 2015-08-07  
Writes the result of evaluating the \langle integer expression \rangle in the log file.

20.12 Constant integers

\c_zero_int  \c_one_int  
New: 2018-05-07  
Integer values used with primitive tests and assignments: their self-terminating nature makes these more convenient and faster than literal numbers.

\c_max_int  
The maximum value that can be stored as an integer.

\c_max_register_int  
Maximum number of registers.

\c_max_char_int  
Maximum character code completely supported by the engine.

20.13 Scratch integers

\l_tmpa_int  \l_tmpb_int  
Scratch integer for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_int  \g_tmpb_int  
Scratch integer for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
20.14 Direct number expansion

\texttt{\int_value:w} \ \langle \text{integer} \rangle \ \langle \text{integer denotation} \rangle \ (\text{optional space})

Expands the following tokens until an \langle integer \rangle is formed, and leaves a normalized form (no leading sign except for negative numbers, no leading digit 0 except for zero) in the input stream as category code 12 (other) characters. The \langle integer \rangle can consist of any number of signs (with intervening spaces) followed by

- an integer variable (in fact, any \TeX\ register except \texttt{\toks}) or
- explicit digits (or by \texttt{'(octal digits)} or \texttt{"(hexadecimal digits)} or \texttt{'(character)}).

In this last case expansion stops once a non-digit is found; if that is a space it is removed as in \texttt{f}-expansion, and so \texttt{\exp_stop_f:} may be employed as an end marker. Note that protected functions are expanded by this process.

This function requires exactly one expansion to produce a value, and so is suitable for use in cases where a number is required “directly”. In general, \texttt{\int_eval:n} is the preferred approach to generating numbers.

\texttt{\TeX\hackers\ note:} This is the \TeX\ primitive \texttt{\number}.

20.15 Primitive conditionals

\texttt{\if_int_compare:w} \ \langle \text{integer}_1 \rangle \ \langle \text{relation} \rangle \ \langle \text{integer}_2 \rangle

\langle \text{true code} \rangle
\else:
\langle \text{false code} \rangle
\fi:

Compare two integers using \langle relation \rangle, which must be one of \texttt{=}, \texttt{<} or \texttt{>} with category code 12. The \texttt{\else:} branch is optional.

\texttt{\TeX\hackers\ note:} These are both names for the \TeX\ primitive \texttt{\ifnum}.

\texttt{\if_case:w} \ \langle \text{integer} \rangle \ \langle \text{case}_0 \rangle
\or: \ \langle \text{case}_1 \rangle
\or: \ \ldots
\else: \ \langle \text{default} \rangle
\fi:

Selects a case to execute based on the value of the \langle integer \rangle. The first case (\langle case_0 \rangle) is executed if \langle integer \rangle is 0, the second (\langle case_1 \rangle) if the \langle integer \rangle is 1, etc. The \langle integer \rangle may be a literal, a constant or an integer expression (\textit{e.g.} using \texttt{\int_eval:n}).

\texttt{\TeX\hackers\ note:} These are the \TeX\ primitives \texttt{\ifcase} and \texttt{\or}.
\if_int_odd:w * \if_int_odd:w \langle tokens \rangle \langle optional space \rangle
\langle true code \rangle
\else:
\langle true code \rangle
\fi:

Expands \langle tokens \rangle until a non-numeric token or a space is found, and tests whether the resulting \langle integer \rangle is odd. If so, \langle true code \rangle is executed. The \texttt{\else:} branch is optional.

\textbf{\TeX}hackers note: This is the \TeX primitive \texttt{\ifodd}. 
Chapter 21

The \texttt{l3flag} package:
Expandable flags

Flags are the only data-type that can be modified in expansion-only contexts. This module is meant mostly for kernel use: in almost all cases, booleans or integers should be preferred to flags because they are very significantly faster.

A flag can hold any non-negative value, which we call its $\langle height \rangle$. In expansion-only contexts, a flag can only be “raised”: this increases the $\langle height \rangle$ by 1. The $\langle height \rangle$ can also be queried expandably. However, decreasing it, or setting it to zero requires non-expandable assignments.

Flag variables are always local. They are referenced by a $\langle flag name \rangle$ such as \texttt{str_missing}. The $\langle flag name \rangle$ is used as part of \texttt{\use:c} constructions hence is expanded at point of use. It must expand to character tokens only, with no spaces.

A typical use case of flags would be to keep track of whether an exceptional condition has occurred during expandable processing, and produce a meaningful (non-expandable) message after the end of the expandable processing. This is exemplified by \texttt{l3str-convert}, which for performance reasons performs conversions of individual characters expandably and for readability reasons produces a single error message describing incorrect inputs that were encountered.

Flags should not be used without carefully considering the fact that raising a flag takes a time and memory proportional to its height. Flags should not be used unless unavoidable.

21.1 Setting up flags

\begin{verbatim}
\flag_new:n \flag_new:n \{\langle flag name\rangle\}
\end{verbatim}

Creates a new flag with a name given by $\langle flag name \rangle$, or raises an error if the name is already taken. The $\langle flag name \rangle$ may not contain spaces. The declaration is global, but flags are always local variables. The $\langle flag \rangle$ initially has zero height.

\begin{verbatim}
\flag_clear:n \flag_clear:n \{\langle flag name\rangle\}
\end{verbatim}

The $\langle flag \rangle$’s height is set to zero. The assignment is local.
\flag_clear_new:n \flag_clear_new:n \{\text{flag name}\}

Ensures that the \langle flag \rangle exists globally by applying \flag_new:n if necessary, then applies \flag_clear:n, setting the height to zero locally.

\flag_show:n \flag_show:n \{\text{flag name}\}

Displays the \langle flag \rangle’s height in the terminal.

\flag_log:n \flag_log:n \{\text{flag name}\}

Writes the \langle flag \rangle’s height to the log file.

### 21.2 Expandable flag commands

\flag_if_exist:n \flag_if_exist:n \{\text{flag name}\}

This function returns \text{true} if the \langle flag name \rangle references a flag that has been defined previously, and \text{false} otherwise.

\flag_if_raised:n \flag_if_raised:n \{\text{flag name}\}

This function returns \text{true} if the \langle flag \rangle has non-zero height, and \text{false} if the \langle flag \rangle has zero height.

\flag_height:n \flag_height:n \{\text{flag name}\}

Expands to the height of the \langle flag \rangle as an integer denotation.

\flag_raise:n \flag_raise:n \{\text{flag name}\}

The \langle flag \rangle’s height is increased by 1 locally.
Chapter 22

The \texttt{l3clist} package

Comma separated lists

Comma lists (in short, \texttt{clist}) contain ordered data where items can be added to the left or right end of the list. This data type allows basic list manipulations such as adding/removing items, applying a function to every item, removing duplicate items, extracting a given item, using the comma list with specified separators, and so on. Sequences (defined in \texttt{l3seq}) are safer, faster, and provide more features, so they should often be preferred to comma lists. Comma lists are mostly useful when interfacing with \LaTeX{} or other code that expects or provides items separated by commas.

Several items can be added at once. To ease input of comma lists from data provided by a user outside an \texttt{\ExplSyntaxOn ... \ExplSyntaxOff} block, spaces are removed from both sides of each comma-delimited argument upon input. Blank arguments are ignored, to allow for trailing commas or repeated commas (which may otherwise arise when concatenating comma lists “by hand”). In addition, a set of braces is removed if the result of space-trimming is braced: this allows the storage of any item in a comma list. For instance,

\begin{verbatim}
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { \texttt{-a} , \texttt{-\{b\}} , \texttt{c\textbackslash d} }
\clist_put_right:Nn \l_my_clist { \texttt{-\{e\}} , \texttt{, \{f\}} , \texttt{,} }
\end{verbatim}

results in \texttt{\l_my_clist} containing \texttt{a,b,c\textbackslash d,\{e\},\{f\}} namely the five items \texttt{a}, \texttt{b},  
\texttt{c\textbackslash d}, \texttt{e} and \texttt{f}. Comma lists normally do not contain empty or blank items so the following gives an empty comma list:

\begin{verbatim}
\clist_clear_new:N \l_my_clist
\clist_set:Nn \l_my_clist { , , , }
\clist_if_empty:NTF \l_my_clist { \texttt{true} } { \texttt{false} }
\end{verbatim}

and it leaves \texttt{true} in the input stream. To include an “unsafe” item (empty, or one that contains a comma, or starts or ends with a space, or is a single brace group), surround it with braces.

Any \texttt{n}-type token list is a valid comma list input for \texttt{l3clist} functions, which will split the token list at every comma and process the items as described above. On the other hand, \texttt{N}-type functions expect comma list variables, which are particular token list variables in which this processing of items (and removal of blank items) has already
Because comma list variables are token list variables, expanding them once yields their items separated by commas, and \l3t\l\ l\_\show:N can be applied to them. (These functions often have \l3clist analogues, which should be preferred.)

Almost all operations on comma lists are noticeably slower than those on sequences so converting the data to sequences using \seq\_\set\_from\_clist:Nn (see \l3seq) may be advisable if speed is important. The exception is that \clist\_\if\_in:NnTF and \clist\_\remove\_duplicates:N may be faster than their sequence analogues for large lists. However, these functions work slowly for “unsafe” items that must be braced, and may produce errors when their argument contains {, } or # (assuming the usual \TeX category codes apply). The sequence data type should thus certainly be preferred to comma lists to store such items.

### 22.1 Creating and initialising comma lists

\clist\_new:N \clist\_new:C

Creates a new \langle comma list \rangle or raises an error if the name is already taken. The declaration is global. The \langle comma list \rangle initially contains no items.

\clist\_const:Nn \clist\_const:C

Creates a new constant \langle clist var \rangle or raises an error if the name is already taken. The value of the \langle clist var \rangle is set globally to the \langle comma list \rangle.

\clist\_clear:N \clist\_clear:C \clist\_gclear:N \clist\_gclear:C

Clears all items from the \langle comma list \rangle.

\clist\_clear\_new:N \clist\_clear\_new:C \clist\_gclear\_new:N \clist\_gclear\_new:C

Ensures that the \langle comma list \rangle exists globally by applying \clist\_new:N if necessary, then applies \clist\_(g)\clear:N to leave the list empty.

\clist\_set\_eq:NN \clist\_set\_eq:C \clist\_gset\_eq:NN \clist\_gset\_eq:C

Sets the content of \langle comma list\rangle equal to that of \langle comma list\rangle. To set a token list variable equal to a comma list variable, use \tl\set\_eq:NN. Conversely, setting a comma list variable to a token list is unadvisable unless one checks space-trimming and related issues.

\clist\_set\_from\_seq:NN \clist\_set\_from\_seq:C

Converts the data in the \langle sequence \rangle into a \langle comma list \rangle: the original \langle sequence \rangle is unchanged. Items which contain either spaces or commas are surrounded by braces.
\clist_concat:NNN \clist_concat:cccc \clist_gconcat:NNN \clist_gconcat:ccc

\clist_if_exist_p:N \clist_if_exist:NTF \clist_if_exist:cTF

\clist_set:Nn \clist_set:(NV|No|Nx|cn|cV|co|cx) \clist_gset:Nn \clist_gset:(NV|No|Nx|cn|cV|co|cx)

\clist_put_left:Nn \clist_put_left:(NV|No|Nx|cn|cV|co|cx) \clist_gput_left:Nn \clist_gput_left:(NV|No|Nx|cn|cV|co|cx)

\clist_put_right:Nn \clist_put_right:(NV|No|Nx|cn|cV|co|cx) \clist_gput_right:Nn \clist_gput_right:(NV|No|Nx|cn|cV|co|cx)

22.2 Adding data to comma lists

Sets ⟨comma list⟩ to contain the ⟨items⟩, removing any previous content from the variable. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To store some ⟨tokens⟩ as a single ⟨item⟩ even if the ⟨tokens⟩ contain commas or spaces, add a set of braces: \clist_set:Nn ⟨comma list⟩ { ⟨tokens⟩ }.

Appends the ⟨items⟩ to the left of the ⟨comma list⟩. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some ⟨tokens⟩ as a single ⟨item⟩ even if the ⟨tokens⟩ contain commas or spaces, add a set of braces: \clist_put_left:Nn ⟨comma list⟩ { ⟨items⟩ }.

Appends the ⟨items⟩ to the right of the ⟨comma list⟩. Blank items are omitted, spaces are removed from both sides of each item, then a set of braces is removed if the resulting space-trimmed item is braced. To append some ⟨tokens⟩ as a single ⟨item⟩ even if the ⟨tokens⟩ contain commas or spaces, add a set of braces: \clist_put_right:Nn ⟨comma list⟩ { ⟨items⟩ }.
22.3 Modifying comma lists

While comma lists are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update comma lists, while retaining the order of the unaffected entries.

\clist_remove_duplicates:N  \clist_remove_duplicates:N ⟨comma list⟩
\clist_remove_duplicates:c
\clist_gremove_duplicates:N
\clist_gremove_duplicates:c

Removes duplicate items from the ⟨comma list⟩, leaving the left most copy of each item in the ⟨comma list⟩. The ⟨item⟩ comparison takes place on a token basis, as for \tl_if_eq:nnTF.

\TeX hackers note: This function iterates through every item in the ⟨comma list⟩ and does a comparison with the ⟨items⟩ already checked. It is therefore relatively slow with large comma lists. Furthermore, it may fail if any of the items in the ⟨comma list⟩ contains ⟨, ⟩, or # (assuming the usual \TeX category codes apply).

\clist_remove_all:Nn \clist_remove_all:N ⟨comma list⟩ ⟨⟨item⟩⟩
\clist_remove_all:(cn|NV|cV)
\clist_gremove_all:Nn \clist_gremove_all:(cn|NV|cV)

Removes every occurrence of ⟨item⟩ from the ⟨comma list⟩. The ⟨item⟩ comparison takes place on a token basis, as for \tl_if_eq:nnTF.

\TeX hackers note: The function may fail if the ⟨item⟩ contains ⟨, ⟩, or # (assuming the usual \TeX category codes apply).

\clist_reverse:N \clist_reverse:N ⟨comma list⟩
\clist_reverse:c
\clist_greverse:N
\clist_greverse:c

Reverses the order of items stored in the ⟨comma list⟩.

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\clist_reverse:n \clist_reverse:n ⟨⟨comma list⟩⟩

Leaves the items in the ⟨comma list⟩ in the input stream in reverse order. Contrarily to other what is done for other n-type ⟨comma list⟩ arguments, braces and spaces are preserved by this process.

\TeX hackers note: The result is returned within \unexpanded, which means that the comma list does not expand further when appearing in an x-type or e-type argument expansion.
\clist_sort:Nn \clist_sort:cn \clist_gsort:Nn \clist_gsort:cn

\clist_sort:Nn (clist var) \{ (comparison code) \}

Sorts the items in the \texttt{clist var} according to the \texttt{(comparison code)}, and assigns the result to \texttt{clist var}. The details of sorting comparison are described in Section 6.1.

22.4 Comma list conditionals

\clist_if_empty_p:N * \clist_if_empty_p:N \{ comma list \}
\clist_if_empty_p:c * \clist_if_empty:NTF \{ comma list \} \{ \{ true code \} \} \{ \{ false code \} \}

Tests if the \texttt{(comma list)} is empty (containing no items).

\clist_if_empty_p:n * \clist_if_empty:n \{ comma list \}
\clist_if_empty:nTF \{ comma list \} \{ \{ true code \} \} \{ \{ false code \} \}

Tests if the \texttt{(comma list)} is empty (containing no items). The rules for space trimming are as for other \texttt{n}-type comma-list functions, hence the comma list \texttt{\{-,\-\-\-\}} (without outer braces) is empty, while \texttt{\{-,\} \} (without outer braces) contains one element, which happens to be empty: the comma-list is not empty.

\clist_if_in:NnTF \clist_if_in:Nn \{ comma list \} \{ \{ item \} \} \{ \{ true code \} \} \{ \{ false code \} \}
\clist_if_in:nTF \clist_if_in:n \{ comma list \} \{ \{ item \} \} \{ \{ true code \} \} \{ \{ false code \} \}
\clist_if_in:nnTF \clist_if_in:nn \{ comma list \} \{ \{ item \} \} \{ \{ true code \} \} \{ \{ false code \} \}

Tests if the \texttt{(item)} is present in the \texttt{(comma list)}. In the case of an \texttt{n}-type \texttt{comma list}, the usual rules of space trimming and brace stripping apply. Hence,

\clist_if_in:nTF \{ a , \{ b \} , \{ c \} \} \{ b \} \{ true \} \{ false \}

yields \texttt{true}.

\textbf{\TeX hackers note}: The function may fail if the \texttt{(item)} contains \{} , \}, or \# (assuming the usual \TeX category codes apply).

22.5 Mapping over comma lists

The functions described in this section apply a specified function to each item of a comma list. All mappings are done at the current group level, \textit{i.e.} any local assignments made by the \texttt{\{function\}} or \texttt{\{code\}} discussed below remain in effect after the loop.

When the comma list is given explicitly, as an \texttt{n}-type argument, spaces are trimmed around each item. If the result of trimming spaces is empty, the item is ignored. Otherwise, if the item is surrounded by braces, one set is removed, and the result is passed to the mapped function. Thus, if the comma list that is being mapped is \texttt{\{a\},\{\{b\}\},\{\{c\}\}}, then the arguments passed to the mapped function are \texttt{\'}a\texttt{\'} , \texttt{\{b\}}, an empty argument, and \texttt{\'}c\texttt{\'}.
When the comma list is given as an N-type argument, spaces have already been trimmed on input, and items are simply stripped of one set of braces if any. This case is more efficient than using n-type comma lists.

\clist_map_function:NN \langle comma list \rangle \langle function \rangle

Applies \langle function \rangle to every \langle item \rangle stored in the \langle comma list \rangle. The \langle function \rangle receives one argument for each iteration. The \langle items \rangle are returned from left to right. The function \clist_map_inline:Nn is in general more efficient than \clist_map_function:NN.

\clist_map_inline:Nn \langle comma list \rangle \{ \langle inline function \rangle \}

Applies \langle inline function \rangle to every \langle item \rangle stored within the \langle comma list \rangle. The \langle inline function \rangle should consist of code which receives the \langle item \rangle as #1. The \langle items \rangle are returned from left to right.

\clist_map_variable:NNn \langle comma list \rangle \langle variable \rangle \{ \langle code \rangle \}

Stores each \langle item \rangle of the \langle comma list \rangle in turn in the (token list) \langle variable \rangle and applies the \langle code \rangle. The \langle code \rangle will usually make use of the \langle variable \rangle, but this is not enforced. The assignments to the \langle variable \rangle are local. Its value after the loop is the last \langle item \rangle in the \langle comma list \rangle, or its original value if there were no \langle item \rangle. The \langle items \rangle are returned from left to right.

\clist_map_tokens:Nn \langle list var \rangle \{ \langle code \rangle \}
\clist_map_tokens:cn \langle comma list \rangle \{ \langle code \rangle \}
\clist_map_tokens:nn \langle comma list \rangle \{ \langle code \rangle \}

Calls \langle code \rangle \{ \langle item \rangle \} for every \langle item \rangle stored in the \langle comma list \rangle. The \langle code \rangle receives each \langle item \rangle as a trailing brace group. If the \langle code \rangle consists of a single function this is equivalent to \clist_map_function:nN.

\clist_map_break:

Used to terminate a \clist_map_... function before all entries in the \langle comma list \rangle have been processed. This normally takes place within a conditional statement, for example

\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  \{ \clist_map_break: \}
  \%
  % Do something useful
\}

Use outside of a \clist_map_... scenario leads to low level \TeX{} errors.

\TeX{} hackers note: When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.
\clist_map_break:n \clist_map_break:n \{\langle\text{code}\rangle\}\n
Used to terminate a \clist_map... function before all entries in the \langle\text{comma list}\rangle have been processed, inserting the \langle\text{code}\rangle after the mapping has ended. This normally takes place within a conditional statement, for example

\clist_map_inline:Nn \l_my_clist
\{\str_if_eq:nnTF { #1 } { bingo } \{ \clist_map_break:n \{ \langle\text{code}\rangle\} \} \{ % \text{Do something useful} \} \}\n
Use outside of a \clist_map... scenario leads to low level \TeX errors.

\textbf{\TeX hackers note:} When the mapping is broken, additional tokens may be inserted before the \langle\text{code}\rangle is inserted into the input stream. This depends on the design of the mapping function.

\clist_count:N \clist_count:n \clist_count:c \n
Leaves the number of items in the \langle\text{comma list}\rangle in the input stream as an \langle\text{integer denotation}\rangle. The total number of items in a \langle\text{comma list}\rangle includes those which are duplicates, i.e. every item in a \langle\text{comma list}\rangle is counted.

\subsection*{22.6 Using the content of comma lists directly}

\clist_use:Nnnn \clist_use:cnnn \clist_use:cnnn \n
Places the contents of the \langle\text{clist var}\rangle in the input stream, with the appropriate \langle\text{separator}\rangle between the items. Namely, if the comma list has more than two items, the \langle\text{separator between more than two}\rangle is placed between each pair of items except the last, for which the \langle\text{separator between final two}\rangle is used. If the comma list has exactly two items, then they are placed in the input stream separated by the \langle\text{separator between two}\rangle. If the comma list has a single item, it is placed in the input stream, and a comma list with no items produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,
\clist_set:Nn \l_tmpa_clist \{ a , b , , c , \{de\} , f \}
\clist_use:Nnnn \l_tmpa_clist \{-and-\} \{ ,\} \{ ,and- \}
inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the comma list has more than 2 items.

\textbf{\TeX hackers note:} The result is returned within the \\texttt{\unexpanded} primitive \langle\texttt{\exp_not:n}\rangle, which means that the \langle\text{items}\rangle do not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.
\clist_use:Nn \clist_use:cn *

Places the contents of the \clist \var \{ (separator) \}
in the input stream, with the (separator) between
the items. If the comma list has a single item, it is placed in the input stream, and a
comma list with no items produces no output. An error is raised if the variable does not
exist or if it is invalid.

For example,

\clist_set:Nn \l_tmpa_clist \{ a , b , , c , \{de\} , f \}
\clist_use:Nn \l_tmpa_clist \{ -and- \}

inserts “a and b and c and de and f” in the input stream.

\TeXhackers note: The result is returned within the \unexpanded primitive (\exp_not:n),
which means that the \items do not expand further when appearing in an \x-type or \e-type
argument expansion.

\clist_use:nnnn \clist_use:nn *

Places the contents of the \comma list \{ \separator between two \}\}
\comma list \{ \separator between more than two \}\}
\comma list \{ \separator between final two \}\}

\TeXhackers note: The result is returned within the \unexpanded primitive (\exp_not:n),
which means that the \items do not expand further when appearing in an \x-type or \e-type
argument expansion.

\subsection{Comma lists as stacks}

Comma lists can be used as stacks, where data is pushed to and popped from the top
of the comma list. (The left of a comma list is the top, for performance reasons.) The
stack functions for comma lists are not intended to be mixed with the general ordered
data functions detailed in the previous section: a comma list should either be used as an
ordered data type or as a stack, but not in both ways.

\clist_get:NN \clist_get:cN \clist_get:NN \clist_get:cN

Stores the left-most item from a \comma list \{ \token list variable \}
without removing it from the \comma list. The \token list variable \is assigned
locally. In the non-
branching version, if the \comma list is empty the \token list variable \is set to the
marker value \q_no_value.

\clist_pop:NN \clist_pop:cN

Pops the left-most item from a \comma list \{ \token list variable \}, i.e. removes the
item from the comma list and stores it in the \token list variable. Both of the variables
are assigned locally.
\clist_gpop:NN \clist_gpop:CN
\clist_gpop:NN \{comma list\} \{token list variable\}
Pops the left-most item from a \{comma list\} into the \{token list variable\}, i.e. removes the item from the comma list and stores it in the \{token list variable\}. The \{comma list\} is modified globally, while the assignment of the \{token list variable\} is local.

\clist_gpop:NNTF \clist_gpop:cN
\clist_gpop:NNTF \{comma list\} \{token list variable\} \{\{true code\}\} \{\{false code\}\}
If the \{comma list\} is empty, leaves the \{false code\} in the input stream. The value of the \{token list variable\} is not defined in this case and should not be relied upon. If the \{comma list\} is non-empty, pops the top item from the \{comma list\} in the \{token list variable\}, i.e. removes the item from the \{comma list\}. Both the \{comma list\} and the \{token list variable\} are assigned locally.

\clist_gpush:Nn \clist_gpush:cN
\clist_gpush:Nn \{comma list\} \{\{true code\}\} \{\{false code\}\}
\clist_gpush:Nn \{\{true code\}\} \{\{false code\}\}
If the \{comma list\} is empty, leaves the \{false code\} in the input stream. The value of the \{token list variable\} is not defined in this case and should not be relied upon. If the \{comma list\} is non-empty, pops the top item from the \{comma list\} in the \{token list variable\}, i.e. removes the item from the \{comma list\}. The \{comma list\} is modified globally, while the \{token list variable\} is assigned locally.

\clist_item:Nn \clist_item:cn \clist_item:nn
\clist_item:Nn \{comma list\} \{integer expression\}
Indexing items in the \{comma list\} from 1 at the top (left), this function evaluates the \{integer expression\} and leaves the appropriate item from the comma list in the input stream. If the \{integer expression\} is negative, indexing occurs from the bottom (right) of the comma list. When the \{integer expression\} is larger than the number of items in the \{comma list\} (as calculated by \clist_count:N) then the function expands to nothing.

\TeXhackers note: The result is returned within the \unexpanded primitive (\exp_not:n), which means that the \{item\} does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\list_item:Nn \list_item:cn \list_item:nn
\list_item:Nn \{comma list\} \{items\}
Adds the \{items\} to the top of the \{comma list\}. Spaces are removed from both sides of each item as for any \texttt{n}-type comma list.

22.8 Using a single item
\clist_rand_item:N \clist_rand_item:c \clist_rand_item:n * New: 2016-12-06

Selects a pseudo-random item of the (comma list). If the (comma list) has no item, the result is empty.

\TeXhackers note: The result is returned within the \unexpanded primitive (\exp_not:n), which means that the (item) does not expand further when appearing in an x-type or e-type argument expansion.

### 22.9 Viewing comma lists

\clist_show:N \clist_show:c Updated: 2021-04-29

Displays the entries in the (comma list) in the terminal.

\clist_show:n {\tokens} Updated: 2013-06-02

Displays the entries in the comma list in the terminal.

\clist_log:N \clist_log:c New: 2014-08-22 Updated: 2021-04-29

Writers the entries in the (comma list) in the log file. See also \clist_show:N which displays the result in the terminal.

\clist_log:n {\tokens} New: 2014-08-22

Writers the entries in the comma list in the log file. See also \clist_show:n which displays the result in the terminal.

### 22.10 Constant and scratch comma lists

\c_empty_clist New: 2012-07-02

Constant that is always empty.

\l_tmpa_clist \l_tmpb_clist New: 2011-09-06

Scratch comma lists for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_clist \g_tmpb_clist New: 2011-09-06

Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
Chapter 23

The l3token package
Token manipulation

This module deals with tokens. Now this is perhaps not the most precise description so let’s try with a better description: When programming in TeX, it is often desirable to know just what a certain token is: is it a control sequence or something else. Similarly one often needs to know if a control sequence is expandable or not, a macro or a primitive, how many arguments it takes etc. Another thing of great importance (especially when it comes to document commands) is looking ahead in the token stream to see if a certain character is present and maybe even remove it or disregard other tokens while scanning. This module provides functions for both and as such has two primary function categories: \token_ for anything that deals with tokens and \peek_ for looking ahead in the token stream.

Most functions we describe here can be used on control sequences, as those are tokens as well.

It is important to distinguish two aspects of a token: its “shape” (for lack of a better word), which affects the matching of delimited arguments and the comparison of token lists containing this token, and its “meaning”, which affects whether the token expands or what operation it performs. One can have tokens of different shapes with the same meaning, but not the converse.

For instance, \if:w, \if_charcode:w, and \tex_if:D are three names for the same internal operation of TeX, namely the primitive testing the next two characters for equality of their character code. They have the same meaning hence behave identically in many situations. However, TeX distinguishes them when searching for a delimited argument. Namely, the example function \show_until_if:w defined below takes everything until \if:w as an argument, despite the presence of other copies of \if:w under different names.

\cs_new:Npn \show_until_if:w #1 \if:w { \tl_show:n {#1} }
\show_until_if:w \tex_if:D \if_charcode:w \if:w

A list of all possible shapes and a list of all possible meanings are given in section 23.7.
23.1 Creating character tokens

\char_set_active_eq:NN \char_set_active_eq:NC \char_set_active_eq:NN \char_gset_active_eq:NN \char_gset_active_eq:NC

\char_set_active_eq:NN (\texttt{char}) \texttt{(function)}
Sets the behaviour of the \texttt{(char)} in situations where it is active (category code 13) to be equivalent to that of the \texttt{(function)}. The category code of the \texttt{(char)} is \textit{unchanged} by this process. The \texttt{(function)} may itself be an active character.

\char_set_active_eq:NN \char_set_active_eq:Nc \char_gset_active_eq:nN \char_gset_active_eq:nc

\char_set_active_eq:nN \char_set_active_eq:nc \char_gset_active_eq:nN \char_gset_active_eq:nc

\char_generate:nn \char_generate:nn *

\char_generate:nn \texttt{\{charcode\}} \texttt{\{catcode\}}
Generates a character token of the given \texttt{charcode} and \texttt{catcode} (both of which may be integer expressions). The \texttt{catcode} may be one of

- 1 (begin group)
- 2 (end group)
- 3 (math toggle)
- 4 (alignment)
- 6 (parameter)
- 7 (math superscript)
- 8 (math subscript)
- 10 (space)
- 11 (letter)
- 12 (other)
- 13 (active)

and other values raise an error. The \texttt{charcode} may be any one valid for the engine in use, except that for \texttt{catcode} 10, \texttt{charcode} 0 is not allowed. Active characters cannot be generated in older versions of Xe\TeX. Another way to build token lists with unusual category codes is \texttt{\regex_replace:nnN \{\texttt{replacement}\} \{\texttt{tl var}\}}.

\TeXhackers note: Exactly two expansions are needed to produce the character.
\char_lowercase:N \char_uppercase:N \char_titlecase:N \char_foldcase:N \char_str_lowercase:N \char_str_uppercase:N \char_str_titlecase:N \char_str_foldcase:N

Converts the \langle char \rangle to the equivalent case-changed character as detailed by the function name (see \str_foldcase:n and \text_titlecase:n for details of these terms). The case mapping is carried out with no context-dependence (cf. \text_uppercase:n, etc.) The \str versions always generate “other” (category code 12) characters, whilst the standard versions generate characters with the category code of the \langle char \rangle (i.e. only the character code changes).

\c_catcode_other_space_tl

Token list containing one character with category code 12, (“other”), and character code 32 (space).

23.2 Manipulating and interrogating character tokens

\char_set_catcode_escape:N \char_set_catcode_letter:N \char_set_catcode_group_begin:N \char_set_catcode_group_end:N \char_set_catcode_math_toggle:N \char_set_catcode_alignment:N \char_set_catcode_end_line:N \char_set_catcode_parameter:N \char_set_catcode_math_superscript:N \char_set_catcode_math_subscript:N \char_set_catcode_ignore:N \char_set_catcode_space:N \char_set_catcode_letter:N \char_set_catcode_other:N \char_set_catcode_active:N \char_set_catcode_comment:N \char_set_catcode_invalid:N

Sets the category code of the \langle character \rangle to that indicated in the function name. Depending on the current category code of the \langle token \rangle the escape token may also be needed:

\char_set_catcode_other:N \%

The assignment is local.
Sets the category code of the ⟨character⟩ which has character code as given by the ⟨integer expression⟩. This version can be used to set up characters which cannot otherwise be given (cf. the \N-type variants). The assignment is local.

These functions set the category code of the ⟨character⟩ which has character code as given by the ⟨integer expression⟩. The first ⟨integer expression⟩ is the character code and the second is the category code to apply. The setting applies within the current \TeX group. In general, the symbolic functions \char_set_catcode_⟨type⟩ should be preferred, but there are cases where these lower-level functions may be useful.

Expands to the current category code of the ⟨character⟩ with character code given by the ⟨integer expression⟩.

Displays the current category code of the ⟨character⟩ with character code given by the ⟨integer expression⟩ on the terminal.

Sets up the behaviour of the ⟨character⟩ when found inside \text_lowercase:n, such that ⟨character1⟩ will be converted into ⟨character2⟩. The two ⟨characters⟩ may be specified using an ⟨integer expression⟩ for the character code concerned. This may include the \TeX '⟨character⟩' method for converting a single character into its character code:

\char_set_lccode:nn { ‘\A } { ‘\a } % Standard behaviour
\char_set_lccode:nn { ‘\A } { ‘\A + 32 }
\char_set_lccode:nn { 50 } { 60 }

The setting applies within the current \TeX group.
\char_value_lccode:n \char_value_lccode:n \{\text{integer expression}\}

Expands to the current lower case code of the \langle character \rangle with character code given by the \langle integer expression \rangle.

\char_show_value_lccode:n \char_show_value_lccode:n \{\text{integer expression}\}

Displays the current lower case code of the \langle character \rangle with character code given by the \langle integer expression \rangle on the terminal.

\char_set_uccode:nn \char_set_uccode:nn \{\text{intexpr}_1\} \{\text{intexpr}_2\}

Sets up the behaviour of the \langle character \rangle when found inside \text{uppercase}:n, such that \langle character_1 \rangle will be converted into \langle character_2 \rangle. The two \langle characters \rangle may be specified using an \langle integer expression \rangle for the character code concerned. This may include the \TeX \langle character \rangle method for converting a single character into its character code:

\char_set_uccode:nn \{ '\text{a} \} \{ '\text{A} \} \% Standard behaviour
\char_set_uccode:nn \{ '\text{A} \} \{ '\text{A} - 32 \}
\char_set_uccode:nn \{ 60 \} \{ 50 \}

The setting applies within the current \TeX group.

\char_value_uccode:n \char_value_uccode:n \{\text{integer expression}\}

Expands to the current upper case code of the \langle character \rangle with character code given by the \langle integer expression \rangle.

\char_show_value_uccode:n \char_show_value_uccode:n \{\text{integer expression}\}

Displays the current upper case code of the \langle character \rangle with character code given by the \langle integer expression \rangle on the terminal.

\char_set_mathcode:nn \char_set_mathcode:nn \{\text{intexpr}_1\} \{\text{intexpr}_2\}

This function sets up the math code of \langle character \rangle. The \langle character \rangle is specified as an \langle integer expression \rangle which will be used as the character code of the relevant character. The setting applies within the current \TeX group.

\char_value_mathcode:n \char_value_mathcode:n \{\text{integer expression}\}

Expands to the current math code of the \langle character \rangle with character code given by the \langle integer expression \rangle.

\char_show_value_mathcode:n \char_show_value_mathcode:n \{\text{integer expression}\}

Displays the current math code of the \langle character \rangle with character code given by the \langle integer expression \rangle on the terminal.

\char_set_sfcode:nn \char_set_sfcode:nn \{\text{intexpr}_1\} \{\text{intexpr}_2\}

This function sets up the space factor for the \langle character \rangle. The \langle character \rangle is specified as an \langle integer expression \rangle which will be used as the character code of the relevant character. The setting applies within the current \TeX group.
Expands to the current space factor for the |character| with character code given by the |integer expression|.

Displays the current space factor for the |character| with character code given by the |integer expression| on the terminal.

Used to track which tokens may require special handling at the document level as they are (or have been at some point) of category |active| (catcode 13). Each entry in the sequence consists of a single escaped token, for example \-. Active tokens should be added to the sequence when they are defined for general document use.

Used to track which tokens will require special handling when working with verbatim-like material at the document level as they are not of categories |letter| (catcode 11) or |other| (catcode 12). Each entry in the sequence consists of a single escaped token, for example \ for the backslash or \ for an opening brace. Escaped tokens should be added to the sequence when they are defined for general document use.

### 23.3 Generic tokens

These are implicit tokens which have the category code described by their name. They are used internally for test purposes but are also available to the programmer for other uses.

These are implicit tokens which have the category code described by their name. They are used internally for test purposes and should not be used other than for category code tests.

A token list containing an active token. This is used internally for test purposes and should not be used other than in appropriately-constructed category code tests.
23.4 Converting tokens

\token_to_meaning:N * \token_to_meaning:N (token)
\token_to_meaning:c * \token_to_meaning:N (token)

Inserts the current meaning of the \langle token⟩ into the input stream as a series of characters of category code 12 (other). This is the primitive \TeX description of the \langle token⟩, thus for example both functions defined by \cs_set_nopar:Npn and token list variables defined using \tl_new:N are described as macros.

\TeXhackers note: This is the \TeX primitive \meaning. The \langle token⟩ can thus be an explicit space tokens or an explicit begin-group or end-group character token ({ or } when normal \TeX category codes apply) even though these are not valid \texttt{N}-type arguments.

\token_to_str:N * \token_to_str:N (token)
\token_to_str:c * \token_to_str:N (token)

Converts the given \langle token⟩ into a series of characters with category code 12 (other). If the \langle token⟩ is a control sequence, this will start with the current escape character with category code 12 (the escape character is part of the \langle token⟩). This function requires only a single expansion.

\TeXhackers note: \token_to_str:N is the \TeX primitive \string renamed. The \langle token⟩ can thus be an explicit space tokens or an explicit begin-group or end-group character token ({ or } when normal \TeX category codes apply) even though these are not valid \texttt{N}-type arguments.

23.5 Token conditionals

\token_if_group_begin_p:N * \token_if_group_begin_p:N (token)
\token_if_group_begin:NTF * \token_if_group_begin:NTF (token) \{\langle true code\rangle\} \{\langle false code\rangle\}

Tests if \langle token⟩ has the category code of a begin group token ({ when normal \TeX category codes are in force). Note that an explicit begin group token cannot be tested in this way, as it is not a valid \texttt{N}-type argument.

\token_if_group_end_p:N * \token_if_group_end_p:N (token)
\token_if_group_end:NTF * \token_if_group_end:NTF (token) \{\langle true code\rangle\} \{\langle false code\rangle\}

Tests if \langle token⟩ has the category code of an end group token (} when normal \TeX category codes are in force). Note that an explicit end group token cannot be tested in this way, as it is not a valid \texttt{N}-type argument.

\token_if_math_toggle_p:N * \token_if_math_toggle_p:N (token)
\token_if_math_toggle:NTF * \token_if_math_toggle:NTF (token) \{\langle true code\rangle\} \{\langle false code\rangle\}

Tests if \langle token⟩ has the category code of a math shift token (\$ when normal \TeX category codes are in force).
Tests if \langle token \rangle has the category code of an alignment token (& when normal \TeX category codes are in force).

Tests if \langle token \rangle has the category code of a macro parameter token (# when normal \TeX category codes are in force).

Tests if \langle token \rangle has the category code of a superscript token (^ when normal \TeX category codes are in force).

Tests if \langle token \rangle has the category code of a subscript token (_ when normal \TeX category codes are in force).

Tests if \langle token \rangle has the category code of a space token. Note that an explicit space token with character code 32 cannot be tested in this way, as it is not a valid N-type argument.

Tests if \langle token \rangle has the category code of a letter token.

Tests if \langle token \rangle has the category code of an “other” token.

Tests if \langle token \rangle has the category code of an active character.

Tests if the two \langle tokens \rangle have the same category code.

Tests if the two \langle tokens \rangle have the same character code.
\token_if_eq_meaning_p:NN \token_if_eq_meaning_p:NN \token \token \{true code\} \{false code\}

Tests if the two \textit{tokens} have the same meaning when expanded.

\token_if_macro_p:N \token_if_macro:N \{true code\} \{false code\}

Tests if the \textit{token} is a \TeX{} macro.

\token_if_cs_p:N \token_if_cs:N \{true code\} \{false code\}

Tests if the \textit{token} is a control sequence.

\token_if_long_macro_p:N \token_if_long_macro:N \{true code\} \{false code\}

Tests if the \textit{token} is a long macro.

\token_if_protected_macro_p:N \token_if_protected_macro:N \{true code\} \{false code\}

Tests if the \textit{token} is a protected macro: for a macro which is both protected and long this returns \textit{false}.

\token_if_protected_long_macro_p:N \token_if_protected_long_macro:N \{true code\} \{false code\}

Tests if the \textit{token} is a protected long macro.

\token_if_chardef_p:N \token_if_chardef:N \{true code\} \{false code\}

Tests if the \textit{token} is defined to be a chardef.

\textbf{\texttt{\LaTeX}hackers note:} Booleans, boxes and small integer constants are implemented as \texttt{chardef}s.

\token_if_mathchardef_p:N \token_if_mathchardef:N \{true code\} \{false code\}

Tests if the \textit{token} is defined to be a mathchardef.
New: 2020-10-27

Tests if the \texttt{token} is defined to be a font selection command.

Updated: 2012-01-20

Tests if the \texttt{token} is defined to be a dimension register.

Updated: 2012-01-20

Tests if the \texttt{token} is defined to be a integer register.

\textbf{TeXhackers note:} Constant integers may be implemented as integer registers, \texttt{chardefs}, or \texttt{mathchardefs} depending on their value.

New: 2012-02-15

Tests if the \texttt{token} is defined to be a muskip register.

Updated: 2012-01-20

Tests if the \texttt{token} is defined to be a skip register.

Updated: 2012-01-20

Tests if the \texttt{token} is defined to be a toks register (not used by \LaTeX{}3).

Updated: 2020-09-11

Tests if the \texttt{token} is an engine primitive. In \LaTeX{} this includes primitive-like commands defined using \texttt{token.set_lua}.

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This function compares the ⟨test token⟩ in turn with each of the ⟨token cases⟩. If the two are equal (as described for \token_if_eq_catcode:NNTF, \token_if_eq_charcode:NNTF and \token_if_eq_meaning:NNTF, respectively) then the associated ⟨code⟩ is left in the input stream and other cases are discarded. If any of the cases are matched, the ⟨true code⟩ is also inserted into the input stream (after the code for the appropriate case), while if none match then the ⟨false code⟩ is inserted. The functions \token_case_catcode:Nn, \token_case_charcode:Nn, and \token_case_meaning:Nn, which do nothing if there is no match, are also available.

23.6 Peeking ahead at the next token

There is often a need to look ahead at the next token in the input stream while leaving it in place. This is handled using the “peek” functions. The generic \peek_after:Nw is provided along with a family of predefined tests for common cases. As peeking ahead does not skip spaces the predefined tests include both a space-respecting and space-skipping version. In addition, using \peek_analysis_map_inline:n, one can map through the following tokens in the input stream and repeatedly perform some tests.

\peek_after:Nw \peek_after:Nw (function) ⟨token⟩
Locally sets the test variable \l_peek_token equal to ⟨token⟩ (as an implicit token, not as a token list), and then expands the ⟨function⟩. The ⟨token⟩ remains in the input stream as the next item after the ⟨function⟩. The ⟨token⟩ here may be \␣, \{ or \} (assuming normal \TeX{} category codes), i.e. it is not necessarily the next argument which would be grabbed by a normal function.

\peek_gafter:Nw \peek_gafter:Nw (function) ⟨token⟩
Globally sets the test variable \g_peek_token equal to ⟨token⟩ (as an implicit token, not as a token list), and then expands the ⟨function⟩. The ⟨token⟩ remains in the input stream as the next item after the ⟨function⟩. The ⟨token⟩ here may be \␣, \{ or \} (assuming normal \TeX{} category codes), i.e. it is not necessarily the next argument which would be grabbed by a normal function.

\l_peek_token Token set by \peek_after:Nw and available for testing as described above.

\g_peek_token Token set by \peek_gafter:Nw and available for testing as described above.
\peek_catcode:NTF \peek_catcode:NTF \token_if_eq_catcode:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2012-12-20

Tests if the next \textit{token} in the input stream has the same category code as the \textit{test token} (as defined by the test \token_if_eq_catcode:NNTF). Spaces are respected by the test and the \textit{token} is left in the input stream after the \textit{true code} or \textit{false code} (as appropriate to the result of the test).

\peek_catcode_remove:NTF \peek_catcode_remove:NTF \token_if_eq_catcode:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2012-12-20

Tests if the next \textit{token} in the input stream has the same category code as the \textit{test token} (as defined by the test \token_if_eq_catcode:NNTF). Spaces are respected by the test and the \textit{token} is removed from the input stream if the test is true. The function then places either the \textit{true code} or \textit{false code} in the input stream (as appropriate to the result of the test).

\peek_charcode:NTF \peek_charcode:NTF \token_if_eq_charcode:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2012-12-20

Tests if the next \textit{token} in the input stream has the same character code as the \textit{test token} (as defined by the test \token_if_eq_charcode:NNTF). Spaces are respected by the test and the \textit{token} is left in the input stream after the \textit{true code} or \textit{false code} (as appropriate to the result of the test).

\peek_charcode_remove:NTF \peek_charcode_remove:NTF \token_if_eq_charcode:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2012-12-20

Tests if the next \textit{token} in the input stream has the same character code as the \textit{test token} (as defined by the test \token_if_eq_charcode:NNTF). Spaces are respected by the test and the \textit{token} is removed from the input stream if the test is true. The function then places either the \textit{true code} or \textit{false code} in the input stream (as appropriate to the result of the test).

\peek_meaning:NTF \peek_meaning:NTF \token_if_eq_meaning:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2011-07-02

Tests if the next \textit{token} in the input stream has the same meaning as the \textit{test token} (as defined by the test \token_if_eq_meaning:NNTF). Spaces are respected by the test and the \textit{token} is left in the input stream after the \textit{true code} or \textit{false code} (as appropriate to the result of the test).

\peek_meaning_remove:NTF \peek_meaning_remove:NTF \token_if_eq_meaning:NNTF\textit{test token} \{\textit{true code}\} \{\textit{false code}\}

Updated: 2011-07-02

Tests if the next \textit{token} in the input stream has the same meaning as the \textit{test token} (as defined by the test \token_if_eq_meaning:NNTF). Spaces are respected by the test and the \textit{token} is removed from the input stream if the test is true. The function then places either the \textit{true code} or \textit{false code} in the input stream (as appropriate to the result of the test).

\peek_remove_spaces:n \peek_remove_spaces:n \{\textit{code}\}

Updated: 2018-10-01

Peeks ahead and detect if the following token is a space (category code 10 and character code 32). If so, removes the token and checks the next token. Once a non-space token is found, the \textit{code} will be inserted into the input stream. Typically this will contain a \peek operation, but this is not required.
\peek_remove_filler:n \peek_remove_filler:n {⟨code⟩}

Peeks ahead and detect if the following token is a space (category code 10) or has meaning equal to \scan_stop:. If so, removes the token and checks the next token. If neither of these cases apply, expands the next token using I-type expansion, then checks the resulting leading token in the same way. If after expansion the next token is neither of the two test cases, the ⟨code⟩ will be inserted into the input stream. Typically this will contain a peek operation, but this is not required.

\textbf{texhackers note:} This is essentially a macro-based implementation of how \TeX{} handles the search for a left brace after for example \everypar, except that any non-expandable token cleanly ends the ⟨filler⟩ (i.e. it does not lead to a \TeX{} error).

In contrast to \TeX{}’s filler removal, a construct \exp_not:N \foo will be treated in the same way as \exp_not:N \foo.

\peek_n_type:TF \peek_n_type:TF {⟨true code⟩} {⟨false code⟩}

Tests if the next ⟨token⟩ in the input stream can be safely grabbed as an N-type argument. The test is ⟨false⟩ if the next ⟨token⟩ is either an explicit or implicit begin-group or end-group token (with any character code), or an explicit or implicit space character (with character code 32 and category code 10), or an outer token (never used in \LaTeX3) and ⟨true⟩ in all other cases. Note that a ⟨true⟩ result ensures that the next ⟨token⟩ is a valid N-type argument. However, if the next ⟨token⟩ is for instance \c_space_token, the test takes the ⟨false⟩ branch, even though the next ⟨token⟩ is in fact a valid N-type argument. The ⟨token⟩ is left in the input stream after the ⟨true code⟩ or ⟨false code⟩ (as appropriate to the result of the test).
Repeatedly removes one \( \langle \text{token} \rangle \) from the input stream and applies the \( \langle \text{inline function} \rangle \) to it, until \texttt{\textbackslash peek_analysis_map_break:} is called. The \( \langle \text{inline function} \rangle \) receives three arguments for each \( \langle \text{token} \rangle \) in the input stream:

- \( \langle \text{tokens} \rangle \), which both o-expand and x-expand to the \( \langle \text{token} \rangle \). The detailed form of \( \langle \text{tokens} \rangle \) may change in later releases.

- \( \langle \text{char code} \rangle \), a decimal representation of the character code of the \( \langle \text{token} \rangle \), \(-1\) if it is a control sequence.

- \( \langle \text{catcode} \rangle \), a capital hexadecimal digit which denotes the category code of the \( \langle \text{token} \rangle \):
  - 0: control sequence,
  - 1: begin-group,
  - 2: end-group,
  - 3: math shift,
  - 4: alignment tab,
  - 6: parameter,
  - 7: superscript,
  - 8: subscript,
  - A: space,
  - B: letter,
  - C: other,
  - D: active.

  This can be converted to an integer by writing \texttt{\langle \text{catcode} \rangle}.

These arguments are the same as for \texttt{\textbackslash tl_analysis_map_inline:nn} defined in \texttt{l3tl-analysis}. The \( \langle \text{char code} \rangle \) and \( \langle \text{catcode} \rangle \) do not take the meaning of a control sequence or active character into account: for instance, upon encountering the token \texttt{\langle \text{tokens} \rangle \langle \text{catcode} \rangle} in the input stream, \texttt{\textbackslash peek_analysis_map_inline:n} calls the \( \langle \text{inline function} \rangle \) with \#1 being \texttt{\exp_not:n \{ \langle \text{tokens} \rangle \langle \text{catcode} \rangle \}} (with the current implementation), \#2 being \(-1\), and \#3 being \(0\), as for any other control sequence. In contrast, upon encountering an explicit begin-group token \{, the \( \langle \text{inline function} \rangle \) is called with arguments \texttt{\exp_after:wN \{ \if\false: \fi:}, \texttt{123} and \texttt{1}.

The mapping is done at the current group level, \( i.e. \) any local assignments made by the \( \langle \text{inline function} \rangle \) remain in effect after the loop. Within the code, \texttt{\langle \text{l_peek_token} \rangle} is set equal (as a token, not a token list) to the token under consideration.

\texttt{\textbackslash peek_analysis_map_break:} \texttt{\textbackslash peek_analysis_map_break:n} \texttt{\textbackslash peek_analysis_map_inline:n} \texttt{\langle \text{code} \rangle} \texttt{\textbackslash peek_analysis_map_break:n}

Stops the \texttt{\textbackslash peek_analysis_map_inline:n} loop from seeking more tokens, and inserts \( \langle \text{code} \rangle \) in the input stream (empty for \texttt{\textbackslash peek_analysis_map_break:}).

\texttt{\textbackslash peek_regex:nTF} \texttt{\textbackslash peek_regex:NTF}

Tests if the \( \langle \text{tokens} \rangle \) that follow in the input stream match the \( \langle \text{regular expression} \rangle \). Any \( \langle \text{tokens} \rangle \) that have been read are left in the input stream after the \( \langle \text{true code} \rangle \) or \( \langle \text{false code} \rangle \) (as appropriate to the result of the test). See \texttt{l3regex} for documentation of the syntax of regular expressions. The \( \langle \text{regular expression} \rangle \) is implicitly anchored at the start, so for instance \texttt{\textbackslash peek_regex:nTF \{ \a \}} is essentially equivalent to \texttt{\textbackslash peek_charcode:NTF \a}.

\texttt{\textbackslash peek_regex:nTF} \texttt{\textbackslash peek_regex:NTF}

T\( \text{eX} \)hackers note: Implicit character tokens are correctly considered by \texttt{\textbackslash peek_regex:nTF} as control sequences, while functions that inspect individual tokens (for instance \texttt{\textbackslash peek_charcode:NTF}) only take into account their meaning.

The \texttt{\textbackslash peek_regex:nTF} function only inspects as few tokens as necessary to determine whether the regular expression matches. For instance \texttt{\textbackslash peek_regex:nTF \{ \a \ [a-z]\}} \texttt{\}} \texttt{\}} \texttt{\}} \texttt{\}} \texttt{\}} \texttt{\}} abc will only inspect the first token \texttt{\a} even though the first branch \texttt{abc} of the alternative is preferred in functions such as \texttt{\textbackslash peek_regex_remove_once:n}. This may have an effect on tokenization if the input stream has not yet been tokenized and category codes are changed.
Tests if the \langle tokens\rangle that follow in the input stream match the \langle regex\rangle. If the test is true, the \langle tokens\rangle are removed from the input stream and the \langle true code\rangle is inserted, while if the test is false, the \langle false code\rangle is inserted followed by the \langle tokens\rangle that were originally in the input stream. See l3regex for documentation of the syntax of regular expressions. The \langle regular expression\rangle is implicitly anchored at the start, so for instance \textbackslash peek_regex_\textunderscore \textbackslash remove\textunderscore once:nTF { a } is essentially equivalent to \textbackslash peek_charcode\textunderscore remove:NTF a.

\textbf{TexHackers note:} Implicit character tokens are correctly considered by \textbackslash peek_regex_\textunderscore \textbackslash remove\textunderscore once:nTF as control sequences, while functions that inspect individual tokens (for instance \textbackslash peek_charcode:NTF) only take into account their meaning.

If the \langle tokens\rangle that follow in the input stream match the \langle regex\rangle, replaces them according to the \langle replacement\rangle as for \textbackslash regex\textunderscore replace\textunderscore once:nN, and leaves the result in the input stream, after the \langle true code\rangle. Otherwise, leaves \langle false code\rangle followed by the \langle tokens\rangle that were originally in the input stream, with no modifications. See l3regex for documentation of the syntax of regular expressions and of the \langle replacement\rangle: for instance \textbackslash 0 in the \langle replacement\rangle is replaced by the tokens that were matched in the input stream. The \langle regular expression\rangle is implicitly anchored at the start. In contrast to \textbackslash regex\textunderscore replace\textunderscore once:nN, no error arises if the \langle replacement\rangle leads to an unbalanced token list: the tokens are inserted into the input stream without issue.

\textbf{TexHackers note:} Implicit character tokens are correctly considered by \textbackslash peek_regex_\textunderscore \textbackslash replace\textunderscore once:nNTF as control sequences, while functions that inspect individual tokens (for instance \textbackslash peek_charcode:NTF) only take into account their meaning.

\section{Description of all possible tokens}

Let us end by reviewing every case that a given token can fall into. This section is quite technical and some details are only meant for completeness. We distinguish the meaning of the token, which controls the expansion of the token and its effect on \TeX's state, and its shape, which is used when comparing token lists such as for delimited arguments. Two tokens of the same shape must have the same meaning, but the converse does not hold.

A token has one of the following shapes.

- A control sequence, characterized by the sequence of characters that constitute its name: for instance, \texttt{\textbackslash use:n} is a five-letter control sequence.
• An active character token, characterized by its character code (between 0 and 1114111 for LuaTeX and XeTeX and less for other engines) and category code 13.

• A character token, characterized by its character code and category code (one of 1, 2, 3, 4, 6, 7, 8, 10, 11 or 12 whose meaning is described below).

There are also a few internal tokens. The following list may be incomplete in some engines.

• Expanding \texttt{\textbackslash the\textbackslash font} results in a token that looks identical to the command that was used to select the current font (such as \texttt{\textbackslash \texttt{tenrm}}) but it differs from it in shape.

• A “frozen” \texttt{relax}, which differs from the primitive in shape (but has the same meaning), is inserted when the closing \texttt{\textbackslash fi} of a conditional is encountered before the conditional is evaluated.

• Expanding \texttt{\textbackslash noexpand \{token\}} (when the \texttt{\{token\}} is expandable) results in an internal token, displayed (temporarily) as \texttt{\textbackslash notexpanded: \{token\}}, whose shape coincides with the \texttt{\{token\}} and whose meaning differs from \texttt{\relax}.

• An \texttt{\textbackslash outer endtemplate:} can be encountered when peeking ahead at the next token; this expands to another internal token, \texttt{end of alignment template}.

• Tricky programming might access a frozen \texttt{\textbackslash endwrite}.

• Some frozen tokens can only be accessed in interactive sessions: \texttt{\cr}, \texttt{\right}, \texttt{\endgroup}, \texttt{\fi}, \texttt{\inaccessible}.

• In LuaTeX, there is also the strange case of “bytes” \texttt{\textbackslash{\{1100xy}} where \texttt{x,y} are any two lowercase hexadecimal digits, so that the hexadecimal number ranges from \texttt{\textbackslash{\{110000}}=1114112 to \texttt{\textbackslash{\{1100ff}}=1114367. These are used to output individual bytes to files, rather than UTF-8. For the purposes of token comparisons they behave like non-expandable primitive control sequences (\textit{not characters}) whose \texttt{\meaning} is the\texttt{\_character}\texttt{\_i} followed by the given byte. If this byte is in the range 80–ff this gives an "invalid utf-8 sequence" error: applying \texttt{\token\_to\_str: N} or \texttt{\token\_to\_meaning: N} to these tokens is unsafe. Unfortunately, they don’t seem to be detectable safely by any means except perhaps Lua code.

The meaning of a (non-active) character token is fixed by its category code (and character code) and cannot be changed. We call these tokens \textit{explicit} character tokens. Category codes that a character token can have are listed below by giving a sample output of the TeX primitive \texttt{\meaning}, together with their LaTeX names and most common example:

1 begin-group character (\texttt{\textbackslash group\_begin}, often \texttt{\{}),
2 end-group character (\texttt{\textbackslash group\_end}, often \texttt{\}}),
3 math shift character (\texttt{\textbackslash math\_toggle}, often \texttt{\$}),
4 alignment tab character (\texttt{\textbackslash alignment}, often \texttt{\&}),
6 macro parameter character (\texttt{\textbackslash \texttt{parameter}}, often \texttt{\#}),
7 superscript character (\texttt{\textbackslash math\_superscript}, often \texttt{\^})
8 subscript character (math_subscript, often _),
10 blank space (space, often character code 32),
11 the letter (letter, such as A),
12 the character (other, such as 0).

Category code 13 (active) is discussed below. Input characters can also have several other category codes which do not lead to character tokens for later processing: 0 (escape), 5 (end_line), 9 (ignore), 14 (comment), and 15 (invalid).

The meaning of a control sequence or active character can be identical to that of any character token listed above (with any character code), and we call such tokens implicit character tokens. The meaning is otherwise in the following list:

- a macro, used in \TeX{3} for most functions and some variables (tl, fp, seq, ...),
- a primitive such as \texttt{\def} or \texttt{\topmark}, used in \TeX{3} for some functions,
- a register such as \texttt{\count123}, used in \TeX{3} for the implementation of some variables (int, dim, ...),
- a constant integer such as \texttt{\char"56} or \texttt{\mathchar"121},
- a font selection command,
- undefined.

Macros can be \texttt{\protected} or not, \texttt{\long} or not (the opposite of what \TeX{3} calls \texttt{nopar}), and \texttt{\outer} or not (unused in \TeX{3}). Their \texttt{\meaning} takes the form

\begin{verbatim}
  \langle prefix \rangle macro:\langle argument \rangle->\langle replacement \rangle
\end{verbatim}

where \langle prefix \rangle is among \texttt{\protected}\texttt{\long}\texttt{\outer}, \langle argument \rangle describes parameters that the macro expects, such as \texttt{#1#2#3}, and \langle replacement \rangle describes how the parameters are manipulated, such as \texttt{\int_eval:n{#2+#1*#3}}.

Now is perhaps a good time to mention some subtleties relating to tokens with category code 10 (space). Any input character with this category code (normally, space and tab characters) becomes a normal space, with character code 32 and category code 10.

When a macro takes an undelimited argument, explicit space characters (with character code 32 and category code 10) are ignored. If the following token is an explicit character token with category code 1 (begin-group) and an arbitrary character code, then \TeX scans ahead to obtain an equal number of explicit character tokens with category code 1 (begin-group) and 2 (end-group), and the resulting list of tokens (with outer braces removed) becomes the argument. Otherwise, a single token is taken as the argument for the macro: we call such single tokens “N-type”, as they are suitable to be used as an argument for a function with the signature :N.

When a macro takes a delimited argument \TeX scans ahead until finding the delimiter (outside any pairs of begin-group/end-group explicit characters), and the resulting list of tokens (with outer braces removed) becomes the argument. Note that explicit space characters at the start of the argument are not ignored in this case (and they prevent brace-stripping).
Chapter 24

The l3prop package

Property lists

l3pX3 implements a “property list” data type, which contain an unordered list of entries each of which consists of a ⟨key⟩ and an associated ⟨value⟩. The ⟨key⟩ and ⟨value⟩ may both be any ⟨balanced text⟩, the ⟨key⟩ is processed using \tl_to_str:n, meaning that category codes are ignored. It is possible to map functions to property lists such that the function is applied to every key–value pair within the list.

Each entry in a property list must have a unique ⟨key⟩: if an entry is added to a property list which already contains the ⟨key⟩ then the new entry overwrites the existing one. The ⟨keys⟩ are compared on a string basis, using the same method as \str_if_-_eq:nn.

Property lists are intended for storing key-based information for use within code. This is in contrast to key–value lists, which are a form of input parsed by the l3keys module.

24.1 Creating and initialising property lists

\prop_new:N \prop_new:N \prop_new:N \prop_new:N \prop_new:N
\prop_new:c \prop_clear:N \prop_clear:N \prop_clear:N \prop_clear:N \prop_clear:N
\prop_clear:c \prop_gclear:N \prop_gclear:N \prop_gclear:N \prop_gclear:N
\prop_gclear:c

\prop_new:N \prop_new:N \prop_new:N \prop_new:N \prop_new:N
\prop_new:c \prop_clear:N \prop_clear:N \prop_clear:N \prop_clear:N \prop_clear:N
\prop_clear:c \prop_gclear:N \prop_gclear:N \prop_gclear:N \prop_gclear:N
\prop_gclear:c

Creates a new ⟨property list⟩ or raises an error if the name is already taken. The declaration is global. The ⟨property list⟩ initially contains no entries.

Clears all entries from the ⟨property list⟩.

Ensures that the ⟨property list⟩ exists globally by applying \prop_new:N if necessary, then applies \prop_\(g\)clear:N to leave the list empty.
\prop_set_eq:NN \prop_set_eq: \langle property list_1 \rangle \langle property list_2 \rangle

Sets the content of \langle property list_1 \rangle equal to that of \langle property list_2 \rangle.

\prop_set_from_keyval:Nn \prop_set_from_keyval: \langle prop \rangle

\prop_const_from_keyval:Nn \prop_const_from_keyval: \langle prop \rangle

\prop_put:Nnn \prop_put: \langle property list \rangle \langle key \rangle \langle value \rangle

\prop_gput:Nnn \prop_gput: \langle property list \rangle \langle key \rangle \langle value \rangle

24.2 Adding and updating property list entries

\prop_const_from_keyval:Nn \prop_const_from_keyval: \langle prop \rangle

\prop_set_from_keyval:Nn \prop_set_from_keyval: \langle prop \rangle

\prop_set_eq:NN \prop_set_eq: \langle property list_1 \rangle \langle property list_2 \rangle

Sets the content of \langle property list_1 \rangle equal to that of \langle property list_2 \rangle.

\prop_set_from_keyval:Nn \prop_set_from_keyval: \langle prop \rangle

\prop_const_from_keyval:Nn \prop_const_from_keyval: \langle prop \rangle

\prop_put:Nnn \prop_put: \langle property list \rangle \langle key \rangle \langle value \rangle

\prop_gput:Nnn \prop_gput: \langle property list \rangle \langle key \rangle \langle value \rangle

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\prop_put_if_new:Nnn
\prop_put_if_new:nnn
\prop_gput_if_new:Nnn
\prop_gput_if_new:nnn

\prop_concat:NNN \langle prop var ⟩ \langle prop var ⟩ \langle prop var ⟩

Combines the key–value pairs of \langle prop var ⟩ and \langle prop var ⟩, and saves the result in \langle prop var ⟩. If a key appears in both \langle prop var ⟩ and \langle prop var ⟩ then the last value, namely the value in \langle prop var ⟩ is kept.

\prop_concat:NNN \prop_concat:ccc
\prop_gconcat:NNN \prop_gconcat:ccc

24.3 Recovering values from property lists

\prop_get:NnN
\prop_get:NnN \langle property list ⟩ \langle key ⟩ \langle tl var ⟩

Recover the \langle value ⟩ stored with \langle key ⟩ from the \langle property list ⟩, and places this in the \langle token list variable ⟩. If the \langle key ⟩ is not found in the \langle property list ⟩ then the \langle token list variable ⟩ is set to the special marker \q_no_value. The \langle token list variable ⟩ is set within the current \TeX group. See also \prop_get:NnNTF.

\prop_pop:NnN
\prop_pop:NnN \langle property list ⟩ \langle key ⟩ \langle tl var ⟩

Recover the \langle value ⟩ stored with \langle key ⟩ from the \langle property list ⟩, and places this in the \langle token list variable ⟩. If the \langle key ⟩ is not found in the \langle property list ⟩ then the \langle token list variable ⟩ is set to the special marker \q_no_value. The \langle key ⟩ and \langle value ⟩ are then deleted from the property list. Both assignments are local. See also \prop_pop:NnNTF.
\prop_gpop:Nn \prop_gpop:(NoN|cnN|coN)

Recovers the \langle value\rangle stored with \langle key\rangle from the \langle property list\rangle, and places this in the \langle token list variable\rangle. If the \langle key\rangle is not found in the \langle property list\rangle then the \langle token list variable\rangle is set to the special marker \texttt{\q_no_value}. The \langle key\rangle and \langle value\rangle are then deleted from the property list. The \langle property list\rangle is modified globally, while the assignment of the \langle token list variable\rangle is local. See also \prop_gpop:NTF.

\prop_item:Nn \prop_item:cn

Expands to the \langle value\rangle corresponding to the \langle key\rangle in the \langle property list\rangle. If the \langle key\rangle is missing, this has an empty expansion.

\TeXhackers note: This function is slower than the non-expandable analogue \prop_get:NN. The result is returned within the \texttt{\unexpanded} primitive (\exp_not:n), which means that the \langle value\rangle does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.

\prop_count:N \prop_count:c

Leaves the number of key–value pairs in the \langle property list\rangle in the input stream as an \langle integer denotation\rangle.

\prop_to_keyval:N \prop_to_keyval:c

Expands to the \langle property list\rangle in a key–value notation. Keep in mind that a \langle property list\rangle is unordered, while key–value interfaces don’t necessarily are, so this can’t be used for arbitrary interfaces.

\TeXhackers note: The result is returned within the \texttt{\unexpanded} primitive (\exp_not:n), which means that the key–value list does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion. It also needs exactly two steps of expansion.

\section{Modifying property lists}

\prop_remove:Nn \prop_remove:(NV|cn|cV) \prop_gremove:Nn \prop_gremove:(NV|cn|cV)

Removes the entry listed under \langle key\rangle from the \langle property list\rangle. If the \langle key\rangle is not found in the \langle property list\rangle no change occurs, \textit{i.e.} there is no need to test for the existence of a key before deleting it.

\section{Property list conditionals}

\prop_if_exist_p:N \prop_if_exist_p:c \prop_if_exist:N \prop_if_exist:c

Tests whether the \langle property list\rangle is currently defined. This does not check that the \langle property list\rangle really is a property list variable.
Tests if the \langle property list \rangle is empty (containing no entries).

\prop_if_empty_p:N \prop_if_empty_p:c \prop_if_empty:N \prop_if_empty:c

Updated: 2011-09-15

Tests if the \langle key \rangle is present in the \langle property list \rangle, making the comparison using the method described by \str_if_eq:nnTF.

\prop_if_in_p:NnTF \prop_if_in_p:NV \prop_if_in_p:NvN \prop_if_in_p:NoN \prop_if_in_p:cnN \prop_if_in_p:cVN \prop_if_in_p:cvN \prop_if_in_p:coN

Updated: 2012-05-19

If the \langle key \rangle is not present in the \langle property list \rangle, leaves the \langle false code \rangle in the input stream. The value of the \langle token list variable \rangle is not defined in this case and should not be relied upon. If the \langle key \rangle is present in the \langle property list \rangle, stores the corresponding \langle value \rangle in the \langle token list variable \rangle without removing it from the \langle property list \rangle, then leaves the \langle true code \rangle in the input stream. The \langle token list variable \rangle is assigned locally.

24.6 Recovering values from property lists with branching

The functions in this section combine tests for the presence of a key in a property list with recovery of the associated value. This makes them useful for cases where different cases follow dependent on the presence or absence of a key in a property list. They offer increased readability and performance over separate testing and recovery phases.

\prop_get:NnNTF \prop_get:NnN \prop_get:cnN

Updated: 2012-05-19

If the \langle key \rangle is not present in the \langle property list \rangle, leaves the \langle false code \rangle in the input stream. The value of the \langle token list variable \rangle is not defined in this case and should not be relied upon. If the \langle key \rangle is present in the \langle property list \rangle, pops the corresponding \langle value \rangle in the \langle token list variable \rangle, i.e. removes the item from the \langle property list \rangle. Both the \langle property list \rangle and the \langle token list variable \rangle are assigned locally.
24.7 Mapping over property lists

All mappings are done at the current group level, i.e. any local assignments made by the \(\langle\text{function}\rangle\) or \(\langle\text{code}\rangle\) discussed below remain in effect after the loop.

\[
\text{\prop_map_function:NN}\hspace{1em}\text{\prop_map_function:cn}\hspace{1em}\text{\prop_map_inline:Nn}\hspace{1em}\text{\prop_map_inline:cn}\hspace{1em}\text{\prop_map_tokens:Nn}\hspace{1em}\text{\prop_map_tokens:cn}\]

Applies \(\langle\text{function}\rangle\) to every \(\langle\text{entry}\rangle\) stored in the \(\langle\text{property list}\rangle\). The \(\langle\text{function}\rangle\) receives two arguments for each iteration: the \(\langle\text{key}\rangle\) and associated \(\langle\text{value}\rangle\). The order in which \(\langle\text{entries}\rangle\) are returned is not defined and should not be relied upon. To pass further arguments to the \(\langle\text{function}\rangle\), see \prop_map_tokens:Nn.

Analogue of \prop_map_function:NN which maps several tokens instead of a single function. The \(\langle\text{code}\rangle\) receives each key–value pair in the \(\langle\text{property list}\rangle\) as two trailing brace groups. For instance,

\[
\text{\prop_map_tokens:Nn}
\l_my_prop \{ \str_if_eq:nnT \{ mykey \} \}
\]

expands to the value corresponding to \texttt{mykey}: for each pair in \l_my_prop the function \str_if_eq:nnT receives \texttt{mykey}, the \(\langle\text{key}\rangle\) and the \(\langle\text{value}\rangle\) as its three arguments. For that specific task, \prop_item:Nn is faster.
\prop_map_break:  \prop_map_break:

Used to terminate a \prop_map_... function before all entries in the \langle property list \rangle have been processed. This normally takes place within a conditional statement, for example

\prop_map_inline:Nn \l_my_prop
\{\str_if_eq:nnTF { #1 } { bingo } { \prop_map_break: } \%
  \ Do something useful \}

Use outside of a \prop_map_... scenario leads to low level \TeX{} errors.

\textbf{\TeX{}hackers note:} When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

\prop_map_break:n \prop_map_break:n \{ (\langle code \rangle) \}

Used to terminate a \prop_map_... function before all entries in the \langle property list \rangle have been processed, inserting the \langle code \rangle after the mapping has ended. This normally takes place within a conditional statement, for example

\prop_map_inline:Nn \l_my_prop
\{\str_if_eq:nnTF { #1 } { bingo } { \prop_map_break:n \{ <code> \} \%
  \ Do something useful \}

Use outside of a \prop_map_... scenario leads to low level \TeX{} errors.

\textbf{\TeX{}hackers note:} When the mapping is broken, additional tokens may be inserted before the \langle code \rangle is inserted into the input stream. This depends on the design of the mapping function.

### 24.8 Viewing property lists

\prop_show:N \prop_show:N \prop_show:c
\prop_show:N \langle property list \rangle

Displays the entries in the \langle property list \rangle in the terminal.
24.9 Scratch property lists

Scratch property lists for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

Scratch property lists for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

24.10 Constants

A permanently-empty property list used for internal comparisons.
Chapter 25

The l3skip package
Dimensions and skips

\LaTeX3 provides two general length variables: \texttt{dim} and \texttt{skip}. Lengths stored as \texttt{dim} variables have a fixed length, whereas \texttt{skip} lengths have a rubber (stretch/shrink) component. In addition, the \texttt{muskip} type is available for use in math mode: this is a special form of \texttt{skip} where the lengths involved are determined by the current math font (in \texttt{mu}). There are common features in the creation and setting of length variables, but for clarity the functions are grouped by variable type.

25.1 Creating and initialising \texttt{dim} variables

\begin{verbatim}
\dim_new:N \dim_new:c \dim_const:Nn \dim_const:cn \dim_zero:N \dim_zero:c \dim_gzero:N \dim_gzero:c
\end{verbatim}

\texttt{\dim_new:N} \texttt{(dimension)}

Creates a new \texttt{(dimension)} or raises an error if the name is already taken. The declaration is global. The \texttt{(dimension)} is initially equal to 0 pt.

\texttt{\dim_new:c}

\texttt{\dim_const:Nn \dim_const:cn}

\texttt{\dim_zero:N \dim_zero:c \dim_gzero:N \dim_gzero:c}

\texttt{\dim_new:N \dim_new:c}

\texttt{\dim_zero:N \dim_zero:c \dim_gzero:N \dim_gzero:c}

\texttt{\dim_gzero:N}

Sets \texttt{(dimension)} to 0 pt.

\texttt{\dim_zero_new:N \dim_zero_new:c \dim_gzero_new:N \dim_gzero_new:c}

\texttt{\dim_gzero_new:N}

Ensures that the \texttt{(dimension)} exists globally by applying \texttt{\dim_new:N} if necessary, then applies \texttt{\dim(g)zero:N} to leave the \texttt{(dimension)} set to zero.
25.2 Setting dim variables

\dim_add:N \{\text{dimension expression}\}
\dim_add:cn
\dim_gadd:N \dim_gadd:cn

Adds the result of the \textit{dimension expression} to the current content of the \textit{dimension}.

\dim_set:N \{\text{dimension expression}\}
\dim_set:cn
\dim_gset:N \dim_gset:cn

Sets \textit{dimension} to the value of \textit{dimension expression}, which must evaluate to a length with units.

\dim_set_eq:NN \{\text{dimension}_1\} \{\text{dimension}_2\}
\dim_set_eq:cn \dim_gset_eq:NN \dim_gset_eq:cn

Sets the content of \textit{dimension}_1 equal to that of \textit{dimension}_2.

\dim_sub:N \{\text{dimension expression}\}
\dim_sub:cn \dim_gsub:N \dim_gsub:cn

Subtracts the result of the \textit{dimension expression} from the current content of the \textit{dimension}.

25.3 Utilities for dimension calculations

\dim_abs:n \{\text{dimexpr}\}
\dim_abs:n \dim_abs:cn

Converts the \textit{dimexpr} to its absolute value, leaving the result in the input stream as a \textit{dimension denotation}.

\dim_max:nn \{\text{dimexpr}_1\} \{\text{dimexpr}_2\}
\dim_max:cn \dim_min:nn \{\text{dimexpr}_1\} \{\text{dimexpr}_2\}

Evaluates the two \textit{dimension expressions} and leaves either the maximum or minimum value in the input stream as appropriate, as a \textit{dimension denotation}. 
\texttt{\textbackslash dim\_ratio:nn} \(\star\) \texttt{\textbackslash dim\_ratio:nn \{(dimexpr_1)\} \{(dimexpr_2)\}}

Parses the two \textit{dimension expressions} and converts the ratio of the two to a form suitable for use inside a \textit{dimension expression}. This ratio is then left in the input stream, allowing syntax such as

\begin{verbatim}
\dim_set:Nn \l_my_dim
{ 10 pt * \dim\_ratio:nn \{ 5 pt \} \{ 10 pt \} }
\end{verbatim}

The output of \texttt{\textbackslash dim\_ratio:nn} on full expansion is a ratio expression between two integers, with all distances converted to scaled points. Thus

\begin{verbatim}
\tl_set:Nx \l_my_tl \{ \dim\_ratio:nn \{ 5 pt \} \{ 10 pt \} }
\tl_show:N \l_my_tl
\end{verbatim}

displays \texttt{327680/655360} on the terminal.

\section*{25.4 Dimension expression conditionals}

\texttt{\textbackslash dim\_compare:p:Nn} \(\star\) \texttt{\textbackslash dim\_compare:p:Nn \{(dimexpr_1)\} \{relation\} \{(dimexpr_2)\}}

\texttt{\textbackslash dim\_compare:nNnTF} \(\star\) \texttt{\textbackslash dim\_compare:nNnTF \{(dimexpr_1)\} \{relation\} \{(dimexpr_2)\}}

\texttt{\{(true code\)}} \{\texttt{false code\}}

This function first evaluates each of the \textit{dimension expressions} as described for \texttt{\textbackslash dim\_eval:n}. The two results are then compared using the \textit{relation}:

\begin{itemize}
  \item Equal \hspace{1cm} =
  \item Greater than \hspace{1cm} >
  \item Less than \hspace{1cm} <
\end{itemize}

This function is less flexible than \texttt{\textbackslash dim\_compare:nTF} but around 5 times faster.
This function evaluates the \textit{dimension expressions} as described for \texttt{\dim_eval:n} and compares consecutive result using the corresponding \textit{relation}, namely it compares \texttt{(dimexpr_1)} and \texttt{(dimexpr_2)} using the \textit{relation_1}, then \texttt{(dimexpr_2)} and \texttt{(dimexpr_3)} using the \textit{relation_2}, until finally comparing \texttt{(dimexpr_N)} and \texttt{(dimexpr_{N+1})} using the \textit{relation_N}. The test yields \texttt{true} if all comparisons are \texttt{true}. Each \textit{dimension expression} is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is \texttt{false}, then no other \textit{dimension expression} is evaluated and no other comparison is performed. The \textit{relations} can be any of the following:

- Equal $=$ or $==$  
- Greater than or equal to $\geq$  
- Greater than $>$  
- Less than or equal to $\leq$  
- Less than $<$  
- Not equal $\neq$

This function is more flexible than \texttt{\dim_compare:nNnTF} but around 5 times slower.
This function evaluates the \textit{(test dimension expression)} and compares this in turn to each of the \textit{(dimension expression cases)}. If the two are equal then the associated \textit{(code)} is left in the input stream and other cases are discarded. If any of the cases are matched, the \textit{(true code)} is also inserted into the input stream (after the code for the appropriate case), while if none match then the \textit{(false code)} is inserted. The function \texttt{\dim_case:nn}, which does nothing if there is no match, is also available. For example

\begin{verbatim}
\dim_set:Nn \l_tmpa_dim { 5 pt }
\dim_case:nnF { 2 \l_tmpa_dim } {
{ 5 pt } { Small }
{ 4 pt + 6 pt } { Medium }
{ - 10 pt } { Negative }
}{ No idea! }
\end{verbatim}

leaves “Medium” in the input stream.

### 25.5 Dimension expression loops

\texttt{\dim_do_until:nNnn} \texttt{\dim_do_until:nNnn} \texttt{\dim_do_while:nNnn} \texttt{\dim_until_do:nNnn}

Places the \textit{(code)} in the input stream for \TeX to process, and then evaluates the relationship between the two \textit{(dimension expressions)} as described for \texttt{\dim_compare:nNnTF}. If the test is \texttt{false} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{true}.

Places the \textit{(code)} in the input stream for \TeX to process, and then evaluates the relationship between the two \textit{(dimension expressions)} as described for \texttt{\dim_compare:nNnTF}. If the test is \texttt{true} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{false}.

Evaluates the relationship between the two \textit{(dimension expressions)} as described for \texttt{\dim_compare:nNnTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{false}. After the \textit{(code)} has been processed by \TeX the test is repeated, and a loop occurs until the test is \texttt{true}.

\texttt{dim\_while\_do:nn} \land \texttt{dim\_do\_until:nn}\land \texttt{dim\_while\_do:nn (\textit{dimexpr}) (\textit{relation}) (\textit{dimexpr2}) (\textit{code})}

Evaluates the relationship between the two \textit{(dimension expressions)} as described for \texttt{dim\_compare:nTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{true}. After the \textit{(code)} has been processed by \TeX{}, the test is repeated, and a loop occurs until the test is \texttt{false}.

\texttt{dim\_do\_until:nn} \land \texttt{dim\_while\_do:nn (\textit{dimension relation}) (\textit{code})}

Places the \textit{(code)} in the input stream for \TeX{} to process, and then evaluates the \textit{(dimension relation)} as described for \texttt{dim\_compare:nTF}. If the test is \texttt{false} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{true}.

\texttt{dim\_while\_do:nn} \land \texttt{dim\_until\_do:nn (\textit{dimension relation}) (\textit{code})}

Places the \textit{(code)} in the input stream for \TeX{} to process, and then evaluates the \textit{(dimension relation)} as described for \texttt{dim\_compare:nTF}. If the test is \texttt{true} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{false}.

\texttt{dim\_until\_do:nn} \land \texttt{dim\_while\_do:nn (\textit{dimension relation}) (\textit{code})}

Evaluates the \textit{(dimension relation)} as described for \texttt{dim\_compare:nTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{false}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{true}.

\texttt{dim\_while\_do:nn} \land \texttt{dim\_until\_do:nn (\textit{dimension relation}) (\textit{code})}

Evaluates the \textit{(dimension relation)} as described for \texttt{dim\_compare:nTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{true}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{false}.

### 25.6 Dimension step functions

\texttt{dim\_step\_function:nnn} \land \texttt{dim\_step\_function:nnn (\textit{initial value}) (\textit{step}) (\textit{final value}) (\textit{function})}

This function first evaluates the \textit{(initial value)}, \textit{(step)} and \textit{(final value)}, all of which should be dimension expressions. The \textit{(function)} is then placed in front of each \textit{(value)} from the \textit{(initial value)} to the \textit{(final value)} in turn (using \textit{(step)} between each \textit{(value)}). The \textit{(step)} must be non-zero. If the \textit{(step)} is positive, the loop stops when the \textit{(value)} becomes larger than the \textit{(final value)}. If the \textit{(step)} is negative, the loop stops when the \textit{(value)} becomes smaller than the \textit{(final value)}. The \textit{(function)} should absorb one argument.

\texttt{dim\_step\_inline:nnn} \land \texttt{dim\_step\_inline:nnn (\textit{initial value}) (\textit{step}) (\textit{final value}) (\textit{code})}

This function first evaluates the \textit{(initial value)}, \textit{(step)} and \textit{(final value)}, all of which should be dimension expressions. Then for each \textit{(value)} from the \textit{(initial value)} to the \textit{(final value)} in turn (using \textit{(step)} between each \textit{(value)}), the \textit{(code)} is inserted into the input stream with \#1 replaced by the current \textit{(value)}. Thus the \textit{(code)} should define a function of one argument (\#1).
\dim_step_variable:nnnn

This function first evaluates the \langle initial value \rangle, \langle step \rangle and \langle final value \rangle, all of which should be dimension expressions. Then for each \langle value \rangle from the \langle initial value \rangle to the \langle final value \rangle in turn (using \langle step \rangle between each \langle value \rangle), the \langle code \rangle is inserted into the input stream, with the \langle tl var \rangle defined as the current \langle value \rangle. Thus the \langle code \rangle should make use of the \langle tl var \rangle.

25.7 Using dim expressions and variables

\dim_eval:n

Evaluates the \langle dimension expression \rangle, expanding any dimensions and token list variables within the \langle expression \rangle to their content (without requiring \dim_use:N/\tl_use:N) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a \langle dimension denotation \rangle after two expansions. This is expressed in points (pt), and requires suitable termination if used in a \TeX-style assignment as it is not an \langle internal dimension \rangle.

\dim_sign:n

Evaluates the \langle dimexpr \rangle then leaves 1 or 0 or −1 in the input stream according to the sign of the result.

\dim_use:N

Recovers the content of a \langle dimension \rangle and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a \langle dimension \rangle is required (such as in the argument of \dim_eval:n).

\TeXhackers note: \dim_use:N is the \TeX primitive \the: this is one of several \TeX3 names for this primitive.

\dim_to_decimal:n

Evaluates the \langle dimension expression \rangle, and leaves the result, expressed in points (pt) in the input stream, with no units. The result is rounded by \TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

\dim_to_decimal:n \{ 1bp \}

leaves 1.00374 in the input stream, i.e. the magnitude of one “big point” when converted to (\TeX) points.
\dim_to_decimal_in_bp:n \{ \dimexpr \}
\dim_to_decimal_in_bp:n \{ \dimexpr \}
\dim_to_decimal_in_sp:n \{ \dimexpr \}
\dim_to_decimal_in_sp:n \{ \dimexpr \}
\dim_to_decimal_in_unit:nn \{ \dimexpr \} \{ \dimexpr \}
\dim_to_decimal_in_unit:nn \{ \dimexpr \} \{ \dimexpr \}
\dim_to_fp:n \{ \dimexpr \}
\dim_to_fp:n \{ \dimexpr \}
\dim_show:N \{ \dimexpr \}
\dim_show:N \{ \dimexpr \}

\dim_to_decimal_in_bp:n
Evaluates the \textit{(dimension expression)}, and leaves the result, expressed in big points (bp) in the input stream, with \textit{no units}. The result is rounded by \TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example
\dim_to_decimal_in_bp:n \{ 1pt \}
leaves 0.99628 in the input stream, \textit{i.e.} the magnitude of one (\TeX) point when converted to big points.

\dim_to_decimal_in_sp:n
Evaluates the \textit{(dimension expression)}, and leaves the result, expressed in scaled points (sp) in the input stream, with \textit{no units}. The result is necessarily an integer.

\dim_to_decimal_in_unit:nn
Evaluates the \textit{(dimension expressions)}, and leaves the value of \textit{\langle dimexpr1 \rangle}, expressed in a unit given by \textit{\langle dimexpr2 \rangle}, in the input stream. The result is a decimal number, rounded by \TeX to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example
\dim_to_decimal_in_unit:nn \{ 1bp \} \{ 1mm \}
leaves 0.35277 in the input stream, \textit{i.e.} the magnitude of one big point when converted to millimetres.

Note that this function is not optimised for any particular output and as such may give different results to \dim_to_decimal_in_bp:n or \dim_to_decimal_in_sp:n. In particular, the latter is able to take a wider range of input values as it is not limited by the ability to calculate a ratio using \v-\TeX primitives, which is required internally by \dim_to_decimal_in_unit:nn.

\dim_to_fp:n
Expands to an internal floating point number equal to the value of the \textit{\langle dimexpr \rangle} in pt. Since dimension expressions are evaluated much faster than their floating point equivalent, \dim_to_fp:n can be used to speed up parts of a computation where a low precision and a smaller range are acceptable.

25.8 Viewing \texttt{dim} variables

\dim_show:N \dim_show:N \{ \dimexpr \}
\dim_show:N \{ \dimexpr \}

Displays the value of the \textit{(dimension)} on the terminal.
\dim_show:n \{\textit{dimension expression}\}

Displays the result of evaluating the \textit{dimension expression} on the terminal.

\dim_log:N \{\textit{dimension}\}
\dim_log:c

Writes the value of the \textit{dimension} in the log file.

\dim_log:n \{\textit{dimension expression}\}

Writes the result of evaluating the \textit{dimension expression} in the log file.

\section{Constant dimensions}

\texttt{\c_{\text{max\_dim}}} The maximum value that can be stored as a dimension. This can also be used as a component of a skip.

\texttt{\c_{\text{zero\_dim}}} A zero length as a dimension. This can also be used as a component of a skip.

\section{Scratch dimensions}

\texttt{\l_{\text{tmpa\_dim}}} \texttt{\l_{\text{tmpb\_dim}}} Scratch dimension for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\texttt{\g_{\text{tmpa\_dim}}} \texttt{\g_{\text{tmpb\_dim}}} Scratch dimension for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\section{Creating and initialising \texttt{skip} variables}

\texttt{\skip_new:N \{\texttt{skip}\}} Creates a new \texttt{\textit{skip}} or raises an error if the name is already taken. The declaration is global. The \texttt{\textit{skip}} is initially equal to 0pt.
\skip_const:Nn \skip_const:cn
New: 2012-03-05
\skip_const:Nn \skip_const:cn
Creates a new constant \texttt{\textless skip expression\textgreater} or raises an error if the name is already taken. The value of the \texttt{\textless skip expression\textgreater} is set globally to the \texttt{\textless skip expression\textgreater}.

\skip_zero:N \skip_zero:c
\skip_gzero:N \skip_gzero:c
\skip_zero_new:N \skip_zero_new:c
\skip_gzero_new:N \skip_gzero_new:c
New: 2012-03-05
\skip_zero:N \skip_zero:c
\skip_gzero:N \skip_gzero:c
\skip_zero_new:N \skip_zero_new:c
\skip_gzero_new:N \skip_gzero_new:c
Ensures that the \texttt{\textless skip expression\textgreater} exists globally by applying \texttt{\skip_new:N} if necessary, then applies \texttt{\skip_(g)zero:N} to leave the \texttt{\textless skip expression\textgreater} set to zero.

\skip_if_exist_p:N \skip_if_exist_p:c
\skip_if_exist:NTF \skip_if_exist:NTF
\skip_if_exist_p:c \skip_if_exist_p:c
\skip_if_exist:N \skip_if_exist:N
\skip_if_exist:c \skip_if_exist:c
New: 2012-01-07
\skip_if_exist_p:N \skip_if_exist_p:c
\skip_if_exist:NTF \skip_if_exist:NTF
\skip_if_exist_p:c \skip_if_exist_p:c
\skip_if_exist:N \skip_if_exist:N
\skip_if_exist:c \skip_if_exist:c
Tests whether the \texttt{\textless skip expression\textgreater} is currently defined. This does not check that the \texttt{\textless skip expression\textgreater} really is a skip variable.

\skip_add:Nn \skip_add:cn
\skip_gadd:Nn \skip_gadd:cn
Updated: 2011-10-22
\skip_add:Nn \skip_add:cn
\skip_gadd:Nn \skip_gadd:cn
Adds the result of the \texttt{\textless skip expression\textgreater} to the current content of the \texttt{\textless skip\textgreater}.

\skip_set:Nn \skip_set:cn
\skip_gset:Nn \skip_gset:cn
Updated: 2011-10-22
\skip_set:Nn \skip_set:cn
\skip_gset:Nn \skip_gset:cn
Sets \texttt{\textless skip\textgreater} to the value of \texttt{\textless skip expression\textgreater}, which must evaluate to a length with units and may include a rubber component (for example 1 cm plus 0.5 cm).

\skip_set_eq:NN \skip_set_eq:NN
\skip_gset_eq:NN \skip_gset_eq:NN
\skip_set_eq:NN \skip_set_eq:NN
\skip_gset_eq:NN \skip_gset_eq:NN
Sets the content of \texttt{\textless skip\textgreater} equal to that of \texttt{\textless skip\textgreater}.

\skip_sub:Nn \skip_sub:cn
\skip_gsub:Nn \skip_gsub:cn
Updated: 2011-10-22
\skip_sub:Nn \skip_sub:cn
\skip_gsub:Nn \skip_gsub:cn
Subtracts the result of the \texttt{\textless skip expression\textgreater} from the current content of the \texttt{\textless skip\textgreater}.

\section{Setting skip variables}

25.12 Setting skip variables
25.13 Skip expression conditionals

\skip_if_eq_p:nn \{\langle\text{skipexpr}_1\rangle\} \{\langle\text{skipexpr}_2\rangle\}
\skip_if_eq:nnTF \{\langle\text{skipexpr}_1\rangle\} \{\langle\text{skipexpr}_2\rangle\}
\{\langle\text{true code}\rangle\} \{\langle\text{false code}\rangle\}

This function first evaluates each of the \langle skip expressions \rangle as described for \skip_eval:n. The two results are then compared for exact equality, i.e. both the fixed and rubber components must be the same for the test to be true.

\skip_if_finite_p:n \{\langle\text{skipexpr}\rangle\}
\skip_if_finite:nTF \{\langle\text{skipexpr}\rangle\} \{\langle\text{true code}\rangle\} \{\langle\text{false code}\rangle\}

Evaluates the \langle skip expression \rangle as described for \skip_eval:n, and then tests if all of its components are finite.

25.14 Using skip expressions and variables

\skip_eval:n \{\langle\text{skip expression}\rangle\}

Updated: 2011-10-22

Evaluates the \langle skip expression \rangle, expanding any skips and token list variables within the \langle expression \rangle to their content (without requiring \skip_use:N/\tl_use:N) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a \langle glue denotation \rangle after two expansions. This is expressed in points (pt), and requires suitable termination if used in a \TeX-style assignment as it is not an \langle internal glue \rangle.

\skip_use:N \{\langle\text{skip}\rangle\}
\skip_use:c

Recovers the content of a \langle skip \rangle and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a \langle dimension \rangle or \langle skip \rangle is required (such as in the argument of \skip_eval:n).

\TeXXhacks{\skip_use:N is the \TeX primitive \the: this is one of several \TeX3 names for this primitive.}

25.15 Viewing skip variables

\skip_show:N \{\langle\text{skip}\rangle\}
\skip_show:c

Displays the value of the \langle skip \rangle on the terminal.

\skip_show:n \{\langle\text{skip expression}\rangle\}

Displays the result of evaluating the \langle skip expression \rangle on the terminal.
\skip_log:N \skip_log:c
\skip_log:n \skip_log:{(skip expression)}

Writers the value of the \textit{skip} in the log file.
New: 2014-08-22
Updated: 2015-08-03

Writers the result of evaluating the \textit{skip expression} in the log file.
New: 2014-08-22
Updated: 2015-08-07

\section{Constant skips}
\c_max_skip

The maximum value that can be stored as a skip (equal to \texttt{c_max_dim} in length), with no stretch nor shrink component.
Updated: 2012-11-02

\c_zero_skip
A zero length as a skip, with no stretch nor shrink component.
Updated: 2012-11-01

\section{Scratch skips}
\l_tmpa_skip \l_tmpb_skip

Scratch skip for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_skip \g_tmpb_skip

Scratch skip for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\section{Inserting skips into the output}
\skip_horizontal:N \skip_horizontal:c \skip_horizontal:n \{\text{skipexpr}\}

Inserts a horizontal \textit{skip} into the current list. The argument can also be a \textit{dim}.

\TeXhackers note: \texttt{\skip_horizontal:N} is the \TeX primitive \texttt{\hskip} renamed.

25.16 Constant skips

25.17 Scratch skips

25.18 Inserting skips into the output

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\skip_vertical:N \skip_vertical:C \skip_vertical:n

Inserts a vertical (\skip) into the current list. The argument can also be a (\dim).

\TeXhackers note: \skip_vertical:N is the \TeX primitive \vskip renamed.

25.19 Creating and initialising muskip variables

\muskip_new:N \muskip_new:N \muskip
\muskip_new:C \muskip

Creates a new \muskip or raises an error if the name is already taken. The declaration is global. The \muskip is initially equal to 0mu.

\muskip_const:Nn \muskip_const:Nn \muskip expression}\muskip
\muskip_const:cn \muskip expression}\muskip

Creates a new constant \muskip or raises an error if the name is already taken. The value of the \muskip is set globally to the \muskip expression.

\muskip_zero:N \muskip_zero:C \muskip_gzero:N \muskip_gzero:C
\skip_zero:N \skip_zero:C \skip_zero:n \skip_zero:n

Sets \muskip to 0mu.

\muskip_zero_new:N \muskip_zero_new:C \muskip_gzero_new:N \muskip_gzero_new:C
\skip_zero_new:N \skip_zero_new:C \skip_zero_n\skip_zero_n

Ensures that the \muskip exists globally by applying \muskip_new:N if necessary, then applies \muskip_(g)zero:N to leave the \muskip set to zero.

\muskip_if_exist_p:N \muskip_if_exist_p:C \muskip_if_exist:NTF \muskip_if_exist:cTF
\true \false \true \false

Tests whether the \muskip is currently defined. This does not check that the \muskip really is a muskip variable.

25.20 Setting muskip variables

\muskip_add:Nn \muskip_add:cn \muskip_gadd:Nn \muskip_gadd:cn
\skip_add:Nn \skip_add:cn \skip_gadd:Nn \skip_gadd:cn

Updated: 2011-10-22
\muskip_set:Nn \muskip_set:cn \muskip_gset:Nn \muskip_gset:cn
Updated: 2011-10-22
\muskip_set_eq:NN \muskip_set_eq:NN \muskip_gset_eq:NN \muskip_gset_eq:NN
\muskip_sub:Nn \muskip_sub:cn \muskip_gsub:Nn \muskip_gsub:cn
Updated: 2011-10-22
\muskip_eval:n \muskip_eval:n
Updated: 2011-10-22
\muskip_use:N \muskip_use:c
\muskip_show:N \muskip_show:c
Updated: 2015-08-03

25.21 Using muskip expressions and variables

\muskip_eval:n \muskip_eval:n \muskip_use:N \muskip_use:c
\muskip_show:N \muskip_show:c

25.22 Viewing muskip variables
\muskip_show:n \{\muskip expression\}

Displays the result of evaluating the \textit{\muskip expression} on the terminal.

\muskip_log:N \{\muskip\}

\muskip_log:n \{\muskip expression\}

\muskip_log:n \{\muskip expression\}

\muskip_log:N \{\muskip\}

\muskip_log:n \{\muskip expression\}

\muskip_log:n \{\muskip expression\}

\new: 2011-11-22
\updated: 2015-08-07

\new: 2014-08-22
\updated: 2015-08-03

\new: 2014-08-22
\updated: 2015-08-07

25.23 Constant muskips

\c_max_muskip

The maximum value that can be stored as a muskip, with no stretch nor shrink component.

\c_zero_muskip

A zero length as a muskip, with no stretch nor shrink component.

25.24 Scratch muskips

\l_tmpa_muskip
\l_tmpb_muskip

Scratch muskip for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_muskip
\g_tmpb_muskip

Scratch muskip for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

25.25 Primitive conditional

\if_dim:w \{\dimen_1\} \{\textit{relation}\} \{\dimen_2\}
\{\textit{true code}\}
\else:
\{\textit{false}\}
\fi:

Compare two dimensions. The \textit{\textit{relation}} is one of \textit{<, = or >} with category code 12.

\textbf{\LaTeX}hacker\textit{s note}: This is the \LaTeX primitive \texttt{\ifdim}.
Chapter 26

The \texttt{l3keys} package

Key–value interfaces

The key–value method is a popular system for creating large numbers of settings for controlling function or package behaviour. The system normally results in input of the form

\begin{verbatim}
\MyModuleSetup{
  key-one = value one,
  key-two = value two
}
\end{verbatim}
or

\begin{verbatim}
\MyModuleMacro[
  key-one = value one,
  key-two = value two
]{argument}
\end{verbatim}

for the user.

The high level functions here are intended as a method to create key–value controls. Keys are themselves created using a key–value interface, minimising the number of functions and arguments required. Each key is created by setting one or more properties of the key:

\begin{verbatim}
\keys_define:nn { mymodule }
{
  key-one .code:n = code including parameter #1,
  key-two .tl_set:N = \l_mymodule_store_tl
}
\end{verbatim}

These values can then be set as with other key–value approaches:

\begin{verbatim}
\keys_set:nn { mymodule }
{
  key-one = value one,
  key-two = value two
}
\end{verbatim}
As illustrated, keys are created inside a \textit{module}: a set of related keys, typically those for a single module/LATEX package. See Section for suggestions on how to divide large numbers of keys for a single module.

At a document level, \texttt{\keys_set:nn} is used within a document function, for example

\begin{verbatim}
\DeclareDocumentCommand \MyModuleSetup { m }{ \keys_set:nn { mymodule } { #1 } }
\DeclareDocumentCommand \MyModuleMacro { o m }{ \group_begin: \keys_set:nn { mymodule } { #1 } % Main code for \MyModuleMacro \group_end: }
\end{verbatim}

Key names may contain any tokens, as they are handled internally using \texttt{\tl_to_str:n}. As discussed in section 26.2, it is suggested that the character \texttt{/} is reserved for sub-division of keys into logical groups. Functions and variables are not expanded when creating key names, and so

\begin{verbatim}
\tl_set:Nn \l_mymodule_tmp_tl { key }
\keys_define:nn { mymodule }{ \l_mymodule_tmp_tl .code:n = code }
\end{verbatim}

creates a key called \texttt{/mymodule\_tmp\_tl}, and not one called \texttt{key}.

### 26.1 Creating keys

\texttt{\keys_define:nn} \texttt{\keys_define:nn \{\textit{module}\} \{\textit{keyval list}\}}

\begin{verbatim}
\keys_define:nn \keys_define:nn {\texttt{(module)}} {\texttt{(keyval list)}}
\end{verbatim}

Parses the \texttt{\textit{keyval list}} and defines the keys listed there for \texttt{\textit{module}}. The \texttt{\textit{module}} name is treated as a string. In practice the \texttt{\textit{module}} should be chosen to be unique to the module in question (unless deliberately adding keys to an existing module).

The \texttt{\textit{keyval list}} should consist of one or more key names along with an associated key property. The properties of a key determine how it acts. The individual properties are described in the following text; a typical use of \texttt{\keys_define:nn} might read

\begin{verbatim}
\keys_define:nn \keys_define:nn { mymodule }{ }
{ keyname .code:n = Some-code-using-\#1, keyname .value_required:n = true }
\end{verbatim}

where the properties of the key begin from the \texttt{.}, after the key name.

The various properties available take either no arguments at all, or require one or more arguments. This is indicated in the name of the property using an argument specification. In the following discussion, each property is illustrated attached to an arbitrary \texttt{(key)}, which when used may be supplied with a \texttt{(value)}. All key definitions are local.
Key properties are applied in the reading order and so the ordering is significant. Key properties which define “actions”, such as \texttt{.code:n}, \texttt{.tl_set:N}, etc., override one another. Some other properties are mutually exclusive, notably \texttt{.value_required:n} and \texttt{.value_forbidden:n}, and so they replace one another. However, properties covering non-exclusive behaviours may be given in any order. Thus for example the following definitions are equivalent.

\begin{verbatim}
\keys_define:nn { mymodule }
    { keyname .code:n = Some-code-using-#1,
      keyname .value_required:n = true
    }
\keys_define:nn { mymodule }
    { keyname .value_required:n = true,
      keyname .code:n = Some-code-using-#1
    }
\end{verbatim}

Note that with the exception of the special \texttt{.undefine} property, all key properties define the key within the current \TeX{} scope.

\begin{verbatim}
\bool_set:N \bool_set:c \bool_gset:N \bool_gset:c
\end{verbatim}

\section*{Updated: 2013-07-08}

\begin{verbatim}
\bool_set_inverse:N \bool_set_inverse:c \bool_gset_inverse:N \bool_gset_inverse:c
\end{verbatim}

\section*{New: 2011-08-28
Updated: 2013-07-10}

\begin{verbatim}
\clist_set:N \clist_set:c \clist_gset:N \clist_gset:c
\end{verbatim}

\section*{New: 2011-09-11

\section*{224}
Stores the \textit{(code)} for execution when \textit{(key)} is used. The \textit{(code)} can include one parameter \textit{(#1)}, which will be the \textit{(value)} given for the \textit{(key)}.

Defines \textit{(key)} to set \textit{(control sequence)} to have \textit{(arg. spec.)} and replacement text \textit{(value)}.

\texttt{\keys_define:nn \{ mymodule \}
{\key .\code:n = Hello~#1,
  \key .\default:n = World
}
\keys_set:nn \{ mymodule \}
{\key = Fred, \% Prints ‘Hello Fred’
  \key, \% Prints ‘Hello World’
  \key =, \% Prints ‘Hello ’
}

The default does not affect keys where values are required or forbidden. Thus a required value cannot be supplied by a default value, and giving a default value for a key which cannot take a value does not trigger an error.

 Defines \textit{(key)} to set \textit{(dimension)} to \textit{(value)} (which must a dimension expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

Defines \textit{(key)} to set \textit{(floating point)} to \textit{(value)} (which must a floating point expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

Defines \textit{(key)} as belonging to the \textit{(groups)} declared. Groups provide a “secondary axis” for selectively setting keys, and are described in Section 26.7.
.\inherit:n \langle key \rangle .\inherit:n = {\langle parents \rangle}

Specifies that the \langle key \rangle path should inherit the keys listed as any of the \langle parents \rangle (a comma list), which can be a module or a subgroup. For example, after setting

\begin{verbatim}
\keys_define:nn { foo } { test .code:n = \tl_show:n {#1} }
\keys_define:nn { } { bar .inherit:n = foo }
\end{verbatim}

setting

\begin{verbatim}
\keys_set:nn { bar } { test = a }
\end{verbatim}

will be equivalent to

\begin{verbatim}
\keys_set:nn { foo } { test = a }
\end{verbatim}

Inheritance applies at point of use, not at definition, thus keys may be added to the \langle parent \rangle after the use of .\inherit:n and will be active. If more than one \langle parent \rangle is specified, the presence of the \langle key \rangle will be tested for each in turn, with the first successful hit taking priority.

.\initial:n \langle key \rangle .\initial:n = {\langle value \rangle}

Initialises the \langle key \rangle with the \langle value \rangle, equivalent to

\begin{verbatim}
\keys_set:nn { \langle module \rangle } { \langle key \rangle = \langle value \rangle }
\end{verbatim}

.\int_set:N \langle key \rangle .\int_set:N = \langle integer \rangle

.\int_set:c \langle key \rangle .\int_set:c

.\int_gset:N \langle key \rangle .\int_gset:N

.\int_gset:c \langle key \rangle .\int_gset:c

Defines \langle key \rangle to set \langle integer \rangle to \langle value \rangle (which must be an integer expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

.\legacy_if_set:n \langle key \rangle .\legacy_if_set:n = \langle switch \rangle

.\legacy_if_gset:n \langle key \rangle .\legacy_if_gset:n

.\legacy_if_set_inverse:n \langle key \rangle .\legacy_if_set_inverse:n

.\legacy_if_gset_inverse:n \langle key \rangle .\legacy_if_gset_inverse:n

Defines \langle key \rangle to set legacy \if \langle switch \rangle to \langle value \rangle (which must be either "true" or "false"). The \langle switch \rangle is the name of the switch without the leading \if.

The inverse versions will set the \langle switch \rangle to the logical opposite of the \langle value \rangle.

.\meta:n \langle key \rangle .\meta:n = {\langle keyval list \rangle}

Updated: 2013-07-10

Makes \langle key \rangle a meta-key, which will set \langle keyval list \rangle in one go. The \langle keyval list \rangle can refer as \#1 to the value given at the time the \langle key \rangle is used (or, if no value is given, the \langle key \rangle’s default value).

.\meta:nn \langle key \rangle .\meta:nn = {\langle path \rangle} {\langle keyval list \rangle}

Updated: 2013-07-10

New: 2016-11-22

Makes \langle key \rangle a meta-key, which will set \langle keyval list \rangle in one go using the \langle path \rangle in place of the current one. The \langle keyval list \rangle can refer as \#1 to the value given at the time the \langle key \rangle is used (or, if no value is given, the \langle key \rangle’s default value).
Sets ⟨key⟩ to act as a multiple choice key. Each valid choice for ⟨key⟩ must then be created, as discussed in section 26.3.

Sets ⟨key⟩ to act as a multiple choice key, and defines a series ⟨choices⟩ which are implemented using the ⟨code⟩. Inside ⟨code⟩, \l_keys_choice_tl will be the name of the choice made, and \l_keys_choice_int will be the position of the choice in the list of ⟨choices⟩ (indexed from 1). Choices are discussed in detail in section 26.3.

Defines ⟨key⟩ to set ⟨muskip⟩ to ⟨value⟩ (which must be a muskip expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

Defines ⟨key⟩ to put the ⟨value⟩ onto the ⟨property list⟩ stored under the ⟨key⟩. If the variable does not exist, it is created globally at the point that the key is set up.

Defines ⟨key⟩ to set ⟨skip⟩ to ⟨value⟩ (which must be a skip expression). If the variable does not exist, it is created globally at the point that the key is set up. The key will require a value at point-of-use unless a default is set.

Defines ⟨key⟩ to set ⟨string variable⟩ to ⟨value⟩. If the variable does not exist, it is created globally at the point that the key is set up.

Defines ⟨key⟩ to set ⟨string variable⟩ to ⟨value⟩, which will be subjected to an x-type expansion (i.e. using \str_set:Nx). If the variable does not exist, it is created globally at the point that the key is set up.

Defines ⟨key⟩ to set ⟨token list variable⟩ to ⟨value⟩. If the variable does not exist, it is created globally at the point that the key is set up.
\tl_set_x:N \langle key \rangle \tl_set_x:N = \langle token list variable \rangle \\
\tl_set_x:c \langle key \rangle \tl_gset_x:N \langle token list variable \rangle \\
\tl_gset_x:c \langle key \rangle \\
Defines \langle key \rangle to set \langle token list variable \rangle to \langle value \rangle, which will be subjected to an x-type expansion (i.e. using \tl_set:Nx). If the variable does not exist, it is created globally at the point that the key is set up.

.undefine: \langle key \rangle .undefine: \\
Removes the definition of the \langle key \rangle within the current scope.

=value_forbidden:n \langle key \rangle .value_forbidden:n = true|false \\
Rev: 2015-07-14 \\
Specifies that \langle key \rangle cannot receive a \langle value \rangle when used. If a \langle value \rangle is given then an error will be issued. Setting the property “false” cancels the restriction.

=value_required:n \langle key \rangle .value_required:n = true|false \\
Rev: 2015-07-14 \\
Specifies that \langle key \rangle must receive a \langle value \rangle when used. If a \langle value \rangle is not given then an error will be issued. Setting the property “false” cancels the restriction.

26.2 Sub-dividing keys

When creating large numbers of keys, it may be desirable to divide them into several sub-groups for a given module. This can be achieved either by adding a sub-division to the module name:

\keys_define:nn { mymodule / subgroup } 
{ key .code:n = code }

or to the key name:

\keys_define:nn { mymodule } 
{ subgroup / key .code:n = code }

As illustrated, the best choice of token for sub-dividing keys in this way is /. This is because of the method that is used to represent keys internally. Both of the above code fragments set the same key, which has full name mymodule/subgroup/key.

As illustrated in the next section, this subdivision is particularly relevant to making multiple choices.

26.3 Choice and multiple choice keys

The \l3keys system supports two types of choice key, in which a series of pre-defined input values are linked to varying implementations. Choice keys are usually created so that the various values are mutually-exclusive: only one can apply at any one time. “Multiple” choice keys are also supported: these allow a selection of values to be chosen at the same time.

Mutually-exclusive choices are created by setting the .choice: property:

\keys_define:nn { mymodule } 
{ key .choice: }

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For keys which are set up as choices, the valid choices are generated by creating sub-keys of the choice key. This can be carried out in two ways.

In many cases, choices execute similar code which is dependant only on the name of the choice or the position of the choice in the list of all possibilities. Here, the keys can share the same code, and can be rapidly created using the \texttt{choices:nn} property.

\begin{verbatim}
\keys_define:nn { mymodule } 
{  key .choices:nn =  
  { choice-a, choice-b, choice-c }  
  { You-gave-choice-'\tl_use:N \l_keys_choice_tl',-
    which-is-in-position-\int_use:N \l_keys_choice_int \c_space_tl
     in-the-list. } 
}
\end{verbatim}

The index \l_keys_choice_int in the list of choices starts at 1.

\begin{verbatim}
\l_keys_choice_int \l_keys_choice_tl
\end{verbatim}

Inside the code block for a choice generated using \texttt{choices:nn}, the variables \l_keys_choice_tl and \l_keys_choice_int are available to indicate the name of the current choice, and its position in the comma list. The position is indexed from 1. Note that, as with standard key code generated using \texttt{code:n}, the value passed to the key (i.e. the choice name) is also available as \texttt{#1}.

On the other hand, it is sometimes useful to create choices which use entirely different code from one another. This can be achieved by setting the \texttt{choice:} property of a key, then manually defining sub-keys.

\begin{verbatim}
\keys_define:nn { mymodule } 
{  key .choice:,  
  key / choice-a .code:n = code-a,  
  key / choice-b .code:n = code-b,  
  key / choice-c .code:n = code-c, 
}
\end{verbatim}

It is possible to mix the two methods, but manually-created choices should not use \l_keys_choice_tl or \l_keys_choice_int. These variables do not have defined behaviour when used outside of code created using \texttt{choices:nn} (i.e. anything might happen).

It is possible to allow choice keys to take values which have not previously been defined by adding code for the special \texttt{unknown} choice. The general behavior of the \texttt{unknown} key is described in Section 26.6. A typical example in the case of a choice would be to issue a custom error message:

\begin{verbatim}
\keys_define:nn { mymodule } 
{  key .choice:,  
  key / choice-a .code:n = code-a,  
  key / choice-b .code:n = code-b,  
  key / choice-c .code:n = code-c, 
}\end{verbatim}
key / unknown .code:n =
\msg_error:nxxx { mymodule } { unknown-choice }
{ key }
{ choice-a , choice-b , choice-c } % Valid choices
{ \exp_not:n {#1} } % Invalid choice given
%
%
}

Multiple choices are created in a very similar manner to mutually-exclusive choices, using the properties .multichoice: and .multichoices:nn. As with mutually exclusive choices, multiple choices are define as sub-keys. Thus both
\keys_define:nn { mymodule }
{ key .multichoices:nn =
{ choice-a , choice-b , choice-c }
{ You-gave-choice-’\tl_use:N \l_keys_choice_tl’,-
which-is-in-position-
\int_use:N \l_keys_choice_int \c_space_tl
in-the-list. }
}

and
\keys_define:nn { mymodule }
{ key .multichoice:,
key / choice-a .code:n = code-a,
key / choice-b .code:n = code-b,
key / choice-c .code:n = code-c,
}

are valid.

When a multiple choice key is set
\keys_set:nn { mymodule }
{ key = { a , b , c } % 'key' defined as a multiple choice
}

each choice is applied in turn, equivalent to a clist mapping or to applying each value individually:
\keys_set:nn { mymodule }
{ key = a ,
key = b ,
key = c ,
}

Thus each separate choice will have passed to it the \l_keys_choice_tl and \l_keys_choice_int in exactly the same way as described for .choices:nn.
26.4 Key usage scope

Some keys will be used as settings which have a strictly limited scope of usage. Some will be only available once, others will only be valid until typesetting begins. To allow formats to support this in a structured way, `l3keys` allows this information to be specified using the `.usage:n` property.

```
(key) .usage:n = \{scope\}
```

New: 2022-01-10

Defines the `\{key\}` to have usage within the `\{scope\}`, which should be one of `general`, `preamble` or `load`.

\l_keys_usage_load_prop
\l_keys_usage_preamble_prop

`l3keys` itself does not attempt to redefine keys based on the usage scope. Rather, this information is made available with these two property lists. These hold an entry for each module (prefix); the value of each entry is a comma-separated list of the usage-restricted key(s).

26.5 Setting keys

```
\keys_set:nn \{module\} \{keyval list\}
```

Parses the `\{keyval list\}`, and sets those keys which are defined for `\{module\}`. The behaviour on finding an unknown key can be set by defining a special `unknown` key: this is illustrated later.

```
\l_keys_key_str
\l_keys_path_str
\l_keys_value_tl
```

For each key processed, information of the full path of the key, the name of the key and the value of the key is available within three token list variables. These may be used within the code of the key.

- The value is everything after the `=`, which may be empty if no value was given. This is stored in `\l_keys_value_tl`, and is not processed in any way by `\keys_set:nn`.
- The path of the key is a “full” description of the key, and is unique for each key. It consists of the module and full key name, thus for example

```
\keys_set:nn \{ mymodule \} \{ key-a = some-value \}
```

has path `mymodule/key-a` while

```
\keys_set:nn \{ mymodule \} \{ subset / key-a = some-value \}
```

has path `mymodule/subset/key-a`. This information is stored in `\l_keys_path_str`.

The name of the key is the part of the path after the last `/`, and thus is not unique. In the preceding examples, both keys have name `key-a` despite having different paths. This information is stored in `\l_keys_key_str`.

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26.6 Handling of unknown keys

If a key has not previously been defined (is unknown), `\keys_set:nn` looks for a special unknown key for the same module, and if this is not defined raises an error indicating that the key name was unknown. This mechanism can be used for example to issue custom error texts.

\keys_define:nn { mymodule }
{
  unknown .code:n =
    You-tried-to-set-key-`\l_keys_key_str'-to-`#1'.
}

These functions set keys which are known for the ⟨module⟩, and simply ignore other keys. The `\keys_set_known:nn` function parses the ⟨keyval list⟩, and sets those keys which are defined for ⟨module⟩. Any keys which are unknown are not processed further by the parser. In addition, `\keys_set_known:nnN` stores the key–value pairs in the ⟨tl⟩ in comma-separated form (i.e. an edited version of the ⟨keyval list⟩). When a ⟨root⟩ is given (\keys_set_known:nnnN), the key–value entries are returned relative to this point in the key tree. When it is absent, only the key name and value are provided. The correct list is returned by nested calls.

26.7 Selective key setting

In some cases it may be useful to be able to select only some keys for setting, even though these keys have the same path. For example, with a set of keys defined using

\keys_define:nn { mymodule }
{
  key-one .code:n = { \my_func:n {#1} } ,
  key-two .tl_set:N = \l_my_a_tl ,
  key-three .tl_set:N = \l_my_b_tl ,
  key-four .fp_set:N = \l_my_a_fp ,
}

the use of `\keys_set:nn` attempts to set all four keys. However, in some contexts it may only be sensible to set some keys, or to control the order of setting. To do this, keys may be assigned to groups: arbitrary sets which are independent of the key tree. Thus modifying the example to read
\keys_define:nn { mymodule }
{
  key-one.code:n = { \my_func:n {#1} } ,
  key-one.groups:n = { first } ,
  key-two.tl_set:N = \l_my_a_tl ,
  key-two.groups:n = { first } ,
  key-three.tl_set:N = \l_my_b_tl ,
  key-three.groups:n = { second } ,
  key-four.fp_set:N = \l_my_a_fp ,
}

assigns `key-one` and `key-two` to group `first`, `key-three` to group `second`, while `key-four` is not assigned to a group.

Selective key setting may be achieved either by selecting one or more groups to be made “active”, or by marking one or more groups to be ignored in key setting.

\keys_set_filter:nnn { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ }
\keys_set_filter:nnn { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ } (tl)
\keys_set_filter:nnnnN { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ } (root) (tl)
\keys_set_filter:nnnN { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ }
\keys_set_filter:nnn

Activates key filtering in an “opt-out” sense: keys assigned to any of the ⟨groups⟩ specified are ignored. The ⟨groups⟩ are given as a comma-separated list. Unknown keys are not assigned to any group and are thus always set. The key–value pairs for each key which is filtered out are stored in the ⟨tl⟩ in a comma-separated form (i.e. an edited version of the ⟨keyval list⟩). The \keys_set_filter:nnn version skips this stage.

Use of \keys_set_filter:nnnN can be nested, with the correct residual ⟨keyval list⟩ returned at each stage. In the version which takes a ⟨root⟩ argument, the key list is returned relative to that point in the key tree. In the cases without a ⟨root⟩ argument, only the key names and values are returned.

\keys_set_groups:nnn { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ }
\keys_set_groups:nnn { ⟨module⟩ } { ⟨groups⟩ } { ⟨keyval list⟩ } (tl)
\keys_set_groups:nnnN
\keys_set_groups:nnn

Activates key filtering in an “opt-in” sense: only keys assigned to one or more of the ⟨groups⟩ specified are set. The ⟨groups⟩ are given as a comma-separated list. Unknown keys are not assigned to any group and are thus never set.

26.8 Digesting keys

\keys_precompile:nnN { ⟨module⟩ } { ⟨keyval list⟩ } (tl)
\keys_precompile:nnN
\keys_precompile:nn

Parses the ⟨keyval list⟩ as for \keys_set:nn, placing the resulting code for those which set variables or functions into the ⟨tl⟩. Thus this function “precompiles” the keyval list into a set of results which can be applied rapidly.
26.9 Utility functions for keys

\keys_if_exist_p:nn * \keys_if_exist_p:nn \{\text{module}\} \{\text{key}\}
\keys_if_exist_p:ne * \keys_if_exist:nnTF \{\text{module}\} \{\text{key}\} \{\text{true code}\} \{\text{false code}\}
\keys_if_exist:nnTF * Tests if the \{\text{key}\} exists for \{\text{module}\}, i.e. if any code has been defined for \{\text{key}\}.

\keys_if_choice_exist_p:nnn * \keys_if_choice_exist_p:nnn \{\text{module}\} \{\text{key}\} \{\text{choice}\}
\keys_if_choice_exist:nnnTF * \keys_if_choice_exist:nnnTF \{\text{module}\} \{\text{key}\} \{\text{choice}\} \{\text{true code}\} \{\text{false code}\}
\keys_if_choice_exist_p:nnn * Tests if the \{\text{choice}\} is defined for the \{\text{key}\} within the \{\text{module}\}, i.e. if any code has been defined for \{\text{key}\}/\{\text{choice}\}. The test is \text{false} if the \{\text{key}\} itself is not defined.

\keys_show:nn * \keys_show:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_log:nn * \keys_log:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_log:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_show:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_log:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_show:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_log:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_show:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_log:nn \{\text{module}\} \{\text{key}\}
Updated: 2015-08-09
\keys_show:nn which displays the result in the terminal.

26.10 Low-level interface for parsing key–val lists

To re-cap from earlier, a key–value list is input of the form

KeyOne = ValueOne ,
KeyTwo = ValueTwo ,
KeyThree

where each key–value pair is separated by a comma from the rest of the list, and each key–value pair does not necessarily contain an equals sign or a value! Processing this type of input correctly requires a number of careful steps, to correctly account for braces, spaces and the category codes of separators.

While the functions described earlier are used as a high-level interface for processing such input, in special circumstances you may wish to use a lower-level approach. The low-level parsing system converts a \{key–value list\} into \{keys\} and associated \{values\}. After the parsing phase is completed, the resulting keys and values (or keys alone) are available for further processing. This processing is not carried out by the low-level parser itself, and so the parser requires the names of two functions along with the key–value list. One function is needed to process key–value pairs (it receives two arguments), and a second function is required for keys given without any value (it is called with a single argument).

The parser does not double # tokens or expand any input. Active tokens = and , appearing at the outer level of braces are converted to category “other” (12) so that the
parser does not “miss” any due to category code changes. Spaces are removed from the ends of the keys and values. Keys and values which are given in braces have exactly one set removed (after space trimming), thus

\texttt{key = \{value here\},}

and

\texttt{key = value here,}

are treated identically.

\texttt{\backslash keyval\_parse:nnn \{ \langle code1 \rangle \} \{ \langle code2 \rangle \} \{ \langle key\_value list \rangle \}}

Parses the \texttt{\langle key\_value list \rangle} into a series of \texttt{\langle keys \rangle} and associated \texttt{\langle values \rangle}, or keys alone (if no \texttt{\langle value \rangle} was given). \texttt{\langle code1 \rangle} receives each \texttt{\langle key \rangle} (with no \texttt{\langle value \rangle}) as a trailing brace group, whereas \texttt{\langle code2 \rangle} is appended by two brace groups, the \texttt{\langle key \rangle} and \texttt{\langle value \rangle}. The order of the \texttt{\langle keys \rangle} in the \texttt{\langle key\_value list \rangle} is preserved. Thus

\texttt{\backslash keyval\_parse:nnn}
\begin{verbatim}
 { \use\_none:nn \{ code 1 \} 
 { \use\_none:nnn \{ code 2 \} 
 { key1 = value1, key2 = value2, key3 = , key4 }
\end{verbatim}

is converted into an input stream

\begin{verbatim}
 { \use\_none:nn \{ code 2 \} \{ key1 \} \{ value1 \}
 { \use\_none:nnn \{ code 2 \} \{ key2 \} \{ value2 \}
 { \use\_none:nnn \{ code 2 \} \{ key3 \} \{ \}
 { \use\_none:nn \{ code 1 \} \{ key4 \}
\end{verbatim}

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the \texttt{\langle key \rangle} and \texttt{\langle value \rangle}, then one outer set of braces is removed from the \texttt{\langle key \rangle} and \texttt{\langle value \rangle} as part of the processing. If you need exactly the output shown above, you’ll need to either \texttt{x-type} or \texttt{e-type} expand the function.

\textbf{\TeX\,hackers note}: The result of each list element is returned within \texttt{\exp\_not:nn}, which means that the converted input stream does not expand further when appearing in an \texttt{x-type} or \texttt{e-type} argument expansion.
\keyval_parse:NNn \keyval_parse:NNn \function{function_1}{function_2} \{(key–value list)\}

Parses the \{key–value list\} into a series of \{keys\} and associated \{values\}, or keys alone (if no \{value\} was given). \{function_1\} should take one argument, while \{function_2\} should absorb two arguments. After \keyval_parse:NNn has parsed the \{key–value list\}, \{function_1\} is used to process keys given with no value and \{function_2\} is used to process keys given with a value. The order of the \{keys\} in the \{key–value list\} is preserved. Thus

\keyval_parse:NNn \function:n \function:nn
{ key1 = value1 , key2 = value2, key3 = , key4 }

is converted into an input stream

\function:nn { key1 } { value1 }
\function:nn { key2 } { value2 }
\function:nn { key3 } { }
\function:n { key4 }

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the \{key\} and \{value\}, then one outer set of braces is removed from the \{key\} and \{value\} as part of the processing.

This shares the implementation of \keyval_parse:nnn, the difference is only semantically.

\TeXhackers note: The result is returned within \exp_not:n, which means that the converted input stream does not expand further when appearing in an x-type or e-type argument expansion.
Chapter 27

The l3intarray package: fast global integer arrays

27.1 l3intarray documentation

For applications requiring heavy use of integers, this module provides arrays which can be accessed in constant time (contrast l3seq, where access time is linear). These arrays have several important features

- The size of the array is fixed and must be given at point of initialisation
- The absolute value of each entry has maximum $2^{30} - 1$ (i.e. one power lower than the usual \texttt{c\_max\_int} ceiling of $2^{31} - 1$)

The use of intarray data is therefore recommended for cases where the need for fast access is of paramount importance.

\begin{verbatim}
\intarray_new:Nn \intarray_new:cn \intarray_gset:Nnn \intarray_gset:cnn
\end{verbatim}

\texttt{\intarray_new:Nn} \langle \intarray \texttt{var} \rangle \{\langle \texttt{size} \rangle\}
\texttt{\intarray_new:cn} \texttt{New: 2018-03-29}

Evaluates the integer expression \langle \texttt{size} \rangle and allocates an \langle integer array variable \rangle with that number of (zero) entries. The variable name should start with \texttt{g\_} because assignments are always global.

\begin{verbatim}
\intarray_count:N \intarray_count:c \intarray_gset:Nnn \intarray_gset:cnn
\end{verbatim}

\texttt{\intarray_count:N} \langle \intarray \texttt{var} \rangle
\texttt{\intarray_count:c} \texttt{New: 2018-03-29}

Expands to the number of entries in the \langle integer array variable \rangle. Contrarily to \texttt{\seq\_count:N} this is performed in constant time.

\begin{verbatim}
\intarray_gset:Nnn \intarray_gset:cnn
\end{verbatim}

\texttt{\intarray_gset:Nnn} \langle \intarray \texttt{var} \rangle \{\langle \texttt{position} \rangle\} \{\langle \texttt{value} \rangle\}
\texttt{\intarray_gset:cnn} \texttt{New: 2018-03-29}

Stores the result of evaluating the integer expression \langle \texttt{value} \rangle into the \langle integer array variable \rangle at the (integer expression) \langle \texttt{position} \rangle. If the \langle \texttt{position} \rangle is not between 1 and the \texttt{\intarray_count:N}, or the \langle \texttt{value} \rangle’s absolute value is bigger than $2^{30} - 1$, an error occurs. Assignments are always global.

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\intarray_const_from_clist\texttt{:Nn} \intarray_const_from_clist\texttt{:Nn} \langle \text{intarray var} \rangle \langle \text{intexpr clist} \rangle

\intarray_const_from_clist\texttt{:cn}

\texttt{New: 2018-05-04}

Creates a new constant \textit{(integer array variable)} or raises an error if the name is already taken. The \textit{(integer array variable)} is set (globally) to contain as its items the results of evaluating each \textit{(integer expression)} in the \textit{(comma list)}.

\intarray_gzero\texttt{:N} \intarray_gzero\texttt{:C}

\texttt{New: 2018-06-04}

\intarray_item\texttt{:Nn} \langle \text{intarray var} \rangle \langle \text{position} \rangle

\intarray_item\texttt{:Cn} \langle \text{intarray var} \rangle \langle \text{position} \rangle

\texttt{New: 2018-03-29}

\intarray_rand_item\texttt{:N} \langle \text{intarray var} \rangle

\intarray_rand_item\texttt{:C} \langle \text{intarray var} \rangle

\texttt{New: 2018-05-05}

\intarray_show\texttt{:N} \langle \text{intarray var} \rangle

\intarray_show\texttt{:C} \langle \text{intarray var} \rangle

\intarray_log\texttt{:N} \langle \text{intarray var} \rangle

\intarray_log\texttt{:C} \langle \text{intarray var} \rangle

\texttt{New: 2018-05-04}

\textbf{27.1.1 Implementation notes}

It is a wrapper around the \texttt{\fontdimen} primitive, used to store arrays of integers (with a restricted range: absolute value at most $2^{30} - 1$). In contrast to \texttt{l3seq} sequences the access to individual entries is done in constant time rather than linear time, but only integers can be stored. More precisely, the primitive \texttt{\fontdimen} stores dimensions but the \texttt{l3intarray} package transparently converts these from/to integers. Assignments are always global.

While Lua\TeX{}'s memory is extensible, other engines can “only” deal with a bit less than $4 \times 10^6$ entries in all \texttt{\fontdimen} arrays combined (with default \TeX{} Live settings).
Chapter 28

The l3fp package: Floating points

A decimal floating point number is one which is stored as a significand and a separate exponent. The module implements expandably a wide set of arithmetic, trigonometric, and other operations on decimal floating point numbers, to be used within floating point expressions. Floating point expressions support the following operations with their usual precedence.

- Basic arithmetic: addition $x + y$, subtraction $x - y$, multiplication $x \times y$, division $x/y$, square root $\sqrt{x}$, and parentheses.
- Comparison operators: $x < y$, $x \leq y$, $x > y$, $x ! = y$ etc.
- Boolean logic: sign $\text{sign}(x)$, negation $\neg x$, conjunction $x \& \& y$, disjunction $x \mid \mid y$, ternary operator $x ? y : z$.
- Exponentials: $\exp x$, $\ln x$, $x^y$, $\log_b x$.
- Integer factorial: $\text{fact} x$.
- Trigonometry: $\sin x$, $\cos x$, $\tan x$, $\cot x$, $\sec x$, $\csc x$ expecting their arguments in radians, and $\sin d x$, $\cos d x$, $\tan d x$, $\cot d x$, $\sec d x$, $\csc d x$ expecting their arguments in degrees.
- Inverse trigonometric functions: $\arcsin x$, $\arccos x$, $\arctan x$, $\arccot x$, $\arcsec x$, $\arccsc x$ giving a result in radians, and $\arcsind x$, $\arcosd x$, $\artand x$, $\arccotd x$, $\arecd x$, $\arccscd x$ giving a result in degrees.
- (not yet) Hyperbolic functions and their inverse functions: $\sinh x$, $\cosh x$, $\tanh x$, $\coth x$, $\sech x$, $\csch$, and $\arcsinh x$, $\arccosh x$, $\arctanh x$, $\arccoth x$, $\arcsech x$, $\arccsch x$.
- Extrema: $\max(x_1, x_2, \ldots)$, $\min(x_1, x_2, \ldots)$, $\abs(x)$.
- Rounding functions, controlled by two optional values, $n$ (number of places, 0 by default) and $t$ (behavior on a tie, $\text{nan}$ by default):
  - $\text{trunc}(x, n)$ rounds towards zero,
  - $\text{floor}(x, n)$ rounds towards $-\infty$,
\[ \text{ceil}(x, n) \] rounds towards \(+\infty\),
\[ \text{round}(x, n, t) \] rounds to the closest value, with ties rounded to an even value by default, towards zero if \( t = 0 \), towards \(+\infty\) if \( t > 0 \) and towards \(-\infty\) if \( t < 0 \).

And (not yet) modulo, and “quantize”.

- Random numbers: \( \text{rand}() \), \( \text{randint}(m, n) \).
- Constants: \( \pi \), \( \text{deg} \) (one degree in radians).
- Dimensions, automatically expressed in points, e.g., \( \text{pc} \) is 12.
- Automatic conversion (no need for \( \langle \text{type} \rangle \_\text{use:N} \)) of integer, dimension, and skip variables to floating point numbers, expressing dimensions in points and ignoring the stretch and shrink components of skips.
- Tuples: \((x_1, \ldots, x_n)\) that can be stored in variables, added together, multiplied or divided by a floating point number, and nested.

Floating point numbers can be given either explicitly (in a form such as \(1.234e-34\), or \(-.0001\)), or as a stored floating point variable, which is automatically replaced by its current value. A “floating point” is a floating point number or a tuple thereof. See section 28.9.1 for a description of what a floating point is, section 28.9.2 for details about how an expression is parsed, and section 28.9.3 to know what the various operations do. Some operations may raise exceptions (error messages), described in section 28.7.

An example of use could be the following.

\[
\LaTeX{} \text{ can now compute: } \frac{\sin (3.5)}{2} + 2 \cdot 10^{-3} = \text{round} \left( \text{fp_to_decimal:n \{sin(3.5)/2 + 2e-3\}} \right).
\]

The operation \text{round} can be used to limit the result’s precision. Adding \(+0\) avoids the possibly undesirable output \(-0\), replacing it by \(+0\). However, the \l3fp module is mostly meant as an underlying tool for higher-level commands. For example, one could provide a function to typeset nicely the result of floating point computations.

\text{LaTeX}{} \text{ can now compute: } \frac{\sin (3.5)}{2} + 2 \cdot 10^{-3} = \text{round} \left( \text{fp_to_decimal:n \{sin(3.5)/2 + 2e-3\}} \right)

See the documentation of \text{siunitx} for various options of \text{num}.
28.1 Creating and initialising floating point variables

\fp_new:N \langle fp var \rangle

Creates a new \langle fp var \rangle or raises an error if the name is already taken. The declaration is global. The \langle fp var \rangle is initially +0.

\fp_new:c

\fp_const:Nn \langle fp var \rangle \{(floating point expression)\}

Creates a new constant \langle fp var \rangle or raises an error if the name is already taken. The \langle fp var \rangle is set globally equal to the result of evaluating the \langle floating point expression \rangle.

\fp_zero:N \langle fp var \rangle

\fp_zero:c

\fp_gzero:N

\fp_gzero:c

Ensures that the \langle fp var \rangle exists globally by applying \fp_new:N if necessary, then applies \fp_(g)zero:N to leave the \langle fp var \rangle set to +0.

28.2 Setting floating point variables

\fp_set:Nn \langle fp var \rangle \{(floating point expression)\}

Sets \langle fp var \rangle equal to the result of computing the \langle floating point expression \rangle.

\fp_set_eq:NN \langle fp var_1 \rangle \langle fp var_2 \rangle

\fp_set_eq:(cN|N|cc)

\fp_gset_eq:NN \langle fp var_1 \rangle \langle fp var_2 \rangle

\fp_gset_eq:(cN|N|cc)

Sets the floating point variable \langle fp var_1 \rangle equal to the current value of \langle fp var_2 \rangle.

\fp_add:Nn \langle fp var \rangle \{(floating point expression)\}

\fp_add:cn

\fp_gadd:Nn

\fp_gadd:cn

Adds the result of computing the \langle floating point expression \rangle to the \langle fp var \rangle. This also applies if \langle fp var \rangle and \langle floating point expression \rangle evaluate to tuples of the same size.
\fp_sub:Nn \fp_sub:Nn \{fp var\} \{\textit{floating point expression}\}

Subtracts the result of computing the \textit{floating point expression} from the \textit{fp var}. This also applies if \textit{fp var} and \textit{floating point expression} evaluate to tuples of the same size.

\fp_sub:cn \fp_gsub:Nn \fp_gsub:cn

28.3 Using floating points

\fp_eval:n \fp_eval:n \{\textit{floating point expression}\}

Evaluates the \textit{floating point expression} and expresses the result as a decimal number with no exponent. Non-significant trailing zeros are trimmed, and integers are expressed without a decimal separator. The values ±∞ and nan trigger an “invalid operation” exception. For a tuple, each item is converted using \fp_eval:n and they are combined as \((\langle fp_1 \rangle, \langle fp_2 \rangle, \ldots, \langle fp_n \rangle)\) if \(n > 1\) and \(\langle fp_1 \rangle\) or () for fewer items. This function is identical to \fp_to_decimal:n.

\fp_sign:n \fp_sign:n \{\textit{fpexpr}\}

Evaluates the \textit{fpexpr} and leaves its sign in the input stream using \fp_eval:n \{\textit{result}\}: +1 for positive numbers and for +∞, −1 for negative numbers and for −∞, ±0 for ±0. If the operand is a tuple or is \textit{nan}, then “invalid operation” occurs and the result is 0.

\fp_to_decimal:N \fp_to_decimal:c \fp_to_decimal:n

Evaluates the \textit{floating point expression} and expresses the result as a dimension (in pt) suitable for use in dimension expressions. The output is identical to \fp_to_decimal:n, with an additional trailing pt (both letter tokens). In particular, the result may be outside the range \([-2^{14} + 2^{-17}, 2^{14} - 2^{-17}]\) of valid \TeX{} dimensions, leading to overflow errors if used as a dimension. Tuples, as well as the values ±∞ and nan, trigger an “invalid operation” exception.

\fp_to_int:N \fp_to_int:c \fp_to_int:n

Evaluates the \textit{floating point expression}, and rounds the result to the closest integer, rounding exact ties to an even integer. The result may be outside the range \([-2^{31} + 1, 2^{31} - 1]\) of valid \TeX{} integers, leading to overflow errors if used in an integer expression. Tuples, as well as the values ±∞ and nan, trigger an “invalid operation” exception.

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\texttt{fp\_to\_scientific:N} \* \texttt{fp\_to\_scientific:c} \* \texttt{fp\_to\_scientific:n} \* \\
\texttt{fp\_to\_tl:N} \* \texttt{fp\_to\_tl:c} \* \texttt{fp\_to\_tl:n} \* \\
\texttt{fp\_use:N} \* \texttt{fp\_use:c} \* \\
\texttt{fp\_if\_exist_p:N} \* \texttt{fp\_if\_exist_p:c} \* \texttt{fp\_if\_exist:NTP} \* \texttt{fp\_if\_exist:c\_IF} \\

Evaluates the \texttt{\langle floating point expression\rangle} and expresses the result in scientific notation: \\
\texttt{(optional -)(digit)\(\cdot\)\texttt{(15 digits)e}(optional sign)(exponent)} \\
The leading \texttt{(digit)} is non-zero except in the case of \pm 0. The values \pm \infty and \texttt{nan} trigger an “invalid operation” exception. Normal category codes apply: thus the \texttt{e} is category code 11 (a letter). For a tuple, each item is converted using \texttt{fp\_to\_scientific:n} and they are combined as \texttt{(\langle fp_1\rangle,\langle fp_2\rangle,\ldots\langle fp_n\rangle)} if \(n > 1\) and \texttt{(\langle fp_1\rangle,)} or \texttt{()} for fewer items.

\texttt{fp\_to\_tl:N} \* \texttt{fp\_to\_tl:c} \* \texttt{fp\_to\_tl:n} \* \\
\texttt{fp\_use:N} \* \texttt{fp\_use:c} \* \\
\texttt{fp\_if\_exist_p:N} \* \texttt{fp\_if\_exist_p:c} \* \texttt{fp\_if\_exist:NTP} \* \texttt{fp\_if\_exist:c\_IF} \\

\texttt{fp\_if\_exist_p} \texttt{\langle fp var \rangle} \texttt{fp\_if\_exist_p} \texttt{\langle \langle true code\rangle \{false code\}\rangle} \\
Tests whether the \texttt{\langle fp var\rangle} is currently defined. This does not check that the \texttt{\langle fp var\rangle} really is a floating point variable.

28.4 Floating point conditionals
\fp_compare_p:nNn \fp_compare_p:nNn \fp_compare_p:nNnTF \fp_compare_p:nNnTF

\fp_compare:p:nNn \fp_compare:nNnTF \fp_compare:nNnTF \fp_compare:nNnTF

**Updated: 2012-05-08**

Compares the \texttt{fpexpr1} and the \texttt{fpexpr2}, and returns \texttt{true} if the \texttt{relation} is obeyed. Two floating points \texttt{x} and \texttt{y} may obey four mutually exclusive relations: \texttt{x < y}, \texttt{x = y}, \texttt{x > y}, or \texttt{x?y} (“not ordered”). The last case occurs exactly if one or both operands is \texttt{nan} or is a tuple, unless they are equal tuples. Note that a \texttt{nan} is distinct from any value, even another \texttt{nan}, hence \texttt{x = x} is not true for a \texttt{nan}. To test if a value is \texttt{nan}, compare it to an arbitrary number with the “not ordered” relation.

\begin{verbatim}
\fp_compare:nNnTF { <value> } ? { 0 }
{ } % <value> is nan
{ } % <value> is not nan
\end{verbatim}

Tuples are equal if they have the same number of items and items compare equal (in particular there must be no \texttt{nan}). At present any other comparison with tuples yields \texttt{?} (not ordered). This is experimental.

This function is less flexible than \texttt{\fp_compare:nTF} but slightly faster. It is provided for consistency with \texttt{\int_compare:nNnTF} and \texttt{\dim_compare:nNnTF}. 
\fp_compare_p:n * \fp_compare_p:n
\fp_compare:nTF * \fp_compare:nTF
{ \fpexpr_1 \langle relation_1 \rangle }
{ \fpexpr_N \langle relation_N \rangle }
{ \fpexpr_{N+1} } 
\fp_compare:nTF 
{ \fpexpr_1 \langle relation_1 \rangle }
{ \fpexpr_N \langle relation_N \rangle }
{ \fpexpr_{N+1} }
{ \langle true code \rangle }
{ \langle false code \rangle }

Evaluates the \textit{floating point expressions} as described for \texttt{\fp_eval:n} and compares consecutive result using the corresponding \textit{relation}, namely it compares \langle fpexpr_1 \rangle and \langle fpexpr_2 \rangle using the \langle relation_1 \rangle, then \langle fpexpr_2 \rangle and \langle fpexpr_3 \rangle using the \langle relation_2 \rangle, until finally comparing \langle fpexpr_N \rangle and \langle fpexpr_{N+1} \rangle using the \langle relation_N \rangle. The test yields \textit{true} if all comparisons are \textit{true}. Each \textit{floating point expression} is evaluated only once.

Contrarily to \texttt{\int_compare:nTF}, all \textit{floating point expressions} are computed, even if one comparison is \textit{false}. Two floating points \textit{x} and \textit{y} may obey four mutually exclusive relations: \textit{x < y}, \textit{x = y}, \textit{x > y}, or \textit{x ? y} ("not ordered"). The last case occurs exactly if one or both operands is \textit{nan} or is a tuple, unless they are equal tuples. Each \textit{relation} can be any (non-empty) combination of \langle < \rangle \langle = \rangle \langle > \rangle \langle ? \rangle , plus an optional leading \langle ! \rangle (which negates the \langle relation \rangle), with the restriction that the \langle relation \rangle may not start with \langle ? \rangle , as this symbol has a different meaning (in combination with : ) within floating point expressions. The comparison \textit{x} \langle relation \rangle \textit{y} is then \textit{true} if the \langle relation \rangle does not start with \langle ! \rangle and the actual relation (\langle < \rangle \langle = \rangle \langle > \rangle \langle ? \rangle ) between \textit{x} and \textit{y} appears within the \langle relation \rangle, or on the contrary if the \langle relation \rangle starts with \langle ! \rangle and the relation between \textit{x} and \textit{y} does not appear within the \langle relation \rangle. Common choices of \langle relation \rangle include \langle >= \rangle (greater or equal), \langle != \rangle (not equal), \langle !? \rangle or \langle <=> \rangle (comparable).

This function is more flexible than \texttt{\fp_compare:nNnTF} and only slightly slower.

### 28.5 Floating point expression loops

\fp_do_until:nNnn \fp_do_until:nNnn \fp_do_until:nNnn \fp_do_until:nNnn
\fp_do_until:nNnn \{ \fpexpr_1 \} \{ \langle relation \rangle \} \{ \fpexpr_2 \} \{ \langle code \rangle \}

Places the \langle code \rangle in the input stream for \TeX to process, and then evaluates the relationship between the two \textit{floating point expressions} as described for \texttt{\fp_compare:nNnTF}. If the test is \textit{false} then the \langle code \rangle is inserted into the input stream again and a loop occurs until the \langle relation \rangle is \textit{true}.

\fp_do_while:nNnn \fp_do_while:nNnn \fp_do_while:nNnn \fp_do_while:nNnn
\fp_do_while:nNnn \{ \fpexpr_1 \} \{ \langle relation \rangle \} \{ \fpexpr_2 \} \{ \langle code \rangle \}

Places the \langle code \rangle in the input stream for \TeX to process, and then evaluates the relationship between the two \textit{floating point expressions} as described for \texttt{\fp_compare:nNnTF}. If the test is \textit{true} then the \langle code \rangle is inserted into the input stream again and a loop occurs until the \langle relation \rangle is \textit{false}.
\texttt{\textbackslash fp\_until\_do:nNnn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{false}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{true}.

\texttt{\textbackslash fp\_while\_do:nNnn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{true}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{false}.

\texttt{\textbackslash fp\_do\_until:nn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Places the \textit{(code)} in the input stream for \TeX{} to process, and then evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}. If the test is \texttt{false} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{true}.

\texttt{\textbackslash fp\_do\_while:nn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Places the \textit{(code)} in the input stream for \TeX{} to process, and then evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}. If the test is \texttt{true} then the \textit{(code)} is inserted into the input stream again and a loop occurs until the \textit{(relation)} is \texttt{false}.

\texttt{\textbackslash fp\_until\_do:nn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{false}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{true}.

\texttt{\textbackslash fp\_while\_do:nn} \texttt{\{fexpr\_1\}\{relation\}\{fexpr\_2\}\{code\}}

Evaluates the relationship between the two \textit{(floating point expressions)} as described for \texttt{\textbackslash fp\_compare:nNnTF}, and then places the \textit{(code)} in the input stream if the \textit{(relation)} is \texttt{true}. After the \textit{(code)} has been processed by \TeX{} the test is repeated, and a loop occurs until the test is \texttt{false}.
This function first evaluates the ⟨initial value⟩, ⟨step⟩ and ⟨final value⟩, each of which should be a floating point expression evaluating to a floating point number, not a tuple. The ⟨function⟩ is then placed in front of each ⟨value⟩ from the ⟨initial value⟩ to the ⟨final value⟩ in turn (using ⟨step⟩ between each ⟨value⟩). The ⟨step⟩ must be non-zero. If the ⟨step⟩ is positive, the loop stops when the ⟨value⟩ becomes larger than the ⟨final value⟩. If the ⟨step⟩ is negative, the loop stops when the ⟨value⟩ becomes smaller than the ⟨final value⟩. The ⟨function⟩ should absorb one numerical argument. For example
\begin{verbatim}
\cs_set:Npn \my_func:n #1 { [I saw #1] \quad }
\fp_step_function:nnnN { 1.0 } { 0.1 } { 1.5 } \my_func:n
\end{verbatim}
would print
[I saw 1.0] [I saw 1.1] [I saw 1.2] [I saw 1.3] [I saw 1.4] [I saw 1.5]

\textbf{\LaTeX} hackers note: Due to rounding, it may happen that adding the ⟨step⟩ to the ⟨value⟩ does not change the ⟨value⟩; such cases give an error, as they would otherwise lead to an infinite loop.

This function first evaluates the ⟨initial value⟩, ⟨step⟩ and ⟨final value⟩, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each ⟨value⟩ from the ⟨initial value⟩ to the ⟨final value⟩ in turn (using ⟨step⟩ between each ⟨value⟩), the ⟨code⟩ is inserted into the input stream with #1 replaced by the current ⟨value⟩. Thus the ⟨code⟩ should define a function of one argument (#1).

This function first evaluates the ⟨initial value⟩, ⟨step⟩ and ⟨final value⟩, all of which should be floating point expressions evaluating to a floating point number, not a tuple. Then for each ⟨value⟩ from the ⟨initial value⟩ to the ⟨final value⟩ in turn (using ⟨step⟩ between each ⟨value⟩), the ⟨code⟩ is inserted into the input stream, with the ⟨tl var⟩ defined as the current ⟨value⟩. Thus the ⟨code⟩ should make use of the ⟨tl var⟩.

### 28.6 Some useful constants, and scratch variables

| \c_zero_fp | Zero, with either sign. |
| \c_minus_zero_fp | |
| \c_one_fp | One as an fp: useful for comparisons in some places. |

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Infinity, with either sign. These can be input directly in a floating point expression as \texttt{inf} and \texttt{-inf}.

\texttt{\c\_inf\_fp}
\texttt{\c\_minus\_inf\_fp}

Nov: 2012-05-08

The value of the base of the natural logarithm, \(e = \exp(1)\).

\texttt{\c\_e\_fp}

Updated: 2012-05-08

The value of \(\pi\). This can be input directly in a floating point expression as \texttt{pi}.

\texttt{\c\_pi\_fp}

Updated: 2013-11-17

The value of \(1^\circ\) in radians. Multiply an angle given in degrees by this value to obtain a result in radians. Note that trigonometric functions expecting an argument in radians or in degrees are both available. Within floating point expressions, this can be accessed as \texttt{deg}.

\texttt{\c\_one\_degree\_fp}

Nov: 2012-05-08

Updated: 2013-11-17

Scratch floating points for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\texttt{\l\_tmpa\_fp}
\texttt{\l\_tmpb\_fp}

Scratch floating points for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\texttt{\g\_tmpa\_fp}
\texttt{\g\_tmpb\_fp}

28.7 Floating point exceptions

The functions defined in this section are experimental, and their functionality may be altered or removed altogether.

“Exceptions” may occur when performing some floating point operations, such as \(0 / 0\), or \(10^{**}1\text{e9999}\). The relevant IEEE standard defines 5 types of exceptions, of which we implement 4.

- **Overflow** occurs whenever the result of an operation is too large to be represented as a normal floating point number. This results in \(\pm\infty\).
- **Underflow** occurs whenever the result of an operation is too close to 0 to be represented as a normal floating point number. This results in \(\pm0\).
- **Invalid operation** occurs for operations with no defined outcome, for instance \(0/0\) or \(\sin(\infty)\), and results in a \texttt{nan}. It also occurs for conversion functions whose target type does not have the appropriate infinite or \texttt{nan} value (\textit{e.g.}, \texttt{\fp\_to\_dim\:n}).
- **Division by zero** occurs when dividing a non-zero number by 0, or when evaluating functions at poles, \textit{e.g.}, \(\ln(0)\) or \(\cot(0)\). This results in \(\pm\infty\).
Inexact occurs whenever the result of a computation is not exact, in other words, almost always. At the moment, this exception is entirely ignored in \LaTeX3.

To each exception we associate a “flag”: \texttt{fp\_overflow}, \texttt{fp\_underflow}, \texttt{fp\_invalid\_operation} and \texttt{fp\_division\_by\_zero}. The state of these flags can be tested and modified with commands from \texttt{l3flag}.

By default, the “invalid operation” exception triggers an (expandable) error, and raises the corresponding flag. Other exceptions raise the corresponding flag but do not trigger an error. The behaviour when an exception occurs can be modified (using \texttt{\fp\_trap:nn}) to either produce an error and raise the flag, or only raise the flag, or do nothing at all.

\begin{verbatim}
\fp\_trap:nn \{\langle exception\rangle\} \{\langle trap type\rangle\}
\end{verbatim}

All occurrences of the \texttt{\langle exception\rangle} (\texttt{overflow}, \texttt{underflow}, \texttt{invalid\_operation} or \texttt{division\_by\_zero}) within the current group are treated as \texttt{\langle trap type\rangle}, which can be:

- \texttt{none}: the \texttt{\langle exception\rangle} will be entirely ignored, and leave no trace;
- \texttt{flag}: the \texttt{\langle exception\rangle} will turn the corresponding flag on when it occurs;
- \texttt{error}: additionally, the \texttt{\langle exception\rangle} will halt the \LaTeX run and display some information about the current operation in the terminal.

This function is experimental, and may be altered or removed.

Flags denoting the occurrence of various floating-point exceptions.

\begin{verbatim}
flag,fp\_overflow
flag,fp\_underflow
flag,fp\_invalid\_operation
flag,fp\_division\_by\_zero
\end{verbatim}

28.8 Viewing floating points

\begin{verbatim}
\fp\_show:N \fp\_show:C \fp\_show:n
\end{verbatim}

Evaluates the \texttt{\langle floating point expression\rangle} and displays the result in the terminal.

\begin{verbatim}
\fp\_log:N \fp\_log:C \fp\_log:n
\end{verbatim}

Evaluates the \texttt{\langle floating point expression\rangle} and writes the result in the log file.
28.9 Floating point expressions

28.9.1 Input of floating point numbers

We support four types of floating point numbers:

- \( \pm m \cdot 10^n \), a floating point number, with integer \( 1 \leq m \leq 10^{16} \), and \(-10000 \leq n \leq 10000\);
- \( \pm 0 \), zero, with a given sign;
- \( \pm \infty \), infinity, with a given sign;
- \( \text{nan} \), is “not a number”, and can be either quiet or signalling (not yet: this distinction is currently unsupported);

Normal floating point numbers are stored in base 10, with up to 16 significant figures. On input, a normal floating point number consists of:

- \( \langle \text{sign} \rangle \): a possibly empty string of + and – characters;
- \( \langle \text{significand} \rangle \): a non-empty string of digits together with zero or one dot;
- \( \langle \text{exponent} \rangle \) optionally: the character e or E, followed by a possibly empty string of + and – tokens, and a non-empty string of digits.

The sign of the resulting number is + if \( \langle \text{sign} \rangle \) contains an even number of –, and – otherwise, hence, an empty \( \langle \text{sign} \rangle \) denotes a non-negative input. The stored significand is obtained from \( \langle \text{significand} \rangle \) by omitting the decimal separator and leading zeros, and rounding to 16 significant digits, filling with trailing zeros if necessary. In particular, the value stored is exact if the input \( \langle \text{significand} \rangle \) has at most 16 digits. The stored \( \langle \text{exponent} \rangle \) is obtained by combining the input \( \langle \text{exponent} \rangle \) (0 if absent) with a shift depending on the position of the significand and the number of leading zeros.

A special case arises if the resulting \( \langle \text{exponent} \rangle \) is either too large or too small for the floating point number to be represented. This results either in an overflow (the number is then replaced by \( \pm \infty \)), or an underflow (resulting in \( \pm 0 \)).

The result is thus \( \pm 0 \) if and only if \( \langle \text{significand} \rangle \) contains no non-zero digit (i.e., consists only in characters 0, and an optional period), or if there is an underflow. Note that a single dot is currently a valid floating point number, equal to \( +0 \), but that is not guaranteed to remain true.

The \( \langle \text{significand} \rangle \) must be non-empty, so e1 and e-1 are not valid floating point numbers. Note that the latter could be mistaken with the difference of “e” and 1. To avoid confusions, the base of natural logarithms cannot be input as e and should be input as exp(1) or \( \text{c_e_fp} \) (which is faster).

Special numbers are input as follows:

- \( \text{inf} \) represents \( +\infty \), and can be preceded by any \( \langle \text{sign} \rangle \), yielding \( \pm \infty \) as appropriate.
- \( \text{nan} \) represents a (quiet) non-number. It can be preceded by any sign, but that sign is ignored.
- Any unrecognizable string triggers an error, and produces a \( \text{nan} \).
- Note that commands such as \( \text{\texttt{\textbackslash infty}}, \text{\texttt{\textbackslash pi}}, \text{\texttt{\textbackslash sin}} \) do not work in floating point expressions. They may silently be interpreted as completely unexpected numbers, because integer constants (allowed in expressions) are commonly stored as mathematical characters.


28.9.2 Precedence of operators

We list here all the operations supported in floating point expressions, in order of decreasing precedence: operations listed earlier bind more tightly than operations listed below them.

- Function calls ($\sin$, $\ln$, etc).
- Binary $**$ and $\sim$ (right associative).
- Unary $+$, $-$, $!$.
- Implicit multiplication by juxtaposition ($2\pi$) when neither factor is in parentheses.
- Binary $*$ and $/$, implicit multiplication by juxtaposition with parentheses (for instance $3(4+5)$).
- Binary $+$ and $-$.
- Comparisons $\geq$, $\neq$, $<$, $<=$, etc.
- Logical and, denoted by $\&\&$.
- Logical or, denoted by $||$.
- Ternary operator $?$: (right associative).
- Comma (to build tuples).

The precedence of operations can be overridden using parentheses. In particular, the precedence of juxtaposition implies that

$$1/2\pi = 1/(2\pi),$$
$$1/2\pi(\pi + \pi) = (2\pi)^{-1}(\pi + \pi) \simeq 1,$$
$$\sin2\pi = \sin(2\pi)\pi \neq 0,$$
$$2^{\text{\text{\text{\text{\text{max}}}}}(3,5)} = 2^{\text{\text{\text{\text{\text{max}}}}}(3,5)} = 20,$$
$$1\text{in}/1\text{cm} = (1\text{in})/(1\text{cm}) = 2.54.$$
The ternary operator `?:` results in `operand2` if `operand1` is true (not ±0), and `operand3` if `operand1` is false (±0). All three `operands` are evaluated in all cases; they may be tuples. The operator is right associative, hence

```
\fp_eval:n { 1 + 3 > 4 ? 1 : 2 + 4 > 5 ? 2 : 3 + 5 > 6 ? 3 : 4 }
```

first tests whether 1 + 3 > 4; since this isn’t true, the branch following : is taken, and 2 + 4 > 5 is compared; since this is true, the branch before : is taken, and everything else is (evaluated then) ignored. That allows testing for various cases in a concise manner, with the drawback that all computations are made in all cases.

```
\fp_eval:n { \langle \text{operand} \rangle \|\| \langle \text{operand} \rangle }
```

If `\langle \text{operand} \rangle` is true (not ±0), use that value, otherwise the value of `\langle \text{operand} \rangle`. Both `\langle operands \rangle` are evaluated in all cases; they may be tuples. In `\langle \text{operand} \rangle \|\| \langle \text{operands} \rangle`, the first true (nonzero) `\langle \text{operand} \rangle` is used and if all are zero the last one (±0) is used.

```
\fp_eval:n { \langle \text{operand} \rangle \&\& \langle \text{operand} \rangle }
```

If `\langle \text{operand} \rangle` is false (equal to ±0), use that value, otherwise the value of `\langle \text{operand} \rangle`. Both `\langle operands \rangle` are evaluated in all cases; they may be tuples. In `\langle \text{operand} \rangle \&\& \langle \text{operands} \rangle`, the first false (±0) `\langle \text{operand} \rangle` is used and if none is zero the last one is used.

```
\fp_eval:n { \langle \text{operand}_1 \rangle \langle \text{relation}_1 \rangle \ldots \langle \text{operand}_N \rangle \langle \text{relation}_N \rangle \langle \text{operand}_{N+1} \rangle }
```

Each `\langle relation \rangle` consists of a non-empty string of `<`, `=`, `>`, and `?`, optionally preceded by `!`, and may not start with `?`. This evaluates to +1 if all comparisons `\langle \text{operand}_i \rangle \langle \text{relation}_i \rangle \langle \text{operand}_{i+1} \rangle` are true, and +0 otherwise. All `\langle operands \rangle` are evaluated (once) in all cases. See \fp_compare:nTF for details.

```
\fp_eval:n { \langle \text{operand} \rangle + \langle \text{operand} \rangle }
\fp_eval:n { \langle \text{operand} \rangle - \langle \text{operand} \rangle }
```

Computes the sum or the difference of its two `\langle operands \rangle`. The “invalid operation” exception occurs for \( \infty - \infty \). “Underflow” and “overflow” occur when appropriate. These operations support the itemwise addition or subtraction of two tuples, but if they have a different number of items the “invalid operation” exception occurs and the result is \texttt{nan}.  

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* \( \text{fp_eval:n} \{ \langle \text{operand}_1 \rangle \ast \langle \text{operand}_2 \rangle \} \)
/ \( \text{fp_eval:n} \{ \langle \text{operand}_1 \rangle / \langle \text{operand}_2 \rangle \} \)

Computes the product or the ratio of its two \( \langle \text{operands} \rangle \). The “invalid operation” exception occurs for \( \infty / \infty \), 0/0, or 0 \( \ast \) \( \infty \). “Division by zero” occurs when dividing a finite non-zero number by ±0. “Underflow” and “overflow” occur when appropriate. When \( \langle \text{operand}_1 \rangle \) is a tuple and \( \langle \text{operand}_2 \rangle \) is a floating point number, each item of \( \langle \text{operand}_1 \rangle \) is multiplied or divided by \( \langle \text{operand}_2 \rangle \). Other combinations yield an “invalid operation” exception and a \text{nan} result.

+ \( \text{fp_eval:n} \{ + \langle \text{operand} \rangle \} \)
- \( \text{fp_eval:n} \{ - \langle \text{operand} \rangle \} \)
! \( \text{fp_eval:n} \{ ! \langle \text{operand} \rangle \} \)

The unary + does nothing, the unary – changes the sign of the \( \langle \text{operand} \rangle \) (for a tuple, of all its components), and ! \( \langle \text{operand} \rangle \) evaluates to 1 if \( \langle \text{operand} \rangle \) is false (is ±0) and 0 otherwise (this is the not boolean function). Those operations never raise exceptions.

** \( \text{fp_eval:n} \{ \langle \text{operand}_1 \rangle \ast \ast \langle \text{operand}_2 \rangle \} \)
^ \( \text{fp_eval:n} \{ \langle \text{operand}_1 \rangle \ast \langle \text{operand}_2 \rangle \} \)

Raises \( \langle \text{operand}_1 \rangle \) to the power \( \langle \text{operand}_2 \rangle \). This operation is right associative, hence 2 ** 2 ** 3 equals \( 2^{2^3} = 256 \). If \( \langle \text{operand}_1 \rangle \) is negative or –0 then: the result’s sign is + if the \( \langle \text{operand}_2 \rangle \) is infinite and \((-1)^p \) if the \( \langle \text{operand}_2 \rangle \) is \( p/5^q \) with p, q integers; the result is +0 if \( \text{abs}(\langle \text{operand}_1 \rangle \ast \langle \text{operand}_2 \rangle) \) evaluates to zero; in other cases the “invalid operation” exception occurs because the sign cannot be determined. “Division by zero” occurs when raising ±0 to a finite strictly negative power. “Underflow” and “overflow” occur when appropriate. If either operand is a tuple, “invalid operation” occurs.

abs \( \text{fp_eval:n} \{ \text{abs}(\langle \text{fpexpr} \rangle) \} \)

Computes the absolute value of the \( \langle \text{fpexpr} \rangle \). If the operand is a tuple, “invalid operation” occurs. This operation does not raise exceptions in other cases. See also \text{fp_abs:n}.

exp \( \text{fp_eval:n} \{ \exp(\langle \text{fpexpr} \rangle) \} \)

Computes the exponential of the \( \langle \text{fpexpr} \rangle \). “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

fact \( \text{fp_eval:n} \{ \text{fact}(\langle \text{fpexpr} \rangle) \} \)

Computes the factorial of the \( \langle \text{fpexpr} \rangle \). If the \( \langle \text{fpexpr} \rangle \) is an integer between \(-0 \) and 3248 included, the result is finite and correctly rounded. Larger positive integers give \(+\infty\) with “overflow”, while \text{fact}(+\infty) = +\infty and \text{fact}(\text{nan}) = \text{nan} with no exception. All other inputs give \text{nan} with the “invalid operation” exception.

ln \( \text{fp_eval:n} \{ \ln(\langle \text{fpexpr} \rangle) \} \)

Computes the natural logarithm of the \( \langle \text{fpexpr} \rangle \). Negative numbers have no (real) logarithm, hence the “invalid operation” is raised in that case, including for \( \ln(-0) \). “Division by zero” occurs when evaluating \( \ln(+0) = -\infty \). “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.
Determines the exponent of the \(<fpexpr>\), namely the floor of the base-10 logarithm of its absolute value. “Division by zero” occurs when evaluating logb(±0) = −∞. Other special values are logb(±∞) = +∞ and logb(nan) = nan. If the operand is a tuple or is nan, then “invalid operation” occurs and the result is nan.

\[
\begin{align*}
\text{logb} & : \{ \logb( \langle fpexpr \rangle ) \} \\
\text{New: 2018-11-03}
\end{align*}
\]

Evaluates each \(<fpexpr>\) and computes the largest (smallest) of those. If any of the \(<fpexpr>\) is a nan or tuple, the result is nan. If any operand is a tuple, “invalid operation” occurs; these operations do not raise exceptions in other cases.

\[
\begin{align*}
\text{max} & : \{ \max( \langle fpexpr1 \rangle , \langle fpexpr2 \rangle , \ldots ) \} \\
\text{min} & : \{ \min( \langle fpexpr1 \rangle , \langle fpexpr2 \rangle , \ldots ) \} \\
\text{New: 2013-12-14} & \text{ Updated: 2015-08-08}
\end{align*}
\]

Only \text{round} accepts a third argument. Evaluates \(\langle fpexpr1 \rangle = x\) and \(\langle fpexpr2 \rangle = n\) and \(\langle fpexpr3 \rangle = t\) then rounds \(x\) to \(n\) places. If \(n\) is an integer, this rounds \(x\) to a multiple of \(10^{-n}\); if \(n = +\infty\), this always yields \(x\); if \(n = -\infty\), this yields one of ±0, ±∞, or nan; if \(n = \text{nan}\), this yields nan; if \(n\) is neither ±\infty nor an integer, then an “invalid operation” exception is raised. When \(\langle fpexpr2 \rangle\) is omitted, \(n = 0\), i.e., \(\langle fpexpr1 \rangle\) is rounded to an integer. The rounding direction depends on the function.

- \text{round} yields the multiple of \(10^{-n}\) closest to \(x\), with ties \((x\) half-way between two such multiples\) rounded as follows. If \(t\) is nan (or not given) the even multiple is chosen (“ties to even”), if \(t = \pm 0\) the multiple closest to 0 is chosen (“ties to zero”), if \(t\) is positive/negative the multiple closest to \(\infty/−\infty\) is chosen (“ties towards positive/negative infinity”).
- \text{floor} yields the largest multiple of \(10^{-n}\) smaller or equal to \(x\) (“round towards negative infinity”);
- \text{ceil} yields the smallest multiple of \(10^{-n}\) greater or equal to \(x\) (“round towards positive infinity”);
- \text{trunc} yields a multiple of \(10^{-n}\) with the same sign as \(x\) and with the largest absolute value less than that of \(x\) (“round towards zero”).

“Overflow” occurs if \(x\) is finite and the result is infinite (this can only happen if \(\langle fpexpr2 \rangle < -9984\)). If any operand is a tuple, “invalid operation” occurs.

\[
\begin{align*}
\text{sign} & : \{ \text{sign}( \langle fpexpr \rangle ) \} \\
\text{Updated: 2015-08-08}
\end{align*}
\]

Evaluates the \(<fpexpr>\) and determines its sign: \(+1\) for positive numbers and for \(+\infty\), \(-1\) for negative numbers and for \(−\infty\), \(±0\) for \(±0\), and \text{nan} for \text{nan}. If the operand is a tuple, “invalid operation” occurs. This operation does not raise exceptions in other cases.
\\textbf{sin} \quad \texttt{fp_eval:n \{ sin( \langle fpexpr \rangle ) \}}

\textbf{cos} \quad \texttt{fp_eval:n \{ cos( \langle fpexpr \rangle ) \}}

\textbf{tan} \quad \texttt{fp_eval:n \{ tan( \langle fpexpr \rangle ) \}}

\textbf{cot} \quad \texttt{fp_eval:n \{ cot( \langle fpexpr \rangle ) \}}

\textbf{csc} \quad \texttt{fp_eval:n \{ csc( \langle fpexpr \rangle ) \}}

\textbf{sec} \quad \texttt{fp_eval:n \{ sec( \langle fpexpr \rangle ) \}}

Updated: 2013-11-17

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the \langle fpexpr \rangle given in radians. For arguments given in degrees, see \texttt{sind}, \texttt{cosd}, etc. Note that since \pi is irrational, \texttt{sin(8pi)} is not quite zero, while its analogue \texttt{sind(8 \times 180)} is exactly zero. The trigonometric functions are undefined for an argument of \pm \infty, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

\\textbf{sind} \quad \texttt{fp_eval:n \{ sind( \langle fpexpr \rangle ) \}}

\textbf{cosd} \quad \texttt{fp_eval:n \{ cosd( \langle fpexpr \rangle ) \}}

\textbf{tand} \quad \texttt{fp_eval:n \{ tand( \langle fpexpr \rangle ) \}}

\textbf{cotd} \quad \texttt{fp_eval:n \{ cotd( \langle fpexpr \rangle ) \}}

\textbf{cscd} \quad \texttt{fp_eval:n \{ cscd( \langle fpexpr \rangle ) \}}

\textbf{secd} \quad \texttt{fp_eval:n \{ secd( \langle fpexpr \rangle ) \}}

New: 2013-11-02

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the \langle fpexpr \rangle given in degrees. For arguments given in radians, see \texttt{sin}, \texttt{cos}, etc. Note that since \pi is irrational, \texttt{sin(8pi)} is not quite zero, while its analogue \texttt{sind(8 \times 180)} is exactly zero. The trigonometric functions are undefined for an argument of \pm \infty, leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

\\textbf{asin} \quad \texttt{fp_eval:n \{ asin( \langle fpexpr \rangle ) \}}

\textbf{acos} \quad \texttt{fp_eval:n \{ acos( \langle fpexpr \rangle ) \}}

\textbf{acsc} \quad \texttt{fp_eval:n \{ acsc( \langle fpexpr \rangle ) \}}

\textbf{asec} \quad \texttt{fp_eval:n \{ asec( \langle fpexpr \rangle ) \}}

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arccosecant of the \langle fpexpr \rangle and returns the result in radians, in the range \([-\pi/2, \pi/2]\] for \texttt{asin} and \texttt{acsc} and \([0, \pi]\) for \texttt{acos} and \texttt{asec}. For a result in degrees, use \texttt{asind}, \texttt{acosd}, \texttt{acscd}, \texttt{asecd}, etc. If the argument of \texttt{asin} or \texttt{acos} lies outside the range \([-1, 1]\), or the argument of \texttt{acsc} or \texttt{asec} inside the range \((-1, 1)\), an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

\\textbf{asind} \quad \texttt{fp_eval:n \{ asind( \langle fpexpr \rangle ) \}}

\textbf{acosd} \quad \texttt{fp_eval:n \{ acosd( \langle fpexpr \rangle ) \}}

\textbf{acscd} \quad \texttt{fp_eval:n \{ acscd( \langle fpexpr \rangle ) \}}

\textbf{asecd} \quad \texttt{fp_eval:n \{ asecd( \langle fpexpr \rangle ) \}}

New: 2013-11-02

Computes the arcsine, arccosine, arccosecant, or arccosecant of the \langle fpexpr \rangle and returns the result in degrees, in the range \([-90, 90]\) for \texttt{asin} and \texttt{acsc} and \([0, 180]\) for \texttt{acos} and \texttt{asec}. For a result in radians, use \texttt{asind}, \texttt{acosd}, \texttt{acscd}, \texttt{asecd}, etc. If the argument of \texttt{asin} or \texttt{acos} lies outside the range \([-1, 1]\), or the argument of \texttt{acsc} or \texttt{asec} inside the range \((-1, 1)\), an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate. If the operand is a tuple, “invalid operation” occurs.

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The one-argument versions compute the arctangent or arccotangent of the argument function: arctangent takes values in the range $\left[-\frac{\pi}{2}, \frac{\pi}{2}\right]$, and arccotangent in the range $[0, \pi]$. The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates $(\langle fexpr1 \rangle, \langle fexpr2 \rangle)$: this is the arctangent of $\langle fexpr1 \rangle/\langle fexpr2 \rangle$, possibly shifted by $\pi$ depending on the signs of $\langle fexpr1 \rangle$ and $\langle fexpr2 \rangle$. The two-argument arccotangent computes the angle in polar coordinates of the point $(\langle fexpr1 \rangle, \langle fexpr2 \rangle)$, equal to the arccotangent of $\langle fexpr1 \rangle/\langle fexpr2 \rangle$, possibly shifted by $\pi$. Both two-argument functions take values in the wider range $[-\pi, \pi]$. The ratio $\langle fexpr1 \rangle/\langle fexpr2 \rangle$ need not be defined for the two-argument arctangent: when both expressions yield $\pm0$, or when both yield $\pm\infty$, the resulting angle is one of $\{\pm\pi/4, \pm3\pi/4\}$ depending on signs. The “underflow” exception can occur. If any operand is a tuple, “invalid operation” occurs.

The one-argument versions compute the arctangent or arccotangent of the argument function: arctangent takes values in the range $[-90, 90]$, and arccotangent in the range $[0, 180]$. The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates $(\langle fexpr1 \rangle, \langle fexpr2 \rangle)$: this is the arctangent of $\langle fexpr1 \rangle/\langle fexpr2 \rangle$, possibly shifted by $180$ depending on the signs of $\langle fexpr1 \rangle$ and $\langle fexpr2 \rangle$. The two-argument arccotangent computes the angle in polar coordinates of the point $(\langle fexpr1 \rangle, \langle fexpr2 \rangle)$, equal to the arccotangent of $\langle fexpr1 \rangle/\langle fexpr2 \rangle$, possibly shifted by $180$. Both two-argument functions take values in the wider range $[-180, 180]$. The ratio $\langle fexpr1 \rangle/\langle fexpr2 \rangle$ need not be defined for the two-argument arctangent: when both expressions yield $\pm0$, or when both yield $\pm\infty$, the resulting angle is one of $\{\pm45, \pm135\}$ depending on signs. The “underflow” exception can occur. If any operand is a tuple, “invalid operation” occurs.

Computes the square root of the argument function. The “invalid operation” is raised when the argument function is negative or is a tuple; no other exception can occur. Special values yield $\sqrt{-0} = -0, \sqrt{+0} = +0, \sqrt{-\infty} = +\infty$ and $\sqrt{\text{nan}} = \text{nan}$.
\fp_eval:n \{ \rand() \} \textit{New: 2016-12-05}

Produces a pseudo-random floating-point number (multiple of \(10^{-16}\)) between 0 included and 1 excluded. This is not available in older versions of \TeX. The random seed can be queried using \texttt{\sys_rand_seed:} and set using \texttt{\sys_gset_rand_seed:n}.

\textbf{\TeXhackers note}: This is based on pseudo-random numbers provided by the engine's primitive \texttt{\pdfuniformdeviate} in pdf\TeX, \texttt{\pdfcount} in up\TeX, \texttt{\uniformdeviate} in Lua\TeX, and X\TeX. The underlying code is based on MetaPost, which follows an additive scheme recommended in Section 3.6 of “The Art of Computer Programming, Volume 2”.

While we are more careful than \texttt{\uniformdeviate} to preserve uniformity of the underlying stream of 28-bit pseudo-random integers, these pseudo-random numbers should of course not be relied upon for serious numerical computations nor cryptography.

\\ \texttt{\fp_eval:n \{ \randint{\langle fpexpr \rangle} \} \textit{New: 2016-12-05}}

\texttt{\fp_eval:n \{ \randint{\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle} \}}

Produces a pseudo-random integer between 1 and \(\langle fpexpr \rangle\) or between \(\langle fpexpr_1 \rangle\) and \(\langle fpexpr_2 \rangle\) inclusive. The bounds must be integers in the range \((-10^{16}, 10^{16})\) and the first must be smaller or equal to the second. See \texttt{\rand} for important comments on how these pseudo-random numbers are generated.

\texttt{\inf} The special values \(+\infty, -\infty, \) and \texttt{\nan} are represented as \texttt{\inf}, \texttt{-\inf} and \texttt{\nan} (see \texttt{\c_-\inf_fp, \c_minus_inf_fp and \c_nan_fp}).

\texttt{\pi} The value of \(\pi\) (see \texttt{\c_pi_fp}).

\texttt{\deg} The value of \(1^\circ\) in radians (see \texttt{\c_one_degree_fp}).
Those units of measurement are equal to their values in pt, namely

\begin{align*}
1 \text{ in} &= 72.27 \text{ pt} \\
1 \text{ pt} &= 1 \text{ pt} \\
1 \text{ pc} &= 12 \text{ pt} \\
1 \text{ cm} &= \frac{1}{2.54} \text{ in} = 28.45275590551181 \text{ pt} \\
1 \text{ mm} &= \frac{1}{25.4} \text{ in} = 2.845275590551181 \text{ pt} \\
1 \text{ dd} &= 0.376065 \text{ mm} = 1.07000856496063 \text{ pt} \\
1 \text{ cc} &= 12 \text{ dd} = 12.84010277952756 \text{ pt} \\
1 \text{ nd} &= 0.375 \text{ mm} = 1.066978346456693 \text{ pt} \\
1 \text{ nc} &= 12 \text{ nd} = 12.80374015748031 \text{ pt} \\
1 \text{ bp} &= \frac{1}{72} \text{ in} = 1.00375 \text{ pt} \\
1 \text{ sp} &= 2^{-16} \text{ pt} = 1.52587890625 \times 10^{-5} \text{ pt}.
\end{align*}

The values of the (font-dependent) units \texttt{em} and \texttt{ex} are gathered from \TeX{} when the surrounding floating point expression is evaluated.

\texttt{true} \qquad \texttt{false}

\verb|$fp_abs:n$| * \verb|$fp_abs:n$| \{floating point expression\}

Evaluates the \verb|\<floating point expression\>| as described for \verb|$fp_eval:n$| and leaves the absolute value of the result in the input stream. If the argument is \pm\infty, \texttt{nan} or a tuple, “invalid operation” occurs. Within floating point expressions, \texttt{abs()} can be used; it accepts \pm\infty and \texttt{nan} as arguments.

\verb|$fp_max:nn$| * \verb|$fp_max:nn$| \{fp expression 1\} \{fp expression 2\}

\verb|$fp_min:nn$| * \verb|$fp_min:nn$| \{fp expression 1\} \{fp expression 2\}

Evaluates the \{floating point expressions\} as described for \verb|$fp_eval:n$| and leaves the resulting larger (\texttt{max}) or smaller (\texttt{min}) value in the input stream. If the argument is a tuple, “invalid operation” occurs, but no other case raises exceptions. Within floating point expressions, \texttt{max()} and \texttt{min()} can be used.

\section*{28.10 Disclaimer and roadmap}

The package may break down if the escape character is among 0123456789+, or if it receives a \TeX{} primitive conditional affected by \verb|$exp_not:N$|.

The following need to be done. I’ll try to time-order the items.

\begin{itemize}
  \item Function to count items in a tuple (and to determine if something is a tuple).
  \item Decide what exponent range to consider.
\end{itemize}
- Support signalling `nan`.
- Modulo and remainder, and rounding function `quantize` (and its friends analogous to `trunc`, `ceil`, `floor`).
- `\fp_format:nn {\langle fpexpr \rangle} {\langle format \rangle}`, but what should `\langle format \rangle` be? More general pretty printing?
- Add `and`, `or`, `xor`? Perhaps under the names `all`, `any`, and `xor`?
- Add `log(x,b)` for logarithm of `x` in base `b`.
- `hypot` (Euclidean length). Cartesian-to-polar transform.
- Hyperbolic functions `cosh`, `sinh`, `tanh`.
- Inverse hyperbolics.
- Base conversion, input such as `0xAB.CDEF`.
- Factorial (not with `!`), gamma function.
- Improve coefficients of the `sin` and `tan` series.
- Treat upper and lower case letters identically in identifiers, and ignore underscores.
- Add an `array(1,2,3)` and `i=complex(0,1)`.
- Provide an experimental `map` function? Perhaps easier to implement if it is a single character, `@sin(1,2)`?
- Provide an `isnan` function analogue of `\fp_if_nan:nTF`?
- Support keyword arguments?

`Pgfmath` also provides box-measurements (depth, height, width), but boxes are not possible expandably. Bugs, and tests to add.

- Check that functions are monotonic when they should.
- Add exceptions to `?:`, `!<=>?`, `&&`, `||`, and `!`.
- Logarithms of numbers very close to 1 are inaccurate.
- When rounding towards `−∞`, `\dim_to_fp:n {0pt}` should return `−0`, not `+0`.
- The result of `(±0) + (±0)`, of `x + (−x)`, and of `(−x) + x` should depend on the rounding mode.
- `0e9999999999` gives a TeX “number too large” error.
- Subnormals are not implemented.

Possible optimizations/improvements.

- Document that `l3trial/l3fp-types` introduces tools for adding new types.
- In subsection 28.9.1, write a grammar.
• It would be nice if the parse auxiliaries for each operation were set up in the corresponding module, rather than centralizing in \texttt{l3fp-parse}.

• Some functions should get an \_o ending to indicate that they expand after their result.

• More care should be given to distinguish expandable/restricted expandable (auxiliary and internal) functions.

• The code for the ternary set of functions is ugly.

• There are many \texttt{-} missing in the doc to avoid bad line-breaks.

• The algorithm for computing the logarithm of the significand could be made to use a 5 terms Taylor series instead of 10 terms by taking $c = 2000/([200x] + 1) \in [10, 95]$ instead of $c \in [1, 10]$. Also, it would then be possible to simplify the computation of $t$. However, we would then have to hard-code the logarithms of 44 small integers instead of 9.

• Improve notations in the explanations of the division algorithm (l3fp-basics).

• Understand and document \texttt{\_\_fp basics pack weird low:NNNNw} and \texttt{\_\_fp basics pack weird high:NNNNNNNNw} better. Move the other basics_pack auxiliaries to l3fp-aux under a better name.

• Find out if underflow can really occur for trigonometric functions, and redoc as appropriate.

• Add bibliography. Some of Kahan’s articles, some previous \TeX fp packages, the international standards,

• Also take into account the “inexact” exception?

• Support multi-character prefix operators (\texttt{e.g., @/} or whatever)?
Chapter 29

The \texttt{l3fparray} package: fast global floating point arrays

29.1 \texttt{l3fparray} documentation

For applications requiring heavy use of floating points, this module provides arrays which can be accessed in constant time (contrast \texttt{l3seq}, where access time is linear). The interface is very close to that of \texttt{l3intarray}. The size of the array is fixed and must be given at point of initialisation

\begin{verbatim}
\fparray_new:Nn \fparray_new:Nn \texttt{fparray var} \{\texttt{size}\}
\end{verbatim}

Evaluates the integer expression \texttt{(size)} and allocates an \texttt{(floating point array variable)} with that number of (zero) entries. The variable name should start with \texttt{\g_} because assignments are always global.

\begin{verbatim}
\fparray_count:N \fparray_count:N \texttt{fparray var}
\end{verbatim}

Expands to the number of entries in the \texttt{(floating point array variable)}. This is performed in constant time.

\begin{verbatim}
\fparray_gset:Nnn \fparray_gset:Nnn \texttt{fparray var} \{\texttt{position}\} \{\texttt{value}\}
\end{verbatim}

Stores the result of evaluating the floating point expression \texttt{(value)} into the \texttt{(floating point array variable)} at the \texttt{(integer expression) (position)}. If the \texttt{(position)} is not between 1 and the \texttt{\fparray_count:N}, an error occurs. Assignments are always global.

\begin{verbatim}
\fparray_gzero:N \fparray_gzero:N \texttt{fparray var}
\end{verbatim}

Sets all entries of the \texttt{(floating point array variable)} to +0. Assignments are always global.

\begin{verbatim}
\fparray_item:Nn \fparray_item:Nn \texttt{fparray var} \{\texttt{position}\}
\end{verbatim}

\begin{verbatim}
\fparray_item_to_tl:Nn \fparray_item_to_tl:Nn \texttt{fparray var} \{\texttt{position}\}
\end{verbatim}

Applies \texttt{fp_use:N} or \texttt{fp_to_tl:N} (respectively) to the floating point entry stored at the \texttt{(integer expression) (position)} in the \texttt{(floating point array variable)}. If the \texttt{(position)} is not between 1 and the \texttt{\fparray_count:N}, an error occurs.
Chapter 30

The \texttt{l3cctab} package

Category code tables

A category code table enables rapid switching of all category codes in one operation. For \TeX, this is possible over the entire Unicode range. For other engines, only the 8-bit range (0–255) is covered by such tables.

30.1 Creating and initialising category code tables

\begin{verbatim}
cctab_new:N \cctab_new:N (category code table)\end{verbatim}

Creates a new \langle category code table \rangle variable or raises an error if the name is already taken. The declaration is global. The \langle category code table \rangle is initialised with the codes as used by ini\TeX.

\begin{verbatim}
cctab_const:Nn \cctab_const:Nn (category code table) \{\langle category code set up \rangle\}
\end{verbatim}

Creates a new \langle category code table \rangle, applies (in a group) the \langle category code set up \rangle on top of ini\TeX settings, then saves them globally as a constant table. The \langle category code set up \rangle can include a call to \cctab_select:N.

\begin{verbatim}
cctab_gset:Nn \cctab_gset:Nn (category code table) \{\langle category code set up \rangle\}
\end{verbatim}

Starting from the ini\TeX category codes, applies (in a group) the \langle category code set up \rangle, then saves them globally in the \langle category code table \rangle. The \langle category code set up \rangle can include a call to \cctab_select:N.

30.2 Using category code tables

\begin{verbatim}
cctab_begin:N \cctab_begin:N (category code table)\end{verbatim}

Switches locally the category codes in force to those stored in the \langle category code table \rangle. The prevailing codes before the function is called are added to a stack, for use with \cctab_end:. This function does not start a \TeX group.
\cctab_end:  
\cctab_end: 
Updated: 2020-07-02

Ends the scope of a ⟨category code table⟩ started using \cctab_begin:N, returning the codes to those in force before the matching \cctab_begin:N was used. This must be used within the same \TeX{} group (and at the same \TeX{} group level) as the matching \cctab_begin:N.

\cctab_select:N  
\cctab_select:N (category code table)  
Nov: 2020-05-19  
Updated: 2020-07-02

Selects the ⟨category code table⟩ for the scope of the current group. This is in particular useful in the ⟨setup⟩ arguments of \tl_set_rescan:Nnn, \tl_rescan:nn, \cctab_const:Nn, and \cctab_gset:Nn.

\cctab_item:Nn  
\cctab_item:Nn (category code table) {⟨integer expression⟩}  
Nov: 2021-05-10

Determines the ⟨character⟩ with character code given by the ⟨integer expression⟩ and expands to its category code specified by the ⟨category code table⟩.

\cctab_if_exist_p:N  
\cctab_if_exist_p:N (category code table)  
\cctab_if_exist_p:c  
\cctab_if_exist:NTF (category code table) {⟨true code⟩} {⟨false code⟩}  
\cctab_if_exist:cTF  
\cctab_if_exist:cTF

Tests whether the ⟨category code table⟩ is currently defined. This does not check that the ⟨category code table⟩ really is a category code table.

### 30.3 Category code table conditionals

### 30.4 Constant category code tables

\c_code_cctab  
\c_code_cctab  
Updated: 2020-07-16

Category code table for the expl3 code environment; this does not include Φ, which is retained as an “other” character.

\c_document_cctab  
\c_document_cctab  
Updated: 2020-07-08

Category code table for a standard \LaTeX{} document, as set by the \LaTeX{} kernel. In particular, the upper-half of the 8-bit range will be set to “active” with pd\LaTeX{} only. No babel shorthands will be activated.

\c_initex_cctab  
\c_initex_cctab  
Updated: 2020-07-02

Category code table as set up by ini\TeX{}.

\c_other_cctab  
\c_other_cctab  
Updated: 2020-07-02

Category code table where all characters have category code 12 (other).

\c_str_cctab  
\c_str_cctab  
Updated: 2020-07-02

Category code table where all characters have category code 12 (other) with the exception of spaces, which have category code 10 (space).

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Part V
Text manipulation
Chapter 31

The l3unicode package: Unicode support functions

This module provides Unicode-specific functions along with loading data from a range of Unicode Consortium files. At present, it provides no public functions.
Chapter 32

The \texttt{l3text} package: text processing

This module deals with manipulation of (formatted) text; such material is comprised of a restricted set of token list content. The functions provided here concern conversion of textual content for example in case changing, generation of bookmarks and extraction to tags. All of the major functions operate by expansion. Begin-group and end-group tokens in the \textit{text} are normalized and become \{ and \}, respectively.

### 32.1 Expanding text

\begin{verbatim}
\texttt{\texttt{text}\_expand:n} \texttt{\{\langle\text\rangle\}}
\end{verbatim}

Takes user input \textit{\langle\text\rangle} and expands the content. Protected commands (typically formatting) are left in place, and no processing takes place of math mode material (as delimited by pairs given in \linebreak \texttt{\l_text_math_delims_tl} or as the argument to commands listed in \texttt{\l_text_math_arg_tl}). Commands which are neither engine- nor \texttt{\LaTeX} protected are expanded exhaustively. Any commands listed in \texttt{\l_text_expand_exclude_tl}, \texttt{\l_text_accents_tl} and \texttt{\l_text_letterlike_tl} are excluded from expansion.

\begin{verbatim}
\texttt{\texttt{text}\_declare\_expand\_equivalent:Nn} \texttt{\langle\text\rangle} \texttt{\{\langle\replacement\rangle\}}
\end{verbatim}

\begin{verbatim}
\texttt{\texttt{text}\_declare\_expand\_equivalent:cn}
\end{verbatim}

Declares that the \textit{\langle\replacement\rangle} tokens should be used whenever the \textit{\langle\cmd\rangle} (a single token) is encountered. The \textit{\langle\replacement\rangle} tokens should be expandable.
32.2 Case changing

\text_lowercase:n * \text_uppercase:n {\{tokens\}}
\text_uppercase:n * \text_uppercase:nn {\{language\}} {\{tokens\}}
\text_titlecase:n * \text_titlecase:nn {\{tokens\}}
\text_titlecase_first:n * \text_titlecase_first:nn
\text_lowercase:nn *
\text_uppercase:nn *
\text_titlecase:nn *
\text_titlecase_first:nn *

Takes user input \textit{(text)} first applies \texttt{text\_expand}, then transforms the case of character tokens as specified by the function name. The category code of letters are not changed by this process (at least where they can be represented by the engine as a single token: 8-bit engines may require active characters).

Upper- and lowercase have the obvious meanings. Titlecasing may be regarded informally as converting the first character of the \textit{(tokens)} to uppercase and the rest to lowercase. However, the process is more complex than this as there are some situations where a single lowercase character maps to a special form, for example \textit{ij} in Dutch which becomes \textit{IJ}. The \texttt{titlecase\_first} variant does not attempt any case changing at all after the first letter has been processed.

Importantly, notice that these functions are intended for working with user \textit{text for typesetting}. For case changing programmatic data see the \texttt{l3str} module and discussion there of \texttt{str\_lowercase:n}, \texttt{str\_uppercase:n} and \texttt{str\_foldcase:n}.

Case changing does not take place within math mode material so for example

\begin{verbatim}
\text_uppercase:n { Some-text-$y = mx + c$-with-{Braces} }
\end{verbatim}

becomes

\begin{verbatim}
SOME TEXT \$y = mx + c\$ WITH \{BRACES\}
\end{verbatim}

The first mandatory argument of commands listed in \texttt{\textunderscore case\_exclude-arg\_tl} is excluded from case changing; the latter are entirely non-textual content (such as labels).

As is generally true for expl3, these functions are designed to work with Unicode input only. As such, UTF-8 input is assumed for all engines. When used with \texttt{Xe\TeX} or \texttt{Lua\TeX} a full range of Unicode transformations are enabled. Specifically, the standard mappings here follow those defined by the Unicode Consortium in \texttt{UnicodeData.txt} and \texttt{SpecialCasing.txt}. In the case of 8-bit engines, mappings are provided for characters which can be represented in output typeset using the T1, T2 and LGR font encodings. Thus for example \texttt{ä} can be case-changed using \texttt{pdf\TeX}. For \texttt{p\TeX} only the ASCII range is covered as the engine treats input outside of this range as east Asian.

Language-sensitive conversions are enabled using the \textit{(language)} argument, and follow Unicode Consortium guidelines. Currently, the languages recognised for special handling are as follows.

- Armenian (\texttt{hy} and \texttt{hy-x-yiwn}) The setting \texttt{hy} maps the codepoint U+0587, the ligature of letters ech and yiw, to the codepoints for capital ech and vew when upercasing: this follows the spelling reform which is used in Armenia. The alternative \texttt{hy-x-yiwn} maps U+0587 to capital ech and yiw on upercasing (also the output if Armenian is not selected at all).
• Azeri and Turkish (az and tr). The case pairs I/i-dotless and I-dot/i are activated for these languages. The combining dot mark is removed when lowercasing I-dot and introduced when upper casing i-dotless.

• German (de-x-eszett). An alternative mapping for German in which the lowercase Eszett maps to a großes Eszett. Since there is a T1 slot for the großes Eszett in T1, this tailoring is available with pdfTEX as well as in the Unicode TEX engines.

• Greek (el). Removes accents from Greek letters when uppercasing; titlecasing leaves accents in place. A variant el-x-iota is available which retains the ypoge-grammeni (subscript muted iota) when uppercasing: the standard version converts these to a following capital iota. For 8-bit engines a simplified approach is taken which will remove accents when uppercasing but without full context analysis.

• Lithuanian (lt). The lowercase letters i and j should retain a dot above when the accents grave, acute or tilde are present. This is implemented for lowercasing of the relevant upppercase letters both when input as single Unicode codepoints and when using combining accents. The combining dot is removed when uppercasing in these cases. Note that only the accents used in Lithuanian are covered: the behaviour of other accents are not modified.

• Medieval Latin (la-xmedieval). The characters u and V are interchanged on case changing.

• Dutch (nl). Capitalisation of ij at the beginning of titlecased input produces IJ rather than Ij. The output retains two separate letters, thus this transformation is available using pdfTEX.

For titlecasing, note that there are two functions available. The function \text-_titlecase:n applies (broadly) uppcasing to the first letter of the input, then lowercasing to the remainder. In contrast, \text_titlecase_first:n only carries out the upppercasing operation, and leaves the balance of the input unchanged. Determining whether non-letter characters at the start of text should switch from upper- to lowercasing is controllable. When \l_text_titlecase_check_letter_bool is true, characters which are not letters (category code 11) are left unchanged and “skipped”: the first letter is upppercased. (With 8-bit engines, this is extended to active characters which form part of a multi-byte letter codepoint.) When \l_text_titlecase_check_letter_bool is false, the first character is upppercased, and the rest lowercased, irrespective of the nature of the character.

\text_declare_case_equivalent:Nn \text_declare_case_equivalent:Nn (cmd) \{replacement\}
\text_declare_case_equivalent:cn

Declares that the (replacement) tokens should be used whenever the (cmd) (a single token) is encountered during case changing.

\text_case_switch:nnnn \text_case_switch:nnnn \{normal\} \{upper\} \{lower\} \{title\}

Context-sensitive function which will expand to one of the (normal), (upper), (lower) or (title) tokens depending on the current case changing operation. Outside of case changing, the (normal) tokens are produced. Within case changing, the appropriate mapping tokens are inserted.

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32.3 Removing formatting from text

\text_purify:n * \text_purify:n \{\text\}

\text_purify:n

Takes user input \{\text\} and expands as described for \text expand:n, then removes all
functions from the resulting text. Math mode material (as delimited by pairs given
in \l_text_math_delims_tl or as the argument to commands listed in \l_text_-math_arg_tl) is left contained in a pair of $ delimiters. Non-expandable functions
present in the \{\text\} must either have a defined equivalent (see \text declare_purify_equivalent:Nn) or will be removed from the result. Implicit tokens are converted to their
explicit equivalent.

\text_declare_purify_equivalent:Nn \text_declare_purify_equivalent:Nn \{\text\} \{\text\}

\text_declare_purify_equivalent:Nx

\text_declare_purify_equivalent:Nx

Declares that the \{\text\} tokens should be used whenever the \{\text\} (a single
token) is encountered. The \{\text\} tokens should be expandable.

32.4 Control variables

\l_text_accents_tl

Lists commands which represent accents, and which are left unchanged by expansion.
(Defined only for the \LaTeX package.)

\l_text_letterlike_tl

Lists commands which represent letters; these are left unchanged by expansion. (Defined
only for the \LaTeX package.)

\l_text_math_arg_tl

Lists commands present in the \{\text\} where the argument of the command should be
treated as math mode material. The treatment here is similar to \l_text_math_delims_tl but for a command rather than paired delimiters.

\l_text_math_delims_tl

Lists pairs of tokens which delimit (in-line) math mode content; such content may be
excluded from processing.

\l_text_case_exclude_arg_tl

Lists commands where the first mandatory argument is excluded from case changing.

\l_text_expand_exclude_tl

Lists commands which are excluded from expansion. This protection includes everything
up to and including their first braced argument.

\l_text_titlecase_check_letter_bool

Controls how the start of titlecasing is handled: when true, the first letter in text is
considered. The standard setting is true.

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32.5 Mapping to graphemes

Grapheme splitting is implemented using the algorithm described in Unicode Standard Annex #29. This includes support for extended grapheme clusters. Text starting with a line feed or carriage return character will drop this due to standard TeX processing. At present extended pictograms are not supported: these may be added in a future release.

\text_map_function:nN
\text_map_function:nN \text{⟨text⟩} \{⟨function⟩\}

\text_map_function:nN
Takes user input \text{⟨text⟩} and expands as described for \text\_expand:n, then maps over the graphemes within the result, passing each grapheme to the \text{⟨function⟩}. Broadly a grapheme is a “user perceived character”: the Unicode Consortium describe the decomposition of input to graphemes in depth, and the approach used here implements that algorithm. The \text{⟨function⟩} should accept one argument as \text{⟨balanced text⟩}: this may be comprise codepoints or may be a control sequence. With 8-bit engines, the codepoint(s) themselves may of course be made up of multiple bytes: the mapping will pass the correct codepoints independent of the engine in use. See also \text\_map\_inline:nn.

New: 2022-08-04

\text_map_inline:nn
\text_map_inline:nn \text{⟨text⟩} \{⟨inline function⟩\}

\text_map_inline:nn
Takes user input \text{⟨text⟩} and expands as described for \text\_expand:n, then maps over the graphemes within the result, passing each grapheme to the \text{⟨inline function⟩}. Broadly a grapheme is a “user perceived character”: the Unicode Consortium describe the decomposition of input to graphemes in depth, and the approach used here implements that algorithm. The \text{⟨inline function⟩} should consist of code which receives the grapheme as \text{⟨balanced text⟩}: this may be comprise codepoints or may be a control sequence. With 8-bit engines, the codepoint(s) themselves may of course be made up of multiple bytes: the mapping will pass the correct codepoints independent of the engine in use. See also \text\_map\_function:nN.

New: 2022-08-04

\text_map_break:
\text_map_break:n \{⟨code⟩\}

\text_map_break:
\text_map_break:n
Used to terminate a \text\_map\_... function before all entries in the \text{⟨text⟩} have been processed. This normally takes place within a conditional statement.
Part VI
Typesetting
Chapter 33

The l3box package

Boxes

Box variables contain typeset material that can be inserted on the page or in other boxes. Their contents cannot be converted back to lists of tokens. There are three kinds of box operations: horizontal mode denoted with prefix \hbox\_, vertical mode with prefix \vbox\_, and the generic operations working in both modes with prefix \box\_. For instance, a new box variable containing the words “Hello, world!” (in a horizontal box) can be obtained by the following code.

\box_new:N \l_hello_box
\hbox_set:Nn \l_hello_box { Hello, ~ world! }

The argument is typeset inside a TEX group so that any variables assigned during the construction of this box restores its value afterwards.

Box variables from l3box are compatible with those of L\TeX\,2ε and plain \TeX\ and can be used interchangeably. The l3box commands to construct boxes, such as \hbox:n or \hbox_set:Nn, are “color-safe”, meaning that

\hbox:n \{ \color_select:n \{ blue \} Hello, \} - world!

will result in “Hello,” taking the color blue, but “world!” remaining with the prevailing color outside the box.

33.1 Creating and initialising boxes

\box_new:N \box_new:c
Creates a new \langle \textit{box} \rangle or raises an error if the name is already taken. The declaration is global. The \langle \textit{box} \rangle is initially void.

\box_clear:N \box_clear:c \box_gclear:N \box_gclear:c
Clears the content of the \langle \textit{box} \rangle by setting the box equal to \texttt{c_empty_box}. 
\box_clear_new:N  \box_clear_new:c  \box_gclear_new:N  \box_gclear_new:c

\box_set_eq:NN \box_set_eq:cN \box_gset_eq:NN \box_gset_eq:cN

\box_if_exist_p:N \box_if_exist:NTF \box_if_exist:cTF

\box_if_exist_p:N \box_if_exist_p:c \box_if_exist:NTF \box_if_exist:cTF

\box_use:N \box_use:c

\box_move_right:nn \box_move_left:nn

\box_move_up:nn \box_move_down:nn

33.2 Using boxes

\box_use:N  \box_use:c

\box_move_right:nn \box_move_left:nn

\box_move_up:nn \box_move_down:nn

\TeXhackers note: This is the \TeX{} primitive \texttt{\copy}.

This function operates in vertical mode, and inserts the material specified by the \texttt{<box function>} such that its reference point is displaced horizontally by the given \texttt{<dimexpr>} from the reference point for typesetting, to the right or left as appropriate. The \texttt{<box function>} should be a box operation such as \texttt{\box_use:N \box} or a “raw” box specification such as \texttt{\vbox:n \{ xyz \}}.

This function operates in horizontal mode, and inserts the material specified by the \texttt{<box function>} such that its reference point is displaced vertically by the given \texttt{<dimexpr>} from the reference point for typesetting, up or down as appropriate. The \texttt{<box function>} should be a box operation such as \texttt{\box_use:N \box} or a “raw” box specification such as \texttt{\vbox:n \{ xyz \}}.
33.3 Measuring and setting box dimensions

\texttt{\box_dp:N} \texttt{\box_dp:N \{box\}}
Calculates the depth (below the baseline) of the \texttt{(box)} in a form suitable for use in a \texttt{(dimension expression)}.

\textbf{\texttt{\TeX}hackers note:} This is the \TeX\ primitive \texttt{\dp}.

\texttt{\box_ht:N} \texttt{\box_ht:N \{box\}}
Calculates the height (above the baseline) of the \texttt{(box)} in a form suitable for use in a \texttt{(dimension expression)}.

\textbf{\texttt{\TeX}hackers note:} This is the \TeX\ primitive \texttt{\ht}.

\texttt{\box_wd:N} \texttt{\box_wd:N \{box\}}
Calculates the width of the \texttt{(box)} in a form suitable for use in a \texttt{(dimension expression)}.

\textbf{\texttt{\TeX}hackers note:} This is the \TeX\ primitive \texttt{\wd}.

\texttt{\box_ht_plus_dp:N} \texttt{\box_ht_plus_dp:N \{box\}}
Calculates the total vertical size (height plus depth) of the \texttt{(box)} in a form suitable for use in a \texttt{(dimension expression)}.

\texttt{\box_set_dp:Nn} \texttt{\box_set_dp:cn \{dimension expression\}}
Set the depth (below the baseline) of the \texttt{(box)} to the value of the \texttt{(dimension expression)}.

\texttt{\box_set_ht:Nn} \texttt{\box_set_ht:cn \{dimension expression\}}
Set the height (above the baseline) of the \texttt{(box)} to the value of the \texttt{(dimension expression)}.

\texttt{\box_set_wd:Nn} \texttt{\box_set_wd:cn \{dimension expression\}}
Set the width of the \texttt{(box)} to the value of the \texttt{(dimension expression)}.
33.4 Box conditionals

\box_if_empty_p:N  \box_if_empty_p:N \langle box \rangle
\box_if_empty_p:c  \box_if_empty_p:c \langle box \rangle
\box_if_empty_p:N \box_if_empty:NTF \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}
\box_if_empty_p:c \box_if_empty:c \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}

Tests if \langle box \rangle is a empty (equal to \c_empty_box).

\box_if_horizontal_p:N  \box_if_horizontal_p:N \langle box \rangle
\box_if_horizontal_p:c  \box_if_horizontal_p:c \langle box \rangle
\box_if_horizontal_p:N \box_if_horizontal:NTF \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}
\box_if_horizontal_p:c \box_if_horizontal:c \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}

Tests if \langle box \rangle is a horizontal box.

\box_if_vertical_p:N  \box_if_vertical_p:N \langle box \rangle
\box_if_vertical_p:c  \box_if_vertical_p:c \langle box \rangle
\box_if_vertical_p:N \box_if_vertical:NTF \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}
\box_if_vertical_p:c \box_if_vertical:c \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}

Tests if \langle box \rangle is a vertical box.

33.5 The last box inserted

\box_set_to_last:N  \box_set_to_last:N \langle box \rangle
\box_set_to_last:p  \box_set_to_last:p \langle box \rangle
\box_set_to_last:N \box_get_to_last:N \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}
\box_get_to_last:p \box_get_to_last:p \langle box \rangle \{ \langle true \ code \rangle \} \{ \langle false \ code \rangle \}

Sets the \langle box \rangle equal to the last item (box) added to the current partial list, removing the item from the list at the same time. When applied to the main vertical list, the \langle box \rangle is always void as it is not possible to recover the last added item.

33.6 Constant boxes

\c_empty_box

This is a permanently empty box, which is neither set as horizontal nor vertical.

\textbf{\TeX}hackers note: At the \TeX level this is a void box.

33.7 Scratch boxes

\l_tmpa_box \l_tmpb_box

Scratch boxes for local assignment. These are never used by the kernel code, and so are safe for use with any \EMTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

\g_tmpa_box \g_tmpb_box

Scratch boxes for global assignment. These are never used by the kernel code, and so are safe for use with any \EMTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
33.8 Viewing box contents

\box_show:N \box_show:N (box) \box_show:N \box_show:c

Shows full details of the content of the \textit{box} in the terminal.

\box_show:N \box_show:N \box_show:nn \box_show:nn \box_show:nn \box_show:cn

Displays the contents of \textit{box} in the terminal, showing the first \textit{intexpr$_1$} items of the box, and descending into \textit{intexpr$_2$} group levels.

\box_log:N \box_log:N \box_log:nn \box_log:nn \box_log:nn \box_log:cn

Writes full details of the content of the \textit{box} to the log.

\box_log:N \box_log:N \box_log:nn \box_log:nn \box_log:nn \box_log:cn

Write the contents of \textit{box} to the log, showing the first \textit{intexpr$_1$} items of the box, and descending into \textit{intexpr$_2$} group levels.

33.9 Boxes and color

All \LaTeX{}3 boxes are “color safe”: a color set inside the box stops applying after the end of the box has occurred.

33.10 Horizontal mode boxes

\hbox:n \hbox:n \hbox:n \hbox:n \hbox:n \hbox:n \hbox:n \hbox:n \hbox:n \hbox:n

Typesets the \textit{contents} into a horizontal box of natural width and then includes this box in the current list for typesetting.

\hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn \hbox_to_wd:nn

Typesets the \textit{contents} into a horizontal box of width \textit{dimexpr} and then includes this box in the current list for typesetting.

\hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n \hbox_to_zero:n

Typesets the \textit{contents} into a horizontal box of zero width and then includes this box in the current list for typesetting.

\hbox_set:Nn \hbox_set:cn \hbox_gset:Nn \hbox_gset:cn \hbox_gset:Nn \hbox_gset:cn \hbox_gset:Nn \hbox_gset:cn \hbox_gset:Nn \hbox_gset:cn

Typesets the \textit{contents} at natural width and then stores the result inside the \textit{box}.
\hbox_set_to_wd:Nnn \hbox_set_to_wd:cnm \hbox_gset_to_wd:Nnn \hbox_gset_to_wd:cnm

Typesets the \textit{contents} to the width given by the \textit{dimexpr} and then stores the result inside the \textit{box}.

\hbox_overlap_center:n \hbox_overlap_center:n \{\textit{contents}\}

Typesets the \textit{contents} into a horizontal box of zero width such that material protrudes equally to both sides of the insertion point.

\hbox_overlap_right:n \hbox_overlap_right:n \{\textit{contents}\}

Typesets the \textit{contents} into a horizontal box of zero width such that material protrudes to the right of the insertion point.

\hbox_overlap_left:n \hbox_overlap_left:n \{\textit{contents}\}

Typesets the \textit{contents} into a horizontal box of zero width such that material protrudes to the left of the insertion point.

\hbox_set:Nw \hbox_set:cw \hbox_set_end:

\hbox_set:Nw \hbox_set:cnw \hbox_gset:Nw \hbox_gset:cw \hbox_gset_end:

Typesets the \textit{contents} at natural width and then stores the result inside the \textit{box}. In contrast to \texttt{\hbox_set:Nn} this function does not absorb the argument when finding the \textit{content}, and so can be used in circumstances where the \textit{content} may not be a simple argument.

\hbox_set_to_wd:Nnw \hbox_set_to_wd:cnw \hbox_gset_to_wd:Nnw \hbox_gset_to_wd:cnw

New: 2017-06-08

\hbox_set_to_wd:Nnw \hbox_set_to_wd:cnw \hbox_gset_to_wd:Nnw \hbox_gset_to_wd:cnw

New: 2017-06-08

\hbox_unpack:N \hbox_unpack:c

Unpacks the content of the horizontal \textit{box}, retaining any stretching or shrinking applied when the \textit{box} was set.

\textbf{\TeX{}hackers note}: This is the \TeX{} primitive \texttt{\unhcopy{}}.

\section*{33.11 Vertical mode boxes}

Vertical boxes inherit their baseline from their contents. The standard case is that the baseline of the box is at the same position as that of the last item added to the box. This means that the box has no depth unless the last item added to it had depth. As a result most vertical boxes have a large height value and small or zero depth. The exception are
_top boxes, where the reference point is that of the first item added. These tend to have a large depth and small height, although the latter is typically non-zero.

\texttt{\textbackslash vbox:n \{\langle contents\rangle\}}

Typesets the \langle contents\rangle into a vertical box of natural height and includes this box in the current list for typesetting.

\texttt{\textbackslash vbox_top:n \{\langle contents\rangle\}}

Typesets the \langle contents\rangle into a vertical box of natural height and includes this box in the current list for typesetting. The baseline of the box is equal to that of the first item added to the box.

\texttt{\textbackslash vbox_to_ht:nn \{\langle dimexpr\rangle\} \{\langle contents\rangle\}}

Typesets the \langle contents\rangle into a vertical box of height \langle dimexpr\rangle and then includes this box in the current list for typesetting.

\texttt{\textbackslash vbox_to_zero:n \{\langle contents\rangle\}}

Typesets the \langle contents\rangle into a vertical box of zero height and then includes this box in the current list for typesetting.

\texttt{\textbackslash vbox_set:Nn \langle box\rangle \{\langle contents\rangle\}}

Typesets the \langle contents\rangle at natural height and then stores the result inside the \langle box\rangle.

\texttt{\textbackslash vbox_set_top:Nn \langle box\rangle \{\langle contents\rangle\}}

Typesets the \langle contents\rangle at natural height and then stores the result inside the \langle box\rangle. The baseline of the box is equal to that of the first item added to the box.

\texttt{\textbackslash vbox_set_to_ht:Nnn \langle box\rangle \{\langle dimexpr\rangle\} \{\langle contents\rangle\}}

Typesets the \langle contents\rangle to the height given by the \langle dimexpr\rangle and then stores the result inside the \langle box\rangle.

\texttt{\textbackslash vbox_set:Nw \langle box\rangle \{\langle contents\rangle\} \textbackslash vbox_set_end:}

Typesets the \langle contents\rangle at natural height and then stores the result inside the \langle box\rangle. In contrast to \texttt{\textbackslash vbox_set:Nn} this function does not absorb the argument when finding the \langle content\rangle, and so can be used in circumstances where the \langle content\rangle may not be a simple argument.
Typesets the \texttt{(contents)} to the height given by the \texttt{(dimexpr)} and then stores the result inside the \texttt{(box)}. In contrast to \texttt{\vbox_set_to_ht:Nnn} this function does not absorb the argument when finding the \texttt{(content)}, and so can be used in circumstances where the \texttt{(content)} may not be a simple argument.

Sets \texttt{(box1)} to contain material to the height given by the \texttt{(dimexpr)} by removing content from the top of \texttt{(box2)} (which must be a vertical box).

Unpacks the content of the vertical \texttt{(box)}, retaining any stretching or shrinking applied when the \texttt{(box)} was set.

\textbf{\TeXhackers note}: This is the \TeX{} primitive \texttt{\unvcopy}.

### 33.12 Using boxes efficiently

The functions above for using box contents work in exactly the same way as for any other \expcl{} variable. However, for efficiency reasons, it is also useful to have functions which drop box contents on use. When a box is dropped, the box becomes empty at the group level \textit{where the box was originally set} rather than necessarily \textit{at the current group level}. For example, with

\begin{verbatim}
\hbox_set:Nn \l_tmpa_box { A }
\group_begin:
  \hbox_set:Nn \l_tmpa_box { B }
  \group_begin:
    \box_use_drop:N \l_tmpa_box
    \group_end:
  \box_show:N \l_tmpa_box
  \group_end:
  \box_show:N \l_tmpa_box
\end{verbatim}

the first use of \texttt{\box_show:N} will show an entirely cleared (void) box, and the second will show the letter \texttt{A} in the box.

These functions should be preferred when the content of the box is no longer required after use. Note that due to the unusual scoping behaviour of \texttt{drop} functions they may be applied to both local and global boxes: the latter will naturally be set and thus cleared at a global level.
\box_use_drop:N  \box_use_drop:c
Inserts the current content of the \textit{box} onto the current list for typesetting then drops the box content. An error is raised if the variable does not exist or if it is invalid. This function may be applied to local or global boxes.

\textbf{\TeX}hackers note: This is the \texttt{\box} primitive.

\box_set_eq_drop:NN \box_gset_eq_drop:NN
\box_set_eq_drop:(cN|Nc|cc) \box_gset_eq_drop:(cN|Nc|cc)
Sets the content of \textit{box}_1 equal to that of \textit{box}_2, then drops \textit{box}_2.

\textbf{\TeX}hackers note: New: 2019-01-17

\hbox_unpack_drop:N \vbox_unpack_drop:N
\hbox_unpack_drop:c \vbox_unpack_drop:c
Unpacks the content of the horizontal/vertical \textit{box}, retaining any stretching or shrinking applied when the \textit{box} was set. The original \textit{box} is then dropped.

\textbf{\TeX}hackers note: This is the \TeX primitive \texttt{\unhbox}\texttt{\unvbox}.

### 33.13 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in \TeX by doing the translation first, then inserting an unmodified box. On the other hand, rotation and resizing of boxed material can best be handled by modifying boxes. These transformations are described here.
Resizes the \(\langle box\rangle\) to fit within the given \(\langle x-size\rangle\) (horizontally) and \(\langle y-size\rangle\) (vertically); both of the sizes are dimension expressions. The \(\langle y-size\rangle\) is the height only: it does not include any depth. The updated \(\langle box\rangle\) is an \texttt{hbox}, irrespective of the nature of the \(\langle box\rangle\) before the resizing is applied. The final size of the \(\langle box\rangle\) is the smaller of \{\(\langle x-size\rangle\)\} and \{\(\langle y-size\rangle\)\}, \textit{i.e.} the result fits within the dimensions specified. Negative sizes cause the material in the \(\langle box\rangle\) to be reversed in direction, but the reference point of the \(\langle box\rangle\) is unchanged. Thus a negative \(\langle y-size\rangle\) results in the \(\langle box\rangle\) having a depth dependent on the height of the original and \textit{vice versa}.

Resizes the \(\langle box\rangle\) to fit within the given \(\langle x-size\rangle\) (horizontally) and \(\langle y-size\rangle\) (vertically); both of the sizes are dimension expressions. The \(\langle y-size\rangle\) is the total vertical size (height plus depth). The updated \(\langle box\rangle\) is an \texttt{hbox}, irrespective of the nature of the \(\langle box\rangle\) before the resizing is applied. The final size of the \(\langle box\rangle\) is the smaller of \{\(\langle x-size\rangle\)\} and \{\(\langle y-size\rangle\)\}, \textit{i.e.} the result fits within the dimensions specified. Negative sizes cause the material in the \(\langle box\rangle\) to be reversed in direction, but the reference point of the \(\langle box\rangle\) is unchanged. Thus a negative \(\langle y-size\rangle\) results in the \(\langle box\rangle\) having a depth dependent on the height of the original and \textit{vice versa}.

Resizes the \(\langle box\rangle\) to \(\langle y-size\rangle\) (vertically), scaling the horizontal size by the same amount; \(\langle y-size\rangle\) is a dimension expression. The \(\langle y-size\rangle\) is the height only: it does not include any depth. The updated \(\langle box\rangle\) is an \texttt{hbox}, irrespective of the nature of the \(\langle box\rangle\) before the resizing is applied. A negative \(\langle y-size\rangle\) causes the material in the \(\langle box\rangle\) to be reversed in direction, but the reference point of the \(\langle box\rangle\) is unchanged. Thus a negative \(\langle y-size\rangle\) results in the \(\langle box\rangle\) having a depth dependent on the height of the original and \textit{vice versa}.

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Resizes the `<box>` to `<y-size>` (vertically), scaling the horizontal size by the same amount; `<y-size>` is a dimension expression. The `<y-size>` is the total vertical size (height plus depth). The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. A negative `<y-size>` causes the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<y-size>` results in the `<box>` having a depth dependent on the height of the original and vice versa.

Resizes the `<box>` to `<x-size>` (horizontally), scaling the vertical size by the same amount; `<x-size>` is a dimension expression. The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. A negative `<x-size>` causes the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<x-size>` results in the `<box>` having a depth dependent on the height of the original and vice versa.

Resizes the `<box>` to `<x-size>` (horizontally) and `<y-size>` (vertically): both of the sizes are dimension expressions. The `<y-size>` is the height only and does not include any depth. The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. Negative sizes cause the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<y-size>` results in the `<box>` having a depth dependent on the height of the original and vice versa.

Resizes the `<box>` to `<x-size>` (horizontally) and `<y-size>` (vertically): both of the sizes are dimension expressions. The `<y-size>` is the total vertical size (height plus depth). The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. Negative sizes cause the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<y-size>` results in the `<box>` having a depth dependent on the height of the original and vice versa.
Rotates the \langle box \rangle by \langle angle \rangle (in degrees) anti-clockwise about its reference point. The reference point of the updated box is moved horizontally such that it is at the left side of the smallest rectangle enclosing the rotated material. The updated \langle box \rangle is an hbox, irrespective of the nature of the \langle box \rangle before the rotation is applied.

Scales the \langle box \rangle by factors \langle x-scale \rangle and \langle y-scale \rangle in the horizontal and vertical directions, respectively (both scales are integer expressions). The updated \langle box \rangle is an hbox, irrespective of the nature of the \langle box \rangle before the scaling is applied. Negative scalings cause the material in the \langle box \rangle to be reversed in direction, but the reference point of the \langle box \rangle is unchanged. Thus a negative \langle y-scale \rangle results in the \langle box \rangle having a depth dependent on the height of the original and vice versa.

33.14 Primitive box conditionals

\textbf{\texttt{\textbackslash if\_ hbox:N}} \ *
\texttt{\textbackslash if\_ hbox:N \langle box \rangle}
\texttt{\{true code\}}
\texttt{\textbackslash else:}
\texttt{\{false code\}}
\texttt{\textbackslash fi:}
Tests is \langle box \rangle is a horizontal box.

\textbf{\texttt{\textbackslash if\_ vbox:N}} \ *
\texttt{\textbackslash if\_ vbox:N \langle box \rangle}
\texttt{\{true code\}}
\texttt{\textbackslash else:}
\texttt{\{false code\}}
\texttt{\textbackslash fi:}
Tests is \langle box \rangle is a vertical box.

\textbf{\texttt{\textbackslash if\_ box\_ empty:N}} \ *
\texttt{\textbackslash if\_ box\_ empty:N \langle box \rangle}
\texttt{\{true code\}}
\texttt{\textbackslash else:}
\texttt{\{false code\}}
\texttt{\textbackslash fi:}
Tests is \langle box \rangle is an empty (void) box.

\textbf{\texttt{\texttt{/}}\texttt{TeXhackers note}}: This is the \texttt{\LaTeX} primitive \texttt{\textbackslash if\_ hbox}.

\textbf{\texttt{\texttt{/}}\texttt{TeXhackers note}}: This is the \texttt{\LaTeX} primitive \texttt{\textbackslash if\_ vbox}.

\textbf{\texttt{\texttt{/}}\texttt{TeXhackers note}}: This is the \texttt{\LaTeX} primitive \texttt{\textbackslash if\_ void}.  

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Chapter 34

The \texttt{l3coffins} package

Coffin code layer

The material in this module provides the low-level support system for coffins. For details about the design concept of a coffin, see the \texttt{xcoffins} module (in the \texttt{l3experimental} bundle).

### 34.1 Creating and initialising coffins

\begin{itemize}
\item \texttt{\coffin\_new:N}\texttt{\langle}\texttt{coffin}\texttt{\rangle} \texttt{\langle} or raises an error if the name is already taken. The declaration is global. The \texttt{\langle}coffin\texttt{\rangle} is initially empty.
\item \texttt{\coffin\_clear:N}\texttt{\langle}\texttt{coffin}\texttt{\rangle} \texttt{\langle}Clears the content of the \texttt{\langle}coffin\texttt{\rangle}.
\item \texttt{\coffin\_set\_eq:NN}\texttt{\langle}\texttt{coffin1}\texttt{\rangle}\texttt{\langle}\texttt{coffin2}\texttt{\rangle} \texttt{\langle}Sets both the content and poles of \texttt{\langle}coffin1\texttt{\rangle} equal to those of \texttt{\langle}coffin2\texttt{\rangle}.
\item \texttt{\coffin\_if\_exist:p:NN}\texttt{\langle}\texttt{coffin}\texttt{\rangle} \texttt{\langle}Tests whether the \texttt{\langle}coffin\texttt{\rangle} is currently defined.
\end{itemize}
34.2 Setting coffin content and poles

\hcoffin_set:Nn \hcoffin_set:cn \hcoffin_gset:Nn \hcoffin_gset:cn
\hcoffin_set:Nw \hcoffin_set:cw \hcoffin_gset:Nw \hcoffin_gset:cw
\vcoffin_set:Nnn \vcoffin_set:cnn \vcoffin_gset:Nnn \vcoffin_gset:cnn
\coffin_set_horizontal_pole:Nnn \coffin_set_horizontal_pole:cnn
\coffin_gset_horizontal_pole:Nnn \coffin_gset_horizontal_pole:cnn

Typesets the ⟨material⟩ in horizontal mode, storing the result in the ⟨coffin⟩. The standard poles for the ⟨coffin⟩ are then set up based on the size of the typeset material.

Typesets the ⟨material⟩ in horizontal mode, storing the result in the ⟨coffin⟩. The standard poles for the ⟨coffin⟩ are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

Typesets the ⟨material⟩ in vertical mode constrained to the given ⟨width⟩ and stores the result in the ⟨coffin⟩. The standard poles for the ⟨coffin⟩ are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

Sets the ⟨pole⟩ to run horizontally through the ⟨coffin⟩. The ⟨pole⟩ is placed at the ⟨offset⟩ from the baseline of the ⟨coffin⟩. The ⟨offset⟩ should be given as a dimension expression.
Sets the \( \textit{pole} \) to run vertically through the \( \textit{coffin} \). The \( \textit{pole} \) is placed at the \( \textit{offset} \) from the left-hand edge of the bounding box of the \( \textit{coffin} \). The \( \textit{offset} \) should be given as a dimension expression.

### 34.3 Coffin affine transformations

- \( \texttt{\textfamilydefault \textbackslash coffin_set_vertical_pole:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_set_vertical_pole:CNN} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gset_vertical_pole:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gset_vertical_pole:CNN} \)

Updated: 2019-01-21

This function sets the \( \textit{pole} \) to run vertically through the \( \textit{coffin} \). The \( \textit{pole} \) is placed at the \( \textit{offset} \) from the left-hand edge of the bounding box of the \( \textit{coffin} \). The \( \textit{offset} \) should be given as a dimension expression.

- \( \texttt{\textfamilydefault \textbackslash coffin_resize:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_resize:CNN} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gresize:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gresize:CNN} \)

Updated: 2019-01-23

\( \textit{coffin} \) is resized to \( \textit{width} \) and \( \textit{total-height} \), both of which should be given as dimension expressions.

- \( \texttt{\textfamilydefault \textbackslash coffin_rotate:NNn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_rotate:CNn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_grotate:NNn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_grotate:CNn} \)

Updated: 2019-01-23

\( \textit{coffin} \) is rotated by the given \( \textit{angle} \) (given in degrees counter-clockwise). This process rotates both the coffin content and poles. Multiple rotations do not result in the bounding box of the coffin growing unnecessarily.

- \( \texttt{\textfamilydefault \textbackslash coffin_scale:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_scale:CNN} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gscale:NNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gscale:CNN} \)

Updated: 2019-01-23

\( \textit{coffin} \) is scaled by factors \( \textit{x-scale} \) and \( \textit{y-scale} \) in the horizontal and vertical directions, respectively. The two scale factors should be given as real numbers.

### 34.4 Joining and using coffins

- \( \texttt{\textfamilydefault \textbackslash coffin_attach:NNnnNNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_attach:CNNNNN|NNcN|CNNN|NNcNN} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gattach:NNnnNNnn} \)
- \( \texttt{\textfamilydefault \textbackslash coffin_gattach:CNNNNN|NNcN|CNNN|NNcNN} \)

Updated: 2019-01-22

This function attaches \( \textit{coffin2} \) to \( \textit{coffin1} \) such that the bounding box of \( \textit{coffin1} \) is not altered, i.e. \( \textit{coffin2} \) can protrude outside of the bounding box of the coffin. The alignment is carried out by first calculating \( \textit{handle1} \), the point of intersection of \( \textit{coffin1-pole1} \) and \( \textit{coffin1-pole2} \), and \( \textit{handle2} \), the point of intersection of \( \textit{coffin2-pole1} \) and \( \textit{coffin2-pole2} \). \( \textit{coffin2} \) is then attached to \( \textit{coffin1} \) such that the relationship between \( \textit{handle1} \) and \( \textit{handle2} \) is described by the \( \textit{x-offset} \) and \( \textit{y-offset} \). The two offsets should be given as dimension expressions.
This function joins \(\text{coffin}_1\) to \(\text{coffin}_2\) such that the bounding box of \(\text{coffin}_1\) may expand. The new bounding box covers the area containing the bounding boxes of the two original coffins. The alignment is carried out by first calculating \(\text{handle}_1\), the point of intersection of \(\text{coffin}_1\)-pole\_1\) and \(\text{coffin}_1\)-pole\_2\), and \(\text{handle}_2\), the point of intersection of \(\text{coffin}_2\)-pole\_1\) and \(\text{coffin}_2\)-pole\_2\). \(\text{coffin}_2\) is then attached to \(\text{coffin}_1\) such that the relationship between \(\text{handle}_1\) and \(\text{handle}_2\) is described by the \(x\)-offset and \(y\)-offset). The two offsets should be given as dimension expressions.

Typesetting is carried out by first calculating \(\text{handle}\), the point of intersection of \(\text{pole}_1\) and \(\text{pole}_2\). The coffin is then typeset in horizontal mode such that the relationship between the current reference point in the document and the \(\text{handle}\) is described by the \(x\)-offset and \(y\)-offset). The two offsets should be given as dimension expressions. Typesetting a coffin is therefore analogous to carrying out an alignment where the “parent” coffin is the current insertion point.

### 34.5 Measuring coffins

\[\text{coffin}\_\text{dp}:\text{N}\] \[\text{coffin}\_\text{dp}:\text{c}\]
Calculates the depth (below the baseline) of the \(\text{coffin}\) in a form suitable for use in a \(\text{dimension expression}\).

\[\text{coffin}\_\text{ht}:\text{N}\] \[\text{coffin}\_\text{ht}:\text{c}\]
Calculates the height (above the baseline) of the \(\text{coffin}\) in a form suitable for use in a \(\text{dimension expression}\).

\[\text{coffin}\_\text{wd}:\text{N}\] \[\text{coffin}\_\text{wd}:\text{c}\]
Calculates the width of the \(\text{coffin}\) in a form suitable for use in a \(\text{dimension expression}\).

### 34.6 Coffin diagnostics

\[\text{coffin}\_\text{display}\_\text{handles}:\text{Nn}\] \[\text{coffin}\_\text{display}\_\text{handles}:\text{cn}\]
This function first calculates the intersections between all of the \(\text{poles}\) of the \(\text{coffin}\) to give a set of \(\text{handles}\). It then prints the \(\text{coffin}\) at the current location in the source, with the position of the \(\text{handles}\) marked on the coffin. The \(\text{handles}\) are labelled as part of this process: the locations of the \(\text{handles}\) and the labels are both printed in the \(\text{color}\) specified.
This function first calculates the ⟨handle⟩ for the ⟨coffin⟩ as defined by the intersection of ⟨pole1⟩ and ⟨pole2⟩. It then marks the position of the ⟨handle⟩ on the ⟨coffin⟩. The ⟨handle⟩ are labelled as part of this process: the location of the ⟨handle⟩ and the label are both printed in the ⟨color⟩ specified.

This function shows the structural information about the ⟨coffin⟩ in the terminal. The width, height and depth of the typeset material are given, along with the location of all of the poles of the coffin.

Notice that the poles of a coffin are defined by four values: the $x$ and $y$ co-ordinates of a point that the pole passes through and the $x$- and $y$-components of a vector denoting the direction of the pole. It is the ratio between the later, rather than the absolute values, which determines the direction of the pole.

This function writes the structural information about the ⟨coffin⟩ in the log file. See also \coffin_show_structure:N which displays the result in the terminal.

Shows full details of poles and contents of the ⟨coffin⟩ in the terminal or log file. See \coffin_show_structure:N and \box_show:N to show separately the pole structure and the contents.

Shows poles and contents of the ⟨coffin⟩ in the terminal or log file, showing the first ⟨intexpr1⟩ items in the coffin, and descending into ⟨intexpr2⟩ group levels. See \coffin_show_structure:N and \box_show:N to show separately the pole structure and the contents.

A permanently empty coffin.

Scratch coffins for local assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
Scratch coffins for global assignment. These are never used by the kernel code, and so are safe for use with any \LaTeX3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
Chapter 35

The \texttt{l3color} package

Color support

35.1 Color in boxes

Controlling the color of text in boxes requires a small number of control functions, so that the boxed material uses the color at the point where it is set, rather than where it is used.

\begin{verbatim}
\color_group_begin:
\color_group_end:
\end{verbatim}

Creates a color group: one used to “trap” color settings. This grouping is built into for example \texttt{\hbox_set:Nn}.

\begin{verbatim}
\color_ensure_current:
\end{verbatim}

Ensures that material inside a box uses the foreground color at the point where the box is set, rather than that in force when the box is used. This function should usually be used within a \texttt{\color_group_begin: \ldots \color_group_end:} group.

35.2 Color models

A color model is a way to represent sets of colors. Different models are particularly suitable for different output methods, \textit{e.g.} screen or print. Parameter-based models can describe a very large number of unique colors, and have a varying number of \textit{axes} which define a color space. In contrast, various proprietary models are available which define \textit{spot} colors (more formally separations).

Core models are used to pass color information to output; these are “native” to \texttt{l3color}. Core models use real numbers in the range $[0, 1]$ to represent values. The core models supported here are

- \texttt{gray} Grayscale color, with a single axis running from 0 (fully black) to 1 (fully white)
- \texttt{rgb} Red-green-blue color, with three axes, one for each of the components
• **cmyk** Cyan-magenta-yellow-black color, with four axes, one for each of the components.

There are also interface models: these are convenient for users but have to be manipulated before storing/passing to the backend. Interface models are primarily integer-based; see below for more detail. The supported interface models are

• **Gray** Grayscale color, with a single axis running from 0 (fully black) to 15 (fully white)

• **hsb** Hue-saturation-brightness color, with three axes, all real values in the range $[0, 1]$ for hue saturation and brightness

• **Hsb** Hue-saturation-brightness color, with three axes, integer in the range $[0, 360]$ for hue, real values in the range $[0, 1]$ for saturation and brightness

• **HSB** Hue-saturation-brightness color, with three axes, integers in the range $[0, 240]$ for hue, saturation and brightness

• **HTML** HTML format representation of RGB color given as a single six-digit hexadecimal number

• **RGB** Red-green-blue color, with three axes, one for each of the components, values as integers from 0 to 255

• **wave** Light wavelength, a real number in the range 380 to 780 (nanometres)

All interface models are internally stored as **rgb**.

Finally, there are a small number of models which are parsed to allow data transfer from **xcolor** but which should not be used by end-users. These are

• **cmy** Cyan-magenta-yellow color with three axes, one for each of the components; converted to **cmyk**

• **tHsb** “Tuned” hue-saturation-brightness color with three axes, integer in the range $[0, 360]$ for hue, real values in the range $[0, 1]$ for saturation and brightness; converted to **rgb** using the standard tuning map defined by **xcolor**

• **&spot** Spot color tint with one value; treated as a gray tint as spot color data is not available for extraction

To allow parsing of data from **xcolor**, any leading model up the first : will be discarded; the approach of selecting an internal form for data is not used in **3color**.

Additional models may be created to allow mixing of separation colors with each other or with those from other models. See Section 35.9 for more detail of color support for additional models.

When color is selected by model, the **(values)** given are specified as a comma-separated list. The length of the list will therefore be determined by the detail of the model involved.

Color models (and interconversion) are complex, and more details are given in the manual to the **EP**TEX 2e **xcolor** package and in the **PostScript Language Reference Manual**, published by Addison–Wesley.
35.3 Color expressions

In addition to allowing specification of color by model and values, \texttt{i3color} also supports color expressions. These are created by combining one or more color names, with the amount of each specified as a percentage. The latter is given between \texttt{!} symbols in the expression. Thus for example

\begin{verbatim}
  red!50!green
\end{verbatim}

is a mixture of 50\% red and 50\% green. A trailing percentage is interpreted as implicitly followed by \texttt{white}, and so

\begin{verbatim}
  red!25
\end{verbatim}

specifies 25\% red mixed with 75\% white.

Where the models for the mixed colors are different, the model of the first color is used. Thus

\begin{verbatim}
  red!50!cyan
\end{verbatim}

will result in a color specification using the \texttt{rgb} model, made up of 50\% red and 50\% of cyan \textit{expressed in rgb}. This may be important as color model interconversion is not exact.

The one exception to the above is where the first model in an expression is \texttt{gray}. In this case, the order of mixing is “swapped” internally, so that for example

\begin{verbatim}
  black!50!red
\end{verbatim}

has the same result as

\begin{verbatim}
  red!50!black
\end{verbatim}

(the predefined colors \texttt{black} and \texttt{white} use the \texttt{gray} model).

Where more than two colors are mixed in an expression, evaluation takes place in a stepwise fashion. Thus in

\begin{verbatim}
  cyan!50!magenta!10!yellow
\end{verbatim}

the sub-expression

\begin{verbatim}
  cyan!50!magenta
\end{verbatim}

is first evaluated to give an intermediate color specification, before the second step

\begin{verbatim}
  \texttt{<intermediate>}!10!yellow
\end{verbatim}

where \texttt{<intermediate>} represents this transitory calculated value.

Within a color expression, \texttt{.} may be used to represent the color active for typesetting (the current color). This allows for example

\begin{verbatim}
  .!50
\end{verbatim}

To mean a mixture of 50\% of current color with white.

(Color expressions supported here are a subset of those provided by the \texttt{EPeX2e} \texttt{xcolor} package. At present, only such features as are clearly useful have been added here.)

\pagebreak
35.4 Named colors

Color names are stored in a single namespace, which makes them accessible as part of color expressions. Whilst they are not reserved in a technical sense, the names black, white, red, green, blue, cyan, magenta and yellow have special meaning and should not be redefined. Color names should be made up of letters, numbers and spaces only: other characters are reserved for use in color expressions. In particular, . represents the current color at the start of a color expression.

\color_set:nn \{name\} \{color expression\}
Evaluates the \{color expression\} and stores the resulting color specification as the \{name\}.

\color_set:nnn \{name\} \{model\} \{value\}
Stores the color specification equivalent to the \{model\} and \{value\} as the \{name\}.

\color_set_eq:nn \{name1\} \{name2\}
Copies the color specification in \{name2\} to \{name1\}. The special name . may be used to represent the current color, allowing it to be saved to a name.

\color_if_exist:n \{name\} \{true code\} \{false code\}
Tests whether \{name\} is currently defined to provide a color specification.

\color_show:n \{name\}
\color_log:n \{name\}
Displays the color specification stored in the \{name\} on the terminal or log file.

35.5 Selecting colors

General selection of color is safe when split across pages: a stack is used to ensure that the correct color is re-selected on the new page.

These commands set the current color (.): other more specialised functions such as fill and stroke selectors do not adjust this value.

\color_select:n \{color expression\}
 Parses the \{color expression\} and then activates the resulting color specification for typeset material.

\color_select:nn \{model\} \{value\}
Activates the color specification equivalent to the \{model\} and \{value\} for typeset material.

\l_color_fixed_model_tl
When this is set to a non-empty value, colors will be converted to the specified model when they are selected. Note that included images and similar are not influenced by this setting.
35.6 Colors for fills and strokes

Colors for drawing operations and so forth are split into strokes and fills (the latter may also be referred to as non-stroke color). The fill color is used for text under normal circumstances. Depending on the backend, stroke color may use a stack, in which case it exhibits the same page breaking behavior as general color. However, \texttt{dvips/dvisvgm} do not support this, and so color will need to be contained within a scope, such as \texttt{\draw_begin:\draw_end:}.

\begin{verbatim}
\color_fill:n
\color_stroke:n
\end{verbatim}

\begin{verbatim}
\color_fill:nn
\color_stroke:nn
\end{verbatim}

\begin{verbatim}
\color_math:nn
\color_math:nnn
\end{verbatim}

When using \texttt{dvips}, this PostScript variables hold the stroke color.

35.6.1 Coloring math mode material

Coloring math mode material using \texttt{\color_select:nn(n)} has some restrictions and often leads to spacing issues and/or poor input syntax. Avoiding generating \texttt{\mathord} atoms whilst coloring only those parts of the input which are required needs careful handling. The functionality here covers this important use case.

\begin{verbatim}
\color_math:nn
\color_math:nnn
\end{verbatim}

\begin{verbatim}
\l_color_math_active_tl
\end{verbatim}

This list controls which tokens are considered as math active and should therefore be replaced by their definition during searching for sub/superscripts.

35.7 Multiple color models

When selecting or setting a color with an explicit model, it is possible to give values for more than one model at one time. This is particularly useful where automated conversion between models does not give the desired outcome. To do this, the list of models and list of values are both subdivided using / characters (as for the similar function in \texttt{xcolor}). For example, to save a color with explicit \texttt{cmyk} and \texttt{rgb} values, one could use

\begin{verbatim}
\color_set:nnn { foo } { cmyk / rgb }
{ 0.1 , 0.2 , 0.3 , 0.4 / 0.1, 0.2 , 0.3 }
\end{verbatim}
The manually-specified conversion will be used in preference to automated calculation whenever the model(s) listed are used: both in expressions and when a fixed model is active.

Similarly, the same syntax can be applied to directly selecting a color.

\color-select:nn \{ cmyk / rgb \}
{ 0.1 , 0.2 , 0.3 , 0.4 / 0.1, 0.2 , 0.3 }

Again, this list is used when a fixed model is active: the first entry is used unless there is a fixed model matching one of the other entries.

### 35.8 Exporting color specifications

The major use of color expressions is in setting typesetting output, but there are other places in which some form of color information is required. These may need data in a different format or using a different model to the internal representation. Thus a set of functions are available to export colors in different formats.

Valid export targets are

- **backend** Two brace groups: the first containing the model, the second containing space-separated values appropriate for the model; this is the format required by backend functions of expl3
- **comma-sep-cmyk** Comma-separated cyan-magenta-yellow-black values
- **comma-sep-rgb** Comma-separated red-green-blue values suitable for use as a PDF annotation color
- **HTML** Uppercase two-digit hexadecimal values, expressing a red-green-blue color; the digits are not separated
- **space-sep-cmyk** Space-separated cyan-magenta-yellow-black values
- **space-sep-rgb** Space-separated red-green-blue values suitable for use as a PDF annotation color

\color-export:nn \color-export:nnn \{\langle color expression\rangle\} \{\langle format\rangle\} \{\langle tl\rangle\}

Parses the \langle color expression\rangle as described earlier, then converts to the \langle format\rangle specified and assigns the data to the \langle tl\rangle.

\color-export:nnn \color-export:nnn \{\langle model\rangle\} \{\langle value(s)\rangle\} \{\langle format\rangle\} \{\langle tl\rangle\}

Expresses the combination of \langle model\rangle and \langle value(s)\rangle in an internal representation, then converts to the \langle format\rangle specified and assigns the data to the \langle tl\rangle.
35.9 Creating new color models

Additional color models are required to support specialist workflows, for example those involving separations (see https://helpx.adobe.com/indesign/using/spot-process-colors.html for details of the use of separations in print). Color models may be split into families; for the standard device-based color models (DeviceCMYK, DeviceRGB, DeviceGray), these are synonymous. This is not generally the case; see the PDF reference for more details. (Note that l3color uses the shorter names cmyk, etc.)

\color_model_new:nnn \{model\} \{family\} \{params\}

Creates a new \langle model \rangle which is derived from the color model \langle family \rangle. The latter should be one of

- DeviceN
- ICCBased
- Separation

(The \langle family \rangle may be given in mixed case as in the PDF reference: internally, case of these strings is folded.) Depending on the \langle family \rangle, one or more \langle params \rangle are mandatory or optional.

For a Separation space, there are three compulsory keys.

- name The name of the Separation, for example the formal name of a spot color ink. Such a \langle name \rangle may contain spaces, etc., which are not permitted in the \langle model \rangle.

- alternative-model An alternative device colorspace, one of cmyk, rgb, gray or CIELAB. The three parameter-based models work as described above; see below for details of CIELAB colors.

- alternative-values A comma-separated list of values appropriate to the alternative-model. This information is used by the PDF application if the Separation is not available.

CIELAB color separations are created using the alternative-model = CIELAB setting. These colors must also have an illuminant key, one of a, c, e, d50, d55, d65 or d75. The alternative-values in this case are the three parameters L*, a* and b* of the CIELAB model. Full details of this device-independent color approach are given in the documentation to the colorspace package.

CIELAB colors cannot be converted into other device-dependent color spaces, and as such, mixing can only occur if colors set up using the CIELAB model are also given with an alternative parameter-based model. If that is not the case, l3color will fallback to using black as the colorant in any mixing.

For a DeviceN space, there is one compulsory key.

- names The names of the components of the DeviceN space. Each should be either the \langle name \rangle of a Separation model, a process color name (cyan, etc.) or the special name none.

For an ICCBased space, there is one compulsory key.

- file The name of the file containing the profile.
35.9.1 Color profiles

Color profiles are used to ensure color accuracy by linking to collaboration. Applying a profile can be used to standardise color which is otherwise device-dependence.

\color_profile_apply\{nn\} {\langle profile\rangle} {\langle model\rangle}

This function applies a \langle profile\rangle to one of the device \langle models\rangle. The profile will then apply to all color of the selected \langle model\rangle. The \langle profile\rangle should specify an ICC profile file. The \langle model\rangle has to be one the standard device models: \texttt{cmyk}, \texttt{gray} or \texttt{rgb}.
Chapter 36

The \l3pdf package
Core PDF support

36.1 Objects

\texttt{\pdf_object_new:n}  \pdf_object_new:n \{⟨object⟩\}\texttt{\pdf_object_new:n} \{⟨object⟩\}
New: 2022-08-23

Declares ⟨object⟩ as a PDF object. The object may be referenced from this point on, and
written later using \pdf_object_write:nn.

\texttt{\pdf_object_write:nn}  \pdf_object_write:nn \{⟨object⟩\} \{⟨type⟩\} \{⟨content⟩\}  \pdf_object_write:nn \{⟨object⟩\} \{⟨type⟩\} \{⟨content⟩\}
New: 2022-08-23

 Writes the ⟨content⟩ as content of the ⟨object⟩. Depending on the ⟨type⟩ declared for the
object, the format required for the ⟨data⟩ will vary

array A space-separated list of values

dict Key–value pairs in the form /⟨key⟩ /⟨key⟩(value)
fstream Two brace groups: ⟨file name⟩ and ⟨file content⟩

stream Two brace groups: ⟨attributes (dictionary)⟩ and ⟨stream contents⟩

\texttt{\pdf_object_ref:n}  \pdf_object_ref:n \{⟨object⟩\}\texttt{\pdf_object_ref:n} \{⟨object⟩\}
New: 2021-02-10

Inserts the appropriate information to reference the ⟨object⟩ in for example page resource
allocation
Writes the \(\langle content\rangle\) as content of an anonymous object. Depending on the \(\langle type\rangle\), the format required for the \(\langle data\rangle\) will vary.

\textit{array} A space-separated list of values

\textit{dict} Key–value pairs in the form /\{key\} \(\langle value\rangle\)

\textit{fstream} Two brace groups: \(\langle attributes \ (dictionary)\rangle\) and \(\langle file\ name\rangle\)

\textit{stream} Two brace groups: \(\langle attributes \ (dictionary)\rangle\) and \(\langle stream\ contents\rangle\)

\pdf_version_compare_p:NnTF \{comparator\} \{\langle version\rangle\} \{\langle true\ code\rangle\} \{\langle false\ code\rangle\}

\pdf_version_gset:n \{\langle version\rangle\}

Sets the \(\langle version\rangle\) of the PDF being created. The \texttt{min} version will not alter the output version unless it is currently lower than the \(\langle version\rangle\) requested.

This function may only be used up to the point where the PDF file is initialised. With \texttt{dvips} it sets \pdf_version_major: and \pdf_version_minor: and allows to compare the values with \pdf_version_compare:Nn, but the PDF version itself still has to be set with the command line option \texttt{-dCompatibilityLevel} of \texttt{ps2pdf}.

\pdf_version:

Expands to the currently-active PDF version.
36.3 Compression

\pdf_uncompress: pdf_uncompress:

Disables any compression of the PDF, where possible.

This function may only be used up to the point where the PDF file is initialised.

36.4 Destinations

Destinations are the places a link jumped too. Unlike the name may suggest they don’t described an exact location in the PDF. Instead a destination contains a reference to a page along with an instruction how to display this page. The normally used “XYZ top left zoom” for example instructs the viewer to show the page with the given zoom and the top left corner at the top left coordinates—which then gives the impression that there is an anchor at this position.

If an instruction takes a coordinate, it is calculated by the following commands relative to the location the command is issued. So to get a specific coordinate one has to move the command to the right place.

\pdf_destination:nn {⟨name⟩} {⟨type or integer⟩}

This creates a destination. {⟨type or integer⟩} can be one of fit, fith, fitv, fitb, fitbh, fitbv, fitr, xyz or an integer representing a scale factor in percent. fitr here gives only a lightweight version of /FitR: The backend code defines fitr so that it will with pdfLATEX and LuaLATEX use the coordinates of the surrounding box, with dvips and dvipdfmx it falls back to fit. For full control use \pdf_destination:nnnn.

The keywords match to the PDF names as described in the following tabular.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>PDF</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>fit</td>
<td>/Fit</td>
<td>Fits the page to the window</td>
</tr>
<tr>
<td>fith</td>
<td>/FitH top</td>
<td>Fits the width of the page to the window</td>
</tr>
<tr>
<td>fitv</td>
<td>/FitV left</td>
<td>Fits the height of the page to the window</td>
</tr>
<tr>
<td>fitb</td>
<td>/FitB</td>
<td>Fits the page bounding box to the window</td>
</tr>
<tr>
<td>fitbh</td>
<td>/FitBH top</td>
<td>Fits the width of the page bounding box to the window.</td>
</tr>
<tr>
<td>fitbv</td>
<td>/FitBV left</td>
<td>Fits the height of the page bounding box to the window.</td>
</tr>
<tr>
<td>fitr</td>
<td>/FitR left bottom right top</td>
<td>Fits the rectangle specified by the four coordinates to the window (see above for the restrictions)</td>
</tr>
<tr>
<td>xyz</td>
<td>/XYZ left top null</td>
<td>Sets a coordinate but doesn’t change the zoom.</td>
</tr>
<tr>
<td>⟨⟨integer⟩⟩</td>
<td>/XYZ left top zoom</td>
<td>Sets a coordinate and a zoom meaning ⟨⟨integer⟩⟩%.</td>
</tr>
</tbody>
</table>
This creates a destination with /FitR type with the given dimensions relative to the current location. The destination is in a box of size zero, but it doesn’t switch to horizontal mode.

36.5 Deprecated functions

\pdf_object_new:nn \pdf_object_new:nn \{object\} \{(type)\}
\pdf_object_write:nn \pdf_object_write:nn \{object\} \{(content)\}

Declares \textit{object} as a PDF object of \textit{type}, which should be one of

- array
- dict
- fstream
- stream

The object may be referenced from this point on, and written later using \pdf_object_write:nn.

Deprecated in favor of \pdf_object_new:n.

Writes the \textit{content} as content of the \textit{object}. Depending on the \textit{type} declared for the object, the format required for the \textit{data} will vary

- array A space-separated list of values
- dict Key–value pairs in the form /\textit{key} \textit{value}
- fstream Two brace groups: \textit{file name} and \textit{file content}
- stream Two brace groups: \textit{attributes (dictionary)} and \textit{stream contents}

Deprecated in favor of \pdf_object_write:nnn.
Part VII
Additions and removals
Chapter 37

The l3candidates package
Experimental additions to l3kernel

37.1 Important notice

This module provides a space in which functions can be added to l3kernel (expl3) while still being experimental.

As such, the functions here may not remain in their current form, or indeed at all, in l3kernel in the future.

In contrast to the material in l3experimental, the functions here are all small additions to the kernel. We encourage programmers to test them out and report back on the LaTeX-L mailing list.

Thus, if you intend to use any of these functions from the candidate module in a public package offered to others for productive use (e.g., being placed on CTAN) please consider the following points carefully:

- Be prepared that your public packages might require updating when such functions are being finalized.
- Consider informing us that you use a particular function in your public package, e.g., by discussing this on the LaTeX-L mailing list. This way it becomes easier to coordinate any updates necessary without issues for the users of your package.
- Discussing and understanding use cases for a particular addition or concept also helps to ensure that we provide the right interfaces in the final version so please give us feedback if you consider a certain candidate function useful (or not).

We only add functions in this space if we consider them being serious candidates for a final inclusion into the kernel. However, real use sometimes leads to better ideas, so functions from this module are not necessarily stable and we may have to adjust them!
37.2 Additions to l3box

\box_clip:N \n\box_clip:c \n\box_gclip:N \n\box_gclip:c

Clips the \langle box \rangle in the output so that only material inside the bounding box is displayed in the output. The updated \langle box \rangle is an hbox, irrespective of the nature of the \langle box \rangle before the clipping is applied.

These functions require the \LaTeX{} native drivers: they do not work with the \LaTeX{} \TeX{} graphics drivers!

\textbf{T\TeX{}hackers note}: Clipping is implemented by the driver, and as such the full content of the box is placed in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

\begin{verbatim}
\box_set_trim:Nnnnn \n\box_set_trim:cnnnn \n\box_gset_trim:Nnnnn \n\box_gset_trim:cnnnn
\end{verbatim}

Adjusts the bounding box of the \langle box \rangle \langle left \rangle is removed from the left-hand edge of the bounding box, \langle right \rangle from the right-hand edge and so forth. All adjustments are \langle dimension expressions \rangle. Material outside of the bounding box is still displayed in the output unless \box_clip:N is subsequently applied. The updated \langle box \rangle is an hbox, irrespective of the nature of the \langle box \rangle before the trim operation is applied. The behavior of the operation where the trims requested is greater than the size of the box is undefined.

37.3 Additions to l3expan

\begin{verbatim}
\exp_args_generate:n \{ \langle variant argument specifiers \rangle \}
\end{verbatim}

Defines \exp_args:N(\langle variant \rangle) functions for each \langle variant \rangle given in the comma list \{\langle variant argument specifiers \rangle \}. Each \langle variant \rangle should consist of the letters N, c, n, V, v, o, f, e, x, p and the resulting function is protected if the letter x appears in the \langle variant \rangle. This is only useful for cases where \cs_generate_variant:Nn is not applicable.

37.4 Additions to l3fp

\begin{verbatim}
\fp_if_nan:n \{ \langle fpexpr \rangle \}
\end{verbatim}

Evaluates the \langle fpexpr \rangle and tests whether the result is exactly \texttt{nan}. The test returns \texttt{false} for any other result, even a tuple containing \texttt{nan}. 

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37.5 Additions to \l3file

\iov_allow_break:
\allowbreak

\iov_allow_break:

New: 2018-12-29

In the first argument of \allowbreak (for instance in messages), inserts a break-point that allows a line break. In other words this is a zero-width breaking space.

\ior_get_term:nN \ior_get_term:nN \langle prompt \rangle \langle \text{token list variable} \rangle

Function that reads one or more lines (until an equal number of left and right braces are found) from the terminal and stores the result locally in the \langle \text{token list} \rangle variable. Tokenization occurs as described for \ior_get:NN or \ior_str_get:NN, respectively. When the \langle prompt \rangle is empty, \TeX will wait for input without any other indication: typically the programmer will have provided a suitable text using e.g. \ior_term:n. Where the \langle prompt \rangle is given, it will appear in the terminal followed by an =, e.g.

prompt=

\ior_shell_open:Nn \ior_shell_open:Nn \langle \text{stream} \rangle \{ \langle \text{shell command} \rangle \}

New: 2019-05-08

Opens the pseudo-file created by the output of the \langle \text{shell command} \rangle for reading using \langle \text{stream} \rangle as the control sequence for access. If the \langle \text{stream} \rangle was already open it is closed before the new operation begins. The \langle \text{stream} \rangle is available for access immediately and will remain allocated to \langle \text{shell command} \rangle until a \ior_close:N instruction is given or the \TeX run ends. If piped system calls are disabled an error is raised.

For details of handling of the \langle \text{shell command} \rangle, see \sys_get_shell:mmNTF.

37.6 Additions to \l3flag

\flag_raise_if_clear:n \flag_raise_if_clear:n \langle \text{flag name} \rangle

New: 2018-04-02

Ensures the \langle \text{flag} \rangle is raised by making its height at least 1, locally.

37.7 Additions to \l3intarray

\intarray_gset_rand:Nnn \intarray_gset_rand:Nnn \langle \text{intarray var} \rangle \{ \langle \text{minimum} \rangle \} \{ \langle \text{maximum} \rangle \}
\intarray_gset_rand:Nnn \intarray_gset_rand:cnn \langle \text{intarray var} \rangle \{ \langle \text{maximum} \rangle \}

New: 2018-05-05

\intarray_gset_rand:Nnn \intarray_gset_rand:cnn \langle \text{intarray var} \rangle \{ \langle \text{minimum} \rangle \} \{ \langle \text{maximum} \rangle \}

Evaluates the integer expressions \langle \text{minimum} \rangle and \langle \text{maximum} \rangle then sets each entry (independently) of the \langle \text{integer array variable} \rangle to a pseudo-random number between the two (with bounds included). If the absolute value of either bound is bigger than $2^{30} - 1$, an error occurs. Entries are generated in the same way as repeated calls to \int_rand:nn or \int_rand:n respectively, in particular for the second function the \langle \text{minimum} \rangle is 1. Assignments are always global. This is not available in older versions of \Xe\TeX.

\intarray_to_clist:N \intarray_to_clist:N \langle \text{intarray var} \rangle

New: 2018-05-04

Converts the \langle \text{intarray} \rangle to integer denotations separated by commas. All tokens have category code other. If the \langle \text{intarray} \rangle has no entry the result is empty; otherwise the result has one fewer comma than the number of items.

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37.8  Additions to \texttt{l3msg}

\begin{verbatim}
\msg_show_eval:Nn  \msg_log_eval:Nn
\texttt{msg_show_eval:Nn \{function\} \{\langle\texttt{expression}\rangle\}}
\end{verbatim}

\textit{Rev: 2017-12-04}

Shows or logs the \textit{\langle\texttt{expression}\rangle} (turned into a string), an equal sign, and the result of applying the \textit{\langle\texttt{function}\rangle} to the \texttt{\{\langle\texttt{expression}\rangle\}} (with \texttt{f}-expansion). For instance, if the \textit{\langle\texttt{function}\rangle} is \texttt{\int_eval:n} and the \textit{\langle\texttt{expression}\rangle} is \texttt{1+2} then this logs \texttt{> 1+2=3}.

\begin{verbatim}
\msg_show_item:n  \msg_show_item:nn
\texttt{msg_show_item:n \{\texttt{seq}\}} \texttt{\msg_show_item:n}
\texttt{\msg_show_item:nn \{\texttt{prop}\}} \texttt{\msg_show_item:nn}
\texttt{\msg_show_item_unbraced:n \{\texttt{seq}\}} \texttt{\msg_show_item_unbraced:n}
\texttt{\msg_show_item_unbraced:nn \{\texttt{prop}\}} \texttt{\msg_show_item_unbraced:nn}
\texttt{\texttt{Rev: 2017-12-04}}
\end{verbatim}

\textit{Rev: 2017-12-04}

Used in the text of messages for \texttt{msg_show:nn\texttt{xxxx}} to show or log a list of items or key–value pairs. The one-argument functions are used for sequences, clist or token lists and the others for property lists. These functions turn their arguments to strings.

37.9  Additions to \texttt{l3prg}

\begin{verbatim}
\bool_set_inverse:N  \bool_set_inverse:cn
\texttt{bool_set_inverse:N \{boolean\}}
\texttt{\texttt{\texttt{Rev: 2018-05-10}}}
\end{verbatim}

\begin{verbatim}
\bool_set_inverse:N  \bool_set_inverse:cn
\texttt{\texttt{Rev: 2018-05-10}}
\end{verbatim}

Toggles the \textit{\langle\texttt{boolean}\rangle} from \texttt{true} to \texttt{false} and conversely: sets it to the inverse of its current value.
\bool_case_true:nTF \bool_case_true:nTF \bool_case_false:nTF \bool_case_false:nTF

... \bool_case_true:n \bool_case_false:n

Evaluates in turn each of the \textit{boolean expression cases} until the first one that evaluates to \texttt{true} or to \texttt{false}, for \texttt{\bool_case_true:n} and \texttt{\bool_case_false:n}, respectively. The \textit{code} associated to this first case is left in the input stream, followed by the \texttt{(true code)}, and other cases are discarded. If none of the cases match then only the \texttt{(false code)} is inserted. The functions \texttt{\bool_case_true:n} and \texttt{\bool_case_false:n}, which do nothing if there is no match, are also available. For example

\begin{verbatim}
\bool_case_true:nF
{ { \dim_compare_p:n { \l__mypkg_wd_dim <= 10pt } } { Fits } { \int_compare_p:n { \l__mypkg_total_int >= 10 } } { Many } { \l__mypkg_special_bool } { Special } }
{ No idea! }
\end{verbatim}

leaves “Fits” or “Many” or “Special” or “No idea!” in the input stream, in a way similar to some other language’s “if \texttt{... elseif \texttt{... elseif \texttt{... else \texttt{...}}.”}

### 37.10 Additions to \texttt{l3prop}

\prop_rand_key_value:N \prop_rand_key_value:c

Selects a pseudo-random key–value pair from the \textit{property list} and returns \texttt{\{key\}} and \texttt{\{value\}}. If the \textit{property list} is empty the result is empty. This is not available in older versions of \texttt{Xe\TeX}.

\textbf{\LaTeX{}hackers note:} The result is returned within the \texttt{\unexpanded} primitive (\texttt{\exp_not:n}), which means that the \texttt{\{value\}} does not expand further when appearing in an \texttt{x}-type or \texttt{e}-type argument expansion.
37.11 Additions to \texttt{l3seq}

```latex
\seq_mapthread_function:NNN \star \seq_mapthread_function:NNN \langle \textit{seq}_1 \rangle \langle \textit{seq}_2 \rangle \langle \textit{function} \rangle
```

Applies \textit{(function)} to every pair of items \langle \textit{seq}_1\text{-item} \rangle–\langle \textit{seq}_2\text{-item} \rangle from the two sequences, returning items from both sequences from left to right. The \textit{(function)} receives two \texttt{n} \texttt{-type} arguments for each iteration. The mapping terminates when the end of either sequence is reached \textit{(i.e.} whichever sequence has fewer items determines how many iterations occur\textit{)}.

```latex
\seq_set_filter:NNn \seq_gset_filter:NNn \langle \textit{sequence}_1 \rangle \langle \textit{sequence}_2 \rangle \{ \langle \textit{inline boolexpr} \rangle \}
```

Evaluates the \langle \textit{inline boolexpr} \rangle for every \langle \textit{item} \rangle stored within the \langle \textit{sequence}_2 \rangle. The \langle \textit{inline boolexpr} \rangle receives the \langle \textit{item} \rangle as \#1. The sequence of all \langle \textit{items} \rangle for which the \langle \textit{inline boolexpr} \rangle evaluated to \texttt{true} is assigned to \langle \textit{sequence}_1 \rangle.

\texttt{\texttt{\texttt{\texttt{\texttt{T\texttt{eXh}\texttt{a}ckers note: Contrarily to other mapping functions, }\seq_map_break: \texttt{cannot} be used in this function, and would lead to low-level \texttt{T\texttt{eX}} errors.}}}}

```latex
\seq_set_from_function:NNN \seq_gset_from_function:NNN \langle \textit{seq var} \rangle \{ \langle \textit{loop code} \rangle \} \langle \textit{function} \rangle
```

Sets the \langle \textit{seq var} \rangle equal to a sequence whose items are obtained by \texttt{x}-expanding \langle \textit{loop code} \rangle \langle \textit{function} \rangle. This expansion must result in successive calls to the \langle \textit{function} \rangle with no nonexpandable tokens in between. More precisely the \langle \textit{function} \rangle is replaced by a wrapper function that inserts the appropriate separators between items in the sequence. The \langle \textit{loop code} \rangle must be expandable; it can be for example \texttt{\tl_map_function:NN} \langle \texttt{tl var} \rangle or \texttt{\clist_map_function:nN} \{ \langle \texttt{clist} \rangle \} or \texttt{\int_step_function:nnnN} \{ \langle \texttt{initial value} \rangle \ {\langle \texttt{step} \rangle} \ {\langle \texttt{final value} \rangle} \}.

```latex
\seq_set_from_inline_x:Nnn \seq_gset_from_inline_x:Nnn \langle \textit{seq var} \rangle \{ \langle \textit{loop code} \rangle \} \{ \langle \textit{inline code} \rangle \}
```

Sets the \langle \textit{seq var} \rangle equal to a sequence whose items are obtained by \texttt{x}-expanding \langle \textit{loop code} \rangle applied to a \langle \textit{function} \rangle derived from the \langle \textit{inline code} \rangle. A \langle \textit{function} \rangle is defined, that takes one argument, \texttt{x}-expands the \langle \textit{inline code} \rangle with that argument as \#1, then adds appropriate separators to turn the result into an item of the sequence. The \texttt{x}-expansion of \langle \textit{loop code} \rangle \langle \textit{function} \rangle must result in successive calls to the \langle \textit{function} \rangle with no nonexpandable tokens in between. The \langle \textit{loop code} \rangle must be expandable; it can be for example \texttt{\tl_map_function:NN} \langle \texttt{tl var} \rangle or \texttt{\clist_map_function:nN} \{ \langle \texttt{clist} \rangle \} or \texttt{\int_step_function:nnnN} \{ \langle \texttt{initial value} \rangle \ {\langle \texttt{step} \rangle} \ {\langle \texttt{final value} \rangle} \}, but not the analogous “inline” mappings.
\seq_set_item:Nnn  \seq_set_item:cnn  \seq_set_item:NnnTF  \seq_set_item:cnnTF  \seq_gset_item:Nnn  \seq_gset_item:cnn  \seq_gset_item:NnnTF  \seq_gset_item:cnnTF
\seq_pop_item:NnN  \seq_pop_item:cnN  \seq_pop_item:NnNTF  \seq_pop_item:cnNTF  \seq_gpop_item:NnN  \seq_gpop_item:cnN  \seq_gpop_item:NnNTF  \seq_gpop_item:cnNTF

\c_sys_engine_version_str
\sys_if_rand_exist_p: \sys_if_rand_exist:TF

37.12 Additions to \texttt{l3sys}

The version string of the current engine, in the same form as given in the banner issued when running a job. For \texttt{pdf\TeX} and \texttt{LaTeX} this is of the form

\texttt{(major).\textit{minor}.\textit{revision)}

For \texttt{Xe\TeX}, the form is

\texttt{(major).\textit{minor)}

For \texttt{p\TeX} and \texttt{up\TeX}, only releases since \texttt{\TeX} Live 2018 make the data available, and the form is more complex, as it comprises the \texttt{p\TeX} version, the \texttt{up\TeX} version and the e-p\TeX version.

\texttt{p(major).\textit{minor}.\textit{revision)-u(major).\textit{minor}-\textit{epTeX)}}

where the u part is only present for \texttt{up\TeX}.

\sys_if_rand_exist_p: * \sys_if_rand_exist:TF *

Tests if the engine has a pseudo-random number generator. Currently this is the case in \texttt{pdf\TeX}, \texttt{LaTeX}, \texttt{p\TeX}, \texttt{up\TeX} and recent releases of \texttt{Xe\TeX}.
## 37.13 Additions to \l3tl

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<td><code>\tl_range_braced:Nnn</code></td>
<td>Leaves in the input stream the items from the (start index) to the (end index) inclusive, using the same indexing as <code>\tl_range:nnn</code>. Spaces are ignored. Regardless of whether items appear with or without braces in the (token list), the <code>\tl_range_braced:nnn</code> function wraps each item in braces, while <code>\tl_range_unbraced:nnn</code> does not (overall it removes an outer set of braces). For instance,</td>
</tr>
<tr>
<td><code>\tl_range_unbraced:nnn</code></td>
<td></td>
</tr>
</tbody>
</table>

Leaves in the input stream the items from the (start index) to the (end index) inclusive, using the same indexing as `\tl_range:nnn`. Spaces are ignored. Regardless of whether items appear with or without braces in the (token list), the `\tl_range_braced:nnn` function wraps each item in braces, while `\tl_range_unbraced:nnn` does not (overall it removes an outer set of braces). For instance,

\begin{verbatim}
\io_term:x { \tl_range_braced:nnn { abcd-{e{}}f } { 2 } { 5 } }
\io_term:x { \tl_range_braced:nnn { abcd-{e{}}f } { -4 } { -1 } }
\io_term:x { \tl_range_braced:nnn { abcd-{e{}}f } { -2 } { -1 } }
\io_term:x { \tl_range_braced:nnn { abcd-{e{}}f } { 0 } { -1 } }
\end{verbatim}

prints \{b}\{c\}d{e{}}, \{c\}d{e{}f}, {e{}f}, and an empty line to the terminal, while

\begin{verbatim}
\io_term:x { \tl_range_unbraced:nnn { abcd-{e{}}f } { 2 } { 5 } }
\io_term:x { \tl_range_unbraced:nnn { abcd-{e{}}f } { -4 } { -1 } }
\io_term:x { \tl_range_unbraced:nnn { abcd-{e{}}f } { -2 } { -1 } }
\io_term:x { \tl_range_unbraced:nnn { abcd-{e{}}f } { 0 } { -1 } }
\end{verbatim}

prints bcde{}, cde{}f, {e{}f}, and an empty line to the terminal. Because braces are removed, the result of `\tl_range_unbraced:nnn` may have a different number of items as for `\tl_range:nnn` or `\tl_range_braced:nnn`. In cases where preserving spaces is important, consider the slower function `\tl_range:nnn`.

**\TeXhackers note**: The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the (item) does not expand further when appearing in an x-type or e-type argument expansion.

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<td><code>\tl_build_begin:N</code></td>
<td>Clears the (<code>tl var</code>) and sets it up to support other <code>\tl_build_...</code> functions, which allow accumulating large numbers of tokens piece by piece much more efficiently than standard \l3tl functions. Until <code>\tl_build_end:N</code> is called, applying any function from \l3tl other than <code>\tl_build_...</code> will lead to incorrect results. The <code>begin</code> and <code>gbegin</code> functions must be used for local and global (<code>tl var</code>) respectively.</td>
</tr>
<tr>
<td><code>\tl_build_gbegin:N</code></td>
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<tr>
<td><code>\tl_build_clear:N</code></td>
<td>Clears the (<code>tl var</code>) and sets it up to support other <code>\tl_build_...</code> functions. The <code>clear</code> and <code>gclear</code> functions must be used for local and global (<code>tl var</code>) respectively.</td>
</tr>
<tr>
<td><code>\tl_build_gclear:N</code></td>
<td></td>
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**New**: 2017-07-15

**New**: 2018-04-01

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\tl_build_put_left:Nn \tl_build_put_left:Nx \tl_build_gput_left:Nn \tl_build_put_right:Nn \tl_build_gput_right:Nx

\tl_build_get:NN \tl_build_get:NN \tl_build_gget:NN \tl_build_end:N \tl_build_gend:N

\c_catcode_active_space_tl \c_catcode_active_space_tl
\char_to_utfviii_bytes:n \char_to_utfviii_bytes:n \star

37.14 Additions to \l3token

Token list containing one character with category code 13 ("active"), and character code 32 (space).

\char_to_nfd:N \char_to_nfd:N \star

\char_to_nfd:n \char_to_nfd:n \star

Converts the (Unicode) \texttt{codepoint} to UTF-8 bytes. The expansion of this function comprises four brace groups, each of which will contain a hexadecimal value: the appropriate byte. As UTF-8 is a variable-length, one or more of the groups may be empty: the bytes read in the logical order, such that a two-byte codepoint will have groups \#1 and \#2 filled and \#3 and \#4 empty.

Converts the (\texttt{char}) to the Unicode Normalization Form Canonical Decomposition. The category code of the first generated character is the same as the \texttt{char}; second and subsequent chars will have the current category code, as they would if typed in directly. For 8-bit engines, no change will take place.

Converts the (Unicode) \texttt{codepoint} to the Unicode Normalization Form Canonical Decomposition. The generated character(s) will have the current category code as they would if typed in directly. In contrast to \texttt{char_to_nfd:N}, this function \textit{does} decompose codepoints with 8-bit engines.
Collects and removes tokens from the input stream until finding a token that does not match the \langle\text{test token}\rangle (as defined by the test \texttt{token_if_eq_catcode:NNTF} or \texttt{token_if_eq_charcode:NNTF} or \texttt{token_if_eq_meaning:NNTF}). The collected tokens are passed to the \langle\text{inline code}\rangle as \texttt{#1}. When begin-group or end-group tokens (usually \{ or \}) are collected they are replaced by implicit \texttt{\c_group_begin_token} and \texttt{\c_group_end_token}, and when spaces (including \texttt{\c_space_token}) are collected they are replaced by explicit spaces.

For example the following code prints “Hello” to the terminal and leave “, world!” in the input stream.

\begin{verbatim}
\peek_catcode_collect_inline:Nn A { \iow_term:n {\texttt{#1}} } Hello,~world!
\end{verbatim}

Another example is that the following code tests if the next token is *, ignoring intervening spaces, but putting them back using \texttt{#1} if there is no *.

\begin{verbatim}
\peek_meaning_collect_inline:Nn \c_space_token
{ \peek_charcode:NTF * \{ \texttt{star} \} \{ \texttt{no-star} \} \texttt{#1} }
\end{verbatim}
The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

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