

File I

Implementation

1 l3backend-basics Implementation

```
1  {*package}
```

Whilst there is a reasonable amount of code overlap between backends, it is much clearer to have the blocks more-or-less separated than run in together and DocStripped out in parts. As such, most of the following is set up on a per-backend basis, though there is some common code (again given in blocks not interspersed with other material).

All the file identifiers are up-front so that they come out in the right place in the files.

```
2  \ProvidesExplFile
3  {*dvipdfmx}
4  {l3backend-dvipdfmx.def}{2021-01-09}{}
5  {L3 backend support: dvipdfmx}
6  {/dvipdfmx}
7  {*dvips}
8  {l3backend-dvips.def}{2021-01-09}{}
9  {L3 backend support: dvips}
10 {/dvips}
11 {*dvisvgm}
12 {l3backend-dvisvgm.def}{2021-01-09}{}
13 {L3 backend support: dvisvgm}
14 {/dvisvgm}
15 {*luatex}
16 {l3backend-luatex.def}{2021-01-09}{}
17 {L3 backend support: PDF output (LuaTeX)}
18 {/luatex}
19 {*pdftex}
20 {l3backend-pdftex.def}{2021-01-09}{}
21 {L3 backend support: PDF output (pdfTeX)}
22 {/pdftex}
23 {*xetex}
24 {l3backend-xetex.def}{2021-01-09}{}
25 {L3 backend support: XeTeX}
26 {/xetex}
```

Check if the loaded kernel is at least enough to load this file. The kernel date has to be at least equal to \ExplBackendFileDate or later. If __kernel_dependency_version_check:Nn doesn't exist we're loading in an older kernel, so it's an error anyway. With time, this test should vanish and only the dependency check should remain.

```
27 \cs_if_exist:NTF \_\_kernel_dependency_version_check:nn
28 {
29     \_\_kernel_dependency_version_check:nn {2020-09-01}
30 {dvipdfmx}      {l3backend-dvipdfmx.def}
31 {dvips}        {l3backend-dvips.def}
32 {dvisvgm}      {l3backend-dvisvgm.def}
33 {luatex}       {l3backend-luatex.def}
34 {pdftex}       {l3backend-pdftex.def}
35 {xetex}        {l3backend-xetex.def}
```

```

36 }
37 {
38 \cs_if_exist_use:cF { @latex@error } { \errmessage }
39 {
40     Mismatched-LaTeX-support-files-detected. \MessageBreak
41     Loading-aborted!
42 }
43 { \use:c { @ehd } }
44 \tex_endinput:D
45 }

```

The order of the backend code here is such that we get somewhat logical outcomes in terms of code sharing whilst keeping things readable. (Trying to mix all of the code by concept is almost unmanageable.) The key parts which are shared are

- Color support is either dvips-like or LuaTeX/pdfTeX-like.
- LuaTeX/pdfTeX and dvipdfmx/XeTeX share drawing routines.
- XeTeX is the same as dvipdfmx other than image size extraction so takes most of the same code.

```
\__kernel_backend_literal:e
\__kernel_backend_literal:n
\__kernel_backend_literal:x
```

The one shared function for all backends is access to the basic \special primitive: it has slightly odd expansion behaviour so a wrapper is provided.

```

46 \cs_new_eq:NN \__kernel_backend_literal:e \tex_special:D
47 \cs_new_protected:Npn \__kernel_backend_literal:n #1
48 { \__kernel_backend_literal:e { \exp_not:n {#1} } }
49 \cs_generate_variant:Nn \__kernel_backend_literal:n { x }

```

(End definition for __kernel_backend_literal:e.)

1.1 dvips backend

```
50 {*dvips}
```

Literal PostScript can be included using a few low-level formats. Here, we use the form with no positioning: this is overall more convenient as a wrapper. Note that this does require that where position is important, an appropriate wrapper is included.

```

51 \cs_new_protected:Npn \__kernel_backend_postscript:n #1
52 { \__kernel_backend_literal:n { ps:: #1 } }
53 \cs_generate_variant:Nn \__kernel_backend_postscript:n { x }

```

(End definition for __kernel_backend_postscript:n.)

```
\__kernel_backend_postscript:n
\__kernel_backend_postscript:x
```

PostScript data that does have positioning, and also applying a shift to SDict (which is not done automatically by ps: or ps::, in contrast to ! or ").

```

54 \cs_new_protected:Npn \__kernel_backend_postscript:n #1
55 { \__kernel_backend_literal:n { ps: SDict ~ begin ~ #1 ~ end } }
56 \cs_generate_variant:Nn \__kernel_backend_postscript:n { x }

```

(End definition for __kernel_backend_postscript:n.)

PostScript for the header: a small saving but makes the code clearer. This is held until the start of shipout such that a document with no actual output does not write anything.

```

57 \bool_if:NT \g__kernel_backend_header_bool
58 {
```

```

59      \cs_if_exist:NNTF \AtBeginDvi
60      { \AtBeginDvi }
61      { \use:n }
62      { \__kernel_backend_literal:n { header = 13backend-dvips.pro } }
63  }

```

`_kernel_backend_align_begin:` In `dvips` there is no built-in saving of the current position, and so some additional PostScript is required to set up the transformation matrix and also to restore it afterwards. Notice the use of the stack to save the current position “up front” and to move back to it at the end of the process. Notice that the [begin]/[end] pair here mean that we can use a run of PostScript statements in separate lines: not *required* but does make the code and output more clear.

```

64 \cs_new_protected:Npn \__kernel_backend_align_begin:
65  {
66      \__kernel_backend_literal:n { ps::[begin] }
67      \__kernel_backend_literal_postscript:n { currentpoint }
68      \__kernel_backend_literal_postscript:n { currentpoint~translate }
69  }
70 \cs_new_protected:Npn \__kernel_backend_align_end:
71  {
72      \__kernel_backend_literal_postscript:n { neg~exch~neg~exch~translate }
73      \__kernel_backend_literal:n { ps::[end] }
74  }

```

(End definition for `_kernel_backend_align_begin:` and `_kernel_backend_align_end:`)

`_kernel_backend_scope_begin:` Saving/restoring scope for general operations needs to be done with `dvips` positioning (try without to see this!). Thus we need the `ps:` version of the special here. As only the graphics state is ever altered within this pairing, we use the lower-cost g-versions.

```

75 \cs_new_protected:Npn \__kernel_backend_scope_begin:
76  { \__kernel_backend_literal:n { ps:gsave } }
77 \cs_new_protected:Npn \__kernel_backend_scope_end:
78  { \__kernel_backend_literal:n { ps:grestore } }

```

(End definition for `_kernel_backend_scope_begin:` and `_kernel_backend_scope_end:`)

79

1.2 LuaTeX and pdfTeX backends

80

Both `LuaTeX` and `pdfTeX` write PDFs directly rather than via an intermediate file. Although there are similarities, the move of `LuaTeX` to have more code in `Lua` means we create two independent files using shared DocStrip code.

This is equivalent to `\special{pdf:}` but the engine can track it. Without the `direct` keyword everything is kept in sync: the transformation matrix is set to the current point automatically. Note that this is still inside the text (BT ... ET block).

```

81 \cs_new_protected:Npn \__kernel_backend_literal_pdf:n #1
82  {
83  {*luatex}
84      \tex_pdfextension:D literal
85  //luatex
86  {*pdftex}

```

```

87     \tex_pfdliteral:D
88 </pdftex>
89     { \exp_not:n {#1} }
90   }
91 \cs_generate_variant:Nn \__kernel_backend_literal_pdf:n { x }

(End definition for \__kernel_backend_literal_pdf:n.)

```

__kernel_backend_literal_page:n Page literals are pretty simple. To avoid an expansion, we write out by hand.

```

92 \cs_new_protected:Npn \__kernel_backend_literal_page:n #1
93   {
94   {*luatex}
95     \tex_pdfextension:D literal ~
96 </luatex>
97 {*pdftex}
98     \tex_pfdliteral:D
99 </pdftex>
100   page { \exp_not:n {#1} }
101 }

(End definition for \__kernel_backend_literal_page:n.)

```

__kernel_backend_scope_begin: Higher-level interfaces for saving and restoring the graphic state.

```

102 \cs_new_protected:Npn \__kernel_backend_scope_begin:
103   {
104   {*luatex}
105     \tex_pdfextension:D save \scan_stop:
106 </luatex>
107 {*pdftex}
108     \tex_pdfsave:D
109 </pdftex>
110   }
111 \cs_new_protected:Npn \__kernel_backend_scope_end:
112   {
113   {*luatex}
114     \tex_pdfextension:D restore \scan_stop:
115 </luatex>
116 {*pdftex}
117     \tex_pdfrestore:D
118 </pdftex>
119 }

(End definition for \__kernel_backend_scope_begin: and \__kernel_backend_scope_end:.)

```

__kernel_backend_matrix:n Here the appropriate function is set up to insert an affine matrix into the PDF. With pdfTeX and LuaTeX in direct PDF output mode there is a primitive for this, which only needs the rotation/scaling/skew part.

```

120 \cs_new_protected:Npn \__kernel_backend_matrix:n #1
121   {
122   {*luatex}
123     \tex_pdfextension:D setmatrix
124 </luatex>
125 {*pdftex}
126     \tex_pdfsetmatrix:D
127 </pdftex>


```

```

128      { \exp_not:n {#1} }
129    }
130 \cs_generate_variant:Nn \__kernel_backend_matrix:n { x }

(End definition for \__kernel_backend_matrix:n)

131 ⟨/luatex | pdftex⟩

```

1.3 dvipdfmx backend

```
132 ⟨*dvipdfmx | xetex⟩
```

The `dvipdfmx` shares code with the PDF mode one (using the common section to this file) but also with X_ET_EX. The latter is close to identical to `dvipdfmx` and so all of the code here is extracted for both backends, with some `clean` up for X_ET_EX as required. Undocumented but equivalent to pdfT_EX's `literal` keyword. It's similar to be not the same as the documented `contents` keyword as that adds a q/Q pair.

```

133 \cs_new_protected:Npn \__kernel_backend_literal_pdf:n #1
134   { \__kernel_backend_literal:n { pdf:literal~ #1 } }
135 \cs_generate_variant:Nn \__kernel_backend_literal_pdf:n { x }

(End definition for \__kernel_backend_literal_pdf:n)

```

\ kernel backend literal page:n Whilst the manual says this is like `literal direct` in pdfT_EX, it closes the BT block!

```

136 \cs_new_protected:Npn \__kernel_backend_literal_page:n #1
137   { \__kernel_backend_literal:n { pdf:literal~direct~ #1 } }

(End definition for \__kernel_backend_literal_page:n)

```

Scoping is done using the backend-specific specials. We use the versions originally from `xdvifpmb` (x:) as these are well-tested “in the wild”.

```

138 \cs_new_protected:Npn \__kernel_backend_scope_begin:
139   { \__kernel_backend_literal:n { x:gsave } }
140 \cs_new_protected:Npn \__kernel_backend_scope_end:
141   { \__kernel_backend_literal:n { x:grestore } }

(End definition for \__kernel_backend_scope_begin: and \__kernel_backend_scope_end:.)

142 ⟨@@=sys⟩

```

A short excursion into the `sys` module to set up the backend version information.

```

143 \group_begin:
144   \cs_set:Npn \__sys_tmp:w #1 Version ~ #2 ~ #3 \q_stop {#2}
145   \sys_get_shell:nnNTF { extractbb--version }
146     { \char_set_catcode_space:n { '\ } }
147     \l__sys_internal_tl
148   {
149     \int_const:Nn \c__kernel_sys_dvipdfmx_version_int
150       {
151         \exp_after:wN \__sys_tmp:w \l__sys_internal_tl
152         \q_stop
153       }
154   }
155   { \int_const:Nn \c__kernel_sys_dvipdfmx_version_int { 0 } }
156 \group_end:

```

(End definition for `\c_kernel_sys_dvipdfmx_version_int`.)

```
157 <@@=>  
158 //dvipdfmx | xetex
```

1.4 dvisvgm backend

```
159 /*dvisvgm*/
```

```
\_kernel_backend_literal_svg:n  
\_kernel_backend_literal_svg:x
```

Unlike the other backends, the requirements for making SVG files mean that we can't conveniently transform all operations to the current point. That makes life a bit more tricky later as that needs to be accounted for. A new line is added after each call to help to keep the output readable for debugging.

```
160 \cs_new_protected:Npn \_kernel_backend_literal_svg:n #1  
161   { \_kernel_backend_literal:n { dvisvgm:raw~ #1 { ?nl } } }  
162 \cs_generate_variant:Nn \_kernel_backend_literal_svg:n { x }
```

(End definition for `_kernel_backend_literal_svg:n`.)

```
\g_kernel_backend_scope_int  
\l_kernel_backend_scope_int
```

In SVG, we need to track scope nesting as properties attach to scopes; that requires a pair of int registers.

```
163 \int_new:N \g_kernel_backend_scope_int  
164 \int_new:N \l_kernel_backend_scope_int
```

(End definition for `\g_kernel_backend_scope_int` and `\l_kernel_backend_scope_int`.)

```
\_kernel_backend_scope_begin:  
\_kernel_backend_scope_end:  
  \_kernel_backend_scope_begin:n  
  \_kernel_backend_scope_begin:x  
\_kernel_backend_scope:n  
\_kernel_backend_scope:x
```

In SVG, the need to attach concepts to a scope means we need to be sure we will close all of the open scopes. That is easiest done if we only need an outer “wrapper” begin/end pair, and within that we apply operations as a simple scoped statements. To keep down the non-productive groups, we also have a `begin` version that does take an argument.

```
165 \cs_new_protected:Npn \_kernel_backend_scope_begin:  
166   {  
167     \_kernel_backend_literal_svg:n { <g> }  
168     \int_set_eq:NN  
169       \l_kernel_backend_scope_int  
170       \g_kernel_backend_scope_int  
171     \group_begin:  
172       \int_gset:Nn \g_kernel_backend_scope_int { 1 }  
173     }  
174 \cs_new_protected:Npn \_kernel_backend_scope_end:  
175   {  
176     \prg_replicate:nn  
177       { \g_kernel_backend_scope_int }  
178       { \_kernel_backend_literal_svg:n { </g> } }  
179     \group_end:  
180     \int_gset_eq:NN  
181       \g_kernel_backend_scope_int  
182       \l_kernel_backend_scope_int  
183   }  
184 \cs_new_protected:Npn \_kernel_backend_scope_begin:n #1  
185   {  
186     \_kernel_backend_literal_svg:n { <g ~ #1 > }  
187     \int_set_eq:NN  
188       \l_kernel_backend_scope_int
```

```

189      \g_kernel_backend_scope_int
190      \group_begin:
191          \int_gset:Nn \g_kernel_backend_scope_int { 1 }
192      }
193 \cs_generate_variant:Nn \__kernel_backend_scope_begin:n { x }
194 \cs_new_protected:Npn \__kernel_backend_scope:n #1
195 {
196     \__kernel_backend_literal_svg:n { <g ~ #1 > }
197     \int_gincr:N \g_kernel_backend_scope_int
198 }
199 \cs_generate_variant:Nn \__kernel_backend_scope:n { x }

(End definition for \__kernel_backend_scope_begin: and others.)

200 </dvisvgm>
201 </package>

```

2 I3backend-box Implementation

```

202 <*package>
203 <@=box>

```

2.1 dvips backend

```

204 <*dvips>

```

__box_backend_clip:N The `dvips` backend scales all absolute dimensions based on the output resolution selected and any TeX magnification. Thus for any operation involving absolute lengths there is a correction to make. See `normalscale` from `special.pro` for the variables, noting that here everything is saved on the stack rather than as a separate variable. Once all of that is done, the actual clipping is trivial.

```

205 \cs_new_protected:Npn \__box_backend_clip:N #1
206 {
207     \__kernel_backend_scope_begin:
208     \__kernel_backend_align_begin:
209     \__kernel_backend_literal_postscript:n { matrix-currentmatrix }
210     \__kernel_backend_literal_postscript:n
211         { Resolution-72-div-VResolution-72-div-scale }
212     \__kernel_backend_literal_postscript:n { DVImag-dup-scale }
213     \__kernel_backend_literal_postscript:x
214     {
215         0 ~
216         \dim_to_decimal_in_bp:n { \box_dp:N #1 } ~
217         \dim_to_decimal_in_bp:n { \box_wd:N #1 } ~
218         \dim_to_decimal_in_bp:n { -\box_ht:N #1 - \box_dp:N #1 } ~
219         rectclip
220     }
221     \__kernel_backend_literal_postscript:n { setmatrix }
222     \__kernel_backend_align_end:
223     \hbox_overlap_right:n { \box_use:N #1 }
224     \__kernel_backend_scope_end:
225     \skip_horizontal:n { \box_wd:N #1 }
226 }

```

(End definition for __box_backend_clip:N.)

`__box_backend_rotate:Nn`
`__box_backend_rotate_aux:Nn`

Rotating using dvips does not require that the box dimensions are altered and has a very convenient built-in operation. Zero rotation must be written as 0 not -0 so there is a quick test.

```

227 \cs_new_protected:Npn \_\_box_backend_rotate:Nn #1#2
228   { \exp_args:NNf \_\_box_backend_rotate_aux:Nn #1 { \fp_eval:n {#2} } }
229 \cs_new_protected:Npn \_\_box_backend_rotate_aux:Nn #1#2
230   {
231     \_\_kernel_backend_scope_begin:
232     \_\_kernel_backend_align_begin:
233     \_\_kernel_backend_literal_postscript:x
234     {
235       \fp_compare:nNnTF {#2} = \c_zero_fp
236         { 0 }
237         { \fp_eval:n { round ( -(#2) , 5 ) } } ~
238       rotate
239     }
240     \_\_kernel_backend_align_end:
241     \box_use:N #1
242     \_\_kernel_backend_scope_end:
243   }

```

(End definition for `__box_backend_rotate:Nn` and `__box_backend_rotate_aux:Nn`.)

`__box_backend_scale:Nnn`

The dvips backend once again has a dedicated operation we can use here.

```

244 \cs_new_protected:Npn \_\_box_backend_scale:Nnn #1#2#3
245   {
246     \_\_kernel_backend_scope_begin:
247     \_\_kernel_backend_align_begin:
248     \_\_kernel_backend_literal_postscript:x
249     {
250       \fp_eval:n { round ( #2 , 5 ) } ~
251       \fp_eval:n { round ( #3 , 5 ) } ~
252       scale
253     }
254     \_\_kernel_backend_align_end:
255     \hbox_overlap_right:n { \box_use:N #1 }
256     \_\_kernel_backend_scope_end:
257   }

```

(End definition for `__box_backend_scale:Nnn`.)

258 ⟨/dvips⟩

2.2 LuaTeX and pdfTeX backends

259 ⟨*luatex | pdftex⟩

`__box_backend_clip:N`

The general method is to save the current location, define a clipping path equivalent to the bounding box, then insert the content at the current position and in a zero width box. The “real” width is then made up using a horizontal skip before tidying up. There are other approaches that can be taken (for example using XForm objects), but the logic here shares as much code as possible and uses the same conversions (and so same rounding errors) in all cases.

260 `\cs_new_protected:Npn __box_backend_clip:N #1`

```

261  {
262    \__kernel_backend_scope_begin:
263    \__kernel_backend_literal_pdf:x
264    {
265      0~
266      \dim_to_decimal_in_bp:n { -\box_dp:N #1 } ~
267      \dim_to_decimal_in_bp:n { \box_wd:N #1 } ~
268      \dim_to_decimal_in_bp:n { \box_ht:N #1 + \box_dp:N #1 } ~
269      re~W~n
270    }
271    \hbox_overlap_right:n { \box_use:N #1 }
272    \__kernel_backend_scope_end:
273    \skip_horizontal:n { \box_wd:N #1 }
274  }

```

(End definition for `__box_backend_clip:N`.)

`__box_backend_rotate:Nn`
`__box_backend_rotate_aux:Nn`
`\l_box_backend_cos_fp`
`\l_box_backend_sin_fp`

Rotations are set using an affine transformation matrix which therefore requires sine/cosine values not the angle itself. We store the rounded values to avoid rounding twice. There are also a couple of comparisons to ensure that -0 is not written to the output, as this avoids any issues with problematic display programs. Note that numbers are compared to 0 after rounding.

```

275 \cs_new_protected:Npn \__box_backend_rotate:Nn #1#2
276   { \exp_args:Nnf \__box_backend_rotate_aux:Nn #1 { \fp_eval:n {#2} } }
277 \cs_new_protected:Npn \__box_backend_rotate_aux:Nn #1#2
278   {
279     \__kernel_backend_scope_begin:
280     \box_set_wd:Nn #1 { 0pt }
281     \fp_set:Nn \l_box_backend_cos_fp { round ( cosd ( #2 ) , 5 ) }
282     \fp_compare:nNnT \l_box_backend_cos_fp = \c_zero_fp
283       { \fp_zero:N \l_box_backend_cos_fp }
284     \fp_set:Nn \l_box_backend_sin_fp { round ( sind ( #2 ) , 5 ) }
285     \__kernel_backend_matrix:x
286     {
287       \fp_use:N \l_box_backend_cos_fp \c_space_tl
288       \fp_compare:nNnTF \l_box_backend_sin_fp = \c_zero_fp
289         { 0~0 }
290         {
291           \fp_use:N \l_box_backend_sin_fp
292           \c_space_tl
293           \fp_eval:n { -\l_box_backend_sin_fp }
294         }
295         \c_space_tl
296         \fp_use:N \l_box_backend_cos_fp
297     }
298     \box_use:N #1
299     \__kernel_backend_scope_end:
300   }
301 \fp_new:N \l_box_backend_cos_fp
302 \fp_new:N \l_box_backend_sin_fp

```

(End definition for `__box_backend_rotate:Nn` and others.)

`__box_backend_scale:Nnn` The same idea as for rotation but without the complexity of signs and cosines.

```

303 \cs_new_protected:Npn \__box_backend_scale:Nnn #1#2#3
304 {
305     \__kernel_backend_scope_begin:
306     \__kernel_backend_matrix:x
307     {
308         \fp_eval:n { round ( #2 , 5 ) } ~
309         0~0~
310         \fp_eval:n { round ( #3 , 5 ) }
311     }
312     \hbox_overlap_right:n { \box_use:N #1 }
313     \__kernel_backend_scope_end:
314 }
```

(End definition for `__box_backend_scale:Nnn`.)

315 ⟨/lualatex | pdftex⟩

2.3 dvipdfmx/X_ET_EX backend

316 ⟨*dvipdfmx | xetex⟩

`__box_backend_clip:N` The code here is identical to that for Lua_ET_EX/pdf_ET_EX: unlike rotation and scaling, there is no higher-level support in the backend for clipping.

```

317 \cs_new_protected:Npn \__box_backend_clip:N #1
318 {
319     \__kernel_backend_scope_begin:
320     \__kernel_backend_literal_pdf:x
321     {
322         0~
323         \dim_to_decimal_in_bp:n { -\box_dp:N #1 } ~
324         \dim_to_decimal_in_bp:n { \box_wd:N #1 } ~
325         \dim_to_decimal_in_bp:n { \box_ht:N #1 + \box_dp:N #1 } ~
326         re~W~n
327     }
328     \hbox_overlap_right:n { \box_use:N #1 }
329     \__kernel_backend_scope_end:
330     \skip_horizontal:n { \box_wd:N #1 }
331 }
```

(End definition for `__box_backend_clip:N`.)

`__box_backend_rotate:Nn` Rotating in dvipdfmx/X_ET_EX can be implemented using either PDF or backend-specific code. The former approach however is not “aware” of the content of boxes: this means that any embedded links would not be adjusted by the rotation. As such, the backend-native approach is preferred: the code therefore is similar (though not identical) to the dvips version (notice the rotation angle here is positive). As for dvips, zero rotation is written as 0 not -0.

```

332 \cs_new_protected:Npn \__box_backend_rotate:Nn #1#2
333   { \exp_args:NNf \__box_backend_rotate_aux:Nn #1 { \fp_eval:n {#2} } }
334 \cs_new_protected:Npn \__box_backend_rotate_aux:Nn #1#2
335   {
336     \__kernel_backend_scope_begin:
337     \__kernel_backend_literal:x
338     {
339       x:rotate~
```

```

340      \fp_compare:nNnTF {#2} = \c_zero_fp
341      { 0 }
342      { \fp_eval:n { round ( #2 , 5 ) } }
343    }
344    \box_use:N #1
345    \__kernel_backend_scope_end:
346  }

```

(End definition for `__box_backend_rotate:Nn` and `__box_backend_rotate_aux:Nn`.)

`__box_backend_scale:Nnn` Much the same idea for scaling: use the higher-level backend operation to allow for box content.

```

347 \cs_new_protected:Npn \__box_backend_scale:Nnn #1#2#3
348 {
349   \__kernel_backend_scope_begin:
350   \__kernel_backend_literal:x
351   {
352     x:scale~
353     \fp_eval:n { round ( #2 , 5 ) } ~
354     \fp_eval:n { round ( #3 , 5 ) }
355   }
356   \hbox_overlap_right:n { \box_use:N #1 }
357   \__kernel_backend_scope_end:
358 }

```

(End definition for `__box_backend_scale:Nnn`.)

359 `//dvipdfmx | xetex`

2.4 dvisvgm backend

360 `/*dvisvgm*/`

`__box_backend_clip:N` `\g_box_clip_path_int` Clipping in SVG is more involved than with other backends. The first issue is that the clipping path must be defined separately from where it is used, so we need to track how many paths have applied. The naming here uses `13cp` as the namespace with a number following. Rather than use a rectangular operation, we define the path manually as this allows it to have a depth: easier than the alternative approach of shifting content up and down using scopes to allow for the depth of the TeX box and keep the reference point the same!

```

361 \cs_new_protected:Npn \__box_backend_clip:N #1
362 {
363   \int_gincr:N \g_box_clip_path_int
364   \__kernel_backend_literal_svg:x
365   { < clipPath-id = " 13cp \int_use:N \g_box_clip_path_int " > }
366   \__kernel_backend_literal_svg:x
367   {
368     <
369       path ~ d =
370       "
371         M ~ 0 ~
372           \dim_to_decimal:n { -\box_dp:N #1 } ~
373           L ~ \dim_to_decimal:n { \box_wd:N #1 } ~
374             \dim_to_decimal:n { -\box_dp:N #1 } ~
375             L ~ \dim_to_decimal:n { \box_wd:N #1 } ~

```

```

376           \dim_to_decimal:n { \box_ht:N #1 + \box_dp:N #1 } ~
377           L ~ 0 ~
378           \dim_to_decimal:n { \box_ht:N #1 + \box_dp:N #1 } ~
379           Z
380           "
381       />
382   }
383 \__kernel_backend_literal_svg:n
384 { < /clipPath > }

```

In general the SVG set up does not try to transform coordinates to the current point. For clipping we need to do that, so have a transformation here to get us to the right place, and a matching one just before the TeX box is inserted to get things back on track. The clip path needs to come between those two such that if lines up with the current point, as does the TeX box.

```

385 \__kernel_backend_scope_begin:n
386 {
387     transform =
388     "
389     translate ( { ?x } , { ?y } ) ~
390     scale ( 1 , -1 )
391     "
392 }
393 \__kernel_backend_scope:x
394 {
395     clip-path =
396     "url ( \c_hash_str 13cp \int_use:N \g_box_clip_path_int ) "
397 }
398 \__kernel_backend_scope:n
399 {
400     transform =
401     "
402     scale ( -1 , 1 ) ~
403     translate ( { ?x } , { ?y } ) ~
404     scale ( -1 , -1 )
405     "
406 }
407 \box_use:N #1
408 \__kernel_backend_scope_end:
409 }
410 \int_new:N \g_box_clip_path_int

```

(End definition for `__box_backend_clip:N` and `\g_box_clip_path_int`.)

`__box_backend_rotate:Nn`

Rotation has a dedicated operation which includes a centre-of-rotation optional pair. That can be picked up from the backend syntax, so there is no need to worry about the transformation matrix.

```

411 \cs_new_protected:Npn \__box_backend_rotate:Nn #1#2
412 {
413     \__kernel_backend_scope_begin:x
414     {
415         transform =
416         "
417         rotate

```

```

418      ( \fp_eval:n { round ( -(#2) , 5 ) } , ~ { ?x } , ~ { ?y } )
419      "
420      }
421      \box_use:N #1
422      \__kernel_backend_scope_end:
423  }

(End definition for \__box_backend_rotate:Nn.)
```

__box_backend_scale:Nnn In contrast to rotation, we have to account for the current position in this case. That is done using a couple of translations in addition to the scaling (which is therefore done backward with a flip).

```

424  \cs_new_protected:Npn \__box_backend_scale:Nnn #1#2#3
425  {
426      \__kernel_backend_scope_begin:x
427      {
428          transform =
429          "
430          translate ( { ?x } , { ?y } ) ~
431          scale
432          (
433              \fp_eval:n { round ( -#2 , 5 ) } ,
434              \fp_eval:n { round ( -#3 , 5 ) }
435          ) ~
436          translate ( { ?x } , { ?y } ) ~
437          scale ( -1 )
438          "
439      }
440      \hbox_overlap_right:n { \box_use:N #1 }
441      \__kernel_backend_scope_end:
442  }

(End definition for \__box_backend_scale:Nnn.)
```

443 </dvisvgm>
 444 </package>

3 I3backend-color Implementation

```

445  {*package}
446  {@@=color}
```

Color support is split into parts: collecting data from $\text{\LaTeX} 2\epsilon$, the color stack, general color, separations, and color for drawings. We have different approaches in each backend, and have some choices to make about dvipdfmx/X \TeX in particular. Whilst it is in some ways convenient to use the same approach in multiple backends, the fact that dvipdfmx/X \TeX is PDF-based means it (largely) sticks closer to direct PDF output.

3.1 Collecting information from $\text{\LaTeX} 2\epsilon$

3.1.1 dvips-style

```

447  {*dvisvgm | dvipdfmx | dvips | xetex}
```

`_color_backend_pickup:N` Allow for L^AT_EX 2_E color. Here, the possible input values are limited: dvips-style colors can mainly be taken as-is with the exception spot ones (here we need a model and a tint). The x-type expansion is there to cover the case where xcolor is in use.

```

448 \cs_new_protected:Npn \_color_backend_pickup:N #1 {
449 \cs_if_exist:cT { ver@color.sty }
450   {
451     \cs_set_protected:Npn \_color_backend_pickup:N #1
452     {
453       \exp_args:NV \tl_if_head_is_space:nTF \current@color
454         {
455           \tl_set:Nx #1
456             {
457               { \exp_after:wN \use:n \current@color }
458               { 1 }
459             }
460         }
461       {
462         \exp_last_unbraced:Nx \_color_backend_pickup:w
463           { \current@color } \s_color_stop #1
464         }
465       }
466     \cs_new_protected:Npn \_color_backend_pickup:w #1 ~ #2 \s_color_stop #3
467       { \tl_set:Nn #3 { {#1} {#2} } }
468   }

```

(End definition for `_color_backend_pickup:N` and `_color_backend_pickup:w`.)

```
469 </dvisvgm | dvipdfmx | dvips | xetex>
```

3.1.2 LuaT_EX and pdfT_EX

```
470 <*luatex | pdftex>
```

`_color_backend_pickup:N` The current color in driver-dependent format: pick up the package-mode data if available. We end up converting back and forward in this route as we store our color data in dvips format. The `\current@color` needs to be x-expanded before `_color_backend_pickup:w` breaks it apart, because for instance xcolor sets it to be instructions to generate a color

```

471 \cs_new_protected:Npn \_color_backend_pickup:N #1 {
472 \cs_if_exist:cT { ver@color.sty }
473   {
474     \cs_set_protected:Npn \_color_backend_pickup:N #1
475       {
476         \exp_last_unbraced:Nx \_color_backend_pickup:w
477           { \current@color } ~ 0 ~ 0 ~ 0 \s_color_stop #1
478       }
479     \cs_new_protected:Npn \_color_backend_pickup:w
480       #1 ~ #2 ~ #3 ~ #4 ~ #5 ~ #6 \s_color_stop #7
481       {
482         \str_if_eq:nnTF {#2} { g }
483           { \tl_set:Nn #7 { { gray } {#1} } }
484         {
485           \str_if_eq:nnTF {#4} { rg }
486             { \tl_set:Nn #7 { { rgb } { #1 ~ #2 ~ #3 } } }

```

```

487   {
488     \str_if_eq:nnTF {#5} { k }
489       { \tl_set:Nn #7 { { cmyk } { #1 ~ #2 ~ #3 ~ #4 } } }
490       {
491         \str_if_eq:nnTF {#2} { cs }
492           {
493             \tl_set:Nx #7 { { \use:n #1 } { #5 } }
494           }
495           {
496             \tl_set:Nn #7 { { gray } { 0 } }
497           }
498         }
499       }
500     }
501   }
502 }
```

(End definition for `_color_backend_pickup:N` and `_color_backend_pickup:w`.)

3.2 The color stack

For PDF-based engines, we have a color stack available inside the specials. This is used for concepts beyond color itself: it is needed to manage the graphics state generally. The exact form depends on the engine, and for dvipdfmx/X_ET_EX the backend version.

3.2.1 dvipdfmx/X_ET_EX

```
504 <*dvipdfmx | xetex>
```

In (x)dvipdfmx, the base color stack is not set up, so we have to force that, as well as providing a mechanism more generally.

```

505 \int_compare:nNnf \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
506   {
507     \int_new:N \g_color_stack_int
508     \cs_new_protected:Npn \_kernel_color_stack_init:Nnn #1#2#3
509       {
510         \int_gincr:N \g_color_stack_int
511         \int_const:Nn #1 { \g_color_stack_int }
512         \_kernel_backend_literal:x
513         {
514           pdfcolorstackinit ~
515           \int_use:N \g_color_stack_int \c_space_tl
516           \tl_if_blank:nF {#2} { #2 ~ }
517           (#3)
518         }
519       }
520   }
```

(End definition for `_kernel_color_stack_init:Nnn` and `\g_color_stack_int`.)

`_kernel_color_stack_push:nn`

Simple enough but needs a version check.

```
521 \int_compare:nNnf \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
522   {
```

```

523     \cs_new_protected:Npn \__kernel_color_stack_push:nn #1#2
524     {
525         \__kernel_backend_literal:x
526         {
527             pdfcolorstack ~
528             \int_eval:n {#1} ~
529             push ~ (#2)
530         }
531     }
532     \cs_new_protected:Npn \__kernel_color_stack_pop:n #1
533     {
534         \__kernel_backend_literal:x
535         {
536             pdfcolorstack ~
537             \int_eval:n {#1} ~
538             pop
539         }
540     }
541 }
```

(End definition for `__kernel_color_stack_push:nn` and `__kernel_color_stack_pop:n`)

542 `</dvipdfmx | xetex>`

3.2.2 LuaTeX and pdfTeX

543 `<*luatex | pdftex>`

`__kernel_color_stack_init:Nnn`

```

544     \cs_new_protected:Npn \__kernel_color_stack_init:Nnn #1#2#3
545     {
546         \int_const:Nn #1
547         {
548             <*luatex>
549             \tex_pdffeedback:D colorstackinit ~
550             </luatex>
551             <*pdftex>
552             \tex_pdfcolorstackinit:D
553             </pdftex>
554             \tl_if_blank:nF {#2} { #2 ~ }
555             {#3}
556         }
557     }
```

(End definition for `__kernel_color_stack_init:Nnn`.)

`__kernel_color_stack_push:nn`

`__kernel_color_stack_pop:n`

```

558     \cs_new_protected:Npn \__kernel_color_stack_push:nn #1#2
559     {
560         <*luatex>
561         \tex_pdfextension:D colorstack ~
562         </luatex>
563         <*pdftex>
564         \tex_pdfcolorstack:D
565         </pdftex>
```

```

566      \int_eval:n {#1} ~ push ~ {#2}
567    }
568 \cs_new_protected:Npn \__kernel_color_stack_pop:n #1
569  {
570  {*luatex}
571    \tex_pdfextension:D colorstack ~
572  
```

```

573  {*pdfTeX}
574    \tex_pdfcolorstack:D
575  
```

```

576    \int_eval:n {#1} ~ pop \scan_stop:
577  }

```

(End definition for `__kernel_color_stack_push:nn` and `__kernel_color_stack_pop:n`)

```

578  
```

3.3 General color

3.3.1 dvips-style

```

579  {*dvips | dvisvgm}

```

Push the data to the stack. In the case of dvips also saves the drawing color in raw PostScript.

```

580 \cs_new_protected:Npn \__color_backend_select_cmyk:n #1
581  { \__color_backend_select:n { cmyk ~ #1 } }
582 \cs_new_protected:Npn \__color_backend_select_gray:n #1
583  { \__color_backend_select:n { gray ~ #1 } }
584 \cs_new_protected:Npn \__color_backend_select_rgb:n #1
585  { \__color_backend_select:n { rgb ~ #1 } }
586 \cs_new_protected:Npn \__color_backend_select:n #1
587  {
588    \__kernel_backend_literal:n { color~push~ #1 }
589  
```

```

  {*dvips}
590    \__kernel_backend_postscript:n { /color.sc~ { ~ } ~def }
591    \__kernel_backend_postscript:n { /color.fc~ { ~ } ~def }
592  
```

```

  
```

(End definition for `__color_backend_select_cmyk:n` and others. These functions are documented on page ??.)

```

597  
```

3.3.2 LuaTeX and pdfTeX

```

598  {*dvipdfmx | luatex | pdfTeX | xetex}

```

pdfTeX, LuaTeX and recent (x)dvipdfmx have multiple stacks available, and to track which one is in use a variable is required.

```

599 \int_new:N \l__kernel_color_stack_int

```

(End definition for `\l__kernel_color_stack_int`.)

```

\__color_backend_select_cmyk:n
\__color_backend_select_gray:n
\__color_backend_select_rgb:n
\__color_backend_reset:
Simply dump the data, but allowing for LuaTeX.

600 \cs_new_protected:Npn \__color_backend_select_cmyk:n #1
601   { \__color_backend_select:n { #1 ~ k ~ #1 ~ K } }
602 \cs_new_protected:Npn \__color_backend_select_gray:n #1
603   { \__color_backend_select:n { #1 ~ g ~ #1 ~ G } }
604 \cs_new_protected:Npn \__color_backend_select_rgb:n #1
605   { \__color_backend_select:n { #1 ~ rg ~ #1 ~ RG } }
606 \cs_new_protected:Npn \__color_backend_select:n #1
607   {
608     \__kernel_color_stack_push:nn \l__kernel_color_stack_int {#1}
609     \group_insert_after:N \__color_backend_reset:
610   }
611 \cs_new_protected:Npn \__color_backend_reset:
612   { \__kernel_color_stack_pop:n \l__kernel_color_stack_int }

(End definition for \__color_backend_select_cmyk:n and others.)

613 </dvipdfmx | luatex | pdftex | xetex>

```

3.3.3 dvipdfmx/X_ET_EX

```
614 <*dvipdfmx | xetex>
```

These backends have the most possible approaches: it recognises both dvips-based color specials and it's own format, plus one can include PDF statements directly. Recent releases also have a color stack approach similar to pdfTeX. Of the stack methods, the dedicated the most versatile is the latter as it can cover all of the use cases we have. Thus it is used in preference to the dvips-style interface or the “native” color specials (which have only one stack).

Push the data to the stack.

```

\__color_backend_select_cmyk:n
\__color_backend_select_gray:n
\__color_backend_select_rgb:n
\__color_backend_reset:
Push the data to the stack.

615 \int_compare:nNnT \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
616   {
617     \cs_gset_protected:Npn \__color_backend_select_cmyk:n #1
618       {
619         \__kernel_backend_literal:n { pdf: bc ~ [#1] }
620         \group_insert_after:N \__color_backend_reset:
621       }
622     \cs_gset_eq:NN \__color_backend_select_gray:n \__color_backend_select_cmyk:n
623     \cs_gset_eq:NN \__color_backend_select_rgb:n \__color_backend_select_cmyk:n
624     \cs_gset_protected:Npn \__color_backend_reset:
625       { \__kernel_backend_literal:n { pdf: ec } }
626   }

(End definition for \__color_backend_select_cmyk:n and others.)

627 </dvipdfmx | xetex>

```

3.4 Separations

Here, life gets interesting and we need essentially one approach per backend.

```
628 <*dvips>
```

```

\__color_backend_select_separation:nn
\__color_backend_select_devicen:nn
629 \cs_new_protected:Npn \__color_backend_select_separation:nn #1#2
630   { \__color_backend_select:n { separation ~ #1 ~ #2 } }
631 \cs_new_eq:NN \__color_backend_select_devicen:nn \__color_backend_select_separation:nn

```

(End definition for `__color_backend_select_separation:nn` and `__color_backend_select_device:nn`.)

```
\__color_backend_separation_init:nnnnn
\__color_backend_separation_init:nxxnn
\__color_backend_separation_init_aux:nnnnn
lor_backend_separation_init_/DeviceCMYK:nnn
lor_backend_separation_init_/DeviceGray:nnn
olor_backend_separation_init_/DeviceRGB:nnn
\__color_backend_separation_init_Device:Nn
  \__color_backend_separation_init:nnn
\__color_backend_separation_init_count:n
\__color_backend_separation_init_count:w
  \__color_backend_separation_init:nnnn
    \__color_backend_separation_init:w
      \__color_backend_separation_init:n
        \__color_backend_separation_init:nw
\__color_backend_separation_init_CIELAB:nnn
```

Initialising here means creating a small header set up plus massaging some data. This comes about as we have to deal with PDF-focussed data, which makes most sense “higher-up”. The approach is based on ideas from <https://tex.stackexchange.com/q/560093> plus using the PostScript manual for other aspects.

```
632 \cs_new_protected:Npx \__color_backend_separation_init:nnnnn #1#2#3#4#5
633 {
  \bool_if:NT \g__kernel_backend_header_bool
  {
    \cs_if_exist:NTF \AtBeginDvi
    { \exp_not:N \AtBeginDvi }
    { \use:n }
    {
      \exp_not:N \__color_backend_separation_init_aux:nnnnn
      {#1} {#2} {#3} {#4} {#5}
    }
  }
644 }
645 \cs_generate_variant:Nn \__color_backend_separation_init:nnnnn { nxx }
646 \cs_new_protected:Npn \__color_backend_separation_init_aux:nnnnn #1#2#3#4#5
647 {
  \__kernel_backend_literal:e
  {
    !
    TeXDict ~ begin ~
    /color \int_use:N \g__color_model_int
    {
      [
        /Separation ~ ( \str_convert_pdfname:n {#1} ) ~
        [ ~ #2 ~ ] ~
        {
          \cs_if_exist_use:cF { __color_backend_separation_init_ #2 :nnn }
          { \__color_backend_separation_init:nnn }
          {#3} {#4} {#5}
        }
      ]
      ~ setcolorspace
    } ~ def ~
    end
  }
665 }
666 }
667 \cs_new:cpn { __color_backend_separation_init_ /DeviceCMYK :nnn } #1#2#3
668 { \__color_backend_separation_init_Device:Nn 4 {#3} }
669 \cs_new:cpn { __color_backend_separation_init_ /DeviceGray :nnn } #1#2#3
670 { \__color_backend_separation_init_Device:Nn 1 {#3} }
671 \cs_new:cpn { __color_backend_separation_init_ /DeviceRGB :nnn } #1#2#3
672 { \__color_backend_separation_init_Device:Nn 2 {#3} }
673 \cs_new:Npn \__color_backend_separation_init_Device:Nn #1#2
674 {
  #2 ~
  \prg_replicate:nn {#1}
  { #1 ~ index ~ mul ~ #1 ~ 1 ~ roll ~ }
  \int_eval:n { #1 + 1 } ~ -1 ~ roll ~ pop
}
679 }
```

For the generic case, we cannot use `/FunctionType 2` unfortunately, so we have to code that idea up in PostScript. Here, we will therefore assume that a range is *always* given. First, we count values in each argument: at the backend level, we can assume there are always well-behaved with spaces present.

```

680 \cs_new:Npn \__color_backend_separation_init:nnn #1#2#3
681 {
682     \exp_args:Ne \__color_backend_separation_init:nnnn
683     { \__color_backend_separation_init_count:n {#2} }
684     {#1} {#2} {#3}
685 }
686 \cs_new:Npn \__color_backend_separation_init_count:n #1
687     { \int_eval:n { 0 \__color_backend_separation_init_count:w #1 ~ \s__color_stop } }
688 \cs_new:Npn \__color_backend_separation_init_count:w #1 ~ #2 \s__color_stop
689 {
690     +1
691     \tl_if_blank:nF {#2}
692     { \__color_backend_separation_init_count:w #2 \s__color_stop }
693 }

```

Now we implement the algorithm. In the terms in the PostScript manual, we have **N** = 1 and **Domain** = [0 1], with **Range** as #2, **C0** as #3 and **C1** as #4, with the number of output components in #1. So all we have to do is implement $y_i = \mathbf{C0}_i + x(\mathbf{C1}_i - \mathbf{C0}_i)$ with lots of stack manipulation, then check the ranges. That's done by adding everything to the stack first, then using the fact we know all of the offsets. As manipulating the stack is tricky, we start by re-formatting the **C0** and **C1** arrays to be interleaved, and add a 0 to each pair: this is used to keep the stack of constant length while we are doing the first pass of mathematics. We then working through that list, calculating from the last to the first value before tidying up by removing all of the input values. We do that by first copying all of the final y values to the end of the stack, then rolling everything so we can pop the now-unneeded material.

```

694 \cs_new:Npn \__color_backend_separation_init:nnnn #1#2#3#4
695 {
696     \__color_backend_separation_init:w #3 ~ \s__color_stop #4 ~ \s__color_stop
697     \prg_replicate:nn {#1}
698     {
699         pop ~ 1 ~ index ~ neg ~ 1 ~ index ~ add ~
700         \int_eval:n { 3 * #1 } ~ index ~ mul ~
701         2 ~ index ~ add ~
702         \int_eval:n { 3 * #1 } ~ #1 ~ roll ~
703     }
704     \int_step_function:nnnN {#1} { -1 } { 1 }
705     \__color_backend_separation_init:n
706     \int_eval:n { 4 * #1 + 1 } ~ #1 ~ roll ~
707     \prg_replicate:nn { 3 * #1 + 1 } { pop ~ }
708     \tl_if_blank:nF {#2}
709     { \__color_backend_separation_init:nw {#1} #2 ~ \s__color_stop }
710 }
711 \cs_new:Npn \__color_backend_separation_init:w
712     #1 ~ #2 \s__color_stop #3 ~ #4 \s__color_stop
713 {
714     #1 ~ #3 ~ 0 ~
715     \tl_if_blank:nF {#2}
716     { \__color_backend_separation_init:w #2 \s__color_stop #4 \s__color_stop }
```

```

717   }
718 \cs_new:Npn \__color_backend_separation_init:n #1
719   { \int_eval:n { #1 * 2 } ~ index ~ }

```

Finally, we deal with the range limit if required. This is handled by splitting the range into pairs. It's then just a question of doing the comparisons, this time dropping everything except the desired result.

```

720 \cs_new:Npn \__color_backend_separation_init:nw #1#2 ~ #3 ~ #4 \s__color_stop
721   {
722     #2 ~ #3 ~
723     2 ~ index ~ 2 ~ index ~ lt ~
724       { ~ pop ~ exch ~ pop ~ } ~
725       { ~
726         2 ~ index ~ 1 ~ index ~ gt ~
727           { ~ exch ~ pop ~ exch ~ pop ~ } ~
728             { ~ pop ~ pop ~ } ~
729             ifelse ~
730           }
731         ifelse ~
732         #1 ~ 1 ~ roll ~
733         \tl_if_blank:nF {#4}
734           { \__color_backend_separation_init:nw {#1} #4 \s__color_stop }
735   }

```

CIELAB support uses the detail from the PostScript reference, page 227; other than that block of PostScript, this is the same as for PDF-based routes.

```

736 \cs_new_protected:Npn \__color_backend_separation_init_CIELAB:nnn #1#2#3
737   {
738     \__color_backend_separation_init:nxxnn
739       {#2}
740       {
741         /CIEBasedABC ~
742           << ~
743             /RangeABC ~ [ ~ \c__color_model_range_CIELAB_t1 \c_space_t1 ] ~
744             /DecodeABC ~
745               [
746                 { ~ 16 ~ add ~ 116 ~ div ~ } ~ bind ~
747                 { ~ 500 ~ div ~ } ~ bind ~
748                 { ~ 200 ~ div ~ } ~ bind ~
749               ] ~
750             /MatrixABC ~ [ ~ 1 ~ 1 ~ 1 ~ 1 ~ 0 ~ 0 ~ 0 ~ 0 ~ -1 ~ ] ~
751             /DecodeLMN ~
752               [
753                 {
754                   dup ~ 6 ~ 29 ~ div ~ ge ~
755                     { ~ dup ~ dup ~ mul ~ mul ~ ~ } ~
756                     { ~ 4 ~ 29 ~ div ~ sub ~ 108 ~ 841 ~ div ~ mul ~ } ~
757                     ifelse ~
758                     0.9505 ~ mul ~
759                   } ~ bind ~
760                 {
761                   dup ~ 6 ~ 29 ~ div ~ ge ~
762                     { ~ dup ~ dup ~ mul ~ mul ~ } ~
763                     { ~ 4 ~ 29 ~ div ~ sub ~ 108 ~ 841 ~ div ~ mul ~ } ~
764                     ifelse ~

```

```

765 } ~ bind ~
766 {
767     dup ~ 6 ~ 29 ~ div ~ ge ~
768     { ~ dup ~ dup ~ mul ~ mul ~ } ~
769     { ~ 4 ~ 29 ~ div ~ sub ~ 108 ~ 841 ~ div ~ mul ~ } ~
770     ifelse ~
771     1.0890 ~ mul ~
772     } ~ bind
773     ] ~
774     /WhitePoint ~
775     [ ~ \tl_use:c { c__color_model_whitepoint_CIELAB_ #1 _tl } ~ ] ~
776     >>
777 }
778 { \c__color_model_range_CIELAB_tl }
779 { 100 ~ 0 ~ 0 }
780 {#3}
781 }

```

(End definition for `__color_backend_separation_init:nnnn` and others.)

`__color_backend_devicen_init:nnn`

Trivial as almost all of the work occurs in the shared code.

```

782 \cs_new_protected:Npn \__color_backend_devicen_init:nnn #1#2#3
783 {
784     \__kernel_backend_literal:e
785     {
786         !
787         TeXDict ~ begin ~
788         /color \int_use:N \g__color_model_int
789         {
790             [
791                 /DeviceN ~
792                 [ ~ #1 ~ ] ~
793                 #2 ~
794                 { ~ #3 ~ } ~
795                 ] ~ setcolorspace
796             } ~ def ~
797         end
798     }
799 }

```

(End definition for `__color_backend_devicen_init:nnn`.)

800 </dvips>

801 <*dvisvgm>

`__color_backend_select_separation:nn`

`__color_backend_select_devicen:nn`

No support at present.

```

802 \cs_new_protected:Npn \__color_backend_select_separation:nn #1#2 { }
803 \cs_new_protected:Npn \__color_backend_select_devicen:nn #1#2 { }

```

(End definition for `__color_backend_select_separation:nn` and `__color_backend_select_devicen:nn`.)

`__color_backend_separation_init:nnnn`

`__color_backend_separation_init_CIELAB:nnn`

No support at present.

```

804 \cs_new_protected:Npn \__color_backend_separation_init:nnnn #1#2#3#4#5 { }
805 \cs_new_protected:Npn \__color_backend_separation_init_CIELAB:nnnnn #1#2#3 { }

```

```
(End definition for \__color_backend_separation_init:nnnnn and \__color_backend_separation-
init_CIELAB:nnn.)
```

```
806 </dvisvgm>
807 <*dvipdfmx | luatex | pdftex | xetex>
```

__color_backend_select_separation:nn
__color_backend_select_devicen:nn
__color_backend_select:n

Although (x)dvipdfmx has a built-in approach to color spaces, that can't be used with the generic color stacks. So we take an approach in which we share the same code as for pdfTeX.

```
808 \cs_new_protected:Npn \__color_backend_select_separation:nn #1#2
809   { \__color_backend_select:n { /#1 ~ cs ~ /#1 ~ CS ~ #2 ~ scn ~ #2 ~ SCN } }
810 \cs_new_eq:NN \__color_backend_select_devicen:nn \__color_backend_select_separation:nn
```

```
(End definition for \__color_backend_select_separation:nn, \__color_backend_select_devicen:nn,
and \__color_backend_select:n.)
```

__color_backend_separation_init:nnnnn
__color_backend_separation_init:nn
__color_backend_separation_init_CIELAB:nnn

Initialising the PDF structures needs two parts: creating an object containing the “real” name of the Separation, then adding a reference to that to each page. We use a separate object for the tint transformation following the model in the PDF reference.

```
811 \cs_new_protected:Npn \__color_backend_separation_init:nnnnn #1#2#3#4#5
812   {
813     \pdf_object_now:nx { dict }
814     {
815       /FunctionType ~ 2
816       /Domain ~ [0 ~ 1]
817       \tl_if_blank:nF {#3} { /Range ~ [#3] }
818       /C0 ~ [#4] ~
819       /C1 ~ [#5] /N ~ 1
820     }
821   \__color_backend_separation_init:n
822   {
823     /Separation ~
824     / \str_convert_pdfname:n {#1} ~ #2 ~
825     \pdf_object_last:
826   }
827 \use:x
828   {
829     \pdfmanagement_add:nnn
830     { Page / Resources / ColorSpace }
831     { color \int_use:N \g__color_model_int }
832     { \pdf_object_last: }
833   }
834 }
835 \cs_if_exist:NF \pdf_object_now:nn
836   { \cs_gset_protected:Npn \__color_backend_separation_init:nnnnn #1#2#3#4#5 { } }
837 \cs_new_protected:Npn \__color_backend_separation_init:n #
838   {
839     \pdf_object_now:nx { array } {#1}
840   }
```

For CIELAB colors, we need one object per document for the illuminant, plus initialisation of the color space referencing that object.

```
841 \cs_new_protected:Npn \__color_backend_separation_init_CIELAB:nnn #1#2#3
842   {
```

```

843 \pdf_object_if_exist:nF { __color_illuminant_CIELAB_ #1 }
844 {
845     \pdf_object_new:nn { __color_illuminant_CIELAB_ #1 } { array }
846     \pdf_object_write:nx { __color_illuminant_CIELAB_ #1 }
847     {
848         /Lab ~
849         <<
850             /WhitePoint ~
851                 [ \tl_use:c { c__color_model_whitepoint_CIELAB_ #1 _tl } ]
852                 /Range ~ [ \c__color_model_range_CIELAB_t1 ]
853             >>
854     }
855 }
856 \__color_backend_separation_init:nnnnn
857 {#2}
858 { \pdf_object_ref:n { __color_illuminant_CIELAB_ #1 } }
859 { \c__color_model_range_CIELAB_t1 }
860 { 100 ~ 0 ~ 0 }
861 {#3}
862 }
863 \cs_if_exist:NF \pdf_object_now:nn
864 {
865     \cs_gset_protected:Npn \__color_backend_separation_init_CIELAB:nnn #1#2#3
866     {
867 }

```

(End definition for `__color_backend_separation_init:nnnnn`, `__color_backend_separation_init:n`, and `__color_backend_separation_init_CIELAB:nnn`.)

```
\__color_backend_devicen_init:nnn
\__color_backend_devicen_init:w
```

Similar to the Separations case, but with an arbitrary function for the alternative space work.

```

868 \cs_new_protected:Npn \__color_backend_devicen_init:nnn #1#2#3
869 {
870     \pdf_object_now:nx { stream }
871     {
872         {
873             /FunctionType ~ 4 ~
874             /Domain ~
875                 [
876                     \prg_replicate:nn
877                         { 0 \__color_backend_devicen_init:w #1 ~ \s__color_stop }
878                         { 0 ~ 1 ~ } ~
879                 ] ~
880             /Range ~
881                 [
882                     \str_case:nn {#2}
883                     {
884                         { /DeviceCMYK } { 0 ~ 1 ~ 0 ~ 1 ~ 0 ~ 1 ~ 0 ~ 1 }
885                         { /DeviceGray } { 0 ~ 1 }
886                         { /DeviceRGB } { 0 ~ 1 ~ 0 ~ 1 ~ 0 ~ 1 }
887                     } ~
888                 ]
889             {#3}

```

```

891     }
892 \__color_backend_separation_init:n
893 {
894     /DeviceN ~
895     [ ~ #1 ~ ] ~
896     #2 ~
897     \pdf_object_last:
898 }
899 \use:x
900 {
901     \pdfmanagement_add:nnn
902     { Page / Resources / ColorSpace }
903     { color \int_use:N \g__color_model_int }
904     { \pdf_object_last: }
905 }
906 }
907 \cs_if_exist:NF \pdf_object_now:nn
908 {
909     \cs_gset_protected:Npn \__color_backend_devicen_init:nnn #1#2#3 { } }
910 \cs_new:Npn \__color_backend_devicen_init:w #1 ~ #2 \s__color_stop
911 {
912     + 1
913     \tl_if_blank:nF {#2}
914     { \__color_backend_devicen_init:w #2 \s__color_stop }
915 }
916 \cs_new_eq:NN \__color_backend_devicen_init:n \__color_backend_separation_init:n
(End definition for \__color_backend_devicen_init:nnn, \__color_backend_devicen_init:w, and \__color_backend_devicen_init:n.)
917 </dvipdfmx | luatex | pdftex | xetex>

```

3.5 Fill and stroke color

Here, dvipdfmx/X_ET_EX follows LuaT_EX and pdfT_EX, while for dvips we have to manage fill and stroke color ourselves. We also handle dvisvgm independently, as there we can create SVG directly.

```
917 <*dvipdfmx | luatex | pdftex | xetex>
```

Drawing (fill/stroke) color is handled in dvipdfmx/X_ET_EX in the same way as LuaT_EX/pdfT_EX. We use the same approach as earlier, except the color stack is not involved so the generic direct PDF operation is used. There is no worry about the nature of strokes: everything is handled automatically.

```

918 \cs_new_protected:Npn \__color_backend_fill_cmyk:n #1
919 {
920     \__kernel_backend_literal_pdf:n { #1 ~ k } }
921 \cs_new_protected:Npn \__color_backend_fill_gray:n #1
922 {
923     \__kernel_backend_literal_pdf:n { #1 ~ g } }
924 \cs_new_protected:Npn \__color_backend_fill_rgb:n #1
925 {
926     \__kernel_backend_literal_pdf:n { #1 ~ rg } }
927 \cs_new_protected:Npn \__color_backend_stroke_cmyk:n #1
928 {
929     \__kernel_backend_literal_pdf:n { #1 ~ K } }
930 \cs_new_protected:Npn \__color_backend_stroke_gray:n #1
931 {
932     \__kernel_backend_literal_pdf:n { #1 ~ G } }
933 \cs_new_protected:Npn \__color_backend_stroke_rgb:n #1
934 {
935     \__kernel_backend_literal_pdf:n { #1 ~ RG } }

```

(End definition for `_color_backend_fill_cmyk:n` and others.)

```

\_\_color_backend_fill_separation:nn
\_\_color_backend_stroke_separation:nn
  \_\_color_backend_fill_devicen:nn
  \_\_color_backend_stroke_devicen:nn
    930 \cs_new_protected:Npn \_\_color_backend_fill_separation:nn #1#2
    931   { \_\_kernel_backend_literal_pdf:n { /#1 ~ cs ~ #2 ~ scn } }
    932 \cs_new_protected:Npn \_\_color_backend_stroke_separation:nn #1#2
    933   { \_\_kernel_backend_literal_pdf:n { /#1 ~ CS ~ #2 ~ SCN } }
    934 \cs_new_eq:NN \_\_color_backend_fill_devicen:nn \_\_color_backend_fill_separation:nn
    935 \cs_new_eq:NN \_\_color_backend_stroke_devicen:nn \_\_color_backend_stroke_separation:nn

(End definition for \_color_backend_fill_separation:nn and others.)

  936 </dvipdfmx | luatex | pdftex | xetex>
  937 <*dvips>
```

All questions of saving the non-stacked data.

```

  938 \cs_new_protected:Npn \_\_color_backend_fill_cmyk:n #1
  939   { \_\_kernel_backend_postscript:n { /color.fc { #1 ~ setcmykcolor } def } }
  940 \cs_new_protected:Npn \_\_color_backend_fill_gray:n #1
  941   { \_\_kernel_backend_postscript:n { /color.fc { #1 ~ setgray } def } }
  942 \cs_new_protected:Npn \_\_color_backend_fill_rgb:n #1
  943   { \_\_kernel_backend_postscript:n { /color.fc { #1 ~ setrgbcolor } def } }
  944 \cs_new_protected:Npn \_\_color_backend_stroke_cmyk:n #1
  945   { \_\_kernel_backend_postscript:n { /color.sc { #1 ~ setcmykcolor } def } }
  946 \cs_new_protected:Npn \_\_color_backend_stroke_gray:n #1
  947   { \_\_kernel_backend_postscript:n { /color.sc { #1 ~ setgray } def } }
  948 \cs_new_protected:Npn \_\_color_backend_stroke_rgb:n #1
  949   { \_\_kernel_backend_postscript:n { /color.sc { #1 ~ setrgbcolor } def } }
```

(End definition for `_color_backend_fill_cmyk:n` and others.)

```

\_\_color_backend_fill_separation:nn
\_\_color_backend_stroke_separation:nn
  \_\_color_backend_fill_devicen:nn
  \_\_color_backend_stroke_devicen:nn
    950 \cs_new_protected:Npn \_\_color_backend_fill_separation:nn #1#2
    951   { \_\_kernel_backend_postscript:n { /color.fc { #1 } def } }
    952 \cs_new_protected:Npn \_\_color_backend_stroke_separation:nn #1#2
    953   { \_\_kernel_backend_postscript:n { /color.sc { #1 } def } }
    954 \cs_new_eq:NN \_\_color_backend_fill_devicen:nn \_\_color_backend_fill_separation:nn
    955 \cs_new_eq:NN \_\_color_backend_stroke_devicen:nn \_\_color_backend_stroke_separation:nn

(End definition for \_color_backend_fill_separation:nn and others.)

  956 </dvips>
  957 <*dvisvgm>
```

For drawings in SVG, we use scopes for all colors. That requires using RGB values, which luckily are easy to convert here (cmyk to RGB is a fixed function).

```

  958 \cs_new_protected:Npn \_\_color_backend_fill_cmyk:n #1
  959   { \_\_color_backend_cmyk:nw { fill } #1 \s__color_stop }
  960 \cs_new_protected:Npn \_\_color_backend_stroke_cmyk:n #1
  961   { \_\_color_backend_cmyk:nw { stroke } #1 \s__color_stop }
  962 \cs_new_protected:Npn \_\_color_backend_cmyk:nw
  963   #1#2 ~ #3 ~ #4 ~ #5 \s__color_stop
  964   {
  965     \use:x
  966     {
```

```

967      \__color_backend:nnnn
968      {#1}
969      { \fp_eval:n { -100 * ( 1 - min ( 1 , #2 + #5 ) ) } }
970      { \fp_eval:n { -100 * ( 1 - min ( 1 , #3 + #5 ) ) } }
971      { \fp_eval:n { -100 * ( 1 - min ( 1 , #4 + #5 ) ) } }
972    }
973  }
974 \cs_new_protected:Npn \__color_backend_fill_gray:n #1
975   { \__color_backend_grab:nn { fill } {#1} }
976 \cs_new_protected:Npn \__color_backend_stroke_gray:n #1
977   { \__color_backend_grab:nn { stroke } {#1} }
978 \cs_new_protected:Npn \__color_backend_gray:nn #1#2
979   {
980     \use:x
981     {
982       \__color_backend_gray_aux:nn
983       {#1}
984       { \fp_eval:n { 100 * (#2) } }
985     }
986   }
987 \cs_new_protected:Npn \__color_backend_gray_aux:nn #1#2
988   { \__color_backend:nnn {#1} {#2} {#2} {#2} }
989 \cs_new_protected:Npn \__color_backend_fill_rgb:n #1
990   { \__color_backend_rgb:nw { fill } #1 \s_color_stop }
991 \cs_new_protected:Npn \__color_backend_stroke_rgb:n #1
992   { \__color_backend_rgb:nw { stroke } #1 \s_color_stop }
993 \cs_new_protected:Npn \__color_backend_rgb:nw
994   #1#2 ~ #3 ~ #4 \s_color_stop
995   {
996     \use:x
997     {
998       \__color_backend:nnnn
999       { fill }
1000      { \fp_eval:n { 100 * (#2) } }
1001      { \fp_eval:n { 100 * (#3) } }
1002      { \fp_eval:n { 100 * (#4) } }
1003    }
1004  }
1005 \cs_new_protected:Npx \__color_backend:nnnn #1#2#3#4
1006  {
1007    \__kernel_backend_scope:n
1008    {
1009      #1 =
1010      "
1011      rgb
1012      (
1013        #2 \c_percent_str ,
1014        #3 \c_percent_str ,
1015        #4 \c_percent_str
1016      )
1017      "
1018    }
1019  }

```

(End definition for `__color_backend_fill_cmyk:n` and others.)

```

\__color_backend_fill_separation:nn
\__color_backend_stroke_separation:nn
  \__color_backend_fill_devicen:nn
  \__color_backend_stroke_devicen:nn
\__color_backend_fill_separation:nn #1#2 { }
\__color_backend_stroke_separation:nn #1#2 { }
\__color_backend_fill_devicen:nn \__color_backend_fill_separation:nn
\__color_backend_stroke_devicen:nn \__color_backend_stroke_separation:nn

(End definition for \__color_backend_fill_separation:nn and others.)

1024 </dvisvgm>
1025 </package>

```

4 I3backend-draw Implementation

```

1026 <*package>
1027 <@@=draw>

```

4.1 dvips backend

```

1028 <*dvips>

```

__draw_backend_literal:n The same as literal PostScript: same arguments about positioning apply here.

```

1029 \cs_new_eq:NN \__draw_backend_literal:n \__kernel_backend_postscript:n
1030 \cs_generate_variant:Nn \__draw_backend_literal:n { x }

(End definition for \__draw_backend_literal:n.)

```

__draw_backend_begin: The `ps::[begin]` special here deals with positioning but allows us to continue on to a matching `ps::[end]`: contrast with `ps:`, which positions but where we can't split material between separate calls. The `@beginspecial/@endspecial` pair are from `special.pro` and correct the scale and y -axis direction. In contrast to pgf, we don't save the current point: discussion with Tom Rokici suggested a better way to handle the necessary translations (see `__draw_backend_box_use:Nnnnn`). (Note that `@beginspecial/@endspecial` forms a backend scope.) The `[begin]/[end]` lines are handled differently from the rest as they are conceptually different: not really drawing literals but instructions to dvips itself.

```

1031 \cs_new_protected:Npn \__draw_backend_begin:
1032   {
1033     \__kernel_backend_literal:n { ps::[begin] }
1034     \__draw_backend_literal:n { @beginspecial }
1035   }
1036 \cs_new_protected:Npn \__draw_backend_end:
1037   {
1038     \__draw_backend_literal:n { @endspecial }
1039     \__kernel_backend_literal:n { ps::[end] }
1040   }

```

(End definition for __draw_backend_begin: and __draw_backend_end:.)

__draw_backend_scope_begin: Scope here may need to contain saved definitions, so the entire memory rather than just the graphic state has to be sent to the stack.

```

1041 \cs_new_protected:Npn \__draw_backend_scope_begin:
1042   { \__draw_backend_literal:n { save } }
1043 \cs_new_protected:Npn \__draw_backend_scope_end:
1044   { \__draw_backend_literal:n { restore } }

```

(End definition for `_draw_backend_scope_begin:` and `_draw_backend_scope_end:.`)

```
\_draw_backend_moveto:nn
\_draw_backend_lineto:nn
  \_draw_backend_rectangle:nnnn
    \_draw_backend_curveto:nnnnnn
```

Path creation operations mainly resolve directly to PostScript primitive steps, with only the need to convert to bp. Notice that x-type expansion is included here to ensure that any variable values are forced to literals before any possible caching. There is no native rectangular path command (without also clipping, filling or stroking), so that task is done using a small amount of PostScript.

```
1045 \cs_new_protected:Npn \_draw_backend_moveto:nn #1#2
1046 {
1047   \_draw_backend_literal:x
1048   {
1049     \dim_to_decimal_in_bp:n {#1} ~
1050     \dim_to_decimal_in_bp:n {#2} ~ moveto
1051   }
1052 }
1053 \cs_new_protected:Npn \_draw_backend_lineto:nn #1#2
1054 {
1055   \_draw_backend_literal:x
1056   {
1057     \dim_to_decimal_in_bp:n {#1} ~
1058     \dim_to_decimal_in_bp:n {#2} ~ lineto
1059   }
1060 }
1061 \cs_new_protected:Npn \_draw_backend_rectangle:nnnn #1#2#3#4
1062 {
1063   \_draw_backend_literal:x
1064   {
1065     \dim_to_decimal_in_bp:n {#4} ~ \dim_to_decimal_in_bp:n {#3} ~
1066     \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~
1067     moveto~dup~0~rlineto~exch~0~exch~rlineto~neg~0~rlineto~closepath
1068   }
1069 }
1070 \cs_new_protected:Npn \_draw_backend_curveto:nnnnnn #1#2#3#4#5#6
1071 {
1072   \_draw_backend_literal:x
1073   {
1074     \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~
1075     \dim_to_decimal_in_bp:n {#3} ~ \dim_to_decimal_in_bp:n {#4} ~
1076     \dim_to_decimal_in_bp:n {#5} ~ \dim_to_decimal_in_bp:n {#6} ~
1077     curveto
1078   }
1079 }
```

(End definition for `_draw_backend_moveto:nn` and others.)

```
\_draw_backend_evenodd_rule:
\_draw_backend_nonzero_rule:
\g__draw_draw_eor_bool
```

The even-odd rule here can be implemented as a simply switch.

```
1080 \cs_new_protected:Npn \_draw_backend_evenodd_rule:
1081   { \bool_gset_true:N \g__draw_draw_eor_bool }
1082 \cs_new_protected:Npn \_draw_backend_nonzero_rule:
1083   { \bool_gset_false:N \g__draw_draw_eor_bool }
1084 \bool_new:N \g__draw_draw_eor_bool
```

(End definition for `_draw_backend_evenodd_rule:`, `_draw_backend_nonzero_rule:`, and `\g__draw_draw_eor_bool`.)

```

\__draw_backend_closepath:
\__draw_backend_stroke:
\__draw_backend_closestroke:
\__draw_backend_fill:
\__draw_backend_fillstroke:
\__draw_backend_clip:
\__draw_backend_discardpath:
\g__draw_draw_clip_bool

1085 \cs_new_protected:Npn \__draw_backend_closepath:
1086   { \__draw_backend_literal:n { closepath } }
1087 \cs_new_protected:Npn \__draw_backend_stroke:
1088   {
1089     \__draw_backend_literal:n { gsave }
1090     \__draw_backend_literal:n { color.sc }
1091     \__draw_backend_literal:n { stroke }
1092     \__draw_backend_literal:n { grestore }
1093     \bool_if:NT \g__draw_draw_clip_bool
1094     {
1095       \__draw_backend_literal:x
1096       {
1097         \bool_if:NT \g__draw_draw_eor_bool { eo }
1098         clip
1099       }
1100     }
1101     \__draw_backend_literal:n { newpath }
1102     \bool_gset_false:N \g__draw_draw_clip_bool
1103   }
1104 \cs_new_protected:Npn \__draw_backend_closestroke:
1105   {
1106     \__draw_backend_closepath:
1107     \__draw_backend_stroke:
1108   }
1109 \cs_new_protected:Npn \__draw_backend_fill:
1110   {
1111     \__draw_backend_literal:n { gsave }
1112     \__draw_backend_literal:n { color.fc }
1113     \__draw_backend_literal:x
1114     {
1115       \bool_if:NT \g__draw_draw_eor_bool { eo }
1116       fill
1117     }
1118     \__draw_backend_literal:n { grestore }
1119     \bool_if:NT \g__draw_draw_clip_bool
1120     {
1121       \__draw_backend_literal:x
1122       {
1123         \bool_if:NT \g__draw_draw_eor_bool { eo }
1124         clip
1125       }
1126     }
1127     \__draw_backend_literal:n { newpath }
1128     \bool_gset_false:N \g__draw_draw_clip_bool
1129   }
1130 \cs_new_protected:Npn \__draw_backend_fillstroke:
1131   {

```

```

1132   \__draw_backend_literal:n { gsave }
1133   \__draw_backend_literal:n { color.sc }
1134   \__draw_backend_literal:n { color.fc }
1135   \__draw_backend_literal:x
1136   {
1137     \bool_if:NT \g__draw_draw_eor_bool { eo }
1138     fill
1139   }
1140   \__draw_backend_literal:n { grestore }
1141   \__draw_backend_literal:n { stroke }
1142   \bool_if:NT \g__draw_draw_clip_bool
1143   {
1144     \__draw_backend_literal:x
1145     {
1146       \bool_if:NT \g__draw_draw_eor_bool { eo }
1147       clip
1148     }
1149   }
1150   \__draw_backend_literal:n { newpath }
1151   \bool_gset_false:N \g__draw_draw_clip_bool
1152 }
1153 \cs_new_protected:Npn \__draw_backend_clip:
1154   { \bool_gset_true:N \g__draw_draw_clip_bool }
1155 \bool_new:N \g__draw_draw_clip_bool
1156 \cs_new_protected:Npn \__draw_backend_discardpath:
1157 {
1158   \bool_if:NT \g__draw_draw_clip_bool
1159   {
1160     \__draw_backend_literal:x
1161     {
1162       \bool_if:NT \g__draw_draw_eor_bool { eo }
1163       clip
1164     }
1165   }
1166   \__draw_backend_literal:n { newpath }
1167   \bool_gset_false:N \g__draw_draw_clip_bool
1168 }

```

(End definition for `__draw_backend_closepath:` and others.)

Converting paths to output is again a case of mapping directly to PostScript operations.

```

\__draw_backend_dash_pattern:nn
\__draw_backend_dash:n
\__draw_backend_linewidth:n
\__draw_backend_miterlimit:n
\__draw_backend_cap_but:
\__draw_backend_cap_round:
  \__draw_backend_cap_rectangle:
\__draw_backend_join_miter:
\__draw_backend_join_round:
\__draw_backend_join_bevel:
1169 \cs_new_protected:Npn \__draw_backend_dash_pattern:nn #1#2
1170 {
1171   \__draw_backend_literal:x
1172   {
1173     [
1174       \exp_args:Nf \use:n
1175         { \clist_map_function:nN {#1} \__draw_backend_dash:n }
1176     ] ~
1177     \dim_to_decimal_in_bp:n {#2} ~ setdash
1178   }
1179 }
1180 \cs_new:Npn \__draw_backend_dash:n #1
1181   { ~ \dim_to_decimal_in_bp:n {#1} }

```

```

1182 \cs_new_protected:Npn \__draw_backend_linewidth:n #1
1183 {
1184     \__draw_backend_literal:x
1185     { \dim_to_decimal_in_bp:n {#1} ~ setlinewidth }
1186 }
1187 \cs_new_protected:Npn \__draw_backend_miterlimit:n #1
1188 {
1189     \__draw_backend_literal:n { #1 ~ setmiterlimit }
1190 \cs_new_protected:Npn \__draw_backend_cap_but:
1191 {
1192     \__draw_backend_literal:n { 0 ~ setlinecap }
1193 \cs_new_protected:Npn \__draw_backend_cap_round:
1194 {
1195     \__draw_backend_literal:n { 1 ~ setlinecap }
1196 \cs_new_protected:Npn \__draw_backend_cap_rectangle:
1197 {
1198     \__draw_backend_literal:n { 2 ~ setlinecap }
1199 \cs_new_protected:Npn \__draw_backend_join_miter:
1200 {
1201     \__draw_backend_literal:n { 0 ~ setlinejoin }
1202 \cs_new_protected:Npn \__draw_backend_join_round:
1203 {
1204     \__draw_backend_literal:n { 1 ~ setlinejoin }
1205 \cs_new_protected:Npn \__draw_backend_join_bevel:
1206 {
1207     \__draw_backend_literal:n { 2 ~ setlinejoin }

```

(End definition for `__draw_backend_dash_pattern:nn` and others.)

`__draw_backend_cm:nnnn`

In dvips, keeping the transformations in line with the engine is unfortunately not possible for scaling and rotations: even if we decompose the matrix into those operations, there is still no backend tracking (*cf.* dvipdfmx/X_{ET}EX). Thus we take the shortest path available and simply dump the matrix as given.

```

1201 \cs_new_protected:Npn \__draw_backend_cm:nnnn #1#2#3#4
1202 {
1203     \__draw_backend_literal:n
1204     { [ #1 ~ #2 ~ #3 ~ #4 ~ 0 ~ 0 ] ~ concat }
1205 }

```

(End definition for `__draw_backend_cm:nnnn`.)

`__draw_backend_box_use:Nnnnn`

Inside a picture `@beginspecial/@endspecial` are active, which is normally a good thing but means that the position and scaling would be off if the box was inserted directly. To deal with that, there are a number of possible approaches. The implementation here was suggested by Tom Rokici (author of dvips). We end the current special placement, then set the current point with a literal `[begin]`. As for general literals, we then use the stack to store the current point and move to it. To insert the required transformation, we have to flip the *y*-axis, once before and once after it. Then we get back to the T_{EX} reference point to insert our content. The clean up has to happen in the right places, hence the `[begin]/[end]` pair around `restore`. Finally, we can return to “normal” drawing mode. Notice that the set up here is very similar to that in `__draw_align_currentpoint_...`, but the ordering of saving and restoring is different (intermixed).

```

1206 \cs_new_protected:Npn \__draw_backend_box_use:Nnnnn #1#2#3#4#5
1207 {
1208     \__draw_backend_literal:n { @endspecial }
1209     \__draw_backend_literal:n { [end] }
1210     \__draw_backend_literal:n { [begin] }
1211     \__draw_backend_literal:n { save }
1212     \__draw_backend_literal:n { currentpoint }
1213     \__draw_backend_literal:n { currentpoint~translate }

```

```

1214   \__draw_backend_cm:nnnn { 1 } { 0 } { 0 } { -1 }
1215   \__draw_backend_cm:nnnn {#2} {#3} {#4} {#5}
1216   \__draw_backend_cm:nnnn { 1 } { 0 } { 0 } { -1 }
1217   \__draw_backend_literal:n { neg-exch-neg-exch-translate }
1218   \__draw_backend_literal:n { [end] }
1219   \hbox_overlap_right:n { \box_use:N #1 }
1220   \__draw_backend_literal:n { [begin] }
1221   \__draw_backend_literal:n { restore }
1222   \__draw_backend_literal:n { [end] }
1223   \__draw_backend_literal:n { [begin] }
1224   \__draw_backend_literal:n { @beginspecial }
1225 }

(End definition for \__draw_backend_box_use:Nnnnn.)
```

1226 ⟨/dvips⟩

4.2 LuaTeX, pdfTeX, dvipdfmx and XeTeX

LuaTeX, pdfTeX, dvipdfmx and XeTeX directly produce PDF output and understand a shared set of specials for drawing commands.

```
1227 {*dvipdfmx | lualatex | pdftex | xetex}
```

4.2.1 Drawing

__draw_backend_literal:n Pass data through using a dedicated interface.

```

1228 \cs_new_eq:NN \__draw_backend_literal:n \__kernel_backend_pdf:n
1229 \cs_generate_variant:Nn \__draw_backend_literal:n { x }
```

(End definition for __draw_backend_literal:n.)

__draw_backend_begin: No special requirements here, so simply set up a drawing scope.

```

1230 \cs_new_protected:Npn \__draw_backend_begin:
1231   { \__draw_backend_scope_begin: }
1232 \cs_new_protected:Npn \__draw_backend_end:
1233   { \__draw_backend_scope_end: }
```

(End definition for __draw_backend_begin: and __draw_backend_end:.)

__draw_backend_scope_begin: Use the backend-level scope mechanisms.

```

1234 \cs_new_eq:NN \__draw_backend_scope_begin: \__kernel_backend_scope_begin:
1235 \cs_new_eq:NN \__draw_backend_scope_end: \__kernel_backend_scope_end:
```

(End definition for __draw_backend_scope_begin: and __draw_backend_scope_end:.)

__draw_backend_moveto:nn __draw_backend_lineto:nn Path creation operations all resolve directly to PDF primitive steps, with only the need to convert to bp.

```

1236 \cs_new_protected:Npn \__draw_backend_moveto:nn #1#2
1237   {
1238     \__draw_backend_literal:x
1239     { \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~ m }
1240   }
1241 \cs_new_protected:Npn \__draw_backend_lineto:nn #1#2
1242   {
1243     \__draw_backend_literal:x
```

```

1244     { \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~ 1 }
1245   }
1246 \cs_new_protected:Npn \__draw_backend_curveto:nnnnnn #1#2#3#4#5#6
1247   {
1248     \__draw_backend_literal:x
1249     {
1250       \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~
1251       \dim_to_decimal_in_bp:n {#3} ~ \dim_to_decimal_in_bp:n {#4} ~
1252       \dim_to_decimal_in_bp:n {#5} ~ \dim_to_decimal_in_bp:n {#6} ~
1253       c
1254     }
1255   }
1256 \cs_new_protected:Npn \__draw_backend_rectangle:nnnn #1#2#3#4
1257   {
1258     \__draw_backend_literal:x
1259     {
1260       \dim_to_decimal_in_bp:n {#1} ~ \dim_to_decimal_in_bp:n {#2} ~
1261       \dim_to_decimal_in_bp:n {#3} ~ \dim_to_decimal_in_bp:n {#4} ~
1262       re
1263     }
1264   }

```

(End definition for `__draw_backend_moveto:nn` and others.)

`__draw_backend_evenodd_rule:` `__draw_backend_nonzero_rule:`

```

\g__draw_draw_eor_bool
1265 \cs_new_protected:Npn \__draw_backend_evenodd_rule:
1266   { \bool_gset_true:N \g__draw_draw_eor_bool }
1267 \cs_new_protected:Npn \__draw_backend_nonzero_rule:
1268   { \bool_gset_false:N \g__draw_draw_eor_bool }
1269 \bool_new:N \g__draw_draw_eor_bool

```

(End definition for `__draw_backend_evenodd_rule:`, `__draw_backend_nonzero_rule:`, and `\g__draw_draw_eor_bool`.)

`__draw_backend_closepath:` `__draw_backend_stroke:`

```

\__draw_backend_closestroke:
1270 \cs_new_protected:Npn \__draw_backend_closepath:
1271   { \__draw_backend_literal:n { h } }
1272 \cs_new_protected:Npn \__draw_backend_stroke:
1273   { \__draw_backend_literal:n { S } }
1274 \cs_new_protected:Npn \__draw_backend_closestroke:
1275   { \__draw_backend_literal:n { s } }
1276 \cs_new_protected:Npn \__draw_backend_fill:
1277   {
1278     \__draw_backend_literal:x
1279     { f \bool_if:NT \g__draw_draw_eor_bool * }
1280   }
1281 \cs_new_protected:Npn \__draw_backend_fillstroke:
1282   {
1283     \__draw_backend_literal:x
1284     { B \bool_if:NT \g__draw_draw_eor_bool * }
1285   }
1286 \cs_new_protected:Npn \__draw_backend_clip:
1287   {
1288     \__draw_backend_literal:x
1289     { W \bool_if:NT \g__draw_draw_eor_bool * }

```

```

1290   }
1291 \cs_new_protected:Npn \__draw_backend_discardpath:
1292   { \__draw_backend_literal:n { n } }


```

(End definition for `__draw_backend_closepath:` and others.)

`__draw_backend_dash_pattern:nn`

`__draw_backend_dash:n`

`__draw_backend_linewidth:n`

`__draw_backend_miterlimit:n`

`__draw_backend_cap_but:`

`__draw_backend_cap_round:`

`__draw_backend_cap_rectangle:`

`__draw_backend_join_miter:`

`__draw_backend_join_round:`

`__draw_backend_join_bevel:`

Converting paths to output is again a case of mapping directly to PDF operations.

```

1293 \cs_new_protected:Npn \__draw_backend_dash_pattern:nn #1#2
1294   {
1295     \__draw_backend_literal:x
1296     {
1297       [
1298         \exp_args:Nf \use:n
1299         { \clist_map_function:nN {#1} \__draw_backend_dash:n }
1300       ] ~
1301       \dim_to_decimal_in_bp:n {#2} ~ d
1302     }
1303   }
1304 \cs_new:Npn \__draw_backend_dash:n #1
1305   { ~ \dim_to_decimal_in_bp:n {#1} }
1306 \cs_new_protected:Npn \__draw_backend_linewidth:n #1
1307   {
1308     \__draw_backend_literal:x
1309     { \dim_to_decimal_in_bp:n {#1} ~ w }
1310   }
1311 \cs_new_protected:Npn \__draw_backend_miterlimit:n #1
1312   { \__draw_backend_literal:x { #1 ~ M } }
1313 \cs_new_protected:Npn \__draw_backend_cap_but:
1314   { \__draw_backend_literal:n { 0 ~ J } }
1315 \cs_new_protected:Npn \__draw_backend_cap_round:
1316   { \__draw_backend_literal:n { 1 ~ J } }
1317 \cs_new_protected:Npn \__draw_backend_cap_rectangle:
1318   { \__draw_backend_literal:n { 2 ~ J } }
1319 \cs_new_protected:Npn \__draw_backend_join_miter:
1320   { \__draw_backend_literal:n { 0 ~ j } }
1321 \cs_new_protected:Npn \__draw_backend_join_round:
1322   { \__draw_backend_literal:n { 1 ~ j } }
1323 \cs_new_protected:Npn \__draw_backend_join_bevel:
1324   { \__draw_backend_literal:n { 2 ~ j } }


```

(End definition for `__draw_backend_dash_pattern:nn` and others.)

`__draw_backend_cm:nnnn`

`__draw_backend_cm_aux:nnnn`

Another split here between LuaTeX/pdfTeX and dvipdfmx/XeTeX. In the former, we have a direct method to maintain alignment: the backend can use a matrix itself. For dvipdfmx/XeTeX, we can decompose the matrix into rotations and a scaling, then use those operations as they are handled by the backend. (There is backend support for matrix operations in dvipdfmx/XeTeX, but as a matched pair so not suitable for the “stand alone” transformation set up here.) The specials used here are from `xdvipdfmx` originally: they are well-tested, but probably equivalent to the `pdf:` versions!

```

1325 \cs_new_protected:Npn \__draw_backend_cm:nnnn #1#2#3#4
1326   {
1327   {*luatex | pdftex}
1328     \__kernel_backend_matrix:n { #1 ~ #2 ~ #3 ~ #4 }
1329   
```

```

1330  <*dvipdfmx | xetex>
1331      \__draw_backend_cm_decompose:nnnnN {#1} {#2} {#3} {#4}
1332          \__draw_backend_cm_aux:nnnn
1333  </dvipdfmx | xetex>
1334  }
1335  <*dvipdfmx | xetex>
1336  \cs_new_protected:Npn \__draw_backend_cm_aux:nnnn #1#2#3#4
1337  {
1338      \__kernel_backend_literal:x
1339  {
1340      x:rotate~
1341          \fp_compare:nNnTF {#1} = \c_zero_fp
1342              { 0 }
1343              { \fp_eval:n { round ( -#1 , 5 ) } }
1344  }
1345  \__kernel_backend_literal:x
1346  {
1347      x:scale~
1348          \fp_eval:n { round ( #2 , 5 ) } ~
1349          \fp_eval:n { round ( #3 , 5 ) }
1350  }
1351  \__kernel_backend_literal:x
1352  {
1353      x:rotate~
1354          \fp_compare:nNnTF {#4} = \c_zero_fp
1355              { 0 }
1356              { \fp_eval:n { round ( -#4 , 5 ) } }
1357  }
1358  }
1359  </dvipdfmx | xetex>

```

(End definition for `__draw_backend_cm:nnnn` and `__draw_backend_cm_aux:nnnn`.)

```

\__draw_backend_cm_decompose:nnnn
\__draw_backend_cm_decompose_auxi:nnnnN
\__draw_backend_cm_decompose_auxii:nnnnN
\__draw_backend_cm_decompose_auxiii:nnnnN

```

Internally, transformations for drawing are tracked as a matrix. Not all engines provide a way of dealing with this: if we use a raw matrix, the engine loses track of positions (for example for hyperlinks), and this is not desirable. They do, however, allow us to track rotations and scalings. Luckily, we can decompose any (two-dimensional) matrix into two rotations and a single scaling:

$$\begin{bmatrix} A & B \\ C & D \end{bmatrix} = \begin{bmatrix} \cos \beta & \sin \beta \\ -\sin \beta & \cos \beta \end{bmatrix} \begin{bmatrix} w_1 & 0 \\ 0 & w_2 \end{bmatrix} \begin{bmatrix} \cos \gamma & \sin \gamma \\ -\sin \gamma & \cos \gamma \end{bmatrix}$$

The parent matrix can be converted to

$$\begin{bmatrix} A & B \\ C & D \end{bmatrix} = \begin{bmatrix} E & H \\ -H & E \end{bmatrix} + \begin{bmatrix} F & G \\ G & -F \end{bmatrix}$$

From these, we can find that

$$\begin{aligned} \frac{w_1 + w_2}{2} &= \sqrt{E^2 + H^2} \\ \frac{w_1 - w_2}{2} &= \sqrt{F^2 + G^2} \\ \gamma - \beta &= \tan^{-1}(G/F) \\ \gamma + \beta &= \tan^{-1}(H/E) \end{aligned}$$

at which point we just have to do various pieces of re-arrangement to get all of the values. (See J. Blinn, *IEEE Comput. Graph. Appl.*, 1996, **16**, 82–88.) There is one wrinkle: the PostScript (and PDF) way of specifying a transformation matrix exchanges where one would normally expect B and C to be.

```

1360 <*dvipdfmx | xetex>
1361 \cs_new_protected:Npn \__draw_backend_cm_decompose:nnnnN #1#2#3#4#5
1362 {
1363   \use:x
1364   {
1365     \__draw_backend_cm_decompose_auxi:nnnnN
1366     { \fp_eval:n { (#1 + #4) / 2 } }
1367     { \fp_eval:n { (#1 - #4) / 2 } }
1368     { \fp_eval:n { (#3 + #2) / 2 } }
1369     { \fp_eval:n { (#3 - #2) / 2 } }
1370   }
1371   #5
1372 }
1373 \cs_new_protected:Npn \__draw_backend_cm_decompose_auxi:nnnnN #1#2#3#4#5
1374 {
1375   \use:x
1376   {
1377     \__draw_backend_cm_decompose_auxii:nnnnN
1378     { \fp_eval:n { 2 * sqrt ( #1 * #1 + #4 * #4 ) } }
1379     { \fp_eval:n { 2 * sqrt ( #2 * #2 + #3 * #3 ) } }
1380     { \fp_eval:n { atan ( #3 , #2 ) } }
1381     { \fp_eval:n { atan ( #4 , #1 ) } }
1382   }
1383   #5
1384 }
1385 \cs_new_protected:Npn \__draw_backend_cm_decompose_auxiii:nnnnN #1#2#3#4#5
1386 {
1387   \use:x
1388   {
1389     \__draw_backend_cm_decompose_auxiiii:nnnnN
1390     { \fp_eval:n { ( #4 - #3 ) / 2 } }
1391     { \fp_eval:n { ( #1 + #2 ) / 2 } }
1392     { \fp_eval:n { ( #1 - #2 ) / 2 } }
1393     { \fp_eval:n { ( #4 + #3 ) / 2 } }
1394   }
1395   #5
1396 }
1397 \cs_new_protected:Npn \__draw_backend_cm_decompose_auxiiii:nnnnN #1#2#3#4#5
1398 {
1399   \fp_compare:nNnTF { abs( #2 ) } > { abs ( #3 ) }
1400   { #5 {#1} {#2} {#3} {#4} }
1401   { #5 {#1} {#3} {#2} {#4} }
1402 }
1403 
```

(End definition for `__draw_backend_cm_decompose:nnnnN` and others.)

`__draw_backend_box_use:Nnnnn`

Inserting a \TeX box transformed to the requested position and using the current matrix is done using a mixture of \TeX and low-level manipulation. The offset can be handled by \TeX , so only any rotation/skew/scaling component needs to be done using the matrix

operation. As this operation can never be cached, the scope is set directly not using the `draw` version.

```

1404 \cs_new_protected:Npn \__draw_backend_box_use:Nnnnn #1#2#3#4#5
1405   {
1406     \__kernel_backend_scope_begin:
1407     {*luatex | pdftex}
1408     \__draw_backend_cm:nnnn {#2} {#3} {#4} {#5}
1409   
```

$$\text{if } \text{luatex} \text{ or } \text{pdftex}$$

```

1410   {*}dvipdfmx | xetex}
1411     \__kernel_backend_literal:n
1412       { pdf:btrans-matrix~ #2 ~ #3 ~ #4 ~ #5 ~ 0 ~ 0 }
1413   
```

$$\text{if } \text{dvipdfmx} \text{ or } \text{xetex}$$

```

1414     \hbox_overlap_right:n { \box_use:N #1 }
1415   {*}dvipdfmx | xetex}
1416     \__kernel_backend_literal:n { pdf:etrans }
1417   
```

$$\text{if } \text{dvipdfmx} \text{ or } \text{xetex}$$

```

1418     \__kernel_backend_scope_end:
1419   }
```

(End definition for `__draw_backend_box_use:Nnnnn`.)

```

1420 
```

4.3 dvisvgm backend

```

1421 {*}dvisvgm)
```

`__draw_backend_literal:n`

`x`

```

1422 \cs_new_eq:NN \__draw_backend_literal:n \__kernel_backend_literal_svg:n
1423 \cs_generate_variant:Nn \__draw_backend_literal:n { x }
```

(End definition for `__draw_backend_literal:n`.)

`__draw_backend_begin:`
`__draw_backend_end:`

```

1424 \cs_new_protected:Npn \__draw_backend_begin:
1425   {
1426     \__kernel_backend_scope_begin:
1427     \__kernel_backend_scope:n { transform="translate({?x},{?y})~scale(1,-1)" }
1428   }
1429 \cs_new_eq:NN \__draw_backend_end: \__kernel_backend_scope_end:
```

(End definition for `__draw_backend_begin:` and `__draw_backend_end:`.)

`n`

`__draw_backend_moveto:nn`
`__draw_backend_lineto:nn`
`__draw_backend_rectangle:nnnn`
`__draw_backend_curveto:nnnnnn`
`__draw_backend_add_to_path:n`

`\g__draw_draw_path_tl`

```

1430 \cs_new_protected:Npn \__draw_backend_moveto:nn #1#2
1431   {
1432     \__draw_backend_add_to_path:n
1433       { M ~ \dim_to_decimal:n {#1} ~ \dim_to_decimal:n {#2} }
1434   }
1435 \cs_new_protected:Npn \__draw_backend_lineto:nn #1#2
```

```

1436   {
1437     \__draw_backend_add_to_path:n
1438     { L ~ \dim_to_decimal:n {#1} ~ \dim_to_decimal:n {#2} }
1439   }
1440 \cs_new_protected:Npn \__draw_backend_rectangle:nnnn #1#2#3#4
1441   {
1442     \__draw_backend_add_to_path:n
1443     {
1444       M ~ \dim_to_decimal:n {#1} ~ \dim_to_decimal:n {#2}
1445       h ~ \dim_to_decimal:n {#3} ~
1446       v ~ \dim_to_decimal:n {#4} ~
1447       h ~ \dim_to_decimal:n { -#3 } ~
1448       Z
1449     }
1450   }
1451 \cs_new_protected:Npn \__draw_backend_curveto:nnnnnn #1#2#3#4#5#6
1452   {
1453     \__draw_backend_add_to_path:n
1454     {
1455       C ~
1456       \dim_to_decimal:n {#1} ~ \dim_to_decimal:n {#2} ~
1457       \dim_to_decimal:n {#3} ~ \dim_to_decimal:n {#4} ~
1458       \dim_to_decimal:n {#5} ~ \dim_to_decimal:n {#6}
1459     }
1460   }
1461 \cs_new_protected:Npn \__draw_backend_add_to_path:n #1
1462   {
1463     \tl_gset:Nx \g__draw_draw_path_tl
1464     {
1465       \g__draw_draw_path_tl
1466       \tl_if_empty:NF \g__draw_draw_path_tl { \c_space_tl }
1467       #1
1468     }
1469   }
1470 \tl_new:N \g__draw_draw_path_tl

```

(End definition for `__draw_backend_moveto:nn` and others.)

`__draw_backend_evenodd_rule:`

`__draw_backend_nonzero_rule:`

The fill rules here have to be handled as scopes.

```

1471 \cs_new_protected:Npn \__draw_backend_evenodd_rule:
1472   { \__draw_backend_scope:n { fill-rule="evenodd" } }
1473 \cs_new_protected:Npn \__draw_backend_nonzero_rule:
1474   { \__draw_backend_scope:n { fill-rule="nonzero" } }

```

(End definition for `__draw_backend_evenodd_rule:` and `__draw_backend_nonzero_rule::`)

`__draw_backend_path:n`
`__draw_backend_closepath:`
`__draw_backend_stroke:`
`__draw_backend_closestroke:`
`__draw_backend_fill:`
`__draw_backend_fillstroke:`
`__draw_backend_clip:`
`__draw_backend_discardpath:`
`\g__draw_draw_clip_bool`
`\g__draw_draw_path_int`

Setting fill and stroke effects and doing clipping all has to be done using scopes. This means setting up the various requirements in a shared auxiliary which deals with the bits and pieces. Clipping paths are reused for path drawing: not essential but avoids constructing them twice. Discarding a path needs a separate function as it's not quite the same.

```

1475 \cs_new_protected:Npn \__draw_backend_closepath:
1476   { \__draw_backend_add_to_path:n { Z } }
1477 \cs_new_protected:Npn \__draw_backend_path:n #1

```

```

1478 {
1479   \bool_if:NTF \g__draw_draw_clip_bool
1480   {
1481     \int_gincr:N \g__draw_clip_path_int
1482     \__draw_backend_literal:x
1483     {
1484       < clipPath~id = " 13cp \int_use:N \g__draw_clip_path_int " >
1485       { ?nl }
1486       <path~d=" \g__draw_draw_path_tl "/> { ?nl }
1487       </clipPath > { ? nl }
1488       <
1489         use xlink:href =
1490           "\c_hash_str 13path \int_use:N \g__draw_path_int " ~
1491           #1
1492         />
1493       }
1494     \__draw_backend_scope:x
1495     {
1496       clip-path =
1497         "url( \c_hash_str 13cp \int_use:N \g__draw_clip_path_int)"
1498     }
1499   }
1500   {
1501     \__draw_backend_literal:x
1502     { <path ~ d=" \g__draw_draw_path_tl " ~ #1 /> }
1503   }
1504   \tl_gclear:N \g__draw_draw_path_tl
1505   \bool_gset_false:N \g__draw_draw_clip_bool
1506 }

1507 \int_new:N \g__draw_path_int
1508 \cs_new_protected:Npn \__draw_backend_stroke:
1509   { \__draw_backend_path:n { style="fill:none" } }
1510 \cs_new_protected:Npn \__draw_backend_closestroke:
1511   {
1512     \__draw_backend_closepath:
1513     \__draw_backend_stroke:
1514   }
1515 \cs_new_protected:Npn \__draw_backend_fill:
1516   { \__draw_backend_path:n { style="stroke:none" } }
1517 \cs_new_protected:Npn \__draw_backend_fillstroke:
1518   { \__draw_backend_path:n { } }
1519 \cs_new_protected:Npn \__draw_backend_clip:
1520   { \bool_gset_true:N \g__draw_draw_clip_bool }
1521 \bool_new:N \g__draw_draw_clip_bool
1522 \cs_new_protected:Npn \__draw_backend_discardpath:
1523   {
1524     \bool_if:NT \g__draw_draw_clip_bool
1525     {
1526       \int_gincr:N \g__draw_clip_path_int
1527       \__draw_backend_literal:x
1528       {
1529         < clipPath~id = " 13cp \int_use:N \g__draw_clip_path_int " >
1530         { ?nl }
1531         <path~d=" \g__draw_draw_path_tl "/> { ?nl }

```

```

1532         < /clipPath >
1533     }
1534     \__draw_backend_scope:x
1535     {
1536         clip-path =
1537         "url( \c_hash_str 13cp \int_use:N \g__draw_clip_path_int)"
1538     }
1539 }
1540 \tl_gclear:N \g__draw_draw_path_tl
1541 \bool_gset_false:N \g__draw_draw_clip_bool
1542 }
```

(End definition for __draw_backend_path:n and others.)

All of these ideas are properties of scopes in SVG. The only slight complexity is converting the dash array properly (doing any required maths).

```

\__draw_backend_dash_pattern:nn
\__draw_backend_dash:n
\__draw_backend_dash_aux:nn
\__draw_backend_linewidth:n
\__draw_backend_miterlimit:n
\__draw_backend_cap_buttt:
\__draw_backend_cap_round:
    \__draw_backend_cap_rectangle:
\__draw_backend_join_miter:
\__draw_backend_join_round:
\__draw_backend_join_bevel:
```

```

1543 \cs_new_protected:Npn \__draw_backend_dash_pattern:nn #1#2
1544 {
1545     \use:x
1546     {
1547         \__draw_backend_dash_aux:nn
1548         { \clist_map_function:nn {#1} \__draw_backend_dash:n }
1549         { \dim_to_decimal:n {#2} }
1550     }
1551 }
1552 \cs_new:Npn \__draw_backend_dash:n #1
1553 { , \dim_to_decimal_in_bp:n {#1} }
1554 \cs_new_protected:Npn \__draw_backend_dash_aux:nn #1#2
1555 {
1556     \__draw_backend_scope:x
1557     {
1558         stroke-dasharray =
1559         "
1560             \tl_if_empty:oTF { \use_none:n #1 }
1561             { none }
1562             { \use_none:n #1 }
1563             "
1564             ~
1565             stroke-offset=" #2 "
1566     }
1567 \cs_new_protected:Npn \__draw_backend_linewidth:n #1
1568 { \__draw_backend_scope:x { stroke-width=" \dim_to_decimal:n {#1} " } }
1569 \cs_new_protected:Npn \__draw_backend_miterlimit:n #1
1570 { \__draw_backend_scope:x { stroke-miterlimit=" #1 " } }
1571 \cs_new_protected:Npn \__draw_backend_cap_buttt:
1572 { \__draw_backend_scope:n { stroke-linecap="butt" } }
1573 \cs_new_protected:Npn \__draw_backend_cap_round:
1574 { \__draw_backend_scope:n { stroke-linecap="round" } }
1575 \cs_new_protected:Npn \__draw_backend_cap_rectangle:
1576 { \__draw_backend_scope:n { stroke-linecap="square" } }
1577 \cs_new_protected:Npn \__draw_backend_join_miter:
1578 { \__draw_backend_scope:n { stroke-linejoin="miter" } }
1579 \cs_new_protected:Npn \__draw_backend_join_round:
1580 { \__draw_backend_scope:n { stroke-linejoin="round" } }
```

```

1581 \cs_new_protected:Npn \__draw_backend_join_bevel:
1582   { \__draw_backend_scope:n { stroke-linejoin="bevel" } }

```

(End definition for `__draw_backend_dash_pattern:nn` and others.)

`__draw_backend_cm:nnnn` The four arguments here are floats (the affine matrix), the last two are a displacement vector.

```

1583 \cs_new_protected:Npn \__draw_backend_cm:nnnn #1#2#3#4
1584   {
1585     \__draw_backend_scope:n
1586     {
1587       transform =
1588       " matrix ( #1 , #2 , #3 , #4 , Opt , Opt ) "
1589     }
1590   }

```

(End definition for `__draw_backend_cm:nnnn`.)

`__draw_backend_box_use:Nnnnn` No special savings can be made here: simply displace the box inside a scope. As there is nothing to re-box, just make the box passed of zero size.

```

1591 \cs_new_protected:Npn \__draw_backend_box_use:Nnnnn #1#2#3#4#5#6#7
1592   {
1593     \__kernel_backend_scope_begin:
1594     \__draw_backend_cm:nnnn {#2} {#3} {#4} {#5}
1595     \__kernel_backend_literal_svg:n
1596     {
1597       < g~
1598         stroke="none"~
1599         transform="scale(-1,1)~translate({?x},{?y})~scale(-1,-1)"
1600       >
1601     }
1602     \box_set_wd:Nn #1 { Opt }
1603     \box_set_ht:Nn #1 { Opt }
1604     \box_set_dp:Nn #1 { Opt }
1605     \box_use:N #1
1606     \__kernel_backend_literal_svg:n { </g> }
1607     \__kernel_backend_scope_end:
1608   }

```

(End definition for `__draw_backend_box_use:Nnnnn`.)

```
1609 </dvisvgm>
```

```
1610 </package>
```

5 I3backend-graphics Implementation

```

1611 <*package>
1612 <@=graphics>

```

5.1 dvips backend

```
1613 <*dvips>
```

`__graphics_backend_getbb_eps:n` Simply use the generic function.

```
1614 \cs_new_eq:NN \__graphics_backend_getbb_eps:n \graphics_read_bb:n
```

(End definition for `__graphics_backend_getbb_eps:n`.)

`__graphics_backend_include_eps:n` The special syntax is relatively clear here: remember we need PostScript sizes here.

```
1615 \cs_new_protected:Npn \__graphics_backend_include_eps:n #1
1616 {
1617     \__kernel_backend_literal:x
1618     {
1619         PSfile = #1 \c_space_tl
1620         llx = \dim_to_decimal_in_bp:n \l_graphics_llx_dim \c_space_tl
1621         lly = \dim_to_decimal_in_bp:n \l_graphics_lly_dim \c_space_tl
1622         urx = \dim_to_decimal_in_bp:n \l_graphics_urx_dim \c_space_tl
1623         ury = \dim_to_decimal_in_bp:n \l_graphics_ury_dim
1624     }
1625 }
```

(End definition for `__graphics_backend_include_eps:n`.)

```
1626 </dvips>
```

5.2 LuaTeX and pdfTeX backends

```
1627 {*luatex | pdftex}
```

`\l_graphics_graphics_attr_tl` In PDF mode, additional attributes of an graphic (such as page number) are needed both to obtain the bounding box and when inserting the graphic: this occurs as the graphic dictionary approach means they are read as part of the bounding box operation. As such, it is easier to track additional attributes using a dedicated `t1` rather than build up the same data twice.

```
1628 \tl_new:N \l_graphics_graphics_attr_t1
```

(End definition for `\l_graphics_graphics_attr_t1`.)

`__graphics_backend_getbb_jpg:n` `__graphics_backend_getbb_pdf:n` `__graphics_backend_getbb_png:n` `__graphics_backend_getbb_auxi:n` `__graphics_backend_getbb_auxii:n` Getting the bounding box here requires us to box up the graphic and measure it. To deal with the difference in feature support in bitmap and vector graphics but keeping the common parts, there is a little work to do in terms of auxiliaries. The key here is to notice that we need two forms of the attributes: a “short” set to allow us to track for caching, and the full form to pass to the primitive.

```
1629 \cs_new_protected:Npn \__graphics_backend_getbb_jpg:n #1
1630 {
1631     \int_zero:N \l_graphics_page_int
1632     \tl_clear:N \l_graphics_pagebox_t1
1633     \tl_set:Nx \l_graphics_graphics_attr_t1
1634     {
1635         \tl_if_empty:NF \l_graphics_decodearray_t1
1636             { :D \l_graphics_decodearray_t1 }
1637         \bool_if:NT \l_graphics_interpolate_bool
1638             { :I }
1639     }
1640     \tl_clear:N \l_graphics_graphics_attr_t1
1641     \__graphics_backend_getbb_auxi:n {#1}
1642 }
1643 \cs_new_eq:NN \__graphics_backend_getbb_png:n \__graphics_backend_getbb_jpg:n
1644 \cs_new_protected:Npn \__graphics_backend_getbb_pdf:n #1
1645 {
```

```

1646 \tl_clear:N \l_graphics_decodearray_tl
1647 \bool_set_false:N \l_graphics_interpolate_bool
1648 \tl_set:Nx \l_graphics_graphics_attr_tl
1649 {
1650   : \l_graphics_pagebox_tl
1651   \int_compare:nNnT \l_graphics_page_int > 1
1652   { :P \int_use:N \l_graphics_page_int }
1653 }
1654 \__graphics_backend_getbb_auxi:n {#1}
1655 }
1656 \cs_new_protected:Npn \__graphics_backend_getbb_auxi:n #1
1657 {
1658   \graphics_bb_restore:xF { #1 \l_graphics_graphics_attr_tl }
1659   { \__graphics_backend_getbb_auxii:n {#1} }
1660 }

```

Measuring the graphic is done by boxing up: for PDF graphics we could use `\tex_pfdxiimagebox:D`, but if doesn't work for other types. As the box always starts at (0,0) there is no need to worry about the lower-left position.

```

1661 \cs_new_protected:Npn \__graphics_backend_getbb_auxii:n #1
1662 {
1663   \tex_immediate:D \tex_pfdxiimage:D
1664   \bool_lazy_or:nnT
1665   { \l_graphics_interpolate_bool }
1666   { ! \tl_if_empty_p:N \l_graphics_decodearray_tl }
1667   {
1668     attr ~
1669     {
1670       \tl_if_empty:NF \l_graphics_decodearray_tl
1671       { /Decode~[ \l_graphics_decodearray_tl ] }
1672       \bool_if:NT \l_graphics_interpolate_bool
1673       { /Interpolate~true }
1674     }
1675   }
1676   \int_compare:nNnT \l_graphics_page_int > 0
1677   { page ~ \int_use:N \l_graphics_page_int }
1678   \tl_if_empty:NF \l_graphics_pagebox_tl
1679   { \l_graphics_pagebox_tl }
1680 {#1}
1681 \hbox_set:Nn \l_graphics_internal_box
1682 { \tex_pfdxiimage:D \tex_pdflastximage:D }
1683 \dim_set:Nn \l_graphics_urx_dim { \box_wd:N \l_graphics_internal_box }
1684 \dim_set:Nn \l_graphics_ury_dim { \box_ht:N \l_graphics_internal_box }
1685 \int_const:cn { c__graphics_graphics_ }#1 \l_graphics_graphics_attr_tl _int }
1686 { \tex_the:D \tex_pdflastximage:D }
1687 \graphics_bb_save:x { #1 \l_graphics_graphics_attr_tl }
1688 }

```

(End definition for `__graphics_backend_getbb_jpg:n` and others.)

`__graphics_backend_include_jpg:n`
`__graphics_backend_include_pdf:n`
`__graphics_backend_include_png:n`

Images are already loaded for the measurement part of the code, so inclusion is straightforward, with only any attributes to worry about. The latter carry through from determination of the bounding box.

```

1689 \cs_new_protected:Npn \__graphics_backend_include_jpg:n #1

```

```

1690   {
1691     \tex_pdfrefximage:D
1692       \int_use:c { c__graphics_graphics_ #1 \l__graphics_graphics_attr_tl _int }
1693   }
1694 \cs_new_eq:NN \__graphics_backend_include_pdf:n \__graphics_backend_include_jpg:n
1695 \cs_new_eq:NN \__graphics_backend_include_png:n \__graphics_backend_include_jpg:n
(End definition for \__graphics_backend_include_jpg:n, \__graphics_backend_include_pdf:n, and
\__graphics_backend_include_png:n.)

```

EPS graphics may be included in LuaTeX/pdfTeX by conversion to PDF: this requires restricted shell escape. Modelled on the `epstopdf` L^AT_EX 2 _{ε} package, but simplified, conversion takes place here if we have shell access.

```

\l__graphics_backend_dir_str
  \l__graphics_backend_name_str
  \l__graphics_backend_ext_str
  \l__graphics_backend_getbb_eps:n
  \l__graphics_backend_include_eps:n
1696 \sys_if_shell:T
1697   {
1698     \str_new:N \l__graphics_backend_dir_str
1699     \str_new:N \l__graphics_backend_name_str
1700     \str_new:N \l__graphics_backend_ext_str
1701     \cs_new_protected:Npn \__graphics_backend_getbb_eps:n #1
1702     {
1703       \file_parse_full_name:nNNN {#1}
1704         \l__graphics_backend_dir_str
1705         \l__graphics_backend_name_str
1706         \l__graphics_backend_ext_str
1707         \exp_args:Nx \__graphics_backend_getbb_eps:nn
1708         {
1709           \l__graphics_backend_name_str - \str_tail:N \l__graphics_backend_ext_str
1710             -converted-to.pdf
1711         }
1712         {#1}
1713     }
1714     \cs_new_protected:Npn \__graphics_backend_getbb_eps:nn #1#2
1715     {
1716       \file_compare_timestamp:nNnT {#2} > {#1}
1717       {
1718         \sys_shell_now:n
1719           { repstopdf ~ #2 ~ #1 }
1720       }
1721       \tl_set:Nn \l_graphics_name_tl {#1}
1722       \__graphics_backend_getbb_pdf:n {#1}
1723     }
1724     \cs_new_protected:Npn \__graphics_backend_include_eps:n #1
1725     {
1726       \file_parse_full_name:nNNN {#1}
1727         \l__graphics_backend_dir_str \l__graphics_backend_name_str \l__graphics_backend_ext_str
1728         \exp_args:Nx \__graphics_backend_include_pdf:n
1729         {
1730           \l__graphics_backend_name_str - \str_tail:N \l__graphics_backend_ext_str
1731             -converted-to.pdf
1732         }
1733     }
1734   }

(End definition for \__graphics_backend_getbb_eps:n and others.)
1735 </luatex | pdftex>

```

5.3 dvipdfmx backend

1736 `<*dvipdfmx | xetex>`

Simply use the generic functions: only for dvipdfmx in the extraction cases.

```

1737 \cs_new_eq:NN \__graphics_backend_getbb_eps:n \graphics_read_bb:n
1738 {*dvipdfmx}
1739 \cs_new_protected:Npn \__graphics_backend_getbb_jpg:n #1
1740 {
1741     \int_zero:N \l_graphics_page_int
1742     \tl_clear:N \l_graphics_pagebox_tl
1743     \graphics_extract_bb:n {#1}
1744 }
1745 \cs_new_eq:NN \__graphics_backend_getbb_png:n \__graphics_backend_getbb_jpg:n
1746 \cs_new_protected:Npn \__graphics_backend_getbb_pdf:n #1
1747 {
1748     \tl_clear:N \l_graphics_decodearray_tl
1749     \bool_set_false:N \l_graphics_interpolate_bool
1750     \graphics_extract_bb:n {#1}
1751 }
1752 /dvipdfmx
```

(End definition for `__graphics_backend_getbb_eps:n` and others.)

`\g__graphics_track_int`

Used to track the object number associated with each graphic.

1753 `\int_new:N \g__graphics_track_int`

(End definition for `\g__graphics_track_int`.)

`__graphics_backend_include_eps:n`
`__graphics_backend_include_jpg:n`
`__graphics_backend_include_pdf:n`
`__graphics_backend_include_png:n`
`__graphics_backend_include_auxi:nn`
`__graphics_backend_include_auxii:nnn`
`__graphics_backend_include_auxii:nn`
`__graphics_backend_include_auxiii:nnn`

```

1745 \cs_new_protected:Npn \__graphics_backend_include_eps:n #1
1755 {
1756     \__kernel_backend_literal:x
1757 {
1758         PSfile = #1 \c_space_tl
1759         llx = \dim_to_decimal_in_bp:n \l_graphics_llx_dim \c_space_tl
1760         lly = \dim_to_decimal_in_bp:n \l_graphics_lly_dim \c_space_tl
1761         urx = \dim_to_decimal_in_bp:n \l_graphics_urx_dim \c_space_tl
1762         ury = \dim_to_decimal_in_bp:n \l_graphics_ury_dim
1763     }
1764 }
1765 \cs_new_protected:Npn \__graphics_backend_include_jpg:n #1
1766 {
1767     \__graphics_backend_include_auxi:nn {#1} { image } }
1768 \cs_new_eq:NN \__graphics_backend_include_png:n \__graphics_backend_include_jpg:n
1769 {*dvipdfmx}
1770 \cs_new_protected:Npn \__graphics_backend_include_pdf:n #1
1771 {
1772     \__graphics_backend_include_auxi:nn {#1} { epdf } }
1773 /dvipdfmx
```

Graphic inclusion is set up to use the fact that each image is stored in the PDF as an XObject. This means that we can include repeated images only once and refer to them. To allow that, track the nature of each image: much the same as for the direct PDF mode case.

```

1772 \cs_new_protected:Npn \__graphics_backend_include_auxi:nn #1#2
1773 {
1774     \__graphics_backend_include_auxii:xnn
1775     {
1776         \tl_if_empty:NF \l_graphics_pagebox_tl
1777         { : \l_graphics_pagebox_tl }
1778         \int_compare:nNnT \l_graphics_page_int > 1
1779         { :P \int_use:N \l_graphics_page_int }
1780         \tl_if_empty:NF \l_graphics_decodearray_tl
1781         { :D \l_graphics_decodearray_tl }
1782         \bool_if:NT \l_graphics_interpolate_bool
1783         { :I }
1784     }
1785     {#1} {#2}
1786 }
1787 \cs_new_protected:Npn \__graphics_backend_include_auxii:nnn #1#2#3
1788 {
1789     \int_if_exist:cTF { c__graphics_graphics_ #2#1 _int }
1790     {
1791         \__kernel_backend_literal:x
1792         { pdf:usexobj~@graphic \int_use:c { c__graphics_graphics_ #2#1 _int } }
1793     }
1794     { \__graphics_backend_include_auxiii:nnn {#2} {#1} {#3} }
1795 }
1796 \cs_generate_variant:Nn \__graphics_backend_include_auxii:nnn { x }

```

Inclusion using the specials is relatively straight-forward, but there is one wrinkle. To get the `pagebox` correct for PDF graphics in all cases, it is necessary to provide both that information and the `bbox` argument: odd things happen otherwise!

```

1797 \cs_new_protected:Npn \__graphics_backend_include_auxiii:nnn #1#2#3
1798 {
1799     \int_gincr:N \g__graphics_track_int
1800     \int_const:cn { c__graphics_graphics_ #1#2 _int } { \g__graphics_track_int }
1801     \__kernel_backend_literal:x
1802     {
1803         pdf:#3~
1804         @graphic \int_use:c { c__graphics_graphics_ #1#2 _int } ~
1805         \int_compare:nNnT \l_graphics_page_int > 1
1806         { page ~ \int_use:N \l_graphics_page_int \c_space_tl }
1807         \tl_if_empty:NF \l_graphics_pagebox_tl
1808         {
1809             pagebox ~ \l_graphics_pagebox_tl \c_space_tl
1810             bbox ~
1811                 \dim_to_decimal_in_bp:n \l_graphics_llx_dim \c_space_tl
1812                 \dim_to_decimal_in_bp:n \l_graphics_lly_dim \c_space_tl
1813                 \dim_to_decimal_in_bp:n \l_graphics_urx_dim \c_space_tl
1814                 \dim_to_decimal_in_bp:n \l_graphics_ury_dim \c_space_tl
1815             }
1816             (#1)
1817             \bool_lazy_or:nnT
1818             { \l_graphics_interpolate_bool }
1819             { ! \tl_if_empty_p:N \l_graphics_decodearray_tl }
1820             {
1821                 <<

```

```

1822   \tl_if_empty:NF \l_graphics_decodearray_tl
1823     { /Decode~[ \l_graphics_decodearray_tl ] }
1824   \bool_if:NT \l_graphics_interpolate_bool
1825     { /Interpolate~true> }
1826   >>
1827   }
1828   }
1829 }

(End definition for \__graphics_backend_include_eps:n and others.)

1830 </dvipdfmx | xetex>

```

5.4 X_ET_EX backend

```
1831 <*xetex>
```

5.4.1 Images

For X_ET_EX, there are two primitives that allow us to obtain the bounding box without needing `extractbb`. The only complexity is passing the various minor variations to a common core process. The X_ET_EX primitive omits the text `box` from the page box specification, so there is also some “trimming” to do here.

```

1832 \cs_new_protected:Npn \__graphics_backend_getbb_jpg:n #1
1833 {
1834   \int_zero:N \l_graphics_page_int
1835   \tl_clear:N \l_graphics_pagebox_tl
1836   \__graphics_backend_getbb_auxi:nN {#1} \tex_XeTeXpicfile:D
1837 }
1838 \cs_new_eq:NN \__graphics_backend_getbb_png:n \__graphics_backend_getbb_jpg:n
1839 \cs_new_protected:Npn \__graphics_backend_getbb_pdf:n #1
1840 {
1841   \tl_clear:N \l_graphics_decodearray_tl
1842   \bool_set_false:N \l_graphics_interpolate_bool
1843   \__graphics_backend_getbb_auxi:nN {#1} \tex_XeTeXpdffile:D
1844 }
1845 \cs_new_protected:Npn \__graphics_backend_getbb_auxi:nN #1#2
1846 {
1847   \int_compare:nNnTF \l_graphics_page_int > 1
1848     { \__graphics_backend_getbb_auxii:VnN \l_graphics_page_int {#1} #2 }
1849     { \__graphics_backend_getbb_auxiii:nNnn {#1} #2 { :P 1 } { page 1 } }
1850 }
1851 \cs_new_protected:Npn \__graphics_backend_getbb_auxii:nnN #1#2#3
1852   { \__graphics_backend_getbb_auxiii:nNnn {#2} #3 { :P #1 } { page #1 } }
1853 \cs_generate_variant:Nn \__graphics_backend_getbb_auxii:nnN { V }
1854 \cs_new_protected:Npn \__graphics_backend_getbb_auxiii:nNnn #1#2#3#4
1855 {
1856   \tl_if_empty:NTF \l_graphics_pagebox_tl
1857     { \__graphics_backend_getbb_auxiv:VnNnn \l_graphics_pagebox_tl }
1858     { \__graphics_backend_getbb_auxv:nNnn }
1859     { #1 } #2 { #3 } { #4 }
1860 }
1861 \cs_new_protected:Npn \__graphics_backend_getbb_auxiv:nnNnn #1#2#3#4#5
1862 {
1863   \use:x

```

```

1864 {
1865   \__graphics_backend_getbb_auxv:nNnn {#2} #3 { : #1 #4 }
1866   { #5 ~ \__graphics_backend_getbb_pagebox:w #1 }
1867 }
1868 }
1869 \cs_generate_variant:Nn \__graphics_backend_getbb_auxiv:nnNnn { V }
1870 \cs_new_protected:Npn \__graphics_backend_getbb_auxv:nNnn #1#2#3#4
1871 {
1872   \graphics_bb_restore:nF {#1#3}
1873   { \__graphics_backend_getbb_auxvi:nNnn {#1} #2 {#3} {#4} }
1874 }
1875 \cs_new_protected:Npn \__graphics_backend_getbb_auxvi:nNnn #1#2#3#4
1876 {
1877   \hbox_set:Nn \l__graphics_internal_box { #2 #1 ~ #4 }
1878   \dim_set:Nn \l_graphics_urx_dim { \box_wd:N \l__graphics_internal_box }
1879   \dim_set:Nn \l_graphics_ury_dim { \box_ht:N \l__graphics_internal_box }
1880   \graphics_bb_save:n {#1#3}
1881 }
1882 \cs_new:Npn \__graphics_backend_getbb_pagebox:w #1 box {#1}

(End definition for \__graphics_backend_getbb_jpg:n and others.)

```

__graphics_backend_include_pdf:n
__graphics_backend_include_bitmap_quote:w

For PDF graphics, properly supporting the `pagebox` concept in X_ET_EX is best done using the `\tex_XeTeXpdffile:D` primitive. The syntax here is the same as for the graphic measurement part, although we know at this stage that there must be some valid setting for `\l_graphics_pagebox_tl`.

```

1883 \cs_new_protected:Npn \__graphics_backend_include_pdf:n #1
1884 {
1885   \tex_XeTeXpdffile:D
1886   \__graphics_backend_include_pdf_quote:w #1 "#1" \s__graphics_stop \c_space_tl
1887   \int_compare:nNnT \l_graphics_page_int > 0
1888   { page ~ \int_use:N \l_graphics_page_int \c_space_tl }
1889   \exp_after:wN \__graphics_backend_getbb_pagebox:w \l_graphics_pagebox_tl
1890 }
1891 \cs_new:Npn \__graphics_backend_include_pdf_quote:w #1 " #2 " #3 \s__graphics_stop
1892 { " #2 " }

(End definition for \__graphics_backend_include_pdf:n and \__graphics_backend_include_bitmap-
quote:w.)
```

1893 </xetex>

5.5 dvisvgm backend

1894 <*dvisvgm>

__graphics_backend_getbb_eps:n

Simply use the generic function.

1895 \cs_new_eq:NN __graphics_backend_getbb_eps:n \graphics_read_bb:n

(End definition for __graphics_backend_getbb_eps:n.)

__graphics_backend_getbb_png:n

__graphics_backend_getbb_jpg:n

These can be included by extracting the bounding box data.

```

1896 \cs_new_protected:Npn \__graphics_backend_getbb_jpg:n #1
1897 {
1898   \int_zero:N \l_graphics_page_int
```

```

1899      \tl_clear:N \l_graphics_pagebox_tl
1900      \graphics_extract_bb:n {#1}
1901  }
1902 \cs_new_eq:NN \__graphics_backend_getbb_png:n \__graphics_backend_getbb_jpg:n
(End definition for \__graphics_backend_getbb_png:n and \__graphics_backend_getbb_jpg:n.)

```

__graphics_backend_getbb_pdf:n Same as for dvipdfmx: use the generic function

```

1903 \cs_new_protected:Npn \__graphics_backend_getbb_pdf:n #1
1904 {
1905     \tl_clear:N \l_graphics_decodearray_tl
1906     \bool_set_false:N \l_graphics_interpolate_bool
1907     \graphics_extract_bb:n {#1}
1908 }

```

(End definition for __graphics_backend_getbb_pdf:n.)

__graphics_backend_include_eps:n
__graphics_backend_include_pdf:n
__graphics_backend_include:nn The special syntax is relatively clear here: remember we need PostScript sizes here. (This is the same as the dvips code.)

```

1909 \cs_new_protected:Npn \__graphics_backend_include_eps:n #1
1910 {
1911     \__graphics_backend_include:nn {PSfile} {#1} }
1912 \cs_new_protected:Npn \__graphics_backend_include_pdf:n #1
1913 {
1914     \__graphics_backend_include:nn {pdffile} {#1} }
1915 \cs_new_protected:Npn \__graphics_backend_include:nn #1#2
1916 {
1917     \__kernel_backend_literal:x
1918     {
1919         #1 = #2 \c_space_tl
1920         llx = \dim_to_decimal_in_bp:n \l_graphics_llx_dim \c_space_tl
1921         lly = \dim_to_decimal_in_bp:n \l_graphics_lly_dim \c_space_tl
1922         urx = \dim_to_decimal_in_bp:n \l_graphics_urx_dim \c_space_tl
1923         ury = \dim_to_decimal_in_bp:n \l_graphics_ury_dim
1924     }
1925 }

```

(End definition for __graphics_backend_include_eps:n, __graphics_backend_include_pdf:n, and __graphics_backend_include:nn.)

__graphics_backend_include_png:n
__graphics_backend_include_jpg:n
__graphics_backend_include_bitmap_quote:w The backend here has built-in support for basic graphic inclusion (see dvisvgm.def for a more complex approach, needed if clipping, etc., is covered at the graphic backend level). The only issue is that #1 must be quote-corrected. The dvisvgm:img operation quotes the file name, but if it is already quoted (contains spaces) then we have an issue: we simply strip off any quotes as a result.

```

1924 \cs_new_protected:Npn \__graphics_backend_include_png:n #1
1925 {
1926     \__kernel_backend_literal:x
1927     {
1928         dvisvgm:img~
1929         \dim_to_decimal:n { \l_graphics_ury_dim } ~
1930         \dim_to_decimal:n { \l_graphics_ury_dim } ~
1931         \__graphics_backend_include_bitmap_quote:w #1 " #1 " \s_graphics_stop
1932     }
1933 }
1934 \cs_new_eq:NN \__graphics_backend_include_jpg:n \__graphics_backend_include_png:n
1935 \cs_new:Npn \__graphics_backend_include_bitmap_quote:w #1 " #2 " #3 \s_graphics_stop
1936 {
1937     " #2 "
1938 }

```

```

(End definition for \__graphics_backend_include_png:n, \__graphics_backend_include_jpg:n, and
\__graphics_backend_include_bitmap_quote:w.)

1937  ⟨/dvisvgm⟩
1938  ⟨/package⟩

```

6 I3backend-pdf Implementation

```

1939  ⟨*package⟩
1940  ⟨@C=pdf⟩

```

Setting up PDF resources is a complex area with only limited documentation in the engine manuals. The following code builds heavily on existing ideas from `hyperref` work by Sebastian Rahtz and Heiko Oberdiek, and significant contributions by Alexander Grahn, in addition to the specific code referenced at various points.

6.1 Shared code

A very small number of items that belong at the backend level but which are common to all backends.

```
\l__pdf_internal_box
1941  \box_new:N \l__pdf_internal_box
(End definition for \l__pdf_internal_box.)
```

6.2 dvips backend

```

1942  ⟨*dvips⟩

```

Used often enough it should be a separate function.

```

\__pdf_backend_pdfmark:n
\__pdf_backend_pdfmark:x
1943  \cs_new_protected:Npn \__pdf_backend_pdfmark:n #1
1944    { \__kernel_backend_postscript:n { mark #1 ~ pdfmark } }
1945  \cs_generate_variant:Nn \__pdf_backend_pdfmark:n { x }

```

(End definition for __pdf_backend_pdfmark:n.)

6.2.1 Catalogue entries

```
\__pdf_backend_catalog_gput:nn
\__pdf_backend_info_gput:nn
1946  \cs_new_protected:Npn \__pdf_backend_catalog_gput:nn #1#2
1947    { \__pdf_backend_pdfmark:n { { Catalog } << /#1 ~ #2 >> /PUT } }
1948  \cs_new_protected:Npn \__pdf_backend_info_gput:nn #1#2
1949    { \__pdf_backend_pdfmark:n { /#1 ~ #2 /DOCINFO } }

```

(End definition for __pdf_backend_catalog_gput:nn and __pdf_backend_info_gput:nn.)

6.2.2 Objects

```
\g__pdf_backend_object_int
\g__pdf_backend_object_prop
```

For tracking objects to allow finalisation.

```
1950 \int_new:N \g__pdf_backend_object_int
1951 \prop_new:N \g__pdf_backend_object_prop
```

(End definition for `\g__pdf_backend_object_int` and `\g__pdf_backend_object_prop`.)

```
\_pdf_backend_object_new:nn
\pdf_backend_object_ref:n
```

Tracking objects is similar to dvipdfmx.

```
1952 \cs_new_protected:Npn \_pdf_backend_object_new:nn #1#2
1953 {
1954   \int_gincr:N \g__pdf_backend_object_int
1955   \int_const:cn
1956   { c__pdf_backend_object_ \tl_to_str:n {#1} _int }
1957   { \g__pdf_backend_object_int }
1958   \prop_gput:Nnn \g__pdf_backend_object_prop {#1} {#2}
1959 }
1960 \cs_new:Npn \_pdf_backend_object_ref:n #1
1961 { { pdf.obj \int_use:c { c__pdf_backend_object_ \tl_to_str:n {#1} _int } } }
```

(End definition for `_pdf_backend_object_new:nn` and `_pdf_backend_object_ref:n`.)

```
\_pdf_backend_object_write:nn
\_pdf_backend_object_write:ny
\pdf_backend_object_write_array:nn
\_pdf_backend_object_write_dict:nn
\pdf_backend_object_write_fstream:nn
\_pdf_backend_object_write_stream:nn
\pdf_backend_object_write_stream:nnn
```

This is where we choose the actual type: some work to get things right.

```
1962 \cs_new_protected:Npn \_pdf_backend_object_write:nn #1#2
1963 {
1964   \_pdf_backend_pdfmark:x
1965   {
1966     /objdef ~ \_pdf_backend_object_ref:n {#1}
1967     /type
1968     \str_case_e:nn
1969     { \prop_item:Nn \g__pdf_backend_object_prop {#1} }
1970     {
1971       { array } { /array }
1972       { dict } { /dict }
1973       { fstream } { /stream }
1974       { stream } { /stream }
1975     }
1976     /OBJ
1977   }
1978   \use:c
1979   { \_pdf_backend_object_write_ \prop_item:Nn \g__pdf_backend_object_prop {#1} :nn }
1980   { \_pdf_backend_object_ref:n {#1} } {#2}
1981 }
1982 \cs_generate_variant:Nn \_pdf_backend_object_write:nn { nx }
1983 \cs_new_protected:Npn \_pdf_backend_object_write_array:nn #1#2
1984 {
1985   \_pdf_backend_pdfmark:x
1986   { #1 ~0~ [ ~ \exp_not:n {#2} ~ ] ~ /PUTINTERVAL }
1987 }
1988 \cs_new_protected:Npn \_pdf_backend_object_write_dict:nn #1#2
1989 {
1990   \_pdf_backend_pdfmark:x
1991   { #1 << \exp_not:n {#2} >> /PUT }
1992 }
1993 \cs_new_protected:Npn \_pdf_backend_object_write_fstream:nn #1#2
```

```

1994 {
1995   \exp_args:Nx
1996   \_pdf_backend_object_write_fstream:nnn {#1} #2
1997 }
1998 \cs_new_protected:Npn \_pdf_backend_object_write_fstream:nnn #1#2#3
1999 {
2000   \_kernel_backend_postscript:n
2001   {
2002     SDict ~ begin ~
2003     mark ~ #1 ~ << #2 >> /PUT ~ pdfmark ~
2004     mark ~ #1 ~ ( #3 )~ ( r )~ file ~ /PUT ~ pdfmark ~
2005     end
2006   }
2007 }
2008 \cs_new_protected:Npn \_pdf_backend_object_write_stream:nn #1#2
2009 {
2010   \exp_args:Nx
2011   \_pdf_backend_object_write_stream:nnn {#1} #2
2012 }
2013 \cs_new_protected:Npn \_pdf_backend_object_write_stream:nnn #1#2#3
2014 {
2015   \_kernel_backend_postscript:n
2016   {
2017     mark ~ #1 ~ ( #3 ) /PUT ~ pdfmark ~
2018     mark ~ #1 ~ << #2 >> /PUT ~ pdfmark
2019   }
2020 }

```

(End definition for `_pdf_backend_object_write:nn` and others.)

`_pdf_backend_object_now:nn` No anonymous objects, so things are done manually.

```

2021 \cs_new_protected:Npn \_pdf_backend_object_now:nn #1#2
2022 {
2023   \int_gincr:N \g__pdf_backend_object_int
2024   \_pdf_backend_pdfmark:x
2025   {
2026     /objdef ~ { pdf.obj \int_use:N \g__pdf_backend_object_int }
2027     /type
2028     \str_case:nn
2029     {#1}
2030     {
2031       { array } { /array }
2032       { dict } { /dict }
2033       { fstream } { /stream }
2034       { stream } { /stream }
2035     }
2036     /OBJ
2037   }
2038   \exp_args:Nnx \use:c { _pdf_backend_object_write_ #1 :nn }
2039   { { pdf.obj \int_use:N \g__pdf_backend_object_int } } {#2}
2040 }
2041 \cs_generate_variant:Nn \_pdf_backend_object_now:nn { nx }


```

(End definition for `_pdf_backend_object_now:nn`.)

```

\__pdf_backend_object_last: Much like the annotation version.
2042 \cs_new:Npn \__pdf_backend_object_last:
2043   { { pdf.obj \int_use:N \g__pdf_backend_object_int } }
2044 
(End definition for \__pdf_backend_object_last:)

\__pdf_backend_pageobject_ref:n Page references are easy in dvips.
2044 \cs_new:Npn \__pdf_backend_pageobject_ref:n #1
2045   { { Page #1 } }
2046 
(End definition for \__pdf_backend_pageobject_ref:n.)

```

6.2.3 Annotations

In dvips, annotations have to be constructed manually. As such, we need the object code above for some definitions.

```

\l__pdf_backend_content_box The content of an annotation.
2046 \box_new:N \l__pdf_backend_content_box
2047 
(End definition for \l__pdf_backend_content_box.)

\l__pdf_backend_model_box For creating model sizing for links.
2047 \box_new:N \l__pdf_backend_model_box
2048 
(End definition for \l__pdf_backend_model_box.)

\g__pdf_backend_annotation_int Needed as objects which are not annotations could be created.
2048 \int_new:N \g__pdf_backend_annotation_int
2049 
(End definition for \g__pdf_backend_annotation_int.)

\__pdf_backend_annotation:nnnn Annotations are objects, but we track them separately. Notably, they are not in the
object data lists. Here, to get the co-ordinates of the annotation, we need to have the
data collected at the PostScript level. That requires a bit of box trickery (effectively a
LATEX 2 $\varepsilon$  picture of zero size). Once the data is collected, use it to set up the annotation
border.
2049 \cs_new_protected:Npn \__pdf_backend_annotation:nnnn #1#2#3#4
2050   {
2051     \exp_args:Nf \__pdf_backend_annotation_aux:nnnn
2052       { \dim_eval:n {#1} } {#2} {#3} {#4}
2053   }
2054 \cs_new_protected:Npn \__pdf_backend_annotation_aux:nnnn #1#2#3#4
2055   {
2056     \box_move_down:nn {#3}
2057       { \hbox:n { \__kernel_backend_postscript:n { pdf.save.ll } } }
2058     \box_move_up:nn {#2}
2059       {
2060         \hbox:n
2061           {
2062             \tex_kern:D #1 \scan_stop:
2063             \__kernel_backend_postscript:n { pdf.save.ur }
2064             \tex_kern:D -#1 \scan_stop:
2065           }
2066       }
2067   }

```

```

2066     }
2067     \int_gincr:N \g__pdf_backend_object_int
2068     \int_gset_eq:NN \g__pdf_backend_annotation_int \g__pdf_backend_object_int
2069     \__pdf_backend_pdfmark:x
2070     {
2071         /_objdef { pdf.obj \int_use:N \g__pdf_backend_object_int }
2072         pdf.rect
2073         #4 ~
2074         /ANN
2075     }
2076 }
```

(End definition for `__pdf_backend_annotation:nnnn.`)

`__pdf_backend_annotation_last:` Provide the last annotation we created: could get tricky of course if other packages are loaded.

```

2077 \cs_new:Npn \__pdf_backend_annotation_last:
2078   { { pdf.obj \int_use:N \g__pdf_backend_annotation_int } }
```

(End definition for `__pdf_backend_annotation_last:.`)

`\g__pdf_backend_link_int` To track annotations which are links.

```
2079 \int_new:N \g__pdf_backend_link_int
```

(End definition for `\g__pdf_backend_link_int.`)

`\g__pdf_backend_link_dict_tl` To pass information to the end-of-link function.

```
2080 \tl_new:N \g__pdf_backend_link_dict_tl
```

(End definition for `\g__pdf_backend_link_dict_tl.`)

`\g__pdf_backend_link_sf_int` Needed to save/restore space factor, which is needed to deal with the face we need a box.

```
2081 \int_new:N \g__pdf_backend_link_sf_int
```

(End definition for `\g__pdf_backend_link_sf_int.`)

`\g__pdf_backend_link_math_bool` Needed to save/restore math mode.

```
2082 \bool_new:N \g__pdf_backend_link_math_bool
```

(End definition for `\g__pdf_backend_link_math_bool.`)

`\g__pdf_backend_link_bool` Track link formation: we cannot nest at all.

```
2083 \bool_new:N \g__pdf_backend_link_bool
```

(End definition for `\g__pdf_backend_link_bool.`)

`\l__pdf_breaklink_pdfmark_tl` Swappable content for link breaking.

```
2084 \tl_new:N \l__pdf_breaklink_pdfmark_tl
```

```
2085 \tl_set:Nn \l__pdf_breaklink_pdfmark_tl { pdfmark }
```

(End definition for `\l__pdf_breaklink_pdfmark_tl.`)

`__pdf_breaklink_postscript:n` To allow dropping material unless link breaking is active.

```
2086 \cs_new_protected:Npn \__pdf_breaklink_postscript:n #1 { }
```

(End definition for `__pdf_breaklink_postscript:n.`)

```
\__pdf_breaklink_usebox:N Swappable box unpacking or use.
2087 \cs_new_eq:NN \__pdf_breaklink_usebox:N \box_use:N
```

(End definition for `__pdf_breaklink_usebox:N`.)

```
\__pdf_backend_link_begin_goto:nw
\__pdf_backend_link_begin_user:nw
\__pdf_backend_link:nw
\__pdf_backend_link_aux:nw
  \__pdf_backend_link_end:
\__pdf_backend_link_end_aux:
\__pdf_backend_link_minima:
  \__pdf_backend_link_outerbox:n
\__pdf_backend_link_sf_save:
  \__pdf_backend_link_sf_restore:
    pdf.linkdp.pad
    pdf.linkht.pad
      pdf.llx
      pdf.lly
      pdf.ury
    pdf.link.dict
    pdf.outerbox
pdf.baselineskip
```

```
2088 \cs_new_protected:Npn \__pdf_backend_link_begin_goto:nw #1#2
2089   { \__pdf_backend_link_begin:nw { #1 /Subtype /Link /A <> /S /GoTo /D ( #2 ) >> } }
2090 \cs_new_protected:Npn \__pdf_backend_link_begin_user:nw #1#2
2091   { \__pdf_backend_link_begin:nw {#1#2} }
2092 \cs_new_protected:Npn \__pdf_backend_link_begin:nw #1
2093   {
2094     \bool_if:NF \g__pdf_backend_link_bool
2095       { \__pdf_backend_link_begin_aux:nw {#1} }
2096   }
2097 \cs_new_protected:Npn \__pdf_backend_link_begin_aux:nw #1
2098   {
2099     \bool_gset_true:N \g__pdf_backend_link_bool
2100     \__kernel_backend_postscript:n
2101       { /pdf.link.dict ( #1 ) def }
2102     \tl_gset:Nn \g__pdf_backend_link_dict_tl {#1}
2103     \__pdf_backend_link_sf_save:
2104     \mode_if_math:TF
2105       { \bool_gset_true:N \g__pdf_backend_link_math_bool }
2106       { \bool_gset_false:N \g__pdf_backend_link_math_bool }
2107     \hbox_set:Nw \l__pdf_backend_content_box
2108       \__pdf_backend_sf_restore:
2109     \bool_if:NT \g__pdf_backend_link_math_bool
2110       { \c_math_toggle_token }
2111   }
2112 \cs_new_protected:Npn \__pdf_backend_link_end:
2113   {
2114     \bool_if:NT \g__pdf_backend_link_bool
2115       { \__pdf_backend_link_end_aux: }
2116   }
2117 \cs_new_protected:Npn \__pdf_backend_link_end_aux:
2118   {
2119     \bool_if:NT \g__pdf_backend_link_math_bool
2120       { \c_math_toggle_token }
2121     \__pdf_backend_link_sf_save:
```

```

2122 \hbox_set_end:
2123 \__pdf_backend_link_minima:
2124 \hbox_set:Nn \l__pdf_backend_model_box { Gg }
2125 \exp_args:Nx \__pdf_backend_link_outerbox:n
2126 {
2127     \int_if_odd:nTF { \value { page } }
2128         { \oddsidemargin }
2129         { \evensidemargin }
2130     }
2131 \box_move_down:nn { \box_dp:N \l__pdf_backend_content_box }
2132     { \hbox:n { \__kernel_backend_postscript:n { pdf.save.linkll } } }
2133 \__pdf_breaklink_postscript:n { pdf.bordertracking.begin }
2134 \__pdf_breaklink_usebox:N \l__pdf_backend_content_box
2135 \__pdf_breaklink_postscript:n { pdf.bordertracking.end }
2136 \box_move_up:nn { \box_ht:N \l__pdf_backend_content_box }
2137 {
2138     \hbox:n
2139         { \__kernel_backend_postscript:n { pdf.save.linkur } }
2140     }
2141 \int_gincr:N \g__pdf_backend_object_int
2142 \int_gset_eq:NN \g__pdf_backend_link_int \g__pdf_backend_object_int
2143 \__kernel_backend_postscript:x
2144 {
2145     mark
2146     /_objdef { pdf.obj \int_use:N \g__pdf_backend_link_int }
2147     \g__pdf_backend_link_dict_t1 \c_space_t1
2148     pdf.rect
2149     /ANN ~ \l__pdf_breaklink_pdfmark_t1
2150 }
2151 \__pdf_backend_link_sf_restore:
2152 \bool_gset_false:N \g__pdf_backend_link_bool
2153 }
2154 \cs_new_protected:Npn \__pdf_backend_link_minima:
2155 {
2156     \hbox_set:Nn \l__pdf_backend_model_box { Gg }
2157     \__kernel_backend_postscript:x
2158     {
2159         /pdf.linkdp.pad ~
2160             \dim_to_decimal:n
2161             {
2162                 \dim_max:nn
2163                 {
2164                     \box_dp:N \l__pdf_backend_model_box
2165                     - \box_dp:N \l__pdf_backend_content_box
2166                 }
2167                 { Opt }
2168             } ~
2169             pdf.pt.dvi ~ def
2170         /pdf.linkht.pad ~
2171             \dim_to_decimal:n
2172             {
2173                 \dim_max:nn
2174                 {
2175                     \box_ht:N \l__pdf_backend_model_box

```

```

2176           - \box_ht:N \l__pdf_backend_content_box
2177       }
2178   { Opt }
2179 } ~
2180   pdf.pt.dvi ~ def
2181 }
2182 }
2183 \cs_new_protected:Npn \__pdf_backend_link_outerbox:n #1
2184 {
2185   \__kernel_backend_postscript:x
2186   {
2187     /pdf.outerbox
2188     [
2189       \dim_to_decimal:n {#1} ~
2190       \dim_to_decimal:n { -\box_dp:N \l__pdf_backend_model_box } ~
2191       \dim_to_decimal:n { #1 + \textwidth } ~
2192       \dim_to_decimal:n { \box_ht:N \l__pdf_backend_model_box }
2193     ]
2194     [ exch { pdf.pt.dvi } forall ] def
2195     /pdf.baselineskip ~
2196     \dim_to_decimal:n { \tex_baselineskip:D } ~ dup ~ 0 ~ gt
2197     { pdf.pt.dvi ~ def }
2198     { pop ~ pop }
2199     ifelse
2200   }
2201 }
2202 \cs_new_protected:Npn \__pdf_backend_link_sf_save:
2203 {
2204   \int_gset:Nn \g__pdf_backend_link_sf_int
2205   {
2206     \mode_if_horizontal:TF
2207     { \tex_spacefactor:D }
2208     { 0 }
2209   }
2210 }
2211 \cs_new_protected:Npn \__pdf_backend_link_sf_restore:
2212 {
2213   \mode_if_horizontal:T
2214   {
2215     \int_compare:nNnT \g__pdf_backend_link_sf_int > { 0 }
2216     { \int_set_eq:NN \tex_spacefactor:D \g__pdf_backend_link_sf_int }
2217   }
2218 }

```

(End definition for `__pdf_backend_link_begin_goto:nw` and others. These functions are documented on page ??.)

- `\makecol@hook` Hooks to allow link breaking: something will be needed in format mode at some stage. At present this code is disabled as there is an open question about the name of the hook: to be resolved at the L^AT_EX 2 _{ε} end.

```

2219 \use_none:n
2220 {
2221   \cs_if_exist:NT \makecol@hook
2222   {

```

```

2223   \tl_put_right:Nn \@makecol@hook
2224   {
2225     \box_if_empty:NF \cclv
2226     {
2227       \vbox_set:Nn \cclv
2228       {
2229         \_kernel_backend_postscript:n
2230         {
2231           pdf.globaldict /pdf.brokenlink.rect ~ known
2232             { pdf.bordertracking.continue }
2233             if
2234           }
2235           \vbox_unpack_drop:N \cclv
2236           \_kernel_backend_postscript:n
2237             { pdf.bordertracking.endpage }
2238         }
2239       }
2240     }
2241   \tl_set:Nn \l__pdf_breaklink_pdfmark_tl { pdf.pdfmark }
2242   \cs_set_eq:NN \__pdf_breaklink_postscript:n \_kernel_backend_postscript:n
2243   \cs_set_eq:NN \__pdf_breaklink_usebox:N \hbox_unpack:N
2244 }
2245 }
```

(End definition for `\@makecol@hook`. This function is documented on page ??.)

`__pdf_backend_link_last:` The same as `annotations`, but with a custom integer.

```

2246 \cs_new:Npn \__pdf_backend_link_last:
2247   { { pdf.obj \int_use:N \g__pdf_backend_link_int } }
```

(End definition for `__pdf_backend_link_last`.)

`__pdf_backend_link_margin:n` Convert to big points and pass to PostScript.

```

2248 \cs_new_protected:Npn \__pdf_backend_link_margin:n #1
2249   {
2250     \_kernel_backend_postscript:x
2251     {
2252       /pdf.linkmargin { \dim_to_decimal:n {#1} ~ pdf.pt.dvi } def
2253     }
2254 }
```

(End definition for `__pdf_backend_link_margin:n`.)

`__pdf_backend_destination:nn` `__pdf_backend_destination_box:nn` Here, we need to turn the zoom into a scale. We also need to know where the current anchor point actually is: worked out in PostScript. For the rectangle version, we have a bit more PostScript: we need two points. `fitr` without rule spec doesn't work, so it falls back to `/Fit` here.

```

2255 \cs_new_protected:Npn \__pdf_backend_destination:nn #1#2
2256   {
2257     \_kernel_backend_postscript:n { pdf.dest.anchor }
2258     \__pdf_backend_pdfmark:x
2259     {
2260       /View
2261     }
```

```

2262   \str_case:nnF {#2}
2263   {
2264     { xyz } { /XYZ ~ pdf.dest.point ~ null }
2265     { fit } { /Fit }
2266     { fitb } { /FitB }
2267     { fitbh } { /FitBH ~ pdf.dest.y }
2268     { fitbv } { /FitBV ~ pdf.dest.x }
2269     { fith } { /FitH ~ pdf.dest.y }
2270     { fitv } { /FitV ~ pdf.dest.x }
2271     { fitr } { /Fit }
2272   }
2273   {
2274     /XYZ ~ pdf.dest.point ~ \fp_eval:n { (#2) / 100 }
2275   }
2276 ]
2277 /Dest ( \exp_not:n {#1} ) cvn
2278 /DEST
2279 }
2280 }
2281 \cs_new_protected:Npn \__pdf_backend_destination_box:nn #1#2
2282 {
2283   \group_begin:
2284   \hbox_set:Nn \l__pdf_internal_box {#2}
2285   \box_move_down:nn
2286   { \box_dp:N \l__pdf_internal_box }
2287   { \hbox:n { \__kernel_backend_postscript:n { pdf.save.ll } } }
2288   \box_use:N \l__pdf_internal_box
2289   \box_move_up:nn
2290   { \box_ht:N \l__pdf_internal_box }
2291   { \hbox:n { \__kernel_backend_postscript:n { pdf.save.ur } } }
2292   \__pdf_backend_pdfmark:n
2293   {
2294     /View
2295     [
2296       /FitR ~
2297       pdfllx ~ pdf.lly ~ pdf.dest2device ~
2298       pdfurx ~ pdf.ury ~ pdf.dest2device
2299     ]
2300   /Dest ( #1 ) cvn
2301   /DEST
2302 }
2303 \group_end:
2304 }
```

(End definition for `__pdf_backend_destination:nn` and `__pdf_backend_destination_box:nn`.)

6.2.4 Structure

Doable for the usual `ps2pdf` method.

```

\__pdf_backend_compresslevel:n
\__pdf_backend_compress_objects:n
2305 \cs_new_protected:Npn \__pdf_backend_compresslevel:n #1
2306 {
2307   \int_compare:nNnT {#1} = 0
2308   {
2309     \__kernel_backend_literal_postscript:n
```

```

2310      {
2311          /setdistillerparams ~ where
2312              { pop << /CompressPages ~ false >> setdistillerparams }
2313          if
2314      }
2315  }
2316 }
2317 \cs_new_protected:Npn \__pdf_backend_compress_objects:n #1
2318 {
2319     \bool_if:nF {#1}
2320     {
2321         \__kernel_backend_literal_postscript:n
2322         {
2323             /setdistillerparams ~ where
2324                 { pop << /CompressStreams ~ false >> setdistillerparams }
2325             if
2326         }
2327     }
2328 }
```

(End definition for `__pdf_backend_compresslevel:n` and `__pdf_backend_compress_objects:n`.)

`__pdf_backend_version_major_gset:n` Data not available!

```

2329 \cs_new_protected:Npn \__pdf_backend_version_major_gset:n #1 { }
2330 \cs_new_protected:Npn \__pdf_backend_version_minor_gset:n #1 { }
```

(End definition for `__pdf_backend_version_major_gset:n` and `__pdf_backend_version_minor_gset:n`.)

`__pdf_backend_version_major:` Data not available!

```

2331 \cs_new:Npn \__pdf_backend_version_major: { -1 }
2332 \cs_new:Npn \__pdf_backend_version_minor: { -1 }
```

(End definition for `__pdf_backend_version_major:` and `__pdf_backend_version_minor:..`)

6.2.5 Marked content

`__pdf_backend_bdc:nn` Simple wrappers.

```

2333 \cs_new_protected:Npn \__pdf_backend_bdc:nn #1#2
2334     { \__pdf_backend_pdfmark:n { /#1 ~ #2 /BDC } }
2335 \cs_new_protected:Npn \__pdf_backend_emc:
2336     { \__pdf_backend_pdfmark:n { /EMC } }
```

(End definition for `__pdf_backend_bdc:nn` and `__pdf_backend_emc:..`)

2337 ⟨/dvips⟩

6.3 LuaTeX and pdfTeX backend

2338 ⟨*luatex | pdftex⟩

6.3.1 Annotations

`__pdf_backend_annotation:nnnn` Simply pass the raw data through, just dealing with evaluation of dimensions.

```

2339 \cs_new_protected:Npn \__pdf_backend_annotation:nnnn #1#2#3#4
2340     {
2341         ⟨*luatex⟩
```

```

2342     \tex_pdfextension:D annot ~
2343     </luatex>
2344     {*pdftex}
2345         \tex_pdfannot:D
2346     </pdftex>
2347         width ~ \dim_eval:n {#1} ~
2348         height ~ \dim_eval:n {#2} ~
2349         depth ~ \dim_eval:n {#3} ~
2350         {#4}
2351     }

```

(End definition for `_pdf_backend_annotation:nnnn`.)

`_pdf_backend_annotation_last:` A tiny amount of extra data gets added here; we use x-type expansion to get the space in the right place and form. The “extra” space in the LuaTeX version is *required* as it is consumed in finding the end of the keyword.

```

2352 \cs_new:Npx \_pdf_backend_annotation_last:
2353 {
2354     \exp_not:N \int_value:w
2355     {*luatex}
2356         \exp_not:N \tex_pdffeedback:D lastannot ~
2357     </luatex>
2358     {*pdftex}
2359         \exp_not:N \tex_pdflastannot:D
2360     </pdftex>
2361         \c_space_tl 0 ~ R
2362 }

```

(End definition for `_pdf_backend_annotation_last`.)

Links are all created using the same internals.

```

\_\_pdf_backend_link_begin_goto:nnw
\_\_pdf_backend_link_begin_user:nnw
\_\_pdf_backend_link_begin:nnnw
\_\_pdf_backend_link_end:
2363 \cs_new_protected:Npn \_pdf_backend_link_begin_goto:nnw #1#2
2364     {
2365         \_pdf_backend_link_begin:nnnw {#1} { goto~name } {#2} }
2366     \_pdf_backend_link_begin:nnnw {#1} { user } {#2} }
2367 \cs_new_protected:Npn \_pdf_backend_link_begin:nnnw #1#2#3
2368     {
2369     {*luatex}
2370         \tex_pdfextension:D startlink ~
2371     </luatex>
2372     {*pdftex}
2373         \tex_pdfstartlink:D
2374     </pdftex>
2375         attr {#1}
2376         #2 {#3}
2377     }
2378 \cs_new_protected:Npn \_pdf_backend_link_end:
2379     {
2380     {*luatex}
2381         \tex_pdfextension:D endlink \scan_stop:
2382     </luatex>
2383     {*pdftex}
2384         \tex_pdfendlink:D
2385     </pdftex>
2386 }

```

(End definition for `_pdf_backend_link_begin_goto:nw` and others.)

`_pdf_backend_link_last:` Formatted for direct use.

```
2387 \cs_new:Npx \_pdf_backend_link_last:
2388 {
2389     \exp_not:N \int_value:w
2390     {*luatex}
2391         \exp_not:N \tex_pdffeedback:D lastlink ~
2392     {/luatex}
2393     {*pdftex}
2394         \exp_not:N \tex_pdflastlink:D
2395     {/pdftex}
2396         \c_space_tl 0 ~ R
2397 }
```

(End definition for `_pdf_backend_link_last:..`)

`_pdf_backend_link_margin:n` A simple task: pass the data to the primitive.

```
2398 \cs_new_protected:Npn \_pdf_backend_link_margin:n #1
2399 {
2400     {*luatex}
2401         \tex_pdfvariable:D linkmargin
2402     {/luatex}
2403     {*pdftex}
2404         \tex_pdflinkmargin:D
2405     {/pdftex}
2406         \dim_eval:n {#1} \scan_stop:
2407 }
```

(End definition for `_pdf_backend_link_margin:n`)

`_pdf backend destination:nn`
`_pdf_backend_destination_box:nn` A simple task: pass the data to the primitive. The `\scan_stop:` deals with the danger of an unterminated keyword. The zoom given here is a percentage, but we need to pass it as *per mille*. The rectangle version is also easy as everything is build in.

```
2408 \cs_new_protected:Npn \_pdf_backend_destination:nn #1#2
2409 {
2410     {*luatex}
2411         \tex_pdfextension:D dest ~
2412     {/luatex}
2413     {*pdftex}
2414         \tex_pdfdest:D
2415     {/pdftex}
2416         name {#1}
2417         \str_case:nnF {#2}
2418         {
2419             { xyz } { xyz }
2420             { fit } { fit }
2421             { fitb } { fitb }
2422             { fitbh } { fitbh }
2423             { fitbv } { fitbv }
2424             { fith } { fith }
2425             { fitv } { fitv }
2426             { fitr } { fitr }
2427 }
```

```

2428         { xyz ~ zoom \fp_eval:n { #2 * 10 } }
2429         \scan_stop:
2430     }
2431 \cs_new_protected:Npn \__pdf_backend_destination_box:nn #1#2
2432 {
2433     \group_begin:
2434     \hbox_set:Nn \l__pdf_internal_box {\#2}
2435     {*luatex}
2436         \tex_pdfextension:D dest ~
2437     /luatex
2438     {*pdftex}
2439         \tex_pdfdest:D
2440     /pdftex
2441         name {\#1}
2442         fitr ~
2443         width \box_wd:N \l__pdf_internal_box
2444         height \box_ht:N \l__pdf_internal_box
2445         depth \box_dp:N \l__pdf_internal_box
2446         \box_use:N \l__pdf_internal_box
2447     \group_end:
2448 }
```

(End definition for `__pdf_backend_destination:nn` and `__pdf_backend_destination_box:nn`.)

6.3.2 Catalogue entries

```

\__pdf_backend_catalog_gput:nn
\__pdf_backend_info_gput:nn
2449 \cs_new_protected:Npn \__pdf_backend_catalog_gput:nn #1#2
2450 {
2451     {*luatex}
2452         \tex_pdfextension:D catalog
2453     /luatex
2454     {*pdftex}
2455         \tex_pdfcatalog:D
2456     /pdftex
2457         { / #1 ~ #2 }
2458 }
2459 \cs_new_protected:Npn \__pdf_backend_info_gput:nn #1#2
2460 {
2461     {*luatex}
2462         \tex_pdfextension:D info
2463     /luatex
2464     {*pdftex}
2465         \tex_pdfinfo:D
2466     /pdftex
2467         { / #1 ~ #2 }
2468 }
```

(End definition for `__pdf_backend_catalog_gput:nn` and `__pdf_backend_info_gput:nn`.)

6.3.3 Objects

`\g__pdf_backend_object_prop` For tracking objects to allow finalisation.

```
2469 \prop_new:N \g__pdf_backend_object_prop
```

(End definition for `\g_pdf_backend_object_prop`.)

`__pdf_backend_object_new:nn` Declaring objects means reserving at the PDF level plus starting tracking.

```
2470 \cs_new_protected:Npn \__pdf_backend_object_new:nn #1#2
2471 {
2472   /*luatex*/
2473   \tex_pdfextension:D obj ~
2474   /luatex
2475   /*pdftex*/
2476   \tex_pdfobj:D
2477   /pdftex
2478   reserveobjnum ~
2479   \int_const:cn
2480   { c__pdf_backend_object_ \tl_to_str:n {#1} _int }
2481   /*luatex*/
2482   { \tex_pdffeedback:D lastobj }
2483   /luatex
2484   /*pdftex*/
2485   { \tex_pdflastobj:D }
2486   /pdftex
2487   \prop_gput:Nnn \g_pdf_backend_object_prop {#1} {#2}
2488 }
2489 \cs_new:Npn \__pdf_backend_object_ref:n #1
2490 { \int_use:c { c__pdf_backend_object_ \tl_to_str:n {#1} _int } ~ 0 ~ R }
```

(End definition for `__pdf_backend_object_new:nn` and `__pdf_backend_object_ref:n`.)

`__pdf_backend_object_write:nn` Writing the data needs a little information about the structure of the object.

```
2491 \cs_new_protected:Npn \__pdf_backend_object_write:nn #1#2
2492 {
2493   /*luatex*/
2494   \tex_immediate:D \tex_pdfextension:D obj ~
2495   /luatex
2496   /*pdftex*/
2497   \tex_immediate:D \tex_pdfobj:D
2498   /pdftex
2499   useobjnum ~
2500   \int_use:c
2501   { c__pdf_backend_object_ \tl_to_str:n {#1} _int }
2502   \str_case_e:nn
2503   { \prop_item:Nn \g_pdf_backend_object_prop {#1} }
2504   {
2505     { array } { { [ ~ \exp_not:n {#2} ~ ] } }
2506     { dict } { { << ~ \exp_not:n {#2} ~ >> } }
2507     { fstream }
2508     {
2509       stream ~ attr ~ { \__pdf_exp_not_i:nn #2 } ~
2510       file ~ { \__pdf_exp_not_i:nn #2 }
2511     }
2512     { stream }
2513     {
2514       stream ~ attr ~ { \__pdf_exp_not_i:nn #2 } ~
2515       { \__pdf_exp_not_i:nn #2 }
2516     }
2517 }
```

```

2517     }
2518   }
2519 \cs_generate_variant:Nn \__pdf_backend_object_write:n { nx }
2520 \cs_new:Npn \__pdf_exp_not_i:nn #1#2 { \exp_not:n {#1} }
2521 \cs_new:Npn \__pdf_exp_not_ii:nn #1#2 { \exp_not:n {#2} }

(End definition for \__pdf_backend_object_write:nn, \__pdf_exp_not_i:nn, and \__pdf_exp_not_ii:nn.)

```

Much like writing, but direct creation.

```

2522 \cs_new_protected:Npn \__pdf_backend_object_now:nn #1#2
2523   {
2524     {*luatex}
2525       \tex_immediate:D \tex_pdfextension:D obj ~
2526     /luatex
2527     {*pdftex}
2528       \tex_immediate:D \tex_pdfobj:D
2529     /pdftex
2530       \str_case:nn
2531         {#1}
2532       {
2533         { array } { { [ ~ \exp_not:n {#2} ~ ] } }
2534         { dict } { { << ~ \exp_not:n {#2} ~ >> } }
2535         { fstream }
2536           {
2537             stream ~ attr ~ { \__pdf_exp_not_i:nn #2 } ~
2538               file ~ { \__pdf_exp_not_ii:nn #2 }
2539           }
2540         { stream }
2541           {
2542             stream ~ attr ~ { \__pdf_exp_not_i:nn #2 } ~
2543               { \__pdf_exp_not_ii:nn #2 }
2544           }
2545         }
2546       }
2547 \cs_generate_variant:Nn \__pdf_backend_object_now:nn { nx }

(End definition for \__pdf_backend_object_now:nn.)

```

Much like annotation.

```

2548 \cs_new:Npx \__pdf_backend_object_last:
2549   {
2550     \exp_not:N \int_value:w
2551     {*luatex}
2552       \exp_not:N \tex_pdffeedback:D lastobj ~
2553     /luatex
2554     {*pdftex}
2555       \exp_not:N \tex_pdflastobj:D
2556     /pdftex
2557       \c_space_tl 0 ~ R
2558   }

(End definition for \__pdf_backend_object_last:.)

```

```

\_\_pdf\_backend\_pageobject\_ref:n
2559 \cs_new:Npx \_\_pdf_backend_pageobject_ref:n #1
2560 {
2561     \exp_not:N \int_value:w
2562     {*luatex}
2563         \exp_not:N \tex_pdffeedback:D pageref
2564     {/luatex}
2565     {*pdftex}
2566         \exp_not:N \tex_pdfpageref:D
2567     {/pdftex}
2568     \c_space_tl #1 \c_space_tl \c_space_tl \c_space_tl 0 ~ R
2569 }

```

(End definition for `__pdf_backend_pageobject_ref:n`.)

6.3.4 Structure

Simply pass data to the engine.

```

\_\_pdf_backend_compresslevel:n
\_\_pdf_backend_compress_objects:n
\_\_pdf_backend_objcompresslevel:n
2570 \cs_new_protected:Npn \_\_pdf_backend_compresslevel:n #1
2571 {
2572     \tex_global:D
2573     {*luatex}
2574         \tex_pdfvariable:D compresslevel
2575     {/luatex}
2576     {*pdftex}
2577         \tex_pdfcompresslevel:D
2578     {/pdftex}
2579         \int_value:w \int_eval:n {#1} \scan_stop:
2580 }
2581 \cs_new_protected:Npn \_\_pdf_backend_compress_objects:n #1
2582 {
2583     \bool_if:nTF {#1}
2584         { \_\_pdf_backend_objcompresslevel:n { 2 } }
2585         { \_\_pdf_backend_objcompresslevel:n { 0 } }
2586     }
2587 \cs_new_protected:Npn \_\_pdf_backend_objcompresslevel:n #1
2588 {
2589     \tex_global:D
2590     {*luatex}
2591         \tex_pdfvariable:D objcompresslevel
2592     {/luatex}
2593     {*pdftex}
2594         \tex_pdfobjcompresslevel:D
2595     {/pdftex}
2596         #1 \scan_stop:
2597 }

```

(End definition for `__pdf_backend_compresslevel:n`, `__pdf_backend_compress_objects:n`, and `__pdf_backend_objcompresslevel:n`.)

The availability of the primitive is not universal, so we have to test at load time.

```

2598 \cs_new_protected:Npx \_\_pdf_backend_version_major_gset:n #1
2599 {
2600     {*luatex}

```

```

2601     \int_compare:nNnT \tex_luatexversion:D > { 106 }
2602     {
2603         \exp_not:N \tex_global:D \tex_pdfvariable:D majorversion
2604             \exp_not:N \int_eval:n {#1} \scan_stop:
2605     }
2606 </luatex>
2607 *pdftex>
2608     \cs_if_exist:NT \tex_pdfmajorversion:D
2609     {
2610         \exp_not:N \tex_global:D \tex_pdfmajorversion:D
2611             \exp_not:N \int_eval:n {#1} \scan_stop:
2612     }
2613 </pdftex>
2614     }
2615 \cs_new_protected:Npn \__pdf_backend_version_minor_gset:n #1
2616     {
2617         \tex_global:D
2618 *luatex>
2619         \tex_pdfvariable:D minorversion
2620 </luatex>
2621 *pdftex>
2622         \tex_pdfminorversion:D
2623 </pdftex>
2624         \int_eval:n {#1} \scan_stop:
2625     }

```

(End definition for `__pdf_backend_version_major_gset:n` and `__pdf_backend_version_minor_gset:n`.)

`__pdf_backend_version_major:`

As above.

```

2626 \cs_new:Npx \__pdf_backend_version_major:
2627     {
2628 *luatex>
2629     \int_compare:nNnTF \tex_luatexversion:D > { 106 }
2630         { \exp_not:N \tex_the:D \tex_pdfvariable:D majorversion }
2631         { 1 }
2632 </luatex>
2633 *pdftex>
2634     \cs_if_exist:NTF \tex_pdfmajorversion:D
2635         { \exp_not:N \tex_the:D \tex_pdfmajorversion:D }
2636         { 1 }
2637 </pdftex>
2638     }
2639 \cs_new:Npn \__pdf_backend_version_minor:
2640     {
2641         \tex_the:D
2642 *luatex>
2643         \tex_pdfvariable:D minorversion
2644 </luatex>
2645 *pdftex>
2646         \tex_pdfminorversion:D
2647 </pdftex>
2648     }

```

(End definition for `__pdf_backend_version_major:` and `__pdf_backend_version_minor:..`)

6.3.5 Marked content

`__pdf_backend_bdc:nn` Simple wrappers. May need refinement: see <https://chat.stackexchange.com/transcript/message/49970158#49970158>.

```
2649 \cs_new_protected:Npn \__pdf_backend_bdc:nn #1#2
2650   { \__kernel_backend_literal_page:n { /#1 ~ #2 ~ BDC } }
2651 \cs_new_protected:Npn \__pdf_backend_emc:
2652   { \__kernel_backend_literal_page:n { EMC } }

(End definition for \__pdf_backend_bdc:nn and \__pdf_backend_emc:.)
```

2653 ⟨/luatex | pdftex⟩

6.4 dvipdfmx backend

2654 ⟨*dvipdfmx | xetex⟩

`__pdf_backend:n` A generic function for the backend PDF specials: used where we can.

```
2655 \cs_new_protected:Npx \__pdf_backend:n #1
2656   { \__kernel_backend_literal:n { pdf: #1 } }
2657 \cs_generate_variant:Nn \__pdf_backend:n { x }
```

(End definition for __pdf_backend:n.)

6.4.1 Catalogue entries

`__pdf_backend_catalog_gput:nn`

```
2658 \cs_new_protected:Npn \__pdf_backend_catalog_gput:nn #1#2
2659   { \__pdf_backend:n { put ~ @catalog << /#1 ~ #2 >> } }
2660 \cs_new_protected:Npn \__pdf_backend_info_gput:nn #1#2
2661   { \__pdf_backend:n { docinfo << /#1 ~ #2 >> } }
```

(End definition for __pdf_backend_catalog_gput:nn and __pdf_backend_info_gput:nn.)

6.4.2 Objects

`\g__pdf_backend_object_int` For tracking objects to allow finalisation.

```
2662 \int_new:N \g__pdf_backend_object_int
2663 \prop_new:N \g__pdf_backend_object_prop
```

(End definition for \g__pdf_backend_object_int and \g__pdf_backend_object_prop.)

`__pdf_backend_object_new:nn` Objects are tracked at the macro level, but we don't have to do anything at this stage.

```
2664 \cs_new_protected:Npn \__pdf_backend_object_new:nn #1#2
2665   {
2666     \int_gincr:N \g__pdf_backend_object_int
2667     \int_const:cn
2668       { c__pdf_backend_object_ \tl_to_str:n {#1} _int }
2669       { \g__pdf_backend_object_int }
2670     \prop_gput:Nnn \g__pdf_backend_object_prop {#1} {#2}
2671   }
2672 \cs_new:Npn \__pdf_backend_object_ref:n #1
2673   { @pdf.obj \int_use:c { c__pdf_backend_object_ \tl_to_str:n {#1} _int } }
```

(End definition for __pdf_backend_object_new:nn and __pdf_backend_object_ref:n.)

```

\_\_pdf\_backend\_object\_write:nn
\_\_pdf\_backend\_object\_write:nx
\_\_pdf\_backend\_object\_write:nnn
\_\_pdf\_backend\_object\_write\_array:nn
\_\_pdf\_backend\_object\_write\_dict:nn
\_\_pdf\_backend\_object\_write\_fstream:nn
\_\_pdf\_backend\_object\_write\_stream:nn
\_\_pdf\_backend\_object\_write\_stream:nnnn

```

This is where we choose the actual type.

```

2674 \cs_new_protected:Npn \_\_pdf_backend_object_write:nn #1#2
2675 {
2676     \exp_args:Nx \_\_pdf_backend_object_write:nnn
2677         { \prop_item:Nn \g_\_\_pdf_backend_object_prop {#1} } {#1} {#2}
2678 }
2679 \cs_generate_variant:Nn \_\_pdf_backend_object_write:nn { nx }
2680 \cs_new_protected:Npn \_\_pdf_backend_object_write:nnn #1#2#3
2681 {
2682     \use:c { \_\_pdf_backend_object_write_ #1 :nn }
2683         { \_\_pdf_backend_object_ref:n {#2} } {#3}
2684 }
2685 \cs_new_protected:Npn \_\_pdf_backend_object_write_array:nn #1#2
2686 {
2687     \_\_pdf_backend:x
2688         { obj ~ #1 ~ [ ~ \exp_not:n {#2} ~ ] }
2689 }
2690 \cs_new_protected:Npn \_\_pdf_backend_object_write_dict:nn #1#2
2691 {
2692     \_\_pdf_backend:x
2693         { obj ~ #1 ~ << ~ \exp_not:n {#2} ~ >> }
2694 }
2695 \cs_new_protected:Npn \_\_pdf_backend_object_write_fstream:nn #1#2
2696     { \_\_pdf_backend_object_write_stream:nnnn { f } {#1} #2 }
2697 \cs_new_protected:Npn \_\_pdf_backend_object_write_stream:nn #1#2
2698     { \_\_pdf_backend_object_write_stream:nnnn { } {#1} #2 }
2699 \cs_new_protected:Npn \_\_pdf_backend_object_write_stream:nnnn #1#2#3#4
2700 {
2701     \_\_pdf_backend:x
2702         {
2703             #1 stream ~ #2 ~
2704                 ( \exp_not:n {#4} ) ~ << \exp_not:n {#3} >>
2705         }
2706 }

```

(End definition for `__pdf_backend_object_write:nn` and others.)

No anonymous objects with dvipdfmx so we have to give an object name.

```

2707 \cs_new_protected:Npn \_\_pdf_backend_object_now:nn #1#2
2708 {
2709     \int_gincr:N \g_\_\_pdf_backend_object_int
2710     \exp_args:Nnx \use:c { \_\_pdf_backend_object_write_ #1 :nn }
2711         { @pdf.obj \int_use:N \g_\_\_pdf_backend_object_int }
2712         {#2}
2713 }
2714 \cs_generate_variant:Nn \_\_pdf_backend_object_now:nn { nx }

```

(End definition for `__pdf_backend_object_now:nn`.)

`__pdf_backend_object_last:`

```

2715 \cs_new:Npn \_\_pdf_backend_object_last:
2716     { @pdf.obj \int_use:N \g_\_\_pdf_backend_object_int }

```

(End definition for `__pdf_backend_object_last:..`)

```
\_\_pdf\_backend\_pageobject\_ref:n Page references are easy in dvipdfmx/XTEX.
2717 \cs_new:Npn \_\_pdf_backend_pageobject_ref:n #1
2718   { @page #1 }

(End definition for \_\_pdf_backend_pageobject_ref:n.)
```

6.4.3 Annotations

\g_pdf_landscape_bool There is a bug in dvipdfmx/X_{TEX} which means annotations do not rotate. As such, we need to know if landscape is active.

```
2719 \bool_new:N \g\_pdf_landscape_bool
2720 \cs_if_exist:NT \landscape
2721   {
2722     \tl_put_right:Nn \landscape
2723       { \bool_gset_true:N \g\_pdf_landscape_bool }
2724     \tl_put_left:Nn \endlandscape
2725       { \bool_gset_false:N \g\_pdf_landscape_bool }
2726   }
```

(End definition for \g_pdf_landscape_bool.)

\g_pdf_backend_annotation_int Needed as objects which are not annotations could be created.

```
2727 \int_new:N \g\_pdf_backend_annotation_int
(End definition for \g\_pdf_backend_annotation_int.)
```

__pdf_backend_annotation:nnnn __pdf_backend_annotation_aux:nnnn Simply pass the raw data through, just dealing with evaluation of dimensions. The only wrinkle is landscape: we have to adjust by hand.

```
2728 \cs_new_protected:Npn \_\_pdf_backend_annotation:nnnn #1#2#3#4
2729   {
2730     \bool_if:NTF \g\_pdf_landscape_bool
2731       {
2732         \box_move_up:nn {#2}
2733         {
2734           \vbox:n
2735             {
2736               \_\_pdf_backend_annotation_aux:nnnn
2737                 { #2 + #3 } {#1} { 0pt } {#4}
2738             }
2739         }
2740       }
2741     { \_\_pdf_backend_annotation_aux:nnnn {#1} {#2} {#3} {#4} }
2742   }
2743 \cs_new_protected:Npn \_\_pdf_backend_annotation_aux:nnnn #1#2#3#4
2744   {
2745     \int_gincr:N \g\_pdf_backend_object_int
2746     \int_gset_eq:NN \g\_pdf_backend_annotation_int \g\_pdf_backend_object_int
2747     \_\_pdf_backend:x
2748     {
2749       ann ~ @pdf.obj \int_use:N \g\_pdf_backend_object_int \c_space_tl
2750       width ~ \dim_eval:n {#1} ~
2751       height ~ \dim_eval:n {#2} ~
2752       depth ~ \dim_eval:n {#3} ~
2753       <</Type/Annot #4 >>
```

```

2754     }
2755 }

```

(End definition for `__pdf_backend_annotation:nnnn` and `__pdf_backend_annotation_aux:nnnn`.)

`__pdf_backend_annotation_last:`

```

2756 \cs_new:Npn \_\_pdf_backend_annotation_last:
2757   { @pdf.obj \int_use:N \g_\_pdf_backend_annotation_int }

```

(End definition for `__pdf_backend_annotation_last::`)

`\g__pdf_backend_link_int` To track annotations which are links.

```

2758 \int_new:N \g_\_pdf_backend_link_int

```

(End definition for `\g__pdf_backend_link_int`.)

All created using the same internals.

```

2759 \cs_new_protected:Npn \_\_pdf_backend_link_begin_goto:nw #1#2
2760   { \_\_pdf_backend_link_begin:n { #1 /Subtype /Link /A << /S /GoTo /D ( #2 ) >> } }
2761 \cs_new_protected:Npn \_\_pdf_backend_link_begin_user:nw #1#2
2762   { \_\_pdf_backend_link_begin:n {#1#2} }
2763 \cs_new_protected:Npx \_\_pdf_backend_link_begin:n #1
2764   {
2765     \int_compare:nNnF \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
2766     {
2767       \exp_not:N \int_gincr:N \exp_not:N \g_\_pdf_backend_link_int
2768     }
2769   \_\_pdf_backend:x
2770   {
2771     bann ~
2772     \int_compare:nNnF \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
2773     {
2774       @pdf.lnk
2775       \exp_not:N \int_use:N \exp_not:N \g_\_pdf_backend_link_int
2776       \c_space_tl
2777     }
2778     <<
2779     /Type /Annot
2780     #1
2781     >>
2782   }
2783 }
2784 \cs_new_protected:Npn \_\_pdf_backend_link_end:
2785   { \_\_pdf_backend:n { eann } }

```

(End definition for `__pdf_backend_link_begin_goto:nw` and others.)

`__pdf_backend_link_last:` Available using the backend mechanism with a suitably-recent version.

```

2786 \cs_new:Npx \_\_pdf_backend_link_last:
2787   {
2788     \int_compare:nNnF \c_kernel_sys_dvipdfmx_version_int < { 20201111 }
2789     {
2790       @pdf.lnk
2791       \exp_not:N \int_use:N \exp_not:N \g_\_pdf_backend_link_int
2792     }
2793 }

```

(End definition for `_pdf_backend_link_last`.)

`_pdf_backend_link_margin`:n Pass to `dvipdfmx`.

```
2794 \cs_new_protected:Npn \_pdf_backend_link_margin:n #1
2795   { \_kernel_backend_literal:x { dvipdfmx:config-g~ \dim_eval:n {#1} } }
```

(End definition for `_pdf_backend_link_margin`:n.)

`_pdf_backend_destination`:nn
`_pdf_backend_destination_box`:nn

Here, we need to turn the zoom into a scale. The method for `FitR` is from Alexander Grahn: the idea is to avoid needing to do any calculations in `TEX` by using the backend data for `@xpos` and `@ypos`. `fitr` without rule spec doesn't work, so it falls back to `/Fit` here.

```
2796 \cs_new_protected:Npn \_pdf_backend_destination:nn #1#2
2797   {
2798     \_pdf_backend:x
2799     {
2800       dest ~ ( \exp_not:n {#1} )
2801       [
2802         @thispage
2803         \str_case:nnF {#2}
2804         {
2805           { xyz } { /XYZ ~ @xpos ~ @ypos ~ null }
2806           { fit } { /Fit }
2807           { fitb } { /FitB }
2808           { fitbh } { /FitBH }
2809           { fitbv } { /FitBV ~ @xpos }
2810           { fith } { /FitH ~ @ypos }
2811           { fitv } { /FitV ~ @xpos }
2812           { fitr } { /Fit }
2813         }
2814         { /XYZ ~ @xpos ~ @ypos ~ \fp_eval:n { (#2) / 100 } }
2815       ]
2816     }
2817   }
2818 \cs_new_protected:Npn \_pdf_backend_destination_box:nn #1#2
2819   {
2820     \group_begin:
2821     \hbox_set:Nn \l__pdf_internal_box {#2}
2822     \box_move_down:nn { \box_dp:N \l__pdf_internal_box }
2823     {
2824       \hbox:n
2825       {
2826         \_pdf_backend:n { obj ~ @pdf_ #1 _llx ~ @xpos }
2827         \_pdf_backend:n { obj ~ @pdf_ #1 _lly ~ @ypos }
2828       }
2829     }
2830     \box_use:N \l__pdf_internal_box
2831     \box_move_up:nn { \box_ht:N \l__pdf_internal_box }
2832     {
2833       \hbox:n
2834       {
2835         \_pdf_backend:n
2836         {
2837           dest ~ (#1)
```

```

2838     [
2839         @thispage
2840         /FitR ~
2841             @pdf_ #1 _llx ~ @pdf_ #1 _lly ~
2842             @xpos ~ @ypos
2843         ]
2844     }
2845 }
2846 }
2847 \group_end:
2848 }
```

(End definition for `__pdf_backend_destination:nn` and `__pdf_backend_destination_box:nn`.)

6.4.4 Structure

`__pdf_backend_compresslevel:n`
`__pdf_backend_compress_objects:n`

```

2849 \cs_new_protected:Npn \_\_pdf_backend_compresslevel:n #1
2850     { \_\_kernel_backend_literal:x { dvipdfmx:config~z~ \int_eval:n {#1} } }
2851 \cs_new_protected:Npn \_\_pdf_backend_compress_objects:n #1
2852     {
2853         \bool_if:nF {#1}
2854         { \_\_kernel_backend_literal:n { dvipdfmx:config~C~0x40 } }
2855     }
```

(End definition for `__pdf_backend_compresslevel:n` and `__pdf_backend_compress_objects:n`.)

We start with the assumption that the default is active.

```

2856 \cs_new_protected:Npn \_\_pdf_backend_version_major_gset:n #1
2857     {
2858         \cs_gset:Npx \_\_pdf_backend_version_major: { \int_eval:n {#1} }
2859         \_\_kernel_backend_literal:x { pdf:majorversion~ \_\_pdf_backend_version_major: }
2860     }
2861 \cs_new_protected:Npn \_\_pdf_backend_version_minor_gset:n #1
2862     {
2863         \cs_gset:Npx \_\_pdf_backend_version_minor: { \int_eval:n {#1} }
2864         \_\_kernel_backend_literal:x { pdf:minorversion~ \_\_pdf_backend_version_minor: }
2865     }
```

(End definition for `__pdf_backend_version_major_gset:n` and `__pdf_backend_version_minor_gset:n`.)

`__pdf_backend_version_major:`
`__pdf_backend_version_minor:`

We start with the assumption that the default is active.

```

2866 \cs_new:Npn \_\_pdf_backend_version_major: { 1 }
2867 \cs_new:Npn \_\_pdf_backend_version_minor: { 5 }
```

(End definition for `__pdf_backend_version_major:` and `__pdf_backend_version_minor:..`)

6.4.5 Marked content

`__pdf_backend_bdc:nn`
`__pdf_backend_emc:`

```

2868 \cs_new_protected:Npn \_\_pdf_backend_bdc:nn #1#2
2869     { \_\_kernel_backend_literal_page:n { /#1 ~ #2 ~ BDC } }
2870 \cs_new_protected:Npn \_\_pdf_backend_emc:
2871     { \_\_kernel_backend_literal_page:n { EMC } }
```

(End definition for `_pdf_backend_bdc:nn` and `_pdf_backend_emc:.`)
2872 `</dvipdfmx | xetex>`

6.5 dvisvgm backend

2873 `<*dvisvgm>`

6.5.1 Catalogue entries

No-op.

2874 `\cs_new_protected:Npn _pdf_backend_catalog_gput:nn #1#2 { }`
2875 `\cs_new_protected:Npn _pdf_backend_info_gput:nn #1#2 { }`

(End definition for `_pdf_backend_catalog_gput:nn` and `_pdf_backend_info_gput:nn`.)

6.5.2 Objects

All no-ops here.

2876 `\cs_new_protected:Npn _pdf_backend_object_new:nn #1#2 { }`
2877 `\cs_new:Npn _pdf_backend_object_ref:n #1 { }`
2878 `\cs_new_protected:Npn _pdf_backend_object_write:nn #1#2 { }`
2879 `\cs_new_protected:Npn _pdf_backend_object_write:nx #1#2 { }`
2880 `\cs_new_protected:Npn _pdf_backend_object_now:nn #1#2 { }`
2881 `\cs_new_protected:Npn _pdf_backend_object_now:nx #1#2 { }`
2882 `\cs_new:Npn _pdf_backend_object_last: { }`
2883 `\cs_new:Npn _pdf_backend_pageobject_ref:n #1 { }`

(End definition for `_pdf_backend_object_new:nn` and others.)

6.5.3 Structure

These are all no-ops.

2884 `\cs_new_protected:Npn _pdf_backend_compresslevel:n #1 { }`
2885 `\cs_new_protected:Npn _pdf_backend_compress_objects:n #1 { }`

(End definition for `_pdf_backend_compresslevel:n` and `_pdf_backend_compress_objects:n`.)

Data not available!

2886 `\cs_new_protected:Npn _pdf_backend_version_major_gset:n #1 { }`
2887 `\cs_new_protected:Npn _pdf_backend_version_minor_gset:n #1 { }`

(End definition for `_pdf_backend_version_major_gset:n` and `_pdf_backend_version_minor_gset:n`.)

Data not available!

2888 `\cs_new:Npn _pdf_backend_version_major: { -1 }`
2889 `\cs_new:Npn _pdf_backend_version_minor: { -1 }`

(End definition for `_pdf_backend_version_major:` and `_pdf_backend_version_minor:.`)

More no-ops.

2890 `\cs_new_protected:Npn _pdf_backend_bdc:nn #1#2 { }`
2891 `\cs_new_protected:Npn _pdf_backend_emc: { }`

(End definition for `_pdf_backend_bdc:nn` and `_pdf_backend_emc:.`)

2892 `</dvisvgm>`

2893 `</package>`

7 | 3backend-header Implementation

	2894 <code>(*dvips & header)</code>
<code>color.sc</code>	Empty definitions for color at the top level.
<code>color.fc</code>	2895 <code>/color.sc { } def</code> 2896 <code>/color.fc { } def</code> <i>(End definition for <code>color.sc</code> and <code>color.fc</code>. These functions are documented on page ??.)</i>
<code>TeXcolorseparation</code> <code>separation</code>	Support for separation/spot colors: this strange naming is so things work with the color stack. 2897 <code>TeXDict begin</code> 2898 <code>/TeXcolorseparation { setcolor } def</code> 2899 <code>end</code> <i>(End definition for <code>TeXcolorseparation</code> and <code>separation</code>. These functions are documented on page ??.)</i>
<code>pdf.globaldict</code>	A small global dictionary for backend use. 2900 <code>true setglobal</code> 2901 <code>/pdf.globaldict 4 dict def</code> 2902 <code>false setglobal</code> <i>(End definition for <code>pdf.globaldict</code>. This function is documented on page ??.)</i>
<code>pdf.cvs</code> <code>pdf.dvi.pt</code> <code>pdf.pt.dvi</code>	Small utilities for PostScript manipulations. Conversion to DVI dimensions is done here to allow for <code>Resolution</code> . The total height of a rectangle (an array) needs a little maths, in contrast to simply extracting a value. 2903 <code>/pdf.cvs { 65534 string cvs } def</code> 2904 <code>/pdf.dvi.pt { 72.27 mul Resolution div } def</code> 2905 <code>/pdf.pt.dvi { 72.27 div Resolution mul } def</code> 2906 <code>/pdf.rect.ht { dup 1 get neg exch 3 get add } def</code> <i>(End definition for <code>pdf.cvs</code> and others. These functions are documented on page ??.)</i>
<code>pdf.linkmargin</code> <code>pdf.linkdp.pad</code> <code>pdf.linkht.pad</code>	Settings which are defined up-front in <code>SDict</code> . 2907 <code>/pdf.linkmargin { 1 pdf.pt.dvi } def</code> 2908 <code>/pdf.linkdp.pad { 0 } def</code> 2909 <code>/pdf.linkht.pad { 0 } def</code> <i>(End definition for <code>pdf.linkmargin</code>, <code>pdf.linkdp.pad</code>, and <code>pdf.linkht.pad</code>. These functions are documented on page ??.)</i>
<code>pdf.rect</code> <code>pdf.save.ll</code> <code>pdf.save.ur</code> <code>pdf.save.linkll</code> <code>pdf.save.linkur</code> <code>pdf.llx</code> <code>pdf.lly</code> <code>pdf.urx</code> <code>pdf.ury</code>	Functions for marking the limits of an annotation/link, plus drawing the border. We separate links for generic annotations to support adding a margin and setting a minimal size. 2910 <code>/pdf.rect</code> 2911 <code>{ /Rect [pdf.llx pdf.lly pdf.urx pdf.ury] } def</code> 2912 <code>/pdf.save.ll</code> 2913 <code>{</code> 2914 <code> currentpoint</code> 2915 <code> /pdf.lly exch def</code> 2916 <code> /pdf.llx exch def</code> 2917 <code>}</code> 2918 <code>def</code>

```

2919 /pdf.save.ur
2920 {
2921   currentpoint
2922   /pdf.ury exch def
2923   /pdf.urx exch def
2924 }
2925 def
2926 /pdf.save.linkll
2927 {
2928   currentpoint
2929   pdf.linkmargin add
2930   pdf.linkdp.pad add
2931   /pdf.lly exch def
2932   pdf.linkmargin sub
2933   /pdf.llx exch def
2934 }
2935 def
2936 /pdf.save.linkur
2937 {
2938   currentpoint
2939   pdf.linkmargin sub
2940   pdf.linkht.pad sub
2941   /pdf.ury exch def
2942   pdf.linkmargin add
2943   /pdf.urx exch def
2944 }
2945 def

```

(End definition for `pdf.rect` and others. These functions are documented on page ??.)

`pdf.dest.anchor` For finding the anchor point of a destination link. We make the use case a separate function as it comes up a lot, and as this makes it easier to adjust if we need additional effects. We also need a more complex approach to convert a co-ordinate pair correctly when defining a rectangle: this can otherwise be out when using a landscape page. (Thanks to Alexander Grahn for the approach here.)

```

2946 /pdf.dest.anchor
2947 {
2948   currentpoint exch
2949   pdf.dvi.pt 72 add
2950   /pdf.dest.x exch def
2951   pdf.dvi.pt
2952   vsize 72 sub exch sub
2953   /pdf.dest.y exch def
2954 }
2955 def
2956 /pdf.dest.point
2957 { pdf.dest.x pdf.dest.y } def
2958 /pdf.dest2device
2959 {
2960   /pdf.dest.y exch def
2961   /pdf.dest.x exch def
2962   matrix currentmatrix
2963   matrix defaultmatrix
2964   matrix invertmatrix

```

```

2965     matrix concatmatrix
2966     cvx exec
2967     /pdf.dev.y exch def
2968     /pdf.dev.x exch def
2969     /pdf.tmpd exch def
2970     /pdf.tmpc exch def
2971     /pdf.tmpb exch def
2972     /pdf.tmpa exch def
2973     pdf.dest.x pdf.tmpa mul
2974         pdf.dest.y pdf.tmpc mul add
2975             pdf.dev.x add
2976     pdf.dest.x pdf.tmpb mul
2977         pdf.dest.y pdf.tmpd mul add
2978             pdf.dev.y add
2979 }
2980 def

```

(End definition for `pdf.dest.anchor` and others. These functions are documented on page ??.)

`pdf.bordertracking` To know where a breakable link can go, we need to track the boundary rectangle. That
`pdf.bordertracking.begin` can be done by hooking into `a` and `x` operations: those names have to be retained. The
`pdf.bordertracking.end` boundary is stored at the end of the operation. Special effort is needed at the start and
`pdf.leftboundary` end of pages (or rather galleys), such that everything works properly.

```

2981 /pdf.bordertracking false def
2982 /pdf.bordertracking.begin
2983 {
2984     SDict /pdf.bordertracking true put
2985     SDict /pdf.leftboundary undef
2986     SDict /pdf.rightboundary undef
2987     /a where
2988         {
2989             /a
2990                 {
2991                     currentpoint pop
2992                     SDict /pdf.rightboundary known dup
2993                         {
2994                             SDict /pdf.rightboundary get 2 index lt
2995                                 { not }
2996                                 if
2997                         }
2998                         if
2999                             { pop }
3000                             { SDict exch /pdf.rightboundary exch put }
3001                         ifelse
3002                         moveto
3003                         currentpoint pop
3004                         SDict /pdf.leftboundary known dup
3005                             {
3006                                 SDict /pdf.leftboundary get 2 index gt
3007                                     { not }
3008                                     if
3009                                         }
3010                                         if
3011                                         { pop }

```

```

3012           { SDict exch /pdf.leftboundary exch put }
3013       ifelse
3014     }
3015   put
3016 }
3017 if
3018 }
3019 def
3020 /pdf.bordertracking.end
3021 {
3022   /a where { /a { moveto } put } if
3023   /x where { /x { 0 exch rmoveto } put } if
3024   SDict /pdf.leftboundary known
3025   { pdf.outerbox 0 pdf.leftboundary put }
3026   if
3027   SDict /pdf.rightboundary known
3028   { pdf.outerbox 2 pdf.rightboundary put }
3029   if
3030   SDict /pdf.bordertracking false put
3031 }
3032 def
3033 /pdf.bordertracking.endpage
3034 {
3035 pdf.bordertracking
3036 {
3037   pdf.bordertracking.end
3038   true setglobal
3039   pdf.globaldict
3040   /pdf.brokenlink.rect [ pdf.outerboxaload pop ] put
3041   pdf.globaldict
3042   /pdf.brokenlink.skip pdf.baselineskip put
3043   pdf.globaldict
3044   /pdf.brokenlink.dict
3045   pdf.link.dict pdf.cvs put
3046   false setglobal
3047   mark pdf.link.dict cvx exec /Rect
3048   [
3049     pdf.llx
3050     pdf.lly
3051     pdf.outerbox 2 get pdf.linkmargin add
3052     currentpoint exch pop
3053     pdf.outerbox pdf.rect.ht sub pdf.linkmargin sub
3054   ]
3055   /ANN pdf.pdfmark
3056 }
3057 if
3058 }
3059 def
3060 /pdf.bordertracking.continue
3061 {
3062   /pdf.link.dict pdf.globaldict
3063   /pdf.brokenlink.dict get def
3064   /pdf.outerbox pdf.globaldict
3065   /pdf.brokenlink.rect get def

```

```

3066 /pdf.baselineskip pdf.globaldict
3067     /pdf.brokenlink.skip get def
3068 pdf.globaldict dup dup
3069 /pdf.brokenlink.dict undef
3070 /pdf.brokenlink.skip undef
3071 /pdf.brokenlink.rect undef
3072 currentpoint
3073 /pdf.originy exch def
3074 /pdf.originx exch def
3075 /a where
3076 {
3077     /a
3078     {
3079         moveto
3080         SDict
3081         begin
3082             currentpoint pdf.originy ne exch
3083                 pdf.originx ne or
3084                 {
3085                     pdf.save.linkll
3086                     /pdf.lly
3087                         pdf.lly pdf.outerbox 1 get sub def
3088                         pdf.bordertracking.begin
3089                     }
3090                     if
3091                 end
3092             }
3093             put
3094         }
3095         if
3096         /x where
3097         {
3098             /x
3099             {
3100                 0 exch rmoveto
3101                 SDict
3102                 begin
3103                     currentpoint
3104                     pdf.originy ne exch pdf.originx ne or
3105                     {
3106                         pdf.save.linkll
3107                         /pdf.lly
3108                             pdf.lly pdf.outerbox 1 get sub def
3109                             pdf.bordertracking.begin
3110                         }
3111                         if
3112                     end
3113                 }
3114                 put
3115             }
3116         if
3117     }
3118     def

```

(End definition for `pdf.bordertracking` and others. These functions are documented on page ??.)

pdf.breaklink
 pdf.breaklink.write
 pdf.count
 pdf.currentrect

Dealing with link breaking itself has multiple stage. The first step is to find the `Rect` entry in the dictionary, looping over key-value pairs. The first line is handled first, adjusting the rectangle to stay inside the text area. The second phase is a loop over the height of the bulk of the link area, done on the basis of a number of baselines. Finally, the end of the link area is tidied up, again from the boundary of the text area.

```

3119 /pdf.breaklink
3120 {
3121   pop
3122   counttomark 2 mod 0 eq
3123   {
3124     counttomark /pdf.count exch def
3125     {
3126       pdf.count 0 eq { exit } if
3127       counttomark 2 roll
3128       1 index /Rect eq
3129       {
3130         dup 4 array copy
3131         dup dup
3132         1 get
3133         pdf.outerbox pdf.rect.ht
3134         pdf.linkmargin 2 mul add sub
3135         3 exch put
3136         dup
3137         pdf.outerbox 2 get
3138         pdf.linkmargin add
3139         2 exch put
3140         dup dup
3141         3 get
3142         pdf.outerbox pdf.rect.ht
3143         pdf.linkmargin 2 mul add add
3144         1 exch put
3145         /pdf.currentrect exch def
3146         pdf.breaklink.write
3147         {
3148           pdf.currentrect
3149           dup
3150             pdf.outerbox 0 get
3151             pdf.linkmargin sub
3152             0 exch put
3153             dup
3154               pdf.outerbox 2 get
3155               pdf.linkmargin add
3156               2 exch put
3157               dup dup
3158                 1 get
3159                 pdf.baselineskip add
3160                 1 exch put
3161                 dup dup
3162                   3 get
3163                   pdf.baselineskip add
3164                   3 exch put
3165                   /pdf.currentrect exch def
3166                   pdf.breaklink.write

```

```

3167         }
3168         1 index 3 get
3169         pdf.linkmargin 2 mul add
3170         pdf.outerbox pdf.rect.ht add
3171         2 index 1 get sub
3172         pdf.baselineskip div round cvi 1 sub
3173         exch
3174         repeat
3175         pdf.currentrect
3176         dup
3177             pdf.outerbox 0 get
3178             pdf.linkmargin sub
3179             0 exch put
3180             dup dup
3181             1 get
3182             pdf.baselineskip add
3183             1 exch put
3184             dup dup
3185             3 get
3186             pdf.baselineskip add
3187             3 exch put
3188             dup 2 index 2 get 2 exch put
3189             /pdf.currentrect exch def
3190             pdf.breaklink.write
3191             SDict /pdf.pdfmark.good false put
3192             exit
3193         }
3194         { pdf.count 2 sub /pdf.count exch def }
3195     ifelse
3196     }
3197     loop
3198   }
3199   if
3200   /ANN
3201 }
3202 def
3203 /pdf.breaklink.write
3204 {
3205   counttomark 1 sub
3206   index /_objdef eq
3207   {
3208     counttomark -2 roll
3209     dup wcheck
3210     {
3211       readonly
3212       counttomark 2 roll
3213     }
3214     { pop pop }
3215   ifelse
3216   }
3217   if
3218   counttomark 1 add copy
3219   pop pdf.currentrect
3220   /ANN pdfmark

```

```

3221     }
3222     def

```

(End definition for `pdf.breaklink` and others. These functions are documented on page ??.)

`pdf.pdfmark` The business end of breaking links starts by hooking into `pdfmarks`. Unlike `hypdvips`, we avoid altering any links we have not created by using a copy of the core `pdfmarks` function. Only mark types which are known are altered. At present, this is purely ANN marks, which are measured relative to the size of the baseline skip. If they are more than one apparent line high, breaking is applied.

```

3223 /pdf.pdfmark
3224 {
3225     SDict /pdf.pdfmark.good true put
3226     dup /ANN eq
3227     {
3228         pdf.pdfmark.store
3229         pdf.pdfmark.dict
3230         begin
3231             Subtype /Link eq
3232             currentdict /Rect known and
3233             SDict /pdf.outerbox known and
3234             SDict /pdf.baselineskip known and
3235             {
3236                 Rect 3 get
3237                 pdf.linkmargin 2 mul add
3238                 pdf.outerbox pdf.rect.ht add
3239                 Rect 1 get sub
3240                 pdf.baselineskip div round cvi 0 gt
3241                 { pdf.breaklink }
3242                 if
3243             }
3244             if
3245         end
3246         SDict /pdf.outerbox undef
3247         SDict /pdf.baselineskip undef
3248         currentdict /pdf.pdfmark.dict undef
3249     }
3250     if
3251     pdf.pdfmark.good
3252     { pdfmark }
3253     { cleartomark }
3254     ifelse
3255 }
3256     def
3257 /pdf.pdfmark.store
3258 {
3259     /pdf.pdfmark.dict 65534 dict def
3260     counttomark 1 add copy
3261     pop
3262     {
3263         dup mark eq
3264         {
3265             pop
3266             exit

```

```
3267     }
3268     {
3269         pdf.pdfmark.dict
3270         begin def end
3271         }
3272         ifelse
3273         }
3274     loop
3275 }
3276 def
(End definition for pdf.pdfmark and others. These functions are documented on page ??.)  
3277 ⟨/dvips & header⟩
```

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 1140, 1141, 1144, 1150, 1160, 1166,
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 \backslash draw_backend_path:n 1475
 \backslash draw_backend_rectangle:nnnn
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- \value 2127

vbox commands:

- \vbox:n 2734
- \vbox_set:Nn 2227
- \vbox_unpack_drop:N 2235