

siunitx – A comprehensive (SI) units package*

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Part I

siunitx-angle – Formatting angles

1 Formatting angles

`\siunitx_angle:n`
`\siunitx_angle:nnn`

`\siunitx_angle:n {⟨angle⟩}`
`\siunitx_angle:nnn {⟨degrees⟩} {⟨minutes⟩} {⟨seconds⟩}`

Typeset the $\langle angle \rangle$ (which may be given as separate $\langle degree \rangle$, $\langle minute \rangle$ and $\langle second \rangle$ components). The $\langle angle \rangle$ (or components) may be given as expressions. The $\langle angle \rangle$ should be a number as understood by `\siunitx_format_number:nN`, with no uncertainty, exponent or imaginary part. The unit symbols for degrees, minutes and seconds are `\degree`, `\arcminute` and `\arcsecond`, respectively

1.1 Key-value options

The options defined by this submodule are available within the `l3keys siunitx` tree.

`angle-mode`

`angle-mode = ⟨choice⟩`

Selects how angles are formatted: a choice from the options `arc`, `decimal` and `input`. The option `arc` means that angles will always be typeset in arc (degree, minute, second) format, whilst `decimal` means that angles are typeset as a single decimal value. The `input` setting means that the input format (*i.e.* difference between `\siunitx_angle:n` and `\siunitx_angle:nnn`) is maintained. The standard setting is `input`.

`angle-symbol-degree`
`angle-symbol-minute`
`angle-symbol-second`

`angle-symbol-degree = ⟨symbol⟩`

Sets the symbol used for arc degrees, minutes or seconds, respectively.

`angle-symbol-over-decimal`

`angle-symbol-over-decimal = true|false`

Determines if the arc separator is printed over the decimal marker, a format used in astronomy. The standard setting is `false`.

`arc-separator`

`arc-separator = ⟨separator⟩`

Inserted between arc parts (degree, minute and second components). The standard setting is `\,`.

`fill-angle-degrees`

`fill-arc-degrees = true|false`

Determines whether a missing degrees part is zero-filled when printing an arc. The standard setting is `false`.

`fill-angle-minutes`

`fill-arc-minutes = true|false`

Determines whether a missing minutes part is zero-filled when printing an arc. The standard setting is `false`.

fill-angle-seconds**fill-arc-seconds = true|false**

Determines whether a missing seconds part is zero-filled when printing an arc. The standard setting is **false**.

number-angle-product**number-angle-product = $\langle separator \rangle$**

Inserted between the value of an angle and the unit (degree, minute or second component). The standard setting is $\backslash,$.

Part II

siunitx-compound – Compound numbers and quantities

<code>\siunitx_compound_number:n</code>	<code>\siunitx_compound_number:n {<entries>}</code>
---	---

Prints a set of numbers in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$. Unlike `\siunitx_number_list:nn`, this function may semantically take any form

<code>\siunitx_compound_quantity:nn</code>	<code>\siunitx_compound_quantity:nn {<entries>} {<unit>}</code>
--	---

Prints a set of quantities in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$. Unlike `\siunitx_quantity_list:nn`, this function may semantically take any form

<code>\siunitx_number_list:nn</code>	<code>\siunitx_number_list:nn {<entries>}</code>
--------------------------------------	--

Prints the list of numbers in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$.

<code>\siunitx_quantity_list:nn</code>	<code>\siunitx_quantity_list:nn {<entries>} {<unit>}</code>
--	---

Prints the list of quantities in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$.

<code>\siunitx_number_product:n</code>	<code>\siunitx_number_product:n {<entries>}</code>
--	--

Prints the series of numbers in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$.

<code>\siunitx_quantity_product:nn</code>	<code>\siunitx_number_product:n {<entries>} {<unit>}</code>
---	---

Prints the series of quantities in the $\langle entries \rangle$, each of which should be given as a $\langle balanced text \rangle$.

<code>\siunitx_number_range:nn</code>	<code>\siunitx_number_range:nn {<start>} {<end>}</code>
---------------------------------------	---

Prints the range of numbers from the $\langle start \rangle$ to the $\langle end \rangle$.

<code>\siunitx_quantity_range:nnn</code>	<code>\siunitx_number_range:nn {<start>} {<end>} {<unit>}</code>
--	--

Prints the range of quantities from the $\langle start \rangle$ to the $\langle end \rangle$.

<code>\l_siunitx_list_separator_pair_tl</code>
<code>\l_siunitx_list_separator_tl</code>
<code>\l_siunitx_list_separator_final_tl</code>

Separators for lists of numbers and quantities.

<u>\l_siunitx_range_phrase_tl</u>	Phrase (or similar) used between limits of a range.
<u>compound-exponents</u>	compound-exponents = combine combine-bracket individual
<u>compound-final-separator</u>	compound-final-separator = $\langle text \rangle$
<u>compound-pair-separator</u>	compound-pair-separator = $\langle text \rangle$
<u>compound-separator</u>	compound-separator = $\langle text \rangle$
<u>compound-separator-mode</u>	compound-separator-mode = number text
<u>compound-units</u>	compound-units = bracket repeat single
<u>list-exponents</u>	list-exponents = combine combine-bracket individual
<u>list-final-separator</u>	list-final-separator = $\langle text \rangle$
<u>list-pair-separator</u>	list-pair-separator = $\langle text \rangle$
<u>list-separator</u>	list-separator = $\langle text \rangle$
<u>list-units</u>	list-units = bracket repeat single
<u>product-exponents</u>	product-exponents = combine combine-bracket individual
<u>product-mode</u>	product-mode = phrase choice
<u>product-phrase</u>	product-phrase = $\langle text \rangle$
<u>product-symbol</u>	product-symbol = $\langle symbol \rangle$
<u>range-exponents</u>	range-exponents = combine combine-bracket individual
<u>range-phrase</u>	range-phrase = $\langle text \rangle$
<u>range-units</u>	range-units = bracket repeat single

Part III

siunitx-locale – Localisation

This submodule is concerned with localisation of `siunitx` output based on the locale. If the `translations` package is available, this is loaded here and used to provide various fixed strings for output.

locale `locale = $\langle locale \rangle$`

Selects the $\langle locale \rangle$ used to apply standard settings for other keys, principally `exponent-product`, `inter-unit-product` and `output-decimal-marker`.

Part IV

siunitx-number – Parsing and formatting numbers

This submodule is dedicated to parsing and formatting numbers. A small number of L^AT_EX 2_ε math mode commands are assumed to be available as part of the formatted output. The sign commands `\mp`, `\pm`, `\ll`, `\le`, `\gg` and `\ge` are used to replace two-character input; `\pm` is also required for the output of uncertainties. The standard settings require `\times`. For the display of colored negative numbers, the command `\color` is assumed to be available. Where the latter may apply, numbers should be printed inside a group: note that T_EX grouping is not added *within* formatted numbers as they may need to be decomposed into parts (see `\siunitx_number_output:NN`). Such a color will be the *first* part of the result, meaning that a test for an initial `\color` and following brace group may be used to detect/remove/adjust this part.

1 Formatting numbers

```
\siunitx_number_parse:nN
\siunitx_number_parse:VN
```

```
\siunitx_number_parse:nN {<number>} <tl var>
```

Parses the *number* and stores the resulting internal representation in the *<tl var>*. The parsing is influenced by the various key–value settings for numerical input. The *<number>* should comprise a single real value, possibly with comparator, uncertainty and exponent parts. If the number is invalid, or if number parsing is disabled, the result will be an entirely empty *<tl var>*.

The structure of a valid number is:

$$\{\langle comparator \rangle\} \{\langle sign \rangle\} \{\langle integer \rangle\} \{\langle decimal \rangle\} \{\langle uncertainty \rangle\} \\ \{\langle exponent sign \rangle\} \{\langle exponent \rangle\}$$

where the two sign parts must be single tokens if present, and all other components must be given in braces. The number will have at least one digit for both the *<integer>* and *<exponent>* parts: these are required. The *<uncertainty>* part should either be blank or contain an *<identifier>* (as a brace group), followed by one or more data entries. Valid *<identifiers>* currently are

S A single symmetrical uncertainty (*e.g.* a statistical standard uncertainty)

<code>\siunitx_number_process:NN</code>	<code>\siunitx_number_process:N</code> $\langle tl\ var1 \rangle$ $\langle tl\ var2 \rangle$
---	--

Applies a set of number processing operations to the $\langle internal\ number \rangle$ stored in the $\langle tl\ var1 \rangle$, viz. in order

1. Dropping uncertainty
2. Converting to scientific mode (or similar)
3. Rounding
4. Dropping zero decimal part
5. Forcing a minimum number of digits

with the result stored in $\langle tl\ var2 \rangle$.

<code>\siunitx_number_output:N</code>	☆	<code>\siunitx_number_output:N</code> $\langle number \rangle$
<code>\siunitx_number_output:n</code>	☆	<code>\siunitx_number_output:NN</code> $\langle number \rangle$ $\langle marker \rangle$
<code>\siunitx_number_output:NN</code>	☆	
<code>\siunitx_number_output:nN</code>	☆	

Formats the $\langle number \rangle$ (in the siunitx internal format), producing the result in a form suitable for typesetting in math mode. The details for the formatting are controlled by a number of key-value options. Note that *formatting* does not apply any manipulation (processing) to the number. This function is usable in an e- or x-type expansion, and further uncontrolled expansion is prevented by appropriate use of `\exp_not:n` internally.

In the NN version, the $\langle marker \rangle$ token is inserted at each possible alignment position in the output, viz.

- Between the comparator and the integer (*before* any sign for the integer)
- Between the sign and the first digit of the integer
- Both sides of the decimal marker
- Both sides of the separated uncertainty sign (*i.e.* after the decimal part and before any integer uncertainty part)
- Both sides of the decimal marker for a separated uncertainty
- Both sides of the multiplication symbol for the exponent part.

The n and nN version take a token list, which should be in the internal siunitx format.

<code>\siunitx_number_format:nN</code>	<code>\siunitx_number_format:nN</code> $\{\langle number \rangle\}$ $\langle tl\ var \rangle$
--	---

Carries out a combination of `\siunitx_number_parse:nN`, `\siunitx_number_process:NN` and `\siunitx_number_output:N` using x-type expansion to place the result in the $\langle tl\ var \rangle$. If `\l_siunitx_number_parse_bool` if false, the input is simply stored inside the $\langle tl\ var \rangle$ inside `\ensuremath`.

<code>\siunitx_number_adjust_exponent:Nn</code>	★	<code>\siunitx_number_adjust_exponent:Nn</code> $\langle number \rangle$ $\{\langle fp\ expr \rangle\}$
<code>\siunitx_number_adjust_exponent:nn</code>	★	

Adjusts the exponent of the $\langle number \rangle$ (in internal format) by the $\langle fp\ expr \rangle$ and leaves the result in the input stream.

 $\backslash\text{siunitx_number_normalize_symbols:N}$ $\backslash\text{siunitx_number_normalize_symbols:N} \langle \text{tl } \text{var} \rangle$

Replaces all multi-token signs and comparators in the $\langle \text{tl } \text{var} \rangle$ with their single-token equivalents. Replaces any active hyphen tokens with non-active versions.

 $\backslash\text{siunitx_if_number_p:n}$ \star $\backslash\text{siunitx_if_number_token:NTF}$ $\{\langle \text{tokens} \rangle\}$
 $\backslash\text{siunitx_if_number:nTF}$ \star $\{\langle \text{true code} \rangle\} \{\langle \text{false code} \rangle\}$

Determines if the $\langle \text{tokens} \rangle$ form a valid number which can be fully parsed by `siunitx`.

 $\backslash\text{siunitx_if_number_token:NTF}$ $\backslash\text{siunitx_if_number_token:NTF} \{\langle \text{token} \rangle\}$
 $\{\langle \text{true code} \rangle\} \{\langle \text{false code} \rangle\}$

Determines if the $\langle \text{token} \rangle$ is valid in a number based on those tokens currently set up for detection in a number.

 $\backslash\text{l_siunitx_bracket_ambiguous_bool}$

A switch to control whether ambiguous numbers are bracketed: this can also be covered in quantity formatting by a setting there.

 $\backslash\text{l_siunitx_number_parse_bool}$

A switch to control whether any parsing is attempted for numbers.

 $\backslash\text{l_siunitx_number_comparator_tl}$
 $\backslash\text{l_siunitx_number_exponent_tl}$
 $\backslash\text{l_siunitx_number_sign_tl}$

The list of possible input comparators, exponent markers and signs.

 $\backslash\text{l_siunitx_number_input_decimal_tl}$
 $\backslash\text{l_siunitx_number_output_decimal_tl}$

The list of possible input decimal marker(s), and the output marker.

1.1 Key-value options

The options defined by this submodule are available within the `l3keys siunitx` tree.

`bracket-ambiguous-numbers` `bracket-ambiguous-numbers = true|false`

`bracket-negative-numbers` `bracket-negative-numbers = true|false`

`drop-exponent` `drop-exponent = true|false`

`drop-uncertainty` `drop-uncertainty = true|false`

`drop-zero-decimal` `drop-zero-decimal = true|false`

<u>evaluate-expression</u>	evaluate-expression = true false
<u>exponent-base</u>	exponent-base = $\langle base \rangle$
<u>exponent-mode</u>	exponent-mode = engineering fixed input scientific
<u>exponent-product</u>	exponent-product = $\langle symbol \rangle$
<u>expression</u>	expression = $\langle expression \rangle$
<u>fixed-exponent</u>	fixed-exponent = $\langle exponent \rangle$
<u>group-digits</u>	group-digits = all decimal integer none
<u>group-minimum-digits</u>	group-minimum-digits = $\langle value \rangle$
<u>group-separator</u>	group-separator = $\langle symbol \rangle$
<u>input-close-uncertainty</u>	input-close-uncertainty = $\langle tokens \rangle$
<u>input-comparators</u>	input-comparators = $\langle tokens \rangle$
<u>input-close-uncertainty</u>	input-close-uncertainty = $\langle tokens \rangle$
<u>input-decimal-markers</u>	input-decimal-markers = $\langle tokens \rangle$
<u>input-digits</u>	input-digits = $\langle tokens \rangle$
<u>input-exponent-markers</u>	input-exponent-markers = $\langle tokens \rangle$
<u>input-open-uncertainty</u>	input-open-uncertainty = $\langle tokens \rangle$
<u>input-signs</u>	input-signs = $\langle tokens \rangle$
<u>input-uncertainty-signs</u>	input-uncertainty-signs = $\langle tokens \rangle$

<u>minimum-decimal-digits</u>	minimum-decimal-digits = $\langle min \rangle$
<u>minimum-integer-digits</u>	minimum-integer-digits = $\langle min \rangle$
<u>negative-color</u>	negative-color = $\langle color \rangle$
<u>output-close-uncertainty</u>	output-close-uncertainty = $\langle symbol \rangle$
<u>output-decimal-marker</u>	output-decimal-marker = $\langle symbol \rangle$
<u>output-open-uncertainty</u>	output-open-uncertainty = $\langle symbol \rangle$
<u>parse-numbers</u>	parse-numbers = true false
<u>print-implicit-plus</u>	print-implicit-plus = true false
<u>print-unity-mantissa</u>	print-unity-mantissa = true false
<u>print-zero-exponent</u>	print-zero-exponent = true false
<u>retain-explicit-plus</u>	retain-explicit-plus = true false
<u>retain-zero-uncertainty</u>	retain-zero-uncertainty = true false
<u>round-half</u>	round-half = even up
<u>round-minimum</u>	round-minimum = $\langle min \rangle$
<u>round-mode</u>	round-mode = figures none places uncertainty
<u>round-pad</u>	round-pad = true false
<u>round-precision</u>	round-precision = $\langle precision \rangle$
<u>tight-spacing</u>	tight-spacing = true false

uncertainty-mode uncertainty-mode = compact|compact-marker|full|separate

uncertainty-separator uncertainty-separator = $\langle separator \rangle$

Part V

siunitx-print – Printing material with font control

1 Printing quantities

This submodule is focussed on providing controlled printing for numbers and units. Key to this is control of font: conventions for printing quantities mean that the exact nature of the output is important. At the same time, this module provides flexibility for the user in terms of which aspects of the font are responsive to the surrounding general text. Printing material may also take place in text or math mode.

The printing routines assume that normal L^AT_EX 2_ε font selection commands are available, in particular `\bfseries`, `\mathrm`, `\mathversion`, `\fontfamily`, `\fontseries` and `\fontshape`, `\familydefault`, `\seriesdefault`, `\shapedefault` and `\selectfont`. It also requires the standard L^AT_EX 2_ε kernel commands `\ensuremath`, `\mbox`, `\textsubscript` and `\textsuperscript` for printing in text mode. The following packages are also required to provide the functionality detailed.

- `color`: support for color using `\textcolor`
- `textcomp`: `\textminus`, `\textpm`, `\texttimes` and `\textcenteredperiod` for printing in text mode
- `amstext`: the `\text` command for printing in text mode

For detection of math mode fonts, as well as `\mathrm`, the existence of `\symoperators` is assumed; other math font commands are not *required* to exist.

```
\siunitx_print_number:n  
\siunitx_print_number:(V|x)  
\siunitx_print_unit:n  
\siunitx_print_unit:(V|x)
```

```
\siunitx_print_number:n {<material>}  
\siunitx_print_unit:n {<material>}
```

Prints the *<material>* according to the prevailing settings for the submodule as applicable to the *<type>* of content (**number** or **unit**). The *<material>* should comprise normal L^AT_EX mark-up for numbers or units. In particular, units will typically use `\mathrm` to indicate material to be printed in the current upright roman font, and `^` and `_` will typically be used to indicate super- and subscripts, respectively. These elements will be correctly handled when printing for example using `\mathsf` in math mode, or using only text fonts.

```
\siunitx_print_match:n  
\siunitx_print_math:n  
\siunitx_print_text:n
```

```
\siunitx_print_match:n {<material>}  
\siunitx_print_math:n {<material>}  
\siunitx_print_text:n {<material>}
```

Prints the *<material>* as described for `\siunitx_print_...:n` but with a fixed text or math mode output. The printing does *not* set color (which is managed on a **unit/number** basis), but otherwise sets the font as described above. The `match` function uses either the prevailing math or text mode.

1.1 Key-value options

The options defined by this submodule are available within the l3keys `siunitx` tree.

<hr/> <hr/> <code>color</code>	<code>color = <color></code> Color to apply to printed output: the latter should be a named color defined for use with <code>\textcolor</code> . The standard setting is empty (no color).
<hr/> <hr/> <code>mode</code>	<code>mode = match math text</code> Selects which mode (math or text) the output is printed in: a choice from the options <code>match</code> , <code>math</code> or <code>text</code> . The option <code>match</code> matches the mode prevailing at the point <code>\siunitx_print_...:n</code> is called. The <code>math</code> and <code>text</code> options choose the relevant T _E X mode for printing. The standard setting is <code>math</code> .
<hr/> <hr/> <code>number-color</code>	<code>number-color = <color></code> Color to apply to numbers in output: the latter should be a named color defined for use with <code>\textcolor</code> . The standard setting is empty (no color).
<hr/> <hr/> <code>number-mode</code>	<code>number-mode = match math text</code> Selects which mode (math or text) the numbers are printed in: a choice from the options <code>match</code> , <code>math</code> or <code>text</code> . The option <code>match</code> matches the mode prevailing at the point <code>\siunitx_prin_number:n</code> is called. The <code>math</code> and <code>text</code> options choose the relevant T _E X mode for printing. The standard setting is <code>math</code> .
<hr/> <hr/> <code>propagate-math-font</code>	<code>propagate-math-font = true false</code> Switch to determine if the currently-active math font is applied within printed output. This is relevant only when <code>\siunitx_print_...:n</code> is called from within math mode: in text mode there is not active math font. When not active, math mode material will be typeset using standard math mode fonts without any changes being made to the supplied argument. The standard setting is <code>false</code> .
<hr/> <hr/> <code>reset-math-version</code>	<code>reset-math-version = true false</code> Switch to determine whether the active <code>\mathversion</code> is reset to <code>normal</code> when printing in math mode. Note that math version is typically used to select <code>\boldmath</code> , though it is also be used by <i>e.g.</i> <code>sansmath</code> . The standard setting is <code>true</code> .
<hr/> <hr/> <code>reset-text-family</code>	<code>reset-text-family = true false</code> Switch to determine whether the active text family is reset to <code>\rmfamily</code> when printing in text mode. The standard setting is <code>true</code> .
<hr/> <hr/> <code>reset-text-series</code>	<code>reset-text-series = true false</code> Switch to determine whether the active text series is reset to <code>\mdseries</code> when printing in text mode. The standard setting is <code>true</code> .
<hr/> <hr/> <code>reset-text-shape</code>	<code>reset-text-shape = true false</code> Switch to determine whether the active text shape is reset to <code>\upshape</code> when printing in text mode. The standard setting is <code>true</code> .

<hr/> <hr/> text-family-to-math	<p>text-family-to-math = true false</p> <p>Switch to determine if the family of the current text font should be applied (where possible) to printing in math mode. The standard setting is false.</p>
<hr/> <hr/> text-font-command	<p>text-font-command = $\langle cmd \rangle$</p> <p>Command applied to text during output, inserted after any reset of font set-up. This can therefore be used to apply non-standard font set up when printing in text mode. The standard setting is empty.</p>
<hr/> <hr/> text-series-to-math	<p>text-series-to-math = true false</p> <p>Switch to determine if the weight of the current text font should be applied (where possible) to printing in math mode. This is achieved by setting the <code>\mathversion</code>, and so will override <code>reset-math-version</code>. The mappings between text and math weight are set . The standard setting is false.</p>
<hr/> <hr/> unit-color	<p>unit-color = $\langle color \rangle$</p> <p>Color to apply to units in output: the latter should be a named color defined for use with <code>\textcolor</code>. The standard setting is empty (no color).</p>
<hr/> <hr/> unit-mode	<p>unit-mode = match math text</p> <p>Selects which mode (math or text) units are printed in: a choice from the options match, math or text. The option match matches the mode prevailing at the point <code>\siunitx-print...:n</code> is called. The math and text options choose the relevant $\mathrm{T\!E\!X}$ mode for printing. The standard setting is math.</p>
<hr/> <hr/> series-version-mapping	<p>series-version-mapping / $\langle weight \rangle$ = $\langle version \rangle$</p> <p>Defines how <code>siunitx</code> maps from text font weight to math font version. The pre-defined weights are those used as-standard by <code>autoinst</code>:</p> <ul style="list-style-type: none"> • ul • el • l • sl • m • sb • b • eb • ub <p>As standard, the m weight maps to normal math version whilst all of the b weights map to bold and all of the l weights map to light.</p>

Part VI

siunitx-quantity – Quantities

This submodule is focussed on providing controlled printing for quantities: the combination of a number and a unit. It largely builds on the submodules `siunitx-number` and `siunitx-unit`. A small number of adjustments are made to standard set up in the latter to reflect additional functionality added here.

<code>\siunitx_quantity:nn</code>	<code>\siunitx_quantity:nn {<number>} {<unit>}</code>
-----------------------------------	---

Parses the `<number>` and the `<unit>` as detailed for `\siunitx_number_parse:nN` and `\siunitx_unit_format:nN`, then prints the results using `\siunitx_print_unit:n`.

<code>\siunitx_quantity_print:nn</code>	<code>\siunitx_quantity_print:nn {<number>} {<unit>}</code>
<code>\siunitx_quantity_print:(nV VV xV)</code>	

A low-level function which prints the quantity directly: there is no processing applied to either the `<number>` or `<unit>`. The two parts are printed using `\siunitx_print_unit:n` and appropriate spacing and break-prevention is applied.

<code>allow-quantity-breaks</code>	<code>allow-quantity-breaks = true false</code>
------------------------------------	---

Specifies whether breaks are permitted between units. The standard setting is `false`.

<code>prefix-mode</code>	<code>prefix-mode = combine-exponent extract-exponent input</code>
--------------------------	--

Selects the method used for producing prefixes: a choice from the options `combine-exponent`, `extract-exponent` and `input`. The option `combine-exponent` combines any exponent from the number with the prefix of the first unit, and prints the updated prefix. The option `extract-exponent` removes all prefixes from the unit, and combines them with the exponent of number. The option `input` prints prefixes and exponent as given in the source. The standard setting is `input`.

<code>quantity-product</code>	<code>quantity-product = <tokens></code>
-------------------------------	--

The product marker used between a number and the unit. The standard setting is `\,`.

<code>separate-uncertainty-units</code>	<code>separate-uncertainty-units = bracket repeat single</code>
---	---

Specifies how units are applied when a separated uncertainty is present: a choice from `bracket`, `repeat` and `single`. The option `bracket` places brackets around the number, with the unit given after these. The option `repeat` means that the unit is printed with the main value and with the uncertainty. When `single` is set, the unit is printed only once and no brackets are applied. The standard setting is `bracket`.

Part VII

siunitx-symbol – Symbol-related settings

Part VIII

siunitx-table – Formatting numbers in tables

1 Numbers in tables

This submodule is concerned with formatting numbers in table cells or similar fixed-width contexts. The main function, `\siunitx_cell_begin:w`, is designed to work with the normal $\text{\LaTeX} 2_{\epsilon}$ tabular cell construct featuring `\ignorespaces`. Therefore, if used outside of a $\text{\LaTeX} 2_{\epsilon}$ tabular, it is necessary to provide this token.

<code>\siunitx_cell_begin:w</code>	<code>\siunitx_cell_begin:w <preamble> \ignorespaces</code>
<code>\siunitx_cell_end:</code>	<code><content></code> <code>\siunitx_cell_end:</code>

Collects the `<preamble>` and `<content>` tokens, and determines if it is text or a number (as parsed by `\siunitx_number_parse:nN`). It produces output of a fixed width suitable for alignment in a table, although it is not *required* that the code is used within a cell. Note that `\ignorespaces` must occur in the “cell”: it marks the end of the \TeX `\halign` template.

1.1 Key-value options

The options defined by this submodule are available within the `l3keys siunitx` tree.

<code>table-align-comparator</code>	<code>table-align-comparator = true false</code>
-------------------------------------	--

Switch which determines whether alignment of comparators is attempted within table cells. The standard setting is `true`.

<code>table-align-exponent</code>	<code>table-align-exponent = true false</code>
-----------------------------------	--

Switch which determines whether alignment of exponents is attempted within table cells. The standard setting is `true`.

<code>table-align-text-after</code>	<code>table-align-text-after = true false</code>
-------------------------------------	--

Switch which determines whether alignment of text falling after a number is attempted within table cells. The standard setting is `true`.

<code>table-align-text-before</code>	<code>table-align-text-before = true false</code>
--------------------------------------	---

Switch which determines whether alignment of text falling before a number is attempted within table cells. The standard setting is `true`.

<code>table-align-uncertainty</code>	<code>table-align-uncertainty = true false</code>
--------------------------------------	---

Switch which determines whether alignment of separated uncertainty values is attempted within table cells. The standard setting is `true`.

<u>table-alignment</u>	<p><code>table-alignment = center left right</code></p> <p>Selects the alignment of all tabular content with the margins of the table cell (or other boundary). See also <code>table-number-alignment</code> and <code>table-text-alignment</code>. The standard setting is <code>center</code>.</p>
<u>table-alignment-mode</u>	<p><code>table-alignment-mode = format marker none</code></p> <p>Selects the method used to align numbers with the desired position in the cell (set by <code>table-alignment</code>). When set to <code>format</code>, a dedicated amount of space is calculated from the <code>table-format</code>. When <code>marker</code> is selected, alignment is carried out symmetrically around the decimal marker. Finally, <code>none</code> switches off all alignment: numbers are parsed and formatted but with no attempt at placement within the cell. The standard setting is <code>marker</code>.</p>
<u>table-auto-round</u>	<p><code>table-auto-round = true false</code></p> <p>Switch which determines whether numbers are rounded to fit within the <code>table-format</code> specification (if possible). The standard setting is <code>false</code>.</p>
<u>table-column-width</u>	<p><code>table-column-width = <width></code></p> <p>Sets the width of the table column used for numbers. This is only used when <code>table-fixed-width</code> is <code>true</code>.</p>
<u>table-fixed-width</u>	<p><code>table-fixed-width = true false</code></p> <p>Switch which determines whether a fixed-width column is used for numbers in tables. When <code>true</code>, the width is taken from <code>table-column-width</code>. The standard setting is <code>false</code>.</p>
<u>table-format</u>	<p><code>table-format = <format></code></p> <p>Describes the amount of space that should be reserved when <code>table-alignment-mode</code> is set to <code>format</code>. The <code><format></code> takes the same general form as input for a table cell, with the numerical parts describing how many digits to reserve space for. For example, <code>1.2e3</code> would allow space for one digit in the integer part, two in the decimal part and three in the exponent part. Signs can be allowed for using any valid input sign, so for example <code>+1.2 \pm 1.2</code> would allow for a sign, a number with one integer and two decimal digits and an uncertainty of the same size.</p>
<u>table-number-alignment</u>	<p><code>table-number-alignment = center left right</code></p> <p>Selects the alignment of numerical content with the margins of the table cell (or other boundary). See also <code>table-alignment</code> and <code>table-text-alignment</code>. The standard setting is <code>center</code>.</p>
<u>table-text-alignment</u>	<p><code>table-text-alignment = center left none right</code></p> <p>Selects the alignment of non-numerical content with the margins of the table cell (or other boundary). See also <code>table-alignment</code> and <code>table-number-alignment</code>. Notice the additional support for <code>none</code> here. The standard setting is <code>center</code>.</p>

Part IX

siunitx-unit – Parsing and formatting units

This submodule is dedicated to formatting physical units. The main function, `\siunitx-unit_format:nN`, takes user input specify physical units and converts it into a formatted token list suitable for typesetting in math mode. While the formatter will deal correctly with “literal” user input, the key strength of the module is providing a method to describe physical units in a “symbolic” manner. The output format of these symbolic units can then be controlled by a number of key–value options made available by the module.

A small number of L^AT_EX 2_ε math mode commands are assumed to be available as part of the formatted output. The `\mathchoice` command (normally the T_EX primitive) is needed when using `per-mode = symbol-or-fraction`. The commands `\frac`, `\mathrm`, `\mbox`, `_` and `\,` are used by the standard module settings. For the display of colored (highlighted) and cancelled units, the commands `\textcolor` and `\cancel` are assumed to be available.

1 Formatting units

`\siunitx_unit_format:nN`
`\siunitx_unit_format:xN`

`\siunitx_unit_format:nN {<units>} <tl var>`

This function converts the input `<units>` into a processed `<tl var>` which can then be inserted in math mode to typeset the material. Where the `<units>` are given in symbolic form, described elsewhere, this formatting process takes place in two stages: the `<units>` are parsed into a structured form before the generation of the appropriate output form based on the active settings. When the `<units>` are given as literals, processing is minimal: the characters `.` and `~` are converted to unit products (boundaries). In both cases, the result is a series of tokens intended to be typeset in math mode with appropriate choice of font for typesetting of the textual parts.

For example,

```
\siunitx_unit_format:nN { \kilo \metre \per \second } \l_tmpa_tl
```

will, with standard settings, result in `\l_tmpa_tl` being set to

```
\mathrm{km}\,,\mathrm{s}^{-1}
```

<code>\siunitx_unit_format_extract_prefixes:nnN</code>	<code>\siunitx_unit_format_extract_prefixes:nnN {<units>} <tl var> <fp var></code>
--	--

This function formats the $\langle units \rangle$ in the same way as described for `\siunitx_unit_format:nN`. When the input is given in symbolic form, any decimal unit prefixes will be extracted and the overall power of ten that these represent will be stored in the $\langle fp var \rangle$.

For example,

```
\siunitx_unit_format_extract_prefixes:nnN { \kilo \metre \per \second }
\l_tmpa_tl \l_tmpa_fp
```

will, with standard settings, result in `\l_tmpa_tl` being set to

```
\mathrm{m}\,,\mathrm{s}^{-1}
```

with `\l_tmpa_fp` taking value 3. Note that the latter is a floating point variable: it is possible for non-integer values to be obtained here.

<code>\siunitx_unit_format_combine_exponent:nnN</code>	<code>\siunitx_unit_format_combine_exponent:nnN {<units>} <exponent> <tl var></code>
--	--

This function formats the $\langle units \rangle$ in the same way as described for `\siunitx_unit_format:nN`. The $\langle exponent \rangle$ is combined with any prefix for the *first* unit of the $\langle units \rangle$, and an updated prefix is introduced.

For example,

```
\siunitx_unit_format_combine_exponent:nnN { \metre \per \second }
{ 3 } \l_tmpa_tl
```

will, with standard settings, result in `\l_tmpa_tl` being set to

```
\mathrm{km}\,,\mathrm{s}^{-1}
```

<code>\siunitx_unit_format_multiply:nnN</code> <code>\siunitx_unit_format_multiply_extract_prefixes:nnNN</code> <code>\siunitx_unit_format_multiply_combine_exponent:nnnN</code>	<code>\siunitx_unit_format_multiply:nnN {<units>} <factor> <tl var></code> <code>\siunitx_unit_format_multiply_extract_prefixes:nnNN {<units>} <factor> <tl var> <fp var></code> <code>\siunitx_unit_format_multiply_combine_exponent:nnnN {<units>} <factor> <exponent> <tl var></code>
--	--

These function formats the $\langle units \rangle$ in the same way as described for `\siunitx_unit_format:nN`. The units are multiplied by the $\langle factor \rangle$, and further processing takes place as previously described.

For example,

```
\siunitx_unit_format_multiply:nnN { \metre \per \second }
{ 3 } \l_tmpa_tl
```

will, with standard settings, result in `\l_tmpa_tl` being set to

```
\mathrm{km}^3\,,\mathrm{s}^{-3}
```

2 Defining symbolic units

<code>\siunitx_declare_prefix:Nnn</code>	<code>\siunitx_declare_prefix:Nnn <prefix> {<power>} {<symbol>}</code>
<code>\siunitx_declare_prefix:Nnx</code>	

Defines a symbolic $\langle prefix \rangle$ (which should be a control sequence such as `\kilo`) to be converted by the parser to the $\langle symbol \rangle$. The latter should consist of literal content (e.g. `k`). In literal mode the $\langle symbol \rangle$ will be typeset directly. The prefix should represent an integer $\langle power \rangle$ of 10, and this information may be used to convert from one or more $\langle prefix \rangle$ symbols to an overall power applying to a unit. See also `\siunitx_declare_prefix:Nn`.

<code>\siunitx_declare_prefix:Nn</code>	<code>\siunitx_declare_prefix:Nn <prefix> {<symbol>}</code>
---	---

Defines a symbolic $\langle prefix \rangle$ (which should be a control sequence such as `\kilo`) to be converted by the parser to the $\langle symbol \rangle$. The latter should consist of literal content (e.g. `k`). In literal mode the $\langle symbol \rangle$ will be typeset directly. In contrast to `\siunitx_declare_prefix:Nnn`, there is no assumption about the mathematical nature of the $\langle prefix \rangle$, i.e. the prefix may represent a power of any base. As a result, no conversion of the $\langle prefix \rangle$ to a numerical power will be possible.

<code>\siunitx_declare_power:NNn</code>	<code>\siunitx_declare_power:NNn <pre-power> <post-power> {<value>}</code>
---	--

Defines *two* symbolic $\langle powers \rangle$ (which should be control sequences such as `\squared`) to be converted by the parser to the $\langle value \rangle$. The latter should be an integer or floating point number in the format defined for `l3fp`. Powers may precede a unit or be give after it: both forms are declared at once, as indicated by the argument naming. In literal mode, the $\langle value \rangle$ will be applied as a superscript to either the next token in the input (for the $\langle pre-power \rangle$) or appended to the previously-typeset material (for the $\langle post-power \rangle$).

<code>\siunitx_declare_qualifier:Nn</code>	<code>\siunitx_declare_qualifier:Nn <qualifier> {<meaning>}</code>
--	--

Defines a symbolic $\langle qualifier \rangle$ (which should be a control sequence such as `\catalyst`) to be converted by the parser to the $\langle meaning \rangle$. The latter should consist of literal content (e.g. `cat`). In literal mode the $\langle meaning \rangle$ will be typeset following a space after the unit to which it applies.

<code>\siunitx_declare_unit:Nn</code>	<code>\siunitx_declare_unit:Nn <unit> {<meaning>}</code>
<code>\siunitx_declare_unit:Nx</code>	<code>\siunitx_declare_unit:Nnn <unit> {<meaning>} {<options>}</code>
<code>\siunitx_declare_unit:Nnn</code>	
<code>\siunitx_declare_unit:Nxn</code>	

Defines a symbolic $\langle unit \rangle$ (which should be a control sequence such as `\kilogram`) to be converted by the parser to the $\langle meaning \rangle$. The latter may consist of literal content (e.g. `kg`), other symbolic unit commands (e.g. `\kilo\gram`) or a mixture of the two. In literal mode the $\langle meaning \rangle$ will be typeset directly. The version taking an $\langle options \rangle$ argument may be used to support per-unit options: these are applied at the top level or using `\siunitx_unit_options_apply:n`.

<code>\l_siunitx_unit_font_tl</code>	The font function which is applied to the text of units when constructing formatted units: set by <code>font-command</code> .
--------------------------------------	---

`\l_siunitx_unit_fraction_tl`

The fraction function which is applied when constructing fractional units: set by `fraction-command`.

`\l_siunitx_unit_symbolic_seq`

This sequence contains all of the symbolic names defined: these will be in the form of control sequences such as `\kilogram`. The order of the sequence is unimportant. This includes prefixes and powers as well as units themselves.

`\l_siunitx_unit_seq`

This sequence contains all of the symbolic *unit* names defined: these will be in the form of control sequences such as `\kilogram`. In contrast to `\l_siunitx_unit_symbolic_seq`, it *only* holds units themselves

3 Per-unit options

`\siunitx_unit_options_apply:n` `\siunitx_unit_options_apply:n <unit(s)>`

Applies any unit-specific options set up using `\siunitx_declare_unit:Nnn`. This allows their use outside of unit formatting, for example to influence spacing in quantities. The options are applied only once at a given group level, which allows for user over-ride *via* `\keys_set:nn { siunitx } { ... }`.

4 Units in (PDF) strings

`\siunitx_unit_pdfstring_context:` `\group_begin:`
`\siunitx_unit_pdfstring_context:`
`<Expansion context> <units>`
`\group_end:`

Sets symbol unit macros to generate text directly. This is needed in expansion contexts where units must be converted to simple text. This function is itself not expandable, so must be used within a surrounding group as shown in the example.

5 Pre-defined symbolic unit components

The unit parser is defined to recognise a number of pre-defined units, prefixes and powers, and also interpret a small selection of “generic” symbolic parts.

Broadly, the pre-defined units are those defined by the BIPM in the documentation for the *International System of Units* (SI) [1]. As far as possible, the names given to the command names for units are those used by the BIPM, omitting spaces and using only ASCII characters. The standard symbols are also taken from the same documentation. In the following documentation, the order of the description of units broadly follows the SI Brochure.

<hr/>	
<code>\kilogram</code>	The base units as defined in the SI Brochure [2]. Notice that <code>\meter</code> is defined as an alias for <code>\metre</code> as the former spelling is common in the US (although the latter is the official spelling).
<code>\metre</code>	
<code>\meter</code>	
<code>\mole</code>	
<code>\kelvin</code>	
<code>\candela</code>	
<code>\second</code>	
<code>\ampere</code>	
<hr/>	

<hr/>	
<code>\gram</code>	The base unit <code>\kilogram</code> is defined using an SI prefix: as such the (derived) unit <code>\gram</code> is required by the module to correctly produce output for the <code>\kilogram</code> .
<hr/>	

<hr/>	
<code>\yocto</code>	Prefixes, all of which are integer powers of 10: the powers are stored internally by the module and can be used for conversion from prefixes to their numerical equivalent. These prefixes are documented in Section 3.1 of the SI Brochure.
<code>\zepto</code>	
<code>\atto</code>	Note that the <code>\kilo</code> prefix is required to define the base <code>\kilogram</code> unit. Also note the two spellings available for <code>\deca</code> / <code>\deka</code> .
<code>\femto</code>	
<code>\pico</code>	
<code>\nano</code>	
<code>\micro</code>	
<code>\milli</code>	
<code>\centi</code>	
<code>\deci</code>	
<code>\deca</code>	
<code>\deka</code>	
<code>\hecto</code>	
<code>\kilo</code>	
<code>\mega</code>	
<code>\giga</code>	
<code>\tera</code>	
<code>\peta</code>	
<code>\exa</code>	
<code>\zetta</code>	
<code>\yotta</code>	
<hr/>	

<hr/>	
<code>\becquerel</code>	The defined SI units with defined names and symbols, as given in Table 4 of the SI Brochure. Notice that the names of the units are lower case with the exception of <code>\degreeCelsius</code> , and that this unit name includes “degree”.
<code>\degreeCelsius</code>	
<code>\coulomb</code>	
<code>\farad</code>	
<code>\gray</code>	
<code>\hertz</code>	
<code>\henry</code>	
<code>\joule</code>	
<code>\katal</code>	
<code>\lumen</code>	
<code>\lux</code>	
<code>\newton</code>	
<code>\ohm</code>	
<code>\pascal</code>	
<code>\radian</code>	
<code>\siemens</code>	
<code>\sievert</code>	
<code>\steradian</code>	
<code>\tesla</code>	
<code>\volt</code>	
<code>\watt</code>	
<code>\weber</code>	
<hr/>	

<hr/>	
<code>\astronomicalunit</code>	Units accepted for use with the SI: here <code>\minute</code> is a unit of time not of plane angle. These units are taken from Table 8 of the SI Brochure.
<code>\bel</code>	
<code>\dalton</code>	For the unit <code>\litre</code> , both l and L are listed as acceptable symbols: the latter is the standard setting of the module. The alternative spelling <code>\liter</code> is also given for this unit for US users (as with <code>\metre</code> , the official spelling is “re”).
<code>\day</code>	
<code>\decibel</code>	
<code>\electronvolt</code>	
<code>\hectare</code>	
<code>\hour</code>	
<code>\litre</code>	
<code>\liter</code>	
<code>\neper</code>	
<code>\minute</code>	
<code>\tonne</code>	
<hr/>	

<hr/>	
<code>\arcminute</code>	Units for plane angles accepted for use with the SI: to avoid a clash with units for time, here <code>\arcminute</code> and <code>\arcsecond</code> are used in place of <code>\minute</code> and <code>\second</code> . These units are taken from Table 8 of the SI Brochure.
<code>\arcsecond</code>	
<code>\degree</code>	
<hr/>	

<hr/>	
<code>\percent</code>	The mathematical concept of percent, usable with the SI as detailed in Section 5.4.7 of the SI Brochure.
<hr/>	

<hr/>	
<code>\square</code>	<code>\square</code> <i><prefix></i> <i><unit></i>
<code>\cubic</code>	<code>\cubic</code> <i><prefix></i> <i><unit></i>
<hr/>	
	Pre-defined unit powers which apply to the next <i><prefix>/<unit></i> combination.

<hr/>	$\langle prefix \rangle \langle unit \rangle \backslash squared$
<hr/>	$\langle prefix \rangle \langle unit \rangle \backslash cubed$

Pre-defined unit powers which apply to the preceding $\langle prefix \rangle / \langle unit \rangle$ combination.

<hr/>	$\backslash per \langle prefix \rangle \langle unit \rangle \langle power \rangle$
-------	--

Indicates that the next $\langle prefix \rangle / \langle unit \rangle / \langle power \rangle$ combination is reciprocal, *i.e.* raises it to the power -1 . This symbolic representation may be applied in addition to a $\backslash power$, and will work correctly if the $\backslash power$ itself is negative. In literal mode $\backslash per$ will print a slash (“/”).

<hr/>	$\backslash cancel \langle prefix \rangle \langle unit \rangle \langle power \rangle$
-------	---

Indicates that the next $\langle prefix \rangle / \langle unit \rangle / \langle power \rangle$ combination should be “cancelled out”. In the parsed output, the entire unit combination will be given as the argument to a function $\backslash cancel$, which is assumed to be available at a higher level. In literal mode, the same higher-level $\backslash cancel$ will be applied to the next token. It is the responsibility of the calling code to provide an appropriate definition for $\backslash cancel$ outside of the scope of the unit parser.

<hr/>	$\backslash highlight \{ \langle color \rangle \} \langle prefix \rangle \langle unit \rangle \langle power \rangle$
-------	--

Indicates that the next $\langle prefix \rangle / \langle unit \rangle / \langle power \rangle$ combination should be highlighted in the specified $\langle color \rangle$. In the parsed output, the entire unit combination will be given as the argument to a function $\backslash textcolor$, which is assumed to be available at a higher level. In literal mode, the same higher-level $\backslash textcolor$ will be applied to the next token. It is the responsibility of the calling code to provide an appropriate definition for $\backslash textcolor$ outside of the scope of the unit parser.

<hr/>	$\langle prefix \rangle \langle unit \rangle \langle power \rangle \backslash of \{ \langle qualifier \rangle \}$
-------	---

Indicates that the $\langle qualifier \rangle$ applies to the current $\langle prefix \rangle / \langle unit \rangle / \langle power \rangle$ combination. In parsed mode, the display of the result will depend upon module options. In literal mode, the $\langle qualifier \rangle$ will be printed in parentheses following the preceding $\langle unit \rangle$ and a full-width space.

<hr/>	$\backslash raiseto \{ \langle power \rangle \} \langle prefix \rangle \langle unit \rangle$
<hr/>	$\langle prefix \rangle \langle unit \rangle \backslash tothe \{ \langle power \rangle \}$

Indicates that the $\langle power \rangle$ applies to the current $\langle prefix \rangle / \langle unit \rangle$ combination. As shown, $\backslash raiseto$ applies to the next $\langle unit \rangle$ whereas $\backslash tothe$ applies to the preceding unit. In literal mode the $\backslash power$ will be printed as a superscript attached to the next token ($\backslash raiseto$) or preceding token ($\backslash tothe$) as appropriate.

5.1 Key-value options

The options defined by this submodule are available within the l3keys siunitx tree.

<hr/>	$\text{bracket-unit-denominator} = \text{true false}$
-------	---

Switch to determine whether brackets are added to the denominator part of a unit when printed using inline fractional form (with per-mode as repeated-symbol , symbol or $\text{symbol-or-fraction}$). The standard setting is true .

<u>extract-mass-in-kilograms</u>	<p><code>extract-mass-in-kilograms = true false</code></p> <p>Determines whether prefix extraction treats kilograms as a base unit; when set false, grams are used. The standard setting is true.</p>
<u>forbid-literal-units</u>	<p><code>forbid-literal-units = true false</code></p> <p>Switch which determines if literal units are allowed when parsing is active; does not apply when parse-units is false.</p>
<u>fraction-command</u>	<p><code>fraction-command = \langlecommand\rangle</code></p> <p>Command used to create fractional output when per-mode is set to fraction. The standard setting is <code>\frac</code>.</p>
<u>inter-unit-product</u>	<p><code>inter-unit-product = \langleseparator\rangle</code></p> <p>Inserted between unit combinations in parsed mode, and used to replace <code>.</code> and <code>~</code> in literal mode. The standard setting is <code>\,</code>.</p>
<u>parse-units</u>	<p><code>parse-units = true false</code></p> <p>Determines whether parsing of unit symbols is attempted or literal mode is used directly. The standard setting is true.</p>
<u>per-mode</u>	<p><code>per-mode =</code> <code>fraction power power-positive-first repeated-symbol symbol symbol-or-fraction</code></p> <p>Selects how the negative powers (<code>\per</code>) are formatted: a choice from the options fraction, power, power-positive-first, repeated-symbol, symbol and symbol-or-fraction. The option fraction generates fractional output when appropriate using the command specified by the fraction-command option. The setting power uses reciprocal powers leaving the units in the order of input, while power-positive-first uses the same display format but sorts units such that the positive powers come before negative ones. The symbol setting uses a symbol (specified by per-symbol) between positive and negative powers, while repeated-symbol uses the same symbol but places it before <i>every</i> unit with a negative power (this is mathematically “wrong” but often seen in real work). Finally, symbol-or-fraction acts like symbol for inline output and like fraction when the output is used in a display math environment. The standard setting is power.</p>
<u>per-symbol</u>	<p><code>per-symbol = \langlesymbol\rangle</code></p> <p>Specifies the symbol to be used to denote negative powers when the option per-mode is set to repeated-symbol, symbol or symbol-or-fraction. The standard setting is <code>/</code>.</p>
<u>qualifier-mode</u>	<p><code>qualifier-mode = bracket combine phrase subscript</code></p> <p>Selects how qualifiers are formatted: a choice from the options bracket, combine, phrase and subscript. The option bracket wraps the qualifier in parenthesis, combine joins the qualifier with the unit directly, phrase joins the material using qualifier-phrase as a link, and subscript formats the qualifier as a subscript. The standard setting is subscript.</p>
<u>qualifier-phrase</u>	<p><code>qualifier-phrase = \langlephrase\rangle</code></p> <p>Defines the \langle<i>phrase</i>\rangle used when qualifier-mode is set to phrase.</p>

<code>sticky-per</code>	<code>sticky-per = true false</code>
-------------------------	--------------------------------------

Used to determine whether `\per` should be applied one a unit-by-unit basis (when `false`) or should apply to all following units (when `true`). The latter mode is somewhat akin conceptually to the T_EX `\over` primitive. The standard setting is `false`.

<code>unit-font-command</code>	<code>unit-font-command = <command></code>
--------------------------------	--

Command applied to text during output of units: should be command usable in math mode for font selection. Notice that in a typical unit this does not (necessarily) apply to all output, for example powers or brackets. The standard setting is `\mathrm`.

References

- [1] *The International System of Units (SI)*, <https://www.bipm.org/en/measurement-units/>.
- [2] *SI base units*, <https://www.bipm.org/en/measurement-units/si-base-units>.

Part X

siunitx-abbreviations – Abbreviations

`\A` Abbreviations for currents.
`\pA`
`\nA`
`\uA`
`\mA`
`\kA`

`\fg` Abbreviations for masses.
`\pg`
`\ng`
`\ug`
`\mg`
`\g`
`\kg`

`\K` Abbreviations for temperature.

`\m` Abbreviations for lengths.
`\pm`
`\nm`
`\um`
`\mm`
`\cm`
`\dm`
`\km`

`\s` Abbreviations for times.
`\as`
`\fs`
`\ps`
`\ns`
`\us`
`\ms`

`\Hz` Abbreviations for frequencies.
`\mHz`
`\kHz`
`\MHz`
`\GHz`
`\THz`

<code>\mol</code>	Abbreviations for moles.
<code>\fmol</code>	
<code>\pmol</code>	
<code>\nmol</code>	
<code>\umol</code>	
<code>\mmol</code>	
<code>\kmol</code>	

<code>\V</code>	Abbreviations for potentials.
<code>\pV</code>	
<code>\nV</code>	
<code>\uV</code>	
<code>\mV</code>	
<code>\kV</code>	

<code>\hl</code>	Abbreviations for volumes.
<code>\l</code>	
<code>\ml</code>	
<code>\ul</code>	
<code>\hL</code>	
<code>\L</code>	
<code>\mL</code>	
<code>\uL</code>	

<code>\W</code>	Abbreviations for powers.
<code>\uW</code>	
<code>\mW</code>	
<code>\kW</code>	
<code>\MW</code>	
<code>\GW</code>	

<code>\kJ</code>	Abbreviations for energies.
<code>\J</code>	
<code>\mJ</code>	
<code>\uJ</code>	
<code>\eV</code>	
<code>\meV</code>	
<code>\keV</code>	
<code>\MeV</code>	
<code>\GeV</code>	
<code>\TeV</code>	

<code>\N</code>	Abbreviations for forces.
<code>\mN</code>	
<code>\kN</code>	
<code>\MN</code>	

`\Pa` Abbreviations for pressures.
`\kPa`
`\MPa`
`\GPa`

`\mohm` Abbreviations for resistance.
`\kohm`
`\Mohm`

`\F` Abbreviations for capacitance.
`\fF`
`\pF`
`\nF`
`\uF`

`\dB` Abbreviation for decibel.

`\kWh` Abbreviation for kilowatt-hours.

Part XI

siunitx-binary – Binary units

This submodule provides binary units and prefixes. These are not formally part of the SI but are recommended by BIPM as units of information.

<code>\kibi</code>	Prefixes, all of which are integer powers of 2: the powers are <i>not</i> stored or available for conversion.
<code>\mebi</code>	
<code>\gibi</code>	
<code>\tebi</code>	
<code>\pebi</code>	
<code>\exbi</code>	
<code>\zebi</code>	
<code>\yobi</code>	

<code>\bit</code>	Units for bits and bytes.
<code>\byte</code>	

Part XII

siunitx-command – Units as document command

This submodule provides support for creating free-standing document commands for unit macros.

1 Creating units as document commands

\siunitx_command_create:

\siunitx_command_create:

Maps over the list of know unit commands and creates the appropriate document command to support them, as controlled by the options below.

1.1 Key-value options

The options defined by this submodule are available within the l3keys `siunitx` tree.

These options are all preamble-only.

free-standing-units

free-standing-units = true|false

Switch to determine whether free standing document commands are created for symbolic units. This will include not only units themselves but also prefixes, *etc.* The standard setting is **false**.

overwrite-commands

overwrite-commands = true|false

Switch to determine whether when creating free standing document commands, any existing document commands are overwritten. The standard setting is **false**.

space-before-unit

space-before-unit = true|false

Switch to determine whether a space is inserted before free standing document commands. The standard setting is **false**.

unit-optional-argument

unit-optional-argument = true|false

Switch to determine whether free standing document commands take an optional argument (a number). The standard setting is **false**.

use-xspace

use-xspace = true|false

Switch to determine whether free standing document commands use the `xparse` package to insert space after the command names. The standard setting is **false**. When set **true**, the `xparse` package will be loaded at the start of the document if not already available.

Part XIII

siunitx-emulation – Emulation

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