

# Glossary of T<sub>E</sub>X terms used to describe L<sup>A</sup>T<sub>E</sub>X3 functions

The L<sup>A</sup>T<sub>E</sub>X3 Project\*

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This file describes aspects of T<sub>E</sub>X programming that are relevant in a L<sup>A</sup>T<sub>E</sub>X3 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 L<sup>A</sup>T<sub>E</sub>X3 terms

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

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