A Search Extension for pgfkeys Version 1.1

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Abstract

The command \pgfkeysvalueof, unlike other \pgfkeys commands, doesn't have a .unknown handler, or offers the option to search for a key. That's exactly the aim of this, by having a way to find a key in a given path (or collection of paths).

1 Searching for a key

```
\label{lem:list} $$ \begin{array}{ll} \hline & \begin{array}{ll} \hline \\ \hline \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \\ \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \begin{array}{ll} \hline \end{array} & \end{array} & \begin{array}{ll} \hline \end{array}
```

 $\langle \text{path-list} \rangle$ is a comma separated list (clist) of paths (can be a single one). $\langle \text{key} \rangle$ is the desired key and $\langle \text{macro} \rangle$ is the macro/command that will receive (store) the key value (if one was found). For instance, given a path /A/B/C/D it will look first at $/A/B/C/D/\langle \text{key} \rangle$, them $/A/B/C/\langle \text{key} \rangle$, and so on, until $/A/\langle \text{key} \rangle$, stopping at the first hit, returning the value found in the $\langle \text{macro} \rangle$. The branch version will also execute either $\langle \text{if-found} \rangle$ or $\langle \text{if-not} \rangle$.

Note: Those commands aren't expandable, that's the reason to have them storing the key value in a macro and not just 'placing the value in the input stream'.

LATEX Code:

LATEX Result:

```
\pgfkeys{/tikz/A/.cd,
 keyA/.initial={keyA at /tikz/A},
 keyB/.initial={keyB at /tikz/A},
 B/.cd.
 keyA/.initial={keyA at /tikz/A/B},
 keyC/.initial={keyC at /tikz/A/B},
                                                    I got for keyA: keyA at /tikz/A/B
 C/.cd,
 keyX/.initial={keyX at /tikz/A/B/C} }
                                                    I got for keyB: keyB at /tikz/A
\pgfkeysearchvalueof{/tikz/A/B/C}{keyA}{\VALkeyA}
                                                    I got for keyC: keyC at /tikz/A/B
\pgfkeysearchvalueof{/tikz/A/B/C}{keyB}{\VALkeyB}
                                                    I got for keyX: keyX at /tikz/A/B/C
\pgfkeysearchvalueof{/tikz/A/B/C}{keyC}{\VALkeyC}
\pgfkeysearchvalueof{/tikz/A/B/C}{keyX}{\VALkeyX}
I got for keyA: \textbf{\VALkeyA} \par
I got for keyB: \textbf{\VALkeyB} \par
I got for keyC: \textbf{\VALkeyC} \par
I got for keyX: \textbf{\VALkeyX} \par
```

2 Expl3 Base Commands

These are the Expl3 version of it (for package writers). In fact, the \pgfkeysearchvalueof is just a wrapper to \pgfkeysearch_multipath_keysearch:nnn<u>TF</u>. The \pgfkeysearch_keysearch:nnn<u>TF</u> is the single path version.

^{*}https://github.com/alceu-frigeri/pgfkeysearch