

Babel

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The standard distribution of \LaTeX contains a number of document classes that are meant to be used, but also serve as examples for other users to create their own document classes. These document classes have become very popular among \LaTeX users. But it should be kept in mind that they were designed for American tastes and typography. At one time they even contained a number of hard-wired texts.

This manual describes babel, a package that makes use of the capabilities of \TeX , xetex and luatex to provide an environment in which documents can be typeset in a language other than US English, or in more than one language or script.

Current development is focused on Unicode engines (Xe \TeX and Lua \TeX) and the so-called *complex scripts*. New features related to font selection, bidi writing, line breaking and so on are being added incrementally.

Babel provides support (total or partial) for about 200 languages, either as a “classical” package option or as an ini file. Furthermore, new languages can be created from scratch easily.

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Part I

User guide

- This user guide focuses on \LaTeX . There are also some notes on its use with Plain \TeX .
- Changes and new features with relation to version 3.8 are highlighted with **New X.XX**. The most recent features could be still unstable. Please, report any issues you find in <https://github.com/latex3/babel/issues>, which is better than just complaining on an e-mail list or a web forum.
- If you are interested in the \TeX multilingual support, please join the kadingira list on <http://tug.org/mailman/listinfo/kadingira>. You can follow the development of babel in <https://github.com/latex3/babel> (which provides some sample files, too).
- See section 3.1 for contributing a language.
- The first sections describe the traditional way of loading a language (with `ldf` files). The alternative way based on `ini` files, which complements the previous one (it will *not* replace it), is described below.

1 The user interface

1.1 Monolingual documents

In most cases, a single language is required, and then all you need in \LaTeX is to load the package using its standard mechanism for this purpose, namely, passing that language as an optional argument. In addition, you may want to set the font and input encodings.

EXAMPLE Here is a simple full example for “traditional” \TeX engines (see below for `xetex` and `luatex`). The packages `fontenc` and `inputenc` do not belong to babel, but they are included in the example because typically you will need them (however, the package `inputenc` may be omitted with $\LaTeX \geq 2018-04-01$ if the encoding is UTF-8):

```
\documentclass{article}

\usepackage[T1]{fontenc}
% \usepackage[utf8]{inputenc} % Uncomment if LaTeX < 2018-04-01

\usepackage[french]{babel}

\begin{document}

Plus ça change, plus c'est la même chose!

\end{document}
```

TROUBLESHOOTING A common source of trouble is a wrong setting of the input encoding. Very often you will get the following somewhat cryptic error:

```
! Paragraph ended before \UTFviii@three@octets was complete.
```

Make sure you set the encoding actually used by your editor.

Another approach is making the language (french in the example) a global option in order to let other packages detect and use it:

```
\documentclass[french]{article}
\usepackage{babel}
\usepackage{varioref}
```

In this last example, the package `varioref` will also see the option and will be able to use it.

NOTE Because of the way `babel` has evolved, “language” can refer to (1) a set of hyphenation patterns as preloaded into the format, (2) a package option, (3) an `ldf` file, and (4) a name used in the document to select a language or dialect. So, a package option refers to a language in a generic way – sometimes it is the actual language name used to select it, sometimes it is a file name loading a language with a different name, sometimes it is a file name loading several languages. Please, read the documentation for specific languages for further info.

TROUBLESHOOTING The following warning is about hyphenation patterns, which are not under the direct control of `babel`:

```
Package babel Warning: No hyphenation patterns were preloaded for
(babel)                the language 'LANG' into the format.
(babel)                Please, configure your TeX system to add them and
(babel)                rebuild the format. Now I will use the patterns
(babel)                preloaded for \language=0 instead on input line 57.
```

The document will be typeset, but very likely the text will not be correctly hyphenated. Some languages may be raising this warning wrongly (because they are not hyphenated); it is a bug to be fixed – just ignore it. See the manual of your distribution (MacTeX, MikTeX, T_EXLive, etc.) for further info about how to configure it.

1.2 Multilingual documents

In multilingual documents, just use a list of the required languages as package or class options. The last language is considered the main one, activated by default. Sometimes, the main language changes the document layout (eg, spanish and french).

EXAMPLE In \LaTeX , the preamble of the document:

```
\documentclass{article}
\usepackage[dutch,english]{babel}
```

would tell \LaTeX that the document would be written in two languages, Dutch and English, and that English would be the first language in use, and the main one.

You can also set the main language explicitly, but it is discouraged except if there a real reason to do so:

```
\documentclass{article}
\usepackage[main=english,dutch]{babel}
```

Examples of cases where `main` is useful are the following.

NOTE Some classes load babel with a hardcoded language option. Sometimes, the main language could be overridden with something like that before `\documentclass`:

```
\PassOptionsToPackage{main=english}{babel}
```

WARNING Languages may be set as global and as package option at the same time, but in such a case you should set explicitly the main language with the package option `main`:

```
\documentclass[italian]{book}  
\usepackage[ngerman,main=italian]{babel}
```

WARNING In the preamble the main language has *not* been selected, except hyphenation patterns and the name assigned to `\language` (in particular, shorthands, captions and date are not activated). If you need to define boxes and the like in the preamble, you might want to use some of the language selectors described below.

To switch the language there are two basic macros, described below in detail: `\selectlanguage` is used for blocks of text, while `\foreignlanguage` is for chunks of text inside paragraphs.

EXAMPLE A full bilingual document follows. The main language is french, which is activated when the document begins. The package `inputenc` may be omitted with $\text{\LaTeX} \geq 2018-04-01$ if the encoding is UTF-8.

```
\documentclass{article}  
  
\usepackage[T1]{fontenc}  
\usepackage[utf8]{inputenc}  
  
\usepackage[english,french]{babel}  
  
\begin{document}  
  
Plus ça change, plus c'est la même chose!  
  
\selectlanguage{english}  
  
And an English paragraph, with a short text in  
\foreignlanguage{french}{français}.  
  
\end{document}
```

1.3 Modifiers

New 3.9c The basic behavior of some languages can be modified when loading babel by means of *modifiers*. They are set after the language name, and are prefixed with a dot (only when the language is set as package option – neither global options nor the `main` key accepts them). An example is (spaces are not significant and they can be added or removed):¹

¹No predefined “axis” for modifiers are provided because languages and their scripts have quite different needs.

```
\usepackage[latin.medieval, spanish.notilde.lcroman, danish]{babel}
```

Attributes (described below) are considered modifiers, ie, you can set an attribute by including it in the list of modifiers. However, modifiers are a more general mechanism.

1.4 xelatex and lualatex

Many languages are compatible with xetex and luatex. With them you can use babel to localize the documents.

The Latin script is covered by default in current \LaTeX (provided the document encoding is UTF-8), because the font loader is preloaded and the font is switched to `lmroman`. Other scripts require loading `fontspec`. You may want to set the font attributes with `fontspec`, too.

EXAMPLE The following bilingual, single script document in UTF-8 encoding just prints a couple of ‘captions’ and `\today` in Danish and Vietnamese. No additional packages are required.

```
\documentclass{article}

\usepackage[vietnamese,danish]{babel}

\begin{document}

\prefacename{} -- \alsoname{} -- \today

\selectlanguage{vietnamese}

\prefacename{} -- \alsoname{} -- \today

\end{document}
```

EXAMPLE Here is a simple monolingual document in Russian (text from the Wikipedia). Note neither `fontenc` nor `inputenc` are necessary, but the document should be encoded in UTF-8 and a so-called Unicode font must be loaded (in this example `\babelfont` is used, described below).

```
\documentclass{article}

\usepackage[russian]{babel}

\babelfont{rm}{DejaVu Serif}

\begin{document}

Россия, находящаяся на пересечении множества культур, а также
с учётом многонационального характера её населения, — отличается
высокой степенью этнокультурного многообразия и способностью к
межкультурному диалогу.

\end{document}
```


1.5 Troubleshooting

- Loading directly sty files in L^AT_EX (ie, `\usepackage{⟨language⟩}`) is deprecated and you will get the error:²

```
! Package babel Error: You are loading directly a language style.
(babel)                This syntax is deprecated and you must use
(babel)                \usepackage[language]{babel}.
```

- Another typical error when using babel is the following:³

```
! Package babel Error: Unknown language `#1'. Either you have
(babel)                misspelled its name, it has not been installed,
(babel)                or you requested it in a previous run. Fix its name,
(babel)                install it or just rerun the file, respectively. In
(babel)                some cases, you may need to remove the aux file
```

The most frequent reason is, by far, the latest (for example, you included spanish, but you realized this language is not used after all, and therefore you removed it from the option list). In most cases, the error vanishes when the document is typeset again, but in more severe ones you will need to remove the aux file.

1.6 Plain

In Plain, load languages styles with `\input` and then use `\begindocument` (the latter is defined by babel):

```
\input estonian.sty
\begindocument
```

WARNING Not all languages provide a sty file and some of them are not compatible with Plain.⁴

1.7 Basic language selectors

This section describes the commands to be used in the document to switch the language in multilingual documents. In most cases, only the two basic macros `\selectlanguage` and `\foreignlanguage` are necessary. The environments `otherlanguage`, `otherlanguage*` and `hyphenrules` are auxiliary, and described in the next section.

The main language is selected automatically when the document environment begins.

`\selectlanguage` {⟨language⟩}

When a user wants to switch from one language to another he can do so using the macro `\selectlanguage`. This macro takes the language, defined previously by a language definition file, as its argument. It calls several macros that should be defined in the language definition files to activate the special definitions for the language chosen:

²In old versions the error read “You have used an old interface to call babel”, not very helpful.

³In old versions the error read “You haven’t loaded the language LANG yet”.

⁴Even in the babel kernel there were some macros not compatible with plain. Hopefully these issues have been fixed.

```
\selectlanguage{german}
```

This command can be used as environment, too.

NOTE For “historical reasons”, a macro name is converted to a language name without the leading `\`; in other words, `\selectlanguage{\german}` is equivalent to `\selectlanguage{german}`. Using a macro instead of a “real” name is deprecated.

WARNING If used inside braces there might be some non-local changes, as this would be roughly equivalent to:

```
{\selectlanguage{<inner-language>} ...}\selectlanguage{<outer-language>}
```

If you want a change which is really local, you must enclose this code with an additional grouping level.

\foreignlanguage `{\language}{\text}`

The command `\foreignlanguage` takes two arguments; the second argument is a phrase to be typeset according to the rules of the language named in its first one. This command (1) only switches the extra definitions and the hyphenation rules for the language, *not* the names and dates, (2) does not send information about the language to auxiliary files (i.e., the surrounding language is still in force), and (3) it works even if the language has not been set as package option (but in such a case it only sets the hyphenation patterns and a warning is shown). With the `bidir` option, it also enters in horizontal mode (this is not done always for backwards compatibility).

1.8 Auxiliary language selectors

\begin{otherlanguage} `{\language} ... \end{otherlanguage}`

The environment `otherlanguage` does basically the same as `\selectlanguage`, except that language change is (mostly) local to the environment. Actually, there might be some non-local changes, as this environment is roughly equivalent to:

```
\begingroup
\selectlanguage{<inner-language>}
...
\endgroup
\selectlanguage{<outer-language>}
```

If you want a change which is really local, you must enclose this environment with an additional grouping, like braces `{}`. Spaces after the environment are ignored.

\begin{otherlanguage*} `{\language} ... \end{otherlanguage*}`

Same as `\foreignlanguage` but as environment. Spaces after the environment are *not* ignored.

This environment was originally intended for intermixing left-to-right typesetting with right-to-left typesetting in engines not supporting a change in the writing direction inside a

line. However, by default it never complied with the documented behavior and it is just a version as environment of `\foreignlanguage`, except when the option `bidi` is set – in this case, `\foreignlanguage` emits a `\leavevmode`, while `otherlanguage*` does not.

`\begin{hyphenrules}` $\langle language \rangle$... `\end{hyphenrules}`

The environment `hyphenrules` can be used to select *only* the hyphenation rules to be used (it can be used as command, too). This can for instance be used to select ‘nohyphenation’, provided that in `language.dat` the ‘`language`’ `nohyphenation` is defined by loading `zerohyph.tex`. It deactivates language shorthands, too (but not user shorthands). Except for these simple uses, `hyphenrules` is discouraged and `otherlanguage*` (the starred version) is preferred, as the former does not take into account possible changes in encodings of characters like, say, ‘`’`’ done by some languages (eg, `italian`, `french`, `ukraineb`). To set hyphenation exceptions, use `\babelhyphenation` (see below).

1.9 More on selection

`\babeltags` $\langle tag1 \rangle = \langle language1 \rangle, \langle tag2 \rangle = \langle language2 \rangle, \dots$

New 3.9i In multilingual documents with many language-switches the commands above can be cumbersome. With this tool shorter names can be defined. It adds nothing really new – it is just syntactical sugar.

It defines `\text<tag1>\{<text>\}` to be `\foreignlanguage{\langle language1 \rangle}\{<text>\}`, and `\begin{\langle tag1 \rangle}` to be `\begin{otherlanguage*}\{\langle language1 \rangle\}`, and so on. Note `\langle tag1 \rangle` is also allowed, but remember to set it locally inside a group.

EXAMPLE With

```
\babeltags{de = german}
```

you can write

```
text \textde{German text} text
```

and

```
text
\begin{de}
  German text
\end{de}
text
```

NOTE Something like `\babeltags{finnish = finnish}` is legitimate – it defines `\textfinnish` and `\finnish` (and, of course, `\begin{finnish}`).

NOTE Actually, there may be another advantage in the ‘short’ syntax `\text<tag>`, namely, it is not affected by `\MakeUppercase` (while `\foreignlanguage` is).

`\babelensure` [`include=<commands>`],`exclude=<commands>`],`fontenc=<encoding>`]{`<language>`}

New 3.9i Except in a few languages, like russian, captions and dates are just strings, and do not switch the language. That means you should set it explicitly if you want to use them, or hyphenation (and in some cases the text itself) will be wrong. For example:

```
\foreignlanguage{russian}{text \foreignlanguage{polish}{\seename} text}
```

Of course, \TeX can do it for you. To avoid switching the language all the while, `\babelensure` redefines the captions for a given language to wrap them with a selector:

```
\babelensure{polish}
```

By default only the basic captions and `\today` are redefined, but you can add further macros with the key `include` in the optional argument (without commas). Macros not to be modified are listed in `exclude`. You can also enforce a font encoding with `fontenc`.⁵ A couple of examples:

```
\babelensure[include=\Today]{spanish}
\babelensure[fontenc=T5]{vietnamese}
```

They are activated when the language is selected (at the `afterextras` event), and it makes some assumptions which could not be fulfilled in some languages. Note also you should include only macros defined by the language, not global macros (eg, `\TeX` or `\dag`). With ini files (see below), captions are ensured by default.

1.10 Shorthands

A *shorthand* is a sequence of one or two characters that expands to arbitrary \TeX code. Shorthands can be used for different kinds of things, for example: (1) in some languages shorthands such as "a are defined to be able to hyphenate the word if the encoding is OT1; (2) in some languages shorthands such as ! are used to insert the right amount of white space; (3) several kinds of discretionaries and breaks can be inserted easily with "-", "=", etc. The package `inputenc` as well as `xetex` and `luatex` have alleviated entering non-ASCII characters, but minority languages and some kinds of text can still require characters not directly available on the keyboards (and sometimes not even as separated or precomposed Unicode characters). As to the point 2, now `pdfTeX` provides `\knbcode`, and `luatex` can manipulate the glyph list. Tools for point 3 can be still very useful in general. There are three levels of shorthands: *user*, *language*, and *system* (by order of precedence). Version 3.9 introduces the *language user* level on top of the user level, as described below. In most cases, you will use only shorthands provided by languages.

NOTE Note the following:

1. Activated chars used for two-char shorthands cannot be followed by a closing brace `}` and the spaces following are gobbled. With one-char shorthands (eg, `:`), they are preserved.
2. If on a certain level (system, language, user) there is a one-char shorthand, two-char ones starting with that char and on the same level are ignored.
3. Since they are active, a shorthand cannot contain the same character in its definition (except if it is deactivated with, eg, `string`).

⁵With it encoded string may not work as expected.

A typical error when using shorthands is the following:

```
! Argument of \language@active@arg" has an extra }.
```

It means there is a closing brace just after a shorthand, which is not allowed (eg, "}"). Just add {} after (eg, "{}}").

\shorthandon $\{\langle shorthands-list \rangle\}$
\shorthandoff $\ast\{\langle shorthands-list \rangle\}$

It is sometimes necessary to switch a shorthand character off temporarily, because it must be used in an entirely different way. For this purpose, the user commands `\shorthandoff` and `\shorthandon` are provided. They each take a list of characters as their arguments. The command `\shorthandoff` sets the `\catcode` for each of the characters in its argument to other (12); the command `\shorthandon` sets the `\catcode` to active (13). Both commands only work on ‘known’ shorthand characters.

New 3.9a However, `\shorthandoff` does not behave as you would expect with characters like `~` or `^`, because they usually are not “other”. For them `\shorthandoff*` is provided, so that with

```
\shorthandoff*{~^}
```

`~` is still active, very likely with the meaning of a non-breaking space, and `^` is the superscript character. The catcodes used are those when the shorthands are defined, usually when language files are loaded.

\useshorthands $\ast\{\langle char \rangle\}$

The command `\useshorthands` initiates the definition of user-defined shorthand sequences. It has one argument, the character that starts these personal shorthands.

New 3.9a User shorthands are not always alive, as they may be deactivated by languages (for example, if you use `"` for your user shorthands and switch from german to french, they stop working). Therefore, a starred version `\useshorthands*\{\langle char \rangle\}` is provided, which makes sure shorthands are always activated.

Currently, if the package option `shorthands` is used, you must include any character to be activated with `\useshorthands`. This restriction will be lifted in a future release.

\defineshorthand $[\langle language \rangle, \langle language \rangle, \dots]\{\langle shorthand \rangle\}\{\langle code \rangle\}$

The command `\defineshorthand` takes two arguments: the first is a one- or two-character shorthand sequence, and the second is the code the shorthand should expand to.

New 3.9a An optional argument allows to (re)define language and system shorthands (some languages do not activate shorthands, so you may want to add `\languageshorthands{\langle lang \rangle}` to the corresponding `\extras{\langle lang \rangle}`, as explained below). By default, user shorthands are (re)defined.

User shorthands override language ones, which in turn override system shorthands. Language-dependent user shorthands (new in 3.9) take precedence over “normal” user shorthands.

EXAMPLE Let’s assume you want a unified set of shorthand for discretionaries (languages do not define shorthands consistently, and `"`, `\`, `=` have different meanings). You could start with, say:

```
\usesshorthands*{"}
\defineshorthand{"*"}{\babelhyphen{soft}}
\defineshorthand{"-"}{\babelhyphen{hard}}
```

However, the behavior of hyphens is language-dependent. For example, in languages like Polish and Portuguese, a hard hyphen inside compound words are repeated at the beginning of the next line. You could then set:

```
\defineshorthand[*polish,*portuguese]{"-"}{\babelhyphen{repeat}}
```

Here, options with `*` set a language-dependent user shorthand, which means the generic one above only applies for the rest of languages; without `*` they would (re)define the language shorthands instead, which are overridden by user ones.

Now, you have a single unified shorthand ("`-`"), with a content-based meaning ('compound word hyphen') whose visual behavior is that expected in each context.

\aliasshorthand `{⟨original⟩}{⟨alias⟩}`

The command `\aliasshorthand` can be used to let another character perform the same functions as the default shorthand character. If one prefers for example to use the character `/` over `"` in typing Polish texts, this can be achieved by entering `\aliasshorthand{"}{/}`.

NOTE The substitute character must *not* have been declared before as shorthand (in such a case, `\aliasshorthands` is ignored).

EXAMPLE The following example shows how to replace a shorthand by another

```
\aliasshorthand{~}{^}
\AtBeginDocument{\shorthandoff*{~}}
```

WARNING Shorthands remember somehow the original character, and the fallback value is that of the latter. So, in this example, if no shorthand is found, `^` expands to a non-breaking space, because this is the value of `~` (internally, `^` still calls `\active@char~` or `\normal@char~`). Furthermore, if you change the system value of `^` with `\defineshorthand` nothing happens.

\languageshorthands `{⟨language⟩}`

The command `\languageshorthands` can be used to switch the shorthands on the language level. It takes one argument, the name of a language or none (the latter does what its name suggests).⁶ Note that for this to work the language should have been specified as an option when loading the babel package. For example, you can use in english the shorthands defined by ngerman with

```
\addto\extrasenglish{\languageshorthands{ngerman}}
```

⁶Actually, any name not corresponding to a language group does the same as none. However, follow this convention because it might be enforced in future releases of babel to catch possible errors.

(You may also need to activate them as user shorthands in the preamble with, for example, `\usesshorthands` or `\usesshorthands*`.)

Very often, this is a more convenient way to deactivate shorthands than `\shorthandoff`, for example if you want to define a macro to easy typing phonetic characters with tipa:

```
\newcommand{\myipa}[1]{\{\language shorthands{none}\tipaencoding#1}}
```

`\babelshorthand` $\{\langle shorthand \rangle\}$

With this command you can use a shorthand even if (1) not activated in shorthands (in this case only shorthands for the current language are taken into account, ie, not user shorthands), (2) turned off with `\shorthandoff` or (3) deactivated with the internal `\bbl@deactivate`; for example, `\babelshorthand{"u}` or `\babelshorthand{:}`. (You can conveniently define your own macros, or even your own user shorthands provided they do not overlap.)

For your records, here is a list of shorthands, but you must double check them, as they may change:⁷

Languages with no shorthands Croatian, English (any variety), Indonesian, Hebrew, Interlingua, Irish, Lower Sorbian, Malaysian, North Sami, Romanian, Scottish, Welsh
Languages with only " as defined shorthand character Albanian, Bulgarian, Danish, Dutch, Finnish, German (old and new orthography, also Austrian), Icelandic, Italian, Norwegian, Polish, Portuguese (also Brazilian), Russian, Serbian (with Latin script), Slovene, Swedish, Ukrainian, Upper Sorbian

Basque " ' ~
Breton : ; ? !
Catalan " ' `
Czech " -
Esperanto ^
Estonian " ~
French (all varieties) : ; ? !
Galician " . ' ~ < >
Greek ~
Hungarian `
Kurmanji ^
Latin " ^ =
Slovak " ^ ' -
Spanish " . < > '
Turkish : ! =

In addition, the babel core declares ~ as a one-char shorthand which is let, like the standard ~, to a non breaking space.⁸

`\ifbabelshorthand` $\{\langle character \rangle\}\{\langle true \rangle\}\{\langle false \rangle\}$

New 3.23 Tests if a character has been made a shorthand.

1.11 Package options

New 3.9a These package options are processed before language options, so that they are taken into account irrespective of its order. The first three options have been available in previous versions.

⁷Thanks to Enrico Gregorio

⁸This declaration serves to nothing, but it is preserved for backward compatibility.

KeepShorthandsActive	Tells babel not to deactivate shorthands after loading a language file, so that they are also available in the preamble.
activeacute	For some languages babel supports this options to set ' as a shorthand in case it is not done by default.
activegrave	Same for `.
shorthands=	<p>$\langle char \rangle \langle char \rangle \dots$ off</p> <p>The only language shorthands activated are those given, like, eg:</p> <pre style="background-color: #f0f0f0; padding: 10px;">\usepackage[esperanto,french,shorthands=:;!]{babel}</pre> <p>If ' is included, activeacute is set; if ` is included, activegrave is set. Active characters (like ~) should be preceded by \string (otherwise they will be expanded by \LaTeX before they are passed to the package and therefore they will not be recognized); however, t is provided for the common case of ~ (as well as c for not so common case of the comma). With shorthands=off no language shorthands are defined, As some languages use this mechanism for tools not available otherwise, a macro \babelshorthand is defined, which allows using them; see above.</p>
safe=	<p>none ref bib</p> <p>Some \LaTeX macros are redefined so that using shorthands is safe. With safe=bib only \nocite, \bibtex and \bibitem are redefined. With safe=ref only \newlabel, \ref and \pageref are redefined (as well as a few macros from varioref and ifthen). With safe=none no macro is redefined. This option is strongly recommended, because a good deal of incompatibilities and errors are related to these redefinitions – of course, in such a case you cannot use shorthands in these macros, but this is not a real problem (just use “allowed” characters).</p>
math=	<p>active normal</p> <p>Shorthands are mainly intended for text, not for math. By setting this option with the value normal they are deactivated in math mode (default is active) and things like $\{a'\}$ (a closing brace after a shorthand) are not a source of trouble anymore.</p>
config=	<p>$\langle file \rangle$</p> <p>Load $\langle file \rangle.cfg$ instead of the default config file bblopts.cfg (the file is loaded even with noconfigs).</p>
main=	<p>$\langle language \rangle$</p> <p>Sets the main language, as explained above, ie, this language is always loaded last. If it is not given as package or global option, it is added to the list of requested languages.</p>
headfoot=	<p>$\langle language \rangle$</p> <p>By default, headlines and footlines are not touched (only marks), and if they contain language-dependent macros (which is not usual) there may be unexpected results. With this option you may set the language in heads and foots.</p>

- noconfigs** Global and language default config files are not loaded, so you can make sure your document is not spoiled by an unexpected .cfg file. However, if the key config is set, this file is loaded.
- showlanguages** Prints to the log the list of languages loaded when the format was created: number (remember dialects can share it), name, hyphenation file and exceptions file.
- nocase** **New 3.9l** Language settings for uppercase and lowercase mapping (as set by \SetCase) are ignored. Use only if there are incompatibilities with other packages.
- silent** **New 3.9l** No warnings and no *infos* are written to the log file.⁹
- strings=** generic | unicode | encoded | *<label>* | **
 Selects the encoding of strings in languages supporting this feature. Predefined labels are generic (for traditional T_EX, LICR and ASCII strings), unicode (for engines like xetex and luatex) and encoded (for special cases requiring mixed encodings). Other allowed values are font encoding codes (T1, T2A, LGR, L7X...), but only in languages supporting them. Be aware with encoded captions are protected, but they work in \MakeUppercase and the like (this feature misuses some internal L^AT_EX tools, so use it only as a last resort).
- hyphenmap=** off | main | select | other | other*
New 3.9g Sets the behavior of case mapping for hyphenation, provided the language defines it.¹⁰ It can take the following values:
off deactivates this feature and no case mapping is applied;
first sets it at the first switching commands in the current or parent scope (typically, when the aux file is first read and at \begin{document}, but also the first \selectlanguage in the preamble), and it's the default if a single language option has been stated;¹¹
select sets it only at \selectlanguage;
other also sets it at otherlanguage;
other* also sets it at otherlanguage* as well as in heads and foots (if the option headfoot is used) and in auxiliary files (ie, at \select@language), and it's the default if several language options have been stated. The option first can be regarded as an optimized version of other* for monolingual documents.¹²
- bidi=** default | basic | basic-r | bidi-l | bidi-r
New 3.14 Selects the bidi algorithm to be used in luatex and xetex. See sec. 1.21.
- layout=** **New 3.16** Selects which layout elements are adapted in bidi documents. See sec. 1.21.

1.12 The base option

With this package option babel just loads some basic macros (those in switch.def), defines \AfterBabelLanguage and exits. It also selects the hyphenation patterns for the

⁹You can use alternatively the package silence.

¹⁰Turned off in plain.

¹¹Duplicated options count as several ones.

¹²Providing foreign is pointless, because the case mapping applied is that at the end of the paragraph, but if either xetex or luatex change this behavior it might be added. On the other hand, other is provided even if I [JBL] think it isn't really useful, but who knows.

last language passed as option (by its name in `language.dat`). There are two main uses: classes and packages, and as a last resort in case there are, for some reason, incompatible languages. It can be used if you just want to select the hyphenation patterns of a single language, too.

`\AfterBabelLanguage` $\{\langle option-name \rangle\}\{\langle code \rangle\}$

This command is currently the only provided by base. Executes $\langle code \rangle$ when the file loaded by the corresponding package option is finished (at `\ldf@finish`). The setting is global. So

```
\AfterBabelLanguage{french}\{...\}
```

does ... at the end of `french.ldf`. It can be used in `ldf` files, too, but in such a case the code is executed only if $\langle option-name \rangle$ is the same as `\CurrentOption` (which could not be the same as the option name as set in `\usepackage!`).

EXAMPLE Consider two languages `foo` and `bar` defining the same `\macro` with `\newcommand`. An error is raised if you attempt to load both. Here is a way to overcome this problem:

```
\usepackage[base]{babel}
\AfterBabelLanguage{foo}{%
  \let\macroFoo\macro
  \let\macro\relax}
\usepackage[foo,bar]{babel}
```

1.13 ini files

An alternative approach to define a language is by means of an `ini` file. Currently `babel` provides about 200 of these files containing the basic data required for a language. Most of them set the date, and many also the captions (Unicode and LICR). They will be evolving with the time to add more features (something to keep in mind if backward compatibility is important). The following section shows how to make use of them currently (by means of `\babelprovide`), but a higher interface, based on package options, is under development (in other words, `\babelprovide` is mainly intended for auxiliary tasks).

EXAMPLE Although Georgian has its own `ldf` file, here is how to declare this language with an `ini` file in Unicode engines.

```
\documentclass{book}

\usepackage{babel}
\babelprovide[import, main]{georgian}

\babelfont{rm}{DejaVu Sans}

\begin{document}

\tableofcontents

\chapter{სამზარეულო და სუფრის ტრადიციები}

ქართული ტრადიციული სამზარეულო ერთ-ერთი უმდიდრესია მთელ მსოფლიოში.
```

```
\end{document}
```

NOTE The ini files just define and set some parameters, but the corresponding behavior is not always implemented. Also, there are some limitations in the engines. A few remarks follows:

Arabic Monolingual documents mostly work in luatex, but it must be fine tuned, and a recent version of fontspec/loaotfload is required. In xetex babel resorts to the bidi package, which seems to work.

Hebrew Niqqud marks seem to work in both engines, but cantillation marks are misplaced (xetex seems better, but still problematic).

Devanagari In luatex many fonts work, but some others do not, the main issue being the ‘ra’. It is advisable to set explicitly the script to either deva or dev2, eg:

```
\newfontscript{Devanagari}{deva}
```

Other Indic scripts are still under development in luatex. On the other hand, xetex is better.

Southeast scripts Thai works in both luatex and xetex, but line breaking differs (rules can be modified in luatex; they are hardcoded in xetex). Lao seems to work, too, but there are no patterns for the latter in luatex. Some quick patterns could help, with something similar to:

```
\babelprovide[import,hyphenrules=+]{lao}
\babelpatterns[lao]{lᦺ lᦴ lᦶ lᦸ lᦺ lᦴ lᦶ lᦸ} % Random
```

Khmer clusters are rendered wrongly.

East Asia scripts Internal inconsistencies in script and language names must be sorted out, so you may need to set them explicitly in \babel font, as well as CJKShape. luatex does basic line breaking, but currently xetex does not (you may load zhspacing). Although for a few words and shorts texts the ini files should be fine, CJK texts are are best set with a dedicated framework (CJK, luatexja, kotex, CTeX...), . Actually, this is what the ldf does in japanese with luatex, because the following piece of code loads luatexja:

```
\documentclass{ltjbook}
\usepackage[japanese]{babel}
```

Here is the list (u means Unicode captions, and l means LICR captions):

af	Afrikaans ^{ul}	as	Assamese
agq	Aghem	asa	Asu
ak	Akan	ast	Asturian ^{ul}
am	Amharic ^{ul}	az-Cyrl	Azerbaijani
ar	Arabic ^{ul}	az-Latn	Azerbaijani
ar-DZ	Arabic ^{ul}	az	Azerbaijani ^{ul}
ar-MA	Arabic ^{ul}	bas	Basaa
ar-SY	Arabic ^{ul}	be	Belarusian ^{ul}

bem	Bemba	ga	Irish ^{ul}
bez	Bena	gd	Scottish Gaelic ^{ul}
bg	Bulgarian ^{ul}	gl	Galician ^{ul}
bm	Bambara	gsw	Swiss German
bn	Bangla ^{ul}	gu	Gujarati
bo	Tibetan ^u	guz	Gusii
brx	Bodo	gv	Manx
bs-Cyrl	Bosnian	ha-GH	Hausa
bs-Latn	Bosnian ^{ul}	ha-NE	Hausa ^l
bs	Bosnian ^{ul}	ha	Hausa
ca	Catalan ^{ul}	haw	Hawaiian
ce	Chechen	he	Hebrew ^{ul}
cgg	Chiga	hi	Hindi ^u
chr	Cherokee	hr	Croatian ^{ul}
ckb	Central Kurdish	hsb	Upper Sorbian ^{ul}
cs	Czech ^{ul}	hu	Hungarian ^{ul}
cy	Welsh ^{ul}	hy	Armenian
da	Danish ^{ul}	ia	Interlingua ^{ul}
dav	Taita	id	Indonesian ^{ul}
de-AT	German ^{ul}	ig	Igbo
de-CH	German ^{ul}	ii	Sichuan Yi
de	German ^{ul}	is	Icelandic ^{ul}
dje	Zarma	it	Italian ^{ul}
dsb	Lower Sorbian ^{ul}	ja	Japanese
dua	Duala	jgo	Ngomba
dyo	Jola-Fonyi	jmc	Machame
dz	Dzongkha	ka	Georgian ^{ul}
ebu	Embu	kab	Kabyle
ee	Ewe	kam	Kamba
el	Greek ^{ul}	kde	Makonde
en-AU	English ^{ul}	kea	Kabuverdianu
en-CA	English ^{ul}	khq	Koyra Chiini
en-GB	English ^{ul}	ki	Kikuyu
en-NZ	English ^{ul}	kk	Kazakh
en-US	English ^{ul}	kkj	Kako
en	English ^{ul}	kl	Kalaallisut
eo	Esperanto ^{ul}	kln	Kalenjin
es-MX	Spanish ^{ul}	km	Khmer
es	Spanish ^{ul}	kn	Kannada ^{ul}
et	Estonian ^{ul}	ko	Korean
eu	Basque ^{ul}	kok	Konkani
ewo	Ewondo	ks	Kashmiri
fa	Persian ^{ul}	ksb	Shambala
ff	Fulah	ksf	Bafia
fi	Finnish ^{ul}	ksh	Colognian
fil	Filipino	kw	Cornish
fo	Faroese	ky	Kyrgyz
fr	French ^{ul}	lag	Langi
fr-BE	French ^{ul}	lb	Luxembourgish
fr-CA	French ^{ul}	lg	Ganda
fr-CH	French ^{ul}	lkt	Lakota
fr-LU	French ^{ul}	ln	Lingala
fur	Friulian ^{ul}	lo	Lao ^{ul}
fy	Western Frisian	lrc	Northern Luri

lt	Lithuanian ^{ul}	sa-Gujr	Sanskrit
lu	Luba-Katanga	sa-Knda	Sanskrit
luo	Luo	sa-Mlym	Sanskrit
luy	Luyia	sa-Telu	Sanskrit
lv	Latvian ^{ul}	sa	Sanskrit
mas	Masai	sah	Sakha
mer	Meru	saq	Samburu
mfe	Morisyen	sbp	Sangu
mg	Malagasy	se	Northern Sami ^{ul}
mgf	Makhuwa-Meetto	seh	Sena
mgo	Meta'	ses	Koyraboro Senni
mk	Macedonian ^{ul}	sg	Sango
ml	Malayalam ^{ul}	shi-Latn	Tachelhit
mn	Mongolian	shi-Tfng	Tachelhit
mr	Marathi ^{ul}	shi	Tachelhit
ms-BN	Malay ^l	si	Sinhala
ms-SG	Malay ^l	sk	Slovak ^{ul}
ms	Malay ^{ul}	sl	Slovenian ^{ul}
mt	Maltese	smn	Inari Sami
mua	Mundang	sn	Shona
my	Burmese	so	Somali
mzn	Mazanderani	sq	Albanian ^{ul}
naq	Nama	sr-Cyrl-BA	Serbian ^{ul}
nb	Norwegian Bokmål ^{ul}	sr-Cyrl-ME	Serbian ^{ul}
nd	North Ndebele	sr-Cyrl-XK	Serbian ^{ul}
ne	Nepali	sr-Cyrl	Serbian ^{ul}
nl	Dutch ^{ul}	sr-Latn-BA	Serbian ^{ul}
nmg	Kwasio	sr-Latn-ME	Serbian ^{ul}
nn	Norwegian Nynorsk ^{ul}	sr-Latn-XK	Serbian ^{ul}
nnh	Ngiemboon	sr-Latn	Serbian ^{ul}
nus	Nuer	sr	Serbian ^{ul}
nyn	Nyankole	sv	Swedish ^{ul}
om	Oromo	sw	Swahili
or	Odia	ta	Tamil ^u
os	Ossetic	te	Telugu ^{ul}
pa-Arab	Punjabi	teo	Teso
pa-Guru	Punjabi	th	Thai ^{ul}
pa	Punjabi	ti	Tigrinya
pl	Polish ^{ul}	tk	Turkmen ^{ul}
pms	Piedmontese ^{ul}	to	Tongan
ps	Pashto	tr	Turkish ^{ul}
pt-BR	Portuguese ^{ul}	twq	Tasawaq
pt-PT	Portuguese ^{ul}	tzm	Central Atlas Tamazight
pt	Portuguese ^{ul}	ug	Uyghur
qu	Quechua	uk	Ukrainian ^{ul}
rm	Romansh ^{ul}	ur	Urdu ^{ul}
rn	Rundi	uz-Arab	Uzbek
ro	Romanian ^{ul}	uz-Cyrl	Uzbek
rof	Rombo	uz-Latn	Uzbek
ru	Russian ^{ul}	uz	Uzbek
rw	Kinyarwanda	vai-Latn	Vai
rwk	Rwa	vai-Vaii	Vai
sa-Beng	Sanskrit	vai	Vai
sa-Deva	Sanskrit	vi	Vietnamese ^{ul}

vun	Vunjo	zh-Hans-HK	Chinese
wae	Walser	zh-Hans-MO	Chinese
xog	Soga	zh-Hans-SG	Chinese
yav	Yangben	zh-Hans	Chinese
yi	Yiddish	zh-Hant-HK	Chinese
yo	Yoruba	zh-Hant-MO	Chinese
yue	Cantonese	zh-Hant	Chinese
zgh	Standard Moroccan Tamazight	zh	Chinese
		zu	Zulu

In some contexts (currently `\babelfont`) an ini file may be loaded by its name. Here is the list of the names currently supported. With these languages, `\babelfont` loads (if not done before) the language and script names (even if the language is defined as a package option with an ldf file). These are also the names recognized by `\babelprovide` with a valueless `import`.

aghem	bosnian
akan	brazilian
albanian	breton
american	british
amharic	bulgarian
arabic	burmese
arabic-algeria	canadian
arabic-DZ	cantonese
arabic-morocco	catalan
arabic-MA	centralatlastamazight
arabic-syria	centralkurdish
arabic-SY	chechen
armenian	cherokee
assamese	chiga
asturian	chinese-hans-hk
asu	chinese-hans-mo
australian	chinese-hans-sg
austrian	chinese-hans
azerbaijani-cyrillic	chinese-hant-hk
azerbaijani-cyrl	chinese-hant-mo
azerbaijani-latin	chinese-hant
azerbaijani-latn	chinese-simplified-hongkongsarchina
azerbaijani	chinese-simplified-macausarchina
bafia	chinese-simplified-singapore
bambara	chinese-simplified
basaa	chinese-traditional-hongkongsarchina
basque	chinese-traditional-macausarchina
belarusian	chinese-traditional
bemba	chinese
bena	cognian
bengali	cornish
bodo	croatian
bosnian-cyrillic	czech
bosnian-cyrl	danish
bosnian-latin	duala
bosnian-latn	dutch

dzongkha
embu
english-au
english-australia
english-ca
english-canada
english-gb
english-newzealand
english-nz
english-unitedkingdom
english-unitedstates
english-us
english
esperanto
estonian
ewe
ewondo
faroese
filipino
finnish
french-be
french-belgium
french-ca
french-canada
french-ch
french-lu
french-luxembourg
french-switzerland
french
friulian
fulah
galician
ganda
georgian
german-at
german-austria
german-ch
german-switzerland
german
greek
gujarati
gusii
hausa-gh
hausa-ghana
hausa-ne
hausa-niger
hausa
hawaiian
hebrew
hindi
hungarian
icelandic
igbo
inarisami

indonesian
interlingua
irish
italian
japanese
jolafonyi
kabuverdianu
kabyle
kako
kalaallisut
kalenjin
kamba
kannada
kashmiri
kazakh
khmer
kikuyu
kinyarwanda
konkani
korean
koyraborosenni
koyrachiini
kwasio
kyrgyz
lakota
langi
lao
latvian
lingala
lithuanian
lowersorbian
lsorbian
lubakatanga
luo
luxembourgish
luyia
macedonian
machame
makhuwameetto
makonde
malagasy
malay-bn
malay-brunei
malay-sg
malay-singapore
malay
malayalam
maltese
manx
marathi
masai
mazanderani
meru
meta

mexican
mongolian
morisyen
mundang
nama
nepali
newzealand
ngiemboon
ngomba
norsk
northernluri
northernsami
northndebele
norwegianbokmal
norwegiannynorsk
nswissgerman
nuer
nyankole
nynorsk
occitan
oriya
oromo
ossetic
pashto
persian
piedmontese
polish
portuguese-br
portuguese-brazil
portuguese-portugal
portuguese-pt
portuguese
punjabi-arab
punjabi-arabic
punjabi-gurmukhi
punjabi-guru
punjabi
quechua
romanian
romansh
rombo
rundi
russian
rwa
sakha
samburu
samin
sango
sangu
sanskrit-beng
sanskrit-bengali
sanskrit-deva
sanskrit-devanagari
sanskrit-gujarati

sanskrit-gujr
sanskrit-kannada
sanskrit-knda
sanskrit-malayalam
sanskrit-mlym
sanskrit-telu
sanskrit-telugu
sanskrit
scottishgaelic
sena
serbian-cyrillic-bosniaherzegovina
serbian-cyrillic-kosovo
serbian-cyrillic-montenegro
serbian-cyrillic
serbian-cyrl-ba
serbian-cyrl-me
serbian-cyrl-xk
serbian-cyrl
serbian-latin-bosniaherzegovina
serbian-latin-kosovo
serbian-latin-montenegro
serbian-latin
serbian-latn-ba
serbian-latn-me
serbian-latn-xk
serbian-latn
serbian
shambala
shona
sichuanyi
sinhala
slovak
slovene
slovenian
soga
somali
spanish-mexico
spanish-mx
spanish
standardmoroccantamazight
swahili
swedish
swissgerman
tachelhit-latin
tachelhit-latn
tachelhit-tfng
tachelhit-tifinagh
tachelhit
taita
tamil
tasawaq
telugu
teso
thai

tibetan	uzbek
tigrinya	vai-latin
tongan	vai-latn
turkish	vai-vai
turkmen	vai-vaii
ukenglish	vai
ukrainian	vietnam
upporsorbian	vietnamese
urdu	vunjo
usenglish	walser
usorbian	welsh
uyghur	westernfrisian
uzbek-arab	yangben
uzbek-arabic	yiddish
uzbek-cyrillic	yoruba
uzbek-cyrl	zarma
uzbek-latin	zulu afrikaans
uzbek-latn	

1.14 Selecting fonts

New 3.15 Babel provides a high level interface on top of fontspec to select fonts. There is no need to load fontspec explicitly – babel does it for you with the first `\babelfont`.¹³

`\babelfont` [*<language-list>*] [*<font-family>*] [*<font-options>*] [*<font-name>*]

Here *font-family* is *rm*, *sf* or *tt* (or newly defined ones, as explained below), and *font-name* is the same as in fontspec and the like.

If no language is given, then it is considered the default font for the family, activated when a language is selected. On the other hand, if there is one or more languages in the optional argument, the font will be assigned to them, overriding the default. Alternatively, you may set a font for a script – just precede its name (lowercase) with a star (eg, **devanagari*).

Babel takes care of the font language and the font script when languages are selected (as well as the writing direction); see the recognized languages above. In most cases, you will not need *font-options*, which is the same as in fontspec, but you may add further key/value pairs if necessary.

EXAMPLE Usage in most cases is very simple. Let us assume you are setting up a document in Swedish, with some words in Hebrew, with a font suited for both languages.

```
\documentclass{article}

\usepackage[swedish, bidi=default]{babel}

\babelprovide[import]{hebrew}

\babelfont{rm}{FreeSerif}

\begin{document}

Svenska \foreignlanguage{hebrew}{עִבְרִית} svenska.

\end{document}
```

¹³See also the package `combofont` for a complementary approach.

If on the other hand you have to resort to different fonts, you could replace the red line above with, say:

```
\babelfont{rm}{Iwona}  
\babelfont[hebrew]{rm}{FreeSerif}
```

`\babelfont` can be used to implicitly define a new font family. Just write its name instead of `rm`, `sf` or `tt`. This is the preferred way to select fonts in addition to the three basic families.

EXAMPLE Here is how to do it:

```
\babelfont{kai}{FandolKai}
```

Now, `\kaifamily` and `\kaidefault`, as well as `\textkai` are at your disposal.

NOTE You may load `fontspec` explicitly. For example:

```
\usepackage{fontspec}  
\newfontscript{Devanagari}{deva}  
\babelfont[hindi]{rm}{Shobhika}
```

This makes sure the OpenType script for Devanagari is `deva` and not `dev2` (luatex does not detect automatically the correct script¹⁴). You may also pass some options to `fontspec`: with `silent`, the warnings about unavailable scripts or languages are not shown (they are only really useful when the document format is being set up).

NOTE Directionality is a property affecting margins, indentation, column order, etc., not just text. Therefore, it is under the direct control of the language, which applies both the script and the direction to the text. As a consequence, there is no need to set `Script` when declaring a font (nor `Language`). In fact, it is even discouraged.

NOTE `\fontspec` is not touched at all, only the preset font families (`rm`, `sf`, `tt`, and the like). If a language is switched when an *ad hoc* font is active, or you select the font with this command, neither the script nor the language is passed. You must add them by hand. This is by design, for several reasons (for example, each font has its own set of features and a generic setting for several of them could be problematic, and also a “lower-level” font selection is useful).

NOTE The keys `Language` and `Script` just pass these values to the *font*, and do *not* set the script for the *language* (and therefore the writing direction). In other words, the `ini` file or `\babelprovide` provides default values for `\babelfont` if omitted, but the opposite is not true. See the note above for the reasons of this behavior.

WARNING Do not use `\setxxxxfont` and `\babelfont` at the same time. `\babelfont` follows the standard \TeX conventions to set the basic families – define `\xxdefault`, and activate it with `\xxfamily`. On the other hand, `\setxxxxfont` in `fontspec` takes a different approach, because `\xxfamily` is redefined with the family name hardcoded (so that `\xxdefault` becomes no-op). Of course, both methods are incompatible, and if you use `\setxxxxfont`, font switching with `\babelfont` just does *not* work (nor the standard `\xxdefault`, for that matter). As of [New 3.34](#) there is an attempt to make them compatible, but the language system will not be set by babel and should be set with `fontspec` if necessary.

¹⁴And even with the correct code some fonts could be rendered incorrectly by `fontspec`, so double-check the results. `xetex` fares better, but some fonts are still problematic.

TROUBLESHOOTING *Package fontspec Warning: 'Language 'LANG' not available for font 'FONT' with script 'SCRIPT' 'Default' language used instead'.* This warning is shown by fontspec, not by babel. It could be irrelevant for English, but not for many other languages, including Urdu and Turkish. This is a useful and harmless warning, and if everything is fine with your document the best thing you can do is just to ignore it altogether.

1.15 Modifying a language

Modifying the behavior of a language (say, the chapter “caption”), is sometimes necessary, but not always trivial.

- The old way, still valid for many languages, to redefine a caption is the following:

```
\addto\captionenglish{%  
  \renewcommand\contentsname{Foo}%  
}
```

As of 3.15, there is no need to hide spaces with % (babel removes them), but it is advisable to do it.

- The new way, which is found in bulgarian, azerbaijani, spanish, french, turkish, icelandic, vietnamese and a few more, as well as in languages created with `\babelprovide` and its key import, is:

```
\renewcommand\spanishchaptername{Foo}
```

- Macros to be run when a language is selected can be add to `\extras⟨lang⟩`:

```
\addto\extrarussian{\mymacro}
```

There is a counterpart for code to be run when a language is unselected: `\noextras⟨lang⟩`.

NOTE Do *not* redefine a caption in the following way:

```
\AtBeginDocument{\renewcommand\contentsname{Foo}}
```

The changes may be discarded with a language selector, and the original value restored.

NOTE These macros (`\captions⟨lang⟩`, `\extras⟨lang⟩`) may be redefined, but *must not* be used as such – they just pass information to babel, which executes them in the proper context.

Another way to modify a language loaded as a package or class option is by means of `\babelprovide`, described below in depth. So, something like:

```
\usepackage[danish]{babel}  
\babelprovide[captions=da,hyphenrules=nohyphenation]{danish}
```

first loads `danish.ldf`, and then redefines the captions for danish (as provided by the `ini` file) and prevents hyphenation. The rest of the language definitions are not touched.

1.16 Creating a language

New 3.10 And what if there is no style for your language or none fits your needs? You may then define quickly a language with the help of the following macro in the preamble (which may be used to modify an existing language, too, as explained in the previous subsection).

`\babelprovide` [*⟨options⟩*]{*⟨language-name⟩*}

If the language `\marg{language-name}` has not been defined and there are no options, it creates an “empty” one in the following way: defines the internal structure of the language with some defaults: the hyphen rules, if not available, are set to the current ones, left and right hyphen mins are set to 2 and 3, but captions and date are not defined. Conveniently, some options allow to fill the language, and babel warns you about what to do if there is a missing string. Very likely you will find alerts like that in the log file:

```
Package babel Warning: \mylangchaptername not set. Please, define
(babel)                it in the preamble with something like:
(babel)                \renewcommand\maylangchaptername{..}
(babel)                Reported on input line 18.
```

In most cases, you will only need to define a few macros.

EXAMPLE If you need a language named arhinish:

```
\usepackage[danish]{babel}
\babelprovide{arhinish}
\renewcommand\arhinishchaptername{Chapitula}
\renewcommand\arhinishrefname{Refirenke}
\renewcommand\arhinishhyphenmins{22}
```

The main language is not changed (danish in this example). So, you must add

`\selectlanguage{arhinish}` or other selectors where necessary.

If the language has been loaded as an argument in `\documentclass` or `\usepackage`, then `\babelprovide` redefines the requested data.

`import=` *⟨language-tag⟩*

New 3.13 Imports data from an ini file, including captions, date, and hyphenmins. For example:

```
\babelprovide[import=hu]{hungarian}
```

Unicode engines load the UTF-8 variants, while 8-bit engines load the LICR (ie, with macros like `\'` or `\ss`) ones.

New 3.23 It may be used without a value. In such a case, the ini file set in the corresponding `babel-<language>.tex` (where `<language>` is the last argument in `\babelprovide`) is imported. See the list of recognized languages above. So, the previous example could be written:

```
\babelprovide[import]{hungarian}
```

There are about 200 ini files, with data taken from the ldf files and the CLDR provided by Unicode. Not all languages in the latter are complete, and therefore neither are the ini

files. A few languages will show a warning about the current lack of suitability of the date format (hindi, french, breton, and occitan).

Besides `\today`, this option defines an additional command for dates: `\<language>date`, which takes three arguments, namely, year, month and day numbers. In fact, `\today` calls `\<language>today`, which in turn calls `\<language>date{\the\year}{\the\month}{\the\day}`.

captions= `\<language-tag>`

Loads only the strings. For example:

```
\babelprovide[captions=hu]{hungarian}
```

hyphenrules= `\<language-list>`

With this option, with a space-separated list of hyphenation rules, babel assigns to the language the first valid hyphenation rules in the list. For example:

```
\babelprovide[hyphenrules=chavacano spanish italian]{chavacano}
```

If none of the listed hyphenrules exist, the default behavior applies. Note in this example we set `chavacano` as first option – without it, it would select `spanish` even if `chavacano` exists.

A special value is `+`, which allocates a new language (in the $\text{T}_{\text{E}}\text{X}$ sense). It only makes sense as the last value (or the only one; the subsequent ones are silently ignored). It is mostly useful with `luatex`, because you can add some patterns with `\babelpatterns`, as for example:

```
\babelprovide[hyphenrules=+]{neo}  
\babelpatterns[neo]{a1 e1 i1 o1 u1}
```

In other engines it just suppresses hyphenation (because the pattern list is empty).

main This valueless option makes the language the main one. Only in newly defined languages.

script= `\<script-name>`

New 3.15 Sets the script name to be used by `fontspec` (eg, `Devanagari`). Overrides the value in the `ini` file. If `fontspec` does not define it, then babel sets its tag to that provided by the `ini` file. This value is particularly important because it sets the writing direction, so you must use it if for some reason the default value is wrong.

language= `\<language-name>`

New 3.15 Sets the language name to be used by `fontspec` (eg, `Hindi`). Overrides the value in the `ini` file. If `fontspec` does not define it, then babel sets its tag to that provided by the `ini` file. Not so important, but sometimes still relevant.

A few options (only `luatex`) set some properties of the writing system used by the language. These properties are *always* applied to the script, no matter which language is active. Although somewhat inconsistent, this makes setting a language up easier in most typical cases.

mapfont= direction

Assigns the font for the writing direction of this language (only with `bidi=basic`).¹⁵ More precisely, what `mapfont=direction` means is, ‘when a character has the same direction as the script for the “provided” language, then change its font to that set for this language’. There are 3 directions, following the bidi Unicode algorithm, namely, Arabic-like, Hebrew-like and left to right.¹⁶ So, there should be at most 3 directives of this kind.

intraspace= $\langle base \rangle \langle shrink \rangle \langle stretch \rangle$

Sets the interword space for the writing system of the language, in em units (so, 0 .1 0 is 0em plus .1em). Like `\spaceskip`, the em unit applied is that of the current text (more precisely, the previous glyph). Currently used only in Southeast Asian scripts, like Thai. Requires `import`.

intrapenalty= $\langle penalty \rangle$

Sets the interword penalty for the writing system of this language. Currently used only in Southeast Asian scripts, like Thai. Ignored if 0 (which is the default value). Requires `import`.

NOTE (1) If you need shorthands, you can define them with `\usesshorthands` and `\defineshorthand` as described above. (2) Captions and `\today` are “ensured” with `\babelensure` (this is the default in ini-based languages).

1.17 Digits

New 3.20 About thirty ini files define a field named `digits.native`. When it is present, two macros are created: `\<language>digits` and `\<language>counter` (only xetex and luatex). With the first, a string of ‘Latin’ digits are converted to the native digits of that language; the second takes a counter name as argument. With the option `maparabic` in `\babelprovide`, `\arabic` is redefined to produce the native digits (this is done *globally*, to avoid inconsistencies in, for example, page numbering, and note as well dates do not rely on `\arabic`.)

For example:

```
\babelprovide[import]{telugu} % Telugu better with XeTeX
% Or also, if you want:
% \babelprovide[import, maparabic]{telugu}
\babelfont{rm}{Gautami}
\begin{document}
\telugudigits{1234}
\telugucounter{section}
\end{document}
```

Languages providing native digits in all or some variants are *ar, as, bn, bo, brx, ckb, dz, fa, gu, hi, km, kn, kok, ks, lo, lrc, ml, mr, my, mzn, ne, or, pa, ps, ta, te, th, ug, ur, uz, vai, yue, zh*.

New 3.30 With luatex there is an alternative approach for mapping digits, namely, `mapdigits`. Conversion is based on the language and it is applied to the typeset text (not math, PDF bookmarks, etc.) before bidi and fonts are processed (ie, to the node list as generated by the T_EX code). This means the local digits have the correct bidirectional behavior (unlike `Numbers=Arabic` in fontspec, which is not recommended).

1.18 Getting the current language name

¹⁵There will be another value, `language`, not yet implemented.

¹⁶In future releases a new value (`script`) will be added.

`\language` The control sequence `\language` contains the name of the current language.

WARNING Due to some internal inconsistencies in catcodes, it should *not* be used to test its value. Use `iflang`, by Heiko Oberdiek.

`\iflanguage` $\{\langle language \rangle\}\{\langle true \rangle\}\{\langle false \rangle\}$

If more than one language is used, it might be necessary to know which language is active at a specific time. This can be checked by a call to `\iflanguage`, but note here “language” is used in the \TeX sense, as a set of hyphenation patterns, and *not* as its babel name. This macro takes three arguments. The first argument is the name of a language; the second and third arguments are the actions to take if the result of the test is true or false respectively.

WARNING The advice about `\language` also applies here – use `iflang` instead of `\iflanguage` if possible.

1.19 Hyphenation and line breaking

`\babelhyphen` $\ast\{\langle type \rangle\}$

`\babelhyphen` $\ast\{\langle text \rangle\}$

New 3.9a It is customary to classify hyphens in two types: (1) *explicit* or *hard hyphens*, which in \TeX are entered as `-`, and (2) *optional* or *soft hyphens*, which are entered as `\-`. Strictly, a *soft hyphen* is not a hyphen, but just a breaking opportunity or, in \TeX terms, a “discretionary”; a *hard hyphen* is a hyphen with a breaking opportunity after it. A further type is a *non-breaking hyphen*, a hyphen without a breaking opportunity. In \TeX , `-` and `\-` forbid further breaking opportunities in the word. This is the desired behavior very often, but not always, and therefore many languages provide shorthands for these cases. Unfortunately, this has not been done consistently: for example, `-` in Dutch, Portuguese, Catalan or Danish is a hard hyphen, while in German, Spanish, Norwegian, Slovak or Russian is a soft hyphen. Furthermore, some of them even redefine `\-`, so that you cannot insert a soft hyphen without breaking opportunities in the rest of the word. Therefore, some macros are provided with a set of basic “hyphens” which can be used by themselves, to define a user shorthand, or even in language files.

- `\babelhyphen{soft}` and `\babelhyphen{hard}` are self explanatory.
- `\babelhyphen{repeat}` inserts a hard hyphen which is repeated at the beginning of the next line, as done in languages like Polish, Portuguese and Spanish.
- `\babelhyphen{nobreak}` inserts a hard hyphen without a break after it (even if a space follows).
- `\babelhyphen{empty}` inserts a break opportunity without a hyphen at all.
- `\babelhyphen{\langle text \rangle}` is a hard “hyphen” using $\langle text \rangle$ instead. A typical case is `\babelhyphen{/}`.

With all of them, hyphenation in the rest of the word is enabled. If you don’t want to enable it, there is a starred counterpart: `\babelhyphen*\{soft\}` (which in most cases is equivalent to the original `\-`), `\babelhyphen*\{hard\}`, etc.

Note `hard` is also good for isolated prefixes (eg, *anti-*) and `nobreak` for isolated suffixes (eg, *-ism*), but in both cases `\babelhyphen*\{nobreak\}` is usually better.

There are also some differences with \LaTeX : (1) the character used is that set for the current font, while in \LaTeX it is hardwired to `-` (a typical value); (2) the hyphen to be used in fonts

with a negative `\hyphenchar` is `-`, like in \LaTeX , but it can be changed to another value by redefining `\babenullhyphen`; (3) a break after the hyphen is forbidden if preceded by a glue >0 pt (at the beginning of a word, provided it is not immediately preceded by, say, a parenthesis).

`\babelhyphenation` [`\langle language \rangle`, `\langle language \rangle`, ...]{`\langle exceptions \rangle`}

New 3.9a Sets hyphenation exceptions for the languages given or, without the optional argument, for *all* languages (eg, proper nouns or common loan words, and of course monolingual documents). Language exceptions take precedence over global ones. It can be used only in the preamble, and exceptions are set when the language is first selected, thus taking into account changes of `\lccodes`'s done in `\extras<lang>` as well as the language-specific encoding (not set in the preamble by default). Multiple `\babelhyphenation`'s are allowed. For example:

```
\babelhyphenation{Wal-hal-la Dar-bhan-ga}
```

Listed words are saved expanded and therefore it relies on the LICR. Of course, it also works without the LICR if the input and the font encodings are the same, like in Unicode based engines.

NOTE Using `\babelhyphenation` with Southeast Asian scripts is mostly pointless. But with `\babelpatterns` (below) you may fine-tune line breaking (only `luatex`). Even if there are no patterns for the language, you can add at least some typical cases.

`\babelpatterns` [`\langle language \rangle`, `\langle language \rangle`, ...]{`\langle patterns \rangle`}

New 3.9m *In `luatex` only*,¹⁷ adds or replaces patterns for the languages given or, without the optional argument, for *all* languages. If a pattern for a certain combination already exists, it gets replaced by the new one.

It can be used only in the preamble, and patterns are added when the language is first selected, thus taking into account changes of `\lccodes`'s done in `\extras<lang>` as well as the language-specific encoding (not set in the preamble by default). Multiple `\babelpatterns`'s are allowed.

Listed patterns are saved expanded and therefore it relies on the LICR. Of course, it also works without the LICR if the input and the font encodings are the same, like in Unicode based engines.

New 3.31 (Only `luatex`.) With `\babelprovide` and imported CJK languages, a simple generic line breaking algorithm (push-out-first) is applied, based on a selection of the Unicode rules (**New 3.32** it is disabled in verbatim mode, or more precisely when the `hyphenrules` are set to `nohyphenation`). It can be activated alternatively by setting explicitly the `intraspace`.

New 3.27 Interword spacing for Thai, Lao and Khemer is activated automatically if a language with one of those scripts are loaded with `\babelprovide`. See the sample on the babel repository. With both Unicode engines, spacing is based on the “current” em unit (the size of the previous char in `luatex`, and the font size set by the last `\selectfont` in `xetex`).

1.20 Selecting scripts

Currently babel provides no standard interface to select scripts, because they are best selected with either `\fontencoding` (low-level) or a language name (high-level). Even the

¹⁷With `luatex` exceptions and patterns can be modified almost freely. However, this is very likely a task for a separate package and babel only provides the most basic tools.

Latin script may require different encodings (ie, sets of glyphs) depending on the language, and therefore such a switch would be in a sense incomplete.¹⁸

Some languages sharing the same script define macros to switch it (eg, `\textcyrillic`), but be aware they may also set the language to a certain default. Even the babel core defined `\textlatin`, but it was somewhat buggy because in some cases it messed up encodings and fonts (for example, if the main Latin encoding was LY1), and therefore it has been deprecated.¹⁹

`\ensureascii` $\{ \langle text \rangle \}$

New 3.9i This macro makes sure $\langle text \rangle$ is typeset with a LICR-savvy encoding in the ASCII range. It is used to redefine `\TeX` and `\LaTeX` so that they are correctly typeset even with LGR or X2 (the complete list is stored in `\BabelNonASCII`, which by default is LGR, X2, OT2, OT3, OT6, LHE, LWN, LMA, LMC, LMS, LMU, but you can modify it). So, in some sense it fixes the bug described in the previous paragraph.

If non-ASCII encodings are not loaded (or no encoding at all), it is no-op (also `\TeX` and `\LaTeX` are not redefined); otherwise, `\ensureascii` switches to the encoding at the beginning of the document if ASCII-savvy, or else the last ASCII-savvy encoding loaded. For example, if you load LY1, LGR, then it is set to LY1, but if you load LY1, T2A it is set to T2A. The symbol encodings TS1, T3, and TS3 are not taken into account, since they are not used for “ordinary” text (they are stored in `\BabelNonText`, used in some special cases when no Latin encoding is explicitly set).

The foregoing rules (which are applied “at begin document”) cover most of the cases. No assumption is made on characters above 127, which may not follow the LICR conventions – the goal is just to ensure most of the ASCII letters and symbols are the right ones.

1.21 Selecting directions

No macros to select the writing direction are provided, either – writing direction is intrinsic to each script and therefore it is best set by the language (which could be a dummy one). Furthermore, there are in fact two right-to-left modes, depending on the language, which differ in the way ‘weak’ numeric characters are ordered (eg, Arabic %123 vs Hebrew 123%).

WARNING The current code for **text** in `luatex` should be considered essentially stable, but, of course, it is not bug-free and there could be improvements in the future, because setting bidi text has many subtleties (see for example <https://www.w3.org/TR/html-bidi/>). A basic stable version for other engines must wait. This applies to text; there is a basic support for **graphical** elements, including the picture environment (with `pict2e`) and `pfg/tikz`. Also, indexes and the like are under study, as well as math (there is progress in the latter, too, but for example cases may fail).

An effort is being made to avoid incompatibilities in the future (this one of the reason currently bidi must be explicitly requested as a package option, with a certain bidi model, and also the layout options described below).

There are some package options controlling bidi writing.

`bidi=` default | basic | basic-r | bidi-l | bidi-r

¹⁸The so-called Unicode fonts do not improve the situation either. So, a font suited for Vietnamese is not necessarily suited for, say, the romanization of Indic languages, and the fact it contains glyphs for Modern Greek does not mean it includes them for Classic Greek.

¹⁹But still defined for backwards compatibility.

New 3.14 Selects the bidi algorithm to be used. With default the bidi mechanism is just activated (by default it is not), but every change must be marked up. In xetex and pdftex this is the only option.

In luatex, `basic-r` provides a simple and fast method for R text, which handles numbers and unmarked L text within an R context many in typical cases. **New 3.19** Finally, `basic` supports both L and R text, and it is the preferred method (support for `basic-r` is currently limited). (They are named `basic` mainly because they only consider the intrinsic direction of scripts and weak directionality.)

New 3.29 In xetex, `bidi-r` and `bidi-l` resort to the package `bidi` (by Vafa Khalighi). Integration is still somewhat tentative, but it mostly works. For RL documents use the former, and for LR ones use the latter.

New 3.32 There is some experimental support for harftex. Since it is based on luatex, the option `basic` mostly works. You may need to deactivate the `rtlm` or the `rtla` font features (besides loading `harfload` before `babel` and activating `mode=harf`; there is a sample in the GitHub repository).

There are samples on GitHub, under `/required/babel/samples`. See particularly `lua-bidibasic.tex` and `lua-secenum.tex`.

EXAMPLE The following text comes from the Arabic Wikipedia (article about Arabia).

Copy-pasting some text from the Wikipedia is a good way to test this feature.

Remember `basic-r` is available in luatex only.

```
\documentclass{article}

\usepackage[bidi=basic-r]{babel}

\babelprovide[import, main]{arabic}

\babelfont{rm}{FreeSerif}

\begin{document}

    وقد عرفت شبه جزيرة العرب طيلة العصر الهيليني (الاجريقي) بـ
    Arabia أو Aravia (بالاغريقية Αραβία)، استخدم الرومان ثلاث
    بادئات بـ "Arabia" على ثلاث مناطق من شبه الجزيرة العربية، إلا أنها
    حقيقةً كانت أكبر مما تعرف عليه اليوم.

\end{document}
```

EXAMPLE With `bidi=basic` *both* L and R text can be mixed without explicit markup (the latter will be only necessary in some special cases where the Unicode algorithm fails). It is used much like `bidi=basic-r`, but with R text inside L text you may want to map the font so that the correct features are in force. This is accomplished with an option in `\babelprovide`, as illustrated:

```
\documentclass{book}

\usepackage[english, bidi=basic]{babel}

\babelprovide[mapfont=direction]{arabic}

\babelfont{rm}{Crimson}
\babelfont[*arabic]{rm}{FreeSerif}
```

```
\begin{document}
```

Most Arabic speakers consider the two varieties to be two registers of one language, although the two registers can be referred to in Arabic as `\textit{fuṣḥā l-‘aṣr}` (MSA) and `\textit{fuṣḥā t-turāth}` (CA).

```
\end{document}
```

In this example, and thanks to `mapfont=direction`, any Arabic letter (because the language is arabic) changes its font to that set for this language (here defined via `*arabic`, because `Crimson` does not provide Arabic letters).

NOTE Boxes are “black boxes”. Numbers inside an `\hbox` (for example in a `\ref`) do not know anything about the surrounding chars. So, `\ref{A}-\ref{B}` are not rendered in the visual order A-B, but in the wrong one B-A (because the hyphen does not “see” the digits inside the `\hbox`’es). If you need `\ref` ranges, the best option is to define a dedicated macro like this (to avoid explicit direction changes in the body; here `\texthe` must be defined to select the main language):

```
\newcommand\refrange[2]{\babelsublr{\texthe{\ref{#1}}-\texthe{\ref{#2}}}}
```

In the future a more complete method, reading recursively boxed text, may be added.

layout= sectioning | counters | lists | contents | footnotes | captions | columns | graphics | extras

New 3.16 *To be expanded.* Selects which layout elements are adapted in bidi documents, including some text elements (except with options loading the `bidi` package, which provides its own mechanism to control these elements). You may use several options with a dot-separated list (eg, `layout=counters.contents.sectioning`). This list will be expanded in future releases. Note not all options are required by all engines.

sectioning makes sure the sectioning macros are typeset in the main language, but with the title text in the current language (see below `\BabelPatchSection` for further details).

counters required in all engines (except `luatex` with `bidi=basic`) to reorder section numbers and the like (eg, `\subsection{.section}`); required in `xetex` and `pdftex` for counters in general, as well as in `luatex` with `bidi=default`; required in `luatex` for numeric footnote marks `>9` with `bidi=basic-r` (but *not* with `bidi=basic`); note, however, it could depend on the counter format.

With counters, `\arabic` is not only considered L text always (with `\babelsublr`, see below), but also an “isolated” block which does not interact with the surrounding chars. So, while `1.2` in R text is rendered in that order with `bidi=basic` (as a decimal number), in `\arabic{c1}.\arabic{c2}` the visual order is `c2.c1`. Of course, you may always adjust the order by changing the language, if necessary.²⁰

lists required in `xetex` and `pdftex`, but only in bidirectional (with both R and L paragraphs) documents in `luatex`.

WARNING As of April 2019 there is a bug with `\parshape` in `luatex` (a `TEX` primitive) which makes lists to be horizontally misplaced if they are inside a `\vbox` (like `minipage`) and the current direction is different from the main one. A workaround is to restore the main language before the box and then set the local one inside.

²⁰Next on the roadmap are counters and numeral systems in general. Expect some minor readjustments.

contents required in xetex and pdfTeX; in luatex toc entries are R by default if the main language is R.

columns required in xetex and pdfTeX to reverse the column order (currently only the standard two-column mode); in luatex they are R by default if the main language is R (including multicol).

footnotes not required in monolingual documents, but it may be useful in bidirectional documents (with both R and L paragraphs) in all engines; you may use alternatively `\BabelFootnote` described below (what this option does exactly is also explained there).

captions is similar to sectioning, but for `\caption`; not required in monolingual documents with luatex, but may be required in xetex and pdfTeX in some styles (support for the latter two engines is still experimental) **New 3.18** .

tabular required in luatex for R tabular (it has been tested only with simple tables, so expect some readjustments in the future); ignored in pdfTeX or xetex (which will not support a similar option in the short term). It patches an internal command, so it might be ignored by some packages and classes (or even raise an error). **New 3.18** .

graphics modifies the picture environment so that the whole figure is L but the text is R. It *does not* work with the standard picture, and *pict2e* is required if you want sloped lines. It attempts to do the same for pgf/tikz. Somewhat experimental. **New 3.32** .

extras is used for miscellaneous readjustments which do not fit into the previous groups. Currently redefines in luatex `\underline` and `\LaTeX2e` **New 3.19** .

EXAMPLE Typically, in an Arabic document you would need:

```
\usepackage[bidi=basic,
             layout=counters.tabular]{babel}
```

\babelsublr `{\lr-text}`

Digits in pdfTeX must be marked up explicitly (unlike luatex with `bidi=basic` or `bidi=basic-r` and, usually, xetex). This command is provided to set `{\lr-text}` in L mode if necessary. It's intended for what Unicode calls weak characters, because words are best set with the corresponding language. For this reason, there is no `r l` counterpart. Any `\babelsublr` in *explicit* L mode is ignored. However, with `bidi=basic` and *implicit* L, it first returns to R and then switches to explicit L. To clarify this point, consider, in an R context:

```
RTL A ltr text \thechapter{} and still ltr RTL B
```

There are *three* R blocks and *two* L blocks, and the order is *RTL B and still ltr 1 ltr text RTL A*. This is by design to provide the proper behavior in the most usual cases — but if you need to use `\ref` in an L text inside R, the L text must be marked up explicitly; for example:

```
RTL A \foreignlanguage{english}{ltr text \thechapter{} and still ltr} RTL B
```

\BabelPatchSection `{\section-name}`

Mainly for bidi text, but it could be useful in other cases. `\BabelPatchSection` and the corresponding option `layout=sectioning` takes a more logical approach (at least in many cases) because it applies the global language to the section format (including the `\chaptername` in `\chapter`), while the section text is still the current language. The latter

is passed to tocs and marks, too, and with sectioning in layout they both reset the “global” language to the main one, while the text uses the “local” language. With layout=sectioning all the standard sectioning commands are redefined (it also “isolates” the page number in heads, for a proper bidi behavior), but with this command you can set them individually if necessary (but note then tocs and marks are not touched).

\BabelFootnote $\{\langle cmd \rangle\}\{\langle local-language \rangle\}\{\langle before \rangle\}\{\langle after \rangle\}$

New 3.17 Something like:

```
\BabelFootnote{\parsfootnote}{\language}\{()\}
```

defines \parsfootnote so that \parsfootnote{note} is equivalent to:

```
\footnote{(\foreignlanguage{\language}\note)}
```

but the footnote itself is typeset in the main language (to unify its direction). In addition, \parsfootnotetext is defined. The option footnotes just does the following:

```
\BabelFootnote{\footnote}{\language}\{()\}%
\BabelFootnote{\localfootnote}{\language}\{()\}%
\BabelFootnote{\mainfootnote}{\language}\{()\}%
```

(which also redefine \footnotetext and define \localfootnotetext and \mainfootnotetext). If the language argument is empty, then no language is selected inside the argument of the footnote. Note this command is available always in bidi documents, even without layout=footnotes.

EXAMPLE If you want to preserve directionality in footnotes and there are many footnotes entirely in English, you can define:

```
\BabelFootnote{\enfootnote}{english}\{.\}
```

It adds a period outside the English part, so that it is placed at the left in the last line. This means the dot the end of the footnote text should be omitted.

1.22 Language attributes

\languageattribute This is a user-level command, to be used in the preamble of a document (after \usepackage[...]{babel}), that declares which attributes are to be used for a given language. It takes two arguments: the first is the name of the language; the second, a (list of) attribute(s) to be used. Attributes must be set in the preamble and only once – they cannot be turned on and off. The command checks whether the language is known in this document and whether the attribute(s) are known for this language. Very often, using a *modifier* in a package option is better. Several language definition files use their own methods to set options. For example, french uses \frenchsetup, magyar (1.5) uses \magyarOptions; modifiers provided by spanish have no attribute counterparts. Macros setting options are also used (eg, \ProsodicMarksOn in latin).

1.23 Hooks

New 3.9a A hook is a piece of code to be executed at certain events. Some hooks are predefined when luatex and xetex are used.

\AddBabelHook [*<lang>*]{*<name>*}{*<event>*}{*<code>*}

The same name can be applied to several events. Hooks may be enabled and disabled for all defined events with `\EnableBabelHook{<name>}`, `\DisableBabelHook{<name>}`.

Names containing the string `babel` are reserved (they are used, for example, by `\usesshortands*` to add a hook for the event `afterextras`). **New 3.33** They may be also applied to a specific language with the optional argument; language-specific settings are executed after global ones.

Current events are the following; in some of them you can use one to three \TeX parameters (`#1`, `#2`, `#3`), with the meaning given:

addialect (language name, dialect name) Used by `luababel.def` to load the patterns if not preloaded.

patterns (language name, language with encoding) Executed just after the `\language` has been set. The second argument has the patterns name actually selected (in the form of either `lang:ENC` or `lang`).

hyphenation (language name, language with encoding) Executed locally just before exceptions given in `\babelhyphenation` are actually set.

defaultcommands Used (locally) in `\StartBabelCommands`.

encodedcommands (input, font encodings) Used (locally) in `\StartBabelCommands`. Both `xetex` and `luatex` make sure the encoded text is read correctly.

stopcommands Used to reset the above, if necessary.

write This event comes just after the switching commands are written to the aux file.

beforeextras Just before executing `\extras<language>`. This event and the next one should not contain language-dependent code (for that, add it to `\extras<language>`).

afterextras Just after executing `\extras<language>`. For example, the following deactivates shorthands in all languages:

```
\AddBabelHook{noshort}{afterextras}{\languageshorthands{none}}
```

stringprocess Instead of a parameter, you can manipulate the macro `\BabelString` containing the string to be defined with `\SetString`. For example, to use an expanded version of the string in the definition, write:

```
\AddBabelHook{myhook}{stringprocess}{%  
  \protected@edef\BabelString{\BabelString}}
```

initiateactive (char as active, char as other, original char) **New 3.9i** Executed just after a shorthand has been ‘initiated’. The three parameters are the same character with different catcodes: active, other (`\string’ed`) and the original one.

afterreset **New 3.9i** Executed when selecting a language just after `\originalTeX` is run and reset to its base value, before executing `\captions<language>` and `\date<language>`.

Four events are used in `hyphen.cfg`, which are handled in a quite different way for efficiency reasons – unlike the precedent ones, they only have a single hook and replace a default definition.

everylanguage (language) Executed before every language patterns are loaded.

loadkernel (file) By default loads `switch.def`. It can be used to load a different version of this file or to load nothing.

loadpatterns (patterns file) Loads the patterns file. Used by `luababel.def`.

loadexceptions (exceptions file) Loads the exceptions file. Used by `luababel.def`.

\BabelContentsFiles **New 3.9a** This macro contains a list of “toc” types requiring a command to switch the language. Its default value is `toc`, `lof`, `lot`, but you may redefine it with `\renewcommand` (it’s up to you to make sure no toc type is duplicated).

1.24 Languages supported by babel with ldf files

In the following table most of the languages supported by babel with and .ldf file are listed, together with the names of the option which you can load babel with for each language. Note this list is open and the current options may be different. It does not include ini files.

Afrikaans afrikaans
Azerbaijani azerbaijani
Basque basque
Breton breton
Bulgarian bulgarian
Catalan catalan
Croatian croatian
Czech czech
Danish danish
Dutch dutch
English english, USenglish, american, UKenglish, british, canadian, australian, newzealand
Esperanto esperanto
Estonian estonian
Finnish finnish
French french, francais, canadien, acadian
Galician galician
German austrian, german, germanb, ngerman, naustrian
Greek greek, polutonikogreek
Hebrew hebrew
Icelandic icelandic
Indonesian bahasa, indonesian, indon, bahasai
Interlingua interlingua
Irish Gaelic irish
Italian italian
Latin latin
Lower Sorbian lowersorbian
Malay bahasam, malay, melayu
North Sami samin
Norwegian norsk, nynorsk
Polish polish
Portuguese portuges, portuguese, brazilian, brazil
Romanian romanian
Russian russian
Scottish Gaelic scottish
Spanish spanish
Slovakian slovak
Slovenian slovene
Swedish swedish
Serbian serbian
Turkish turkish
Ukrainian ukrainian
Upper Sorbian uppersorbian
Welsh welsh

There are more languages not listed above, including hindi, thai, thaicjk, latvian, turkmen, magyar, mongolian, romansh, lithuanian, spanglish, vietnamese, japanese, pinyin, arabic, farsi, ibygreek, bgreek, serbianc, frenchle, ethiop and friulan. Most of them work out of the box, but some may require extra fonts, encoding files, a preprocessor or even a complete framework (like CJK or luatexja). For example, if you have got the velthuis/devnag package, you can create a file with extension .dn:

```
\documentclass{article}
\usepackage[hindi]{babel}
\begin{document}
{\dn devaanaa.m priya.h}
\end{document}
```

Then you preprocess it with devnag $\langle file \rangle$, which creates $\langle file \rangle.tex$; you can then typeset the latter with \LaTeX .

1.25 Unicode character properties in luatex

New 3.32 Part of the babel job is to apply Unicode rules to some script-specific features based on some properties. Currently, they are 3, namely, direction (ie, bidi class), mirroring glyphs, and line breaking for CJK scripts. These properties are stored in lua tables, which you can modify with the following macro (for example, to set them for glyphs in the PUA).

$\backslash\text{babelcharproperty}$ $\{\langle char-code \rangle\}[\langle to-char-code \rangle]\{\langle property \rangle\}\{\langle value \rangle\}$

New 3.32 Here, $\{\langle char-code \rangle\}$ is a number (with \TeX syntax). With the optional argument, you can set a range of values. There are three properties (with a short name, taken from Unicode): direction (bc), mirror (bmg), linebreak (lb). The settings are global. For example:

```
\babelcharproperty{\_}{mirror}{?}
\babelcharproperty{\_}{direction}{l} % or al, r, en, an, on, et, cs
\babelcharproperty{\_}{linebreak}{cl} % or id, op, cl, ns, ex, in, hy
```

This command is allowed only in vertical mode (the preamble or between paragraphs).

1.26 Tips, workarounds, known issues and notes

- If you use the document class book *and* you use $\backslash\text{ref}$ inside the argument of $\backslash\text{chapter}$ (or just use $\backslash\text{ref}$ inside $\backslash\text{MakeUppercase}$), \LaTeX will keep complaining about an undefined label. To prevent such problems, you could revert to using uppercase labels, you can use $\backslash\text{lowercase}\{\backslash\text{ref}\{\text{foo}\}\}$ inside the argument of $\backslash\text{chapter}$, or, if you will not use shorthands in labels, set the safe option to none or bib.
- Both ltxdoc and babel use $\backslash\text{AtBeginDocument}$ to change some catcodes, and babel reloads hline to make sure : has the right one, so if you want to change the catcode of | it has to be done using the same method at the proper place, with

```
\AtBeginDocument{\DeleteShortVerb{\|}}
```

before loading babel. This way, when the document begins the sequence is (1) make | active (ltxdoc); (2) make it unactive (your settings); (3) make babel shorthands active (babel); (4) reload hline (babel, now with the correct catcodes for | and :).

- Documents with several input encodings are not frequent, but sometimes are useful. You can set different encodings for different languages as the following example shows:

```
\addto\extrasfrench{\inputencoding{latin1}}
\addto\extrasrussian{\inputencoding{koi8-r}}
```

(A recent version of inputenc is required.)

- For the hyphenation to work correctly, lccodes cannot change, because T_EX only takes into account the values when the paragraph is hyphenated, i.e., when it has been finished.²¹ So, if you write a chunk of French text with `\foreignlanguage`, the apostrophes might not be taken into account. This is a limitation of T_EX, not of babel. Alternatively, you may use `\useshortands` to activate ' and `\defineshortand`, or redefine `\textquoteright` (the latter is called by the non-ASCII right quote).
- `\bibitem` is out of sync with `\selectlanguage` in the .aux file. The reason is `\bibitem` uses `\immediate` (and others, in fact), while `\selectlanguage` doesn't. There is no known workaround.
- Babel does not take into account `\normalsfcodes` and (non-)French spacing is not always properly (un)set by languages. However, problems are unlikely to happen and therefore this part remains untouched in version 3.9 (but it is in the 'to do' list).
- Using a character mathematically active (ie, with math code "8000) as a shorthand can make T_EX enter in an infinite loop in some rare cases. (Another issue in the 'to do' list, although there is a partial solution.)

The following packages can be useful, too (the list is still far from complete):

csquotes Logical markup for quotes.

iflang Tests correctly the current language.

hyphsubst Selects a different set of patterns for a language.

translator An open platform for packages that need to be localized.

siunitx Typesetting of numbers and physical quantities.

biblatex Programmable bibliographies and citations.

bicaption Bilingual captions.

babelbib Multilingual bibliographies.

microtype Adjusts the typesetting according to some languages (kerning and spacing).

Ligatures can be disabled.

substitutefont Combines fonts in several encodings.

mkpattern Generates hyphenation patterns.

tracklang Tracks which languages have been requested.

ucharclasses (xetex) Switches fonts when you switch from one Unicode block to another.

zhspacing Spacing for CJK documents in xetex.

1.27 Current and future work

The current work is focused on the so-called complex scripts in luatex. In 8-bit engines, babel provided a basic support for bidi text as part of the style for Hebrew, but it is somewhat unsatisfactory and internally replaces some hardwired commands by other hardwired commands (generic changes would be much better).

²¹This explains why L^AT_EX assumes the lowercase mapping of T1 and does not provide a tool for multiple mappings. Unfortunately, `\savingsphcodes` is not a solution either, because lccodes for hyphenation are frozen in the format and cannot be changed.

Useful additions would be, for example, time, currency, addresses and personal names.²². But that is the easy part, because they don't require modifying the \LaTeX internals. Calendars (Arabic, Persian, Indic, etc.) are under study.

Also interesting are differences in the sentence structure or related to it. For example, in Basque the number precedes the name (including chapters), in Hungarian “from (1)” is “(1)-ből”, but “from (3)” is “(3)-ből”, in Spanish an item labelled “3.” may be referred to as either “ítem 3.” or “3.^{er} ítem”, and so on.

An option to manage bidirectional document layout in luatex (lists, footnotes, etc.) is almost finished, but xetex required more work. Unfortunately, proper support for xetex requires patching somehow lots of macros and packages (and some issues related to $\backslash\text{specials}$ remain, like color and hyperlinks), so babel resorts to the bidi package (by Vafa Khalighi). See the babel repository for a small example (xebidi).

1.28 Tentative and experimental code

See the code section for $\backslash\text{foreignlanguage}^*$ (a new starred version of $\backslash\text{foreignlanguage}$).

Old stuff

A couple of tentative macros were provided by babel ($\geq 3.9\text{g}$) with a partial solution for “Unicode” fonts. These macros are now deprecated — use $\backslash\text{babelfont}$. A short description follows, for reference:

- $\backslash\text{babelFSstore}\{\langle\text{babel-language}\rangle\}$ sets the current three basic families (rm, sf, tt) as the default for the language given.
- $\backslash\text{babelFSdefault}\{\langle\text{babel-language}\rangle\}\{\langle\text{fontspec-features}\rangle\}$ patches $\backslash\text{fontspec}$ so that the given features are always passed as the optional argument or added to it (not an ideal solution).

So, for example:

```
\setmainfont[Language=Turkish]{Minion Pro}
\babelFSstore{turkish}
\setmainfont{Minion Pro}
\babelFSfeatures{turkish}{Language=Turkish}
```

2 Loading languages with `language.dat`

$\text{T}_{\text{E}}\text{X}$ and most engines based on it ($\text{pdfT}_{\text{E}}\text{X}$, xetex , $\epsilon\text{-T}_{\text{E}}\text{X}$, the main exception being luatex) require hyphenation patterns to be preloaded when a format is created (eg, $\text{L}_{\text{A}}\text{T}_{\text{E}}\text{X}$, $\text{XeL}_{\text{A}}\text{T}_{\text{E}}\text{X}$, $\text{pdfL}_{\text{A}}\text{T}_{\text{E}}\text{X}$). babel provides a tool which has become standard in many distributions and based on a “configuration file” named `language.dat`. The exact way this file is used depends on the distribution, so please, read the documentation for the latter (note also some distributions generate the file with some tool).

New 3.9q With luatex , however, patterns are loaded on the fly when requested by the language (except the “0th” language, typically english, which is preloaded always).²³ Until 3.9n, this task was delegated to the package luatex-hyphen , by Khaled Hosny, Élie Roux, and Manuel Pégourié-Gonnard, and required an extra file named `language.dat.lua`, but now a new mechanism has been devised based solely on `language.dat`. **You must rebuild**

²²See for example POSIX, ISO 14652 and the Unicode Common Locale Data Repository (CLDR). Those systems, however, have limited application to $\text{T}_{\text{E}}\text{X}$ because their aim is just to display information and not fine typesetting.

²³This feature was added to 3.9o, but it was buggy. Both 3.9o and 3.9p are deprecated.

the formats if upgrading from a previous version. You may want to have a local `language.dat` for a particular project (for example, a book on Chemistry).²⁴

2.1 Format

In that file the person who maintains a \TeX environment has to record for which languages he has hyphenation patterns *and* in which files these are stored²⁵. When hyphenation exceptions are stored in a separate file this can be indicated by naming that file *after* the file with the hyphenation patterns.

The file can contain empty lines and comments, as well as lines which start with an equals (=) sign. Such a line will instruct \LaTeX that the hyphenation patterns just processed have to be known under an alternative name. Here is an example:

```
% File      : language.dat
% Purpose   : tell iniTeX what files with patterns to load.
english    english.hyphenations
=british

dutch      hyphen.dutch exceptions.dutch % Nederlands
german     hyphen.ger
```

You may also set the font encoding the patterns are intended for by following the language name by a colon and the encoding code.²⁶ For example:

```
german:T1 hyphenT1.ger
german hyphen.ger
```

With the previous settings, if the encoding when the language is selected is T1 then the patterns in `hyphenT1.ger` are used, but otherwise use those in `hyphen.ger` (note the encoding could be set in `\extras{lang}`).

A typical error when using `babel` is the following:

```
No hyphenation patterns were preloaded for
the language '<lang>' into the format.
Please, configure your TeX system to add them and
rebuild the format. Now I will use the patterns
preloaded for english instead}}
```

It simply means you must reconfigure `language.dat`, either by hand or with the tools provided by your distribution.

3 The interface between the core of babel and the language definition files

The *language definition files* (`ldf`) must conform to a number of conventions, because these files have to fill in the gaps left by the common code in `babel.def`, i. e., the definitions of the macros that produce texts. Also the language-switching possibility which has been built into the `babel` system has its implications.

The following assumptions are made:

²⁴The loader for `lua(e)tex` is slightly different as it's not based on `babel` but on `etex.src`. Until 3.9p it just didn't work, but thanks to the new code it works by reloading the data in the `babel` way, i. e., with `language.dat`.

²⁵This is because different operating systems sometimes use very different file-naming conventions.

²⁶This is not a new feature, but in former versions it didn't work correctly.

- Some of the language-specific definitions might be used by plain \TeX users, so the files have to be coded so that they can be read by both \LaTeX and plain \TeX . The current format can be checked by looking at the value of the macro `\fmtname`.
- The common part of the babel system redefines a number of macros and environments (defined previously in the document style) to put in the names of macros that replace the previously hard-wired texts. These macros have to be defined in the language definition files.
- The language definition files must define five macros, used to activate and deactivate the language-specific definitions. These macros are `\langle lang \rangle hyphenmins`, `\captions\langle lang \rangle`, `\date\langle lang \rangle`, `\extras\langle lang \rangle` and `\noextras\langle lang \rangle` (the last two may be left empty); where `\langle lang \rangle` is either the name of the language definition file or the name of the \LaTeX option that is to be used. These macros and their functions are discussed below. You must define all or none for a language (or a dialect); defining, say, `\date\langle lang \rangle` but not `\captions\langle lang \rangle` does not raise an error but can lead to unexpected results.
- When a language definition file is loaded, it can define `\l@\langle lang \rangle` to be a dialect of `\language0` when `\l@\langle lang \rangle` is undefined.
- Language names must be all lowercase. If an unknown language is selected, babel will attempt setting it after lowercasing its name.
- The semantics of modifiers is not defined (on purpose). In most cases, they will just be simple separated options (eg, spanish), but a language might require, say, a set of options organized as a tree with suboptions (in such a case, the recommended separator is `/`).

Some recommendations:

- The preferred shorthand is `"`, which is not used in \LaTeX (quotes are entered as ``` and `'`). Other good choices are characters which are not used in a certain context (eg, `=` in an ancient language). Note however `=`, `<`, `>`, `:` and the like can be dangerous, because they may be used as part of the syntax of some elements (numeric expressions, key/value pairs, etc.).
- Captions should not contain shorthands or encoding-dependent commands (the latter is not always possible, but should be clearly documented). They should be defined using the LICR. You may also use the new tools for encoded strings, described below.
- Avoid adding things to `\noextras\langle lang \rangle` except for `umlauthigh` and `friends`, `\bbl@deactivate`, `\bbl@(non)frenchspacing`, and language-specific macros. Use always, if possible, `\bbl@save` and `\bbl@savevariable` (except if you still want to have access to the previous value). Do not reset a macro or a setting to a hardcoded value. Never. Instead save its value in `\extras\langle lang \rangle`.
- Do not switch scripts. If you want to make sure a set of glyphs is used, switch either the font encoding (low-level) or the language (high-level, which in turn may switch the font encoding). Usage of things like `\latintext` is deprecated.²⁷
- Please, for “private” internal macros do not use the `\bbl@` prefix. It is used by babel and it can lead to incompatibilities.

There are no special requirements for documenting your language files. Now they are not included in the base babel manual, so provide a standalone document suited for your needs, as well as other files you think can be useful. A PDF and a “readme” are strongly recommended.

²⁷But not removed, for backward compatibility.

3.1 Guidelines for contributed languages

Now language files are “outsourced” and are located in a separate directory (/macros/latex/contrib/babel-contrib), so that they are contributed directly to CTAN (please, do not send to me language styles just to upload them to CTAN).

Of course, placing your style files in this directory is not mandatory, but if you want to do it, here are a few guidelines.

- Do not hesitate stating on the file heads you are the author and the maintainer, if you actually are. There is no need to state the babel maintainer(s) as authors if they have not contributed significantly to your language files.
- Fonts are not strictly part of a language, so they are best placed in the corresponding TeX tree. This includes not only tfm, vf, ps1, ot f, mf files and the like, but also fd ones.
- Font and input encodings are usually best placed in the corresponding tree, too, but sometimes they belong more naturally to the babel style. Note you may also need to define a LICR.
- Babel ldf files may just interface a framework, as it happens often with Oriental languages/scripts. This framework is best placed in its own directory.

The following page provides a starting point: <http://www.texnia.com/incubator.html>. If you need further assistance and technical advice in the development of language styles, I am willing to help you. And of course, you can make any suggestion you like.

3.2 Basic macros

In the core of the babel system, several macros are defined for use in language definition files. Their purpose is to make a new language known. The first two are related to hyphenation patterns.

\addlanguage The macro \addlanguage is a non-outer version of the macro \newlanguage, defined in plain.tex version 3.x. For older versions of plain.tex and lplain.tex a substitute definition is used. Here “language” is used in the TeX sense of set of hyphenation patterns.

\adddialect The macro \adddialect can be used when two languages can (or must) use the same hyphenation patterns. This can also be useful for languages for which no patterns are preloaded in the format. In such cases the default behavior of the babel system is to define this language as a ‘dialect’ of the language for which the patterns were loaded as \language0. Here “language” is used in the TeX sense of set of hyphenation patterns.

\<lang>hyphenmins The macro \<lang>hyphenmins is used to store the values of the \lefthyphenmin and \righthyphenmin. Redefine this macro to set your own values, with two numbers corresponding to these two parameters. For example:

```
\renewcommand\spanishhyphenmins{34}
```

(Assigning \lefthyphenmin and \righthyphenmin directly in \extras<lang> has no effect.)

\providehyphenmins The macro \providehyphenmins should be used in the language definition files to set \lefthyphenmin and \righthyphenmin. This macro will check whether these parameters were provided by the hyphenation file before it takes any action. If these values have been already set, this command is ignored (currently, default pattern files do *not* set them).

\captions<lang> The macro \captions<lang> defines the macros that hold the texts to replace the original hard-wired texts.

\date<lang> The macro \date<lang> defines \today.

\extras<lang> The macro \extras<lang> contains all the extra definitions needed for a specific language.

	This macro, like the following, is a hook – you can add things to it, but it must not be used directly.
<code>\noextras<lang></code>	Because we want to let the user switch between languages, but we do not know what state \TeX might be in after the execution of <code>\extras<lang></code> , a macro that brings \TeX into a predefined state is needed. It will be no surprise that the name of this macro is <code>\noextras<lang></code> .
<code>\bbl@declare@ttribute</code>	This is a command to be used in the language definition files for declaring a language attribute. It takes three arguments: the name of the language, the attribute to be defined, and the code to be executed when the attribute is to be used.
<code>\main@language</code>	To postpone the activation of the definitions needed for a language until the beginning of a document, all language definition files should use <code>\main@language</code> instead of <code>\selectlanguage</code> . This will just store the name of the language, and the proper language will be activated at the start of the document.
<code>\ProvidesLanguage</code>	The macro <code>\ProvidesLanguage</code> should be used to identify the language definition files. Its syntax is similar to the syntax of the \LaTeX command <code>\ProvidesPackage</code> .
<code>\LdfInit</code>	The macro <code>\LdfInit</code> performs a couple of standard checks that must be made at the beginning of a language definition file, such as checking the category code of the <code>@</code> -sign, preventing the <code>.ldf</code> file from being processed twice, etc.
<code>\ldf@quit</code>	The macro <code>\ldf@quit</code> does work needed if a <code>.ldf</code> file was processed earlier. This includes resetting the category code of the <code>@</code> -sign, preparing the language to be activated at <code>\begin{document}</code> time, and ending the input stream.
<code>\ldf@finish</code>	The macro <code>\ldf@finish</code> does work needed at the end of each <code>.ldf</code> file. This includes resetting the category code of the <code>@</code> -sign, loading a local configuration file, and preparing the language to be activated at <code>\begin{document}</code> time.
<code>\loadlocalcfg</code>	After processing a language definition file, \LaTeX can be instructed to load a local configuration file. This file can, for instance, be used to add strings to <code>\captions<lang></code> to support local document classes. The user will be informed that this configuration file has been loaded. This macro is called by <code>\ldf@finish</code> .
<code>\substitutefontfamily</code>	(Deprecated.) This command takes three arguments, a font encoding and two font family names. It creates a font description file for the first font in the given encoding. This <code>.fd</code> file will instruct \LaTeX to use a font from the second family when a font from the first family in the given encoding seems to be needed.

3.3 Skeleton

Here is the basic structure of an `ldf` file, with a language, a dialect and an attribute. Strings are best defined using the method explained in sec. 3.8 (babel 3.9 and later).

```

\ProvidesLanguage{<language>}
    [2016/04/23 v0.0 <Language> support from the babel system]
\LdfInit{<language>}{captions<language>}

\ifx\undefined\l@<language>
  \@nopatterns{<Language>}
  \adddialect\l@<language>0
\fi

\adddialect\l@<dialect>\l@<language>

\bbl@declare@ttribute{<language>}{<attrib>}{%
  \expandafter\addto\expandafter\extras<language>
  \expandafter{\extras<attrib><language>}%
  \let\captions<language>\captions<attrib><language>}

```

```

\providehyphenmins{<language>}{\tw@\thr@@}

\StartBabelCommands*{<language>}{captions}
\SetString\chaptername{<chapter name>}
% More strings

\StartBabelCommands*{<language>}{date}
\SetString\monthinname{<name of first month>}
% More strings

\StartBabelCommands*{<dialect>}{captions}
\SetString\chaptername{<chapter name>}
% More strings

\StartBabelCommands*{<dialect>}{date}
\SetString\monthinname{<name of first month>}
% More strings

\EndBabelCommands

\addto\extras<language>{}
\addto\noextras<language>{}
\let\extras<dialect>\extras<language>
\let\noextras<dialect>\noextras<language>

\ldf@finish{<language>}

```

NOTE If for some reason you want to load a package in your style, you should be aware it cannot be done directly in the ldf file, but it can be delayed with `\AtEndOfPackage`. Macros from external packages can be used *inside* definitions in the ldf itself (for example, `\extras<language>`), but if executed directly, the code must be placed inside `\AtEndOfPackage`. A trivial example illustrating these points is:

```

\AtEndOfPackage{%
  \RequirePackage{dingbat}%      Delay package
  \savebox{\myeye}{\eye}%       And direct usage
  \newsavebox{\myeye}
  \newcommand\myanchor{\anchor}% But OK inside command
}

```

3.4 Support for active characters

In quite a number of language definition files, active characters are introduced. To facilitate this, some support macros are provided.

`\initiate@active@char`

The internal macro `\initiate@active@char` is used in language definition files to instruct \TeX to give a character the category code ‘active’. When a character has been made active it will remain that way until the end of the document. Its definition may vary.

`\bbl@activate`
`\bbl@deactivate`

The command `\bbl@activate` is used to change the way an active character expands. `\bbl@activate` ‘switches on’ the active behavior of the character. `\bbl@deactivate` lets the active character expand to its former (mostly) non-active self.

`\declare@shorthand`

The macro `\declare@shorthand` is used to define the various shorthands. It takes three arguments: the name for the collection of shorthands this definition belongs to; the character (sequence) that makes up the shorthand, i.e. `~` or `"a`; and the code to be executed when the shorthand is encountered. (It does *not* raise an error if the shorthand character has not been “initiated”.)

`\bbl@add@special`
`\bbl@remove@special`

The T_EXbook states: “Plain T_EX includes a macro called `\dospecials` that is essentially a set macro, representing the set of all characters that have a special category code.” [2, p. 380] It is used to set text ‘verbatim’. To make this work if more characters get a special category code, you have to add this character to the macro `\dospecials`. L^AT_EX adds another macro called `\@sanitize` representing the same character set, but without the curly braces. The macros `\bbl@add@special⟨char⟩` and `\bbl@remove@special⟨char⟩` add and remove the character `⟨char⟩` to these two sets.

3.5 Support for saving macro definitions

Language definition files may want to *redefine* macros that already exist. Therefore a mechanism for saving (and restoring) the original definition of those macros is provided. We provide two macros for this²⁸.

`\babel@save`

To save the current meaning of any control sequence, the macro `\babel@save` is provided. It takes one argument, `⟨cname⟩`, the control sequence for which the meaning has to be saved.

`\babel@savevariable`

A second macro is provided to save the current value of a variable. In this context, anything that is allowed after the `\` the primitive is considered to be a variable. The macro takes one argument, the `⟨variable⟩`.

The effect of the preceding macros is to append a piece of code to the current definition of `\originalTeX`. When `\originalTeX` is expanded, this code restores the previous definition of the control sequence or the previous value of the variable.

3.6 Support for extending macros

`\addto`

The macro `\addto{⟨control sequence⟩}{⟨TEX code⟩}` can be used to extend the definition of a macro. The macro need not be defined (ie, it can be undefined or `\relax`). This macro can, for instance, be used in adding instructions to a macro like `\extrasenglish`. Be careful when using this macro, because depending on the case the assignment could be either global (usually) or local (sometimes). That does not seem very consistent, but this behavior is preserved for backward compatibility. If you are using `etoolbox`, by Philipp Lehman, consider using the tools provided by this package instead of `\addto`.

3.7 Macros common to a number of languages

`\bbl@allowhyphens`

In several languages compound words are used. This means that when T_EX has to hyphenate such a compound word, it only does so at the ‘-’ that is used in such words. To allow hyphenation in the rest of such a compound word, the macro `\bbl@allowhyphens` can be used.

`\allowhyphens`

Same as `\bbl@allowhyphens`, but does nothing if the encoding is T1. It is intended mainly for characters provided as real glyphs by this encoding but constructed with `\accent` in OT1.

Note the previous command (`\bbl@allowhyphens`) has different applications (hyphens and discretionaries) than this one (composite chars). Note also prior to version 3.7, `\allowhyphens` had the behavior of `\bbl@allowhyphens`.

`\set@low@box`

For some languages, quotes need to be lowered to the baseline. For this purpose the macro `\set@low@box` is available. It takes one argument and puts that argument in an `\hbox`, at the baseline. The result is available in `\box0` for further processing.

`\save@sf@q`

Sometimes it is necessary to preserve the `\spacefactor`. For this purpose the macro `\save@sf@q` is available. It takes one argument, saves the current `spacefactor`, executes the argument, and restores the `spacefactor`.

`\bbl@frenchspacing`
`\bbl@nonfrenchspacing`

The commands `\bbl@frenchspacing` and `\bbl@nonfrenchspacing` can be used to properly switch French spacing on and off.

²⁸This mechanism was introduced by Bernd Raichle.

3.8 Encoding-dependent strings

New 3.9a Babel 3.9 provides a way of defining strings in several encodings, intended mainly for luatex and xetex. This is the only new feature requiring changes in language files if you want to make use of it.

Furthermore, it must be activated explicitly, with the package option `strings`. If there is no `strings`, these blocks are ignored, except `\SetCases` (and except if forced as described below). In other words, the old way of defining/switching strings still works and it's used by default.

It consists of a series of blocks started with `\StartBabelCommands`. The last block is closed with `\EndBabelCommands`. Each block is a single group (ie, local declarations apply until the next `\StartBabelCommands` or `\EndBabelCommands`). An ldf may contain several series of this kind.

Thanks to this new feature, string values and string language switching are not mixed any more. No need of `\addto`. If the language is french, just redefine `\frenchchaptername`.

`\StartBabelCommands` $\langle\textit{language-list}\rangle\{\langle\textit{category}\rangle\}[\langle\textit{selector}\rangle]$

The $\langle\textit{language-list}\rangle$ specifies which languages the block is intended for. A block is taken into account only if the `\CurrentOption` is listed here. Alternatively, you can define `\BabelLanguages` to a comma-separated list of languages to be defined (if undefined, `\StartBabelCommands` sets it to `\CurrentOption`). You may write `\CurrentOption` as the language, but this is discouraged – a explicit name (or names) is much better and clearer. A “selector” is a name to be used as value in package option `strings`, optionally followed by extra info about the encodings to be used. The name `unicode` must be used for xetex and luatex (the key `strings` has also other two special values: `generic` and `encoded`). If a string is set several times (because several blocks are read), the first one takes precedence (ie, it works much like `\providecommand`).

Encoding info is `charset=` followed by a `charset`, which if given sets how the strings should be translated to the internal representation used by the engine, typically `utf8`, which is the only value supported currently (default is no translations). Note `charset` is applied by luatex and xetex when reading the file, not when the macro or string is used in the document.

A list of font encodings which the strings are expected to work with can be given after `fontenc=` (separated with spaces, if two or more) – recommended, but not mandatory, although blocks without this key are not taken into account if you have requested `strings=encoded`.

Blocks without a selector are read always if the key `strings` has been used. They provide fallback values, and therefore must be the last blocks; they should be provided always if possible and all strings should be defined somehow inside it; they can be the only blocks (mainly LGC scripts using the LICR). Blocks without a selector can be activated explicitly with `strings=generic` (no block is taken into account except those). With `strings=encoded`, strings in those blocks are set as default (internally, `?`). With `strings=encoded` strings are protected, but they are correctly expanded in `\MakeUppercase` and the like. If there is no key `strings`, string definitions are ignored, but `\SetCases` are still honored (in an encoded way).

The $\langle\textit{category}\rangle$ is either `captions`, `date` or `extras`. You must stick to these three categories, even if no error is raised when using other name.²⁹ It may be empty, too, but in such a case using `\SetString` is an error (but not `\SetCase`).

```
\StartBabelCommands{language}{captions}
[unicode, fontenc=TU EU1 EU2, charset=utf8]
```

²⁹In future releases further categories may be added.

```

\SetString{\chaptername}{utf8-string}

\StartBabelCommands{language}{captions}
\SetString{\chaptername}{ascii-maybe-LICR-string}

\EndBabelCommands

```

A real example is:

```

\StartBabelCommands{austrian}{date}
[unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetString\monthiname{Jänner}

\StartBabelCommands{german,austrian}{date}
[unicode, fontenc=TU EU1 EU2, charset=utf8]
\SetString\monthiiname{März}

\StartBabelCommands{austrian}{date}
\SetString\monthiname{J\"a}nner}

\StartBabelCommands{german}{date}
\SetString\monthiname{Januar}

\StartBabelCommands{german,austrian}{date}
\SetString\monthiiname{Februar}
\SetString\monthiiname{M\"a}rz}
\SetString\monthivname{April}
\SetString\monthvname{Mai}
\SetString\monthviname{Juni}
\SetString\monthviiname{Juli}
\SetString\monthviiname{August}
\SetString\monthixname{September}
\SetString\monthxname{Oktober}
\SetString\monthxiname{November}
\SetString\monthxiiname{Dezenber}
\SetString\today{\number\day.~%
\csname month\romannumeral\month name\endcsname\space
\number\year}

\StartBabelCommands{german,austrian}{captions}
\SetString\prefacename{Vorwort}
[etc.]

\EndBabelCommands

```

When used in ldf files, previous values of $\langle category \rangle \langle language \rangle$ are overridden, which means the old way to define strings still works and used by default (to be precise, is first set to undefined and then strings are added). However, when used in the preamble or in a package, new settings are added to the previous ones, if the language exists (in the babel sense, ie, if $\backslash date \langle language \rangle$ exists).

$\backslash StartBabelCommands$ $\star \{ \langle language-list \rangle \} \{ \langle category \rangle \} [\langle selector \rangle]$

The starred version just forces strings to take a value – if not set as package option, then the default for the engine is used. This is not done by default to prevent backward incompatibilities, but if you are creating a new language this version is better. It's up to the

maintainers of the current languages to decide if using it is appropriate.³⁰

\EndBabelCommands Marks the end of the series of blocks.

\AfterBabelCommands $\{\langle code \rangle\}$
The code is delayed and executed at the global scope just after \EndBabelCommands.

\SetString $\{\langle macro-name \rangle\}\{\langle string \rangle\}$
Adds $\langle macro-name \rangle$ to the current category, and defines globally $\langle lang-macro-name \rangle$ to $\langle code \rangle$ (after applying the transformation corresponding to the current charset or defined with the hook stringprocess).
Use this command to define strings, without including any “logic” if possible, which should be a separated macro. See the example above for the date.

\SetStringLoop $\{\langle macro-name \rangle\}\{\langle string-list \rangle\}$
A convenient way to define several ordered names at once. For example, to define \abmoniname, \abmoniiname, etc. (and similarly with abday):

```
\SetStringLoop{abmon#1name}{en,fb,mr,ab,my,jn,jl,ag,sp,oc,nv,dc}  
\SetStringLoop{abday#1name}{lu,ma,mi,ju,vi,sa,do}
```

#1 is replaced by the roman numeral.

\SetCase $[\langle map-list \rangle]\{\langle toupper-code \rangle\}\{\langle tolower-code \rangle\}$
Sets globally code to be executed at \MakeUppercase and \MakeLowercase. The code would typically be things like \let\BB\bb and \uccode or \lccode (although for the reasons explained above, changes in lc/uc codes may not work). A $\langle map-list \rangle$ is a series of macros using the internal format of \@uclclist (eg, \bb\BB\cc\CC). The mandatory arguments take precedence over the optional one. This command, unlike \SetString, is executed always (even without strings), and it is intended for minor readjustments only. For example, as T1 is the default case mapping in L^AT_EX, we could set for Turkish:

```
\StartBabelCommands{turkish}{}[ot1enc, fontenc=OT1]  
\SetCase  
  {\uccode"10=`I\relax}  
  {\lccode`I="10\relax}  
  
\StartBabelCommands{turkish}{}[unicode, fontenc=TU EU1 EU2, charset=utf8]  
\SetCase  
  {\uccode`i=`İ\relax  
   \uccode`ı=`I\relax}  
  {\lccode`İ=`i\relax  
   \lccode`I=`ı\relax}  
  
\StartBabelCommands{turkish}{}  
\SetCase  
  {\uccode`i="9D\relax  
   \uccode"19=`I\relax}  
  {\lccode"9D=`i\relax  
   \lccode`I="19\relax}
```

³⁰This replaces in 3.9g a short-lived \UseStrings which has been removed because it did not work.

```
\EndBabelCommands
```

(Note the mapping for OT1 is not complete.)

`\SetHyphenMap` `{\to-lower-macros}`

New 3.9g Case mapping serves in T_EX for two unrelated purposes: case transforms (upper/lower) and hyphenation. `\SetCase` handles the former, while hyphenation is handled by `\SetHyphenMap` and controlled with the package option `hyphenmap`. So, even if internally they are based on the same T_EX primitive (`\lccode`), babel sets them separately. There are three helper macros to be used inside `\SetHyphenMap`:

- `\BabelLower{\uccode}{\lccode}` is similar to `\lccode` but it's ignored if the char has been set and saves the original `\lccode` to restore it when switching the language (except with `hyphenmap=first`).
- `\BabelLowerMM{\uccode-from}{\uccode-to}{\step}{\lccode-from}` loops through the given uppercase codes, using the step, and assigns them the `\lccode`, which is also increased (MM stands for *many-to-many*).
- `\BabelLowerMO{\uccode-from}{\uccode-to}{\step}{\lccode}` loops through the given uppercase codes, using the step, and assigns them the `\lccode`, which is fixed (MO stands for *many-to-one*).

An example is (which is redundant, because these assignments are done by both `luatex` and `xetex`):

```
\SetHyphenMap{\BabelLowerMM{"100}{\lccode}{\lccode}{\lccode}}
```

This macro is not intended to fix wrong mappings done by Unicode (which are the default in both `xetex` and `luatex`) – if an assignment is wrong, fix it directly.

4 Changes

4.1 Changes in babel version 3.9

Most of the changes in version 3.9 were related to bugs, either to fix them (there were lots), or to provide some alternatives. Even new features like `\babelhyphen` are intended to solve a certain problem (in this case, the lacking of a uniform syntax and behavior for shorthands across languages). These changes are described in this manual in the corresponding place. A selective list follows:

- `\select@language` did not set `\language`. This meant the language in force when auxiliary files were loaded was the one used in, for example, shorthands – if the language was `german`, a `\select@language{spanish}` had no effect.
- `\foreignlanguage` and `otherlanguage*` messed up `\extras<language>`. Scripts, encodings and many other things were not switched correctly.
- The `:ENC` mechanism for hyphenation patterns used the encoding of the *previous* language, not that of the language being selected.
- `'` (with `activeacute`) had the original value when writing to an auxiliary file, and things like an infinite loop could happen. It worked incorrectly with `^` (if activated) and also if deactivated.

- Active chars were not reset at the end of language options, and that lead to incompatibilities between languages.
- `\textormath` raised an error with a conditional.
- `\aliasshorthand` didn't work (or only in a few and very specific cases).
- `\l@english` was defined incorrectly (using `\let` instead of `\chardef`).
- `ldf` files not bundled with babel were not recognized when called as global options.

Part II

Source code

babel is being developed incrementally, which means parts of the code are under development and therefore incomplete. Only documented features are considered complete. In other words, use babel only as documented (except, of course, if you want to explore and test them – you can post suggestions about multilingual issues to kadingira@tug.org on <http://tug.org/mailman/listinfo/kadingira>).

5 Identification and loading of required files

Code documentation is still under revision.

The babel package after unpacking consists of the following files:

switch.def defines macros to set and switch languages.

babel.def defines the rest of macros. It has two parts: a generic one and a second one only for LaTeX.

babel.sty is the \TeX package, which sets options and loads language styles.

plain.def defines some \TeX macros required by `babel.def` and provides a few tools for Plain.

hyphen.cfg is the file to be used when generating the formats to load hyphenation patterns. By default it also loads `switch.def`.

The babel installer extends docstrip with a few “pseudo-guards” to set “variables” used at installation time. They are used with `<@name@>` at the appropriated places in the source code and shown below with `<<name>>`. That brings a little bit of literate programming.

6 locale directory

A required component of babel is a set of `ini` files with basic definitions for about 200 languages. They are distributed as a separate zip file, not packed as `dtx`. With them, babel will fully support Unicode engines.

Most of them are essentially finished (except bugs and mistakes, of course). Some of them are still incomplete (but they will be usable), and there are some omissions (eg, Latin and polytonic Greek, and there are no geographic areas in Spanish). Hindi, French, Occitan and Breton will show a warning related to dates. Not all include LICR variants.

This is a preliminary documentation.

`ini` files contain the actual data; `tex` files are currently just proxies to the corresponding `ini` files.

Most keys are self-explanatory.

charset the encoding used in the `ini` file.

version of the ini file

level “version” of the ini specification . which keys are available (they may grow in a compatible way) and how they should be read.

encodings a descriptive list of font encodings.

[captions] section of captions in the file charset

[captions.licr] same, but in pure ASCII using the LICR

date.long fields are as in the CLDR, but the syntax is different. Anything inside brackets is a date field (eg, MMMM for the month name) and anything outside is text. In addition, [] is a non breakable space and [.] is an abbreviation dot.

Keys may be further qualified in a particular language with a suffix starting with a uppercase letter. It can be just a letter (eg, babel.name.A, babel.name.B) or a name (eg, date.long.Nominative, date.long.Formal, but no language is currently using the latter). Multi-letter qualifiers are forward compatible in the sense they won’t conflict with new “global” keys (all lowercase).

7 Tools

```
1 <<version=3.34>>
2 <<date=2019/09/27>>
```

Do not use the following macros in ldf files. They may change in the future. This applies mainly to those recently added for replacing, trimming and looping. The older ones, like `\bbl@afterfi`, will not change.

We define some basic macros which just make the code cleaner. `\bbl@add` is now used internally instead of `\addto` because of the unpredictable behavior of the latter. Used in `babel.def` and in `babel.sty`, which means in \LaTeX is executed twice, but we need them when defining options and `babel.def` cannot be load until options have been defined. This does not hurt, but should be fixed somehow.

```
3 <<(*Basic macros)>> ≡
4 \bbl@trace{Basic macros}
5 \def\bbl@stripslash{\expandafter\@gobble\string}
6 \def\bbl@add#1#2{%
7   \bbl@ifunset{\bbl@stripslash#1}%
8   {\def#1{#2}}%
9   {\expandafter\def\expandafter#1\expandafter{#1#2}}}
10 \def\bbl@xin@{\@expandtwoargs\in@}
11 \def\bbl@csarg#1#2{\expandafter#1\csname bbl@#2\endcsname}%
12 \def\bbl@cs#1{\csname bbl@#1\endcsname}
13 \def\bbl@loop#1#2#3{\bbl@loop#1{#3}#2,\@nnil,}
14 \def\bbl@loopx#1#2{\expandafter\bbl@loop\expandafter#1\expandafter{#2}}
15 \def\bbl@loop#1#2#3,{%
16   \ifx\@nnil#3\relax\else
17     \def#1{#3}#2\bbl@afterfi\bbl@loop#1{#2}%
18   \fi}
19 \def\bbl@for#1#2#3{\bbl@loopx#1{#2}{\ifx#1\@empty\else#3\fi}}
```

`\bbl@add@list` This internal macro adds its second argument to a comma separated list in its first argument. When the list is not defined yet (or empty), it will be initiated. It presumes expandable character strings.

```
20 \def\bbl@add@list#1#2{%
21   \edef#1{%
22     \bbl@ifunset{\bbl@stripslash#1}%
23     {}%
24     {\ifx#1\@empty\else#1,\fi}%
25   #2}}
```

`\bbl@afterelse` Because the code that is used in the handling of active characters may need to look ahead, we take extra care to ‘throw’ it over the `\else` and `\fi` parts of an `\if`-statement³¹. These macros will break if another `\if... \fi` statement appears in one of the arguments and it is not enclosed in braces.

```
26 \long\def\bbl@afterelse#1\else#2\fi{\fi#1}
27 \long\def\bbl@afterfi#1\fi{\fi#1}
```

`\bbl@exp` Now, just syntactical sugar, but it makes partial expansion of some code a lot more simple and readable. Here `\` stands for `\noexpand` and `\<. .>` for `\noexpand` applied to a built macro name (the latter does not define the macro if undefined to `\relax`, because it is created locally). The result may be followed by extra arguments, if necessary.

```
28 \def\bbl@exp#1{%
29   \begingroup
30   \let\ \noexpand
31   \def\<##1>{\expandafter\noexpand\csname##1\endcsname}%
32   \edef\bbl@exp@aux{\endgroup#1}%
33   \bbl@exp@aux}
```

`\bbl@trim` The following piece of code is stolen (with some changes) from `keyval`, by David Carlisle. It defines two macros: `\bbl@trim` and `\bbl@trim@def`. The first one strips the leading and trailing spaces from the second argument and then applies the first argument (a macro, `\toks@` and the like). The second one, as its name suggests, defines the first argument as the stripped second argument.

```
34 \def\bbl@tempa#1{%
35   \long\def\bbl@trim##1##2{%
36     \futurelet\bbl@trim@a\bbl@trim@c##2\@nil\@nil#1\@nil\relax{##1}}%
37   \def\bbl@trim@c{%
38     \ifx\bbl@trim@a\@sptoken
39       \expandafter\bbl@trim@b
40     \else
41       \expandafter\bbl@trim@b\expandafter#1%
42     \fi}%
43   \long\def\bbl@trim@b#1##1 \@nil{\bbl@trim@i##1}}
44 \bbl@tempa{ }
45 \long\def\bbl@trim@i#1\@nil#2\relax#3{#3{#1}}
46 \long\def\bbl@trim@def#1{\bbl@trim{\def#1}}
```

`\bbl@ifunset` To check if a macro is defined, we create a new macro, which does the same as `\@ifundefined`. However, in an ϵ -tex engine, it is based on `\ifcsname`, which is more efficient, and do not waste memory.

```
47 \def\bbl@ifunset#1{%
48   \expandafter\ifx\csname#1\endcsname\relax
49     \expandafter\@firstoftwo
50   \else
51     \expandafter\@secondoftwo
52   \fi}
53 \bbl@ifunset{ifcsname}%
54 {}%
55 {\def\bbl@ifunset#1{%
56   \ifcsname#1\endcsname
57     \expandafter\ifx\csname#1\endcsname\relax
58       \bbl@afterelse\expandafter\@firstoftwo
59     \else
60       \bbl@afterfi\expandafter\@secondoftwo
```

³¹This code is based on code presented in TUGboat vol. 12, no2, June 1991 in “An expansion Power Lemma” by Sonja Maus.

```

61     \fi
62     \else
63     \expandafter \@firstoftwo
64     \fi}}

```

`\bbl@ifblank` A tool from url, by Donald Arseneau, which tests if a string is empty or space.

```

65 \def\bbl@ifblank#1{%
66   \bbl@ifblank@i#1\@nil\@nil\@secondoftwo\@firstoftwo\@nil}
67 \long\def\bbl@ifblank@i#1#2\@nil#3#4#5\@nil#4}

```

For each element in the comma separated `<key>=<value>` list, execute `<code>` with #1 and #2 as the key and the value of current item (trimmed). In addition, the item is passed verbatim as #3. With the `<key>` alone, it passes `\@empty` (ie, the macro thus named, not an empty argument, which is what you get with `<key>=` and no value).

```

68 \def\bbl@forkv#1#2{%
69   \def\bbl@kvcmd##1##2##3{#2}%
70   \bbl@kvnext#1,\@nil,}
71 \def\bbl@kvnext#1,{%
72   \ifx\@nil#1\relax\else
73     \bbl@ifblank{#1}{\bbl@forkv@eq#1=\@empty=\@nil{#1}}%
74     \expandafter\bbl@kvnext
75   \fi}
76 \def\bbl@forkv@eq#1=#2=#3\@nil#4{%
77   \bbl@trim\def\bbl@forkv@a{#1}%
78   \bbl@trim{\expandafter\bbl@kvcmd\expandafter{\bbl@forkv@a}}{#2}{#4}}

```

A *for* loop. Each item (trimmed), is #1. It cannot be nested (it's doable, but we don't need it).

```

79 \def\bbl@vforeach#1#2{%
80   \def\bbl@forcmd##1{#2}%
81   \bbl@fornext#1,\@nil,}
82 \def\bbl@fornext#1,{%
83   \ifx\@nil#1\relax\else
84     \bbl@ifblank{#1}{\bbl@trim\bbl@forcmd{#1}}%
85     \expandafter\bbl@fornext
86   \fi}
87 \def\bbl@foreach#1{\expandafter\bbl@vforeach\expandafter{#1}}

```

`\bbl@replace`

```

88 \def\bbl@replace#1#2#3{% in #1 -> repl #2 by #3
89   \toks@{}%
90   \def\bbl@replace@aux##1#2##2#2{%
91     \ifx\bbl@nil##2%
92       \toks@\expandafter{\the\toks@##1}%
93     \else
94       \toks@\expandafter{\the\toks@##1#3}%
95       \bbl@afterfi
96       \bbl@replace@aux##2#2%
97     \fi}%
98   \expandafter\bbl@replace@aux#1#2\bbl@nil#2%
99   \edef#1{\the\toks@}}

```

An extension to the previous macro. It takes into account the parameters, and it is string based (ie, if you replace `elax` by `ho`, then `\relax` becomes `\rho`). No checking is done at all, because it is not a general purpose macro, and it is used by babel only when it works (an example where it does *not* work is in `\bbl@TG@@date`, and also fails if there are macros with spaces, because they retokenized). It may change! (or even merged with `\bbl@replace`; I'm not sure checking the replacement is really necessary or just paranoia).

```

100 \bbl@exp{\def\@bbl@parsedef##1\detokenize{macro:}}#2->#3\relax%

```



```

101 \def\bbl@tempa{#1}%
102 \def\bbl@tempb{#2}%
103 \def\bbl@tempe{#3}%
104 \def\bbl@sreplace#1#2#3{%
105   \begingroup
106   \expandafter\bbl@parsedef\meaning#1\relax
107   \def\bbl@tempc{#2}%
108   \edef\bbl@tempc{\expandafter\strip@prefix\meaning\bbl@tempc}%
109   \def\bbl@tempd{#3}%
110   \edef\bbl@tempd{\expandafter\strip@prefix\meaning\bbl@tempd}%
111   \bbl@xin@{\bbl@tempc}{\bbl@tempe}% If not in macro, do nothing
112   \ifin@
113     \bbl@exp{\bbl@replace\bbl@tempe{\bbl@tempc}{\bbl@tempd}}%
114     \def\bbl@tempc{Expanded an executed below as 'uplevel'
115       \\\makeatletter % "internal" macros with @ are assumed
116       \\\scantokens{%
117         \bbl@tempa\\@namedef{\bbl@stripslash#1}\bbl@tempb{\bbl@tempe}}%
118       \catcode64=\the\catcode64\relax}% Restore @
119   \else
120     \let\bbl@tempc\empty % Not \relax
121   \fi
122   \bbl@exp{% For the 'uplevel' assignments
123 \endgroup
124   \bbl@tempc}} % empty or expand to set #1 with changes

```

Two further tools. `\bbl@samestring` first expand its arguments and then compare their expansion (sanitized, so that the catcodes do not matter). `\bbl@engine` takes the following values: 0 is pdf \TeX , 1 is luatex, and 2 is xetex. You may use the latter in your language style if you want.

```

125 \def\bbl@ifsamestring#1#2{%
126   \begingroup
127   \protected@edef\bbl@tempb{#1}%
128   \edef\bbl@tempb{\expandafter\strip@prefix\meaning\bbl@tempb}%
129   \protected@edef\bbl@tempc{#2}%
130   \edef\bbl@tempc{\expandafter\strip@prefix\meaning\bbl@tempc}%
131   \ifx\bbl@tempb\bbl@tempc
132     \aftergroup\@firstoftwo
133   \else
134     \aftergroup\@secondoftwo
135   \fi
136 \endgroup}
137 \chardef\bbl@engine=%
138 \ifx\directlua\@undefined
139   \ifx\XeTeXinputencoding\@undefined
140     \z@
141   \else
142     \tw@
143   \fi
144 \else
145   \@ne
146 \fi
147 <</Basic macros>>

```

Some files identify themselves with a \LaTeX macro. The following code is placed before them to define (and then undefine) if not in \LaTeX .

```

148 <<(*Make sure ProvidesFile is defined)>> \equiv
149 \ifx\ProvidesFile\@undefined
150   \def\ProvidesFile#1[#2 #3 #4]{%

```

```

151 \wlog{File: #1 #4 #3 <#2>}%
152 \let\ProvidesFile\@undefined}
153 \fi
154 <</Make sure ProvidesFile is defined>>

```

The following code is used in `babel.sty` and `babel.def`, and loads (only once) the data in `language.dat`.

```

155 <<(*Load patterns in luatex)>> ≡
156 \ifx\directlua\@undefined\else
157 \ifx\bb1@luapatterns\@undefined
158 \input luababel.def
159 \fi
160 \fi
161 <</Load patterns in luatex>>

```

The following code is used in `babel.def` and `switch.def`.

```

162 <<(*Load macros for plain if not LaTeX)>> ≡
163 \ifx\AtBeginDocument\@undefined
164 \input plain.def\relax
165 \fi
166 <</Load macros for plain if not LaTeX>>

```

7.1 Multiple languages

`\language` Plain \TeX version 3.0 provides the primitive `\language` that is used to store the current language. When used with a pre-3.0 version this function has to be implemented by allocating a counter. The following block is used in `switch.def` and `hyphen.cfg`; the latter may seem redundant, but remember `babel` doesn't require loading `switch.def` in the format.

```

167 <<(*Define core switching macros)>> ≡
168 \ifx\language\@undefined
169 \csname newcount\endcsname\language
170 \fi
171 <</Define core switching macros>>

```

`\last@language` Another counter is used to store the last language defined. For pre-3.0 formats an extra counter has to be allocated.

`\addlanguage` To add languages to \TeX 's memory plain \TeX version 3.0 supplies `\newlanguage`, in a pre-3.0 environment a similar macro has to be provided. For both cases a new macro is defined here, because the original `\newlanguage` was defined to be `\outer`. For a format based on plain version 2.x, the definition of `\newlanguage` can not be copied because `\count 19` is used for other purposes in these formats. Therefore `\addlanguage` is defined using a definition based on the macros used to define `\newlanguage` in plain \TeX version 3.0.

For formats based on plain version 3.0 the definition of `\newlanguage` can be simply copied, removing `\outer`. Plain \TeX version 3.0 uses `\count 19` for this purpose.

```

172 <<(*Define core switching macros)>> ≡
173 \ifx\newlanguage\@undefined
174 \csname newcount\endcsname\last@language
175 \def\addlanguage#1{%
176 \global\advance\last@language\@ne
177 \ifnum\last@language<\@cc1vi
178 \else
179 \errmessage{No room for a new \string\language!}%
180 \fi
181 \global\chardef#1\last@language

```

```

182 \wlog{\string#1 = \string\language\the\last@language}}
183 \else
184 \countdef\last@language=19
185 \def\addlanguage{\alloc@9\language\chardef\@cclvi}
186 \fi
187 <</Define core switching macros>>

```

Now we make sure all required files are loaded. When the command `\AtBeginDocument` doesn't exist we assume that we are dealing with a plain-based format or $\text{\LaTeX}2.09$. In that case the file `plain.def` is needed (which also defines `\AtBeginDocument`, and therefore it is not loaded twice). We need the first part when the format is created, and `\orig@dump` is used as a flag. Otherwise, we need to use the second part, so `\orig@dump` is not defined (`plain.def` undefines it).

Check if the current version of `switch.def` has been previously loaded (mainly, `hyphen.cfg`). If not, load it now. We cannot load `babel.def` here because we first need to declare and process the package options.

8 The Package File (\LaTeX , `babel.sty`)

In order to make use of the features of $\text{\LaTeX}2_{\epsilon}$, the `babel` system contains a package file, `babel.sty`. This file is loaded by the `\usepackage` command and defines all the language options whose name is different from that of the `.ldf` file (like variant spellings). It also takes care of a number of compatibility issues with other packages and defines a few additional package options.

Apart from all the language options below we also have a few options that influence the behavior of language definition files.

Many of the following options don't do anything themselves, they are just defined in order to make it possible for `babel` and language definition files to check if one of them was specified by the user.

8.1 base

The first option to be processed is `base`, which sets the hyphenation patterns then resets `ver@babel.sty` so that \LaTeX forgets about the first loading. After `switch.def` has been loaded (above) and `\AfterBabelLanguage` defined, exits.

```

188 (*package)
189 \NeedsTeXFormat{LaTeX2e}[2005/12/01]
190 \ProvidesPackage{babel}[\langle\date\rangle\ \langle\version\rangle\ The Babel package]
191 \@ifpackagewith{babel}{debug}
192 {\providecommand\bbl@trace[1]{\message{^^J[ #1 ]}}%
193 \let\bbl@debug\@firstofone}
194 {\providecommand\bbl@trace[1]{}%
195 \let\bbl@debug\@gobble}
196 \ifx\bbl@switchflag\undefined % Prevent double input
197 \let\bbl@switchflag\relax
198 \input switch.def\relax
199 \fi
200 <<Load patterns in luatex>>
201 <<Basic macros>>
202 \def\AfterBabelLanguage#1{%
203 \global\expandafter\bbl@add\csname#1.ldf-h@k\endcsname}%

```

If the format created a list of loaded languages (in `\bbl@languages`), get the name of the 0-th to show the actual language used.

```

204 \ifx\bbl@languages\undefined\else

```

```

205 \begingroup
206 \catcode`\^^I=12
207 \@ifpackagewith{babel}{showlanguages}{%
208 \begingroup
209 \def\bbl@elt#1#2#3#4{\wlog{#2^^I#1^^I#3^^I#4}}%
210 \wlog{<*languages>}%
211 \bbl@languages
212 \wlog{</languages>}%
213 \endgroup}{%}
214 \endgroup
215 \def\bbl@elt#1#2#3#4{%
216 \ifnum#2=\z@
217 \gdef\bbl@nulllanguage{#1}%
218 \def\bbl@elt##1##2##3##4{}%
219 \fi}%
220 \bbl@languages
221 \fi
222 \ifodd\bbl@engine
223 % Harftex is evolving, so the callback is not hardcoded, just in case
224 \def\bbl@harfprefline{Harf pre_linebreak_filter callback}%
225 \def\bbl@activate@preotf{%
226 \let\bbl@activate@preotf\relax % only once
227 \directlua{
228 Babel = Babel or {}
229 %
230 function Babel.pre_otfload_v(head)
231 if Babel.numbers and Babel.digits_mapped then
232 head = Babel.numbers(head)
233 end
234 if Babel.bidi_enabled then
235 head = Babel.bidi(head, false, dir)
236 end
237 return head
238 end
239 %
240 function Babel.pre_otfload_h(head, gc, sz, pt, dir)
241 if Babel.numbers and Babel.digits_mapped then
242 head = Babel.numbers(head)
243 end
244 if Babel.fixboxdirs then % Temporary!
245 head = Babel.fixboxdirs(head)
246 end
247 if Babel.bidi_enabled then
248 head = Babel.bidi(head, false, dir)
249 end
250 return head
251 end
252 %
253 luatexbase.add_to_callback('pre_linebreak_filter',
254 Babel.pre_otfload_v,
255 'Babel.pre_otfload_v',
256 luatexbase.priority_in_callback('pre_linebreak_filter',
257 '\bbl@harfprefline')
258 or luatexbase.priority_in_callback('pre_linebreak_filter',
259 'luaotfload.node_processor')
260 or nil)
261 %
262 luatexbase.add_to_callback('hpack_filter',
263 Babel.pre_otfload_h,

```

```

264     'Babel.pre_otfload_h',
265     luatexbase.priority_in_callback('hpack_filter',
266     '\bbl@harfpreamble')
267     or luatexbase.priority_in_callback('hpack_filter',
268     'luaotfload.node_processor')
269     or nil)
270 }%
271 \@ifpackageloaded{harfload}%
272   {\directlua{ Babel.mirroring_enabled = false }}%
273   {}}
274 \let\bbl@tempa\relax
275 \@ifpackagewith{babel}{bidi=basic}%
276   {\def\bbl@tempa{basic}}%
277   {\@ifpackagewith{babel}{bidi=basic-r}%
278     {\def\bbl@tempa{basic-r}}%
279     {}}
280 \ifx\bbl@tempa\relax\else
281   \let\bbl@beforeforeign\leavevmode
282   \AtEndOfPackage{\EnableBabelHook{babel-bidi}}%
283   \RequirePackage{luatexbase}%
284   \directlua{
285     require('babel-data-bidi.lua')
286     require('babel-bidi-\bbl@tempa.lua')
287   }
288   \bbl@activate@preotf
289 \fi
290 \fi

```

Now the base option. With it we can define (and load, with luatex) hyphenation patterns, even if we are not interested in the rest of babel. Useful for old versions of polyglossia, too.

```

291 \bbl@trace{Defining option 'base'}
292 \@ifpackagewith{babel}{base}{%
293   \ifx\directlua\@undefined
294     \DeclareOption*{\bbl@patterns{\CurrentOption}}%
295   \else
296     \DeclareOption*{\bbl@patterns@lua{\CurrentOption}}%
297   \fi
298   \DeclareOption{base}{}%
299   \DeclareOption{showlanguages}{}%
300   \ProcessOptions
301   \global\expandafter\let\csname opt@babel.sty\endcsname\relax
302   \global\expandafter\let\csname ver@babel.sty\endcsname\relax
303   \global\let\@ifl@ter@@\@ifl@ter
304   \def\@ifl@ter#1#2#3#4#5{\global\let\@ifl@ter\@ifl@ter@@}%
305   \endinput}{}%

```

8.2 key=value options and other general option

The following macros extract language modifiers, and only real package options are kept in the option list. Modifiers are saved and assigned to `\BabelModifiers` at `\bbl@load@language`; when no modifiers have been given, the former is `\relax`. How modifiers are handled are left to language styles; they can use `\in@`, loop them with `\@for` or load keyval, for example.

```

306 \bbl@trace{key=value and another general options}
307 \bbl@csarg\let{tempa\expandafter}\csname opt@babel.sty\endcsname
308 \def\bbl@tempb#1.#2{%
309   #1\ifx\@empty#2\else,\bbl@afterfi\bbl@tempb#2\fi}%
310 \def\bbl@tempd#1.#2\@nnil{%

```

```

311 \ifx\@empty#2%
312 \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
313 \else
314 \in@{=}{#1}\ifin@
315 \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1.#2}%
316 \else
317 \edef\bbl@tempc{\ifx\bbl@tempc\@empty\else\bbl@tempc,\fi#1}%
318 \bbl@csarg\edef{mod@#1}{\bbl@tempb#2}%
319 \fi
320 \fi}
321 \let\bbl@tempc\@empty
322 \bbl@foreach\bbl@tempa{\bbl@tempd#1.\@empty\@nnil}
323 \expandafter\let\csname opt@babel.sty\endcsname\bbl@tempc

```

The next option tells babel to leave shorthand characters active at the end of processing the package. This is *not* the default as it can cause problems with other packages, but for those who want to use the shorthand characters in the preamble of their documents this can help.

```

324 \DeclareOption{KeepShorthandsActive}{}
325 \DeclareOption{activeacute}{}
326 \DeclareOption{activegrave}{}
327 \DeclareOption{debug}{}
328 \DeclareOption{noconfigs}{}
329 \DeclareOption{showlanguages}{}
330 \DeclareOption{silent}{}
331 \DeclareOption{mono}{}
332 \DeclareOption{shorthands=off}{\bbl@tempa shorthands=\bbl@tempa}
333 % Don't use. Experimental:
334 \newif\ifbbl@single
335 \DeclareOption{selectors=off}{\bbl@singletrue}
336 <<More package options>>

```

Handling of package options is done in three passes. (I [JBL] am not very happy with the idea, anyway.) The first one processes options which has been declared above or follow the syntax <key>=<value>, the second one loads the requested languages, except the main one if set with the key main, and the third one loads the latter. First, we “flag” valid keys with a nil value.

```

337 \let\bbl@opt@shorthands\@nnil
338 \let\bbl@opt@config\@nnil
339 \let\bbl@opt@main\@nnil
340 \let\bbl@opt@headfoot\@nnil
341 \let\bbl@opt@layout\@nnil

```

The following tool is defined temporarily to store the values of options.

```

342 \def\bbl@tempa#1=#2\bbl@tempa{%
343 \bbl@csarg\ifx{opt@#1}\@nnil
344 \bbl@csarg\edef{opt@#1}{#2}%
345 \else
346 \bbl@error{%
347 Bad option `#1=#2'. Either you have misspelled the\\%
348 key or there is a previous setting of `#1'}{%
349 Valid keys are `shorthands', `config', `strings', `main',\\%
350 `headfoot', `safe', `math', among others.}
351 \fi}

```

Now the option list is processed, taking into account only currently declared options (including those declared with a =), and <key>=<value> options (the former take precedence). Unrecognized options are saved in \bbl@language@opts, because they are language options.

```

352 \let\bbl@language@opts\@empty
353 \DeclareOption*{%
354   \bbl@xin@{\string=}\CurrentOption}%
355   \ifin@
356     \expandafter\bbl@tempa\CurrentOption\bbl@tempa
357   \else
358     \bbl@add@list\bbl@language@opts{\CurrentOption}%
359   \fi}

```

Now we finish the first pass (and start over).

```

360 \ProcessOptions*

```

8.3 Conditional loading of shorthands

If there is no `shorthands=<chars>`, the original babel macros are left untouched, but if there is, these macros are wrapped (in `babel.def`) to define only those given. A bit of optimization: if there is no `shorthands=`, then `\bbl@ifshorthand` is always true, and it is always false if `shorthands` is empty. Also, some code makes sense only with `shorthands=...`

```

361 \bbl@trace{Conditional loading of shorthands}
362 \def\bbl@sh@string#1{%
363   \ifx#1\@empty\else
364     \ifx#1t\string~%
365     \else\ifx#1c\string,%
366     \else\string#1%
367   \fi\fi
368   \expandafter\bbl@sh@string
369 \fi}
370 \ifx\bbl@opt@shorthands\@nnil
371   \def\bbl@ifshorthand#1#2#3{#2}%
372 \else\ifx\bbl@opt@shorthands\@empty
373   \def\bbl@ifshorthand#1#2#3{#3}%
374 \else

```

The following macro tests if a shorthand is one of the allowed ones.

```

375   \def\bbl@ifshorthand#1{%
376     \bbl@xin@{\string#1}\bbl@opt@shorthands}%
377     \ifin@
378       \expandafter\@firstoftwo
379     \else
380       \expandafter\@secondoftwo
381     \fi}

```

We make sure all chars in the string are ‘other’, with the help of an auxiliary macro defined above (which also zaps spaces).

```

382   \edef\bbl@opt@shorthands{%
383     \expandafter\bbl@sh@string\bbl@opt@shorthands\@empty}%

```

The following is ignored with `shorthands=off`, since it is intended to take some additional actions for certain chars.

```

384   \bbl@ifshorthand{'}%
385     {\PassOptionsToPackage{activeacute}{babel}}{}
386   \bbl@ifshorthand{`}%
387     {\PassOptionsToPackage{activegrave}{babel}}{}
388 \fi\fi

```

With `headfoot=lang` we can set the language used in heads/foots. For example, in `babel/3796` just adds `headfoot=english`. It misuses `\@resetactivechars` but seems to work.

```
389 \ifx\bbl@opt@headfoot\@nnil\else
390   \g@addto@macro\@resetactivechars{%
391     \set@typeset@protect
392     \expandafter\select@language@x\expandafter{\bbl@opt@headfoot}%
393     \let\protect\noexpand}
394 \fi
```

For the option `safe` we use a different approach – `\bbl@opt@safe` says which macros are redefined (B for bibs and R for refs). By default, both are set.

```
395 \ifx\bbl@opt@safe\@undefined
396   \def\bbl@opt@safe{BR}
397 \fi
398 \ifx\bbl@opt@main\@nnil\else
399   \edef\bbl@language@opts{%
400     \ifx\bbl@language@opts\@empty\else\bbl@language@opts,\fi
401     \bbl@opt@main}
402 \fi
```

For layout an auxiliary macro is provided, available for packages and language styles.

```
403 \bbl@trace{Defining IfBabelLayout}
404 \ifx\bbl@opt@layout\@nnil
405   \newcommand\IfBabelLayout[3]{#3}%
406 \else
407   \newcommand\IfBabelLayout[1]{%
408     \@expandtwoargs\in@{.#1.}{.\bbl@opt@layout.}%
409     \ifin@
410       \expandafter\@firstoftwo
411     \else
412       \expandafter\@secondoftwo
413     \fi}
414 \fi
```

8.4 Language options

Languages are loaded when processing the corresponding option *except* if a main language has been set. In such a case, it is not loaded until all options has been processed. The following macro inputs the `ldf` file and does some additional checks (`\input` works, too, but possible errors are not caught).

```
415 \bbl@trace{Language options}
416 \let\bbl@afterlang\relax
417 \let\BabelModifiers\relax
418 \let\bbl@loaded\@empty
419 \def\bbl@load@language#1{%
420   \InputIfFileExists{#1.ldf}%
421   {\edef\bbl@loaded{\CurrentOption
422     \ifx\bbl@loaded\@empty\else,\bbl@loaded\fi}%
423     \expandafter\let\expandafter\bbl@afterlang
424       \csname\CurrentOption.ldf-h@@k\endcsname
425     \expandafter\let\expandafter\BabelModifiers
426       \csname\bbl@mod@\CurrentOption\endcsname}%
427   {\bbl@error{%
428     Unknown option '\CurrentOption'. Either you misspelled it\\%
429     or the language definition file \CurrentOption.ldf was not found}}%
430   Valid options are: shorthands=, KeepShorthandsActive,\\%
```



```

431     activeacute, activegrave, noconfigs, safe=, main=, math=\\%
432     headfoot=, strings=, config=, hyphenmap=, or a language name.}}

```

Now, we set language options whose names are different from ldf files.

```

433 \def\bbl@try@load@lang#1#2#3{%
434     \IfFileExists{\CurrentOption.ldf}%
435     {\bbl@load@language{\CurrentOption}}%
436     {#1\bbl@load@language{#2}#3}}
437 \DeclareOption{afrikaans}{\bbl@try@load@lang{}{dutch}{}}
438 \DeclareOption{brazil}{\bbl@try@load@lang{}{portuges}{}}
439 \DeclareOption{brazilian}{\bbl@try@load@lang{}{portuges}{}}
440 \DeclareOption{hebrew}{%
441     \input{rlbabel.def}%
442     \bbl@load@language{hebrew}}
443 \DeclareOption{hungarian}{\bbl@try@load@lang{}{magyar}{}}
444 \DeclareOption{lowersorbian}{\bbl@try@load@lang{}{lsorbian}{}}
445 \DeclareOption{nynorsk}{\bbl@try@load@lang{}{norsk}{}}
446 \DeclareOption{polutonikogreek}{%
447     \bbl@try@load@lang{}{greek}{\languageattribute{greek}{polutoniko}}}
448 \DeclareOption{portuguese}{\bbl@try@load@lang{}{portuges}{}}
449 \DeclareOption{russian}{\bbl@try@load@lang{}{russianb}{}}
450 \DeclareOption{ukrainian}{\bbl@try@load@lang{}{ukraineb}{}}
451 \DeclareOption{uppersorbian}{\bbl@try@load@lang{}{usorbian}{}}

```

Another way to extend the list of ‘known’ options for babel was to create the file `bblopts.cfg` in which one can add option declarations. However, this mechanism is deprecated – if you want an alternative name for a language, just create a new `.ldf` file loading the actual one. You can also set the name of the file with the package option `config=<name>`, which will load `<name>.cfg` instead.

```

452 \ifx\bbl@opt@config\@nnil
453     \@ifpackagewith{babel}{noconfigs}{}%
454     {\InputIfFileExists{bblopts.cfg}%
455         {\typeout{*****^J%
456                 * Local config file bblopts.cfg used^^J%
457                 *}}}%
458     {}}%
459 \else
460     \InputIfFileExists{\bbl@opt@config.cfg}%
461     {\typeout{*****^J%
462             * Local config file \bbl@opt@config.cfg used^^J%
463             *}}}%
464     {\bbl@error{%
465         Local config file '\bbl@opt@config.cfg' not found}{%
466         Perhaps you misspelled it.}}%
467 \fi

```

Recognizing global options in packages not having a closed set of them is not trivial, as for them to be processed they must be defined explicitly. So, package options not yet taken into account and stored in `bbl@language@opts` are assumed to be languages (note this list also contains the language given with `main`). If not declared above, the names of the option and the file are the same.

```

468 \bbl@for\bbl@tempa\bbl@language@opts{%
469     \bbl@ifunset{ds@\bbl@tempa}%
470     {\edef\bbl@tempb{%
471         \noexpand\DeclareOption
472         {\bbl@tempa}%
473         {\noexpand\bbl@load@language{\bbl@tempa}}}%
474     \bbl@tempb}%
475     \@empty}

```

Now, we make sure an option is explicitly declared for any language set as global option, by checking if an ldf exists. The previous step was, in fact, somewhat redundant, but that way we minimize accessing the file system just to see if the option could be a language.

```

476 \bbl@foreach\@classoptionslist{%
477   \bbl@ifunset{ds@#1}%
478     {\IfFileExists{#1.ldf}%
479       {\DeclareOption{#1}{\bbl@load@language{#1}}}%
480     }%
481 }%

```

If a main language has been set, store it for the third pass.

```

482 \ifx\bbl@opt@main\@nnil\else
483   \expandafter
484   \let\expandafter\bbl@loadmain\csname ds@\bbl@opt@main\endcsname
485   \DeclareOption{\bbl@opt@main}{}
486 \fi

```

And we are done, because all options for this pass has been declared. Those already processed in the first pass are just ignored.

The options have to be processed in the order in which the user specified them (except, of course, global options, which \LaTeX processes before):

```

487 \def\AfterBabelLanguage#1{%
488   \bbl@ifsamestring\CurrentOption{#1}{\global\bbl@add\bbl@afterlang{}}
489   \DeclareOption*{}
490   \ProcessOptions*

```

This finished the second pass. Now the third one begins, which loads the main language set with the key main. A warning is raised if the main language is not the same as the last named one, or if the value of the key main is not a language. Then execute directly the option (because it could be used only in main). After loading all languages, we deactivate \AfterBabelLanguage.

```

491 \ifx\bbl@opt@main\@nnil
492   \edef\bbl@tempa{\@classoptionslist,\bbl@language@opts}
493   \let\bbl@tempc\@empty
494   \bbl@for\bbl@tempb\bbl@tempa{%
495     \bbl@xin@{\bbl@tempb,}{,\bbl@loaded,}%
496     \ifin@\edef\bbl@tempc{\bbl@tempb}\fi
497   \def\bbl@tempa#1,#2\@nnil{\def\bbl@tempb{#1}}
498   \expandafter\bbl@tempa\bbl@loaded,\@nnil
499   \ifx\bbl@tempb\bbl@tempc\else
500     \bbl@warning{%
501       Last declared language option is '\bbl@tempc',\%
502       but the last processed one was '\bbl@tempb'.\%
503       The main language cannot be set as both a global\%
504       and a package option. Use 'main=\bbl@tempc' as\%
505       option. Reported}%
506   \fi
507 \else
508   \DeclareOption{\bbl@opt@main}{\bbl@loadmain}
509   \ExecuteOptions{\bbl@opt@main}
510   \DeclareOption*{}
511   \ProcessOptions*
512 \fi
513 \def\AfterBabelLanguage{%
514   \bbl@error
515     {Too late for \string\AfterBabelLanguage}%
516     {Languages have been loaded, so I can do nothing}}

```

In order to catch the case where the user forgot to specify a language we check whether `\bbl@main@language`, has become defined. If not, no language has been loaded and an error message is displayed.

```

517 \ifx\bbl@main@language\@undefined
518   \bbl@info{%
519     You haven't specified a language. I'll use 'nil'\%
520     as the main language. Reported}
521   \bbl@load@language{nil}
522 \fi
523 \</package>
524 \<core>

```

9 The kernel of Babel (`babel.def`, `common`)

The kernel of the babel system is stored in either `hyphen.cfg` or `switch.def` and `babel.def`. The file `babel.def` contains most of the code, while `switch.def` defines the language-switching commands; both can be read at run time. The file `hyphen.cfg` is a file that can be loaded into the format, which is necessary when you want to be able to switch hyphenation patterns (by default, it also inputs `switch.def`, for “historical reasons”, but it is not necessary). When `babel.def` is loaded it checks if the current version of `switch.def` is in the format; if not, it is loaded. A further file, `babel.sty`, contains \LaTeX -specific stuff. Because plain \TeX users might want to use some of the features of the babel system too, care has to be taken that plain \TeX can process the files. For this reason the current format will have to be checked in a number of places. Some of the code below is common to plain \TeX and \LaTeX , some of it is for the \LaTeX case only.

Plain formats based on `etex` (`etex`, `xetex`, `luatex`) don’t load `hyphen.cfg` but `etex.src`, which follows a different naming convention, so we need to define the babel names. It presumes `language.def` exists and it is the same file used when formats were created.

9.1 Tools

```

525 \ifx\ldf@quit\@undefined
526 \else
527   \expandafter\endinput
528 \fi
529 \<<Make sure ProvidesFile is defined>>
530 \ProvidesFile{babel.def}[\<<date>> \<<version>>] Babel common definitions]
531 \<<Load macros for plain if not LaTeX>>

```

The file `babel.def` expects some definitions made in the $\text{\LaTeX} 2_{\epsilon}$ style file. So, In $\text{\LaTeX} 2.09$ and Plain we must provide at least some predefined values as well some tools to set them (even if not all options are available). There in no package options, and therefore and alternative mechanism is provided. For the moment, only `\babeloptionstrings` and `\babeloptionmath` are provided, which can be defined before loading babel. `\BabelModifiers` can be set too (but not sure it works).

```

532 \ifx\bbl@ifshorthand\@undefined
533   \let\bbl@opt@shorthands\@nnil
534   \def\bbl@ifshorthand#1#2#3{#2}%
535   \let\bbl@language@opts\@empty
536   \ifx\babeloptionstrings\@undefined
537     \let\bbl@opt@strings\@nnil
538   \else
539     \let\bbl@opt@strings\babeloptionstrings
540   \fi
541   \def\BabelStringsDefault{generic}

```

```

542 \def\bbl@tempa{normal}
543 \ifx\babeloptionmath\bbl@tempa
544 \def\bbl@mathnormal{\noexpand\textormath}
545 \fi
546 \def\AfterBabelLanguage#1#2{}
547 \ifx\BabelModifiers\@undefined\let\BabelModifiers\relax\fi
548 \let\bbl@afterlang\relax
549 \def\bbl@opt@safe{BR}
550 \ifx\@uclclist\@undefined\let\@uclclist\@empty\fi
551 \ifx\bbl@trace\@undefined\def\bbl@trace#1{}\fi
552 \expandafter\newif\csname ifbbl@single\endcsname
553 \fi

And continue.
554 \ifx\bbl@switchflag\@undefined % Prevent double input
555 \let\bbl@switchflag\relax
556 \input switch.def\relax
557 \fi
558 \bbl@trace{Compatibility with language.def}
559 \ifx\bbl@languages\@undefined
560 \ifx\directlua\@undefined
561 \openin1 = language.def
562 \ifeof1
563 \closein1
564 \message{I couldn't find the file language.def}
565 \else
566 \closein1
567 \begingroup
568 \def\addlanguage#1#2#3#4#5{%
569 \expandafter\ifx\csname lang@#1\endcsname\relax\else
570 \global\expandafter\let\csname l@#1\expandafter\endcsname
571 \csname lang@#1\endcsname
572 \fi}%
573 \def\uselanguage#1{}%
574 \input language.def
575 \endgroup
576 \fi
577 \fi
578 \chardef\l@english\z@
579 \fi
580 <<Load patterns in luatex>>
581 <<Basic macros>>

```

\addto For each language four control sequences have to be defined that control the language-specific definitions. To be able to add something to these macro once they have been defined the macro \addto is introduced. It takes two arguments, a *<control sequence>* and T_EX-code to be added to the *<control sequence>*.

If the *<control sequence>* has not been defined before it is defined now. The control sequence could also expand to \relax, in which case a circular definition results. The net result is a stack overflow. Otherwise the replacement text for the *<control sequence>* is expanded and stored in a token register, together with the T_EX-code to be added. Finally the *<control sequence>* is redefined, using the contents of the token register.

```

582 \def\addto#1#2{%
583 \ifx#1\@undefined
584 \def#1{#2}%
585 \else
586 \ifx#1\relax
587 \def#1{#2}%
588 \else

```

```

589      {\toks@\expandafter{#1#2}%
590       \xdef#1{\the\toks@}}}%
591      \fi
592      \fi}

```

The macro `\initiate@active@char` takes all the necessary actions to make its argument a shorthand character. The real work is performed once for each character.

```

593 \def\bbl@withactive#1#2{%
594   \begingroup
595   \lccode`~=#2\relax
596   \lowercase{\endgroup#1~}}

```

`\bbl@redefine` To redefine a command, we save the old meaning of the macro. Then we redefine it to call the original macro with the ‘sanitized’ argument. The reason why we do it this way is that we don’t want to redefine the \LaTeX macros completely in case their definitions change (they have changed in the past).

Because we need to redefine a number of commands we define the command `\bbl@redefine` which takes care of this. It creates a new control sequence, `\org@...`

```

597 \def\bbl@redefine#1{%
598   \edef\bbl@tempa{\bbl@stripslash#1}%
599   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
600   \expandafter\def\csname\bbl@tempa\endcsname}

```

This command should only be used in the preamble of the document.

```
601 \@onlypreamble\bbl@redefine
```

`\bbl@redefine@long` This version of `\babel@redefine` can be used to redefine `\long` commands such as `\ifthenelse`.

```

602 \def\bbl@redefine@long#1{%
603   \edef\bbl@tempa{\bbl@stripslash#1}%
604   \expandafter\let\csname org@\bbl@tempa\endcsname#1%
605   \expandafter\long\expandafter\def\csname\bbl@tempa\endcsname}
606 \@onlypreamble\bbl@redefine@long

```

`\bbl@redefineroobust` For commands that are redefined, but which *might* be robust we need a slightly more intelligent macro. A robust command `foo` is defined to expand to `\protect\foo`. So it is necessary to check whether `\foo` exists. The result is that the command that is being redefined is always robust afterwards. Therefore all we need to do now is define `\foo`.

```

607 \def\bbl@redefineroobust#1{%
608   \edef\bbl@tempa{\bbl@stripslash#1}%
609   \bbl@ifunset{\bbl@tempa\space}%
610   {\expandafter\let\csname org@\bbl@tempa\endcsname#1%
611    \bbl@exp{\def\#1{\protect\<\bbl@tempa\space>}}}%
612   {\bbl@exp{\let\<org@\bbl@tempa>\<\bbl@tempa\space>}}}%
613   \@namedef{\bbl@tempa\space}}

```

This command should only be used in the preamble of the document.

```
614 \@onlypreamble\bbl@redefineroobust
```

9.2 Hooks

Note they are loaded in `babel.def`. `switch.def` only provides a “hook” for hooks (with a default value which is a no-op, below). Admittedly, the current implementation is a somewhat simplistic and does very little to catch errors, but it is intended for developers, after all. `\bbl@usehooks` is the commands used by `babel` to execute hooks defined for an event.

```

615 \bbl@trace{Hooks}
616 \newcommand\AddBabelHook[3][{}]{%
617   \bbl@ifunset{bbl@hk@#2}{\EnableBabelHook{#2}}{}%
618   \def\bbl@tempa##1,#3=##2,##3\@empty{\def\bbl@tempb{##2}}%
619   \expandafter\bbl@tempa\bbl@evargs,#3=,\@empty
620   \bbl@ifunset{bbl@ev@#2@#3@#1}%
621     {\bbl@csarg\bbl@add{ev@#3@#1}{\bbl@elt{#2}}}%
622     {\bbl@csarg\let{ev@#2@#3@#1}\relax}%
623   \bbl@csarg\newcommand{ev@#2@#3@#1}[\bbl@tempb]}
624 \newcommand\EnableBabelHook[1]{\bbl@csarg\let{hk@#1}\@firstofone}
625 \newcommand\DisableBabelHook[1]{\bbl@csarg\let{hk@#1}\@gobble}
626 \def\bbl@usehooks#1#2{%
627   \def\bbl@elt##1{%
628     \@nameuse{bbl@hk@##1}{\@nameuse{bbl@ev@##1@#1@#2}}%
629     \@nameuse{bbl@ev@#1@}%
630   }
631   \ifx\language\undefined\else % Test required for Plain (?)
632     \def\bbl@elt##1{%
633       \@nameuse{bbl@hk@##1}{\@nameuse{bbl@ev@##1@#1@\language}#2}}%
634       \@nameuse{bbl@ev@#1@\language}%
635   \fi}

```

To ensure forward compatibility, arguments in hooks are set implicitly. So, if a further argument is added in the future, there is no need to change the existing code. Note events intended for hyphen.cfg are also loaded (just in case you need them for some reason).

```

635 \def\bbl@evargs{,% <- don't delete this comma
636   everylanguage=1,loadkernel=1,loadpatterns=1,loadexceptions=1,%
637   addialect=2,patterns=2,defaultcommands=0,encodedcommands=2,write=0,%
638   beforeextras=0,afterextras=0,stopcommands=0,stringprocess=0,%
639   hyphenation=2,initiateactive=3,afterreset=0,foreign=0,foreign*=0,%
640   beforestart=0}

```

`\babelensure` The user command just parses the optional argument and creates a new macro named `\bbl@e@<language>`. We register a hook at the `afterextras` event which just executes this macro in a “complete” selection (which, if undefined, is `\relax` and does nothing). This part is somewhat involved because we have to make sure things are expanded the correct number of times.

The macro `\bbl@e@<language>` contains `\bbl@ensure{<include>}{<exclude>}{<fontenc>}`, which in turn loops over the macros names in `\bbl@captionslist`, excluding (with the help of `\in@`) those in the `exclude` list. If the `fontenc` is given (and not `\relax`), the `\fontencoding` is also added. Then we loop over the `include` list, but if the macro already contains `\foreignlanguage`, nothing is done. Note this macro (1) is not restricted to the preamble, and (2) changes are local.

```

641 \bbl@trace{Defining babelensure}
642 \newcommand\babelensure[2][{}]{% TODO - revise test files
643   \AddBabelHook{babel-ensure}{afterextras}{%
644     \ifcase\bbl@select@type
645       \@nameuse{bbl@e@\language}%
646     \fi}%
647   \begingroup
648     \let\bbl@ens@include\@empty
649     \let\bbl@ens@exclude\@empty
650     \def\bbl@ens@fontenc{\relax}%
651     \def\bbl@tempb##1{%
652       \ifx\@empty##1\else\noexpand##1\expandafter\bbl@tempb\fi}%
653     \edef\bbl@tempa{\bbl@tempb#1\@empty}%
654     \def\bbl@tempb##1=##2\@{\@namedef{bbl@ens@##1}{##2}}%
655     \bbl@foreach\bbl@tempa{\bbl@tempb##1\@}%
656     \def\bbl@tempc{\bbl@ensure}%

```

```

657 \expandafter\bb1@add\expandafter\bb1@tempc\expandafter{%
658 \expandafter{\bb1@ens@include}}%
659 \expandafter\bb1@add\expandafter\bb1@tempc\expandafter{%
660 \expandafter{\bb1@ens@exclude}}%
661 \toks@\expandafter{\bb1@tempc}%
662 \bb1@exp{%
663 \endgroup
664 \def\<bb1@e@#2>{\the\toks@{\bb1@ens@fontenc}}}%
665 \def\bb1@ensure#1#2#3{% 1: include 2: exclude 3: fontenc
666 \def\bb1@tempb##1{% elt for (excluding) \bb1@captionslist list
667 \ifx##1\undefined % 3.32 - Don't assume the macros exists
668 \edef##1{\noexpand\bb1@nocaption
669 {\bb1@stripslash##1}{\language\bb1@stripslash##1}}%
670 \fi
671 \ifx##1\@empty\else
672 \in@{##1}{#2}%
673 \ifin@ \else
674 \bb1@ifunset{\bb1@ensure@\language}%
675 {\bb1@exp{%
676 \\\DeclareRobustCommand\<bb1@ensure@\language>[1]{%
677 \\\foreignlanguage{\language}%
678 {\ifx\relax#3\else
679 \\\fontencoding{#3}\selectfont
680 \fi
681 #####1}}}%
682 {}%
683 \toks@\expandafter{##1}%
684 \edef##1{%
685 \bb1@csarg\noexpand{ensure@\language}%
686 {\the\toks@}}%
687 \fi
688 \expandafter\bb1@tempb
689 \fi}%
690 \expandafter\bb1@tempb\bb1@captionslist\today\@empty
691 \def\bb1@tempa##1{% elt for include list
692 \ifx##1\@empty\else
693 \bb1@csarg\in@{ensure@\language\expandafter}\expandafter{##1}%
694 \ifin@ \else
695 \bb1@tempb##1\@empty
696 \fi
697 \expandafter\bb1@tempa
698 \fi}%
699 \bb1@tempa#1\@empty}
700 \def\bb1@captionslist{%
701 \prefacename\refname\abstractname\bibname\chaptername\appendixname
702 \contentsname\listfigurename\listtablename\indexname\figurename
703 \tablename\partname\enc1name\ccname\headtoname\pagename\seename
704 \alsoname\proofname\glossaryname}

```

9.3 Setting up language files

`\LdfInit` The second version of `\LdfInit` macro takes two arguments. The first argument is the name of the language that will be defined in the language definition file; the second argument is either a control sequence or a string from which a control sequence should be constructed. The existence of the control sequence indicates that the file has been processed before.

At the start of processing a language definition file we always check the category code of the at-sign. We make sure that it is a ‘letter’ during the processing of the file. We also save

its name as the last called option, even if not loaded.

Another character that needs to have the correct category code during processing of language definition files is the equals sign, ‘=’, because it is sometimes used in constructions with the `\let` primitive. Therefore we store its current catcode and restore it later on. Now we check whether we should perhaps stop the processing of this file. To do this we first need to check whether the second argument that is passed to `\LdfInit` is a control sequence. We do that by looking at the first token after passing #2 through string. When it is equal to `\@backslashchar` we are dealing with a control sequence which we can compare with `\@undefined`.

If so, we call `\ldf@quit` to set the main language, restore the category code of the @-sign and call `\endinput`

When #2 was *not* a control sequence we construct one and compare it with `\relax`.

Finally we check `\originalTeX`.

```
705 \bbl@trace{Macros for setting language files up}
706 \def\bbl@ldfinit{%
707   \let\bbl@screset\@empty
708   \let\BabelStrings\bbl@opt@string
709   \let\BabelOptions\@empty
710   \let\BabelLanguages\relax
711   \ifx\originalTeX\@undefined
712     \let\originalTeX\@empty
713   \else
714     \originalTeX
715   \fi}
716 \def\LdfInit#1#2{%
717   \chardef\atcatcode=\catcode`\@
718   \catcode`\@=11\relax
719   \chardef\eqcatcode=\catcode`\=
720   \catcode`\==12\relax
721   \expandafter\if\expandafter\@backslashchar
722     \expandafter\@car\string#2\@nil
723   \ifx#2\@undefined\else
724     \ldf@quit{#1}%
725   \fi
726 \else
727   \expandafter\ifx\csname#2\endcsname\relax\else
728     \ldf@quit{#1}%
729   \fi
730 \fi
731 \bbl@ldfinit}
```

`\ldf@quit` This macro interrupts the processing of a language definition file.

```
732 \def\ldf@quit#1{%
733   \expandafter\main@language\expandafter{#1}%
734   \catcode`\@=\atcatcode \let\atcatcode\relax
735   \catcode`\==\eqcatcode \let\eqcatcode\relax
736   \endinput}
```

`\ldf@finish` This macro takes one argument. It is the name of the language that was defined in the language definition file.

We load the local configuration file if one is present, we set the main language (taking into account that the argument might be a control sequence that needs to be expanded) and reset the category code of the @-sign.

```
737 \def\bbl@afterldf#1{%
738   \bbl@afterlang
739   \let\bbl@afterlang\relax
```



```

740 \let\BabelModifiers\relax
741 \let\bbl@screaset\relax}%
742 \def\ldf@finish#1{%
743   \loadlocalcfg{#1}%
744   \bbl@afterldf{#1}%
745   \expandafter\main@language\expandafter{#1}%
746   \catcode`\@=\atcatcode \let\atcatcode\relax
747   \catcode`\==\eqcatcode \let\eqcatcode\relax}

```

After the preamble of the document the commands `\LdfInit`, `\ldf@quit` and `\ldf@finish` are no longer needed. Therefore they are turned into warning messages in \LaTeX .

```

748 \onlypreamble\LdfInit
749 \onlypreamble\ldf@quit
750 \onlypreamble\ldf@finish

```

`\main@language` This command should be used in the various language definition files. It stores its argument in `\bbl@main@language`; to be used to switch to the correct language at the beginning of the document.

```

751 \def\main@language#1{%
752   \def\bbl@main@language{#1}%
753   \let\language\main@language
754   \bbl@id@assign
755   \chardef\localeid\@nameuse{\bbl@id@\language}%
756   \bbl@patterns{\language}}

```

We also have to make sure that some code gets executed at the beginning of the document. Languages do not set `\pagedir`, so we set here for the whole document to the main `\bodydir`.

```

757 \def\bbl@beforestart{%
758   \bbl@usehooks{beforestart}{}%
759   \global\let\bbl@beforestart\relax}
760 \AtBeginDocument{%
761   \bbl@beforestart
762   \if@filesw
763     \immediate\write\@mainaux{%
764       % \let\string\bbl@nostdfont\string@gobble
765       \string\bbl@beforestart}%
766   \fi
767   \expandafter\selectlanguage\expandafter{\bbl@main@language}%
768   \ifbbl@single % must go after the line above
769     \renewcommand\selectlanguage[1]{}%
770     \renewcommand\foreignlanguage[2]{#2}%
771     \global\let\babel@aux\@gobbletwo % Also as flag
772   \fi
773   \ifcase\bbl@engine\or\pagedir\bodydir\fi} % TODO - a better place

```

A bit of optimization. Select in heads/foots the language only if necessary.

```

774 \def\select@language@x#1{%
775   \ifcase\bbl@select@type
776     \bbl@ifsamestring\language{#1}{\select@language{#1}}%
777   \else
778     \select@language{#1}%
779   \fi}

```

9.4 Shorthands

`\bbl@add@special` The macro `\bbl@add@special` is used to add a new character (or single character control sequence) to the macro `\dospecials` (and `\@sanitize` if \LaTeX is used). It is used only at

one place, namely when `\initiate@active@char` is called (which is ignored if the char has been made active before). Because `\@sanitize` can be undefined, we put the definition inside a conditional.

Items are added to the lists without checking its existence or the original catcode. It does not hurt, but should be fixed. It's already done with `\nfss@catcodes`, added in 3.10.

```

780 \bbl@trace{Shorhands}
781 \def\bbl@add@special#1{% 1:a macro like \", \?, etc.
782   \bbl@add\dospecials{\do#1}% test @sanitize = \relax, for back. compat.
783   \bbl@ifunset{@sanitize}{\bbl@add\@sanitize{\@makeother#1}}%
784   \ifx\nfss@catcodes\@undefined\else % TODO - same for above
785     \begingroup
786       \catcode`#1\active
787       \nfss@catcodes
788       \ifnum\catcode`#1=\active
789         \endgroup
790         \bbl@add\nfss@catcodes{\@makeother#1}%
791       \else
792         \endgroup
793     \fi
794   \fi}

```

`\bbl@remove@special` The companion of the former macro is `\bbl@remove@special`. It removes a character from the set macros `\dospecials` and `\@sanitize`, but it is not used at all in the babel core.

```

795 \def\bbl@remove@special#1{%
796   \begingroup
797   \def\x##1##2{\ifnum`#1=##2\noexpand\@empty
798     \else\noexpand##1\noexpand##2\fi}%
799   \def\do{\x\do}%
800   \def\@makeother{\x\@makeother}%
801   \edef\x{\endgroup
802     \def\noexpand\dospecials{\dospecials}%
803     \expandafter\ifx\csname @sanitize\endcsname\relax\else
804       \def\noexpand\@sanitize{\@sanitize}%
805     \fi}%
806   \x}

```

`\initiate@active@char` A language definition file can call this macro to make a character active. This macro takes one argument, the character that is to be made active. When the character was already active this macro does nothing. Otherwise, this macro defines the control sequence `\normal@char⟨char⟩` to expand to the character in its ‘normal state’ and it defines the active character to expand to `\normal@char⟨char⟩` by default (`⟨char⟩` being the character to be made active). Later its definition can be changed to expand to `\active@char⟨char⟩` by calling `\bbl@activate{⟨char⟩}`.

For example, to make the double quote character active one could have `\initiate@active@char{"}` in a language definition file. This defines `"` as `\active@prefix "\active@char` (where the first `"` is the character with its original catcode, when the shorthand is created, and `\active@char` is a single token). In protected contexts, it expands to `\protect " or \noexpand "` (ie, with the original `"`); otherwise `\active@char` is executed. This macro in turn expands to `\normal@char` in “safe” contexts (eg, `\label`), but `\user@active` in normal “unsafe” ones. The latter search a definition in the user, language and system levels, in this order, but if none is found, `\normal@char` is used. However, a deactivated shorthand (with `\bbl@deactivate` is defined as `\active@prefix "\normal@char`.

The following macro is used to define shorthands in the three levels. It takes 4 arguments: the (string’ed) character, `<level>@group`, `<level>@active` and `<next-level>@active` (except in system).

```

807 \def\bbl@active@def#1#2#3#4{%
808   \namedef{#3#1}{%
809     \expandafter\ifx\csname#2@sh@#1\endcsname\relax
810       \bbl@afterelse\bbl@sh@select#2#1{#3@arg#1}{#4#1}%
811     \else
812       \bbl@afterfi\csname#2@sh@#1\endcsname
813     \fi}%

```

When there is also no current-level shorthand with an argument we will check whether there is a next-level defined shorthand for this active character.

```

814 \long\@namedef{#3@arg#1}##1{%
815   \expandafter\ifx\csname#2@sh@#1\string##1\endcsname\relax
816     \bbl@afterelse\csname#4#1\endcsname##1%
817   \else
818     \bbl@afterfi\csname#2@sh@#1\string##1\endcsname
819   \fi}}%

```

\initiate@active@char calls \@initiate@active@char with 3 arguments. All of them are the same character with different catcodes: active, other (\string'ed) and the original one. This trick simplifies the code a lot.

```

820 \def\initiate@active@char#1{%
821   \bbl@ifunset{active@char\string#1}%
822   {\bbl@withactive
823     {\expandafter\@initiate@active@char\expandafter}#1\string#1#1}%
824   {}}

```

The very first thing to do is saving the original catcode and the original definition, even if not active, which is possible (undefined characters require a special treatment to avoid making them \relax).

```

825 \def\@initiate@active@char#1#2#3{%
826   \bbl@csarg\edef{oricat@#2}{\catcode`#2=\the\catcode`#2\relax}%
827   \ifx#1\@undefined
828     \bbl@csarg\edef{oridef@#2}{\let\noexpand#1\noexpand\@undefined}%
829   \else
830     \bbl@csarg\let{oridef@#2}#1%
831     \bbl@csarg\edef{oridef@#2}{%
832       \let\noexpand#1%
833       \expandafter\noexpand\csname bbl@oridef@@#2\endcsname}%
834   \fi

```

If the character is already active we provide the default expansion under this shorthand mechanism. Otherwise we write a message in the transcript file, and define \normal@char⟨char⟩ to expand to the character in its default state. If the character is mathematically active when babel is loaded (for example ') the normal expansion is somewhat different to avoid an infinite loop (but it does not prevent the loop if the mathcode is set to "8000 *a posteriori*").

```

835 \ifx#1#3\relax
836   \expandafter\let\csname normal@char#2\endcsname#3%
837 \else
838   \bbl@info{Making #2 an active character}%
839   \ifnum\mathcode`#2=\ifodd\bbl@engine"1000000 \else"8000 \fi
840   \@namedef{normal@char#2}{%
841     \textormath{#3}{\csname bbl@oridef@@#2\endcsname}}%
842   \else
843     \@namedef{normal@char#2}{#3}%
844   \fi

```

To prevent problems with the loading of other packages after babel we reset the catcode of the character to the original one at the end of the package and of each language file (except

with `KeepShorthandsActive`). It is re-activate again at `\begin{document}`. We also need to make sure that the shorthands are active during the processing of the `.aux` file. Otherwise some citations may give unexpected results in the printout when a shorthand was used in the optional argument of `\bibitem` for example. Then we make it active (not strictly necessary, but done for backward compatibility).

```

845 \bbl@restoreactive{#2}%
846 \AtBeginDocument{%
847   \catcode`#2\active
848   \if@filesw
849     \immediate\write\@mainaux{\catcode`\string#2\active}%
850   \fi}%
851 \expandafter\bbl@add@special\csname#2\endcsname
852 \catcode`#2\active
853 \fi

```

Now we have set `\normal@char⟨char⟩`, we must define `\active@char⟨char⟩`, to be executed when the character is activated. We define the first level expansion of `\active@char⟨char⟩` to check the status of the `@safe@actives` flag. If it is set to true we expand to the ‘normal’ version of this character, otherwise we call `\user@active⟨char⟩` to start the search of a definition in the user, language and system levels (or eventually `normal@char⟨char⟩`).

```

854 \let\bbl@tempa\@firstoftwo
855 \if\string^#2%
856   \def\bbl@tempa{\noexpand\textormath}%
857 \else
858   \ifx\bbl@mathnormal\@undefined\else
859     \let\bbl@tempa\bbl@mathnormal
860   \fi
861 \fi
862 \expandafter\edef\csname active@char#2\endcsname{%
863   \bbl@tempa
864     {\noexpand\if@safe@actives
865       \noexpand\expandafter
866       \expandafter\noexpand\csname normal@char#2\endcsname
867     \noexpand\else
868       \noexpand\expandafter
869       \expandafter\noexpand\csname bbl@doactive#2\endcsname
870     \noexpand\fi}%
871   {\expandafter\noexpand\csname normal@char#2\endcsname}}%
872 \bbl@csarg\edef{doactive#2}{%
873   \expandafter\noexpand\csname user@active#2\endcsname}%

```

We now define the default values which the shorthand is set to when activated or deactivated. It is set to the deactivated form (globally), so that the character expands to

`\active@prefix⟨char⟩\normal@char⟨char⟩`

(where `\active@char⟨char⟩` is *one* control sequence!).

```

874 \bbl@csarg\edef{active@#2}{%
875   \noexpand\active@prefix\noexpand#1%
876   \expandafter\noexpand\csname active@char#2\endcsname}%
877 \bbl@csarg\edef{normal@#2}{%
878   \noexpand\active@prefix\noexpand#1%
879   \expandafter\noexpand\csname normal@char#2\endcsname}%
880 \expandafter\let\expandafter#1\csname bbl@normal@#2\endcsname

```

The next level of the code checks whether a user has defined a shorthand for himself with this character. First we check for a single character shorthand. If that doesn’t exist we check for a shorthand with an argument.

```

881 \bbl@active@def#2\user@group{user@active}{language@active}%
882 \bbl@active@def#2\language@group{language@active}{system@active}%
883 \bbl@active@def#2\system@group{system@active}{normal@char}%

```

In order to do the right thing when a shorthand with an argument is used by itself at the end of the line we provide a definition for the case of an empty argument. For that case we let the shorthand character expand to its non-active self. Also, When a shorthand combination such as ' ' ends up in a heading \TeX would see `\protect'\protect'`. To prevent this from happening a couple of shorthand needs to be defined at user level.

```

884 \expandafter\edef\csname\user@group @sh@#2@@\endcsname
885   {\expandafter\noexpand\csname normal@char#2\endcsname}%
886 \expandafter\edef\csname\user@group @sh@#2@\string\protect\endcsname
887   {\expandafter\noexpand\csname user@active#2\endcsname}%

```

Finally, a couple of special cases are taken care of. (1) If we are making the right quote (') active we need to change `\pr@m@s` as well. Also, make sure that a single ' in math mode 'does the right thing'. (2) If we are using the caret (^) as a shorthand character special care should be taken to make sure math still works. Therefore an extra level of expansion is introduced with a check for math mode on the upper level.

```

888 \if\string'#2%
889   \let\prim@s\bbl@prim@s
890   \let\active@math@prime#1%
891 \fi
892 \bbl@usehooks{initiateactive}{{#1}{#2}{#3}}

```

The following package options control the behavior of shorthands in math mode.

```

893 <<(*More package options)>> ≡
894 \DeclareOption{math=active}{}
895 \DeclareOption{math=normal}{{\def\bbl@mathnormal{\noexpand\textormath}}}
896 <</More package options>>

```

Initiating a shorthand makes active the char. That is not strictly necessary but it is still done for backward compatibility. So we need to restore the original catcode at the end of package *and* and the end of the *ldf*.

```

897 \ifpackagewith{babel}{KeepShorthandsActive}%
898   {\let\bbl@restoreactive@gobble}%
899   {\def\bbl@restoreactive#1{%
900     \bbl@exp{%
901       \\\AfterBabelLanguage\\\CurrentOption
902       {\catcode`#1=\the\catcode`#1\relax}%
903       \\\AtEndOfPackage
904       {\catcode`#1=\the\catcode`#1\relax}}}%
905   \AtEndOfPackage{\let\bbl@restoreactive@gobble}}

```

`\bbl@sh@select` This command helps the shorthand supporting macros to select how to proceed. Note that this macro needs to be expandable as do all the shorthand macros in order for them to work in expansion-only environments such as the argument of `\hyphenation`. This macro expects the name of a group of shorthands in its first argument and a shorthand character in its second argument. It will expand to either `\bbl@firstcs` or `\bbl@scndcs`. Hence two more arguments need to follow it.

```

906 \def\bbl@sh@select#1#2{%
907   \expandafter\ifx\csname#1@sh@#2@sel\endcsname\relax
908     \bbl@afterelse\bbl@scndcs
909   \else
910     \bbl@afterfi\csname#1@sh@#2@sel\endcsname
911   \fi}

```

`\active@prefix` The command `\active@prefix` which is used in the expansion of active characters has a function similar to `\OT1-cmd` in that it `\protects` the active character whenever `\protect` is *not* `\@typeset@protect`.

```
912 \def\active@prefix#1{%
913   \ifx\protect\@typeset@protect
914     \else
```

When `\protect` is set to `\@unexpandable@protect` we make sure that the active character is *als not* expanded by inserting `\noexpand` in front of it. The `\@gobble` is needed to remove a token such as `\activechar:` (when the double colon was the active character to be dealt with).

```
915     \ifx\protect\@unexpandable@protect
916       \noexpand#1%
917     \else
918       \protect#1%
919     \fi
920     \expandafter\@gobble
921   \fi}
```

`\if@safe@actives` In some circumstances it is necessary to be able to change the expansion of an active character on the fly. For this purpose the switch `@safe@actives` is available. The setting of this switch should be checked in the first level expansion of `\active@char⟨char⟩`.

```
922 \newif\if@safe@actives
923 \@safe@activesfalse
```

`\bbl@restore@actives` When the output routine kicks in while the active characters were made “safe” this must be undone in the headers to prevent unexpected typeset results. For this situation we define a command to make them “unsafe” again.

```
924 \def\bbl@restore@actives{\if@safe@actives\@safe@activesfalse\fi}
```

`\bbl@activate` Both macros take one argument, like `\initiate@active@char`. The macro is used to change the definition of an active character to expand to `\active@char⟨char⟩` in the case of `\bbl@activate`, or `\normal@char⟨char⟩` in the case of `\bbl@deactivate`.

```
925 \def\bbl@activate#1{%
926   \bbl@withactive{\expandafter\let\expandafter}#1%
927   \csname bbl@active@\string#1\endcsname}
928 \def\bbl@deactivate#1{%
929   \bbl@withactive{\expandafter\let\expandafter}#1%
930   \csname bbl@normal@\string#1\endcsname}
```

`\bbl@firstcs` These macros have two arguments. They use one of their arguments to build a control sequence from.

```
931 \def\bbl@firstcs#1#2{\csname#1\endcsname}
932 \def\bbl@scndcs#1#2{\csname#2\endcsname}
```

`\declare@shorthand` The command `\declare@shorthand` is used to declare a shorthand on a certain level. It takes three arguments:

1. a name for the collection of shorthands, i.e. ‘system’, or ‘dutch’;
2. the character (sequence) that makes up the shorthand, i.e. `~` or `"a`;
3. the code to be executed when the shorthand is encountered.

```

933 \def\declare@shorthand#1#2{\@decl@short{#1}#2\@nil}
934 \def\@decl@short#1#2#3\@nil#4{%
935   \def\bbl@tempa{#3}%
936   \ifx\bbl@tempa\@empty
937     \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@scndcs
938     \bbl@ifunset{#1@sh@\string#2@}\{}%
939     {\def\bbl@tempa{#4}%
940       \expandafter\ifx\csname#1@sh@\string#2@\endcsname\bbl@tempa
941       \else
942         \bbl@info
943         {Redefining #1 shorthand \string#2\\%
944         in language \CurrentOption}%
945       \fi}%
946     \@namedef{#1@sh@\string#2@}\{#4}%
947   \else
948     \expandafter\let\csname #1@sh@\string#2@sel\endcsname\bbl@firstcs
949     \bbl@ifunset{#1@sh@\string#2@\string#3@}\{}%
950     {\def\bbl@tempa{#4}%
951       \expandafter\ifx\csname#1@sh@\string#2@\string#3@\endcsname\bbl@tempa
952       \else
953         \bbl@info
954         {Redefining #1 shorthand \string#2\string#3\\%
955         in language \CurrentOption}%
956       \fi}%
957     \@namedef{#1@sh@\string#2@\string#3@}\{#4}%
958   \fi}

```

`\textormath` Some of the shorthands that will be declared by the language definition files have to be usable in both text and mathmode. To achieve this the helper macro `\textormath` is provided.

```

959 \def\textormath{%
960   \ifmmode
961     \expandafter\@secondoftwo
962   \else
963     \expandafter\@firstoftwo
964   \fi}

```

`\user@group` The current concept of ‘shorthands’ supports three levels or groups of shorthands. For each level the name of the level or group is stored in a macro. The default is to have a user group; use language group ‘english’ and have a system group called ‘system’.

```

965 \def\user@group{user}
966 \def\language@group{english}
967 \def\system@group{system}

```

`\useshorthands` This is the user level command to tell \TeX that user level shorthands will be used in the document. It takes one argument, the character that starts a shorthand. First note that this is user level, and then initialize and activate the character for use as a shorthand character (ie, it’s active in the preamble). Languages can deactivate shorthands, so a starred version is also provided which activates them always after the language has been switched.

```

968 \def\useshorthands{%
969   \@ifstar\bbl@usesh@s{\bbl@usesh@x}}
970 \def\bbl@usesh@s#1{%
971   \bbl@usesh@x
972   {\AddBabelHook{babel-sh-\string#1}{afterextras}\bbl@activate{#1}}}%
973   {#1}}
974 \def\bbl@usesh@x#1#2{%
975   \bbl@ifshorthand{#2}%

```

```

976 {\def\user@group{user}%
977 \initiate@active@char{#2}%
978 #1%
979 \bbl@activate{#2}}%
980 {\bbl@error
981 {Cannot declare a shorthand turned off (\string#2)}
982 {Sorry, but you cannot use shorthands which have been\\%
983 turned off in the package options}}}
```

`\defineshorthand` Currently we only support two groups of user level shorthands, named internally `user` and `user@<lang>` (language-dependent user shorthands). By default, only the first one is taken into account, but if the former is also used (in the optional argument of `\defineshorthand`) a new level is inserted for it (`user@generic`, done by `\bbl@set@user@generic`); we make also sure `{}` and `\protect` are taken into account in this new top level.

```

984 \def\user@language@group{user@\language@group}
985 \def\bbl@set@user@generic#1#2{%
986 \bbl@ifunset{user@generic@active#1}%
987 {\bbl@active@def#1\user@language@group{user@active}{user@generic@active}%
988 \bbl@active@def#1\user@group{user@generic@active}{language@active}%
989 \expandafter\edef\csname#2sh@#1@@\endcsname{%
990 \expandafter\noexpand\csname normal@char#1\endcsname}%
991 \expandafter\edef\csname#2sh@#1@\string\protect@\endcsname{%
992 \expandafter\noexpand\csname user@active#1\endcsname}}%
993 \@empty}
994 \newcommand\defineshorthand[3][user]{%
995 \edef\bbl@tempa{\zap@space#1 \@empty}%
996 \bbl@for\bbl@tempb\bbl@tempa{%
997 \if*\expandafter\@car\bbl@tempb\@nil
998 \edef\bbl@tempb{user@\expandafter\@gobble\bbl@tempb}%
999 \@expandtwoargs
1000 \bbl@set@user@generic{\expandafter\string\@car#2\@nil}\bbl@tempb
1001 \fi
1002 \declare@shorthand{\bbl@tempb}{#2}{#3}}}
```

`\languageshorthands` A user level command to change the language from which shorthands are used. Unfortunately, babel currently does not keep track of defined groups, and therefore there is no way to catch a possible change in casing.

```
1003 \def\languageshorthands#1{\def\language@group{#1}}
```

`\aliasshorthand` First the new shorthand needs to be initialized,

```

1004 \def\aliasshorthand#1#2{%
1005 \bbl@ifshorthand{#2}%
1006 {\expandafter\ifx\csname active@char\string#2\endcsname\relax
1007 \ifx\document\@notprerr
1008 \@notshorthand{#2}%
1009 \else
1010 \initiate@active@char{#2}%
```

Then, we define the new shorthand in terms of the original one, but note with `\aliasshorthands{"}{/}` is `\active@prefix / \active@char /`, so we still need to let the latest to `\active@char`.

```

1011 \expandafter\let\csname active@char\string#2\endcsname
1012 \csname active@char\string#1\endcsname
1013 \expandafter\let\csname normal@char\string#2\endcsname
1014 \csname normal@char\string#1\endcsname
1015 \bbl@activate{#2}%
1016 \fi
```



```

1017     \fi}%
1018     {\bbl@error
1019       {Cannot declare a shorthand turned off (\string#2)}
1020       {Sorry, but you cannot use shorthands which have been\\%
1021         turned off in the package options}}}

```

\@notshorthand

```

1022 \def\@notshorthand#1{%
1023   \bbl@error{%
1024     The character '\string #1' should be made a shorthand character;\\%
1025     add the command \string\usesshorthands\string{#1\string} to
1026     the preamble.\\%
1027     I will ignore your instruction}%
1028   {You may proceed, but expect unexpected results}}

```

\shorthandon The first level definition of these macros just passes the argument on to \bbl@switch@sh, adding \@nil at the end to denote the end of the list of characters.

```

1029 \newcommand*\shorthandon[1]{\bbl@switch@sh\@ne#1\@nnil}
1030 \DeclareRobustCommand*\shorthandoff{%
1031   \@ifstar{\bbl@shorthandoff\tw@}{\bbl@shorthandoff\z@}}
1032 \def\bbl@shorthandoff#1#2{\bbl@switch@sh#1#2\@nnil}

```

\bbl@switch@sh The macro \bbl@switch@sh takes the list of characters apart one by one and subsequently switches the category code of the shorthand character according to the first argument of \bbl@switch@sh.

But before any of this switching takes place we make sure that the character we are dealing with is known as a shorthand character. If it is, a macro such as \active@char" should exist.

Switching off and on is easy – we just set the category code to ‘other’ (12) and \active. With the starred version, the original catcode and the original definition, saved in @initiate@active@char, are restored.

```

1033 \def\bbl@switch@sh#1#2{%
1034   \ifx#2\@nnil\else
1035     \bbl@ifunset{\bbl@active@\string#2}%
1036     {\bbl@error
1037       {I cannot switch '\string#2' on or off--not a shorthand}%
1038       {This character is not a shorthand. Maybe you made\\%
1039         a typing mistake? I will ignore your instruction}}}%
1040     {\ifcase#1%
1041       \catcode`#2\relax
1042       \or
1043       \catcode`#2\active
1044       \or
1045       \csname bbl@oricat@\string#2\endcsname
1046       \csname bbl@oridef@\string#2\endcsname
1047       \fi}%
1048     \bbl@afterfi\bbl@switch@sh#1%
1049   \fi}

```

Note the value is that at the expansion time, eg, in the preamble shorthands are usually deactivated.

```

1050 \def\babelshorthand{\active@prefix\babelshorthand\bbl@putsh}
1051 \def\bbl@putsh#1{%
1052   \bbl@ifunset{\bbl@active@\string#1}%
1053   {\bbl@putsh@i#1\@empty\@nnil}%
1054   {\csname bbl@active@\string#1\endcsname}}
1055 \def\bbl@putsh@i#1#2\@nnil{%

```

```

1056 \csname\language @sh@\string#1@%
1057 \ifx\@empty#2\else\string#2@\fi\endcsname}
1058 \ifx\bbbl@opt@shorthands\@nnil\else
1059 \let\bbbl@s@initiate@active@char\initiate@active@char
1060 \def\initiate@active@char#1{%
1061 \bbbl@ifshorthand{#1}{\bbbl@s@initiate@active@char{#1}}{}}
1062 \let\bbbl@s@switch@sh\bbbl@switch@sh
1063 \def\bbbl@switch@sh#1#2{%
1064 \ifx#2\@nnil\else
1065 \bbbl@afterfi
1066 \bbbl@ifshorthand{#2}{\bbbl@s@switch@sh#1{#2}}{\bbbl@switch@sh#1}%
1067 \fi}
1068 \let\bbbl@s@activate\bbbl@activate
1069 \def\bbbl@activate#1{%
1070 \bbbl@ifshorthand{#1}{\bbbl@s@activate{#1}}{}}
1071 \let\bbbl@s@deactivate\bbbl@deactivate
1072 \def\bbbl@deactivate#1{%
1073 \bbbl@ifshorthand{#1}{\bbbl@s@deactivate{#1}}{}}
1074 \fi

```

You may want to test if a character is a shorthand. Note it does not test whether the shorthand is on or off.

```

1075 \newcommand\ifbabelshorthand[3]{\bbbl@ifunset{bbbl@active@\string#1}{#3}{#2}}

```

\bbbl@prim@s One of the internal macros that are involved in substituting \prime for each right quote in
\bbbl@pr@m@s mathmode is \prim@s. This checks if the next character is a right quote. When the right
quote is active, the definition of this macro needs to be adapted to look also for an active
right quote; the hat could be active, too.

```

1076 \def\bbbl@prim@s{%
1077 \prime\futurelet\@let@token\bbbl@pr@m@s}
1078 \def\bbbl@if@primes#1#2{%
1079 \ifx#1\@let@token
1080 \expandafter\@firstoftwo
1081 \else\ifx#2\@let@token
1082 \bbbl@afterelse\expandafter\@firstoftwo
1083 \else
1084 \bbbl@afterfi\expandafter\@secondoftwo
1085 \fi\fi}
1086 \begingroup
1087 \catcode`\^=7 \catcode`\*=\active \lccode`\*=\^
1088 \catcode`\'=12 \catcode`\"=\active \lccode`\"=\'
1089 \lowercase{%
1090 \gdef\bbbl@pr@m@s{%
1091 \bbbl@if@primes"%"
1092 \pr@@@s
1093 {\bbbl@if@primes*\^{\pr@@@t\egroup}}}}
1094 \endgroup

```

Usually the ~ is active and expands to \penalty\@M . When it is written to the .aux file it is written expanded. To prevent that and to be able to use the character ~ as a start character for a shorthand, it is redefined here as a one character shorthand on system level. The system declaration is in most cases redundant (when ~ is still a non-break space), and in some cases is inconvenient (if ~ has been redefined); however, for backward compatibility it is maintained (some existing documents may rely on the babel value).

```

1095 \initiate@active@char{~}
1096 \declare@shorthand{system}{~}{\leavevmode\nobreak\ }
1097 \bbbl@activate{~}

```

`\OT1dqpos` The position of the double quote character is different for the OT1 and T1 encodings. It will
`\T1dqpos` later be selected using the `\f@encoding` macro. Therefore we define two macros here to store the position of the character in these encodings.

```
1098 \expandafter\def\csname OT1dqpos\endcsname{127}
1099 \expandafter\def\csname T1dqpos\endcsname{4}
```

When the macro `\f@encoding` is undefined (as it is in plain \TeX) we define it here to expand to OT1

```
1100 \ifx\f@encoding\undefined
1101   \def\f@encoding{OT1}
1102 \fi
```

9.5 Language attributes

Language attributes provide a means to give the user control over which features of the language definition files he wants to enable.

`\languageattribute` The macro `\languageattribute` checks whether its arguments are valid and then activates the selected language attribute. First check whether the language is known, and then process each attribute in the list.

```
1103 \bbl@trace{Language attributes}
1104 \newcommand\languageattribute[2]{%
1105   \def\bbl@tempc{#1}%
1106   \bbl@fixname\bbl@tempc
1107   \bbl@iflanguage\bbl@tempc{%
1108     \bbl@vforeach{#2}{%
```

We want to make sure that each attribute is selected only once; therefore we store the already selected attributes in `\bbl@known@attrs`. When that control sequence is not yet defined this attribute is certainly not selected before.

```
1109     \ifx\bbl@known@attrs\undefined
1110       \in@false
1111     \else
```

Now we need to see if the attribute occurs in the list of already selected attributes.

```
1112       \bbl@xin@{,\bbl@tempc-##1,},{,\bbl@known@attrs,}%
1113     \fi
```

When the attribute was in the list we issue a warning; this might not be the users intention.

```
1114     \ifin@
1115       \bbl@warning{%
1116         You have more than once selected the attribute '##1'\%
1117         for language #1. Reported}%
1118     \else
```

When we end up here the attribute is not selected before. So, we add it to the list of selected attributes and execute the associated \TeX -code.

```
1119       \bbl@exp{%
1120         \\bbl@add@list\\bbl@known@attrs{\bbl@tempc-##1}}%
1121       \edef\bbl@tempa{\bbl@tempc-##1}%
1122       \expandafter\bbl@ifknown@ttrib\expandafter{\bbl@tempa}\bbl@attributes%
1123       {\csname\bbl@tempc @attr##1\endcsname}%
1124       {\@attrerr{\bbl@tempc}{##1}}%
1125     \fi}}
```

This command should only be used in the preamble of a document.

```
1126 \@onlypreamble\languageattribute
```

The error text to be issued when an unknown attribute is selected.

```
1127 \newcommand*{\@attrerr}[2]{%
1128   \bbl@error
1129   {The attribute #2 is unknown for language #1.}%
1130   {Your command will be ignored, type <return> to proceed}}
```

`\bbl@declare@ttribute` This command adds the new language/attribute combination to the list of known attributes.
Then it defines a control sequence to be executed when the attribute is used in a document. The result of this should be that the macro `\extras...` for the current language is extended, otherwise the attribute will not work as its code is removed from memory at `\begin{document}`.

```
1131 \def\bbl@declare@ttribute#1#2#3{%
1132   \bbl@xin@{,#2,}{,\BabelModifiers,}%
1133   \ifin@
1134     \AfterBabelLanguage{#1}{\languageattribute{#1}{#2}}%
1135   \fi
1136   \bbl@add@list\bbl@attributes{#1-#2}%
1137   \expandafter\def\csname#1@attr@#2\endcsname{#3}}
```

`\bbl@ifattributeset` This internal macro has 4 arguments. It can be used to interpret T_EX code based on whether a certain attribute was set. This command should appear inside the argument to `\AtBeginDocument` because the attributes are set in the document preamble, *after* babel is loaded.

The first argument is the language, the second argument the attribute being checked, and the third and fourth arguments are the true and false clauses.

```
1138 \def\bbl@ifattributeset#1#2#3#4{%
1139   \ifx\bbl@known@attribs@undefined
1140     \in@false
1141   \else
```

The we need to check the list of known attributes.

```
1142   \bbl@xin@{,#1-#2,}{,\bbl@known@attribs,}%
1143   \fi
```

When we're this far `\ifin@` has a value indicating if the attribute in question was set or not. Just to be safe the code to be executed is 'thrown over the `\fi`'.

```
1144   \ifin@
1145     \bbl@afterelse#3%
1146   \else
1147     \bbl@afterfi#4%
1148   \fi
1149 }
```

`\bbl@ifknown@trib` An internal macro to check whether a given language/attribute is known. The macro takes 4 arguments, the language/attribute, the attribute list, the T_EX-code to be executed when the attribute is known and the T_EX-code to be executed otherwise.

```
1150 \def\bbl@ifknown@trib#1#2{%
1151   \let\bbl@tempa\@secondoftwo
1152   \bbl@loopx\bbl@tempb{#2}{%
1153     \expandafter\in@\expandafter{\expandafter,\bbl@tempb,}{,#1,}%
1154   \ifin@
```

When a match is found the definition of `\bbl@tempa` is changed.

```
1155 \let\bbl@tempa\@firstoftwo
1156 \else
1157 \fi}%
```

Finally we execute `\bbl@tempa`.

```
1158 \bbl@tempa
1159 }
```

`\bbl@clear@ttribs` This macro removes all the attribute code from \LaTeX 's memory at `\begin{document}` time (if any is present).

```
1160 \def\bbl@clear@ttribs{%
1161 \ifx\bbl@attributes\undefined\else
1162 \bbl@loopx\bbl@tempa{\bbl@attributes}{%
1163 \expandafter\bbl@clear@ttrib\bbl@tempa.
1164 }%
1165 \let\bbl@attributes\undefined
1166 \fi}
1167 \def\bbl@clear@ttrib#1-#2.{%
1168 \expandafter\let\csname#1@attr#2\endcsname\undefined}
1169 \AtBeginDocument{\bbl@clear@ttribs}
```

9.6 Support for saving macro definitions

To save the meaning of control sequences using `\babel@save`, we use temporary control sequences. To save hash table entries for these control sequences, we don't use the name of the control sequence to be saved to construct the temporary name. Instead we simply use the value of a counter, which is reset to zero each time we begin to save new values. This works well because we release the saved meanings before we begin to save a new set of control sequence meanings (see `\selectlanguage` and `\originalTeX`). Note undefined macros are not undefined any more when saved – they are `\relax`'ed.

`\babel@savecnt` The initialization of a new save cycle: reset the counter to zero.
`\babel@beginsave`

```
1170 \bbl@trace{Macros for saving definitions}
1171 \def\babel@beginsave{\babel@savecnt\z@}
```

Before it's forgotten, allocate the counter and initialize all.

```
1172 \newcount\babel@savecnt
1173 \babel@beginsave
```

`\babel@save` The macro `\babel@save⟨csname⟩` saves the current meaning of the control sequence `⟨csname⟩` to `\originalTeX`³². To do this, we let the current meaning to a temporary control sequence, the restore commands are appended to `\originalTeX` and the counter is incremented.

```
1174 \def\babel@save#1{%
1175 \expandafter\let\csname babel@number\babel@savecnt\endcsname#1\relax
1176 \toks@\expandafter{\originalTeX\let#1=}%
1177 \bbl@exp{%
1178 \def\\originalTeX{the\toks@<babel@number\babel@savecnt>\relax}}%
1179 \advance\babel@savecnt\@ne}
```

`\babel@savevariable` The macro `\babel@savevariable⟨variable⟩` saves the value of the variable. `⟨variable⟩` can be anything allowed after the `\the` primitive.

```
1180 \def\babel@savevariable#1{%
1181 \toks@\expandafter{\originalTeX #1=}%
1182 \bbl@exp{\def\\originalTeX{the\toks@the#1\relax}}}
```

³²`\originalTeX` has to be expandable, i.e. you shouldn't let it to `\relax`.

`\bbl@frenchspacing` Some languages need to have `\frenchspacing` in effect. Others don't want that. The
`\bbl@nonfrenchspacing` command `\bbl@frenchspacing` switches it on when it isn't already in effect and
`\bbl@nonfrenchspacing` switches it off if necessary.

```

1183 \def\bbl@frenchspacing{%
1184   \ifnum\the\sfcode\.\@m
1185     \let\bbl@nonfrenchspacing\relax
1186   \else
1187     \frenchspacing
1188     \let\bbl@nonfrenchspacing\nonfrenchspacing
1189   \fi}
1190 \let\bbl@nonfrenchspacing\nonfrenchspacing

```

9.7 Short tags

`\babeltags` This macro is straightforward. After zapping spaces, we loop over the list and define the macros `\text{<tag>}` and `\<tag>`. Definitions are first expanded so that they don't contain `\csname` but the actual macro.

```

1191 \bbl@trace{Short tags}
1192 \def\babeltags#1{%
1193   \edef\bbl@tempa{\zap@space#1 \@empty}%
1194   \def\bbl@tempb##1=##2\@{}%
1195   \edef\bbl@tempc{%
1196     \noexpand\newcommand
1197     \expandafter\noexpand\csname ##1\endcsname{%
1198       \noexpand\protect
1199       \expandafter\noexpand\csname otherlanguage*\endcsname{##2}}
1200     \noexpand\newcommand
1201     \expandafter\noexpand\csname text##1\endcsname{%
1202       \noexpand\foreignlanguage{##2}}
1203   \bbl@tempc}%
1204   \bbl@for\bbl@tempa\bbl@tempa{%
1205     \expandafter\bbl@tempb\bbl@tempa\@{}}

```

9.8 Hyphens

`\babelhyphenation` This macro saves hyphenation exceptions. Two macros are used to store them: `\bbl@hyphenation@` for the global ones and `\bbl@hyphenation<lang>` for language ones. See `\bbl@patterns` above for further details. We make sure there is a space between words when multiple commands are used.

```

1206 \bbl@trace{Hyphens}
1207 \@onlypreamble\babelhyphenation
1208 \AtEndOfPackage{%
1209   \newcommand\babelhyphenation[2][\@empty]{%
1210     \ifx\bbl@hyphenation@\relax
1211       \let\bbl@hyphenation@\@empty
1212     \fi
1213     \ifx\bbl@hyphlist\@empty\else
1214       \bbl@warning{%
1215         You must not intermingle \string\selectlanguage\space and\%
1216         \string\babelhyphenation\space or some exceptions will not\%
1217         be taken into account. Reported}%
1218     \fi
1219     \ifx\@empty#1%
1220       \protected@edef\bbl@hyphenation@{\bbl@hyphenation@\space#2}%
1221     \else
1222       \bbl@vforeach{#1}{%

```

```

1223 \def\bb@tempa{##1}%
1224 \bb@fixname\bb@tempa
1225 \bb@iflanguage\bb@tempa{%
1226 \bb@csarg\protected@edef{hyphenation@\bb@tempa}{%
1227 \bb@ifunset{bb@hyphenation@\bb@tempa}%
1228 \@empty
1229 {\csname bb@hyphenation@\bb@tempa\endcsname\space}%
1230 #2}}}%
1231 \fi}}

```

`\bb@allowhyphens` This macro makes hyphenation possible. Basically its definition is nothing more than `\nobreak \hskip Opt plus Opt`³³.

```

1232 \def\bb@allowhyphens{\ifvmode\else\nobreak\hskip\z@skip\fi}
1233 \def\bb@t@one{T1}
1234 \def\allowhyphens{\ifx\cf@encoding\bb@t@one\else\bb@allowhyphens\fi}

```

`\babelhyphen` Macros to insert common hyphens. Note the space before @ in `\babelhyphen`. Instead of protecting it with `\DeclareRobustCommand`, which could insert a `\relax`, we use the same procedure as shorthands, with `\active@prefix`.

```

1235 \newcommand\babelnullhyphen{\char\hyphenchar\font}
1236 \def\babelhyphen{\active@prefix\babelhyphen\bb@hyphen}
1237 \def\bb@hyphen{%
1238 \@ifstar{\bb@hyphen@i @}{\bb@hyphen@i \@empty}}
1239 \def\bb@hyphen@i#1#2{%
1240 \bb@ifunset{bb@hy@#1#2\@empty}%
1241 {\csname bb@#1usehyphen\endcsname{\discretionary{#2}{}{#2}}}%
1242 {\csname bb@hy@#1#2\@empty\endcsname}}

```

The following two commands are used to wrap the “hyphen” and set the behavior of the rest of the word – the version with a single @ is used when further hyphenation is allowed, while that with @@ if no more hyphens are allowed. In both cases, if the hyphen is preceded by a positive space, breaking after the hyphen is disallowed. There should not be a discretionary after a hyphen at the beginning of a word, so it is prevented if preceded by a skip. Unfortunately, this does handle cases like “(-suffix)”. `\nobreak` is always preceded by `\leavevmode`, in case the shorthand starts a paragraph.

```

1243 \def\bb@usehyphen#1{%
1244 \leavevmode
1245 \ifdim\lastskip>\z@\mbox{#1}\else\nobreak#1\fi
1246 \nobreak\hskip\z@skip}
1247 \def\bb@@usehyphen#1{%
1248 \leavevmode\ifdim\lastskip>\z@\mbox{#1}\else#1\fi}

```

The following macro inserts the hyphen char.

```

1249 \def\bb@hyphenchar{%
1250 \ifnum\hyphenchar\font=\m@ne
1251 \babelnullhyphen
1252 \else
1253 \char\hyphenchar\font
1254 \fi}

```

Finally, we define the hyphen “types”. Their names will not change, so you may use them in ldf’s. After a space, the `\mbox` in `\bb@hy@nobreak` is redundant.

```

1255 \def\bb@hy@soft{\bb@usehyphen{\discretionary{\bb@hyphenchar}{}}{}}
1256 \def\bb@hy@@soft{\bb@@usehyphen{\discretionary{\bb@hyphenchar}{}}{}}
1257 \def\bb@hy@hard{\bb@usehyphen\bb@hyphenchar}
1258 \def\bb@hy@@hard{\bb@@usehyphen\bb@hyphenchar}

```

³³TeX begins and ends a word for hyphenation at a glue node. The penalty prevents a linebreak at this glue node.

```

1259 \def\bbl@hy@nobreak{\bbl@usehyphen{\mbox{\bbl@hyphenchar}}}
1260 \def\bbl@hy@@nobreak{\mbox{\bbl@hyphenchar}}
1261 \def\bbl@hy@repeat{%
1262   \bbl@usehyphen{%
1263     \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}
1264 \def\bbl@hy@@repeat{%
1265   \bbl@usehyphen{%
1266     \discretionary{\bbl@hyphenchar}{\bbl@hyphenchar}{\bbl@hyphenchar}}}
1267 \def\bbl@hy@empty{\hskip\z@skip}
1268 \def\bbl@hy@@empty{\discretionary{}{}{}}

```

`\bbl@disc` For some languages the macro `\bbl@disc` is used to ease the insertion of discretionaries for letters that behave ‘abnormally’ at a breakpoint.

```

1269 \def\bbl@disc#1#2{\nobreak\discretionary{#2-}{#1}\bbl@allowhyphens}

```

9.9 Multiencoding strings

The aim following commands is to provide a common interface for strings in several encodings. They also contains several hooks which can be used by `luatex` and `xetex`. The code is organized here with pseudo-guards, so we start with the basic commands.

Tools But first, a couple of tools. The first one makes global a local variable. This is not the best solution, but it works.

```

1270 \bbl@trace{Multiencoding strings}
1271 \def\bbl@tglobal#1{\global\let#1#1}
1272 \def\bbl@reacatcode#1{%
1273   \@tempcnta="7F
1274   \def\bbl@tempa{%
1275     \ifnum\@tempcnta>"FF\else
1276       \catcode\@tempcnta=#1\relax
1277       \advance\@tempcnta\@ne
1278       \expandafter\bbl@tempa
1279     \fi}%
1280   \bbl@tempa}

```

The second one. We need to patch `\@uclclist`, but it is done once and only if `\SetCase` is used or if strings are encoded. The code is far from satisfactory for several reasons, including the fact `\@uclclist` is not a list any more. Therefore a package option is added to ignore it. Instead of gobbling the macro getting the next two elements (usually `\reserved@a`), we pass it as argument to `\bbl@uclc`. The parser is restarted inside `\(lang)\bbl@uclc` because we do not know how many expansions are necessary (depends on whether strings are encoded). The last part is tricky – when uppercasing, we have:

```
\let\bbl@tolower\@empty\bbl@toupper\@empty
```

and starts over (and similarly when lowercasing).

```

1281 \@ifpackagewith{babel}{nocase}%
1282 {\let\bbl@patchuclc\relax}%
1283 {\def\bbl@patchuclc{%
1284   \global\let\bbl@patchuclc\relax
1285   \@addto@macro\@uclclist{\reserved@b{\reserved@b\bbl@uclc}}%
1286   \gdef\bbl@uclc##1{%
1287     \let\bbl@encoded\bbl@encoded@uclc
1288     \bbl@ifunset{\language @bbl@uclc}% and resumes it
1289     {##1}%

```



```

1290      {\let\bbl@tempa##1\relax % Used by LANG@bbl@uc1c
1291      \csname\language @bbl@uc1c\endcsname}%
1292      {\bbl@tolower\@empty}{\bbl@toupper\@empty}}}%
1293      \gdef\bbl@tolower{\csname\language @bbl@lc\endcsname}%
1294      \gdef\bbl@toupper{\csname\language @bbl@uc\endcsname}}}%
1295 <<(*More package options)>> ≡
1296 \DeclareOption{nocase}{}
1297 <</More package options>>

```

The following package options control the behavior of `\SetString`.

```

1298 <<(*More package options)>> ≡
1299 \let\bbl@opt@strings\@nnil % accept strings=value
1300 \DeclareOption{strings}{\def\bbl@opt@strings{\BabelStringsDefault}}
1301 \DeclareOption{strings=encoded}{\let\bbl@opt@strings\relax}
1302 \def\BabelStringsDefault{generic}
1303 <</More package options>>

```

Main command This is the main command. With the first use it is redefined to omit the basic setup in subsequent blocks. We make sure strings contain actual letters in the range 128-255, not active characters.

```

1304 \@onlypreamble\StartBabelCommands
1305 \def\StartBabelCommands{%
1306   \begingroup
1307   \bbl@recatcode{11}%
1308   <Macros local to BabelCommands>
1309   \def\bbl@provstring##1##2{%
1310     \providecommand##1{##2}%
1311     \bbl@tglobal##1}%
1312   \global\let\bbl@scafter\@empty
1313   \let\StartBabelCommands\bbl@startcmds
1314   \ifx\BabelLanguages\relax
1315     \let\BabelLanguages\CurrentOption
1316   \fi
1317   \begingroup
1318   \let\bbl@screset\@nnil % local flag - disable 1st stopcommands
1319   \StartBabelCommands}
1320 \def\bbl@startcmds{%
1321   \ifx\bbl@screset\@nnil\else
1322     \bbl@usehooks{stopcommands}{}%
1323   \fi
1324   \endgroup
1325   \begingroup
1326   \@ifstar
1327     {\ifx\bbl@opt@strings\@nnil
1328       \let\bbl@opt@strings\BabelStringsDefault
1329       \fi
1330       \bbl@startcmds@i}%
1331     \bbl@startcmds@i}
1332 \def\bbl@startcmds@i#1#2{%
1333   \edef\bbl@L{\zap@space#1 \@empty}%
1334   \edef\bbl@G{\zap@space#2 \@empty}%
1335   \bbl@startcmds@ii}

```

Parse the encoding info to get the label, input, and font parts.

Select the behavior of `\SetString`. There are two main cases, depending of if there is an optional argument: without it and `strings=encoded`, strings are defined always; otherwise, they are set only if they are still undefined (ie, fallback values). With labelled blocks and `strings=encoded`, define the strings, but with another value, define strings

only if the current label or font encoding is the value of strings; otherwise (ie, no strings or a block whose label is not in strings=) do nothing.

We presume the current block is not loaded, and therefore set (above) a couple of default values to gobble the arguments. Then, these macros are redefined if necessary according to several parameters.

```

1336 \newcommand\bbbl@startcmds@ii[1][\@empty]{%
1337   \let\SetString\@gobbletwo
1338   \let\bbbl@stringdef\@gobbletwo
1339   \let\AfterBabelCommands\@gobble
1340   \ifx\@empty#1%
1341     \def\bbbl@sc@label{generic}%
1342     \def\bbbl@encstring##1##2{%
1343       \ProvideTextCommandDefault##1{##2}%
1344       \bbbl@tglobal##1%
1345       \expandafter\bbbl@tglobal\csname\string?\string##1\endcsname}%
1346     \let\bbbl@sctest\in@true
1347   \else
1348     \let\bbbl@sc@charset\space % <- zapped below
1349     \let\bbbl@sc@fontenc\space % <- " "
1350     \def\bbbl@tempa##1=##2\@nil{%
1351       \bbbl@csarg\edef{sc@\zap@space##1 \@empty}{##2 }}%
1352     \bbbl@foreach{label=#1}{\bbbl@tempa##1\@nil}%
1353     \def\bbbl@tempa##1 ##2{% space -> comma
1354       ##1%
1355       \ifx\@empty##2\else\ifx,##1,\else,\fi\bbbl@afterfi\bbbl@tempa##2\fi}%
1356     \edef\bbbl@sc@fontenc{\expandafter\bbbl@tempa\bbbl@sc@fontenc\@empty}%
1357     \edef\bbbl@sc@label{\expandafter\zap@space\bbbl@sc@label\@empty}%
1358     \edef\bbbl@sc@charset{\expandafter\zap@space\bbbl@sc@charset\@empty}%
1359     \def\bbbl@encstring##1##2{%
1360       \bbbl@foreach\bbbl@sc@fontenc{%
1361         \bbbl@ifunset{T####1}%
1362         {}%
1363         {\ProvideTextCommand##1{####1}{##2}%
1364         \bbbl@tglobal##1%
1365         \expandafter
1366         \bbbl@tglobal\csname####1\string##1\endcsname}}}%
1367     \def\bbbl@sctest{%
1368       \bbbl@xin@{\bbbl@opt@strings,}{,\bbbl@sc@label,\bbbl@sc@fontenc,}}%
1369   \fi
1370   \ifx\bbbl@opt@strings\@nnil % ie, no strings key -> defaults
1371   \else\ifx\bbbl@opt@strings\relax % ie, strings=encoded
1372     \let\AfterBabelCommands\bbbl@aftercmds
1373     \let\SetString\bbbl@setstring
1374     \let\bbbl@stringdef\bbbl@encstring
1375   \else % ie, strings=value
1376     \bbbl@sctest
1377   \ifin@
1378     \let\AfterBabelCommands\bbbl@aftercmds
1379     \let\SetString\bbbl@setstring
1380     \let\bbbl@stringdef\bbbl@provstring
1381   \fi\fi\fi
1382   \bbbl@scswitch
1383   \ifx\bbbl@G\@empty
1384     \def\SetString##1##2{%
1385       \bbbl@error{Missing group for string \string##1}%
1386       {You must assign strings to some category, typically\\%
1387       captions or extras, but you set none}}%
1388   \fi

```

```

1389 \ifx\@empty#1%
1390 \bbl@usehooks{defaultcommands}{}%
1391 \else
1392 \@expandtwoargs
1393 \bbl@usehooks{encodedcommands}{\bbl@sc@charset}{\bbl@sc@fontenc}}%
1394 \fi}

```

There are two versions of `\bbl@scswitch`. The first version is used when `ldfs` are read, and it makes sure `\langle group \rangle \langle language \rangle` is reset, but only once (`\bbl@screset` is used to keep track of this). The second version is used in the preamble and packages loaded after `babel` and does nothing. The macro `\bbl@forlang` loops `\bbl@L` but its body is executed only if the value is in `\BabelLanguages` (inside `babel`) or `\date \langle language \rangle` is defined (after `babel` has been loaded). There are also two version of `\bbl@forlang`. The first one skips the current iteration if the language is not in `\BabelLanguages` (used in `ldfs`), and the second one skips undefined languages (after `babel` has been loaded) .

```

1395 \def\bbl@forlang#1#2{%
1396 \bbl@for#1\bbl@L{%
1397 \bbl@xin@{,#1,}{,\BabelLanguages,}%
1398 \ifin@#2\relax\fi}}
1399 \def\bbl@scswitch{%
1400 \bbl@forlang\bbl@tempa{%
1401 \ifx\bbl@G\@empty\else
1402 \ifx\SetString@gobbletwo\else
1403 \edef\bbl@GL{\bbl@G\bbl@tempa}%
1404 \bbl@xin@{\bbl@GL,}{,\bbl@screset,}%
1405 \ifin@\else
1406 \global\expandafter\let\csname\bbl@GL\endcsname\@undefined
1407 \xdef\bbl@screset{\bbl@screset,\bbl@GL}%
1408 \fi
1409 \fi
1410 \fi}}
1411 \AtEndOfPackage{%
1412 \def\bbl@forlang#1#2{\bbl@for#1\bbl@L{\bbl@ifunset{date#1}{\#2}}}%
1413 \let\bbl@scswitch\relax}
1414 \@onlypreamble\EndBabelCommands
1415 \def\EndBabelCommands{%
1416 \bbl@usehooks{stopcommands}{}%
1417 \endgroup
1418 \endgroup
1419 \bbl@scafter}

```

Now we define commands to be used inside `\StartBabelCommands`.

Strings The following macro is the actual definition of `\SetString` when it is “active”. First save the “switcher”. Create it if undefined. Strings are defined only if undefined (ie, like `\providescommand`). With the event `stringprocess` you can preprocess the string by manipulating the value of `\BabelString`. If there are several hooks assigned to this event, preprocessing is done in the same order as defined. Finally, the string is set.

```

1420 \def\bbl@setstring#1#2{%
1421 \bbl@forlang\bbl@tempa{%
1422 \edef\bbl@LC{\bbl@tempa\bbl@stripslash#1}%
1423 \bbl@ifunset{\bbl@LC}% eg, \germanchaptername
1424 {\global\expandafter % TODO - con \bbl@exp ?
1425 \bbl@add\csname\bbl@G\bbl@tempa\expandafter\endcsname\expandafter
1426 {\expandafter\bbl@scset\expandafter#1\csname\bbl@LC\endcsname}}}%
1427 {}%
1428 \def\BabelString{#2}%

```

```

1429 \bbl@usehooks{stringprocess}{}%
1430 \expandafter\bbl@stringdef
1431 \csname\bbl@LC\expandafter\endcsname\expandafter{\BabelString}}

```

Now, some additional stuff to be used when encoded strings are used. Captions then include `\bbl@encoded` for string to be expanded in case transformations. It is `\relax` by default, but in `\MakeUppercase` and `\MakeLowercase` its value is a modified expandable `\@changed@cmd`.

```

1432 \ifx\bbl@opt@strings\relax
1433 \def\bbl@scset#1#2{\def#1{\bbl@encoded#2}}
1434 \bbl@patchuclc
1435 \let\bbl@encoded\relax
1436 \def\bbl@encoded@uclc#1{%
1437   \@inmathwarn#1%
1438   \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
1439     \expandafter\ifx\csname ?\string#1\endcsname\relax
1440       \TextSymbolUnavailable#1%
1441     \else
1442       \csname ?\string#1\endcsname
1443     \fi
1444   \else
1445     \csname\cf@encoding\string#1\endcsname
1446   \fi}
1447 \else
1448 \def\bbl@scset#1#2{\def#1{#2}}
1449 \fi

```

Define `\SetStringLoop`, which is actually set inside `\StartBabelCommands`. The current definition is somewhat complicated because we need a count, but `\count@` is not under our control (remember `\SetString` may call hooks). Instead of defining a dedicated count, we just “pre-expand” its value.

```

1450 <<*Macros local to BabelCommands>> ≡
1451 \def\SetStringLoop##1##2{%
1452   \def\bbl@templ####1{\expandafter\noexpand\csname##1\endcsname}%
1453   \count@z@
1454   \bbl@loop\bbl@tempa{##2}{% empty items and spaces are ok
1455     \advance\count@\@ne
1456     \toks@\expandafter{\bbl@tempa}%
1457     \bbl@exp{%
1458       \\SetString\bbl@templ{\romannumeral\count@}{\the\toks@}%
1459       \count@=\the\count@\relax}}}%
1460 <</Macros local to BabelCommands>>

```

Delaying code Now the definition of `\AfterBabelCommands` when it is activated.

```

1461 \def\bbl@aftercmds#1{%
1462   \toks@\expandafter{\bbl@scafter#1}%
1463   \xdef\bbl@scafter{\the\toks@}}

```

Case mapping The command `\SetCase` provides a way to change the behavior of `\MakeUppercase` and `\MakeLowercase`. `\bbl@tempa` is set by the patched `\@uclclist` to the parsing command.

```

1464 <<*Macros local to BabelCommands>> ≡
1465 \newcommand\SetCase[3][[]{%
1466   \bbl@patchuclc
1467   \bbl@forlang\bbl@tempa{%
1468     \expandafter\bbl@encstring

```

```

1469      \csname\bb1@tempa @bb1@ucl\endcsname{\bb1@tempa##1}%
1470      \expandafter\bb1@encstring
1471      \csname\bb1@tempa @bb1@uc\endcsname{##2}%
1472      \expandafter\bb1@encstring
1473      \csname\bb1@tempa @bb1@lc\endcsname{##3}}}%
1474 <</Macros local to BabelCommands>>

```

Macros to deal with case mapping for hyphenation. To decide if the document is monolingual or multilingual, we make a rough guess – just see if there is a comma in the languages list, built in the first pass of the package options.

```

1475 <<{*Macros local to BabelCommands}>> ≡
1476 \newcommand\SetHyphenMap[1]{%
1477   \bb1@forlang\bb1@tempa{%
1478     \expandafter\bb1@stringdef
1479     \csname\bb1@tempa @bb1@hyphenmap\endcsname{##1}}}
1480 <</Macros local to BabelCommands>>

```

There are 3 helper macros which do most of the work for you.

```

1481 \newcommand\BabelLower[2]{% one to one.
1482   \ifnum\lccode#1=#2\else
1483     \babel@savevariable{\lccode#1}%
1484     \lccode#1=#2\relax
1485   \fi}
1486 \newcommand\BabelLowerMM[4]{% many-to-many
1487   \@tempcnta=#1\relax
1488   \@tempcntb=#4\relax
1489   \def\bb1@tempa{%
1490     \ifnum\@tempcnta>#2\else
1491       \@expandtwoargs\BabelLower{\the\@tempcnta}{\the\@tempcntb}%
1492       \advance\@tempcnta#3\relax
1493       \advance\@tempcntb#3\relax
1494       \expandafter\bb1@tempa
1495     \fi}%
1496   \bb1@tempa}
1497 \newcommand\BabelLowerMO[4]{% many-to-one
1498   \@tempcnta=#1\relax
1499   \def\bb1@tempa{%
1500     \ifnum\@tempcnta>#2\else
1501       \@expandtwoargs\BabelLower{\the\@tempcnta}{#4}%
1502       \advance\@tempcnta#3
1503       \expandafter\bb1@tempa
1504     \fi}%
1505   \bb1@tempa}

```

The following package options control the behavior of hyphenation mapping.

```

1506 <<{*More package options}>> ≡
1507 \DeclareOption{hyphenmap=off}{\chardef\bb1@opt@hyphenmap\z@}
1508 \DeclareOption{hyphenmap=first}{\chardef\bb1@opt@hyphenmap\@ne}
1509 \DeclareOption{hyphenmap=select}{\chardef\bb1@opt@hyphenmap\tw@}
1510 \DeclareOption{hyphenmap=other}{\chardef\bb1@opt@hyphenmap\thr@}
1511 \DeclareOption{hyphenmap=other*}{\chardef\bb1@opt@hyphenmap4\relax}
1512 <</More package options>>

```

Initial setup to provide a default behavior if hyphenmap is not set.

```

1513 \AtEndOfPackage{%
1514   \ifx\bb1@opt@hyphenmap\undefined
1515     \bb1@xin{,}{\bb1@language@opts}%
1516     \chardef\bb1@opt@hyphenmap\ifin4\else\@ne\fi
1517   \fi}

```

9.10 Macros common to a number of languages

`\set@low@box` The following macro is used to lower quotes to the same level as the comma. It prepares its argument in box register 0.

```
1518 \bbl@trace{Macros related to glyphs}
1519 \def\set@low@box#1{\setbox\tw@ \hbox{,}\setbox\z@ \hbox{#1}%
1520   \dimen\z@ \ht\z@ \advance\dimen\z@ -\ht\tw@%
1521   \setbox\z@ \hbox{\lower\dimen\z@ \box\z@}\ht\z@ \ht\tw@ \dp\z@ \dp\tw@}
```

`\save@sf@q` The macro `\save@sf@q` is used to save and reset the current space factor.

```
1522 \def\save@sf@q#1{\leavevmode
1523   \begingroup
1524   \edef\@SF{\spacefactor\the\spacefactor}#1\@SF
1525   \endgroup}
```

9.11 Making glyphs available

This section makes a number of glyphs available that either do not exist in the OT1 encoding and have to be ‘faked’, or that are not accessible through `T1enc.def`.

9.11.1 Quotation marks

`\quotedblbase` In the T1 encoding the opening double quote at the baseline is available as a separate character, accessible via `\quotedblbase`. In the OT1 encoding it is not available, therefore we make it available by lowering the normal open quote character to the baseline.

```
1526 \ProvideTextCommand{\quotedblbase}{OT1}{%
1527   \save@sf@q{\set@low@box{\textquotedblright\}%
1528   \box\z@ \kern-.04em\bbl@allowhyphens}}
```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```
1529 \ProvideTextCommandDefault{\quotedblbase}{%
1530   \UseTextSymbol{OT1}{\quotedblbase}}
```

`\quotesinglbase` We also need the single quote character at the baseline.

```
1531 \ProvideTextCommand{\quotesinglbase}{OT1}{%
1532   \save@sf@q{\set@low@box{\textquoteright\}%
1533   \box\z@ \kern-.04em\bbl@allowhyphens}}
```

Make sure that when an encoding other than OT1 or T1 is used this glyph can still be typeset.

```
1534 \ProvideTextCommandDefault{\quotesinglbase}{%
1535   \UseTextSymbol{OT1}{\quotesinglbase}}
```

`\guillemotleft` The guillemet characters are not available in OT1 encoding. They are faked.

`\guillemotright`

```
1536 \ProvideTextCommand{\guillemotleft}{OT1}{%
1537   \ifmmode
1538     \ll
1539   \else
1540     \save@sf@q{\nobreak
1541       \raise.2ex\hbox{$\scriptscriptstyle\ll$}\bbl@allowhyphens}%
1542   \fi}
1543 \ProvideTextCommand{\guillemotright}{OT1}{%
1544   \ifmmode
1545     \gg
1546   \else
```

```

1547 \save@sf@q{\nobreak
1548 \raise.2ex\hbox{$\scriptscriptstyle\gg$}\bbl@allowhyphens}%
1549 \fi}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

1550 \ProvideTextCommandDefault{\guillemotleft}{%
1551 \UseTextSymbol{OT1}{\guillemotleft}}
1552 \ProvideTextCommandDefault{\guillemotright}{%
1553 \UseTextSymbol{OT1}{\guillemotright}}

```

`\guilsinglleft` The single guillemets are not available in OT1 encoding. They are faked.
`\guilsinglright`

```

1554 \ProvideTextCommand{\guilsinglleft}{OT1}{%
1555 \ifmmode
1556 <%
1557 \else
1558 \save@sf@q{\nobreak
1559 \raise.2ex\hbox{$\scriptscriptstyle<$}\bbl@allowhyphens}%
1560 \fi}
1561 \ProvideTextCommand{\guilsinglright}{OT1}{%
1562 \ifmmode
1563 >%
1564 \else
1565 \save@sf@q{\nobreak
1566 \raise.2ex\hbox{$\scriptscriptstyle>$}\bbl@allowhyphens}%
1567 \fi}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

1568 \ProvideTextCommandDefault{\guilsinglleft}{%
1569 \UseTextSymbol{OT1}{\guilsinglleft}}
1570 \ProvideTextCommandDefault{\guilsinglright}{%
1571 \UseTextSymbol{OT1}{\guilsinglright}}

```

9.11.2 Letters

`\ij` The dutch language uses the letter ‘ij’. It is available in T1 encoded fonts, but not in the OT1 encoded fonts. Therefore we fake it for the OT1 encoding.

```

1572 \DeclareTextCommand{\ij}{OT1}{%
1573 i\kern-0.02em\bbl@allowhyphens j}
1574 \DeclareTextCommand{\IJ}{OT1}{%
1575 I\kern-0.02em\bbl@allowhyphens J}
1576 \DeclareTextCommand{\ij}{T1}{\char188}
1577 \DeclareTextCommand{\IJ}{T1}{\char156}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

1578 \ProvideTextCommandDefault{\ij}{%
1579 \UseTextSymbol{OT1}{\ij}}
1580 \ProvideTextCommandDefault{\IJ}{%
1581 \UseTextSymbol{OT1}{\IJ}}

```

`\dj` The croatian language needs the letters `\dj` and `\DJ`; they are available in the T1 encoding, but not in the OT1 encoding by default.

Some code to construct these glyphs for the OT1 encoding was made available to me by Stipčević Mario, (stipcevic@olimp.irb.hr).

```

1582 \def\crrtic@{\hrule height0.1ex width0.3em}

```

```

1583 \def\crttic@{\hrule height0.1ex width0.33em}
1584 \def\ddj@{%
1585   \setbox0\hbox{d}\dimen@=\ht0
1586   \advance\dimen@1ex
1587   \dimen@.45\dimen@
1588   \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
1589   \advance\dimen@ii.5ex
1590   \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crttic@}}}}
1591 \def\DDJ@{%
1592   \setbox0\hbox{D}\dimen@=.55\ht0
1593   \dimen@ii\expandafter\rem@pt\the\fontdimen\@ne\font\dimen@
1594   \advance\dimen@ii.15ex % correction for the dash position
1595   \advance\dimen@ii-.15\fontdimen7\font % correction for cmtt font
1596   \dimen\thr@@\expandafter\rem@pt\the\fontdimen7\font\dimen@
1597   \leavevmode\rlap{\raise\dimen@\hbox{\kern\dimen@ii\vbox{\crttic@}}}}
1598 %
1599 \DeclareTextCommand{\dj}{OT1}{\ddj@ d}
1600 \DeclareTextCommand{\DJ}{OT1}{\DDJ@ D}

```

Make sure that when an encoding other than OT1 or T1 is used these glyphs can still be typeset.

```

1601 \ProvideTextCommandDefault{\dj}{%
1602   \UseTextSymbol{OT1}{\dj}}
1603 \ProvideTextCommandDefault{\DJ}{%
1604   \UseTextSymbol{OT1}{\DJ}}

```

\SS For the T1 encoding \SS is defined and selects a specific glyph from the font, but for other encodings it is not available. Therefore we make it available here.

```

1605 \DeclareTextCommand{\SS}{OT1}{\SS}
1606 \ProvideTextCommandDefault{\SS}{\UseTextSymbol{OT1}{\SS}}

```

9.11.3 Shorthands for quotation marks

Shorthands are provided for a number of different quotation marks, which make them usable both outside and inside mathmode. They are defined with \ProvideTextCommandDefault, but this is very likely not required because their definitions are based on encoding-dependent macros.

\glq The ‘german’ single quotes.

```

\grq 1607 \ProvideTextCommandDefault{\glq}{%
1608   \textormath{\quotesinglbase}{\mbox{\quotesinglbase}}}

```

The definition of \grq depends on the fontencoding. With T1 encoding no extra kerning is needed.

```

1609 \ProvideTextCommand{\grq}{T1}{%
1610   \textormath{\kern\z@\textquoteleft}{\mbox{\textquoteleft}}}
1611 \ProvideTextCommand{\grq}{TU}{%
1612   \textormath{\textquoteleft}{\mbox{\textquoteleft}}}
1613 \ProvideTextCommand{\grq}{OT1}{%
1614   \save@sf@q{\kern-.0125em
1615     \textormath{\textquoteleft}{\mbox{\textquoteleft}}}%
1616     \kern.07em\relax}}
1617 \ProvideTextCommandDefault{\grq}{\UseTextSymbol{OT1}{\grq}}

```

\glqq The ‘german’ double quotes.

```

\grqq 1618 \ProvideTextCommandDefault{\glqq}{%
1619   \textormath{\quotedblbase}{\mbox{\quotedblbase}}}

```


The definition of `\grqq` depends on the fontencoding. With T1 encoding no extra kerning is needed.

```
1620 \ProvideTextCommand{\grqq}{T1}{%
1621   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
1622 \ProvideTextCommand{\grqq}{TU}{%
1623   \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}
1624 \ProvideTextCommand{\grqq}{OT1}{%
1625   \save@sf@q{\kern-.07em
1626     \textormath{\textquotedblleft}{\mbox{\textquotedblleft}}}%
1627     \kern.07em\relax}}
1628 \ProvideTextCommandDefault{\grqq}{\UseTextSymbol{OT1}\grqq}
```

`\flq` The ‘french’ single guillemets.

```
\frq 1629 \ProvideTextCommandDefault{\flq}{%
1630   \textormath{\guilsinglleft}{\mbox{\guilsinglleft}}}
1631 \ProvideTextCommandDefault{\frq}{%
1632   \textormath{\guilsinglright}{\mbox{\guilsinglright}}}
```

`\flqq` The ‘french’ double guillemets.

```
\frqq 1633 \ProvideTextCommandDefault{\flqq}{%
1634   \textormath{\guillemotleft}{\mbox{\guillemotleft}}}
1635 \ProvideTextCommandDefault{\frqq}{%
1636   \textormath{\guillemotright}{\mbox{\guillemotright}}}
```

9.11.4 Umlauts and tremas

The command `\` needs to have a different effect for different languages. For German for instance, the ‘umlaut’ should be positioned lower than the default position for placing it over the letters a, o, u, A, O and U. When placed over an e, i, E or I it can retain its normal position. For Dutch the same glyph is always placed in the lower position.

`\umlauthigh` To be able to provide both positions of `\` we provide two commands to switch the
`\umlautlow` positioning, the default will be `\umlauthigh` (the normal positioning).

```
1637 \def\umlauthigh{%
1638   \def\bb1@umlauta##1{\leavevmode\bggroup%
1639     \expandafter\accent\csname\fontencoding dqpos\endcsname
1640     ##1\bb1@allowhyphens\egroup}%
1641   \let\bb1@umlaute\bb1@umlauta}
1642 \def\umlautlow{%
1643   \def\bb1@umlauta{\protect\lower@umlaut}}
1644 \def\umlautelow{%
1645   \def\bb1@umlaute{\protect\lower@umlaut}}
1646 \umlauthigh
```

`\lower@umlaut` The command `\lower@umlaut` is used to position the `\` closer to the letter.

We want the umlaut character lowered, nearer to the letter. To do this we need an extra *<dimen>* register.

```
1647 \expandafter\ifx\csname U@D\endcsname\relax
1648   \csname newdimen\endcsname U@D
1649 \fi
```

The following code fools \TeX ’s `make_accent` procedure about the current x-height of the font to force another placement of the umlaut character. First we have to save the current x-height of the font, because we’ll change this font dimension and this is always done globally.

Then we compute the new x-height in such a way that the umlaut character is lowered to the base character. The value of `.45ex` depends on the METAFONT parameters with which

the fonts were built. (Just try out, which value will look best.) If the new x-height is too low, it is not changed. Finally we call the `\accent` primitive, reset the old x-height and insert the base character in the argument.

```

1650 \def\lower@umlaut#1{%
1651   \leavevmode\bgroup
1652     \U@D 1ex%
1653     {\setbox\z@\hbox{%
1654       \expandafter\char\csname\fontencoding dqpos\endcsname}%
1655       \dimen@ -.45ex\advance\dimen@\ht\z@
1656       \ifdim 1ex<\dimen@ \fontdimen5\font\dimen@ \fi}%
1657     \expandafter\accent\csname\fontencoding dqpos\endcsname
1658     \fontdimen5\font\U@D #1%
1659   \egroup}

```

For all vowels we declare `\` to be a composite command which uses `\bbl@umlauta` or `\bbl@umlaute` to position the umlaut character. We need to be sure that these definitions override the ones that are provided when the package `fontenc` with option `OT1` is used. Therefore these declarations are postponed until the beginning of the document. Note these definitions only apply to some languages, but `babel` sets them for *all* languages – you may want to redefine `\bbl@umlauta` and/or `\bbl@umlaute` for a language in the corresponding `ldf` (using the `babel` switching mechanism, of course).

```

1660 \AtBeginDocument{%
1661   \DeclareTextCompositeCommand{\}{OT1}{a}{\bbl@umlauta{a}}%
1662   \DeclareTextCompositeCommand{\}{OT1}{e}{\bbl@umlaute{e}}%
1663   \DeclareTextCompositeCommand{\}{OT1}{i}{\bbl@umlaute{i}}%
1664   \DeclareTextCompositeCommand{\}{OT1}{\i}{\bbl@umlaute{i}}%
1665   \DeclareTextCompositeCommand{\}{OT1}{o}{\bbl@umlauta{o}}%
1666   \DeclareTextCompositeCommand{\}{OT1}{u}{\bbl@umlauta{u}}%
1667   \DeclareTextCompositeCommand{\}{OT1}{A}{\bbl@umlauta{A}}%
1668   \DeclareTextCompositeCommand{\}{OT1}{E}{\bbl@umlaute{E}}%
1669   \DeclareTextCompositeCommand{\}{OT1}{I}{\bbl@umlaute{I}}%
1670   \DeclareTextCompositeCommand{\}{OT1}{O}{\bbl@umlauta{O}}%
1671   \DeclareTextCompositeCommand{\}{OT1}{U}{\bbl@umlauta{U}}%
1672 }

```

Finally, the default is to use English as the main language.

```

1673 \ifx\l@english\@undefined
1674   \chardef\l@english\z@
1675 \fi
1676 \main@language{english}

```

9.12 Layout

Work in progress.

Layout is mainly intended to set bidi documents, but there is at least a tool useful in general.

```

1677 \bbl@trace{Bidi layout}
1678 \providecommand\IfBabelLayout[3]{#3}%
1679 \newcommand\BabelPatchSection[1]{%
1680   \@ifundefined{#1}{}{%
1681     \bbl@exp{\let\bbl@ss@#1>\<#1>}%
1682     \@namedef{#1}{%
1683       \ifstar{\bbl@presec@s{#1}}%
1684       {\@dblarg{\bbl@presec@x{#1}}}}%
1685   \def\bbl@presec@x#1[#2]#3{%
1686     \bbl@exp{%

```

```

1687   \\select@language@x{\bbl@main@language}%
1688   \\@nameuse{bbl@sspre@#1}%
1689   \\@nameuse{bbl@ss@#1}%
1690   [\\foreignlanguage{\language}{\unexpanded{#2}}]%
1691   {\\foreignlanguage{\language}{\unexpanded{#3}}}%
1692   \\select@language@x{\language}}
1693 \def\bbl@presec#1#2{%
1694   \bbl@exp{%
1695     \\select@language@x{\bbl@main@language}%
1696     \\@nameuse{bbl@sspre@#1}%
1697     \\@nameuse{bbl@ss@#1})*%
1698     {\\foreignlanguage{\language}{\unexpanded{#2}}}%
1699     \\select@language@x{\language}}}%
1700 \IfBabelLayout{sectioning}%
1701   {\BabelPatchSection{part}%
1702    \BabelPatchSection{chapter}%
1703    \BabelPatchSection{section}%
1704    \BabelPatchSection{subsection}%
1705    \BabelPatchSection{subsubsection}%
1706    \BabelPatchSection{paragraph}%
1707    \BabelPatchSection{subparagraph}%
1708    \def\babel@toc#1{%
1709      \select@language@x{\bbl@main@language}}}%
1710 \IfBabelLayout{captions}%
1711   {\BabelPatchSection{caption}}}%

```

9.13 Load engine specific macros

```

1712 \bbl@trace{Input engine specific macros}
1713 \ifcase\bbl@engine
1714   \input txtbabel.def
1715 \or
1716   \input luababel.def
1717 \or
1718   \input xebabel.def
1719 \fi

```

9.14 Creating languages

`\babelprovide` is a general purpose tool for creating and modifying languages. It creates the language infrastructure, and loads, if requested, an ini file. It may be used in conjunction to previously loaded ldf files.

```

1720 \bbl@trace{Creating languages and reading ini files}
1721 \newcommand\babelprovide[2][]{%
1722   \let\bbl@savelangname\language
1723   \edef\bbl@savelocaleid{\the\localeid}%
1724   % Set name and locale id
1725   \def\language{#2}%
1726   \bbl@id@assign
1727   \chardef\localeid\@nameuse{bbl@id@\language}%
1728   \let\bbl@KVP@captions\@nil
1729   \let\bbl@KVP@import\@nil
1730   \let\bbl@KVP@main\@nil
1731   \let\bbl@KVP@script\@nil
1732   \let\bbl@KVP@language\@nil
1733   \let\bbl@KVP@dir\@nil
1734   \let\bbl@KVP@hyphenrules\@nil
1735   \let\bbl@KVP@mapfont\@nil

```

```

1736 \let\bb1@KVP@maparabic\@nil
1737 \let\bb1@KVP@mapdigits\@nil
1738 \let\bb1@KVP@intraspace\@nil
1739 \let\bb1@KVP@intrapenalty\@nil
1740 \bb1@forkv{#1}{\bb1@csarg\def{KVP@##1}{##2}}% TODO - error handling
1741 \ifx\bb1@KVP@import\@nil\else
1742   \bb1@exp{\bb1@ifblank{\bb1@KVP@import}}%
1743   {\begingroup
1744     \def\BabelBeforeIni##1##2{\gdef\bb1@KVP@import{##1}\endinput}%
1745     \InputIfFileExists{babel-#2.tex}{}}%
1746   \endgroup}%
1747   {}%
1748 \fi
1749 \ifx\bb1@KVP@captions\@nil
1750   \let\bb1@KVP@captions\bb1@KVP@import
1751 \fi
1752 % Load ini
1753 \bb1@ifunset{date#2}%
1754   {\bb1@provide@new{#2}}%
1755   {\bb1@ifblank{#1}%
1756     {\bb1@error
1757       {If you want to modify `#2' you must tell how in\\
1758         the optional argument. See the manual for the\\
1759         available options.}%
1760       {Use this macro as documented}}%
1761     {\bb1@provide@renew{#2}}}%
1762 % Post tasks
1763 \bb1@exp{\bb1@babelensure[exclude=\\today]{#2}}%
1764 \bb1@ifunset{\bb1@ensure@\\language}%
1765   {\bb1@exp{%
1766     \\DeclareRobustCommand\<bb1@ensure@\\language>[1]{%
1767       \\foreignlanguage{\\language}%
1768       {###1}}}%
1769   }%
1770 % At this point all parameters are defined if 'import'. Now we
1771 % execute some code depending on them. But what about if nothing was
1772 % imported? We just load the very basic parameters: ids and a few
1773 % more.
1774 \bb1@ifunset{\bb1@lname#2}%
1775   {\def\BabelBeforeIni##1##2{%
1776     \begingroup
1777     \catcode\`[=12 \catcode\`=12 \catcode\`=12 %
1778     \let\bb1@ini@captions@aux\@gobbletwo
1779     \def\bb1@inidate ####1.####2.####3.####4\relax ####5####6{%
1780       \bb1@read@ini{##1}%
1781       \bb1@exportkey{chrng}{characters.ranges}{}%
1782       \bb1@exportkey{dgnat}{numbers.digits.native}{}%
1783     \endgroup}% boxed, to avoid extra spaces:
1784     {\setbox\z@\hbox{\InputIfFileExists{babel-#2.tex}{}}}%
1785     {}%
1786 % -
1787 % Override script and language names with script= and language=
1788 \ifx\bb1@KVP@script\@nil\else
1789   \bb1@csarg\edef{sname#2}{\bb1@KVP@script}%
1790 \fi
1791 \ifx\bb1@KVP@language\@nil\else
1792   \bb1@csarg\edef{lname#2}{\bb1@KVP@language}%
1793 \fi
1794 % For bidi texts, to switch the language based on direction

```

```

1795 \ifx\bb1@KVP@mapfont\@nil\else
1796   \bb1@ifsamestring{\bb1@KVP@mapfont}{direction}{}%
1797   {\bb1@error{Option '\bb1@KVP@mapfont' unknown for\%
1798     mapfont. Use 'direction'.%
1799     {See the manual for details.}}}%
1800   \bb1@ifunset{\bb1@lsys@\language}\bb1@provide@lsys{\language}{}%
1801   \bb1@ifunset{\bb1@wdir@\language}\bb1@provide@dirs{\language}{}%
1802   \ifx\bb1@mapselect\@undefined
1803     \AtBeginDocument{%
1804       \expandafter\bb1@add\csname selectfont \endcsname{\bb1@mapselect}%
1805       {\selectfont}}%
1806     \def\bb1@mapselect{%
1807       \let\bb1@mapselect\relax
1808       \edef\bb1@prefontid{\fontid\font}}%
1809     \def\bb1@mapdir##1{%
1810       {\def\language{##1}%
1811        \let\bb1@ifrestoring\@firstoftwo % avoid font warning
1812        \bb1@switchfont
1813        \directlua{Babel.fontmap
1814          [\the\csname \bb1@wdir@##1\endcsname]%
1815          [\bb1@prefontid]=\fontid\font}}}%
1816     \fi
1817     \bb1@exp{\bb1@add\bb1@mapselect{\bb1@mapdir{\language}}}%
1818   \fi
1819   % For East Asian, Southeast Asian, if interspace in ini - TODO: as hook?
1820   \ifx\bb1@KVP@intraspace\@nil\else % We may override the ini
1821     \bb1@csarg\edef{intsp@#2}{\bb1@KVP@intraspace}%
1822   \fi
1823   \ifcase\bb1@engine\or
1824     \bb1@ifunset{\bb1@intsp@\language}{}%
1825     {\expandafter\ifx\csname \bb1@intsp@\language\endcsname\@empty\else
1826       \bb1@xin@{\bb1@cs{sbcpr@\language}}{Hant,Hans,Jpan,Kore,Kana}%
1827       \ifin@
1828         \bb1@cjk@intraspace
1829         \directlua{
1830           Babel = Babel or {}
1831           Babel.locale_props = Babel.locale_props or {}
1832           Babel.locale_props[\the\localeid].linebreak = 'c'
1833         }%
1834       \bb1@exp{\bb1@intraspace\bb1@cs{intsp@\language}\@}%
1835       \ifx\bb1@KVP@intrapenalty\@nil
1836         \bb1@intrapenalty0\@@
1837       \fi
1838     \else
1839       \bb1@seaintraspace
1840       \bb1@exp{\bb1@intraspace\bb1@cs{intsp@\language}\@}%
1841       \directlua{
1842         Babel = Babel or {}
1843         Babel.sea_ranges = Babel.sea_ranges or {}
1844         Babel.set_chranges('\bb1@cs{sbcpr@\language}',
1845           '\bb1@cs{chrng@\language}')
1846       }%
1847       \ifx\bb1@KVP@intrapenalty\@nil
1848         \bb1@intrapenalty0\@@
1849       \fi
1850     \fi
1851   \fi
1852   \ifx\bb1@KVP@intrapenalty\@nil\else
1853     \expandafter\bb1@intrapenalty\bb1@KVP@intrapenalty\@@

```

```

1854     \fi}%
1855 \or
1856   \bbl@xin@{\bbl@cs{sbcpr@}\languagename}}{Thai,Lao,Khmr}%
1857   \ifin@
1858     \bbl@ifunset{\bbl@intsp@}\languagename}{}%
1859     {\expandafter\ifx\csname bbl@intsp@}\languagename\endcsname\@empty\else
1860       \ifx\bbl@KVP@intraspace\@nil
1861         \bbl@exp{%
1862           \\bbl@intraspace\bbl@cs{intsp@}\languagename}\\\@}%
1863       \fi
1864       \ifx\bbl@KVP@intrapenalty\@nil
1865         \bbl@intrapenalty0\@@
1866       \fi
1867     \fi
1868     \ifx\bbl@KVP@intraspace\@nil\else % We may override the ini
1869       \expandafter\bbl@intraspace\bbl@KVP@intraspace\@@
1870     \fi
1871     \ifx\bbl@KVP@intrapenalty\@nil\else
1872       \expandafter\bbl@intrapenalty\bbl@KVP@intrapenalty\@@
1873     \fi
1874     \ifx\bbl@ispace\@undefined
1875       \AtBeginDocument{%
1876         \expandafter\bbl@add
1877         \csname selectfont \endcsname{\bbl@ispace}%
1878       \def\bbl@ispace{\bbl@cs{xeisp@}\bbl@cs{sbcpr@}\languagename}}}%
1879     \fi}%
1880   \fi
1881 \fi
1882 % Native digits, if provided in ini (TeX level, xe and lua)
1883 \ifcase\bbl@engine\else
1884   \bbl@ifunset{\bbl@dgnat@}\languagename}{}%
1885   {\expandafter\ifx\csname bbl@dgnat@}\languagename\endcsname\@empty\else
1886     \expandafter\expandafter\expandafter
1887     \bbl@setdigits\csname bbl@dgnat@}\languagename\endcsname
1888     \ifx\bbl@KVP@maparabic\@nil\else
1889       \ifx\bbl@latinarabic\@undefined
1890         \expandafter\let\expandafter\@arabic
1891         \csname bbl@counter@}\languagename\endcsname
1892       \else % ie, if layout=counters, which redefines \@arabic
1893         \expandafter\let\expandafter\bbl@latinarabic
1894         \csname bbl@counter@}\languagename\endcsname
1895       \fi
1896     \fi
1897   \fi}%
1898 \fi
1899 % Native digits (lua level).
1900 \ifodd\bbl@engine
1901   \ifx\bbl@KVP@mapdigits\@nil\else
1902     \bbl@ifunset{\bbl@dgnat@}\languagename}{}%
1903     {\RequirePackage{luatexbase}%
1904       \bbl@activate@preotf
1905       \directlua{
1906         Babel = Babel or {} %% -> presets in luababel
1907         Babel.digits_mapped = true
1908         Babel.digits = Babel.digits or {}
1909         Babel.digits[\the\localeid] =
1910           table.pack(string.utfvalue('\bbl@cs{dgnat@}\languagename'))
1911         if not Babel.numbers then
1912           function Babel.numbers(head)

```

```

1913         local LOCALE = luatexbase.registernumber'bbl@attr@locale'
1914         local GLYPH = node.id'glyph'
1915         local inmath = false
1916         for item in node.traverse(head) do
1917             if not inmath and item.id == GLYPH then
1918                 local temp = node.get_attribute(item, LOCALE)
1919                 if Babel.digits[temp] then
1920                     local chr = item.char
1921                     if chr > 47 and chr < 58 then
1922                         item.char = Babel.digits[temp][chr-47]
1923                     end
1924                 end
1925             elseif item.id == node.id'math' then
1926                 inmath = (item.subtype == 0)
1927             end
1928         end
1929         return head
1930     end
1931 end
1932 }}
1933 \fi
1934 \fi
1935 % To load or reload the babel-*.tex, if require.babel in ini
1936 \bbl@ifunset{bbl@rqtex@language\language\endcsname\empty\else
1937     {\xexpandafter\ifx\csname bbl@rqtex@language\endcsname\empty\else
1938         \let\BabelBeforeIni@gobbletwo
1939         \chardef\atcatcode=\catcode\@
1940         \catcode\@=11\relax
1941         \InputIfFileExists{babel-\bbl@cs{rqtex@language}.tex}{\fi}%
1942         \catcode\@=\atcatcode
1943         \let\atcatcode\relax
1944     \fi}%
1945 \ifx\bbl@KVP@main\@nil % Restore only if not 'main'
1946     \let\language\bbl@savelangname
1947     \chardef\localeid\bbl@savelocaleid\relax
1948 \fi}

```

A tool to define the macros for native digits from the list provided in the ini file. Somewhat convoluted because there are 10 digits, but only 9 arguments in \TeX .

```

1949 \def\bbl@setdigits#1#2#3#4#5{%
1950     \bbl@exp{%
1951         \def<\language\language digits>####1{% ie, \langdigits
1952             \<bbl@digits@language>####1\\\@nil}%
1953         \def<\language\language counter>####1{% ie, \langcounter
1954             \xexpandafter\<bbl@counter@language>%
1955             \csname c@####1\endcsname}%
1956         \def<bbl@counter@language>####1{% ie, \bbl@counter@lang
1957             \xexpandafter\<bbl@digits@language>%
1958             \number####1\\\@nil}}%
1959 \def\bbl@tempa##1##2##3##4##5{%
1960     \bbl@exp{%
1961         \def<bbl@digits@language>#####1{%
1962             \ifx#####1\\\@nil % ie, \bbl@digits@lang
1963             \else
1964                 \ifx0#####1#1%
1965                 \else\ifx1#####1#2%
1966                 \else\ifx2#####1#3%
1967                 \else\ifx3#####1#4%
1968                 \else\ifx4#####1#5%

```



```

2025 \bbl@savetoday
2026 \bbl@savedate
2027 \EndBabelCommands
2028 \fi
2029 \bbl@provide@hyphens{#1}}

```

The hyphenrules option is handled with an auxiliary macro.

```

2030 \def\bbl@provide@hyphens#1{%
2031 \let\bbl@tempa\relax
2032 \ifx\bbl@KVP@hyphenrules\@nil\else
2033 \bbl@replace\bbl@KVP@hyphenrules{ }{,}%
2034 \bbl@foreach\bbl@KVP@hyphenrules{%
2035 \ifx\bbl@tempa\relax % if not yet found
2036 \bbl@ifsamestring{##1}{+}%
2037 {{\bbl@exp{\\addlanguage\<l@##1>}}}%
2038 {}}%
2039 \bbl@ifunset{l@##1}%
2040 {}%
2041 {\bbl@exp{\let\bbl@tempa\<l@##1>}}}%
2042 \fi}%
2043 \fi
2044 \ifx\bbl@tempa\relax % if no opt or no language in opt found
2045 \ifx\bbl@KVP@import\@nil\else % if importing
2046 \bbl@exp{%
2047 \\bbl@ifblank{\@nameuse{bbl@hyphr@#1}}}%
2048 {}%
2049 {\let\\bbl@tempa\<l@\@nameuse{bbl@hyphr@\language}\>}}}%
2050 \fi
2051 \fi
2052 \bbl@ifunset{bbl@tempa}% ie, relax or undefined
2053 {\bbl@ifunset{l@#1}% no hyphenrules found - fallback
2054 {\bbl@exp{\\adddialect\<l@#1>\language}}}%
2055 {}}% so, l@<lang> is ok - nothing to do
2056 {\bbl@exp{\\adddialect\<l@#1>\bbl@tempa}}% found in opt list or ini
2057 \bbl@ifunset{bbl@prehc@\language}%
2058 {}% TODO - XeTeX, based on \babelfont and HyphenChar?
2059 {\ifodd\bbl@engine\bbl@exp{%
2060 \\bbl@ifblank{\@nameuse{bbl@prehc@#1}}}%
2061 {}%
2062 {\AddBabelHook[\language]{babel-prehc-\language}{patterns}%
2063 {\prehyphenchar=\@nameuse{bbl@prehc@\language}\relax}}}%
2064 \fi}}

```

The reader of ini files. There are 3 possible cases: a section name (in the form [. . .]), a comment (starting with ;) and a key/value pair. *TODO - Work in progress.*

```

2065 \def\bbl@read@ini#1{%
2066 \openin1=babel-#1.ini % FIXME - number must not be hardcoded
2067 \ifeof1
2068 \bbl@error
2069 {There is no ini file for the requested language\\%
2070 (#1). Perhaps you misspelled it or your installation\\%
2071 is not complete.}%
2072 {Fix the name or reinstall babel.}%
2073 \else
2074 \let\bbl@section\@empty
2075 \let\bbl@savestrings\@empty
2076 \let\bbl@savetoday\@empty
2077 \let\bbl@savedate\@empty
2078 \def\bbl@inipreread##1=##2\@{

```

```

2079 \bbl@trim@def\bbl@tempa{##1}% Redundant below !!
2080 % Move trims here ??
2081 \bbl@ifunset\bbl@KVP@\bbl@section/\bbl@tempa}%
2082 {\expandafter\bbl@inireader\bbl@tempa=##2\@@}%
2083 {\def\bbl@tempc{\expandafter\bbl@inireader\bbl@tempa=}%
2084 \expandafter\expandafter\expandafter
2085 \bbl@tempc\csname bbl@KVP@\bbl@section/\bbl@tempa\endcsname\@@}%
2086 \global\bbl@csarg\let{KVP@\bbl@section/\bbl@tempa}\relax}%
2087 \let\bbl@inireader\bbl@iniskip
2088 \bbl@info{Importing data from babel-#1.ini for \language}%
2089 \loop
2090 \if T\ifeof1F\fi T\relax % Trick, because inside \loop
2091 \endlinechar\m@ne
2092 \read1 to \bbl@line
2093 \endlinechar\^^M
2094 \ifx\bbl@line\empty\else
2095 \expandafter\bbl@iniline\bbl@line\bbl@iniline
2096 \fi
2097 \repeat
2098 \fi}
2099 \def\bbl@iniline#1\bbl@iniline{%
2100 \@ifnextchar[\bbl@inisec{\@ifnextchar\bbl@iniskip\bbl@inipreread}#1\@@}% ]

```

The special cases for comment lines and sections are handled by the two following commands. In sections, we provide the possibility to take extra actions at the end or at the start (TODO - but note the last section is not ended). By default, key=val pairs are ignored.

```

2101 \def\bbl@iniskip#1\@@{% if starts with ;
2102 \def\bbl@inisec[#1]#2\@@{% if starts with opening bracket
2103 \@nameuse\bbl@secpost@\bbl@section}% ends previous section
2104 \def\bbl@section{#1}%
2105 \@nameuse\bbl@secpref@\bbl@section}% starts current section
2106 \bbl@ifunset\bbl@inikv@#1}%
2107 {\let\bbl@inireader\bbl@iniskip}%
2108 {\bbl@exp{\let\bbl@inireader<\bbl@inikv@#1>}}}

```

Reads a key=val line and stores the trimmed val in \bbl@@kv@<section>.<key>.

```

2109 \def\bbl@inikv#1=#2\@@{% key=value
2110 \bbl@trim@def\bbl@tempa{#1}%
2111 \bbl@trim\toks@{#2}%
2112 \bbl@csarg\edef{\kv@\bbl@section.\bbl@tempa}{\the\toks@}}

```

The previous assignments are local, so we need to export them. If the value is empty, we can provide a default value.

```

2113 \def\bbl@exportkey#1#2#3{%
2114 \bbl@ifunset\bbl@@kv@#2}%
2115 {\bbl@csarg\gdef{#1@\language}{#3}}%
2116 {\expandafter\ifx\csname bbl@@kv@#2\endcsname\empty
2117 \bbl@csarg\gdef{#1@\language}{#3}}%
2118 \else
2119 \bbl@exp{\global\let<\bbl@#1@\language>\<\bbl@@kv@#2>}%
2120 \fi}}

```

Key-value pairs are treated differently depending on the section in the ini file. The following macros are the readers for identification and typography.

```

2121 \let\bbl@inikv@identification\bbl@inikv
2122 \def\bbl@secpost@identification{%
2123 \bbl@exportkey{lname}{identification.name.english}}%
2124 \bbl@exportkey{lbcpr}{identification.tag.bcp47}}%
2125 \bbl@exportkey{lotf}{identification.tag.opentype}{dflt}%

```

```

2126 \bbl@exportkey{sname}{identification.script.name}{}%
2127 \bbl@exportkey{sbcpr}{identification.script.tag.bcp47}{}%
2128 \bbl@exportkey{sotf}{identification.script.tag.opentype}{DFLT}}
2129 \let\bbl@inikv@typography\bbl@inikv
2130 \let\bbl@inikv@characters\bbl@inikv
2131 \let\bbl@inikv@numbers\bbl@inikv
2132 \def\bbl@after@ini{%
2133 \bbl@exportkey{lftm}{typography.lefthyphenmin}{2}%
2134 \bbl@exportkey{rgtm}{typography.righthyphenmin}{3}%
2135 \bbl@exportkey{prehc}{typography.prehyphenchar}{}%
2136 \bbl@exportkey{hyphr}{typography.hyphenrules}{}%
2137 \bbl@exportkey{intsp}{typography.intraspace}{}%
2138 \bbl@exportkey{jstfy}{typography.justify}{w}%
2139 \bbl@exportkey{chrng}{characters.ranges}{}%
2140 \bbl@exportkey{dgnat}{numbers.digits.native}{}%
2141 \bbl@exportkey{rqtex}{identification.require.babel}{}%
2142 \bbl@xin@{0.5}{\@nameuse{bbl@kv@identification.version}}%
2143 \ifin@
2144 \bbl@warning{%
2145     There are neither captions nor date in '\language'.\%
2146     It may not be suitable for proper typesetting, and it\%
2147     could change. Reported}%
2148 \fi
2149 \bbl@xin@{0.9}{\@nameuse{bbl@kv@identification.version}}%
2150 \ifin@
2151 \bbl@warning{%
2152     The '\language' date format may not be suitable\%
2153     for proper typesetting, and therefore it very likely will\%
2154     change in a future release. Reported}%
2155 \fi
2156 \bbl@toggle\bbl@savetoday
2157 \bbl@toggle\bbl@savestate}

```

Now captions and captions.licr, depending on the engine. And below also for dates. They rely on a few auxiliary macros. It is expected the ini file provides the complete set in Unicode and LICR, in that order.

```

2158 \ifcase\bbl@engine
2159 \bbl@csarg\def{inikv@captions.licr}#1=#2\@@{%
2160 \bbl@ini@captions@aux{#1}{#2}}
2161 \else
2162 \def\bbl@inikv@captions#1=#2\@@{%
2163 \bbl@ini@captions@aux{#1}{#2}}
2164 \fi

```

The auxiliary macro for captions define \<caption>name.

```

2165 \def\bbl@ini@captions@aux#1#2{%
2166 \bbl@trim\def\bbl@tempa{#1}%
2167 \bbl@ifblank{#2}%
2168 {\bbl@exp{%
2169 \toks@{\bbl@nocaption{\bbl@tempa}{\language\bbl@tempa name}}}%
2170 {\bbl@trim\toks@{#2}}}%
2171 \bbl@exp{%
2172 \bbl@add\bbl@savestrings{%
2173 \SetString\<\bbl@tempa name>{\the\toks@}}}%

```

But dates are more complex. The full date format is stores in date.gregorian, so we must read it in non-Unicode engines, too (saved months are just discarded when the LICR section is reached).

TODO. Remove copypaste pattern.

```

2174 \bbl@csarg\def{inikv@date.gregorian}#1=#2\@@{% for defaults
2175 \bbl@inidate#1...\relax{#2}{}}
2176 \bbl@csarg\def{inikv@date.islamic}#1=#2\@@{%
2177 \bbl@inidate#1...\relax{#2}{islamic}}
2178 \bbl@csarg\def{inikv@date.hebrew}#1=#2\@@{%
2179 \bbl@inidate#1...\relax{#2}{hebrew}}
2180 \bbl@csarg\def{inikv@date.persian}#1=#2\@@{%
2181 \bbl@inidate#1...\relax{#2}{persian}}
2182 \bbl@csarg\def{inikv@date.indian}#1=#2\@@{%
2183 \bbl@inidate#1...\relax{#2}{indian}}
2184 \ifcase\bbl@engine
2185 \bbl@csarg\def{inikv@date.gregorian.licr}#1=#2\@@{% override
2186 \bbl@inidate#1...\relax{#2}{}}
2187 \bbl@csarg\def{secpre@date.gregorian.licr}{% discard uni
2188 \ifcase\bbl@engine\let\bbl@savestate\empty\fi}
2189 \fi
2190 % eg: 1=months, 2=wide, 3=1, 4=dummy
2191 \def\bbl@inidate#1.#2.#3.#4\relax#5#6{% TODO - ignore with 'captions'
2192 \bbl@trim@def\bbl@tempa{#1.#2}%
2193 \bbl@ifsamestring{\bbl@tempa}{months.wide}% to savedate
2194 {\bbl@trim@def\bbl@tempa{#3}%
2195 \bbl@trim\toks@{#5}%
2196 \bbl@exp{%
2197 \\\bbl@add\\\bbl@savestate{%
2198 \\\SetString\<month\romannumeral\bbl@tempa#6name>{\the\toks@}}}%
2199 {\bbl@ifsamestring{\bbl@tempa}{date.long}% defined now
2200 {\bbl@trim@def\bbl@toreplace{#5}%
2201 \bbl@TG@date
2202 \global\bbl@csarg\let{date@\language}\bbl@toreplace
2203 \bbl@exp{%
2204 \gdef\<\language date>{\\\protect\<\language date >}%
2205 \gdef\<\language date >####1####2####3{%
2206 \\\bbl@usedategroupttrue
2207 \<\bbl@ensure@\language>{%
2208 \<\bbl@date@\language>{####1}{####2}{####3}}}%
2209 \\\bbl@add\\\bbl@savetoday{%
2210 \\\SetString\\today{%
2211 \<\language date>{\\\the\year}{\\the\month}{\\the\day}}}}}%
2212 {}

```

Dates will require some macros for the basic formatting. They may be redefined by language, so “semi-public” names (camel case) are used. Oddly enough, the CLDR places particles like “de” inconsistently in either in the date or in the month name.

```

2213 \let\bbl@calendar\empty
2214 \newcommand\BabelDateSpace{\nobreakspace}
2215 \newcommand\BabelDateDot{.\@}
2216 \newcommand\BabelDated[1]{\number#1}
2217 \newcommand\BabelDatedd[1]{\ifnum#1<10 0\fi\number#1}
2218 \newcommand\BabelDateM[1]{\number#1}
2219 \newcommand\BabelDateMM[1]{\ifnum#1<10 0\fi\number#1}
2220 \newcommand\BabelDateMMMM[1]{%
2221 \csname month\romannumeral#1\bbl@calendar name\endcsname}%
2222 \newcommand\BabelDatey[1]{\number#1}%
2223 \newcommand\BabelDateyy[1]{%
2224 \ifnum#1<10 0\number#1 %
2225 \else\ifnum#1<100 \number#1 %
2226 \else\ifnum#1<1000 \expandafter\@gobble\number#1 %
2227 \else\ifnum#1<10000 \expandafter\@gobbletwo\number#1 %
2228 \else

```

```

2229 \bbl@error
2230 {Currently two-digit years are restricted to the\
2231 range 0-9999.}%
2232 {There is little you can do. Sorry.}%
2233 \fi\fi\fi\fi}}
2234 \newcommand\BabelDateyyyy[1]{\{\number#1\}} % FIXME - add leading 0
2235 \def\bbl@replace@finish@iii#1{%
2236 \bbl@exp{\def\#1###1###2###3{\the\toks@}}
2237 \def\bbl@TG@date{%
2238 \bbl@replace\bbl@toreplace{[ ]}{\BabelDateSpace{}}%
2239 \bbl@replace\bbl@toreplace{[.]}{\BabelDateDot{}}%
2240 \bbl@replace\bbl@toreplace{[d]}{\BabelDated{####3}}%
2241 \bbl@replace\bbl@toreplace{[dd]}{\BabelDatedd{####3}}%
2242 \bbl@replace\bbl@toreplace{[M]}{\BabelDateM{####2}}%
2243 \bbl@replace\bbl@toreplace{[MM]}{\BabelDateMM{####2}}%
2244 \bbl@replace\bbl@toreplace{[MMM]}{\BabelDateMMM{####2}}%
2245 \bbl@replace\bbl@toreplace{[y]}{\BabelDatey{####1}}%
2246 \bbl@replace\bbl@toreplace{[yy]}{\BabelDateyy{####1}}%
2247 \bbl@replace\bbl@toreplace{[yyyy]}{\BabelDateyyyy{####1}}%
2248 % Note after \bbl@replace \toks@ contains the resulting string.
2249 % TODO - Using this implicit behavior doesn't seem a good idea.
2250 \bbl@replace@finish@iii\bbl@toreplace}

```

Language and Script values to be used when defining a font or setting the direction are set with the following macros.

```

2251 \def\bbl@provide@lsys#1{%
2252 \bbl@ifunset{bbl@lname@#1}%
2253 {\bbl@ini@ids{#1}}%
2254 {}%
2255 \bbl@csarg\let{lsys@#1}\@empty
2256 \bbl@ifunset{bbl@sname@#1}{\bbl@csarg\gdef{sname@#1}{Default}}{}%
2257 \bbl@ifunset{bbl@sotf@#1}{\bbl@csarg\gdef{sotf@#1}{DFLT}}{}%
2258 \bbl@csarg\bbl@add@list{lsys@#1}{Script=\bbl@cs{sname@#1}}%
2259 \bbl@ifunset{bbl@lname@#1}{%
2260 {\bbl@csarg\bbl@add@list{lsys@#1}{Language=\bbl@cs{lname@#1}}}%
2261 \bbl@csarg\bbl@toGLOBAL{lsys@#1}}

```

The following ini reader ignores everything but the identification section. It is called when a font is defined (ie, when the language is first selected) to know which script/language must be enabled. This means we must make sure a few characters are not active. The ini is not read directly, but with a proxy tex file named as the language (which means any code in it must be skipped, too).

```

2262 \def\bbl@ini@ids#1{%
2263 \def\BabelBeforeIni##1##2{%
2264 \begingroup
2265 \bbl@add\bbl@secpost@identification{\closein1 }%
2266 \catcode`\[=12 \catcode`\]=12 \catcode`\==12 %
2267 \bbl@read@ini{##1}%
2268 \endinput
2269 \endgroup}% boxed, to avoid extra spaces:
2270 {\setbox\z@\hbox{\InputIfFileExists{babel-#1.tex}{}}{}}

```

10 The kernel of Babel (babel.def, only \LaTeX)

10.1 The redefinition of the style commands

The rest of the code in this file can only be processed by \LaTeX , so we check the current format. If it is plain \TeX , processing should stop here. But, because of the need to limit the

scope of the definition of `\format`, a macro that is used locally in the following `\if` statement, this comparison is done inside a group. To prevent \TeX from complaining about an unclosed group, the processing of the command `\endinput` is deferred until after the group is closed. This is accomplished by the command `\aftergroup`.

```
2271 {\def\format{plain}
2272 \ifx\fmtname\format
2273 \else
2274   \def\format{LaTeX2e}
2275   \ifx\fmtname\format
2276   \else
2277     \aftergroup\endinput
2278   \fi
2279 \fi}
```

10.2 Cross referencing macros

The \LaTeX book states:

The *key* argument is any sequence of letters, digits, and punctuation symbols; upper- and lowercase letters are regarded as different.

When the above quote should still be true when a document is typeset in a language that has active characters, special care has to be taken of the category codes of these characters when they appear in an argument of the cross referencing macros.

When a cross referencing command processes its argument, all tokens in this argument should be character tokens with category ‘letter’ or ‘other’.

The only way to accomplish this in most cases is to use the trick described in the \TeX book [2] (Appendix D, page 382). The primitive `\meaning` applied to a token expands to the current meaning of this token. For example, ‘`\meaning\A`’ with `\A` defined as ‘`\def\A#1{\B}`’ expands to the characters ‘`macro:#1->\B`’ with all category codes set to ‘other’ or ‘space’.

`\newlabel` The macro `\label` writes a line with a `\newlabel` command into the `.aux` file to define labels.

```
2280 %\bbl@redefine\newlabel#1#2{%
2281 %  \@safe@activestrue\org@newlabel{#1}{#2}\@safe@activesfalse}
```

`\@newl@bel` We need to change the definition of the \LaTeX -internal macro `\@newl@bel`. This is needed because we need to make sure that shorthand characters expand to their non-active version.

The following package options control which macros are to be redefined.

```
2282 <<{*More package options}>> ≡
2283 \DeclareOption{safe=none}{\let\bbl@opt@safe\@empty}
2284 \DeclareOption{safe=bib}{\def\bbl@opt@safe{B}}
2285 \DeclareOption{safe=ref}{\def\bbl@opt@safe{R}}
2286 <</More package options>>
```

First we open a new group to keep the changed setting of `\protect` local and then we set the `@safe@actives` switch to true to make sure that any shorthand that appears in any of the arguments immediately expands to its non-active self.

```
2287 \bbl@trace{Cross referencing macros}
2288 \ifx\bbl@opt@safe\@empty\else
2289   \def\@newl@bel#1#2#3{%
2290     \@safe@activestrue
2291     \bbl@ifunset{#1@#2}%
2292     \relax
```

```

2293      {\gdef\@multiplelabels{%
2294        \@latex@warning@no@line{There were multiply-defined labels}}}%
2295      \@latex@warning@no@line{Label `#2' multiply defined}}}%
2296      \global\@namedef{#1#2}{#3}}}}

```

`\@testdef` An internal \LaTeX macro used to test if the labels that have been written on the .aux file have changed. It is called by the `\enddocument` macro. This macro needs to be completely rewritten, using `\meaning`. The reason for this is that in some cases the expansion of `\#1@#2` contains the same characters as the `#3`; but the character codes differ. Therefore \LaTeX keeps reporting that the labels may have changed.

```

2297  \CheckCommand*\@testdef[3]{%
2298    \def\reserved@a{#3}%
2299    \expandafter\ifx\csname#1@#2\endcsname\reserved@a
2300    \else
2301      \@tempswatrue
2302    \fi}

```

Now that we made sure that `\@testdef` still has the same definition we can rewrite it. First we make the shorthands ‘safe’.

```

2303  \def\@testdef#1#2#3{%
2304    \@safe@activestruerue

```

Then we use `\bbl@tempa` as an ‘alias’ for the macro that contains the label which is being checked.

```

2305  \expandafter\let\expandafter\bbl@tempa\csname #1@#2\endcsname

```

Then we define `\bbl@tempb` just as `\@newl@bel` does it.

```

2306  \def\bbl@tempb{#3}%
2307  \@safe@activetrue

```

When the label is defined we replace the definition of `\bbl@tempa` by its meaning.

```

2308  \ifx\bbl@tempa\relax
2309  \else
2310    \edef\bbl@tempa{\expandafter\strip@prefix\meaning\bbl@tempa}%
2311  \fi

```

We do the same for `\bbl@tempb`.

```

2312  \edef\bbl@tempb{\expandafter\strip@prefix\meaning\bbl@tempb}%

```

If the label didn’t change, `\bbl@tempa` and `\bbl@tempb` should be identical macros.

```

2313  \ifx\bbl@tempa\bbl@tempb
2314  \else
2315    \@tempswatrue
2316  \fi}
2317 \fi

```

`\ref` `\pageref` The same holds for the macro `\ref` that references a label and `\pageref` to reference a page. So we redefine `\ref` and `\pageref`. While we change these macros, we make them robust as well (if they weren’t already) to prevent problems if they should become expanded at the wrong moment.

```

2318 \bbl@xin@{R}\bbl@opt@safe
2319 \ifin@
2320 \bbl@redefineroobust\ref#1{%
2321   \@safe@activetrue\org@ref{#1}\@safe@activetrue}
2322 \bbl@redefineroobust\pageref#1{%
2323   \@safe@activetrue\org@pageref{#1}\@safe@activetrue}
2324 \else
2325   \let\org@ref\ref
2326   \let\org@pageref\pageref
2327 \fi

```

`\@citex` The macro used to cite from a bibliography, `\cite`, uses an internal macro, `\@citex`. It is this internal macro that picks up the argument(s), so we redefine this internal macro and leave `\cite` alone. The first argument is used for typesetting, so the shorthands need only be deactivated in the second argument.

```
2328 \bbl@xin@{B}\bbl@opt@safe
2329 \ifin@
2330 \bbl@redefine\@citex[#1]#2{%
2331   \@safe@activetrue\edef\@tempa{#2}\@safe@activesfalse
2332   \org@@citex[#1]{\@tempa}}
```

Unfortunately, the packages `natbib` and `cite` need a different definition of `\@citex`... To begin with, `natbib` has a definition for `\@citex` with *three* arguments... We only know that a package is loaded when `\begin{document}` is executed, so we need to postpone the different redefinition.

```
2333 \AtBeginDocument{%
2334   \@ifpackageloaded{natbib}{%
```

Notice that we use `\def` here instead of `\bbl@redefine` because `\org@@citex` is already defined and we don't want to overwrite that definition (it would result in parameter stack overflow because of a circular definition).

(Recent versions of `natbib` change dynamically `\@citex`, so PR4087 doesn't seem fixable in a simple way. Just load `natbib` before.)

```
2335   \def\@citex[#1][#2]#3{%
2336     \@safe@activetrue\edef\@tempa{#3}\@safe@activesfalse
2337     \org@@citex[#1][#2]{\@tempa}}%
2338   }{}}
```

The package `cite` has a definition of `\@citex` where the shorthands need to be turned off in both arguments.

```
2339 \AtBeginDocument{%
2340   \@ifpackageloaded{cite}{%
2341     \def\@citex[#1]#2{%
2342       \@safe@activetrue\org@@citex[#1]{#2}\@safe@activesfalse}%
2343     }{}}
```

`\nocite` The macro `\nocite` which is used to instruct `BiBTeX` to extract uncited references from the database.

```
2344 \bbl@redefine\nocite#1{%
2345   \@safe@activetrue\org@nocite{#1}\@safe@activesfalse}
```

`\bibcite` The macro that is used in the `.aux` file to define citation labels. When packages such as `natbib` or `cite` are not loaded its second argument is used to typeset the citation label. In that case, this second argument can contain active characters but is used in an environment where `\@safe@activetrue` is in effect. This switch needs to be reset inside the `\hbox` which contains the citation label. In order to determine during `.aux` file processing which definition of `\bibcite` is needed we define `\bibcite` in such a way that it redefines itself with the proper definition. We call `\bbl@cite@choice` to select the proper definition for `\bibcite`. This new definition is then activated.

```
2346 \bbl@redefine\bibcite{%
2347   \bbl@cite@choice
2348   \bibcite}
```

`\bbl@bibcite` The macro `\bbl@bibcite` holds the definition of `\bibcite` needed when neither `natbib` nor `cite` is loaded.

```
2349 \def\bbl@bibcite#1#2{%
2350   \org@bibcite{#1}{\@safe@activesfalse#2}}
```


`\bbl@cite@choice` The macro `\bbl@cite@choice` determines which definition of `\bibcite` is needed. First we give `\bibcite` its default definition.

```
2351 \def\bbl@cite@choice{%
2352   \global\let\bibcite\bbl@bibcite
```

Then, when `natbib` is loaded we restore the original definition of `\bibcite`. For `cite` we do the same.

```
2353   \@ifpackageloaded{natbib}{\global\let\bibcite\org@bibcite}}}%
2354   \@ifpackageloaded{cite}{\global\let\bibcite\org@bibcite}}}%
```

Make sure this only happens once.

```
2355   \global\let\bbl@cite@choice\relax}
```

When a document is run for the first time, no `.aux` file is available, and `\bibcite` will not yet be properly defined. In this case, this has to happen before the document starts.

```
2356   \AtBeginDocument{\bbl@cite@choice}
```

`\@bibitem` One of the two internal L^AT_EX macros called by `\bibitem` that write the citation label on the `.aux` file.

```
2357   \bbl@redefine\@bibitem#1{%
2358     \@safe@activestrue\org@@bibitem{#1}\@safe@activesfalse}
2359   \else
2360     \let\org@nocite\nocite
2361     \let\org@@citex\@citex
2362     \let\org@bibcite\bibcite
2363     \let\org@@bibitem\@bibitem
2364   \fi
```

10.3 Marks

`\markright` Because the output routine is asynchronous, we must pass the current language attribute to the head lines, together with the text that is put into them. To achieve this we need to adapt the definition of `\markright` and `\markboth` somewhat.

We check whether the argument is empty; if it is, we just make sure the scratch token register is empty. Next, we store the argument to `\markright` in the scratch token register. This way these commands will not be expanded later, and we make sure that the text is typeset using the correct language settings. While doing so, we make sure that active characters that may end up in the mark are not disabled by the output routine kicking in while `\@safe@activestrue` is in effect.

```
2365 \bbl@trace{Marks}
2366 \IfBabelLayout{sectioning}
2367   {\ifx\bbl@opt@headfoot\@nnil
2368     \g@addto@macro\@resetactivechars{%
2369       \set@typeset@protect
2370       \expandafter\select@language@x\expandafter{\bbl@main@language}%
2371       \let\protect\noexpand
2372       \edef\thepage{%
2373         \noexpand\babelsublr{\unexpanded\expandafter{\thepage}}}}}%
2374   \fi}
2375 \ifbbl@single\else
2376   \bbl@redefine\markright#1{%
2377     \bbl@ifblank{#1}%
2378     {\org@markright}}}%
2379   {\toks@{#1}%
2380     \bbl@exp{%
2381       \\org@markright{\\protect\\foreignlanguage{\language}%
2382         {\\protect\\bbl@restore@actives\the\toks@}}}}}%
```

`\markboth` The definition of `\markboth` is equivalent to that of `\markright`, except that we need two
`\@mkboth` token registers. The documentclasses report and book define and set the headings for the
page. While doing so they also store a copy of `\markboth` in `\@mkboth`. Therefore we need
to check whether `\@mkboth` has already been set. If so we need to do that again with the
new definition of `\markboth`.

```
2383 \ifx\@mkboth\markboth
2384 \def\bbl@tempc{\let\@mkboth\markboth}
2385 \else
2386 \def\bbl@tempc{}
2387 \fi
```

Now we can start the new definition of `\markboth`

```
2388 \bbl@redefine\markboth#1#2{%
2389 \protected@edef\bbl@tempb##1{%
2390 \protect\foreignlanguage
2391 {\language\language}\protect\bbl@restore@actives##1}}%
2392 \bbl@ifblank{#1}%
2393 {\toks@{}}%
2394 {\toks@\expandafter{\bbl@tempb{#1}}}%
2395 \bbl@ifblank{#2}%
2396 {\@temptokena{}}%
2397 {\@temptokena\expandafter{\bbl@tempb{#2}}}%
2398 \bbl@exp{\@org@markboth{\the\toks@}{\the\@temptokena}}}
```

and copy it to `\@mkboth` if necessary.

```
2399 \bbl@tempc
2400 \fi} % end ifbbl@single, end \IfBabelLayout
```

10.4 Preventing clashes with other packages

10.4.1 `ifthen`

`\ifthenelse` Sometimes a document writer wants to create a special effect depending on the page a
certain fragment of text appears on. This can be achieved by the following piece of code:

```
\ifthenelse{\isodd{\pageref{some:label}}}{
  {code for odd pages}
  {code for even pages}}
```

In order for this to work the argument of `\isodd` needs to be fully expandable. With the
above redefinition of `\pageref` it is not in the case of this example. To overcome that, we
add some code to the definition of `\ifthenelse` to make things work.
The first thing we need to do is check if the package `ifthen` is loaded. This should be done
at `\begin{document}` time.

```
2401 \bbl@trace{Preventing clashes with other packages}
2402 \bbl@xin@{R}\bbl@opt@safe
2403 \ifin@
2404 \AtBeginDocument{%
2405 \ifpackageloaded{ifthen}{%}
```

Then we can redefine `\ifthenelse`:

```
2406 \bbl@redefine@long\ifthenelse#1#2#3{%
```

We want to revert the definition of `\pageref` and `\ref` to their original definition for the
first argument of `\ifthenelse`, so we first need to store their current meanings.

```
2407 \let\bbl@temp@pref\pageref
```

```

2408      \let\pageref\org@pageref
2409      \let\bbl@temp@ref\ref
2410      \let\ref\org@ref

```

Then we can set the `\@safe@actives` switch and call the original `\ifthenelse`. In order to be able to use shorthands in the second and third arguments of `\ifthenelse` the resetting of the switch *and* the definition of `\pageref` happens inside those arguments. When the package wasn't loaded we do nothing.

```

2411      \@safe@activetrue
2412      \org@ifthenelse{#1}%
2413      {\let\pageref\bbl@temp@pref
2414       \let\ref\bbl@temp@ref
2415       \@safe@activesfalse
2416       #2}%
2417      {\let\pageref\bbl@temp@pref
2418       \let\ref\bbl@temp@ref
2419       \@safe@activesfalse
2420       #3}%
2421      }%
2422      }{}%
2423      }

```

10.4.2 varioref

`\@@vpageref` When the package `varioref` is in use we need to modify its internal command `\@@vpageref`
`\vrefpagemum` in order to prevent problems when an active character ends up in the argument of `\vref`.
`\Ref` The same needs to happen for `\vrefpagemum`.

```

2424 \AtBeginDocument{%
2425   \@ifpackageloaded{varioref}{%
2426     \bbl@redefine\@@vpageref#1[#2]#3{%
2427       \@safe@activetrue
2428       \org@@@vpageref{#1}[#2]{#3}%
2429       \@safe@activesfalse}%
2430   \bbl@redefine\vrefpagemum#1#2{%
2431     \@safe@activetrue
2432     \org@vrefpagemum{#1}{#2}%
2433     \@safe@activesfalse}%

```

The package `varioref` defines `\Ref` to be a robust command which uppercases the first character of the reference text. In order to be able to do that it needs to access the expandable form of `\ref`. So we employ a little trick here. We redefine the (internal) command `\Ref` to call `\org@ref` instead of `\ref`. The disadvantage of this solution is that whenever the definition of `\Ref` changes, this definition needs to be updated as well.

```

2434   \expandafter\def\csname Ref \endcsname#1{%
2435     \protected@edef\@tempa{\org@ref{#1}}\expandafter\MakeUppercase\@tempa}
2436   }{}%
2437   }
2438 \fi

```

10.4.3 hhline

`\hhline` Delaying the activation of the shorthand characters has introduced a problem with the `hhline` package. The reason is that it uses the `‘` character which is made active by the french support in `babel`. Therefore we need to *reload* the package when the `‘` is an active character.

So at `\begin{document}` we check whether `hhline` is loaded.

```

2439 \AtEndOfPackage{%
2440   \AtBeginDocument{%
2441     \@ifpackageloaded{hhline}%

```

Then we check whether the expansion of `\normal@char:` is not equal to `\relax`.

```

2442     {\expandafter\ifx\csname normal@char\string\endcsname\relax
2443       \else

```

In that case we simply reload the package. Note that this happens *after* the category code of the `@`-sign has been changed to other, so we need to temporarily change it to letter again.

```

2444         \makeatletter
2445         \def\@currname{hhline}\input{hhline.sty}\makeatother
2446         \fi}%
2447     {}}}

```

10.4.4 hyperref

`\pdfstringdefDisableCommands` A number of interworking problems between `babel` and `hyperref` are tackled by `hyperref` itself. The following code was introduced to prevent some annoying warnings but it broke bookmarks. This was quickly fixed in `hyperref`, which essentially made it no-op. However, it will not be removed for the moment because `hyperref` is expecting it.

```

2448 \AtBeginDocument{%
2449   \ifx\pdfstringdefDisableCommands\@undefined\else
2450     \pdfstringdefDisableCommands{\languageshorthands{system}}%
2451   \fi}

```

10.4.5 fancyhdr

`\FOREIGNLANGUAGE` The package `fancyhdr` treats the running head and foot lines somewhat differently as the standard classes. A symptom of this is that the command `\foreignlanguage` which `babel` adds to the marks can end up inside the argument of `\MakeUppercase`. To prevent unexpected results we need to define `\FOREIGNLANGUAGE` here.

```

2452 \DeclareRobustCommand{\FOREIGNLANGUAGE}[1]{%
2453   \lowercase{\foreignlanguage{#1}}}

```

`\substitutefontfamily` The command `\substitutefontfamily` creates an `.fd` file on the fly. The first argument is an encoding mnemonic, the second and third arguments are font family names.

```

2454 \def\substitutefontfamily#1#2#3{%
2455   \lowercase{\immediate\openout15=#1#2.fd\relax}%
2456   \immediate\write15{%
2457     \string\ProvidesFile{#1#2.fd}%
2458     [\the\year/\two@digits{\the\month}/\two@digits{\the\day}
2459     \space generated font description file]^{}
2460     \string\DeclareFontFamily{#1}{#2}{^{}
2461     \string\DeclareFontShape{#1}{#2}{m}{n}{<->ssub * #3/m/n}{^{}
2462     \string\DeclareFontShape{#1}{#2}{m}{it}{<->ssub * #3/m/it}{^{}
2463     \string\DeclareFontShape{#1}{#2}{m}{sl}{<->ssub * #3/m/sl}{^{}
2464     \string\DeclareFontShape{#1}{#2}{m}{sc}{<->ssub * #3/m/sc}{^{}
2465     \string\DeclareFontShape{#1}{#2}{b}{n}{<->ssub * #3/bx/n}{^{}
2466     \string\DeclareFontShape{#1}{#2}{b}{it}{<->ssub * #3/bx/it}{^{}
2467     \string\DeclareFontShape{#1}{#2}{b}{sl}{<->ssub * #3/bx/sl}{^{}
2468     \string\DeclareFontShape{#1}{#2}{b}{sc}{<->ssub * #3/bx/sc}{^{}
2469   }%
2470   \closeout15
2471 }

```

This command should only be used in the preamble of a document.

```

2472 \@onlypreamble\substitutefontfamily

```

10.5 Encoding and fonts

Because documents may use non-ASCII font encodings, we make sure that the logos of \TeX and \LaTeX always come out in the right encoding. There is a list of non-ASCII encodings. Unfortunately, fontenc deletes its package options, so we must guess which encodings has been loaded by traversing `\@filelist` to search for `\enc.def`. If a non-ASCII has been loaded, we define versions of \TeX and \LaTeX for them using `\ensureascii`. The default ASCII encoding is set, too (in reverse order): the “main” encoding (when the document begins), the last loaded, or OT1.

`\ensureascii`

```
2473 \bbl@trace{Encoding and fonts}
2474 \newcommand\BabelNonASCII{LGR,X2,OT2,OT3,OT6,LHE,LWN,LMA,LMC,LMS,LMU}
2475 \newcommand\BabelNonText{TS1,T3,TS3}
2476 \let\org@TeX\TeX
2477 \let\org@LaTeX\LaTeX
2478 \let\ensureascii\@firstofone
2479 \AtBeginDocument{%
2480   \in@false
2481   \bbl@foreach\BabelNonASCII{% is there a text non-ascii enc?
2482     \ifin@
2483       \lowercase{\bbl@xin@{,#1enc.def,},{,\@filelist,}}%
2484       \fi}%
2485   \ifin@ % if a text non-ascii has been loaded
2486     \def\ensureascii#1{{\fontencoding{OT1}\selectfont#1}}%
2487     \DeclareTextCommandDefault{\TeX}{\org@TeX}%
2488     \DeclareTextCommandDefault{\LaTeX}{\org@LaTeX}%
2489     \def\bbl@tempb#1\@@{\uppercase{\bbl@tempc#1}ENC.DEF\@empty\@@}%
2490     \def\bbl@tempc#1ENC.DEF#2\@@{%
2491       \ifx\@empty#2\else
2492         \bbl@ifunset{T@#1}%
2493         {}%
2494         {\bbl@xin@{,#1,},{,\BabelNonASCII,\BabelNonText,}}%
2495         \ifin@
2496           \DeclareTextCommand{\TeX}{#1}{\ensureascii{\org@TeX}}%
2497           \DeclareTextCommand{\LaTeX}{#1}{\ensureascii{\org@LaTeX}}%
2498         \else
2499           \def\ensureascii#1{{\fontencoding{#1}\selectfont#1}}%
2500         \fi}%
2501     \fi}%
2502   \bbl@foreach\@filelist{\bbl@tempb#1\@@}% TODO - \@@ de mas??
2503   \bbl@xin@{,\cf@encoding,},{,\BabelNonASCII,\BabelNonText,}%
2504   \ifin@
2505     \edef\ensureascii#1{{%
2506       \noexpand\fontencoding{\cf@encoding}\noexpand\selectfont#1}}%
2507   \fi
2508 \fi}
```

Now comes the old deprecated stuff (with a little change in 3.9l, for fontspec). The first thing we need to do is to determine, at `\begin{document}`, which latin fontencoding to use.

`\latinencoding`

When text is being typeset in an encoding other than ‘latin’ (OT1 or T1), it would be nice to still have Roman numerals come out in the Latin encoding. So we first assume that the current encoding at the end of processing the package is the Latin encoding.

```
2509 \AtEndOfPackage{\edef\latinencoding{\cf@encoding}}
```

But this might be overruled with a later loading of the package fontenc. Therefore we check at the execution of `\begin{document}` whether it was loaded with the T1 option. The

normal way to do this (using `\@ifpackageloaded`) is disabled for this package. Now we have to revert to parsing the internal macro `\@filelist` which contains all the filenames loaded.

```

2510 \AtBeginDocument{%
2511   \ifpackageloaded{fontspec}%
2512     {\xdef\latinencoding{%
2513       \ifx\UTFencname\@undefined
2514         EU\ifcase\bbl@engine\or2\or1\fi
2515       \else
2516         \UTFencname
2517       \fi}}%
2518   {\gdef\latinencoding{OT1}%
2519     \ifx\cf@encoding\bbl@t@one
2520       \xdef\latinencoding{\bbl@t@one}%
2521     \else
2522       \@ifl@aded{def}{t1enc}{\xdef\latinencoding{\bbl@t@one}}}%
2523   \fi}}

```

`\latintext` Then we can define the command `\latintext` which is a declarative switch to a latin font-encoding. Usage of this macro is deprecated.

```

2524 \DeclareRobustCommand{\latintext}{%
2525   \fontencoding{\latinencoding}\selectfont
2526   \def\encodingdefault{\latinencoding}}

```

`\textlatin` This command takes an argument which is then typeset using the requested font encoding. In order to avoid many encoding switches it operates in a local scope.

```

2527 \ifx\@undefined\DeclareTextFontCommand
2528   \DeclareRobustCommand{\textlatin}[1]{\leavevmode{\latintext #1}}
2529 \else
2530   \DeclareTextFontCommand{\textlatin}{\latintext}
2531 \fi

```

10.6 Basic bidi support

Work in progress. This code is currently placed here for practical reasons.

It is loosely based on `rlbabel.def`, but most of it has been developed from scratch. This babel module (by Johannes Braams and Boris Lavva) has served the purpose of typesetting R documents for two decades, and despite its flaws I think it is still a good starting point (some parts have been copied here almost verbatim), partly thanks to its simplicity. I’ve also looked at ARABI (by Youssef Jabri), which is compatible with babel.

There are two ways of modifying macros to make them “bidi”, namely, by patching the internal low-level macros (which is what I have done with lists, columns, counters, tocs, much like `rlbabel` did), and by introducing a “middle layer” just below the user interface (sectioning, footnotes).

- `pdftex` provides a minimal support for bidi text, and it must be done by hand. Vertical typesetting is not possible.
- `xetex` is somewhat better, thanks to its font engine (even if not always reliable) and a few additional tools. However, very little is done at the paragraph level. Another challenging problem is text direction does not honour \TeX grouping.
- `luatex` can provide the most complete solution, as we can manipulate almost freely the node list, the generated lines, and so on, but bidi text does not work out of the box and some development is necessary. It also provides tools to properly set left-to-right and right-to-left page layouts. As `Lua \TeX -ja` shows, vertical typesetting is possible, too. Its

main drawback is font handling is often considered to be less mature than xetex, mainly in Indic scripts (but there are steps to make HarfBuzz, the xetex font engine, available in luatex; see <<https://github.com/tatzetwerk/luatex-harfbuzz>>).

```

2532 \bbl@trace{Basic (internal) bidi support}
2533 \def\bbl@alscripts{,Arabic,Syriac,Thaana,}
2534 \def\bbl@rscripts{%
2535   ,Imperial Aramaic,Avestan,Cypriot,Hatran,Hebrew,%
2536   Old Hungarian,Old Hungarian,Lydian,Mandaean,Manichaeen,%
2537   Manichaeen,Meroitic Cursive,Meroitic,Old North Arabian,%
2538   Nabataean,N'Ko,Orkhon,Palmyrene,Inscriptional Pahlavi,%
2539   Psalter Pahlavi,Phoenician,Inscriptional Parthian,Samaritan,%
2540   Old South Arabian,}%
2541 \def\bbl@provide@dirs#1{%
2542   \bbl@xin@{\csname bbl@sname@#1\endcsname}{\bbl@alscripts\bbl@rscripts}%
2543   \ifin@
2544     \global\bbl@csarg\chardef{wdir@#1}\@ne
2545     \bbl@xin@{\csname bbl@sname@#1\endcsname}{\bbl@alscripts}%
2546     \ifin@
2547       \global\bbl@csarg\chardef{wdir@#1}\tw@ % useless in xetex
2548       \fi
2549     \else
2550       \global\bbl@csarg\chardef{wdir@#1}\z@
2551     \fi
2552   \ifodd\bbl@engine
2553     \bbl@csarg\ifcase{wdir@#1}%
2554       \directlua{ Babel.locale_props[\the\localeid].texdir = 'l' }%
2555     \or
2556       \directlua{ Babel.locale_props[\the\localeid].texdir = 'r' }%
2557     \or
2558       \directlua{ Babel.locale_props[\the\localeid].texdir = 'al' }%
2559     \fi
2560   \fi}
2561 \def\bbl@switchdir{%
2562   \bbl@ifunset{\bbl@sys@\languagename}{\bbl@provide@sys{\languagename}}{}%
2563   \bbl@ifunset{\bbl@wdir@\languagename}{\bbl@provide@dirs{\languagename}}{}%
2564   \bbl@exp{\bbl@setdirs\bbl@cs{wdir@\languagename}}%
2565   \def\bbl@setdirs#1{% TODO - math
2566     \ifcase\bbl@select@type % TODO - strictly, not the right test
2567       \bbl@bodydir{#1}%
2568       \bbl@pardir{#1}%
2569     \fi
2570     \bbl@texdir{#1}}
2571   \ifodd\bbl@engine % luatex=1
2572     \AddBabelHook{babel-bidi}{afterextras}{\bbl@switchdir}
2573     \DisableBabelHook{babel-bidi}
2574     \chardef\bbl@thetexdir\z@
2575     \chardef\bbl@thepardir\z@
2576     \def\bbl@getluadir#1{%
2577       \directlua{
2578         if tex.#1dir == 'TLT' then
2579           tex.sprint('0')
2580         elseif tex.#1dir == 'TRT' then
2581           tex.sprint('1')
2582         end}}
2583   \def\bbl@setluadir#1#2#3{% 1=text/par.. 2=\texdir.. 3=0 lr/1 rl
2584     \ifcase#3\relax
2585       \ifcase\bbl@getluadir{#1}\relax\else
2586         #2 TLT\relax

```

```

2587     \fi
2588   \else
2589     \ifcase\bbbl@getluadir{#1}\relax
2590       #2 TRT\relax
2591     \fi
2592   \fi}
2593 \def\bbbl@textdir#1{%
2594   \bbbl@setluadir{text}\textdir{#1}%
2595   \chardef\bbbl@thetextdir#1\relax
2596   \setattribute\bbbl@attr@dir{\numexpr\bbbl@thepardir*3+#1}}
2597 \def\bbbl@pardir#1{%
2598   \bbbl@setluadir{par}\pardir{#1}%
2599   \chardef\bbbl@thepardir#1\relax}
2600 \def\bbbl@bodydir{\bbbl@setluadir{body}\bodydir}
2601 \def\bbbl@pagedir{\bbbl@setluadir{page}\pagedir}
2602 \def\bbbl@dirparastext{\pardir\the\textdir\relax}%   %%%
2603 % Sadly, we have to deal with boxes in math with basic.
2604 % Activated every math with the package option bidi=:
2605 \def\bbbl@mathboxdir{%
2606   \ifcase\bbbl@thetextdir\relax
2607     \everyhbox{\textdir TLT\relax}%
2608   \else
2609     \everyhbox{\textdir TRT\relax}%
2610   \fi}
2611 \else % pdftex=0, xetex=2
2612   \AddBabelHook{babel-bidi}{afterextras}{\bbbl@switchdir}
2613   \DisableBabelHook{babel-bidi}
2614   \newcount\bbbl@dirlevel
2615   \chardef\bbbl@thetextdir\z@
2616   \chardef\bbbl@thepardir\z@
2617   \def\bbbl@textdir#1{%
2618     \ifcase#1\relax
2619       \chardef\bbbl@thetextdir\z@
2620       \bbbl@textdir@i\beginL\endL
2621     \else
2622       \chardef\bbbl@thetextdir\@ne
2623       \bbbl@textdir@i\beginR\endR
2624     \fi}
2625   \def\bbbl@textdir@i#1#2{%
2626     \ifhmode
2627       \ifnum\currentgrouplevel>\z@
2628         \ifnum\currentgrouplevel=\bbbl@dirlevel
2629           \bbbl@error{Multiple bidi settings inside a group}%
2630             {I'll insert a new group, but expect wrong results.}%
2631           \bgroup\aftergroup#2\aftergroup\egroup
2632         \else
2633           \ifcase\currentgrouptype\or % 0 bottom
2634             \aftergroup#2% 1 simple {}
2635           \or
2636             \bgroup\aftergroup#2\aftergroup\egroup % 2 hbox
2637           \or
2638             \bgroup\aftergroup#2\aftergroup\egroup % 3 adj hbox
2639           \or\or\or % vbox vtop align
2640           \or
2641             \bgroup\aftergroup#2\aftergroup\egroup % 7 noalign
2642           \or\or\or\or\or\or % output math disc insert vcent mathchoice
2643           \or
2644             \aftergroup#2% 14 \begingroup
2645           \else

```



```

2646         \bgroup\aftergroup#2\aftergroup\egroup % 15 adj
2647     \fi
2648     \fi
2649     \bbl@dirlevel\currentgrouplevel
2650     \fi
2651     #1%
2652 \fi}
2653 \def\bbl@pardir#1{\chardef\bbl@thepardir#1\relax}
2654 \let\bbl@bodydir\@gobble
2655 \let\bbl@pagedir\@gobble
2656 \def\bbl@dirparastext{\chardef\bbl@thepardir\bbl@thetextdir}

```

The following command is executed only if there is a right-to-left script (once). It activates the `\everypar` hack for `xetex`, to properly handle the `par` direction. Note `text` and `par` dirs are decoupled to some extent (although not completely).

```

2657 \def\bbl@xebidipar{%
2658     \let\bbl@xebidipar\relax
2659     \TeXeTstate\@ne
2660     \def\bbl@xeverypar{%
2661         \ifcase\bbl@thepardir
2662             \ifcase\bbl@thetextdir\else\beginR\fi
2663         \else
2664             {\setbox\z@\lastbox\beginR\box\z@}%
2665         \fi}%
2666     \let\bbl@severypar\everypar
2667     \newtoks\everypar
2668     \everypar=\bbl@severypar
2669     \bbl@severypar{\bbl@xeverypar\the\everypar}}
2670 \@ifpackagewith{babel}{bidi=bidi}%
2671 {\let\bbl@textdir\i\@gobbletwo
2672   \let\bbl@xebidipar\@empty
2673   \AddBabelHook{bidi}{foreign}{%
2674     \def\bbl@tempa{\def\BabelText###1}%
2675     \ifcase\bbl@thetextdir
2676         \expandafter\bbl@tempa\expandafter{\BabelText{\LR{##1}}}%
2677     \else
2678         \expandafter\bbl@tempa\expandafter{\BabelText{\RL{##1}}}%
2679     \fi}
2680   \def\bbl@pardir#1{\ifcase#1\relax\setLR\else\setRL\fi}}
2681 {}%
2682 \fi

```

A tool for weak L (mainly digits). We also disable warnings with `hyperref`.

```

2683 \DeclareRobustCommand\babelsublr[1]{\leavevmode{\bbl@textdir\z@#1}}
2684 \AtBeginDocument{%
2685     \ifx\pdfstringdefDisableCommands\@undefined\else
2686         \ifx\pdfstringdefDisableCommands\relax\else
2687             \pdfstringdefDisableCommands{\let\babelsublr\@firstofone}%
2688         \fi
2689     \fi}

```

10.7 Local Language Configuration

`\loadlocalcfg` At some sites it may be necessary to add site-specific actions to a language definition file. This can be done by creating a file with the same name as the language definition file, but with the extension `.cfg`. For instance the file `nor.sk.cfg` will be loaded when the language definition file `nor.sk.ldf` is loaded.

For plain-based formats we don't want to override the definition of `\loadlocalcfg` from `plain.def`.

```

2690 \bbl@trace{Local Language Configuration}
2691 \ifx\loadlocalcfg\@undefined
2692   \@ifpackagewith{babel}{noconfigs}%
2693     {\let\loadlocalcfg\@gobble}%
2694     {\def\loadlocalcfg#1{%
2695       \InputIfFileExists{#1.cfg}%
2696       {\typeout{*****^J%
2697                * Local config file #1.cfg used^^J%
2698                *}}}%
2699       \@empty}}
2700 \fi

```

Just to be compatible with \TeX 2.09 we add a few more lines of code:

```

2701 \ifx\@unexpandable@protect\@undefined
2702   \def\@unexpandable@protect{\noexpand\protect\noexpand}
2703   \long\def\protected@write#1#2#3{%
2704     \begingroup
2705       \let\thepage\relax
2706       #2%
2707       \let\protect\@unexpandable@protect
2708       \edef\reserved@a{\write#1{#3}}%
2709       \reserved@a
2710     \endgroup
2711     \if@nobeak\ifvmode\nobeak\fi\fi}
2712 \fi
2713 </core>
2714 <*kernel>

```

11 Multiple languages (switch.def)

Plain \TeX version 3.0 provides the primitive `\language` that is used to store the current language. When used with a pre-3.0 version this function has to be implemented by allocating a counter.

```

2715 <<Make sure ProvidesFile is defined>>
2716 \ProvidesFile{switch.def}[\<date>] [\<version>] Babel switching mechanism]
2717 <<Load macros for plain if not LaTeX>>
2718 <<Define core switching macros>>

```

`\adddialect` The macro `\adddialect` can be used to add the name of a dialect or variant language, for which an already defined hyphenation table can be used.

```

2719 \def\bbl@version{\<version>}
2720 \def\bbl@date{\<date>}
2721 \def\adddialect#1#2{%
2722   \global\chardef#1#2\relax
2723   \bbl@usehooks{adddialect}{\#1}{\#2}}%
2724   \wlog{\string#1 = a dialect from \string\language#2}}

```

`\bbl@iflanguage` executes code only if the language `l@` exists. Otherwise raises an error. The argument of `\bbl@fixname` has to be a macro name, as it may get “fixed” if casing (lc/uc) is wrong. It's intended to fix a long-standing bug when `\foreignlanguage` and the like appear in a `\MakeXXXcase`. However, a lowercase form is not imposed to improve backward compatibility (perhaps you defined a language named MYLANG, but unfortunately mixed case names cannot be trapped). Note `l@` is encapsulated, so that its case does not change.

```

2725 \def\bbl@fixname#1{%
2726   \begingroup
2727   \def\bbl@tempe{#1}%
2728   \edef\bbl@tempd{\noexpand\ifundefined{\noexpand\bbl@tempe#1}}%
2729   \bbl@tempd
2730     {\lowercase\expandafter{\bbl@tempd}%
2731      {\uppercase\expandafter{\bbl@tempd}%
2732       \@empty
2733        {\edef\bbl@tempd{\def\noexpand#1{#1}}%
2734         \uppercase\expandafter{\bbl@tempd}}}%
2735       {\edef\bbl@tempd{\def\noexpand#1{#1}}%
2736        \lowercase\expandafter{\bbl@tempd}}}%
2737   \@empty
2738   \edef\bbl@tempd{\endgroup\def\noexpand#1{#1}}%
2739   \bbl@tempd}
2740 \def\bbl@iflanguage#1{%
2741   \ifundefined{l@#1}{\@nolanerr{#1}\@gobble}\@firstofone}

```

`\iflanguage` Users might want to test (in a private package for instance) which language is currently active. For this we provide a test macro, `\iflanguage`, that has three arguments. It checks whether the first argument is a known language. If so, it compares the first argument with the value of `\language`. Then, depending on the result of the comparison, it executes either the second or the third argument.

```

2742 \def\iflanguage#1{%
2743   \bbl@iflanguage{#1}{%
2744     \ifnum\csname l@#1\endcsname=\language
2745       \expandafter\@firstoftwo
2746     \else
2747       \expandafter\@secondoftwo
2748     \fi}}

```

11.1 Selecting the language

`\selectlanguage` The macro `\selectlanguage` checks whether the language is already defined before it performs its actual task, which is to update `\language` and activate language-specific definitions.

To allow the call of `\selectlanguage` either with a control sequence name or with a simple string as argument, we have to use a trick to delete the optional escape character. To convert a control sequence to a string, we use the `\string` primitive. Next we have to look at the first character of this string and compare it with the escape character. Because this escape character can be changed by setting the internal integer `\escapechar` to a character number, we have to compare this number with the character of the string. To do this we have to use TeX's backquote notation to specify the character as a number. If the first character of the `\string`'ed argument is the current escape character, the comparison has stripped this character and the rest in the 'then' part consists of the rest of the control sequence name. Otherwise we know that either the argument is not a control sequence or `\escapechar` is set to a value outside of the character range 0–255.

If the user gives an empty argument, we provide a default argument for `\string`. This argument should expand to nothing.

```

2749 \let\bbl@select@type\z@
2750 \def\selectlanguage{%
2751   \noexpand\protect
2752   \expandafter\noexpand\csname selectlanguage \endcsname}

```

Because the command `\selectlanguage` could be used in a moving argument it expands to `\protect\selectlanguage`. Therefore, we have to make sure that a macro `\protect` exists. If it doesn't it is `\let` to `\relax`.

```
2753 \ifx\@undefined\protect\let\protect\relax\fi
```

As \LaTeX 2.09 writes to files *expanded* whereas \LaTeX 2_ε takes care *not* to expand the arguments of `\write` statements we need to be a bit clever about the way we add information to .aux files. Therefore we introduce the macro `\xstring` which should expand to the right amount of `\string`'s.

```
2754 \ifx\documentclass\@undefined
2755   \def\xstring{\string\string\string}
2756 \else
2757   \let\xstring\string
2758 \fi
```

Since version 3.5 babel writes entries to the auxiliary files in order to typeset table of contents etc. in the correct language environment.

`\bbl@pop@language` But when the language change happens *inside* a group the end of the group doesn't write anything to the auxiliary files. Therefore we need \TeX 's `aftergroup` mechanism to help us. The command `\aftergroup` stores the token immediately following it to be executed when the current group is closed. So we define a temporary control sequence `\bbl@pop@language` to be executed at the end of the group. It calls `\bbl@set@language` with the name of the current language as its argument.

`\bbl@language@stack` The previous solution works for one level of nesting groups, but as soon as more levels are used it is no longer adequate. For that case we need to keep track of the nested languages using a stack mechanism. This stack is called `\bbl@language@stack` and initially empty.

```
2759 \def\bbl@language@stack{}
```

When using a stack we need a mechanism to push an element on the stack and to retrieve the information afterwards.

`\bbl@push@language` The stack is simply a list of languagenames, separated with a '+' sign; the push function can be simple:

`\bbl@pop@language`

```
2760 \def\bbl@push@language{%
2761   \xdef\bbl@language@stack{\language+\bbl@language@stack}}
```

Retrieving information from the stack is a little bit less simple, as we need to remove the element from the stack while storing it in the macro `\language`. For this we first define a helper function.

`\bbl@pop@lang` This macro stores its first element (which is delimited by the '+'-sign) in `\language` and stores the rest of the string (delimited by '-') in its third argument.

```
2762 \def\bbl@pop@lang#1+#2-#3{%
2763   \edef\language{#1}\xdef#3{#2}}
```

The reason for the somewhat weird arrangement of arguments to the helper function is the fact it is called in the following way. This means that before `\bbl@pop@lang` is executed \TeX first *expands* the stack, stored in `\bbl@language@stack`. The result of that is that the argument string of `\bbl@pop@lang` contains one or more language names, each followed by a '+'-sign (zero language names won't occur as this macro will only be called after something has been pushed on the stack) followed by the '-'-sign and finally the reference to the stack.

```
2764 \let\bbl@ifrestoring\@secondoftwo
2765 \def\bbl@pop@language{%
2766   \expandafter\bbl@pop@lang\bbl@language@stack-\bbl@language@stack
2767   \let\bbl@ifrestoring\@firstoftwo
2768   \expandafter\bbl@set@language\expandafter{\language}%
2769   \let\bbl@ifrestoring\@secondoftwo}
```

Once the name of the previous language is retrieved from the stack, it is fed to `\bbl@set@language` to do the actual work of switching everything that needs switching.

An alternative way to identify languages (in the babel sense) with a numerical value is introduced in 3.30. This is one of the first steps for a new interface based on the concept of locale, which explains the name of `\localeid`. This means `\l@...` will be reserved for hyphenation patterns.

```

2770 \chardef\localeid\z@
2771 \def\bbl@id@last{0} % No real need for a new counter
2772 \def\bbl@id@assign{%
2773   \bbl@ifunset{bbl@id@\language}%
2774   {\count@bbl@id@last\relax
2775    \advance\count@one
2776    \bbl@csarg\chardef{id@\language}\count@
2777    \edef\bbl@id@last{\the\count@}%
2778    \ifcase\bbl@engine\or
2779      \directlua{
2780        Babel = Babel or {}
2781        Babel.locale_props = Babel.locale_props or {}
2782        Babel.locale_props[\bbl@id@last] = {}
2783      }%
2784    \fi}%
2785  {}}

```

The unprotected part of `\selectlanguage`.

```

2786 \expandafter\def\csname selectlanguage \endcsname#1{%
2787   \ifnum\bbl@hymapsel=\@cclv\let\bbl@hymapsel\tw@ \fi
2788   \bbl@push@language
2789   \aftergroup\bbl@pop@language
2790   \bbl@set@language{#1}}

```

`\bbl@set@language` The macro `\bbl@set@language` takes care of switching the language environment *and* of writing entries on the auxiliary files. For historical reasons, language names can be either language of `\language`. To catch either form a trick is used, but unfortunately as a side effect the catcodes of letters in `\language` are messed up. This is a bug, but preserved for backwards compatibility. The list of auxiliary files can be extended by redefining `\BabelContentsFiles`, but make sure they are loaded inside a group (as `aux`, `toc`, `lof`, and `lot` do) or the last language of the document will remain active afterwards. We also write a command to change the current language in the auxiliary files.

```

2791 \def\BabelContentsFiles{toc,lof,lot}
2792 \def\bbl@set@language#1{% from selectlanguage, pop@
2793   \edef\language{%
2794     \ifnum\escapechar=\expandafter`\string#1\@empty
2795     \else\string#1\@empty\fi}%
2796   \select@language{\language}%
2797   % write to auxs
2798   \expandafter\ifx\csname date\language\endcsname\relax\else
2799     \if@filesw
2800       \ifx\babel@aux@gobbletwo\else % Set if single in the first, redundant
2801         \protected@write\auxout{}\string\babel@aux{\language}{}}%
2802       \fi
2803       \bbl@usehooks{write}{}%
2804     \fi
2805   \fi}
2806 \def\select@language#1{% from set@, babel@aux
2807   % set hymap
2808   \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi

```

```

2809 % set name
2810 \edef\language{#1}%
2811 \bbl@fixname\language
2812 \bbl@iflanguage\language{%
2813   \expandafter\ifx\csname date\language\endcsname\relax
2814     \bbl@error
2815     {Unknown language `#1'. Either you have\\%
2816       misspelled its name, it has not been installed,\\%
2817       or you requested it in a previous run. Fix its name,\\%
2818       install it or just rerun the file, respectively. In\\%
2819       some cases, you may need to remove the aux file}%
2820     {You may proceed, but expect wrong results}%
2821   \else
2822     % set type
2823     \let\bbl@select@type\z@
2824     \expandafter\bbl@switch\expandafter{\language}%
2825     \fi}}
2826 \def\babel@aux#1#2{%
2827   \expandafter\ifx\csname date#1\endcsname\relax
2828     \expandafter\ifx\csname bbl@auxwarn@#1\endcsname\relax
2829       \@namedef{bbl@auxwarn@#1}{}%
2830       \bbl@warning
2831       {Unknown language `#1'. Very likely you\\%
2832         requested it in a previous run. Expect some\\%
2833         wrong results in this run, which should vanish\\%
2834         in the next one. Reported}%
2835     \fi
2836   \else
2837     \select@language{#1}%
2838     \bbl@foreach\BabelContentsFiles{%
2839       \@writefile{##1}{\babel@toc{#1}{#2}}}% % TODO - ok in plain?
2840   \fi}
2841 \def\babel@toc#1#2{%
2842   \select@language{#1}}

```

A bit of optimization. Select in heads/foots the language only if necessary. The real thing is in `babel.def`.

```

2843 \let\select@language\x\select@language

```

First, check if the user asks for a known language. If so, update the value of `\language` and call `\originalTeX` to bring `TeX` in a certain pre-defined state.

The name of the language is stored in the control sequence `\language`.

Then we have to *redefine* `\originalTeX` to compensate for the things that have been activated. To save memory space for the macro definition of `\originalTeX`, we construct the control sequence name for the `\noextras{lang}` command at definition time by expanding the `\csname` primitive.

Now activate the language-specific definitions. This is done by constructing the names of three macros by concatenating three words with the argument of `\selectlanguage`, and calling these macros.

The switching of the values of `\lefthyphenmin` and `\righthyphenmin` is somewhat different. First we save their current values, then we check if `\{lang\}hyphenmins` is defined. If it is not, we set default values (2 and 3), otherwise the values in `\{lang\}hyphenmins` will be used.

```

2844 \newif\ifbbl@usedategroup
2845 \def\bbl@switch#1{% from select@, foreign@
2846   % restore
2847   \originalTeX

```

```

2848 \expandafter\def\expandafter\originalTeX\expandafter{%
2849   \csname noextras#1\endcsname
2850   \let\originalTeX\@empty
2851   \babel@beginsave}%
2852 \bbl@usehooks{afterreset}}}%
2853 \languageshorthands{none}%
2854 % set the locale id
2855 \bbl@id@assign
2856 \chardef\localeid\@nameuse{bbl@id@\@languagename}%
2857 % switch captions, date
2858 \ifcase\bbl@select@type
2859   \ifhmode
2860     \hskip\z@skip % trick to ignore spaces
2861     \csname captions#1\endcsname\relax
2862     \csname date#1\endcsname\relax
2863     \loop\ifdim\lastskip>\z@\unskip\repeat\unskip
2864   \else
2865     \csname captions#1\endcsname\relax
2866     \csname date#1\endcsname\relax
2867   \fi
2868 \else
2869   \ifbbl@usedategroup % if \foreign... within \<lang>date
2870     \bbl@usedategroupfalse
2871     \ifhmode
2872       \hskip\z@skip % trick to ignore spaces
2873       \csname date#1\endcsname\relax
2874       \loop\ifdim\lastskip>\z@\unskip\repeat\unskip
2875     \else
2876       \csname date#1\endcsname\relax
2877     \fi
2878   \fi
2879 \fi
2880 % switch extras
2881 \bbl@usehooks{beforeextras}}}%
2882 \csname extras#1\endcsname\relax
2883 \bbl@usehooks{afterextras}}}%
2884 % > babel-ensure
2885 % > babel-sh-<short>
2886 % > babel-bidi
2887 % > babel-fontspec
2888 % hyphenation - case mapping
2889 \ifcase\bbl@opt@hyphenmap\or
2890   \def\BabelLower##1##2{\lccode##1=##2\relax}%
2891   \ifnum\bbl@hymapsel>4\else
2892     \csname\languagename @bbl@hyphenmap\endcsname
2893   \fi
2894   \chardef\bbl@opt@hyphenmap\z@
2895 \else
2896   \ifnum\bbl@hymapsel>\bbl@opt@hyphenmap\else
2897     \csname\languagename @bbl@hyphenmap\endcsname
2898   \fi
2899 \fi
2900 \global\let\bbl@hymapsel\@cclv
2901 % hyphenation - patterns
2902 \bbl@patterns{#1}%
2903 % hyphenation - mins
2904 \babel@savevariable\lefthyphenmin
2905 \babel@savevariable\righthyphenmin
2906 \expandafter\ifx\csname #1hyphenmins\endcsname\relax

```

```

2907 \set@hyphenmins\tw@\thr@@\relax
2908 \else
2909 \expandafter\expandafter\expandafter\set@hyphenmins
2910 \csname #1hyphenmins\endcsname\relax
2911 \fi}

```

`otherlanguage` The `otherlanguage` environment can be used as an alternative to using the `\selectlanguage` declarative command. When you are typesetting a document which mixes left-to-right and right-to-left typesetting you have to use this environment in order to let things work as you expect them to. The `\ignorespaces` command is necessary to hide the environment when it is entered in horizontal mode.

```

2912 \long\def\otherlanguage#1{%
2913 \ifnum\bbl@hymapsel=\@cclv\let\bbl@hymapsel\thr@@\fi
2914 \csname selectlanguage \endcsname{#1}%
2915 \ignorespaces}

```

The `\endotherlanguage` part of the environment tries to hide itself when it is called in horizontal mode.

```

2916 \long\def\endotherlanguage{%
2917 \global\@ignoretrue\ignorespaces}

```

`otherlanguage*` The `otherlanguage` environment is meant to be used when a large part of text from a different language needs to be typeset, but without changing the translation of words such as ‘figure’. This environment makes use of `\foreign@language`.

```

2918 \expandafter\def\csname otherlanguage*\endcsname#1{%
2919 \ifnum\bbl@hymapsel=\@cclv\chardef\bbl@hymapsel4\relax\fi
2920 \foreign@language{#1}}

```

At the end of the environment we need to switch off the extra definitions. The grouping mechanism of the environment will take care of resetting the correct hyphenation rules and “extras”.

```

2921 \expandafter\let\csname endotherlanguage*\endcsname\relax

```

`\foreignlanguage` The `\foreignlanguage` command is another substitute for the `\selectlanguage` command. This command takes two arguments, the first argument is the name of the language to use for typesetting the text specified in the second argument. Unlike `\selectlanguage` this command doesn’t switch *everything*, it only switches the hyphenation rules and the extra definitions for the language specified. It does this within a group and assumes the `\extras⟨lang⟩` command doesn’t make any `\global` changes. The coding is very similar to part of `\selectlanguage`. `\bbl@beforeforeign` is a trick to fix a bug in bidi texts. `\foreignlanguage` is supposed to be a ‘text’ command, and therefore it must emit a `\leavevmode`, but it does not, and therefore the indent is placed on the opposite margin. For backward compatibility, however, it is done only if a right-to-left script is requested; otherwise, it is no-op. (3.11) `\foreignlanguage*` is a temporary, experimental macro for a few lines with a different script direction, while preserving the paragraph format (thank the braces around `\par`, things like `\hangindent` are not reset). Do not use it in production, because its semantics and its syntax may change (and very likely will, or even it could be removed altogether). Currently it enters in `vmode` and then selects the language (which in turn sets the paragraph direction). (3.11) Also experimental are the hook `foreign` and `foreign*`. With them you can redefine `\BabelText` which by default does nothing. Its behavior is not well defined yet. So, use it in horizontal mode only if you do not want surprises. In other words, at the beginning of a paragraph `\foreignlanguage` enters into `hmode` with the surrounding `lang`, and with `\foreignlanguage*` with the new `lang`.


```

2922 \providecommand\bbl@beforeforeign{}
2923 \edef\foreignlanguage{%
2924   \noexpand\protect
2925   \expandafter\noexpand\csname foreignlanguage \endcsname}
2926 \expandafter\def\csname foreignlanguage \endcsname{%
2927   \@ifstar\bbl@foreign@s\bbl@foreign@x}
2928 \def\bbl@foreign@x#1#2{%
2929   \begingroup
2930     \let\BabelText\@firstofone
2931     \bbl@beforeforeign
2932     \foreign@language{#1}%
2933     \bbl@usehooks{foreign}{}%
2934     \BabelText{#2}% Now in horizontal mode!
2935   \endgroup}
2936 \def\bbl@foreign@s#1#2{% TODO - \shapemode, \setpar, ?\@@par
2937   \begingroup
2938     {\par}%
2939     \let\BabelText\@firstofone
2940     \foreign@language{#1}%
2941     \bbl@usehooks{foreign*}{}%
2942     \bbl@dirparastext
2943     \BabelText{#2}% Still in vertical mode!
2944     {\par}%
2945   \endgroup}

```

`\foreign@language` This macro does the work for `\foreignlanguage` and the `otherlanguage*` environment. First we need to store the name of the language and check that it is a known language. Then it just calls `bbl@switch`.

```

2946 \def\foreign@language#1{%
2947   % set name
2948   \edef\language#1%
2949   \bbl@fixname\language
2950   \bbl@iflanguage\language%
2951     \expandafter\ifx\csname date\language\endcsname\relax
2952       \bbl@warning % TODO - why a warning, not an error?
2953       {Unknown language `#1'. Either you have\\%
2954         misspelled its name, it has not been installed,\\%
2955         or you requested it in a previous run. Fix its name,\\%
2956         install it or just rerun the file, respectively. In\\%
2957         some cases, you may need to remove the aux file.\\%
2958         I'll proceed, but expect wrong results.\\%
2959         Reported}%
2960     \fi
2961     % set type
2962     \let\bbl@select@type\@ne
2963     \expandafter\bbl@switch\expandafter{\language}}

```

`\bbl@patterns` This macro selects the hyphenation patterns by changing the `\language` register. If special hyphenation patterns are available specifically for the current font encoding, use them instead of the default.

It also sets hyphenation exceptions, but only once, because they are global (here language `\lccode's` has been set, too). `\bbl@hyphenation@` is set to relax until the very first `\babelhyphenation`, so do nothing with this value. If the exceptions for a language (by its number, not its name, so that `:ENC` is taken into account) has been set, then use `\hyphenation` with both global and language exceptions and empty the latter to mark they must not be set again.

```

2964 \let\bbl@hyphlist\@empty

```

```

2965 \let\bbl@hyphenation@\relax
2966 \let\bbl@pttnlist\@empty
2967 \let\bbl@patterns@\relax
2968 \let\bbl@hymapsel=\@cclv
2969 \def\bbl@patterns#1{%
2970   \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
2971     \csname l@#1\endcsname
2972     \edef\bbl@tempa{#1}%
2973   \else
2974     \csname l@#1:\f@encoding\endcsname
2975     \edef\bbl@tempa{#1:\f@encoding}%
2976   \fi
2977   \@expandtwoargs\bbl@usehooks{patterns}{#1}{\bbl@tempa}}%
2978 % > luatex
2979 \@ifundefined{bbl@hyphenation@}{% Can be \relax!
2980   \begingroup
2981     \bbl@xin@{,\number\language,}{,\bbl@hyphlist}%
2982   \ifin@ \else
2983     \@expandtwoargs\bbl@usehooks{hyphenation}{#1}{\bbl@tempa}}%
2984   \hyphenation{%
2985     \bbl@hyphenation@
2986     \@ifundefined{bbl@hyphenation@#1}%
2987       \@empty
2988       {\space\csname bbl@hyphenation@#1\endcsname}}%
2989   \xdef\bbl@hyphlist{\bbl@hyphlist\number\language,}%
2990   \fi
2991 \endgroup}}

```

hyphenrules The environment `hyphenrules` can be used to select *just* the hyphenation rules. This environment does *not* change `\language` and when the hyphenation rules specified were not loaded it has no effect. Note however, `\lccode`'s and font encodings are not set at all, so in most cases you should use other language*.

```

2992 \def\hyphenrules#1{%
2993   \edef\bbl@tempf{#1}%
2994   \bbl@fixname\bbl@tempf
2995   \bbl@iflanguage\bbl@tempf{%
2996     \expandafter\bbl@patterns\expandafter{\bbl@tempf}%
2997     \languageshortands{none}%
2998     \expandafter\ifx\csname\bbl@tempf hyphenmins\endcsname\relax
2999       \set@hyphenmins\tw@\thr@@\relax
3000   \else
3001     \expandafter\expandafter\expandafter\set@hyphenmins
3002     \csname\bbl@tempf hyphenmins\endcsname\relax
3003   \fi}}
3004 \let\endhyphenrules\@empty

```

\providehyphenmins The macro `\providehyphenmins` should be used in the language definition files to provide a *default* setting for the hyphenation parameters `\lefthyphenmin` and `\righthyphenmin`. If the macro `\(lang)hyphenmins` is already defined this command has no effect.

```

3005 \def\providehyphenmins#1#2{%
3006   \expandafter\ifx\csname #1hyphenmins\endcsname\relax
3007     \@namedef{#1hyphenmins}{#2}%
3008   \fi}

```

\set@hyphenmins This macro sets the values of `\lefthyphenmin` and `\righthyphenmin`. It expects two values as its argument.

```

3009 \def\set@hyphenmins#1#2{%

```

```

3010 \lefthyphenmin#1\relax
3011 \righthyphenmin#2\relax}

\ProvidesLanguage The identification code for each file is something that was introduced in LATEX 2ε. When the
command \ProvidesFile does not exist, a dummy definition is provided temporarily. For
use in the language definition file the command \ProvidesLanguage is defined by babel.
Depending on the format, ie, on if the former is defined, we use a similar definition or not.

3012 \ifx\ProvidesFile\@undefined
3013 \def\ProvidesLanguage#1[#2 #3 #4]{%
3014 \wlog{Language: #1 #4 #3 <#2>}%
3015 }
3016 \else
3017 \def\ProvidesLanguage#1{%
3018 \begingroup
3019 \catcode`\ 10 %
3020 \@makeother\/%
3021 \@ifnextchar[%]
3022 {\@provideslanguage{#1}}{\@provideslanguage{#1}[]}}
3023 \def\@provideslanguage#1[#2]{%
3024 \wlog{Language: #1 #2}%
3025 \expandafter\xdef\csname ver@#1.ldf\endcsname{#2}%
3026 \endgroup}
3027 \fi

\LdfInit This macro is defined in two versions. The first version is to be part of the ‘kernel’ of babel,
ie. the part that is loaded in the format; the second version is defined in babel.def. The
version in the format just checks the category code of the ampersand and then loads
babel.def.
The category code of the ampersand is restored and the macro calls itself again with the
new definition from babel.def

3028 \def\LdfInit{%
3029 \chardef\atcatcode=\catcode`\@
3030 \catcode`\@=11\relax
3031 \input babel.def\relax
3032 \catcode`\@=\atcatcode \let\atcatcode\relax
3033 \LdfInit}

\originalTeX The macro\originalTeX should be known to TEX at this moment. As it has to be
expandable we \let it to \@empty instead of \relax.

3034 \ifx\originalTeX\@undefined\let\originalTeX\@empty\fi

Because this part of the code can be included in a format, we make sure that the macro
which initialises the save mechanism, \babel@beginsave, is not considered to be
undefined.

3035 \ifx\babel@beginsave\@undefined\let\babel@beginsave\relax\fi

A few macro names are reserved for future releases of babel, which will use the concept of
‘locale’:

3036 \providecommand\setlocale{%
3037 \bbl@error
3038 {Not yet available}%
3039 {Find an armchair, sit down and wait}}
3040 \let\uselocale\setlocale
3041 \let\locale\setlocale
3042 \let\selectlocale\setlocale
3043 \let\textlocale\setlocale
3044 \let\textlanguage\setlocale
3045 \let\languagetext\setlocale

```

11.2 Errors

`\@nolanerr` The babel package will signal an error when a documents tries to select a language that hasn't been defined earlier. When a user selects a language for which no hyphenation patterns were loaded into the format he will be given a warning about that fact. We revert to the patterns for `\language=0` in that case. In most formats that will be (US)english, but it might also be empty.

`\@noopterr` When the package was loaded without options not everything will work as expected. An error message is issued in that case.
When the format knows about `\PackageError` it must be $\text{\LaTeX 2}_{\epsilon}$, so we can safely use its error handling interface. Otherwise we'll have to 'keep it simple'.

```

3046 \edef\bbl@nulllanguage{\string\language=0}
3047 \ifx\PackageError\@undefined
3048   \def\bbl@error#1#2{%
3049     \begingroup
3050       \newlinechar=`^^J
3051       \def\{^^J(babel) }%
3052       \errhelp{#2}\errmessage{\{#1}%
3053     \endgroup}
3054   \def\bbl@warning#1{%
3055     \begingroup
3056       \newlinechar=`^^J
3057       \def\{^^J(babel) }%
3058       \message{\{#1}%
3059     \endgroup}
3060   \def\bbl@info#1{%
3061     \begingroup
3062       \newlinechar=`^^J
3063       \def\{^^J}%
3064       \wlog{#1}%
3065     \endgroup}
3066   \else
3067     \def\bbl@error#1#2{%
3068       \begingroup
3069         \def\{\MessageBreak}%
3070         \PackageError{babel}{#1}{#2}%
3071       \endgroup}
3072     \def\bbl@warning#1{%
3073       \begingroup
3074         \def\{\MessageBreak}%
3075         \PackageWarning{babel}{#1}%
3076       \endgroup}
3077     \def\bbl@info#1{%
3078       \begingroup
3079         \def\{\MessageBreak}%
3080         \PackageInfo{babel}{#1}%
3081       \endgroup}
3082   \fi
3083   \@ifpackagewith{babel}{silent}
3084   {\let\bbl@info\@gobble
3085    \let\bbl@warning\@gobble}
3086   {}
3087   \def\bbl@nocaption{\protect\bbl@nocaption@i}
3088   \def\bbl@nocaption@i#1#2{% 1: text to be printed 2: caption macro \langXname
3089     \global\@namedef{#2}{\textbf{?#1?}}%
3090     \@nameuse{#2}%
3091     \bbl@warning{%

```

```

3092 \@backslashchar#2 not set. Please, define\\%
3093 it in the preamble with something like:\\%
3094 \string\renewcommand\@backslashchar#2{..}\\%
3095 Reported}}
3096 \def\bbl@tentative{\protect\bbl@tentative@i}
3097 \def\bbl@tentative@i#1{%
3098 \bbl@warning{%
3099 Some functions for '#1' are tentative.\\%
3100 They might not work as expected and their behavior\\%
3101 could change in the future.\\%
3102 Reported}}
3103 \def\@nolanerr#1{%
3104 \bbl@error
3105 {You haven't defined the language #1\space yet}%
3106 {Your command will be ignored, type <return> to proceed}}
3107 \def\@nopatterns#1{%
3108 \bbl@warning
3109 {No hyphenation patterns were preloaded for\\%
3110 the language '#1' into the format.\\%
3111 Please, configure your TeX system to add them and\\%
3112 rebuild the format. Now I will use the patterns\\%
3113 preloaded for \bbl@nulllanguage\space instead}}
3114 \let\bbl@usehooks\@gobbletwo
3115 \</kernel>
3116 \<*patterns>

```

12 Loading hyphenation patterns

The following code is meant to be read by iniTeX because it should instruct TeX to read hyphenation patterns. To this end the `docstrip` option `patterns` can be used to include this code in the file `hyphen.cfg`. Code is written with lower level macros.

We want to add a message to the message TeX 2.09 puts in the `\everyjob` register. This could be done by the following code:

```

\let\orgeveryjob\everyjob
\def\everyjob#1{%
  \orgeveryjob{#1}%
  \orgeveryjob\expandafter{\the\orgeveryjob\immediate\write16{%
    hyphenation patterns for \the\loaded@patterns loaded.}}%
  \let\everyjob\orgeveryjob\let\orgeveryjob\@undefined}

```

The code above redefines the control sequence `\everyjob` in order to be able to add something to the current contents of the register. This is necessary because the processing of hyphenation patterns happens long before TeX fills the register.

There are some problems with this approach though.

- When someone wants to use several hyphenation patterns with SLTeX the above scheme won't work. The reason is that SLTeX overwrites the contents of the `\everyjob` register with its own message.
- Plain TeX does not use the `\everyjob` register so the message would not be displayed.

To circumvent this a 'dirty trick' can be used. As this code is only processed when creating a new format file there is one command that is sure to be used, `\dump`. Therefore the original `\dump` is saved in `\org@dump` and a new definition is supplied.

To make sure that TeX 2.09 executes the `\@begindocumenthook` we would want to alter `\begin{document}`, but as this done too often already, we add the new code at the front of

\@preamblecmds. But we can only do that after it has been defined, so we add this piece of code to \dump.

This new definition starts by adding an instruction to write a message on the terminal and in the transcript file to inform the user of the preloaded hyphenation patterns.

Then everything is restored to the old situation and the format is dumped.

```

3117 <<Make sure ProvidesFile is defined>>
3118 \ProvidesFile{hyphen.cfg}[\<<date>>] \<<version>> Babel hyphens]
3119 \xdef\bbl@format{\jobname}
3120 \ifx\AtBeginDocument\@undefined
3121   \def\@empty{}
3122   \let\orig@dump\dump
3123   \def\dump{%
3124     \ifx\@ztryfc\@undefined
3125       \else
3126         \toks0=\expandafter{\@preamblecmds}%
3127         \edef\@preamblecmds{\noexpand\@begindocumenthook\the\toks0}%
3128         \def\@begindocumenthook{}%
3129       \fi
3130       \let\dump\orig@dump\let\orig@dump\@undefined\dump}
3131 \fi
3132 <<Define core switching macros>>

```

\process@line Each line in the file language.dat is processed by \process@line after it is read. The first thing this macro does is to check whether the line starts with =. When the first token of a line is an =, the macro \process@synonym is called; otherwise the macro \process@language will continue.

```

3133 \def\process@line#1#2 #3 #4 {%
3134   \ifx=#1%
3135     \process@synonym{#2}%
3136   \else
3137     \process@language{#1#2}{#3}{#4}%
3138   \fi
3139   \ignorespaces}

```

\process@synonym This macro takes care of the lines which start with an =. It needs an empty token register to begin with. \bbl@languages is also set to empty.

```

3140 \toks@{}
3141 \def\bbl@languages{}

```

When no languages have been loaded yet, the name following the = will be a synonym for hyphenation register 0. So, it is stored in a token register and executed when the first pattern file has been processed. (The \relax just helps to the \if below catching synonyms without a language.)

Otherwise the name will be a synonym for the language loaded last.

We also need to copy the hyphenmin parameters for the synonym.

```

3142 \def\process@synonym#1{%
3143   \ifnum\last@language=\m@ne
3144     \toks@\expandafter{\the\toks@\relax\process@synonym{#1}}%
3145   \else
3146     \expandafter\chardef\csname l@#1\endcsname\last@language
3147     \wlog{\string\l@#1=\string\language\the\last@language}%
3148     \expandafter\let\csname #1hyphenmins\expandafter\endcsname
3149       \csname\language\hyphenmins\endcsname
3150     \let\bbl@elt\relax
3151     \edef\bbl@languages{\bbl@languages\bbl@elt{#1}{\the\last@language}{}}%
3152   \fi}

```

`\process@language` The macro `\process@language` is used to process a non-empty line from the ‘configuration file’. It has three arguments, each delimited by white space. The first argument is the ‘name’ of a language; the second is the name of the file that contains the patterns. The optional third argument is the name of a file containing hyphenation exceptions. The first thing to do is call `\addlanguage` to allocate a pattern register and to make that register ‘active’. Then the pattern file is read.

For some hyphenation patterns it is needed to load them with a specific font encoding selected. This can be specified in the file `language.dat` by adding for instance ‘:T1’ to the name of the language. The macro `\bbl@get@enc` extracts the font encoding from the language name and stores it in `\bbl@hyph@enc`. The latter can be used in hyphenation files if you need to set a behavior depending on the given encoding (it is set to empty if no encoding is given).

Pattern files may contain assignments to `\lefthyphenmin` and `\righthyphenmin`. T_EX does not keep track of these assignments. Therefore we try to detect such assignments and store them in the `\<lang>hyphenmins` macro. When no assignments were made we provide a default setting.

Some pattern files contain changes to the `\lccode` en `\uccode` arrays. Such changes should remain local to the language; therefore we process the pattern file in a group; the `\patterns` command acts globally so its effect will be remembered.

Then we globally store the settings of `\lefthyphenmin` and `\righthyphenmin` and close the group.

When the hyphenation patterns have been processed we need to see if a file with hyphenation exceptions needs to be read. This is the case when the third argument is not empty and when it does not contain a space token. (Note however there is no need to save hyphenation exceptions into the format.)

`\bbl@languages` saves a snapshot of the loaded languages in the form `\bbl@elt{<language-name>}{<number>}{<patterns-file>}{<exceptions-file>}`. Note the last 2 arguments are empty in ‘dialects’ defined in `language.dat` with =. Note also the language name can have encoding info.

Finally, if the counter `\language` is equal to zero we execute the synonyms stored.

```

3153 \def\process@language#1#2#3{%
3154   \expandafter\addlanguage\csname l@#1\endcsname
3155   \expandafter\language\csname l@#1\endcsname
3156   \edef\language#1{%
3157     \bbl@hook@everylanguage{#1}%
3158     % > luatex
3159     \bbl@get@enc#1::\@@@
3160     \begingroup
3161       \lefthyphenmin\m@ne
3162       \bbl@hook@loadpatterns{#2}%
3163       % > luatex
3164       \ifnum\lefthyphenmin=\m@ne
3165       \else
3166         \expandafter\xdef\csname #1hyphenmins\endcsname{%
3167           \the\lefthyphenmin\the\righthyphenmin}%
3168       \fi
3169     \endgroup
3170     \def\bbl@tempa{#3}%
3171     \ifx\bbl@tempa\@empty\else
3172       \bbl@hook@loadexceptions{#3}%
3173       % > luatex
3174     \fi
3175     \let\bbl@elt\relax
3176     \edef\bbl@languages{%
3177       \bbl@languages\bbl@elt{#1}{\the\language}{#2}{\bbl@tempa}}%
3178     \ifnum\the\language=\z@

```

```

3179 \expandafter\ifx\csname #1hyphenmins\endcsname\relax
3180 \set@hyphenmins\tw@thr@@\relax
3181 \else
3182 \expandafter\expandafter\expandafter\set@hyphenmins
3183 \csname #1hyphenmins\endcsname
3184 \fi
3185 \the\toks@
3186 \toks@{}%
3187 \fi}

```

\bbl@get@enc The macro \bbl@get@enc extracts the font encoding from the language name and stores it in \bbl@hyph@enc. It uses delimited arguments to achieve this.

```

3188 \def\bbl@get@enc#1:#2:#3@@@{\def\bbl@hyph@enc{#2}}

```

Now, hooks are defined. For efficiency reasons, they are dealt here in a special way. Besides luatex, format-specific configuration files are taken into account.

```

3189 \def\bbl@hook@everylanguage#1{}
3190 \def\bbl@hook@loadpatterns#1{\input #1\relax}
3191 \let\bbl@hook@loadexceptions\bbl@hook@loadpatterns
3192 \let\bbl@hook@loadkernel\bbl@hook@loadpatterns
3193 \begingroup
3194 \def\AddBabelHook#1#2{%
3195 \expandafter\ifx\csname bbl@hook@#2\endcsname\relax
3196 \def\next{\toks1}%
3197 \else
3198 \def\next{\expandafter\gdef\csname bbl@hook@#2\endcsname####1}%
3199 \fi
3200 \next}
3201 \ifx\directlua\undefined
3202 \ifx\XeTeXinputencoding\undefined\else
3203 \input xebabel.def
3204 \fi
3205 \else
3206 \input luababel.def
3207 \fi
3208 \openin1 = babel-\bbl@format.cfg
3209 \ifeof1
3210 \else
3211 \input babel-\bbl@format.cfg\relax
3212 \fi
3213 \closein1
3214 \endgroup
3215 \bbl@hook@loadkernel{switch.def}

```

\readconfigfile The configuration file can now be opened for reading.

```

3216 \openin1 = language.dat

```

See if the file exists, if not, use the default hyphenation file hyphen.tex. The user will be informed about this.

```

3217 \def\language{english}%
3218 \ifeof1
3219 \message{I couldn't find the file language.dat,\space
3220 I will try the file hyphen.tex}
3221 \input hyphen.tex\relax
3222 \chardef\l@english\z@
3223 \else

```


Pattern registers are allocated using count register `\last@language`. Its initial value is 0. The definition of the macro `\newlanguage` is such that it first increments the count register and then defines the language. In order to have the first patterns loaded in pattern register number 0 we initialize `\last@language` with the value `-1`.

```
3224 \last@language\m@ne
```

We now read lines from the file until the end is found

```
3225 \loop
```

While reading from the input, it is useful to switch off recognition of the end-of-line character. This saves us stripping off spaces from the contents of the control sequence.

```
3226 \endlinechar\m@ne
```

```
3227 \read1 to \bbl@line
```

```
3228 \endlinechar`\^^M
```

If the file has reached its end, exit from the loop here. If not, empty lines are skipped. Add 3 space characters to the end of `\bbl@line`. This is needed to be able to recognize the arguments of `\process@line` later on. The default language should be the very first one.

```
3229 \if T\ifeof1F\fi T\relax
```

```
3230 \ifx\bbl@line\@empty\else
```

```
3231 \edef\bbl@line{\bbl@line\space\space\space}%
```

```
3232 \expandafter\process@line\bbl@line\relax
```

```
3233 \fi
```

```
3234 \repeat
```

Check for the end of the file. We must reverse the test for `\ifeof` without `\else`. Then reactivate the default patterns.

```
3235 \begingroup
```

```
3236 \def\bbl@elt#1#2#3#4{%
```

```
3237 \global\language=#2\relax
```

```
3238 \gdef\language#1}%
```

```
3239 \def\bbl@elt##1##2##3##4{}}%
```

```
3240 \bbl@languages
```

```
3241 \endgroup
```

```
3242 \fi
```

and close the configuration file.

```
3243 \closein1
```

We add a message about the fact that babel is loaded in the format and with which language patterns to the `\everyjob` register.

```
3244 \if/\the\toks@\else
```

```
3245 \errhelp{language.dat loads no language, only synonyms}
```

```
3246 \errmessage{Orphan language synonym}
```

```
3247 \fi
```

Also remove some macros from memory and raise an error if `\toks@` is not empty. Finally load `switch.def`, but the latter is not required and the line inputting it may be commented out.

```
3248 \let\bbl@line\@undefined
```

```
3249 \let\process@line\@undefined
```

```
3250 \let\process@synonym\@undefined
```

```
3251 \let\process@language\@undefined
```

```
3252 \let\bbl@get@enc\@undefined
```

```
3253 \let\bbl@hyph@enc\@undefined
```

```
3254 \let\bbl@tempa\@undefined
```

```
3255 \let\bbl@hook@loadkernel\@undefined
```

```
3256 \let\bbl@hook@everylanguage\@undefined
```

```

3257 \let\bbl@hook@loadpatterns\@undefined
3258 \let\bbl@hook@loadexceptions\@undefined
3259 \end{patterns}

```

Here the code for `iniTEX` ends.

13 Font handling with fontspec

Add the bidi handler just before `luaotfload`, which is loaded by default by LaTeX. Just in case, consider the possibility it has not been loaded. First, a couple of definitions related to `bidi` [misplaced].

```

3260 <<{*More package options}>> ≡
3261 \ifodd\bbl@engine
3262   \DeclareOption{bidi=basic-r}%
3263   {\ExecuteOptions{bidi=basic}}
3264   \DeclareOption{bidi=basic}%
3265   {\let\bbl@beforeforeign\leavevmode
3266    % TODO - to locale_props, not as separate attribute
3267    \newattribute\bbl@attr@dir
3268    % I don't like it, hackish:
3269    \frozen@everymath\expandafter{%
3270     \expandafter\bbl@mathboxdir\the\frozen@everymath}%
3271    \frozen@everydisplay\expandafter{%
3272     \expandafter\bbl@mathboxdir\the\frozen@everydisplay}%
3273    \bbl@exp{\output{\bodydir\pagedir\the\output}}}%
3274    \AtEndOfPackage{\EnableBabelHook{babel-bidi}}}
3275 \else
3276   \DeclareOption{bidi=basic-r}%
3277   {\ExecuteOptions{bidi=basic}}
3278   \DeclareOption{bidi=basic}%
3279   {\bbl@error
3280    {The bidi method 'basic' is available only in\\
3281     luatex. I'll continue with 'bidi=default', so\\
3282     expect wrong results}%
3283    {See the manual for further details.}%
3284    \let\bbl@beforeforeign\leavevmode
3285    \AtEndOfPackage{%
3286     \EnableBabelHook{babel-bidi}%
3287     \bbl@xebidipar}}
3288   \def\bbl@loadxebidi#1{%
3289     \ifx\RTLfootnotetext\@undefined
3290       \AtEndOfPackage{%
3291         \EnableBabelHook{babel-bidi}%
3292         \ifx\fontspec\@undefined
3293           \usepackage{fontspec}% bidi needs fontspec
3294         \fi
3295         \usepackage#1{bidi}}%
3296     \fi}
3297   \DeclareOption{bidi=bidi}%
3298   {\bbl@tentative{bidi=bidi}%
3299    \bbl@loadxebidi{}}
3300   \DeclareOption{bidi=bidi-r}%
3301   {\bbl@tentative{bidi=bidi-r}%
3302    \bbl@loadxebidi{[rldocument]}}
3303   \DeclareOption{bidi=bidi-l}%
3304   {\bbl@tentative{bidi=bidi-l}%
3305    \bbl@loadxebidi{}}
3306 \fi

```

```

3307 \DeclareOption{bidi=default}%
3308 {\let\bbl@beforeforeign\leavevmode
3309 \ifodd\bbl@engine
3310 \newattribute\bbl@attr@dir
3311 \bbl@exp{\output{\bodydir\pagedir\the\output}}%
3312 \fi
3313 \AtEndOfPackage{%
3314 \EnableBabelHook{babel-bidi}%
3315 \ifodd\bbl@engine\else
3316 \bbl@xebidipar
3317 \fi}}
3318 <</More package options>>

```

With explicit languages, we could define the font at once, but we don't. Just wait and see if the language is actually activated. `\bbl@font` replaces hardcoded font names inside `\. .family` by the corresponding macro `\. .default`.

```

3319 << *Font selection>> ≡
3320 \bbl@trace{Font handling with fontspec}
3321 \@onlypreamble\babelfont
3322 \newcommand\babelfont[2][{}% 1=langs/scripts 2=fam
3323 \edef\bbl@tempa{#1}%
3324 \def\bbl@tempb{#2}% Used by \bbl@bblfont
3325 \ifx\fontspec\undefined
3326 \usepackage{fontspec}%
3327 \fi
3328 \EnableBabelHook{babel-fontspec}% Just calls \bbl@switchfont
3329 \bbl@bblfont}
3330 \newcommand\bbl@bblfont[2][{}% 1=features 2=fontname, @font=rm|sf|tt
3331 \bbl@ifunset{\bbl@tempb family}%
3332 {\bbl@providedefam{\bbl@tempb}}%
3333 {\bbl@exp{%
3334 \\\bbl@sreplace\<\bbl@tempb family >%
3335 {\@nameuse{\bbl@tempb default}}{\<\bbl@tempb default>}}}%
3336 % For the default font, just in case:
3337 \bbl@ifunset{\bbl@lsys\<\languagename>}{\bbl@provide@lsys{\languagename}}{}%
3338 \expandafter\bbl@ifblank\expandafter{\bbl@tempa}%
3339 {\bbl@csarg\edef{\bbl@tempb dflt@}{<{#1}{#2}}% save \bbl@rmdflt@
3340 \bbl@exp{%
3341 \let\<\bbl@tempb dflt@\languagename>\<\bbl@tempb dflt@>%
3342 \\\bbl@font@set\<\bbl@tempb dflt@\languagename>%
3343 \<\bbl@tempb default>\<\bbl@tempb family>}}%
3344 {\bbl@foreach\bbl@tempa{ ie \bbl@rmdflt@lang / *scrt
3345 \bbl@csarg\def{\bbl@tempb dflt@##1}{<{#1}{#2}}}}%

```

If the family in the previous command does not exist, it must be defined. Here is how:

```

3346 \def\bbl@providedefam#1{%
3347 \bbl@exp{%
3348 \\\newcommand\<#1default>{}% Just define it
3349 \\\bbl@add@list\<\bbl@font@fams{#1}%
3350 \\\DeclareRobustCommand\<#1family>%
3351 \\\not@math@alphabet\<#1family>\relax
3352 \\\fontfamily\<#1default>\selectfont}%
3353 \\\DeclareTextFontCommand{\<text#1>}{\<#1family>}}

```

The following macro is activated when the hook `babel-fontspec` is enabled. But before we define a macro for a warning, which sets a flag to avoid duplicate them.

```

3354 \def\bbl@nostdfont#1{%
3355 \bbl@ifunset{\bbl@WFF@\f@family}%
3356 {\bbl@csarg\gdef{WFF@\f@family}}{}% Flag, to avoid dupl warns

```

```

3357 \bbl@warning{The current font is not a babel standard family:\%
3358 #1%
3359 \fontname\font\%
3360 There is nothing intrinsically wrong with it, but\%
3361 'babel' will no set Script and Language. Consider\%
3362 defining a new family with \string\babelfont.\%
3363 Reported}}
3364 {}}%
3365 \gdef\bbl@switchfont{%
3366 \bbl@ifunset\bbl@lsys@\language\name\{\bbl@provide@lsys\{\language\name\}\}%
3367 \bbl@exp{% eg Arabic -> arabic
3368 \lowercase{\edef\bbbl@tempa{\bbl@cs{sname@\language\name\}}}%
3369 \bbl@foreach\bbl@font@fams{%
3370 \bbl@ifunset\bbl@##1dflt@\language\name\% (1) language?
3371 {\bbl@ifunset\bbl@##1dflt@*\bbl@tempa\}% (2) from script?
3372 {\bbl@ifunset\bbl@##1dflt@}% 2=F - (3) from generic?
3373 {}% 123=F - nothing!
3374 {\bbl@exp{% 3=T - from generic
3375 \global\let\<bbl@##1dflt@\language\name\>%
3376 \<bbl@##1dflt@>}}}%
3377 {\bbl@exp{% 2=T - from script
3378 \global\let\<bbl@##1dflt@\language\name\>%
3379 \<bbl@##1dflt@*\bbl@tempa\>}}}%
3380 {}}% 1=T - language, already defined
3381 \def\bbl@tempa{\bbl@nostdfont{}}%
3382 \bbl@foreach\bbl@font@fams{% don't gather with prev for
3383 \bbl@ifunset\bbl@##1dflt@\language\name\%
3384 {\bbl@cs{famrst@##1}%
3385 \global\bbl@csarg\let{famrst@##1}\relax}%
3386 {\bbl@exp{% order is relevant
3387 \bbbl@add\originalTeX{%
3388 \bbbl@font@rst{\bbl@cs{##1dflt@\language\name\}}%
3389 \<##1default>\<##1family>{##1}}%
3390 \bbbl@font@set\<bbl@##1dflt@\language\name\>% the main part!
3391 \<##1default>\<##1family>}}}%
3392 \bbl@ifrestoring{\bbl@tempa}%

```

The following is executed at the beginning of the aux file or the document to warn about fonts not defined with \babelfont.

```

3393 \ifx\family\undefined\else % if latex
3394 \ifcase\bbl@engine % if pdftex
3395 \let\bbl@ckeckstdfonts\relax
3396 \else
3397 \def\bbl@ckeckstdfonts{%
3398 \begingroup
3399 \global\let\bbl@ckeckstdfonts\relax
3400 \let\bbl@tempa\@empty
3401 \bbl@foreach\bbl@font@fams{%
3402 \bbl@ifunset\bbl@##1dflt@}%
3403 {\@nameuse{##1family}%
3404 \bbl@csarg\gdef{WFF@f@family}}}% Flag
3405 \bbl@exp{\bbbl@add\bbbl@tempa{* \<##1family> / \f@family\%
3406 \space\space\fontname\font\%
3407 \bbl@csarg\xdef{##1dflt@}{\f@family}%
3408 \expandafter\xdef\csname ##1default\endcsname{\f@family}}%
3409 {}}%
3410 \ifx\bbl@tempa\@empty\else
3411 \bbl@warning{The following fonts are not babel standard families:\%
3412 \bbl@tempa

```

```

3413         There is nothing intrinsically wrong with it, but\\%
3414         'babel' will no set Script and Language. Consider\\%
3415         defining a new family with \string\babelfont.\\%
3416         Reported}%
3417     \fi
3418 \endgroup}
3419 \fi
3420 \fi

```

Now the macros defining the font with fontspec.

When there are repeated keys in fontspec, the last value wins. So, we just place the ini settings at the beginning, and user settings will take precedence. We must deactivate temporarily \bbl@mapselect because \selectfont is called internally when a font is defined.

```

3421 \def\bbl@font@set#1#2#3{% eg \bbl@rmdflt@lang \rmdefault \rmfamily
3422 \bbl@xin@{<>}{#1}%
3423 \ifin@
3424 \bbl@exp{\bbl@fontspec@set\#1\expandafter\@gobbletwo\#1\#3}%
3425 \fi
3426 \bbl@exp{%
3427 \def\#2{#1}% eg, \rmdefault{\bbl@rmdflt@lang}
3428 \bbl@ifsamestring{#2}{\f@family}{\#3\let\bbl@tempa\relax}{}}
3429 % TODO - next should be global?, but even local does its job. I'm
3430 % still not sure -- must investigate:
3431 \def\bbl@fontspec@set#1#2#3#4{% eg \bbl@rmdflt@lang fnt-opt fnt-nme \xxfamily
3432 \let\bbl@tempe\bbl@mapselect
3433 \let\bbl@mapselect\relax
3434 \let\bbl@temp@fam#4% eg, '\rmfamily', to be restored below
3435 \let#4\relax % So that can be used with \newfontfamily
3436 \bbl@exp{%
3437 \let\bbl@temp@pfam<\bbl@stripslash#4\space>% eg, '\rmfamily '
3438 \<keys_if_exist:nnF>{fontspec-opentype}%
3439 {Script/\bbl@cs{sname@}\languagename}}%
3440 {\bbl@cs{sname@}\languagename}}%
3441 {\bbl@cs{sotf@}\languagename}}}%
3442 \<keys_if_exist:nnF>{fontspec-opentype}%
3443 {Language/\bbl@cs{lname@}\languagename}}%
3444 {\bbl@cs{lname@}\languagename}}%
3445 {\bbl@cs{lotf@}\languagename}}}%
3446 \bbl@newfontfamily\#4%
3447 [\bbl@cs{lsys@}\languagename},#2]{#3}% ie \bbl@exp{..}{#3}
3448 \begingroup
3449 #4%
3450 \xdef#1{\f@family}% eg, \bbl@rmdflt@lang{FreeSerif(0)}
3451 \endgroup
3452 \let#4\bbl@temp@fam
3453 \bbl@exp{\let<\bbl@stripslash#4\space>\bbl@temp@pfam
3454 \let\bbl@mapselect\bbl@tempe}%

```

font@rst and famrst are only used when there is no global settings, to save and restore de previous families. Not really necessary, but done for optimization.

```

3455 \def\bbl@font@rst#1#2#3#4{%
3456 \bbl@csarg\def{famrst@#4}{\bbl@font@set{#1}#2#3}}

```

The default font families. They are eurocentric, but the list can be expanded easily with \babelfont.

```

3457 \def\bbl@font@fams{rm,sf,tt}

```

The old tentative way. Short and preverved for compatibility, but deprecated. Note there is no direct alternative for `\babelFSfeatures`. The reason is explained in the user guide, but essentially – that was not the way to go :-).

```

3458 \newcommand\babelFSstore[2][{}]{%
3459   \bbl@ifblank{#1}%
3460   {\bbl@csarg\def{sname@#2}{Latin}}%
3461   {\bbl@csarg\def{sname@#2}{#1}}%
3462   \bbl@provide@dirs{#2}%
3463   \bbl@csarg\ifnum{wdir@#2}>\z@
3464     \let\bbl@beforeforeign\leavevmode
3465     \EnableBabelHook{babel-bidi}%
3466   \fi
3467   \bbl@foreach{#2}{%
3468     \bbl@FSstore{##1}{rm}\rmdefault\bbl@save@rmdefault
3469     \bbl@FSstore{##1}{sf}\sfdefault\bbl@save@sfdefault
3470     \bbl@FSstore{##1}{tt}\ttdefault\bbl@save@ttdefault}}
3471 \def\bbl@FSstore#1#2#3#4{%
3472   \bbl@csarg\edef{#2default#1}{#3}%
3473   \expandafter\addto\csname extras#1\endcsname{%
3474     \let#4#3%
3475     \ifx#3\f@family
3476       \edef#3{\csname bbl@#2default#1\endcsname}%
3477       \fontfamily{#3}\selectfont
3478     \else
3479       \edef#3{\csname bbl@#2default#1\endcsname}%
3480       \fi}%
3481   \expandafter\addto\csname noextras#1\endcsname{%
3482     \ifx#3\f@family
3483       \fontfamily{#4}\selectfont
3484       \fi
3485     \let#3#4}}
3486 \let\bbl@langfeatures\@empty
3487 \def\babelFSfeatures{% make sure \fontspec is redefined once
3488   \let\bbl@ori@fontspec\fontspec
3489   \renewcommand\fontspec[1][{}]{%
3490     \bbl@ori@fontspec[\bbl@langfeatures##1]}
3491   \let\babelFSfeatures\bbl@FSfeatures
3492   \babelFSfeatures}
3493 \def\bbl@FSfeatures#1#2{%
3494   \expandafter\addto\csname extras#1\endcsname{%
3495     \babel@save\bbl@langfeatures
3496     \edef\bbl@langfeatures{#2,}}
3497 \</Font selection>>

```

14 Hooks for XeTeX and LuaTeX

14.1 XeTeX

Unfortunately, the current encoding cannot be retrieved and therefore it is reset always to `utf8`, which seems a sensible default.

\LaTeX sets many “codes” just before loading `hyphen.cfg`. That is not a problem in `luatex`, but in `xetex` they must be reset to the proper value. Most of the work is done in `xe(la)tex.ini`, so here we just “undo” some of the changes done by \LaTeX . Anyway, for consistency `LuaTeX` also resets the catcodes.

```

3498 \<{*Restore Unicode catcodes before loading patterns}> \equiv
3499 \begingroup

```

```

3500 % Reset chars "80-"C0 to category "other", no case mapping:
3501 \catcode\@=11 \count@=128
3502 \loop\ifnum\count@<192
3503   \global\uccode\count@=0 \global\lccode\count@=0
3504   \global\catcode\count@=12 \global\sffcode\count@=1000
3505   \advance\count@ by 1 \repeat
3506 % Other:
3507 \def\O ##1 {%
3508   \global\uccode"##1=0 \global\lccode"##1=0
3509   \global\catcode"##1=12 \global\sffcode"##1=1000 }%
3510 % Letter:
3511 \def\L ##1 ##2 ##3 {\global\catcode"##1=11
3512   \global\uccode"##1="##2
3513   \global\lccode"##1="##3
3514   % Uppercase letters have sffcode=999:
3515   \ifnum"##1="##3 \else \global\sffcode"##1=999 \fi }%
3516 % Letter without case mappings:
3517 \def\l ##1 {\L ##1 ##1 ##1 }%
3518 \l 00AA
3519 \L 00B5 039C 00B5
3520 \l 00BA
3521 \O 00D7
3522 \l 00DF
3523 \O 00F7
3524 \L 00FF 0178 00FF
3525 \endgroup
3526 \input #1\relax
3527 <</Restore Unicode catcodes before loading patterns>>

```

Some more common code.

```

3528 <<(*Footnote changes)>> ≡
3529 \bbl@trace{Bidi footnotes}
3530 \ifx\bbl@beforeforeign\leavevmode
3531   \def\bbl@footnote#1#2#3{%
3532     \@ifnextchar[%
3533       {\bbl@footnote@o{#1}{#2}{#3}}%
3534       {\bbl@footnote@x{#1}{#2}{#3}}}
3535   \def\bbl@footnote@x#1#2#3#4{%
3536     \bgroup
3537     \select@language@x{\bbl@main@language}%
3538     \bbl@fn@footnote{#2#1{\ignorespaces#4}#3}%
3539     \egroup}
3540   \def\bbl@footnote@o#1#2#3[#4]#5{%
3541     \bgroup
3542     \select@language@x{\bbl@main@language}%
3543     \bbl@fn@footnote[#4]{#2#1{\ignorespaces#5}#3}%
3544     \egroup}
3545   \def\bbl@footnotetext#1#2#3{%
3546     \@ifnextchar[%
3547       {\bbl@footnotetext@o{#1}{#2}{#3}}%
3548       {\bbl@footnotetext@x{#1}{#2}{#3}}}
3549   \def\bbl@footnotetext@x#1#2#3#4{%
3550     \bgroup
3551     \select@language@x{\bbl@main@language}%
3552     \bbl@fn@footnotetext{#2#1{\ignorespaces#4}#3}%
3553     \egroup}
3554   \def\bbl@footnotetext@o#1#2#3[#4]#5{%
3555     \bgroup
3556     \select@language@x{\bbl@main@language}%

```

```

3557 \bbl@fn@footnotetext[#4]{#2#1{\ignorespaces#5}#3}%
3558 \egroup}
3559 \def\BabelFootnote#1#2#3#4{%
3560 \ifx\bbl@fn@footnote\@undefined
3561 \let\bbl@fn@footnote\footnote
3562 \fi
3563 \ifx\bbl@fn@footnotetext\@undefined
3564 \let\bbl@fn@footnotetext\footnotetext
3565 \fi
3566 \bbl@ifblank{#2}%
3567 {\def#1{\bbl@footnote{\@firstofone}{#3}{#4}}
3568 \@namedef{\bbl@stripslash#1text}%
3569 {\bbl@footnotetext{\@firstofone}{#3}{#4}}}%
3570 {\def#1{\bbl@exp{\bbl@footnote{\foreignlanguage{#2}}}{#3}{#4}}%
3571 \@namedef{\bbl@stripslash#1text}%
3572 {\bbl@exp{\bbl@footnotetext{\foreignlanguage{#2}}}{#3}{#4}}}%
3573 \fi
3574 <</Footnote changes>>

```

Now, the code.

```

3575 (*xetex)
3576 \def\BabelStringsDefault{unicode}
3577 \let\xebbl@stop\relax
3578 \AddBabelHook{xetex}{encodedcommands}{%
3579 \def\bbl@tempa{#1}%
3580 \ifx\bbl@tempa\@empty
3581 \XeTeXinputencoding"bytes"%
3582 \else
3583 \XeTeXinputencoding"#1"%
3584 \fi
3585 \def\xebbl@stop{\XeTeXinputencoding"utf8"}}
3586 \AddBabelHook{xetex}{stopcommands}{%
3587 \xebbl@stop
3588 \let\xebbl@stop\relax}
3589 \def\bbl@intraspace#1 #2 #3\@{%
3590 \bbl@csarg\gdef{xeisp@\bbl@cs{sbc@}\languagename}}%
3591 {\XeTeXlinebreakskip #1em plus #2em minus #3em\relax}}
3592 \def\bbl@intrapenalty#1\@{%
3593 \bbl@csarg\gdef{xeipn@\bbl@cs{sbc@}\languagename}}%
3594 {\XeTeXlinebreakpenalty #1\relax}}
3595 \AddBabelHook{xetex}{loadkernel}{%
3596 <<Restore Unicode catcodes before loading patterns>>}
3597 \ifx\DisableBabelHook\@undefined\endinput\fi
3598 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}
3599 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@ckeckstdfonts}
3600 \DisableBabelHook{babel-fontspec}
3601 <<Font selection>>
3602 \input txtbabel.def
3603 </xetex>

```

14.2 Layout

In progress.

Note elements like headlines and margins can be modified easily with packages like fancyhdr, typearea or titleps, and geometry.

\bbl@startskip and \bbl@endskip are available to package authors. Thanks to the T_EX expansion mechanism the following constructs are valid: \adim\bbl@startskip, \advance\bbl@startskip\adim, \bbl@startskip\adim.

Consider `txtbabel` as a shorthand for `tex-xet babel`, which is the bidi model in both `pdftex` and `xetex`.

```

3604 (*texxet)
3605 \bbl@trace{Redefinitions for bidi layout}
3606 \def\bbl@sspre@caption{%
3607   \bbl@exp{\everyhbox{\bbl@textdir\bbl@cs{wdir@\bbl@main@language}}}}
3608 \ifx\bbl@opt@layout\@nnil\endinput\fi % No layout
3609 \def\bbl@startskip{\ifcase\bbl@thepardir\leftskip\else\rightskip\fi}
3610 \def\bbl@endskip{\ifcase\bbl@thepardir\rightskip\else\leftskip\fi}
3611 \ifx\bbl@beforeforeign\leavevmode % A poor test for bidi=
3612   \def\hangfrom#1{%
3613     \setbox\@tempboxa\hbox{#1}%
3614     \hangindent\ifcase\bbl@thepardir\wd\@tempboxa\else-\wd\@tempboxa\fi
3615     \noindent\box\@tempboxa}
3616 \def\raggedright{%
3617   \let\@centercr
3618   \bbl@startskip\z@skip
3619   \@rightskip\@flushglue
3620   \bbl@endskip\@rightskip
3621   \parindent\z@
3622   \parfillskip\bbl@startskip}
3623 \def\raggedleft{%
3624   \let\@centercr
3625   \bbl@startskip\@flushglue
3626   \bbl@endskip\z@skip
3627   \parindent\z@
3628   \parfillskip\bbl@endskip}
3629 \fi
3630 \IfBabelLayout{lists}
3631   {\bbl@sreplace\list
3632     {\@totalleftmargin\leftmargin}{\@totalleftmargin\bbl@listleftmargin}%
3633     \def\bbl@listleftmargin{%
3634       \ifcase\bbl@thepardir\leftmargin\else\rightmargin\fi}%
3635     \ifcase\bbl@engine
3636       \def\labelenumii{\theenumii{}}% pdftex doesn't reverse ()
3637       \def\p@enumiii{\p@enumii}\theenumii{}%
3638     \fi
3639     \bbl@sreplace\@verbatim
3640       {\leftskip\@totalleftmargin}%
3641       {\bbl@startskip\textwidth
3642         \advance\bbl@startskip-\linewidth}%
3643     \bbl@sreplace\@verbatim
3644       {\rightskip\z@skip}%
3645       {\bbl@endskip\z@skip}}%
3646   {}
3647 \IfBabelLayout{contents}
3648   {\bbl@sreplace\@dottedtocline{\leftskip}{\bbl@startskip}%
3649     \bbl@sreplace\@dottedtocline{\rightskip}{\bbl@endskip}}
3650   {}
3651 \IfBabelLayout{columns}
3652   {\bbl@sreplace\@outputdblcol{\hb@xt@\textwidth}{\bbl@outputbox}%
3653     \def\bbl@outputbox#1{%
3654       \hb@xt@\textwidth{%
3655         \hskip\columnwidth
3656         \hfil
3657         {\normalcolor\vrule \@width\columnseprule}%
3658         \hfil
3659         \hb@xt@\columnwidth{\box\@leftcolumn \hss}%

```

```

3660      \hskip-\textwidth
3661      \hb@xt@\columnwidth{\box\@outputbox \hss}%
3662      \hskip\columnsep
3663      \hskip\columnwidth}}}%
3664  {}
3665  <<Footnote changes>>
3666  \IfBabelLayout{footnotes}%
3667  {\BabelFootnote\footnote\language\language{}{}}%
3668  \BabelFootnote\localfootnote\language\language{}{}}%
3669  \BabelFootnote\mainfootnote{}{}}{}
3670  {}

```

Implicitly reverses sectioning labels in bidi=basic, because the full stop is not in contact with L numbers any more. I think there must be a better way.

```

3671 \IfBabelLayout{counters}%
3672 {\let\bbbl@latinarabic=\@arabic
3673  \def\@arabic#1{\babelsublr{\bbbl@latinarabic#1}}}%
3674 \let\bbbl@asciroman=\@roman
3675 \def\@roman#1{\babelsublr{\ensureascii{\bbbl@asciroman#1}}}%
3676 \let\bbbl@asciiRoman=\@Roman
3677 \def\@Roman#1{\babelsublr{\ensureascii{\bbbl@asciiRoman#1}}}}{}
3678 </texxet>

```

14.3 LuaTeX

The new loader for luatex is based solely on `language.dat`, which is read on the fly. The code shouldn't be executed when the format is build, so we check if `\AddBabelHook` is defined. Then comes a modified version of the loader in `hyphen.cfg` (without the `hyphenmins` stuff, which is under the direct control of `babel`).

The names `\l@<language>` are defined and take some value from the beginning because all `ldf` files assume this for the corresponding language to be considered valid, but patterns are not loaded (except the first one). This is done later, when the language is first selected (which usually means when the `ldf` finishes). If a language has been loaded, `\bbbl@hyphendata@<num>` exists (with the names of the files read).

The default setup preloads the first language into the format. This is intended mainly for 'english', so that it's available without further intervention from the user. To avoid duplicating it, the following rule applies: if the "0th" language and the first language in `language.dat` have the same name then just ignore the latter. If there are new synonymous, they are added, but note if the language patterns have not been preloaded they won't at run time.

Other preloaded languages could be read twice, if they have been preloaded into the format. This is not optimal, but it shouldn't happen very often – with luatex patterns are best loaded when the document is typeset, and the "0th" language is preloaded just for backwards compatibility.

As of 1.1b, lua(e)tex is taken into account. Formerly, loading of patterns on the fly didn't work in this format, but with the new loader it does. Unfortunately, the format is not based on `babel`, and data could be duplicated, because languages are reassigned above those in the format (nothing serious, anyway). Note even with this format `language.dat` is used (under the principle of a single source), instead of `language.def`.

Of course, there is room for improvements, like tools to read and reassign languages, which would require modifying the language list, and better error handling.

We need catcode tables, but no format (targeted by `babel`) provide a command to allocate them (although there are packages like `ctablestack`). For the moment, a dangerous approach is used – just allocate a high random number and cross the fingers. To complicate things, `etex.sty` changes the way languages are allocated.

```

3679 (*\latex)
3680 \ifx\AddBabelHook\undefined
3681 \bbl@trace{Read language.dat}
3682 \begingroup
3683 \toks@{}
3684 \count@ \z@ % 0=start, 1=0th, 2=normal
3685 \def\bbl@process@line#1#2 #3 #4 {%
3686   \ifx=#1%
3687     \bbl@process@synonym{#2}%
3688   \else
3689     \bbl@process@language{#1#2}{#3}{#4}%
3690   \fi
3691   \ignorespaces}
3692 \def\bbl@manylang{%
3693   \ifnum\bbl@last>\@ne
3694     \bbl@info{Non-standard hyphenation setup}%
3695   \fi
3696   \let\bbl@manylang\relax}
3697 \def\bbl@process@language#1#2#3{%
3698   \ifcase\count@
3699     \@ifundefined{zth#1}{\count@\tw@}{\count@\@ne}%
3700   \or
3701     \count@\tw@
3702   \fi
3703   \ifnum\count@=\tw@
3704     \expandafter\addlanguage\csname l@#1\endcsname
3705     \language\allocationnumber
3706     \chardef\bbl@last\allocationnumber
3707     \bbl@manylang
3708     \let\bbl@elt\relax
3709     \xdef\bbl@languages{%
3710       \bbl@languages\bbl@elt{#1}{\the\language}{#2}{#3}}%
3711   \fi
3712   \the\toks@
3713   \toks@{}}
3714 \def\bbl@process@synonym@aux#1#2{%
3715   \global\expandafter\chardef\csname l@#1\endcsname#2\relax
3716   \let\bbl@elt\relax
3717   \xdef\bbl@languages{%
3718     \bbl@languages\bbl@elt{#1}{#2}{}}}%
3719 \def\bbl@process@synonym#1{%
3720   \ifcase\count@
3721     \toks@\expandafter{\the\toks@\relax\bbl@process@synonym{#1}}%
3722   \or
3723     \@ifundefined{zth#1}{\bbl@process@synonym@aux{#1}{0}}{}%
3724   \else
3725     \bbl@process@synonym@aux{#1}{\the\bbl@last}%
3726   \fi}
3727 \ifx\bbl@languages\undefined % Just a (sensible?) guess
3728   \chardef\l@english\z@
3729   \chardef\l@USenglish\z@
3730   \chardef\bbl@last\z@
3731   \global\@namedef{bbl@hyphendata@0}{\hyphen.tex{}}
3732   \gdef\bbl@languages{%
3733     \bbl@elt{english}{0}{\hyphen.tex{}}%
3734     \bbl@elt{USenglish}{0}{}}
3735 \else
3736   \global\let\bbl@languages@format\bbl@languages
3737   \def\bbl@elt#1#2#3#4{% Remove all except language 0

```

```

3738     \ifnum#2>\z@\else
3739         \noexpand\bbbl@elt{#1}{#2}{#3}{#4}%
3740     \fi}%
3741     \xdef\bbbl@languages{\bbbl@languages}%
3742 \fi
3743 \def\bbbl@elt#1#2#3#4{\@namedef{zth@#1}{}} % Define flags
3744 \bbbl@languages
3745 \openin1=language.dat
3746 \ifeof1
3747     \bbbl@warning{I couldn't find language.dat. No additional\\%
3748         patterns loaded. Reported}%
3749 \else
3750     \loop
3751         \endlinechar\m@ne
3752         \read1 to \bbbl@line
3753         \endlinechar\^^M
3754         \if T\ifeof1F\fi T\relax
3755         \ifx\bbbl@line\empty\else
3756             \edef\bbbl@line{\bbbl@line\space\space\space}%
3757             \expandafter\bbbl@process@line\bbbl@line\relax
3758         \fi
3759     \repeat
3760 \fi
3761 \endgroup
3762 \bbbl@trace{Macros for reading patterns files}
3763 \def\bbbl@get@enc#1:#2:#3\@@{\def\bbbl@hyph@enc{#2}}
3764 \ifx\babelcatcodetablenum\undefined
3765     \def\babelcatcodetablenum{5211}
3766 \fi
3767 \def\bbbl@luapatterns#1#2{%
3768     \bbbl@get@enc#1::\@@@
3769     \setbox\z@\hbox\bgroup
3770     \begingroup
3771         \ifx\catcodetable\undefined
3772             \let\savecatcodetable\luatexsavecatcodetable
3773             \let\initcatcodetable\luatexinitcatcodetable
3774             \let\catcodetable\luatexcatcodetable
3775         \fi
3776         \savecatcodetable\babelcatcodetablenum\relax
3777         \initcatcodetable\numexpr\babelcatcodetablenum+1\relax
3778         \catcodetable\numexpr\babelcatcodetablenum+1\relax
3779         \catcode`\#=6 \catcode`\$=3 \catcode`\&=4 \catcode`\^=7
3780         \catcode`\_ =8 \catcode`\{=1 \catcode`\}=2 \catcode`\~ =13
3781         \catcode`\@=11 \catcode`\^^I=10 \catcode`\^^J=12
3782         \catcode`\<=12 \catcode`\>=12 \catcode`\*=12 \catcode`\.=12
3783         \catcode`\-=12 \catcode`\/=12 \catcode`\[=12 \catcode`\]=12
3784         \catcode`\`=12 \catcode`\'=12 \catcode`\`=12
3785         \input #1\relax
3786         \catcodetable\babelcatcodetablenum\relax
3787     \endgroup
3788     \def\bbbl@tempa{#2}%
3789     \ifx\bbbl@tempa\empty\else
3790         \input #2\relax
3791     \fi
3792 \egroup}%
3793 \def\bbbl@patterns@lua#1{%
3794     \language=\expandafter\ifx\csname l@#1:\f@encoding\endcsname\relax
3795         \csname l@#1\endcsname
3796         \edef\bbbl@tempa{#1}%

```

```

3797 \else
3798   \csname l@#1:\f@encoding\endcsname
3799   \edef\bbl@tempa{#1:\f@encoding}%
3800   \fi\relax
3801   \@namedef{lu@texhyphen@loaded@the\language}{}% Temp
3802   \@ifundefined{bbl@hyphendata@the\language}%
3803   {\def\bbl@elt##1##2##3##4{%
3804     \ifnum##2=\csname l@bbl@tempa\endcsname % #2=spanish, dutch:OT1...
3805     \def\bbl@tempb{##3}%
3806     \ifx\bbl@tempb@empty\else % if not a synonymous
3807       \def\bbl@tempc{##3}{##4}%
3808       \fi
3809       \bbl@csarg\xdef{hyphendata@##2}{\bbl@tempc}%
3810       \fi}%
3811   \bbl@languages
3812   \@ifundefined{bbl@hyphendata@the\language}%
3813   {\bbl@info{No hyphenation patterns were set for\%
3814     language '\bbl@tempa'. Reported}}%
3815   {\expandafter\expandafter\expandafter\bbl@luapatterns
3816     \csname bbl@hyphendata@the\language\endcsname}}}%
3817 \endinput\fi
3818 \begingroup
3819 \catcode`\%=12
3820 \catcode`\'=12
3821 \catcode`\%=12
3822 \catcode`\:=12
3823 \directlua{
3824   Babel = Babel or {}
3825   function Babel.bytes(line)
3826     return line:gsub(".",
3827       function (chr) return unicode.utf8.char(string.byte(chr)) end)
3828   end
3829   function Babel.begin_process_input()
3830     if luatexbase and luatexbase.add_to_callback then
3831       luatexbase.add_to_callback('process_input_buffer',
3832         Babel.bytes, 'Babel.bytes')
3833     else
3834       Babel.callback = callback.find('process_input_buffer')
3835       callback.register('process_input_buffer', Babel.bytes)
3836     end
3837   end
3838   function Babel.end_process_input ()
3839     if luatexbase and luatexbase.remove_from_callback then
3840       luatexbase.remove_from_callback('process_input_buffer', 'Babel.bytes')
3841     else
3842       callback.register('process_input_buffer', Babel.callback)
3843     end
3844   end
3845   function Babel.addpatterns(pp, lg)
3846     local lg = lang.new(lg)
3847     local pats = lang.patterns(lg) or ''
3848     lang.clear_patterns(lg)
3849     for p in pp:gmatch('[^%s]+') do
3850       ss = ''
3851       for i in string.utfcharacters(p:gsub('%d', '')) do
3852         ss = ss .. '%d?' .. i
3853       end
3854       ss = ss:gsub('^%%d%?%', '%%.') .. '%d?'
3855       ss = ss:gsub('%.%d%?$', '%%.')

```

```

3856     pats, n = pats:gsub('%s' .. ss .. '%s', ' ' .. p .. ' ')
3857     if n == 0 then
3858         tex.sprint(
3859             [[\string\csname\space bbl@info\endcsname{New pattern: }]
3860             .. p .. [{}]])
3861         pats = pats .. ' ' .. p
3862     else
3863         tex.sprint(
3864             [[\string\csname\space bbl@info\endcsname{Renew pattern: }]
3865             .. p .. [{}]])
3866     end
3867 end
3868 lang.patterns(lg, pats)
3869 end
3870 }
3871 \endgroup
3872 \ifx\newattribute\@undefined\else
3873   \newattribute\bbl@attr@locale
3874   \AddBabelHook{luatex}{beforeextras}{%
3875     \setattribute\bbl@attr@locale\localeid}
3876 \fi
3877 \def\BabelStringsDefault{unicode}
3878 \let\luabbl@stop\relax
3879 \AddBabelHook{luatex}{encodedcommands}{%
3880   \def\bbl@tempa{utf8}\def\bbl@tempb{#1}%
3881   \ifx\bbl@tempa\bbl@tempb\else
3882     \directlua{Babel.begin_process_input()}%
3883     \def\luabbl@stop{%
3884       \directlua{Babel.end_process_input()}}%
3885   \fi}%
3886 \AddBabelHook{luatex}{stopcommands}{%
3887   \luabbl@stop
3888   \let\luabbl@stop\relax}
3889 \AddBabelHook{luatex}{patterns}{%
3890   \@ifundefined{bbl@hyphendata@the\language}%
3891   {\def\bbl@elt##1##2##3##4{%
3892     \ifnum##2=\csname l@##2\endcsname % #2=spanish, dutch:OT1...
3893     \def\bbl@tempb{##3}%
3894     \ifx\bbl@tempb\@empty\else % if not a synonymous
3895       \def\bbl@tempc{##3}{##4}%
3896     \fi
3897     \bbl@csarg\xdef{hyphendata@##2}{\bbl@tempc}%
3898     \fi}%
3899   \bbl@languages
3900   \@ifundefined{bbl@hyphendata@the\language}%
3901   {\bbl@info{No hyphenation patterns were set for\%
3902     language '#2'. Reported}}%
3903   {\expandafter\expandafter\expandafter\bbl@luapatterns
3904     \csname bbl@hyphendata@the\language\endcsname}}}%
3905   \@ifundefined{bbl@patterns@}{}%
3906   \begingroup
3907     \bbl@xin@{,\number\language,}{,\bbl@pttnlist}%
3908   \ifin\else
3909     \ifx\bbl@patterns@\@empty\else
3910       \directlua{ Babel.addpatterns(
3911         [[\bbl@patterns@]], \number\language) }%
3912     \fi
3913     \@ifundefined{bbl@patterns@#1}%
3914     \@empty

```

```

3915         {\directlua{ Babel.addpatterns(
3916             [[\space\csname bbl@patterns@#1\endcsname]],
3917             \number\language) }}%
3918         \xdef\bbl@pttnlist{\bbl@pttnlist\number\language,}%
3919         \fi
3920     \endgroup}}
3921 \AddBabelHook{luatex}{everylanguage}{%
3922     \def\process@language##1##2##3{%
3923         \def\process@line####1####2 ####3 ####4 {}}
3924 \AddBabelHook{luatex}{loadpatterns}{%
3925     \input #1\relax
3926     \expandafter\gdef\csname bbl@hyphendata@the\language\endcsname
3927         {{#1}}}}
3928 \AddBabelHook{luatex}{loadexceptions}{%
3929     \input #1\relax
3930     \def\bbl@tempb##1##2{{##1}{##2}}%
3931     \expandafter\xdef\csname bbl@hyphendata@the\language\endcsname
3932         {\expandafter\expandafter\expandafter\bbl@tempb
3933             \csname bbl@hyphendata@the\language\endcsname}}

```

`\babelpatterns` This macro adds patterns. Two macros are used to store them: `\bbl@patterns@` for the global ones and `\bbl@patterns@<lang>` for language ones. We make sure there is a space between words when multiple commands are used.

```

3934 \@onlypreamble\babelpatterns
3935 \AtEndOfPackage{%
3936     \newcommand\babelpatterns[2][\@empty]{%
3937         \ifx\bbl@patterns@\relax
3938             \let\bbl@patterns@\@empty
3939         \fi
3940         \ifx\bbl@pttnlist\@empty\else
3941             \bbl@warning{%
3942                 You must not intermingle \string\selectlanguage\space and\\%
3943                 \string\babelpatterns\space or some patterns will not\\%
3944                 be taken into account. Reported}%
3945             \fi
3946             \ifx\@empty#1%
3947                 \protected@edef\bbl@patterns@{\bbl@patterns@\space#2}%
3948             \else
3949                 \edef\bbl@tempb{\zap@space#1 \@empty}%
3950                 \bbl@for\bbl@tempa\bbl@tempb{%
3951                     \bbl@fixname\bbl@tempa
3952                     \bbl@iflanguage\bbl@tempa{%
3953                         \bbl@csarg\protected@edef{patterns@\bbl@tempa}{%
3954                             \@ifundefined{bbl@patterns@\bbl@tempa}%
3955                             \@empty
3956                             {\csname bbl@patterns@\bbl@tempa\endcsname\space}%
3957                             #2}}}%
3958             \fi}}

```

14.4 Southeast Asian scripts

In progress. Replace regular (ie, implicit) discretionaries by spaceskips, based on the previous glyph (which I think makes sense, because the hyphen and the previous char go always together). Other discretionaries are not touched.

For the moment, only 3 SA languages are activated by default (see Unicode UAX 14).

```

3959 \def\bbl@intraspace#1 #2 #3\@@{%
3960     \directlua{

```

```

3961 Babel = Babel or {}
3962 Babel.intraspaces = Babel.intraspaces or {}
3963 Babel.intraspaces['\csname bbl@sbc@language\endcsname'] = %
3964 {b = #1, p = #2, m = #3}
3965 Babel.locale_props[\the\localeid].intraspace = %
3966 {b = #1, p = #2, m = #3}
3967 }}
3968 \def\bbl@intrapenalty#1@@{%
3969 \directlua{
3970 Babel = Babel or {}
3971 Babel.intrapenalties = Babel.intrapenalties or {}
3972 Babel.intrapenalties['\csname bbl@sbc@language\endcsname'] = #1
3973 Babel.locale_props[\the\localeid].intrapenalty = #1
3974 }}
3975 \begingroup
3976 \catcode`\%=12
3977 \catcode`\^=14
3978 \catcode`\'=12
3979 \catcode`\~=12
3980 \gdef\bbl@seaintraspace{^
3981 \let\bbl@seaintraspace\relax
3982 \directlua{
3983 Babel = Babel or {}
3984 Babel.sea_enabled = true
3985 Babel.sea_ranges = Babel.sea_ranges or {}
3986 function Babel.set_chranges (script, chrng)
3987 local c = 0
3988 for s, e in string.gmatch(chrng..' ', '(.-%.%.(-)%s') do
3989 Babel.sea_ranges[script..c]={tonumber(s,16), tonumber(e,16)}
3990 c = c + 1
3991 end
3992 end
3993 function Babel.sea_disc_to_space (head)
3994 local sea_ranges = Babel.sea_ranges
3995 local last_char = nil
3996 local quad = 655360 ^^ 10 pt = 655360 = 10 * 65536
3997 for item in node.traverse(head) do
3998 local i = item.id
3999 if i == node.id'glyph' then
4000 last_char = item
4001 elseif i == 7 and item.subtype == 3 and last_char
4002 and last_char.char > 0x0C99 then
4003 quad = font.getfont(last_char.font).size
4004 for lg, rg in pairs(sea_ranges) do
4005 if last_char.char > rg[1] and last_char.char < rg[2] then
4006 lg = lg:sub(1, 4)
4007 local intraspace = Babel.intraspaces[lg]
4008 local intrapenalty = Babel.intrapenalties[lg]
4009 local n
4010 if intrapenalty ~= 0 then
4011 n = node.new(14, 0) ^^ penalty
4012 n.penalty = intrapenalty
4013 node.insert_before(head, item, n)
4014 end
4015 n = node.new(12, 13) ^^ (glue, spaceskip)
4016 node.setglue(n, intraspace.b * quad,
4017 intraspace.p * quad,
4018 intraspace.m * quad)
4019 node.insert_before(head, item, n)

```



```

4020         node.remove(head, item)
4021     end
4022 end
4023 end
4024 end
4025 end
4026 }^^
4027 \bbl@luahyphenate}
4028 \catcode`\%=14
4029 \gdef\bbl@cjkintraspacespace{%
4030 \let\bbl@cjkintraspacespace\relax
4031 \directlua{
4032     Babel = Babel or {}
4033     require'babel-data-cjk.lua'
4034     Babel.cjk_enabled = true
4035     function Babel.cjk_linebreak(head)
4036         local GLYPH = node.id'glyph'
4037         local last_char = nil
4038         local quad = 655360      % 10 pt = 655360 = 10 * 65536
4039         local last_class = nil
4040         local last_lang = nil
4041
4042         for item in node.traverse(head) do
4043             if item.id == GLYPH then
4044
4045                 local lang = item.lang
4046
4047                 local LOCALE = node.get_attribute(item,
4048                     luatexbase.registernumber'bbl@attr@locale')
4049                 local props = Babel.locale_props[LOCALE]
4050
4051                 class = Babel.cjk_class[item.char].c
4052
4053                 if class == 'cp' then class = 'cl' end % )] as CL
4054                 if class == 'id' then class = 'I' end
4055
4056                 if class and last_class and Babel.cjk_breaks[last_class][class] then
4057                     br = Babel.cjk_breaks[last_class][class]
4058                 else
4059                     br = 0
4060                 end
4061
4062                 if br == 1 and props.linebreak == 'c' and
4063                     lang ~= \the\l@nohyphenation\space and
4064                     last_lang ~= \the\l@nohyphenation then
4065                     local intrapenalty = props.intrapenalty
4066                     if intrapenalty ~= 0 then
4067                         local n = node.new(14, 0)      % penalty
4068                         n.penalty = intrapenalty
4069                         node.insert_before(head, item, n)
4070                     end
4071                     local intraspacespace = props.intraspacespace
4072                     local n = node.new(12, 13)          % (glue, spaceskip)
4073                     node.setglue(n, intraspacespace.b * quad,
4074                         intraspacespace.p * quad,
4075                         intraspacespace.m * quad)
4076                     node.insert_before(head, item, n)
4077                 end
4078             end

```

```

4079         quad = font.getfont(item.font).size
4080         last_class = class
4081         last_lang = lang
4082         else % if penalty, glue or anything else
4083             last_class = nil
4084         end
4085     end
4086     lang.hyphenate(head)
4087 end
4088 }%
4089 \bbl@luahyphenate}
4090 \gdef\bbl@luahyphenate{%
4091 \let\bbl@luahyphenate\relax
4092 \directlua{
4093     luatexbase.add_to_callback('hyphenate',
4094     function (head, tail)
4095         if Babel.cjk_enabled then
4096             Babel.cjk_linebreak(head)
4097         end
4098         lang.hyphenate(head)
4099         if Babel.sea_enabled then
4100             Babel.sea_disc_to_space(head)
4101         end
4102     end,
4103     'Babel.hyphenate')
4104 }
4105 }
4106 \endgroup

```

14.5 CJK line breaking

Minimal line breaking for CJK scripts, mainly intended for simple documents and short texts as a secondary language. Only line breaking, with a little stretching for justification, without any attempt to adjust the spacing. It is based on (but does not strictly follow) the Unicode algorithm.

We first need a little table with the corresponding line breaking properties. A few characters have an additional key for the width (fullwidth vs. halfwidth), not yet used. There is a separate file, defined below.

Work in progress.

Common stuff.

```

4107 \AddBabelHook{luatex}{loadkernel}{%
4108 <<Restore Unicode catcodes before loading patterns>>}
4109 \ifx\DisableBabelHook\undefined\endinput\fi
4110 \AddBabelHook{babel-fontspec}{afterextras}{\bbl@switchfont}
4111 \AddBabelHook{babel-fontspec}{beforestart}{\bbl@cckstdfont}
4112 \DisableBabelHook{babel-fontspec}
4113 <<Font selection>>

```

Temporary fix for luatex <1.10, which sometimes inserted a spurious closing dir node with a \textdir within \hboxes. This will be eventually removed.

```

4114 \def\bbl@luafixboxdir{%
4115 \setbox\z@\hbox{\textdir TLT}%
4116 \directlua{
4117     function Babel.first_dir(head)
4118         for item in node.traverse_id(node.id'dir', head) do
4119             return item
4120         end

```

```

4121     return nil
4122 end
4123 if Babel.first_dir(tex.box[0].head) then
4124     function Babel.fixboxdirs(head)
4125         local fd = Babel.first_dir(head)
4126         if fd and fd.dir:sub(1,1) == '-' then
4127             head = node.remove(head, fd)
4128         end
4129         return head
4130     end
4131 end
4132 }}
4133 \AtBeginDocument{\bbl@luafixboxdir}

```

The code for `\babelcharproperty` is straightforward. Just note the modified lua table can be different.

```

4134 \newcommand\babelcharproperty[1]{%
4135   \count@=#1\relax
4136   \ifvmode
4137     \expandafter\bbl@chprop
4138   \else
4139     \bbl@error{\string\babelcharproperty\space can be used only in\\%
4140               vertical mode (preamble or between paragraphs)}%
4141     {See the manual for futher info}%
4142   \fi}
4143 \newcommand\bbl@chprop[3][\the\count@]{%
4144   \@tempcnta=#1\relax
4145   \bbl@ifunset{\bbl@chprop@#2}%
4146   {\bbl@error{No property named '#2'. Allowed values are\\%
4147               direction (bc), mirror (bmg), and linebreak (lb)}%
4148   {See the manual for futher info}}%
4149   {}%
4150   \loop
4151     \@nameuse{\bbl@chprop@#2}{#3}%
4152   \ifnum\count@<\@tempcnta
4153     \advance\count@\@ne
4154   \repeat}
4155 \def\bbl@chprop@direction#1{%
4156   \directlua{
4157     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
4158     Babel.characters[\the\count@]['d'] = '#1'
4159   }}
4160 \let\bbl@chprop@bc\bbl@chprop@direction
4161 \def\bbl@chprop@mirror#1{%
4162   \directlua{
4163     Babel.characters[\the\count@] = Babel.characters[\the\count@] or {}
4164     Babel.characters[\the\count@]['m'] = '\number#1'
4165   }}
4166 \let\bbl@chprop@bmg\bbl@chprop@mirror
4167 \def\bbl@chprop@linebreak#1{%
4168   \directlua{
4169     Babel.Babel.cjk_characters[\the\count@] = Babel.Babel.cjk_characters[\the\count@] or {}
4170     Babel.Babel.cjk_characters[\the\count@]['c'] = '#1'
4171   }}
4172 \let\bbl@chprop@lb\bbl@chprop@linebreak

```

14.6 Layout

Work in progress.

Unlike xetex, luatex requires only minimal changes for right-to-left layouts, particularly in monolingual documents (the engine itself reverses boxes – including column order or headings –, margins, etc.) with `bidi=basic`, without having to patch almost any macro where text direction is relevant.

`\@hangfrom` is useful in many contexts and it is redefined always with the layout option.

There are, however, a number of issues when the text direction is not the same as the box direction (as set by `\bodydir`), and when `\parbox` and `\hangindent` are involved.

Fortunately, latest releases of luatex simplify a lot the solution with `\shapemode`.

With the issue #15 I realized commands are best patched, instead of redefined. With a few lines, a modification could be applied to several classes and packages. Now, `tabular` seems to work (at least in simple cases) with `array`, `tabularx`, `hhline`, `colortbl`, `longtable`, `booktabs`, etc. However, `dcolumn` still fails.

```

4173 \bbl@trace{Redefinitions for bidi layout}
4174 \ifx\@eqnnum\undefined\else
4175   \ifx\bbl@attr@dir\undefined\else
4176     \edef\@eqnnum{%
4177       \unexpanded{\ifcase\bbl@attr@dir\else\bbl@textdir\@ne\fi}%
4178       \unexpanded\expandafter{\@eqnnum}}%
4179   \fi
4180 \fi
4181 \ifx\bbl@opt@layout\@nnil\endinput\fi % if no layout
4182 \ifx\bbl@beforeforeign\leavevmode % A poor test for bidi=
4183   \def\bbl@nextfake#1{% non-local changes, use always inside a group!
4184     \bbl@exp{%
4185       \mathdir\the\bodydir
4186       #1%           Once entered in math, set boxes to restore values
4187       \<ifmmode>%
4188       \everyvbox{%
4189         \the\everyvbox
4190         \bodydir\the\bodydir
4191         \mathdir\the\mathdir
4192         \everyhbox{\the\everyhbox}%
4193         \everyvbox{\the\everyvbox}}%
4194       \everyhbox{%
4195         \the\everyhbox
4196         \bodydir\the\bodydir
4197         \mathdir\the\mathdir
4198         \everyhbox{\the\everyhbox}%
4199         \everyvbox{\the\everyvbox}}%
4200       \<fi>}}%
4201   \def\@hangfrom#1{%
4202     \setbox\@tempboxa\hbox{#{#1}}%
4203     \hangindent\wd\@tempboxa
4204     \ifnum\bbl@getluadir{page}=\bbl@getluadir{par}\else
4205       \shapemode\@ne
4206     \fi
4207     \noindent\box\@tempboxa}
4208 \fi
4209 \IfBabelLayout{tabular}
4210   {\let\bbl@OL@tabular\@tabular
4211     \bbl@replace\@tabular{$}{\bbl@nextfake$}%
4212     \let\bbl@tabular\@tabular
4213     \AtBeginDocument{%
4214       \ifx\bbl@tabular\@tabular\else
4215         \bbl@replace\@tabular{$}{\bbl@nextfake$}%
4216       \fi}}
4217   {}

```

```

4218 \IfBabelLayout{lists}
4219 {\let\bbL@OL@list\list
4220 \bbL@sreplace\list{\parshape}{\bbL@listparshape}%
4221 \def\bbL@listparshape#1#2#3{%
4222 \parshape #1 #2 #3 %
4223 \ifnum\bbL@getluadir{page}=\bbL@getluadir{par}\else
4224 \shapemode\tw@
4225 \fi}}
4226 {}
4227 \IfBabelLayout{graphics}
4228 {\let\bbL@pictresetdir\relax
4229 \def\bbL@pictsetdir{%
4230 \ifcase\bbL@thetextdir
4231 \let\bbL@pictresetdir\relax
4232 \else
4233 \textdir TLT\relax
4234 \def\bbL@pictresetdir{\textdir TRT\relax}%
4235 \fi}%
4236 \let\bbL@OL@@picture\@picture
4237 \let\bbL@OL@put\put
4238 \bbL@sreplace\@picture{\hskip-}{\bbL@pictsetdir\hskip-}%
4239 \def\put(#1,#2)#3{% Not easy to patch. Better redefine.
4240 \@killglue
4241 \raise#2\unitlength
4242 \hb@xt@#1\kern#1\unitlength{\bbL@pictresetdir#3}\hss}}%
4243 \AtBeginDocument
4244 {\ifx\tikz@atbegin@node\undefined\else
4245 \let\bbL@OL@pgfpicture\pgfpicture
4246 \bbL@sreplace\pgfpicture{\pgfpicturetrue}{\bbL@pictsetdir\pgfpicturetrue}%
4247 \bbL@add\pgfsys@beginpicture{\bbL@pictsetdir}%
4248 \bbL@add\tikz@atbegin@node{\bbL@pictresetdir}%
4249 \fi}}
4250 {}

```

Implicitly reverses sectioning labels in bidi=basic-r, because the full stop is not in contact with L numbers any more. I think there must be a better way. Assumes bidi=basic, but there are some additional readjustments for bidi=default.

```

4251 \IfBabelLayout{counters}%
4252 {\let\bbL@OL@@textsuperscript\textsuperscript
4253 \bbL@sreplace\textsuperscript{\m@th}{\m@th\mathdir\pagedir}%
4254 \let\bbL@latinarabic=\@arabic
4255 \let\bbL@OL@@arabic\@arabic
4256 \def\@arabic#1{\babelsublr{\bbL@latinarabic#1}}%
4257 \@ifpackagewith{babel}{bidi=default}%
4258 {\let\bbL@asciroman=\@roman
4259 \let\bbL@OL@@roman\@roman
4260 \def\@roman#1{\babelsublr{\ensureascii{\bbL@asciroman#1}}}%
4261 \let\bbL@asciiRoman=\@Roman
4262 \let\bbL@OL@@roman\@Roman
4263 \def\@Roman#1{\babelsublr{\ensureascii{\bbL@asciiRoman#1}}}%
4264 \let\bbL@OL@labelenumii\labelenumii
4265 \def\labelenumii{}\theenumii{}%
4266 \let\bbL@OL@p@enumiii\p@enumiii
4267 \def\p@enumiii{\p@enumii}\theenumii{}\}\}\}\}
4268 <<Footnote changes>>
4269 \IfBabelLayout{footnotes}%
4270 {\let\bbL@OL@footnote\footnote
4271 \BabelFootnote\footnote\language\language{}{}%
4272 \BabelFootnote\localfootnote\language\language{}{}%

```

```

4273 \BabelFootnote\mainfootnote{}{}{}
4274 {}

```

Some \LaTeX macros use internally the math mode for text formatting. They have very little in common and are grouped here, as a single option.

```

4275 \IfBabelLayout{extras}%
4276 {\let\bbl@OL@underline\underline
4277 \bbl@sreplace\underline{$\@@underline}\bbl@nextfake$\@@underline}%
4278 \let\bbl@OL@LaTeX2e\LaTeX2e
4279 \DeclareRobustCommand{\LaTeXe}{\mbox{\m@th
4280 \if b\expandafter\car\f@series\@nil\boldmath\fi
4281 \babelsublr{%
4282 \LaTeX\kern.15em2\bbl@nextfake$_{\textstyle\varepsilon}$}}}
4283 {}
4284 \luatex

```

14.7 Auto bidi with basic and basic-r

The file `babel-data-bidi.lua` currently only contains data. It is a large and boring file and it's not shown here. See the generated file.

Now the `basic-r` bidi mode. One of the aims is to implement a fast and simple bidi algorithm, with a single loop. I managed to do it for R texts, with a second smaller loop for a special case. The code is still somewhat chaotic, but its behavior is essentially correct. I cannot resist copying the following text from Emacs `bidi.c` (which also attempts to implement the bidi algorithm with a single loop):

Arrrrh!! The UAX#9 algorithm is too deeply entrenched in the assumption of batch-style processing [...]. May the fleas of a thousand camels infest the armpits of those who design supposedly general-purpose algorithms by looking at their own implementations, and fail to consider other possible implementations!

Well, it took me some time to guess what the batch rules in UAX#9 actually mean (in other word, *what* they do and *why*, and not only *how*), but I think (or I hope) I've managed to understand them.

In some sense, there are two bidi modes, one for numbers, and the other for text. Furthermore, setting just the direction in R text is not enough, because there are actually *two* R modes (set explicitly in Unicode with RLM and ALM). In babel the `dir` is set by a higher protocol based on the language/script, which in turn sets the correct `dir` (`<l>`, `<r>` or `<al>`).

From UAX#9: “Where available, markup should be used instead of the explicit formatting characters”. So, this simple version just ignores formatting characters. Actually, most of that annex is devoted to how to handle them.

BD14-BD16 are not implemented. Unicode (and the W3C) are making a great effort to deal with some special problematic cases in “streamed” plain text. I don't think this is the way to go – particular issues should be fixed by a high level interface taking into account the needs of the document. And here is where `luatex` excels, because everything related to bidi writing is under our control.

```

4285 (*basic-r)
4286 Babel = Babel or {}
4287
4288 Babel.bidi_enabled = true
4289
4290 require('babel-data-bidi.lua')
4291
4292 local characters = Babel.characters
4293 local ranges = Babel.ranges

```

```

4294
4295 local DIR = node.id("dir")
4296
4297 local function dir_mark(head, from, to, outer)
4298   dir = (outer == 'r') and 'TLT' or 'TRT' -- ie, reverse
4299   local d = node.new(DIR)
4300   d.dir = '+' .. dir
4301   node.insert_before(head, from, d)
4302   d = node.new(DIR)
4303   d.dir = '-' .. dir
4304   node.insert_after(head, to, d)
4305 end
4306
4307 function Babel.bidi(head, ispar)
4308   local first_n, last_n          -- first and last char with nums
4309   local last_es                  -- an auxiliary 'last' used with nums
4310   local first_d, last_d          -- first and last char in L/R block
4311   local dir, dir_real

```

Next also depends on script/lang (<al>/<r>). To be set by babel. tex.pardir is dangerous, could be (re)set but it should be changed only in vmode. There are two strong's – strong = l/al/r and strong_lr = l/r (there must be a better way):

```

4312   local strong = ('TRT' == tex.pardir) and 'r' or 'l'
4313   local strong_lr = (strong == 'l') and 'l' or 'r'
4314   local outer = strong
4315
4316   local new_dir = false
4317   local first_dir = false
4318   local inmath = false
4319
4320   local last_lr
4321
4322   local type_n = ''
4323
4324   for item in node.traverse(head) do
4325
4326     -- three cases: glyph, dir, otherwise
4327     if item.id == node.id'glyph'
4328       or (item.id == 7 and item.subtype == 2) then
4329
4330       local itemchar
4331       if item.id == 7 and item.subtype == 2 then
4332         itemchar = item.replace.char
4333       else
4334         itemchar = item.char
4335       end
4336       local chardata = characters[itemchar]
4337       dir = chardata and chardata.d or nil
4338       if not dir then
4339         for nn, et in ipairs(ranges) do
4340           if itemchar < et[1] then
4341             break
4342           elseif itemchar <= et[2] then
4343             dir = et[3]
4344             break
4345           end
4346         end
4347       end
4348       dir = dir or 'l'

```

```

4349     if inmath then dir = ('TRT' == tex.mathdir) and 'r' or 'l' end

```

Next is based on the assumption babel sets the language AND switches the script with its dir. We treat a language block as a separate Unicode sequence. The following piece of code is executed at the first glyph after a ‘dir’ node. We don’t know the current language until then. This is not exactly true, as the math mode may insert explicit dirs in the node list, so, for the moment there is a hack by brute force (just above).

```

4350     if new_dir then
4351         attr_dir = 0
4352         for at in node.traverse(item.attr) do
4353             if at.number == luatexbase.registernumber'bbl@attr@dir' then
4354                 attr_dir = at.value % 3
4355             end
4356         end
4357         if attr_dir == 1 then
4358             strong = 'r'
4359         elseif attr_dir == 2 then
4360             strong = 'al'
4361         else
4362             strong = 'l'
4363         end
4364         strong_lr = (strong == 'l') and 'l' or 'r'
4365         outer = strong_lr
4366         new_dir = false
4367     end
4368
4369     if dir == 'nsm' then dir = strong end -- W1

```

Numbers. The dual <al>/<r> system for R is somewhat cumbersome.

```

4370     dir_real = dir -- We need dir_real to set strong below
4371     if dir == 'al' then dir = 'r' end -- W3

```

By W2, there are no <en> <et> <es> if strong == <al>, only <an>. Therefore, there are not <et en> nor <en et>, W5 can be ignored, and W6 applied:

```

4372     if strong == 'al' then
4373         if dir == 'en' then dir = 'an' end -- W2
4374         if dir == 'et' or dir == 'es' then dir = 'on' end -- W6
4375         strong_lr = 'r' -- W3
4376     end

```

Once finished the basic setup for glyphs, consider the two other cases: dir node and the rest.

```

4377     elseif item.id == node.id'dir' and not inmath then
4378         new_dir = true
4379         dir = nil
4380     elseif item.id == node.id'math' then
4381         inmath = (item.subtype == 0)
4382     else
4383         dir = nil -- Not a char
4384     end

```

Numbers in R mode. A sequence of <en>, <et>, <an>, <es> and <cs> is typeset (with some rules) in L mode. We store the starting and ending points, and only when anything different is found (including nil, ie, a non-char), the textdir is set. This means you cannot insert, say, a whatsit, but this is what I would expect (with luacolor you may colorize some digits). Anyway, this behavior could be changed with a switch in the future. Note in the first branch only <an> is relevant if <al>.

```

4385     if dir == 'en' or dir == 'an' or dir == 'et' then

```



```

4386     if dir ~= 'et' then
4387         type_n = dir
4388     end
4389     first_n = first_n or item
4390     last_n = last_es or item
4391     last_es = nil
4392 elseif dir == 'es' and last_n then -- W3+W6
4393     last_es = item
4394 elseif dir == 'cs' then -- it's right - do nothing
4395 elseif first_n then -- & if dir = any but en, et, an, es, cs, inc nil
4396     if strong_lr == 'r' and type_n ~= '' then
4397         dir_mark(head, first_n, last_n, 'r')
4398     elseif strong_lr == 'l' and first_d and type_n == 'an' then
4399         dir_mark(head, first_n, last_n, 'r')
4400         dir_mark(head, first_d, last_d, outer)
4401         first_d, last_d = nil, nil
4402     elseif strong_lr == 'l' and type_n ~= '' then
4403         last_d = last_n
4404     end
4405     type_n = ''
4406     first_n, last_n = nil, nil
4407 end

```

R text in L, or L text in R. Order of dir_ mark's are relevant: d goes outside n, and therefore it's emitted after. See dir_mark to understand why (but is the nesting actually necessary or is a flat dir structure enough?). Only L, R (and AL) chars are taken into account – everything else, including spaces, whatsits, etc., are ignored:

```

4408     if dir == 'l' or dir == 'r' then
4409         if dir ~= outer then
4410             first_d = first_d or item
4411             last_d = item
4412         elseif first_d and dir ~= strong_lr then
4413             dir_mark(head, first_d, last_d, outer)
4414             first_d, last_d = nil, nil
4415         end
4416     end

```

Mirroring. Each chunk of text in a certain language is considered a “closed” sequence. If <r on r> and <l on l>, it's clearly <r> and <l>, resptly, but with other combinations depends on outer. From all these, we select only those resolving <on> → <r>. At the beginning (when last_lr is nil) of an R text, they are mirrored directly.

TODO - numbers in R mode are processed. It doesn't hurt, but should not be done.

```

4417     if dir and not last_lr and dir ~= 'l' and outer == 'r' then
4418         item.char = characters[item.char] and
4419             characters[item.char].m or item.char
4420     elseif (dir or new_dir) and last_lr ~= item then
4421         local mir = outer .. strong_lr .. (dir or outer)
4422         if mir == 'rrr' or mir == 'lrr' or mir == 'rrl' or mir == 'rlr' then
4423             for ch in node.traverse(node.next(last_lr)) do
4424                 if ch == item then break end
4425                 if ch.id == node.id'glyph' then
4426                     ch.char = characters[ch.char].m or ch.char
4427                 end
4428             end
4429         end
4430     end

```

Save some values for the next iteration. If the current node is 'dir', open a new sequence. Since dir could be changed, strong is set with its real value (dir_real).

```

4431   if dir == 'l' or dir == 'r' then
4432       last_lr = item
4433       strong = dir_real          -- Don't search back - best save now
4434       strong_lr = (strong == 'l') and 'l' or 'r'
4435   elseif new_dir then
4436       last_lr = nil
4437   end
4438 end

```

Mirror the last chars if they are no directed. And make sure any open block is closed, too.

```

4439 if last_lr and outer == 'r' then
4440     for ch in node.traverse_id(node.id'glyph', node.next(last_lr)) do
4441         ch.char = characters[ch.char].m or ch.char
4442     end
4443 end
4444 if first_n then
4445     dir_mark(head, first_n, last_n, outer)
4446 end
4447 if first_d then
4448     dir_mark(head, first_d, last_d, outer)
4449 end

```

In boxes, the dir node could be added before the original head, so the actual head is the previous node.

```

4450 return node.prev(head) or head
4451 end
4452 </basic-r>

```

And here the Lua code for bidi=basic:

```

4453 <(*basic)
4454 Babel = Babel or {}
4455
4456 -- eg, Babel.fontmap[1][<prefontid>]=<dirfontid>
4457
4458 Babel.fontmap = Babel.fontmap or {}
4459 Babel.fontmap[0] = {}      -- l
4460 Babel.fontmap[1] = {}      -- r
4461 Babel.fontmap[2] = {}      -- al/an
4462
4463 Babel.bidi_enabled = true
4464 Babel.mirroring_enabled = true
4465
4466 -- Temporary:
4467
4468 if harf then
4469     Babel.mirroring_enabled = false
4470 end
4471
4472 require('babel-data-bidi.lua')
4473
4474 local characters = Babel.characters
4475 local ranges = Babel.ranges
4476
4477 local DIR = node.id('dir')
4478 local GLYPH = node.id('glyph')
4479
4480 local function insert_implicit(head, state, outer)
4481     local new_state = state
4482     if state.sim and state.eim and state.sim ~= state.eim then

```

```

4483     dir = ((outer == 'r') and 'TLT' or 'TRT') -- ie, reverse
4484     local d = node.new(DIR)
4485     d.dir = '+' .. dir
4486     node.insert_before(head, state.sim, d)
4487     local d = node.new(DIR)
4488     d.dir = '-' .. dir
4489     node.insert_after(head, state.eim, d)
4490 end
4491 new_state.sim, new_state.eim = nil, nil
4492 return head, new_state
4493 end
4494
4495 local function insert_numeric(head, state)
4496     local new
4497     local new_state = state
4498     if state.san and state.ean and state.san ~= state.ean then
4499         local d = node.new(DIR)
4500         d.dir = '+TLT'
4501         _, new = node.insert_before(head, state.san, d)
4502         if state.san == state.sim then state.sim = new end
4503         local d = node.new(DIR)
4504         d.dir = '-TLT'
4505         _, new = node.insert_after(head, state.ean, d)
4506         if state.ean == state.eim then state.eim = new end
4507     end
4508     new_state.san, new_state.ean = nil, nil
4509     return head, new_state
4510 end
4511
4512 -- TODO - \hbox with an explicit dir can lead to wrong results
4513 -- <R \hbox dir TLT{<R>}> and <L \hbox dir TRT{<L>}>. A small attempt
4514 -- was s made to improve the situation, but the problem is the 3-dir
4515 -- model in babel/Unicode and the 2-dir model in LuaTeX don't fit
4516 -- well.
4517
4518 function Babel.bidi(head, ispar, hdir)
4519     local d -- d is used mainly for computations in a loop
4520     local prev_d = ''
4521     local new_d = false
4522
4523     local nodes = {}
4524     local outer_first = nil
4525     local inmath = false
4526
4527     local glue_d = nil
4528     local glue_i = nil
4529
4530     local has_en = false
4531     local first_et = nil
4532
4533     local ATDIR = luatexbase.registernumber'bbl@attr@dir'
4534
4535     local save_outer
4536     local temp = node.get_attribute(head, ATDIR)
4537     if temp then
4538         temp = temp % 3
4539         save_outer = (temp == 0 and 'l') or
4540                     (temp == 1 and 'r') or
4541                     (temp == 2 and 'al')

```

```

4542 elseif ispar then          -- Or error? Shouldn't happen
4543     save_outer = ('TRT' == tex.pardir) and 'r' or 'l'
4544 else                        -- Or error? Shouldn't happen
4545     save_outer = ('TRT' == hdir) and 'r' or 'l'
4546 end
4547 -- when the callback is called, we are just _after_ the box,
4548 -- and the textdir is that of the surrounding text
4549 -- if not ispar and hdir ~= tex.textdir then
4550 --     save_outer = ('TRT' == hdir) and 'r' or 'l'
4551 -- end
4552 local outer = save_outer
4553 local last = outer
4554 -- 'al' is only taken into account in the first, current loop
4555 if save_outer == 'al' then save_outer = 'r' end
4556
4557 local fontmap = Babel.fontmap
4558
4559 for item in node.traverse(head) do
4560
4561     -- In what follows, #node is the last (previous) node, because the
4562     -- current one is not added until we start processing the neutrals.
4563
4564     -- three cases: glyph, dir, otherwise
4565     if item.id == GLYPH
4566         or (item.id == 7 and item.subtype == 2) then
4567
4568         local d_font = nil
4569         local item_r
4570         if item.id == 7 and item.subtype == 2 then
4571             item_r = item.replace    -- automatic discs have just 1 glyph
4572         else
4573             item_r = item
4574         end
4575         local chardata = characters[item_r.char]
4576         d = chardata and chardata.d or nil
4577         if not d or d == 'nsm' then
4578             for nn, et in ipairs(ranges) do
4579                 if item_r.char < et[1] then
4580                     break
4581                 elseif item_r.char <= et[2] then
4582                     if not d then d = et[3]
4583                     elseif d == 'nsm' then d_font = et[3]
4584                     end
4585                     break
4586                 end
4587             end
4588         end
4589         d = d or 'l'
4590
4591         -- A short 'pause' in bidi for mapfont
4592         d_font = d_font or d
4593         d_font = (d_font == 'l' and 0) or
4594             (d_font == 'nsm' and 0) or
4595             (d_font == 'r' and 1) or
4596             (d_font == 'al' and 2) or
4597             (d_font == 'an' and 2) or nil
4598         if d_font and fontmap and fontmap[d_font][item_r.font] then
4599             item_r.font = fontmap[d_font][item_r.font]
4600         end

```

```

4601
4602     if new_d then
4603         table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
4604     if inmath then
4605         attr_d = 0
4606     else
4607         attr_d = node.get_attribute(item, ATDIR)
4608         attr_d = attr_d % 3
4609     end
4610     if attr_d == 1 then
4611         outer_first = 'r'
4612         last = 'r'
4613     elseif attr_d == 2 then
4614         outer_first = 'r'
4615         last = 'al'
4616     else
4617         outer_first = 'l'
4618         last = 'l'
4619     end
4620     outer = last
4621     has_en = false
4622     first_et = nil
4623     new_d = false
4624 end
4625
4626 if glue_d then
4627     if (d == 'l' and 'l' or 'r') ~= glue_d then
4628         table.insert(nodes, {glue_i, 'on', nil})
4629     end
4630     glue_d = nil
4631     glue_i = nil
4632 end
4633
4634 elseif item.id == DIR then
4635     d = nil
4636     new_d = true
4637
4638 elseif item.id == node.id'glue' and item.subtype == 13 then
4639     glue_d = d
4640     glue_i = item
4641     d = nil
4642
4643 elseif item.id == node.id'math' then
4644     inmath = (item.subtype == 0)
4645
4646 else
4647     d = nil
4648 end
4649
4650 -- AL <= EN/ET/ES      -- W2 + W3 + W6
4651 if last == 'al' and d == 'en' then
4652     d = 'an'            -- W3
4653 elseif last == 'al' and (d == 'et' or d == 'es') then
4654     d = 'on'            -- W6
4655 end
4656
4657 -- EN + CS/ES + EN      -- W4
4658 if d == 'en' and #nodes >= 2 then
4659     if (nodes[#nodes][2] == 'es' or nodes[#nodes][2] == 'cs')

```

```

4660         and nodes[#nodes-1][2] == 'en' then
4661             nodes[#nodes][2] = 'en'
4662         end
4663     end
4664
4665     -- AN + CS + AN          -- W4 too, because uax9 mixes both cases
4666     if d == 'an' and #nodes >= 2 then
4667         if (nodes[#nodes][2] == 'cs')
4668             and nodes[#nodes-1][2] == 'an' then
4669             nodes[#nodes][2] = 'an'
4670         end
4671     end
4672
4673     -- ET/EN                  -- W5 + W7->l / W6->on
4674     if d == 'et' then
4675         first_et = first_et or (#nodes + 1)
4676     elseif d == 'en' then
4677         has_en = true
4678         first_et = first_et or (#nodes + 1)
4679     elseif first_et then      -- d may be nil here !
4680         if has_en then
4681             if last == 'l' then
4682                 temp = 'l'    -- W7
4683             else
4684                 temp = 'en'   -- W5
4685             end
4686         else
4687             temp = 'on'       -- W6
4688         end
4689         for e = first_et, #nodes do
4690             if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
4691         end
4692         first_et = nil
4693         has_en = false
4694     end
4695
4696     if d then
4697         if d == 'al' then
4698             d = 'r'
4699             last = 'al'
4700         elseif d == 'l' or d == 'r' then
4701             last = d
4702         end
4703         prev_d = d
4704         table.insert(nodes, {item, d, outer_first})
4705     end
4706
4707     outer_first = nil
4708
4709 end
4710
4711 -- TODO -- repeated here in case EN/ET is the last node. Find a
4712 -- better way of doing things:
4713 if first_et then      -- dir may be nil here !
4714     if has_en then
4715         if last == 'l' then
4716             temp = 'l'    -- W7
4717         else
4718             temp = 'en'   -- W5

```

```

4719     end
4720 else
4721     temp = 'on'      -- W6
4722 end
4723 for e = first_et, #nodes do
4724     if nodes[e][1].id == GLYPH then nodes[e][2] = temp end
4725 end
4726 end
4727
4728 -- dummy node, to close things
4729 table.insert(nodes, {nil, (outer == 'l') and 'l' or 'r', nil})
4730
4731 ----- NEUTRAL -----
4732
4733 outer = save_outer
4734 last = outer
4735
4736 local first_on = nil
4737
4738 for q = 1, #nodes do
4739     local item
4740
4741     local outer_first = nodes[q][3]
4742     outer = outer_first or outer
4743     last = outer_first or last
4744
4745     local d = nodes[q][2]
4746     if d == 'an' or d == 'en' then d = 'r' end
4747     if d == 'cs' or d == 'et' or d == 'es' then d = 'on' end --- W6
4748
4749     if d == 'on' then
4750         first_on = first_on or q
4751     elseif first_on then
4752         if last == d then
4753             temp = d
4754         else
4755             temp = outer
4756         end
4757         for r = first_on, q - 1 do
4758             nodes[r][2] = temp
4759             item = nodes[r][1]      -- MIRRORING
4760             if Babel.mirroring_enabled and item.id == GLYPH and temp == 'r' then
4761                 item.char = characters[item.char].m or item.char
4762             end
4763         end
4764         first_on = nil
4765     end
4766
4767     if d == 'r' or d == 'l' then last = d end
4768 end
4769
4770 ----- IMPLICIT, REORDER -----
4771
4772 outer = save_outer
4773 last = outer
4774
4775 local state = {}
4776 state.has_r = false
4777

```

```

4778 for q = 1, #nodes do
4779
4780     local item = nodes[q][1]
4781
4782     outer = nodes[q][3] or outer
4783
4784     local d = nodes[q][2]
4785
4786     if d == 'nsm' then d = last end           -- W1
4787     if d == 'en' then d = 'an' end
4788     local isdir = (d == 'r' or d == 'l')
4789
4790     if outer == 'l' and d == 'an' then
4791         state.san = state.san or item
4792         state.ean = item
4793     elseif state.san then
4794         head, state = insert_numeric(head, state)
4795     end
4796
4797     if outer == 'l' then
4798         if d == 'an' or d == 'r' then        -- im -> implicit
4799             if d == 'r' then state.has_r = true end
4800             state.sim = state.sim or item
4801             state.eim = item
4802         elseif d == 'l' and state.sim and state.has_r then
4803             head, state = insert_implicit(head, state, outer)
4804         elseif d == 'l' then
4805             state.sim, state.eim, state.has_r = nil, nil, false
4806         end
4807     else
4808         if d == 'an' or d == 'l' then
4809             if nodes[q][3] then -- nil except after an explicit dir
4810                 state.sim = item -- so we move sim 'inside' the group
4811             else
4812                 state.sim = state.sim or item
4813             end
4814             state.eim = item
4815         elseif d == 'r' and state.sim then
4816             head, state = insert_implicit(head, state, outer)
4817         elseif d == 'r' then
4818             state.sim, state.eim = nil, nil
4819         end
4820     end
4821
4822     if isdir then
4823         last = d           -- Don't search back - best save now
4824     elseif d == 'on' and state.san then
4825         state.san = state.san or item
4826         state.ean = item
4827     end
4828
4829 end
4830
4831 return node.prev(head) or head
4832 end
4833 /basic

```


15 Data for CJK

It is a boring file and it's not shown here. See the generated file.

16 The ‘nil’ language

This ‘language’ does nothing, except setting the hyphenation patterns to nohyphenation. For this language currently no special definitions are needed or available.

The macro `\LdfInit` takes care of preventing that this file is loaded more than once, checking the category code of the @ sign, etc.

```
4834 ⟨*nil⟩
4835 \ProvidesLanguage{nil}[⟨⟨date⟩⟩]⟨⟨version⟩⟩ Nil language]
4836 \LdfInit{nil}{datenil}
```

When this file is read as an option, i.e. by the `\usepackage` command, nil could be an ‘unknown’ language in which case we have to make it known.

```
4837 \ifx\l@nil\@undefined
4838   \newlanguage\l@nil
4839   \@namedef{bbl@hyphendata@the\l@nil}{{}}{}% Remove warning
4840 \fi
```

This macro is used to store the values of the hyphenation parameters `\lefthyphenmin` and `\righthyphenmin`.

```
4841 \providehyphenmins{\CurrentOption}{\m@ne\m@ne}
```

The next step consists of defining commands to switch to (and from) the ‘nil’ language.

```
\captionnil
\datenil 4842 \let\captionnil\@empty
4843 \let\datenil\@empty
```

The macro `\ldf@finish` takes care of looking for a configuration file, setting the main language to be switched on at `\begin{document}` and resetting the category code of @ to its original value.

```
4844 \ldf@finish{nil}
4845 ⟨/nil⟩
```

17 Support for Plain T_EX (plain.def)

17.1 Not renaming hyphen.tex

As Don Knuth has declared that the filename `hyphen.tex` may only be used to designate *his* version of the american English hyphenation patterns, a new solution has to be found in order to be able to load hyphenation patterns for other languages in a plain-based T_EX-format. When asked he responded:

That file name is “sacred”, and if anybody changes it they will cause severe upward/downward compatibility headaches.

People can have a file `locallyhyphen.tex` or whatever they like, but they mustn’t diddle with `hyphen.tex` (or `plain.tex` except to preload additional fonts).

The files `bplain.tex` and `lplain.tex` can be used as replacement wrappers around `plain.tex` and `lplain.tex` to achieve the desired effect, based on the `babel` package. If you load each of them with `iniTEX`, you will get a file called either `bplain.fmt` or `lplain.fmt`, which you can use as replacements for `plain.fmt` and `lplain.fmt`.

As these files are going to be read as the first thing \LaTeX sees, we need to set some category codes just to be able to change the definition of \input

```
4846 (*plain | blplain)
4847 \catcode`\{=1 % left brace is begin-group character
4848 \catcode`\}=2 % right brace is end-group character
4849 \catcode`\#=6 % hash mark is macro parameter character
```

Now let's see if a file called `hyphen.cfg` can be found somewhere on \TeX 's input path by trying to open it for reading...

```
4850 \openin 0 hyphen.cfg
```

If the file wasn't found the following test turns out true.

```
4851 \ifeof0
4852 \else
```

When `hyphen.cfg` could be opened we make sure that *it* will be read instead of the file `hyphen.tex` which should (according to Don Knuth's ruling) contain the american English hyphenation patterns and nothing else.

We do this by first saving the original meaning of \input (and I use a one letter control sequence for that so as not to waste multi-letter control sequence on this in the format).

```
4853 \let\input
```

Then \input is defined to forget about its argument and load `hyphen.cfg` instead.

```
4854 \def\input #1 {%
4855   \let\input\input
4856   \input hyphen.cfg
```

Once that's done the original meaning of \input can be restored and the definition of \input can be forgotten.

```
4857 \let\input\undefined
4858 }
4859 \fi
4860 (/plain | blplain)
```

Now that we have made sure that `hyphen.cfg` will be loaded at the right moment it is time to load `plain.tex`.

```
4861 (plain)\input plain.tex
4862 (blplain)\input lplain.tex
```

Finally we change the contents of \fmtname to indicate that this is *not* the plain format, but a format based on plain with the `babel` package preloaded.

```
4863 (plain)\def\fmtname{babel-plain}
4864 (blplain)\def\fmtname{babel-lplain}
```

When you are using a different format, based on `plain.tex` you can make a copy of `blplain.tex`, rename it and replace `plain.tex` with the name of your format file.

17.2 Emulating some \LaTeX features

The following code duplicates or emulates parts of $\text{\LaTeX} 2_{\epsilon}$ that are needed for `babel`.

```
4865 (*plain)
4866 \def\@empty{}
4867 \def\loadlocalcfg#1{%
4868   \openin0#1.cfg
4869   \ifeof0
4870     \closein0
4871   \else
```

```

4872 \closein0
4873 {\immediate\write16{*****}%
4874 \immediate\write16{* Local config file #1.cfg used}%
4875 \immediate\write16{*}%
4876 }
4877 \input #1.cfg\relax
4878 \fi
4879 \@endofldf}

```

17.3 General tools

A number of \LaTeX macro's that are needed later on.

```

4880 \long\def\@firstofone#1{#1}
4881 \long\def\@firstoftwo#1#2{#1}
4882 \long\def\@secondoftwo#1#2{#2}
4883 \def\@nnil{\@nil}
4884 \def\@gobbletwo#1#2{}
4885 \def\@ifstar#1{\@ifnextchar *{\@firstoftwo{#1}}}
4886 \def\@star@or@long#1{%
4887 \@ifstar
4888 {\let\l@ngrel@x\relax#1}%
4889 {\let\l@ngrel@x\long#1}}
4890 \let\l@ngrel@x\relax
4891 \def\@car#1#2\@nil{#1}
4892 \def\@cdr#1#2\@nil{#2}
4893 \let\@typeset@protect\relax
4894 \let\protected@edef\edef
4895 \long\def\@gobble#1{}
4896 \edef\@backslashchar{\expandafter\@gobble\string\}
4897 \def\strip@prefix#1>{}
4898 \def\g@addto@macro#1#2{%
4899 \toks@\expandafter{#1#2}%
4900 \xdef#1{\the\toks@}}
4901 \def\@namedef#1{\expandafter\def\csname #1\endcsname}
4902 \def\@nameuse#1{\csname #1\endcsname}
4903 \def\@ifundefined#1{%
4904 \expandafter\ifx\csname#1\endcsname\relax
4905 \expandafter\@firstoftwo
4906 \else
4907 \expandafter\@secondoftwo
4908 \fi}
4909 \def\@expandtwoargs#1#2#3{%
4910 \edef\reserved@a{\noexpand#1{#2}{#3}}\reserved@a}
4911 \def\zap@space#1 #2{%
4912 #1%
4913 \ifx#2\@empty\else\expandafter\zap@space\fi
4914 #2}

```

$\text{\LaTeX} 2_{\epsilon}$ has the command `\@onlypreamble` which adds commands to a list of commands that are no longer needed after `\begin{document}`.

```

4915 \ifx\@preamblecmds\@undefined
4916 \def\@preamblecmds{}
4917 \fi
4918 \def\@onlypreamble#1{%
4919 \expandafter\gdef\expandafter\@preamblecmds\expandafter{%
4920 \@preamblecmds\do#1}}
4921 \@onlypreamble\@onlypreamble

```

Mimick \LaTeX 's `\AtBeginDocument`; for this to work the user needs to add `\begindocument` to his file.

```

4922 \def\begindocument{%
4923   \@begindocumenthook
4924   \global\let\@begindocumenthook\@undefined
4925   \def\do##1{\global\let##1\@undefined}%
4926   \@preamblecmds
4927   \global\let\do\noexpand}

4928 \ifx\@begindocumenthook\@undefined
4929   \def\@begindocumenthook{}
4930 \fi
4931 \@onlypreamble\@begindocumenthook
4932 \def\AtBeginDocument{\g@addto@macro\@begindocumenthook}

```

We also have to mimick \LaTeX 's `\AtEndOfPackage`. Our replacement macro is much simpler; it stores its argument in `\@endofldf`.

```

4933 \def\AtEndOfPackage#1{\g@addto@macro\@endofldf{#1}}
4934 \@onlypreamble\AtEndOfPackage
4935 \def\@endofldf{}
4936 \@onlypreamble\@endofldf
4937 \let\bbbl@afterlang\@empty
4938 \chardef\bbbl@opt@hyphenmap\z@

```

\LaTeX needs to be able to switch off writing to its auxiliary files; plain doesn't have them by default.

```

4939 \ifx\if@files\@undefined
4940   \expandafter\let\csname if@files\expandafter\endcsname
4941     \csname iffalse\endcsname
4942 \fi

```

Mimick \LaTeX 's commands to define control sequences.

```

4943 \def\newcommand{\@star@or@long\new@command}
4944 \def\new@command#1{%
4945   \@testopt{\@newcommand#1}0}
4946 \def\@newcommand#1[#2]{%
4947   \@ifnextchar [{\@xargdef#1[#2]}%
4948     {\@argdef#1[#2]}}
4949 \long\def\@argdef#1[#2]#3{%
4950   \@yargdef#1\@ne{#2}{#3}}
4951 \long\def\@xargdef#1[#2][#3]#4{%
4952   \expandafter\def\expandafter#1\expandafter{%
4953     \expandafter\@protected@testopt\expandafter #1%
4954     \csname\string#1\expandafter\endcsname{#3}}%
4955   \expandafter\@yargdef \csname\string#1\endcsname
4956   \tw@{#2}{#4}}
4957 \long\def\@yargdef#1#2#3{%
4958   \@tempcnta#3\relax
4959   \advance \@tempcnta \@ne
4960   \let\@hash@\relax
4961   \edef\reserved@a{\ifx#2\tw@ [\@hash@1]\fi}%
4962   \@tempcntb #2%
4963   \@whilenum\@tempcntb <\@tempcnta
4964     \do{%
4965       \edef\reserved@a{\reserved@a\@hash@\the\@tempcntb}%
4966       \advance\@tempcntb \@ne}%
4967   \let\@hash@###
4968   \l@ngrelx\expandafter\def\expandafter#1\reserved@a}
4969 \def\providecommand{\@star@or@long\provide@command}

```

```

4970 \def\provide@command#1{%
4971   \begingroup
4972     \escapechar\m@ne\xdef\gtempa{\string#1}}%
4973 \endgroup
4974 \expandafter\ifundefined\gtempa
4975   {\def\reserved@a{\new@command#1}}%
4976   {\let\reserved@a\relax
4977     \def\reserved@a{\new@command\reserved@a}}%
4978 \reserved@a}%

4979 \def\DeclareRobustCommand{\@star@or@long\declare@robustcommand}
4980 \def\declare@robustcommand#1{%
4981   \def\reserved@a{\string#1}%
4982   \def\reserved@b{#1}%
4983   \def\reserved@b{\expandafter\strip@prefix\meaning\reserved@b}%
4984   \edef#1{%
4985     \ifx\reserved@a\reserved@b
4986       \noexpand\x@protect
4987       \noexpand#1%
4988     \fi
4989     \noexpand\protect
4990     \expandafter\noexpand\csname
4991       \expandafter\@gobble\string#1 \endcsname
4992   }%
4993   \expandafter\new@command\csname
4994     \expandafter\@gobble\string#1 \endcsname
4995 }
4996 \def\x@protect#1{%
4997   \ifx\protect\@typeset@protect\else
4998     \@x@protect#1%
4999   \fi
5000 }
5001 \def\@x@protect#1\fi#2#3{%
5002   \fi\protect#1%
5003 }

```

The following little macro `\in@` is taken from `latex.ltx`; it checks whether its first argument is part of its second argument. It uses the boolean `\in@`; allocating a new boolean inside conditionally executed code is not possible, hence the construct with the temporary definition of `\bbl@tempa`.

```

5004 \def\bbl@tempa{\csname newif\endcsname\ifin@}
5005 \ifx\in@\@undefined
5006   \def\in@#1#2{%
5007     \def\in@@##1#1##2##3\in@{%
5008       \ifx\in@@##2\in@false\else\in@true\fi}%
5009     \in@@#2#1\in@\in@@}
5010 \else
5011   \let\bbl@tempa\@empty
5012 \fi
5013 \bbl@tempa

```

\LaTeX has a macro to check whether a certain package was loaded with specific options. The command has two extra arguments which are code to be executed in either the true or false case. This is used to detect whether the document needs one of the accents to be activated (`activegrave` and `activeacute`). For plain \TeX we assume that the user wants them to be active by default. Therefore the only thing we do is execute the third argument (the code for the true case).

```

5014 \def\@ifpackagewith#1#2#3#4{#3}

```

The \LaTeX macro `\ifl@aded` checks whether a file was loaded. This functionality is not needed for plain \TeX but we need the macro to be defined as a no-op.

```
5015 \def\@ifl@aded#1#2#3#4{}
```

For the following code we need to make sure that the commands `\newcommand` and `\providecommand` exist with some sensible definition. They are not fully equivalent to their $\LaTeX 2_\epsilon$ versions; just enough to make things work in plain \TeX environments.

```
5016 \ifx\@tempcnta\@undefined
5017   \csname newcount\endcsname\@tempcnta\relax
5018 \fi
5019 \ifx\@tempcntb\@undefined
5020   \csname newcount\endcsname\@tempcntb\relax
5021 \fi
```

To prevent wasting two counters in $\LaTeX 2.09$ (because counters with the same name are allocated later by it) we reset the counter that holds the next free counter (`\count10`).

```
5022 \ifx\bye\@undefined
5023   \advance\count10 by -2\relax
5024 \fi
5025 \ifx\@ifnextchar\@undefined
5026   \def\@ifnextchar#1#2#3{%
5027     \let\reserved@d=#1%
5028     \def\reserved@a{#2}\def\reserved@b{#3}%
5029     \futurelet\@let@token\@ifnch}
5030   \def\@ifnch{%
5031     \ifx\@let@token\@sptoken
5032       \let\reserved@c\@xifnch
5033     \else
5034       \ifx\@let@token\reserved@d
5035         \let\reserved@c\reserved@a
5036       \else
5037         \let\reserved@c\reserved@b
5038       \fi
5039     \fi
5040     \reserved@c}
5041   \def\:{\let\@sptoken= } \: % this makes \@sptoken a space token
5042   \def\:{\@xifnch} \expandafter\def\:{\futurelet\@let@token\@ifnch}
5043 \fi
5044 \def\@testopt#1#2{%
5045   \@ifnextchar[#{1}{#1[#2]}
5046 \def\@protected@testopt#1{%
5047   \ifx\protect\@typeset@protect
5048     \expandafter\@testopt
5049   \else
5050     \@x@protect#1%
5051   \fi}
5052 \long\def\@whilenum#1\do #2{\ifnum #1\relax #2\relax\@iwhilenum{#1\relax
5053   #2\relax}\fi}
5054 \long\def\@iwhilenum#1{\ifnum #1\expandafter\@iwhilenum
5055   \else\expandafter\@gobble\fi{#1}}
```

17.4 Encoding related macros

Code from `ltoutenc.dtx`, adapted for use in the plain \TeX environment.

```
5056 \def\DeclareTextCommand{%
5057   \@dec@text@cmd\providecommand
5058 }
```

```

5059 \def\ProvideTextCommand{%
5060   \@dec@text@cmd\providecommand
5061 }
5062 \def\DeclareTextSymbol#1#2#3{%
5063   \@dec@text@cmd\chardef#1{#2}#3\relax
5064 }
5065 \def\@dec@text@cmd#1#2#3{%
5066   \expandafter\def\expandafter#2%
5067     \expandafter{%
5068       \csname#3-cmd\expandafter\endcsname
5069       \expandafter#2%
5070       \csname#3\string#2\endcsname
5071     }%
5072 %   \let\@ifdefinable\@rc@ifdefinable
5073   \expandafter#1\csname#3\string#2\endcsname
5074 }
5075 \def\@current@cmd#1{%
5076   \ifx\protect\@typeset@protect\else
5077     \noexpand#1\expandafter\@gobble
5078   \fi
5079 }
5080 \def\@changed@cmd#1#2{%
5081   \ifx\protect\@typeset@protect
5082     \expandafter\ifx\csname\cf@encoding\string#1\endcsname\relax
5083       \expandafter\ifx\csname ?\string#1\endcsname\relax
5084         \expandafter\def\csname ?\string#1\endcsname{%
5085           \@changed@x@err{#1}%
5086         }%
5087       \fi
5088       \global\expandafter\let
5089         \csname\cf@encoding \string#1\expandafter\endcsname
5090         \csname ?\string#1\endcsname
5091       \fi
5092       \csname\cf@encoding\string#1%
5093       \expandafter\endcsname
5094     \else
5095       \noexpand#1%
5096     \fi
5097 }
5098 \def\@changed@x@err#1{%
5099   \errhelp{Your command will be ignored, type <return> to proceed}%
5100   \errmessage{Command \protect#1 undefined in encoding \cf@encoding}}
5101 \def\DeclareTextCommandDefault#1{%
5102   \DeclareTextCommand#1?%
5103 }
5104 \def\ProvideTextCommandDefault#1{%
5105   \ProvideTextCommand#1?%
5106 }
5107 \expandafter\let\csname OT1-cmd\endcsname\@current@cmd
5108 \expandafter\let\csname?-cmd\endcsname\@changed@cmd
5109 \def\DeclareTextAccent#1#2#3{%
5110   \DeclareTextCommand#1{#2}[1]{\accent#3 #1}
5111 }
5112 \def\DeclareTextCompositeCommand#1#2#3#4{%
5113   \expandafter\let\expandafter\reserved@a\csname#2\string#1\endcsname
5114   \edef\reserved@b{\string#1}%
5115   \edef\reserved@c{%
5116     \expandafter\@strip@args\meaning\reserved@a:-\@strip@args}%
5117   \ifx\reserved@b\reserved@c

```

```

5118 \expandafter\expandafter\expandafter\ifx
5119 \expandafter\@car\reserved@a\relax\relax\@nil
5120 \@text@composite
5121 \else
5122 \edef\reserved@b##1{%
5123 \def\expandafter\noexpand
5124 \csname#2\string#1\endcsname####1{%
5125 \noexpand\@text@composite
5126 \expandafter\noexpand\csname#2\string#1\endcsname
5127 ####1\noexpand\@empty\noexpand\@text@composite
5128 {##1}%
5129 }%
5130 }%
5131 \expandafter\reserved@b\expandafter{\reserved@a{##1}}%
5132 \fi
5133 \expandafter\def\csname\expandafter\string\csname
5134 #2\endcsname\string#1-\string#3\endcsname{#4}
5135 \else
5136 \errhelp{Your command will be ignored, type <return> to proceed}%
5137 \errmessage{\string\DeclareTextCompositeCommand\space used on
5138 inappropriate command \protect#1}
5139 \fi
5140 }
5141 \def\@text@composite#1#2#3\@text@composite{%
5142 \expandafter\@text@composite@x
5143 \csname\string#1-\string#2\endcsname
5144 }
5145 \def\@text@composite@x#1#2{%
5146 \ifx#1\relax
5147 #2%
5148 \else
5149 #1%
5150 \fi
5151 }
5152 %
5153 \def\@strip@args#1:#2-#3\@strip@args{#2}
5154 \def\DeclareTextComposite#1#2#3#4{%
5155 \def\reserved@a{\DeclareTextCompositeCommand#1{#2}{#3}}%
5156 \bgroup
5157 \lcode`\@=#4%
5158 \lowercase{%
5159 \egroup
5160 \reserved@a @%
5161 }%
5162 }
5163 %
5164 \def\UseTextSymbol#1#2{%
5165 % \let\@curr@enc\cf@encoding
5166 % \@use@text@encoding{#1}%
5167 #2%
5168 % \@use@text@encoding\@curr@enc
5169 }
5170 \def\UseTextAccent#1#2#3{%
5171 % \let\@curr@enc\cf@encoding
5172 % \@use@text@encoding{#1}%
5173 % #2{\@use@text@encoding\@curr@enc\selectfont#3}%
5174 % \@use@text@encoding\@curr@enc
5175 }
5176 \def\@use@text@encoding#1{%

```



```

5177 % \edef\font@encoding{#1}%
5178 % \xdef\font@name{%
5179 % \csname\curr@fontshape/\font@size\endcsname
5180 % }%
5181 % \pickup@font
5182 % \font@name
5183 % \@@enc@update
5184 }
5185 \def\DeclareTextSymbolDefault#1#2{%
5186 \DeclareTextCommandDefault#1{\UseTextSymbol{#2}#1}%
5187 }
5188 \def\DeclareTextAccentDefault#1#2{%
5189 \DeclareTextCommandDefault#1{\UseTextAccent{#2}#1}%
5190 }
5191 \def\cf@encoding{OT1}

```

Currently we only use the $\LaTeX 2_{\epsilon}$ method for accents for those that are known to be made active in *some* language definition file.

```

5192 \DeclareTextAccent{"}{OT1}{127}
5193 \DeclareTextAccent{'}{OT1}{19}
5194 \DeclareTextAccent{^}{OT1}{94}
5195 \DeclareTextAccent`}{OT1}{18}
5196 \DeclareTextAccent~}{OT1}{126}

```

The following control sequences are used in `babel.def` but are not defined for PLAIN \TeX .

```

5197 \DeclareTextSymbol{\textquotedblleft}{OT1}{92}
5198 \DeclareTextSymbol{\textquotedblright}{OT1}{`"}
5199 \DeclareTextSymbol{\textquoteleft}{OT1}{`'}
5200 \DeclareTextSymbol{\textquoteright}{OT1}{`'}
5201 \DeclareTextSymbol{\i}{OT1}{16}
5202 \DeclareTextSymbol{\ss}{OT1}{25}

```

For a couple of languages we need the \LaTeX -control sequence `\scriptsize` to be available. Because plain \TeX doesn't have such a sophisticated font mechanism as \LaTeX has, we just \let it to `\sevenrm`.

```

5203 \ifx\scriptsize\@undefined
5204 \let\scriptsize\sevenrm
5205 \fi
5206 </plain>

```

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