

# Glossary of $\text{T}_{\text{E}}\text{X}$ terms used to describe $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$ functions

The  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$  Project\*

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This file describes aspects of  $\text{T}_{\text{E}}\text{X}$  programming that are relevant in a  $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$  context.

## 1 Reading a file

Tokenization.

Treatment of spaces, such as the trap that `\~a` is equivalent to `\~a` in `expl` syntax, or that `~` fails to give a space at the beginning of a line.

## 2 Structure of tokens

Copy there the section “Description of all possible tokens” from `l3token`.

## 3 Quantities and expressions

Integer denotations, dimensions, glue (including `fill` and `true pt` and the like).

Syntax of integer expressions (including the trap that `-(1+2)` is invalid).

## 4 $\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}3$ terms

Terms like “`intexpr`” or “`seq var`” used in syntax blocks.

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