

# The L<sup>A</sup>T<sub>E</sub>X3 Interfaces

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

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## Abstract

This is the reference documentation for the `expl3` programming environment. The `expl3` modules set up an experimental naming scheme for L<sup>A</sup>T<sub>E</sub>X commands, which allow the L<sup>A</sup>T<sub>E</sub>X programmer to systematically name functions and variables, and specify the argument types of functions.

The T<sub>E</sub>X and  $\varepsilon$ -T<sub>E</sub>X primitives are all given a new name according to these conventions. However, in the main direct use of the primitives is not required or encouraged: the `expl3` modules define an independent low-level L<sup>A</sup>T<sub>E</sub>X3 programming language.

At present, the `expl3` modules are designed to be loaded on top of L<sup>A</sup>T<sub>E</sub>X 2 $\varepsilon$ . In time, a L<sup>A</sup>T<sub>E</sub>X3 format will be produced based on this code. This allows the code to be used in L<sup>A</sup>T<sub>E</sub>X 2 $\varepsilon$  packages *now* while a stand-alone L<sup>A</sup>T<sub>E</sub>X3 is developed.

**While `expl3` is still experimental, the bundle is now regarded as broadly stable. The syntax conventions and functions provided are now ready for wider use. There may still be changes to some functions, but these will be minor when compared to the scope of `expl3`.**

**New modules will be added to the distributed version of `expl3` as they reach maturity.**

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## Part I

# Introduction to expl3 and this document

This document is intended to act as a comprehensive reference manual for the expl3 language. A general guide to the L<sup>A</sup>T<sub>E</sub>X3 programming language is found in [expl3.pdf](#).

## 1 Naming functions and variables

L<sup>A</sup>T<sub>E</sub>X3 does not use `@` as a “letter” for defining internal macros. Instead, the symbols `_` and `:` are used in internal macro names to provide structure. The name of each *function* is divided into logical units using `_`, while `:` separates the *name* of the function from the *argument specifier* (“arg-spec”). This describes the arguments expected by the function. In most cases, each argument is represented by a single letter. The complete list of arg-spec letters for a function is referred to as the *signature* of the function.

Each function name starts with the *module* to which it belongs. Thus apart from a small number of very basic functions, all expl3 function names contain at least one underscore to divide the module name from the descriptive name of the function. For example, all functions concerned with comma lists are in module `clist` and begin `\clist_`.

Every function must include an argument specifier. For functions which take no arguments, this will be blank and the function name will end `:`. Most functions take one or more arguments, and use the following argument specifiers:

- D** The **D** specifier means *do not use*. All of the T<sub>E</sub>X primitives are initially `\let` to a **D** name, and some are then given a second name. Only the kernel team should use anything with a **D** specifier!
- N and n** These mean *no manipulation*, of a single token for **N** and of a set of tokens given in braces for **n**. Both pass the argument through exactly as given. Usually, if you use a single token for an **n** argument, all will be well.
- c** This means *csname*, and indicates that the argument will be turned into a csname before being used. So `\foo:c {ArgumentOne}` will act in the same way as `\foo:N \ArgumentOne`.
- V and v** These mean *value of variable*. The **V** and **v** specifiers are used to get the content of a variable without needing to worry about the underlying T<sub>E</sub>X structure containing the data. A **V** argument will be a single token (similar to **N**), for example `\foo:V \MyVariable`; on the other hand, using **v** a csname is constructed first, and then the value is recovered, for example `\foo:v {MyVariable}`.
- o** This means *expansion once*. In general, the **V** and **v** specifiers are favoured over **o** for recovering stored information. However, **o** is useful for correctly processing information with delimited arguments.
- x** The **x** specifier stands for *exhaustive expansion*: every token in the argument is fully expanded until only unexpandable ones remain. The T<sub>E</sub>X `\edef` primitive carries out this type of expansion. Functions which feature an **x**-type argument are in general *not* expandable, unless specifically noted.

- f** The **f** specifier stands for *full expansion*, and in contrast to **x** stops at the first non-expandable item (reading the argument from left to right) without trying to expand it. For example, when setting a token list variable (a macro used for storage), the sequence

```
\tl_set:Nn \l_my_a_tl { A }
\tl_set:Nn \l_my_b_tl { B }
\tl_set:Nf \l_my_a_tl { \l_my_a_tl \l_my_b_tl }
```

will leave `\l_my_a_tl` with the content `A\l_my_b_tl`, as `A` cannot be expanded and so terminates expansion before `\l_my_b_tl` is considered.

- T and F** For logic tests, there are the branch specifiers **T** (*true*) and **F** (*false*). Both specifiers treat the input in the same way as **n** (no change), but make the logic much easier to see.
- p** The letter **p** indicates *TeX parameters*. Normally this will be used for delimited functions as `expl3` provides better methods for creating simple sequential arguments.
- w** Finally, there is the **w** specifier for *weird* arguments. This covers everything else, but mainly applies to delimited values (where the argument must be terminated by some arbitrary string).

Notice that the argument specifier describes how the argument is processed prior to being passed to the underlying function. For example, `\foo:c` will take its argument, convert it to a control sequence and pass it to `\foo:N`.

Variables are named in a similar manner to functions, but begin with a single letter to define the type of variable:

- c** Constant: global parameters whose value should not be changed.
- g** Parameters whose value should only be set globally.
- l** Parameters whose value should only be set locally.

Each variable name is then build up in a similar way to that of a function, typically starting with the module<sup>1</sup> name and then a descriptive part. Variables end with a short identifier to show the variable type:

**bool** Either true or false.

**box** Box register.

**clist** Comma separated list.

**coffin** a “box with handles” — a higher-level data type for carrying out **box** alignment operations.

**dim** “Rigid” lengths.

**fp** floating-point values;

---

<sup>1</sup>The module names are not used in case of generic scratch registers defined in the data type modules, e.g., the `int` module contains some scratch variables called `\l_tmpa_int`, `\l_tmpb_int`, and so on. In such a case adding the module name up front to denote the module and in the back to indicate the type, as in `\l_int_tmpa_int` would be very unreadable.

**int** Integer-valued count register.

**prop** Property list.

**seq** “Sequence”: a data-type used to implement lists (with access at both ends) and stacks.

**skip** “Rubber” lengths.

**stream** An input or output stream (for reading from or writing to, respectively).

**tl** Token list variables: placeholder for a token list.

## 1.1 Terminological inexactitude

A word of warning. In this document, and others referring to the `expl3` programming modules, we often refer to “variables” and “functions” as if they were actual constructs from a real programming language. In truth, `TeX` is a macro processor, and functions are simply macros that may or may not take arguments and expand to their replacement text. Many of the common variables are *also* macros, and if placed into the input stream will simply expand to their definition as well — a “function” with no arguments and a “token list variable” are in truth one and the same. On the other hand, some “variables” are actually registers that must be initialised and their values set and retrieved with specific functions.

The conventions of the `expl3` code are designed to clearly separate the ideas of “macros that contain data” and “macros that contain code”, and a consistent wrapper is applied to all forms of “data” whether they be macros or actually registers. This means that sometimes we will use phrases like “the function returns a value”, when actually we just mean “the macro expands to something”. Similarly, the term “execute” might be used in place of “expand” or it might refer to the more specific case of “processing in `TeX`’s stomach” (if you are familiar with the `TeXbook` parlance).

If in doubt, please ask; chances are we’ve been hasty in writing certain definitions and need to be told to tighten up our terminology.

## 2 Documentation conventions

This document is typeset with the experimental `l3doc` class; several conventions are used to help describe the features of the code. A number of conventions are used here to make the documentation clearer.

Each group of related functions is given in a box. For a function with a “user” name, this might read:

---

```
\ExplSyntaxOn
\ExplSyntaxOff
```

---

```
\ExplSyntaxOn ... \ExplSyntaxOff
```

The textual description of how the function works would appear here. The syntax of the function is shown in mono-spaced text to the right of the box. In this example, the function takes no arguments and so the name of the function is simply reprinted.

For programming functions, which use `_` and `:` in their name there are a few additional conventions: If two related functions are given with identical names but different argument specifiers, these are termed *variants* of each other, and the latter functions are printed in grey to show this more clearly. They will carry out the same function but will take different types of argument:



---

<code>\seq_new:N</code>	<code>\seq_new:N</code> $\langle sequence \rangle$
<code>\seq_new:c</code>	

---

When a number of variants are described, the arguments are usually illustrated only for the base function. Here,  $\langle sequence \rangle$  indicates that `\seq_new:N` expects the name of a sequence. From the argument specifier, `\seq_new:c` also expects a sequence name, but as a name rather than as a control sequence. Each argument given in the illustration should be described in the following text.

**Fully expandable functions** Some functions are fully expandable, which allows them to be used within an **x**-type argument (in plain  $\text{\TeX}$  terms, inside an `\edef`), as well as within an **f**-type argument. These fully expandable functions are indicated in the documentation by a star:

---

<code>\cs_to_str:N</code> ★	<code>\cs_to_str:N</code> $\langle cs \rangle$
-----------------------------	--

---

As with other functions, some text should follow which explains how the function works. Usually, only the star will indicate that the function is expandable. In this case, the function expects a  $\langle cs \rangle$ , shorthand for a  $\langle control\ sequence \rangle$ .

**Restricted expandable functions** A few functions are fully expandable but cannot be fully expanded within an **f**-type argument. In this case a hollow star is used to indicate this:

---

<code>\seq_map_function:NN</code> ☆	<code>\seq_map_function:NN</code> $\langle seq \rangle$ $\langle function \rangle$
-------------------------------------	--

---

**Conditional functions** Conditional (**if**) functions are normally defined in three variants, with **T**, **F** and **TF** argument specifiers. This allows them to be used for different “true”/“false” branches, depending on which outcome the conditional is being used to test. To indicate this without repetition, this information is given in a shortened form:

---

<code>\sys_if_engine_xetex:TF</code> ★	<code>\sys_if_engine_xetex:TF</code> $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
--	---

---

The underlining and italic of **TF** indicates that `\sys_if_engine_xetex:T`, `\sys_if_engine_xetex:F` and `\sys_if_engine_xetex:TF` are all available. Usually, the illustration will use the **TF** variant, and so both  $\langle true\ code \rangle$  and  $\langle false\ code \rangle$  will be shown. The two variant forms **T** and **F** take only  $\langle true\ code \rangle$  and  $\langle false\ code \rangle$ , respectively. Here, the star also shows that this function is expandable. With some minor exceptions, *all* conditional functions in the `expl3` modules should be defined in this way.

Variables, constants and so on are described in a similar manner:

---

<code>\l_tmpa_tl</code>	
-------------------------	--

---

A short piece of text will describe the variable: there is no syntax illustration in this case.

In some cases, the function is similar to one in  $\text{\LaTeX 2}_{\epsilon}$  or plain  $\text{\TeX}$ . In these cases, the text will include an extra “ **$\text{\TeX}$ hackers note**” section:

---

<code>\token_to_str:N</code> ★	<code>\token_to_str:N</code> $\langle token \rangle$
--------------------------------	--

---

The normal description text.

**$\text{\TeX}$ hackers note:** Detail for the experienced  $\text{\TeX}$  or  $\text{\LaTeX 2}_{\epsilon}$  programmer. In this case, it would point out that this function is the  $\text{\TeX}$  primitive `\string`.

**Changes to behaviour** When new functions are added to `expl3`, the date of first inclusion is given in the documentation. Where the documented behaviour of a function changes after it is first introduced, the date of the update will also be given. This means that the programmer can be sure that any release of `expl3` after the date given will contain the function of interest with expected behaviour as described. Note that changes to code internals, including bug fixes, are not recorded in this way *unless* they impact on the expected behaviour.

### 3 Formal language conventions which apply generally

As this is a formal reference guide for  $\text{\LaTeX}3$  programming, the descriptions of functions are intended to be reasonably “complete”. However, there is also a need to avoid repetition. Formal ideas which apply to general classes of function are therefore summarised here.

For tests which have a `TF` argument specification, the test is evaluated to give a logically `TRUE` or `FALSE` result. Depending on this result, either the  $\langle true\ code \rangle$  or the  $\langle false\ code \rangle$  will be left in the input stream. In the case where the test is expandable, and a predicate (`_p`) variant is available, the logical value determined by the test is left in the input stream: this will typically be part of a larger logical construct.

### 4 $\text{\TeX}$ concepts not supported by $\text{\LaTeX}3$

The  $\text{\TeX}$  concept of an “`\outer`” macro is *not supported* at all by  $\text{\LaTeX}3$ . As such, the functions provided here may break when used on top of  $\text{\LaTeX}2_\epsilon$  if `\outer` tokens are used in the arguments.

## Part II

# The l3bootstrap package

## Bootstrap code

### 1 Using the L<sup>A</sup>T<sub>E</sub>X3 modules

The modules documented in `source3` are designed to be used on top of L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and are loaded all as one with the usual `\usepackage{expl3}` or `\RequirePackage{expl3}` instructions. These modules will also form the basis of the L<sup>A</sup>T<sub>E</sub>X3 format, but work in this area is incomplete and not included in this documentation at present.

As the modules use a coding syntax different from standard L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> it provides a few functions for setting it up.

---

`\ExplSyntaxOn`  
`\ExplSyntaxOff`  
 Updated: 2011-08-13

---

`\ExplSyntaxOn` *<code>* `\ExplSyntaxOff`

The `\ExplSyntaxOn` function switches to a category code régime in which spaces are ignored and in which the colon (:) and underscore (\_) are treated as “letters”, thus allowing access to the names of code functions and variables. Within this environment, ~ is used to input a space. The `\ExplSyntaxOff` reverts to the document category code régime.

---

`\ProvidesExplPackage`  
`\ProvidesExplClass`  
`\ProvidesExplFile`  
 Updated: 2017-03-19

---

`\RequirePackage{expl3}`  
`\ProvidesExplPackage` {*<package>*} {*<date>*} {*<version>*} {*<description>*}

These functions act broadly in the same way as the corresponding L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> kernel functions `\ProvidesPackage`, `\ProvidesClass` and `\ProvidesFile`. However, they also implicitly switch `\ExplSyntaxOn` for the remainder of the code with the file. At the end of the file, `\ExplSyntaxOff` will be called to reverse this. (This is the same concept as L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> provides in turning on `\makeatletter` within package and class code.) The *<date>* should be given in the format *<year>/<month>/<day>*. If the *<version>* is given then it will be prefixed with v in the package identifier line.

---

`\GetIdInfo`  
 Updated: 2012-06-04

---

`\RequirePackage{l3bootstrap}`  
`\GetIdInfo` \$Id: *<SVN info field>* \$ {*<description>*}

Extracts all information from a SVN field. Spaces are not ignored in these fields. The information pieces are stored in separate control sequences with `\ExplFileName` for the part of the file name leading up to the period, `\ExplFileDate` for date, `\ExplFileVersion` for version and `\ExplFileDescription` for the description.

To summarize: Every single package using this syntax should identify itself using one of the above methods. Special care is taken so that every package or class file loaded with `\RequirePackage` or similar are loaded with usual L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> category codes and the L<sup>A</sup>T<sub>E</sub>X3 category code scheme is reloaded when needed afterwards. See implementation for details. If you use the `\GetIdInfo` command you can use the information when loading a package with

```
\ProvidesExplPackage{\ExplFileName}
  {\ExplFileDate}{\ExplFileVersion}{\ExplFileDescription}
```

## 1.1 Internal functions and variables

---

\l\_kernel\_expl\_bool

A boolean which records the current code syntax status: **true** if currently inside a code environment. This variable should only be set by `\ExplSyntaxOn/\ExplSyntaxOff`.

## Part III

# The l3names package

## Namespace for primitives

### 1 Setting up the L<sup>A</sup>T<sub>E</sub>X3 programming language

This module is at the core of the L<sup>A</sup>T<sub>E</sub>X3 programming language. It performs the following tasks:

- defines new names for all T<sub>E</sub>X primitives;
- switches to the category code régime for programming;
- provides support settings for building the code as a T<sub>E</sub>X format.

This module is entirely dedicated to primitives, which should not be used directly within L<sup>A</sup>T<sub>E</sub>X3 code (outside of “kernel-level” code). As such, the primitives are not documented here: *The T<sub>E</sub>Xbook*, *T<sub>E</sub>X by Topic* and the manuals for pdfT<sub>E</sub>X, X<sub>Y</sub>T<sub>E</sub>X and LuaT<sub>E</sub>X should be consulted for details of the primitives. These are named based on the engine which first introduced them:

`\tex_...` Introduced by T<sub>E</sub>X itself;  
`\etex_...` Introduced by the  $\epsilon$ -T<sub>E</sub>X extensions;  
`\pdftex_...` Introduced by pdfT<sub>E</sub>X;  
`\xetex_...` Introduced by X<sub>Y</sub>T<sub>E</sub>X;  
`\luatex_...` Introduced by LuaT<sub>E</sub>X;  
`\utex_...` Introduced by X<sub>Y</sub>T<sub>E</sub>X and LuaT<sub>E</sub>X;  
`\ptex_...` Introduced by pT<sub>E</sub>X;  
`\uptex_...` Introduced by upT<sub>E</sub>X.

## Part IV

# The l3basics package

## Basic definitions

As the name suggest this package holds some basic definitions which are needed by most or all other packages in this set.

Here we describe those functions that are used all over the place. With that we mean functions dealing with the construction and testing of control sequences. Furthermore the basic parts of conditional processing are covered; conditional processing dealing with specific data types is described in the modules specific for the respective data types.

### 1 No operation functions

---

**`\prg_do_nothing:`** ★**`\prg_do_nothing:`**

An expandable function which does nothing at all: leaves nothing in the input stream after a single expansion.

---

**`\scan_stop:`****`\scan_stop:`**

A non-expandable function which does nothing. Does not vanish on expansion but produces no typeset output.

### 2 Grouping material

---

**`\group_begin:`**  
**`\group_end:`****`\group_begin:`**  
**`\group_end:`**

These functions begin and end a group for definition purposes. Assignments are local to groups unless carried out in a global manner. (A small number of exceptions to this rule will be noted as necessary elsewhere in this document.) Each **`\group_begin:`** must be matched by a **`\group_end:`**, although this does not have to occur within the same function. Indeed, it is often necessary to start a group within one function and finish it within another, for example when seeking to use non-standard category codes.

---

**`\group_insert_after:N`****`\group_insert_after:N`** *<token>*

Adds *<token>* to the list of *<tokens>* to be inserted when the current group level ends. The list of *<tokens>* to be inserted is empty at the beginning of a group: multiple applications of **`\group_insert_after:N`** may be used to build the inserted list one *<token>* at a time. The current group level may be closed by a **`\group_end:`** function or by a token with category code 2 (close-group), namely a `}` if standard category codes apply.

### 3 Control sequences and functions

As  $\text{\TeX}$  is a macro language, creating new functions means creating macros. At point of use, a function is replaced by the replacement text (“code”) in which each parameter in the code ( $\#1$ ,  $\#2$ , *etc.*) is replaced the appropriate arguments absorbed by the function. In the following, *code* is therefore used as a shorthand for “replacement text”.

Functions which are not “protected” are fully expanded inside an  $\mathbf{x}$  expansion. In contrast, “protected” functions are not expanded within  $\mathbf{x}$  expansions.

#### 3.1 Defining functions

Functions can be created with no requirement that they are declared first (in contrast to variables, which must always be declared). Declaring a function before setting up the code means that the name chosen is checked and an error raised if it is already in use. The name of a function can be checked at the point of definition using the `\cs_new...` functions: this is recommended for all functions which are defined for the first time.

There are three ways to define new functions. All classes define a function to expand to the substitution text. Within the substitution text the actual parameters are substituted for the formal parameters ( $\#1$ ,  $\#2$ , ...).

**new** Create a new function with the **new** scope, such as `\cs_new:Npn`. The definition is global and results in an error if it is already defined.

**set** Create a new function with the **set** scope, such as `\cs_set:Npn`. The definition is restricted to the current  $\text{\TeX}$  group and does not result in an error if the function is already defined.

**gset** Create a new function with the **gset** scope, such as `\cs_gset:Npn`. The definition is global and does not result in an error if the function is already defined.

Within each set of scope there are different ways to define a function. The differences depend on restrictions on the actual parameters and the expandability of the resulting function.

**nopar** Create a new function with the **nopar** restriction, such as `\cs_set_nopar:Npn`. The parameter may not contain `\par` tokens.

**protected** Create a new function with the **protected** restriction, such as `\cs_set_protected:Npn`. The parameter may contain `\par` tokens but the function will not expand within an  $\mathbf{x}$ -type expansion.

Finally, the functions in Subsections 3.2 and 3.3 are primarily meant to define *base functions* only. Base functions can only have the following argument specifiers:

**N and n** No manipulation.

**T and F** Functionally equivalent to **n** (you are actually encouraged to use the family of `\prg_new_conditional:` functions described in Section 1).

**p and w** These are special cases.

The `\cs_new:` functions below (and friends) do not stop you from using other argument specifiers in your function names, but they do not handle expansion for you. You should define the base function and then use `\cs_generate_variant:Nn` to generate custom variants as described in Section 2.

### 3.2 Defining new functions using parameter text

---

<code>\cs_new:Npn</code>	<code>\cs_new:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_new:cpn</code>	Creates <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_new:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_new:cpx</code>	definition is global and an error results if the <code>&lt;function&gt;</code> is already defined.

---



---

<code>\cs_new_nopar:Npn</code>	<code>\cs_new_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_new_nopar:cpn</code>	Creates <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_new_nopar:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. When the
<code>\cs_new_nopar:cpx</code>	<code>&lt;function&gt;</code> is used the <code>&lt;parameters&gt;</code> absorbed cannot contain <code>\par</code> tokens. The definition

---

is global and an error results if the `<function>` is already defined.

---

<code>\cs_new_protected:Npn</code>	<code>\cs_new_protected:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_new_protected:cpn</code>	Creates <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_new_protected:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_new_protected:cpx</code>	<code>&lt;function&gt;</code> will not expand within an x-type argument. The definition is global and an

---

error results if the `<function>` is already defined.

---

<code>\cs_new_protected_nopar:Npn</code>	<code>\cs_new_protected_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_new_protected_nopar:cpn</code>	
<code>\cs_new_protected_nopar:Npx</code>	
<code>\cs_new_protected_nopar:cpx</code>	

---

Creates `<function>` to expand to `<code>` as replacement text. Within the `<code>`, the `<parameters>` (#1, #2, etc.) will be replaced by those absorbed by the function. When the `<function>` is used the `<parameters>` absorbed cannot contain `\par` tokens. The `<function>` will not expand within an x-type argument. The definition is global and an error results if the `<function>` is already defined.

---

<code>\cs_set:Npn</code>	<code>\cs_set:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_set:cpn</code>	Sets <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_set:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_set:cpx</code>	assignment of a meaning to the <code>&lt;function&gt;</code> is restricted to the current $\text{\TeX}$ group level.

---



---

<code>\cs_set_nopar:Npn</code>	<code>\cs_set_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_set_nopar:cpn</code>	Sets <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_set_nopar:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. When the
<code>\cs_set_nopar:cpx</code>	<code>&lt;function&gt;</code> is used the <code>&lt;parameters&gt;</code> absorbed cannot contain <code>\par</code> tokens. The assignment

---

of a meaning to the `<function>` is restricted to the current  $\text{\TeX}$  group level.

---

<code>\cs_set_protected:Npn</code>	<code>\cs_set_protected:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_set_protected:cpn</code>	Sets <code>&lt;function&gt;</code> to expand to <code>&lt;code&gt;</code> as replacement text. Within the <code>&lt;code&gt;</code> , the
<code>\cs_set_protected:Npx</code>	<code>&lt;parameters&gt;</code> (#1, #2, etc.) will be replaced by those absorbed by the function. The
<code>\cs_set_protected:cpx</code>	assignment of a meaning to the <code>&lt;function&gt;</code> is restricted to the current $\text{\TeX}$ group level.

---

The `<function>` will not expand within an x-type argument.



---

<code>\cs_set_protected_nopar:Npn</code>	<code>\cs_set_protected_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_set_protected_nopar:cpn</code>	
<code>\cs_set_protected_nopar:Npx</code>	
<code>\cs_set_protected_nopar:cpx</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The assignment of a meaning to the  $\langle function \rangle$  is restricted to the current T<sub>E</sub>X group level. The  $\langle function \rangle$  will not expand within an x-type argument.

---

<code>\cs_gset:Npn</code>	<code>\cs_gset:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_gset:cpn</code>	
<code>\cs_gset:Npx</code>	
<code>\cs_gset:cpx</code>	

---

Globally sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is *not* restricted to the current T<sub>E</sub>X group level: the assignment is global.

---

<code>\cs_gset_nopar:Npn</code>	<code>\cs_gset_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_gset_nopar:cpn</code>	
<code>\cs_gset_nopar:Npx</code>	
<code>\cs_gset_nopar:cpx</code>	

---

Globally sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The assignment of a meaning to the  $\langle function \rangle$  is *not* restricted to the current T<sub>E</sub>X group level: the assignment is global.

---

<code>\cs_gset_protected:Npn</code>	<code>\cs_gset_protected:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_gset_protected:cpn</code>	
<code>\cs_gset_protected:Npx</code>	
<code>\cs_gset_protected:cpx</code>	

---

Globally sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is *not* restricted to the current T<sub>E</sub>X group level: the assignment is global. The  $\langle function \rangle$  will not expand within an x-type argument.

---

<code>\cs_gset_protected_nopar:Npn</code>	<code>\cs_gset_protected_nopar:Npn &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<code>\cs_gset_protected_nopar:cpn</code>	
<code>\cs_gset_protected_nopar:Npx</code>	
<code>\cs_gset_protected_nopar:cpx</code>	

---

Globally sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The assignment of a meaning to the  $\langle function \rangle$  is *not* restricted to the current T<sub>E</sub>X group level: the assignment is global. The  $\langle function \rangle$  will not expand within an x-type argument.

### 3.3 Defining new functions using the signature

---

<code>\cs_new:Nn</code>	<code>\cs_new:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_new:(cn Nx cx)</code>	

---

Creates  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The definition is global and an error results if the  $\langle function \rangle$  is already defined.

---

`\cs_new_nopar:Nn`  
`\cs_new_nopar:(cn|Nx|cx)`

---

`\cs_new_nopar:Nn <function> {<code>}`

Creates  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The definition is global and an error results if the  $\langle function \rangle$  is already defined.

---

`\cs_new_protected:Nn`  
`\cs_new_protected:(cn|Nx|cx)`

---

`\cs_new_protected:Nn <function> {<code>}`

Creates  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. The  $\langle function \rangle$  will not expand within an x-type argument. The definition is global and an error results if the  $\langle function \rangle$  is already defined.

---

`\cs_new_protected_nopar:Nn`  
`\cs_new_protected_nopar:(cn|Nx|cx)`

---

`\cs_new_protected_nopar:Nn <function> {<code>}`

Creates  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The  $\langle function \rangle$  will not expand within an x-type argument. The definition is global and an error results if the  $\langle function \rangle$  is already defined.

---

`\cs_set:Nn`  
`\cs_set:(cn|Nx|cx)`

---

`\cs_set:Nn <function> {<code>}`

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is restricted to the current  $\text{\TeX}$  group level.

---

`\cs_set_nopar:Nn`  
`\cs_set_nopar:(cn|Nx|cx)`

---

`\cs_set_nopar:Nn <function> {<code>}`

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The assignment of a meaning to the  $\langle function \rangle$  is restricted to the current  $\text{\TeX}$  group level.

---

`\cs_set_protected:Nn`  
`\cs_set_protected:(cn|Nx|cx)`

---

`\cs_set_protected:Nn <function> {<code>}`

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , etc.) will be replaced by those absorbed by the function. The  $\langle function \rangle$  will not expand within an x-type argument. The assignment of a meaning to the  $\langle function \rangle$  is restricted to the current  $\text{\TeX}$  group level.

---

<code>\cs_set_protected_nopar:Nn</code>	<code>\cs_set_protected_nopar:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_set_protected_nopar:(cn Nx cx)</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The  $\langle function \rangle$  will not expand within an *x*-type argument. The assignment of a meaning to the  $\langle function \rangle$  is restricted to the current TeX group level.

---

<code>\cs_gset:Nn</code>	<code>\cs_gset:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_gset:(cn Nx cx)</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The assignment of a meaning to the  $\langle function \rangle$  is global.

---

<code>\cs_gset_nopar:Nn</code>	<code>\cs_gset_nopar:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_gset_nopar:(cn Nx cx)</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The assignment of a meaning to the  $\langle function \rangle$  is global.

---

<code>\cs_gset_protected:Nn</code>	<code>\cs_gset_protected:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_gset_protected:(cn Nx cx)</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. The  $\langle function \rangle$  will not expand within an *x*-type argument. The assignment of a meaning to the  $\langle function \rangle$  is global.

---

<code>\cs_gset_protected_nopar:Nn</code>	<code>\cs_gset_protected_nopar:Nn &lt;function&gt; {&lt;code&gt;}</code>
<code>\cs_gset_protected_nopar:(cn Nx cx)</code>	

---

Sets  $\langle function \rangle$  to expand to  $\langle code \rangle$  as replacement text. Within the  $\langle code \rangle$ , the number of  $\langle parameters \rangle$  is detected automatically from the function signature. These  $\langle parameters \rangle$  ( $\#1$ ,  $\#2$ , *etc.*) will be replaced by those absorbed by the function. When the  $\langle function \rangle$  is used the  $\langle parameters \rangle$  absorbed cannot contain `\par` tokens. The  $\langle function \rangle$  will not expand within an *x*-type argument. The assignment of a meaning to the  $\langle function \rangle$  is global.

---

<code>\cs_generate_from_arg_count:NNnn</code>	<code>\cs_generate_from_arg_count:NNnn &lt;function&gt; &lt;creator&gt; {&lt;number&gt;}</code>
<code>\cs_generate_from_arg_count:(cNnn Ncnn)</code>	<code>{&lt;code&gt;}</code>

---

Updated: 2012-01-14

Uses the  $\langle creator \rangle$  function (which should have signature  $\text{Npn}$ , for example `\cs_new:Npn`) to define a  $\langle function \rangle$  which takes  $\langle number \rangle$  arguments and has  $\langle code \rangle$  as replacement text. The  $\langle number \rangle$  of arguments is an integer expression, evaluated as detailed for `\int_eval:n`.

### 3.4 Copying control sequences

Control sequences (not just functions as defined above) can be set to have the same meaning using the functions described here. Making two control sequences equivalent means that the second control sequence is a *copy* of the first (rather than a pointer to it). Thus the old and new control sequence are not tied together: changes to one are not reflected in the other.

In the following text “cs” is used as an abbreviation for “control sequence”.

---

```
\cs_new_eq:NN
\cs_new_eq:(Nc|cN|cc)
```

---

```
\cs_new_eq:NN <cs1> <cs2>
\cs_new_eq:NN <cs1> <token>
```

Globally creates  $\langle control\ sequence_1 \rangle$  and sets it to have the same meaning as  $\langle control\ sequence_2 \rangle$  or  $\langle token \rangle$ . The second control sequence may subsequently be altered without affecting the copy.

---

```
\cs_set_eq:NN
\cs_set_eq:(Nc|cN|cc)
```

---

```
\cs_set_eq:NN <cs1> <cs2>
\cs_set_eq:NN <cs1> <token>
```

Sets  $\langle control\ sequence_1 \rangle$  to have the same meaning as  $\langle control\ sequence_2 \rangle$  (or  $\langle token \rangle$ ). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the  $\langle control\ sequence_1 \rangle$  is restricted to the current  $\text{\TeX}$  group level.

---

```
\cs_gset_eq:NN
\cs_gset_eq:(Nc|cN|cc)
```

---

```
\cs_gset_eq:NN <cs1> <cs2>
\cs_gset_eq:NN <cs1> <token>
```

Globally sets  $\langle control\ sequence_1 \rangle$  to have the same meaning as  $\langle control\ sequence_2 \rangle$  (or  $\langle token \rangle$ ). The second control sequence may subsequently be altered without affecting the copy. The assignment of a meaning to the  $\langle control\ sequence_1 \rangle$  is *not* restricted to the current  $\text{\TeX}$  group level: the assignment is global.

### 3.5 Deleting control sequences

There are occasions where control sequences need to be deleted. This is handled in a very simple manner.

---

```
\cs_undefine:N
\cs_undefine:c
```

---

Updated: 2011-09-15

---

```
\cs_undefine:N <control\ sequence>
```

Sets  $\langle control\ sequence \rangle$  to be globally undefined.

### 3.6 Showing control sequences

---

```
\cs_meaning:N ★
\cs_meaning:c ★
```

---

Updated: 2011-12-22

---

```
\cs_meaning:N <control\ sequence>
```

This function expands to the *meaning* of the  $\langle control\ sequence \rangle$  control sequence. For a macro, this includes the  $\langle replacement\ text \rangle$ .

**$\text{\TeX}$ hackers note:** This is  $\text{\TeX}$ ’s  $\backslash meaning$  primitive. The `c` variant correctly reports undefined arguments.

---

`\cs_show:N`  
`\cs_show:c`  


---

Updated: 2017-02-14

`\cs_show:N`  $\langle control\ sequence \rangle$   
Displays the definition of the  $\langle control\ sequence \rangle$  on the terminal.

**T<sub>E</sub>Xhackers note:** This is similar to the T<sub>E</sub>X primitive `\show`, wrapped to a fixed number of characters per line.

---

`\cs_log:N`  
`\cs_log:c`  


---

New: 2014-08-22  
Updated: 2017-02-14

`\cs_log:N`  $\langle control\ sequence \rangle$   
Writes the definition of the  $\langle control\ sequence \rangle$  in the log file. See also `\cs_show:N` which displays the result in the terminal.

### 3.7 Converting to and from control sequences

---

`\use:c` ★

`\use:c`  $\{\langle control\ sequence\ name \rangle\}$

Converts the given  $\langle control\ sequence\ name \rangle$  into a single control sequence token. This process requires two expansions. The content for  $\langle control\ sequence\ name \rangle$  may be literal material or from other expandable functions. The  $\langle control\ sequence\ name \rangle$  must, when fully expanded, consist of character tokens which are not active: typically of category code 10 (space), 11 (letter) or 12 (other), or a mixture of these.

As an example of the `\use:c` function, both

`\use:c { a b c }`

and

`\tl_new:N \l_my_tl`  
`\tl_set:Nn \l_my_tl { a b c }`  
`\use:c { \tl_use:N \l_my_tl }`

would be equivalent to

`\abc`

after two expansions of `\use:c`.

---

`\cs_if_exist_use:N` ★  
`\cs_if_exist_use:c` ★  
`\cs_if_exist_use:NTF` ★  
`\cs_if_exist_use:cTF` ★  


---

New: 2012-11-10

`\cs_if_exist_use:N`  $\langle control\ sequence \rangle$   
`\cs_if_exist_use:NNTF`  $\langle control\ sequence \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

Tests whether the  $\langle control\ sequence \rangle$  is currently defined (whether as a function or another control sequence type), and if it is inserts the  $\langle control\ sequence \rangle$  into the input stream followed by the  $\langle true\ code \rangle$ . Otherwise the  $\langle false\ code \rangle$  is used.

---

`\cs:w` ★  
`\cs_end:` ★  


---

`\cs:w`  $\langle control\ sequence\ name \rangle$  `\cs_end:`

Converts the given  $\langle control\ sequence\ name \rangle$  into a single control sequence token. This process requires one expansion. The content for  $\langle control\ sequence\ name \rangle$  may be literal material or from other expandable functions. The  $\langle control\ sequence\ name \rangle$  must, when fully expanded, consist of character tokens which are not active: typically of category code 10 (space), 11 (letter) or 12 (other), or a mixture of these.

**T<sub>E</sub>Xhackers note:** These are the T<sub>E</sub>X primitives `\csname` and `\endcsname`.

As an example of the `\cs:w` and `\cs_end:` functions, both

```
\cs:w a b c \cs_end:
```

and

```
\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { a b c }
\cs:w \tl_use:N \l_my_tl \cs_end:
```

would be equivalent to

```
\abc
```

after one expansion of `\cs:w`.

---

```
\cs_to_str:N ★ \cs_to_str:N <control sequence>
```

---

Converts the given *<control sequence>* into a series of characters with category code 12 (other), except spaces, of category code 10. The result does *not* include the current escape token, contrarily to `\token_to_str:N`. Full expansion of this function requires exactly 2 expansion steps, and so an x-type expansion, or two o-type expansions are required to convert the *<control sequence>* to a sequence of characters in the input stream. In most cases, an f-expansion is correct as well, but this loses a space at the start of the result.

## 4 Using or removing tokens and arguments

Tokens in the input can be read and used or read and discarded. If one or more tokens are wrapped in braces then when absorbing them the outer set is removed. At the same time, the category code of each token is set when the token is read by a function (if it is read more than once, the category code is determined by the situation in force when first function absorbs the token).

---

```
\use:n ★ \use:n {<group1>}
\use:nn ★ \use:nn {<group1>} {<group2>}
\use:nnn ★ \use:nnn {<group1>} {<group2>} {<group3>}
\use:nnnn ★ \use:nnnn {<group1>} {<group2>} {<group3>} {<group4>}
```

---

As illustrated, these functions absorb between one and four arguments, as indicated by the argument specifier. The braces surrounding each argument are removed and the remaining tokens are left in the input stream. The category code of these tokens is also fixed by this process (if it has not already been by some other absorption). All of these functions require only a single expansion to operate, so that one expansion of

```
\use:nn { abc } { { def } }
```

results in the input stream containing

```
abc { def }
```

*i.e.* only the outer braces are removed.

---

<code>\use_i:nn</code>	★	<code>\use_i:nn {\langle arg_1 \rangle} {\langle arg_2 \rangle}</code>
------------------------	---	--

<code>\use_ii:nn</code>	★	These functions absorb two arguments from the input stream. The function <code>\use_i:nn</code> discards the second argument, and leaves the content of the first argument in the input stream. <code>\use_ii:nn</code> discards the first argument and leaves the content of the second argument in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
-------------------------	---	--

---

<code>\use_i:nnn</code>	★	<code>\use_i:nnn {\langle arg_1 \rangle} {\langle arg_2 \rangle} {\langle arg_3 \rangle}</code>
-------------------------	---	---

<code>\use_ii:nnn</code>	★	These functions absorb three arguments from the input stream. The function <code>\use_i:nnn</code> discards the second and third arguments, and leaves the content of the first argument in the input stream. <code>\use_ii:nnn</code> and <code>\use_iii:nnn</code> work similarly, leaving the content of second or third arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
<code>\use_iii:nnn</code>	★	

---

<code>\use_i:nnnn</code>	★	<code>\use_i:nnnn {\langle arg_1 \rangle} {\langle arg_2 \rangle} {\langle arg_3 \rangle} {\langle arg_4 \rangle}</code>
--------------------------	---	--

<code>\use_ii:nnnn</code>	★	These functions absorb four arguments from the input stream. The function <code>\use_i:nnnn</code> discards the second, third and fourth arguments, and leaves the content of the first argument in the input stream. <code>\use_ii:nnnn</code> , <code>\use_iii:nnnn</code> and <code>\use_iv:nnnn</code> work similarly, leaving the content of second, third or fourth arguments in the input stream, respectively. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the functions to take effect.
<code>\use_iii:nnnn</code>	★	
<code>\use_iv:nnnn</code>	★	

---

<code>\use_i_ii:nnn</code>	★	<code>\use_i_ii:nnn {\langle arg_1 \rangle} {\langle arg_2 \rangle} {\langle arg_3 \rangle}</code>
----------------------------	---	--

This function absorbs three arguments and leaves the content of the first and second in the input stream. The category code of these tokens is also fixed (if it has not already been by some other absorption). A single expansion is needed for the function to take effect. An example:

`\use_i_ii:nnn { abc } { { def } } { ghi }`

results in the input stream containing

`abc { def }`

*i.e.* the outer braces are removed and the third group is removed.

---

<code>\use_none:n</code>	★	<code>\use_none:n {\langle group_1 \rangle}</code>
--------------------------	---	--

<code>\use_none:nn</code>	★	These functions absorb between one and nine groups from the input stream, leaving nothing on the resulting input stream. These functions work after a single expansion. One or more of the <code>n</code> arguments may be an unbraced single token ( <i>i.e.</i> an <code>N</code> argument).
<code>\use_none:nnn</code>	★	
<code>\use_none:nnnn</code>	★	
<code>\use_none:nnnnn</code>	★	
<code>\use_none:nnnnnn</code>	★	

<code>\use_none:nnnnnnn</code>	★
--------------------------------	---

<code>\use_none:nnnnnnnn</code>	★
---------------------------------	---

<code>\use_none:nnnnnnnnn</code>	★
----------------------------------	---

---

<code>\use_none:nnnnnnnnnn</code>	★
-----------------------------------	---

---

<code>\use:x</code>	<code>\use:x {⟨expandable tokens⟩}</code>
---------------------	---

---

Updated: 2011-12-31	Fully expands the <i>⟨expandable tokens⟩</i> and inserts the result into the input stream at the current location. Any hash characters (#) in the argument must be doubled.
---------------------	---

---

## 4.1 Selecting tokens from delimited arguments

A different kind of function for selecting tokens from the token stream are those that use delimited arguments.

---

<code>\use_none_delimit_by_q_nil:w</code>	★	<code>\use_none_delimit_by_q_nil:w ⟨balanced text⟩ \q_nil</code>
<code>\use_none_delimit_by_q_stop:w</code>	★	<code>\use_none_delimit_by_q_stop:w ⟨balanced text⟩ \q_stop</code>
<code>\use_none_delimit_by_q_recursion_stop:w</code>	★	<code>\use_none_delimit_by_q_recursion_stop:w ⟨balanced text⟩</code> <code>\q_recursion_stop</code>

---

Absorb the *⟨balanced text⟩* from the input stream delimited by the marker given in the function name, leaving nothing in the input stream.

---

<code>\use_i_delimit_by_q_nil:nw</code>	★	<code>\use_i_delimit_by_q_nil:nw {⟨inserted tokens⟩} ⟨balanced text⟩</code>
<code>\use_i_delimit_by_q_stop:nw</code>	★	<code>\q_nil</code>
<code>\use_i_delimit_by_q_recursion_stop:nw</code>	★	<code>\use_i_delimit_by_q_stop:nw {⟨inserted tokens⟩} ⟨balanced</code> <code>text⟩ \q_stop</code> <code>\use_i_delimit_by_q_recursion_stop:nw {⟨inserted tokens⟩}</code> <code>⟨balanced text⟩ \q_recursion_stop</code>

---

Absorb the *⟨balanced text⟩* from the input stream delimited by the marker given in the function name, leaving *⟨inserted tokens⟩* in the input stream for further processing.

## 5 Predicates and conditionals

L<sup>A</sup>T<sub>E</sub>X3 has three concepts for conditional flow processing:

**Branching conditionals** Functions that carry out a test and then execute, depending on its result, either the code supplied as the *⟨true code⟩* or the *⟨false code⟩*. These arguments are denoted with T and F, respectively. An example would be

`\cs_if_free:cTF {abc} {⟨true code⟩} {⟨false code⟩}`

a function that turns the first argument into a control sequence (since it's marked as c) then checks whether this control sequence is still free and then depending on the result carries out the code in the second argument (true case) or in the third argument (false case).

These type of functions are known as “conditionals”; whenever a TF function is defined it is usually accompanied by T and F functions as well. These are provided for convenience when the branch only needs to go a single way. Package writers are free to choose which types to define but the kernel definitions always provide all three versions.

Important to note is that these branching conditionals with *⟨true code⟩* and/or *⟨false code⟩* are always defined in a way that the code of the chosen alternative can operate on following tokens in the input stream.

These conditional functions may or may not be fully expandable, but if they are expandable they are accompanied by a “predicate” for the same test as described below.



**Predicates** “Predicates” are functions that return a special type of boolean value which can be tested by the boolean expression parser. All functions of this type are expandable and have names that end with `_p` in the description part. For example,

`\cs_if_free_p:N`

would be a predicate function for the same type of test as the conditional described above. It would return “true” if its argument (a single token denoted by `N`) is still free for definition. It would be used in constructions like

```
\bool_if:nTF {
  \cs_if_free_p:N \l_tmpz_tl || \cs_if_free_p:N \g_tmpz_tl
} {\true code} {\false code}
```

For each predicate defined, a “branching conditional” also exists that behaves like a conditional described above.

**Primitive conditionals** There is a third variety of conditional, which is the original concept used in plain  $\text{\TeX}$  and  $\text{\LaTeX 2}_{\epsilon}$ . Their use is discouraged in `expl3` (although still used in low-level definitions) because they are more fragile and in many cases require more expansion control (hence more code) than the two types of conditionals described above.

---

`\c_true_bool`  
`\c_false_bool`

---

Constants that represent `true` and `false`, respectively. Used to implement predicates.

## 5.1 Tests on control sequences

---

`\cs_if_eq_p:NN` ★  
`\cs_if_eq:NNTF` ★

---

`\cs_if_eq_p:NN`  $\langle cs_1 \rangle$   $\langle cs_2 \rangle$   
`\cs_if_eq:NNTF`  $\langle cs_1 \rangle$   $\langle cs_2 \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

Compares the definition of two  $\langle control\ sequences \rangle$  and is logically `true` if they are the same, *i.e.* if they have exactly the same definition when examined with `\cs_show:N`.

---

`\cs_if_exist_p:N` ★  
`\cs_if_exist_p:c` ★  
`\cs_if_exist:NTF` ★  
`\cs_if_exist:cTF` ★

---

`\cs_if_exist_p:N`  $\langle control\ sequence \rangle$   
`\cs_if_exist:NTF`  $\langle control\ sequence \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$   
Tests whether the  $\langle control\ sequence \rangle$  is currently defined (whether as a function or another control sequence type). Any valid definition of  $\langle control\ sequence \rangle$  evaluates as `true`.

---

`\cs_if_free_p:N` ★  
`\cs_if_free_p:c` ★  
`\cs_if_free:NTF` ★  
`\cs_if_free:cTF` ★

---

`\cs_if_free_p:N`  $\langle control\ sequence \rangle$   
`\cs_if_free:NTF`  $\langle control\ sequence \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$   
Tests whether the  $\langle control\ sequence \rangle$  is currently free to be defined. This test is `false` if the  $\langle control\ sequence \rangle$  currently exists (as defined by `\cs_if_exist:N`).

## 5.2 Primitive conditionals

The  $\varepsilon$ -TeX engine itself provides many different conditionals. Some expand whatever comes after them and others don't. Hence the names for these underlying functions often contains a :w part but higher level functions are often available. See for instance `\int_compare_p:nNn` which is a wrapper for `\if_int_compare:w`.

Certain conditionals deal with specific data types like boxes and fonts and are described there. The ones described below are either the universal conditionals or deal with control sequences. We prefix primitive conditionals with `\if_`.

---

<code>\if_true:</code>	★	<code>\if_true: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_false:</code>	★	<code>\if_false: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\else:</code>	★	<code>\reverse_if:N &lt;primitive conditional&gt;</code>
<code>\fi:</code>	★	<code>\if_true:</code> always executes <code>&lt;true code&gt;</code> , while <code>\if_false:</code> always executes <code>&lt;false code&gt;</code> .
<code>\reverse_if:N</code>	★	<code>\reverse_if:N</code> reverses any two-way primitive conditional. <code>\else:</code> and <code>\fi:</code> delimit the branches of the conditional. The function <code>\or:</code> is documented in <code>l3int</code> and used in case switches.

---

**TeXhackers note:** These are equivalent to their corresponding TeX primitive conditionals; `\reverse_if:N` is  $\varepsilon$ -TeX's `\unless`.

---

<code>\if_meaning:w</code>	★	<code>\if_meaning:w &lt;arg<sub>1</sub>&gt; &lt;arg<sub>2</sub>&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
----------------------------	---	---

---

`\if_meaning:w` executes `<true code>` when `<arg1>` and `<arg2>` are the same, otherwise it executes `<false code>`. `<arg1>` and `<arg2>` could be functions, variables, tokens; in all cases the *unexpanded* definitions are compared.

**TeXhackers note:** This is TeX's `\ifx`.

---

<code>\if:w</code>	★	<code>\if:w &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_charcode:w</code>	★	<code>\if_catcode:w &lt;token<sub>1</sub>&gt; &lt;token<sub>2</sub>&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_catcode:w</code>	★	These conditionals expand any following tokens until two unexpandable tokens are left. If you wish to prevent this expansion, prefix the token in question with <code>\exp_not:N</code> . <code>\if_catcode:w</code> tests if the category codes of the two tokens are the same whereas <code>\if:w</code> tests if the character codes are identical. <code>\if_charcode:w</code> is an alternative name for <code>\if:w</code> .

---



---

<code>\if_cs_exist:N</code>	★	<code>\if_cs_exist:N &lt;cs&gt; &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_cs_exist:w</code>	★	<code>\if_cs_exist:w &lt;tokens&gt; \cs_end: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>

---

Check if `<cs>` appears in the hash table or if the control sequence that can be formed from `<tokens>` appears in the hash table. The latter function does not turn the control sequence in question into `\scan_stop:!` This can be useful when dealing with control sequences which cannot be entered as a single token.

---

<code>\if_mode_horizontal:</code>	★	<code>\if_mode_horizontal: &lt;true code&gt; \else: &lt;false code&gt; \fi:</code>
<code>\if_mode_vertical:</code>	★	
<code>\if_mode_math:</code>	★	Execute <code>&lt;true code&gt;</code> if currently in horizontal mode, otherwise execute <code>&lt;false code&gt;</code> . Similar for the other functions.
<code>\if_mode_inner:</code>	★	

---

## 6 Internal kernel functions

<hr/> <code>\__chk_if_free_cs:N</code> <hr/>	<code>\__chk_if_free_cs:N</code> $\langle cs \rangle$
<code>\__chk_if_free_cs:c</code>	This function checks that $\langle cs \rangle$ is free according to the criteria for <code>\cs_if_free_p:N</code> , and if not raises a kernel-level error.
<hr/> <code>\__cs_count_signature:N</code> ★ <hr/>	<code>\__cs_count_signature:N</code> $\langle function \rangle$
<code>\__cs_count_signature:c</code> ★	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle number \rangle$ of tokens in the $\langle signature \rangle$ is then left in the input stream. If there was no $\langle signature \rangle$ then the result is the marker value $-1$ .
<hr/> <code>\__cs_split_function:NN</code> ★ <hr/>	<code>\__cs_split_function:NN</code> $\langle function \rangle$ $\langle processor \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). This information is then placed in the input stream after the $\langle processor \rangle$ function in three parts: the $\langle name \rangle$ , the $\langle signature \rangle$ and a logic token indicating if a colon was found (to differentiate variables from function names). The $\langle name \rangle$ does not include the escape character, and both the $\langle name \rangle$ and $\langle signature \rangle$ are made up of tokens with category code 12 (other). The $\langle processor \rangle$ should be a function with argument specification <code>:nnN</code> (plus any trailing arguments needed).
<hr/> <code>\__cs_get_function_name:N</code> ★ <hr/>	<code>\__cs_get_function_name:N</code> $\langle function \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle name \rangle$ is then left in the input stream without the escape character present made up of tokens with category code 12 (other).
<hr/> <code>\__cs_get_function_signature:N</code> ★ <hr/>	<code>\__cs_get_function_signature:N</code> $\langle function \rangle$
	Splits the $\langle function \rangle$ into the $\langle name \rangle$ ( <i>i.e.</i> the part before the colon) and the $\langle signature \rangle$ ( <i>i.e.</i> after the colon). The $\langle signature \rangle$ is then left in the input stream made up of tokens with category code 12 (other).
<hr/> <code>\__cs_tmp:w</code> <hr/>	Function used for various short-term usages, for instance defining functions whose definition involves tokens which are hard to insert normally (spaces, characters with category other).
<hr/> <code>\__debug:TF</code> <hr/>	<code>\__debug:TF</code> $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
	Runs the $\langle true\ code \rangle$ if debugging is enabled, namely only in L <sup>A</sup> T <sub>E</sub> X 2 <sub>ε</sub> package mode with one of the options <code>check-declarations</code> , <code>enable-debug</code> , or <code>log-functions</code> . Otherwise runs the $\langle false\ code \rangle$ . The T and F variants are not provided for this low-level conditional.
<hr/> <code>\__debug_chk_cs_exist:N</code> <hr/>	<code>\__debug_chk_cs_exist:N</code> $\langle cs \rangle$
<code>\__debug_chk_cs_exist:c</code>	This function is only created if debugging is enabled. It checks that $\langle cs \rangle$ exists according to the criteria for <code>\cs_if_exist_p:N</code> , and if not raises a kernel-level error.

<u><code>\__debug_chk_expr:nNn</code></u>	<code>\__debug_chk_expr:nNn {&lt;expr&gt;} {&lt;eval&gt;} {&lt;convert&gt;} {&lt;caller&gt;}</code>  This function is only created if debugging is enabled. By default it is equivalent to <code>\use_i:nnnn</code> . When expression checking is enabled, it leaves in the input stream the result of <code>\tex_the:D {&lt;eval&gt;} {&lt;expr&gt;} \tex_relax:D</code> after checking that no token was left over. If any token was not taken as part of the expression, there is an error message displaying the result of the evaluation as well as the <code>&lt;caller&gt;</code> . For instance <code>&lt;eval&gt;</code> can be <code>\__int_eval:w</code> and <code>&lt;caller&gt;</code> can be <code>\int_eval:n</code> or <code>\int_set:Nn</code> . The argument <code>&lt;convert&gt;</code> is empty except for mu expressions where it is <code>\etex_mutoglu:D</code> , used for internal purposes.
<u><code>\__debug_chk_var_exist:N</code></u>	<code>\__debug_chk_var_exist:N {&lt;var&gt;}</code>  This function is only created if debugging is enabled. It checks that <code>&lt;var&gt;</code> is defined according to the criteria for <code>\cs_if_exist_p:N</code> , and if not raises a kernel-level error.
<u><code>\__debug_chk_var_scope:NN</code></u>	<code>\__debug_chk_var_scope:NN {&lt;scope&gt;} {&lt;var&gt;}</code>  Checks the <code>&lt;var&gt;</code> has the correct <code>&lt;scope&gt;</code> , and if not raises a kernel-level error. This function is only created if debugging is enabled. The <code>&lt;scope&gt;</code> is a single letter <code>l</code> , <code>g</code> , <code>c</code> denoting local variables, global variables, or constants. More precisely, if the variable name starts with a letter and an underscore (normal <code>expl3</code> convention) the function checks that this single letter matches the <code>&lt;scope&gt;</code> . Otherwise the function cannot know the scope <code>&lt;var&gt;</code> the first time: instead, it defines <code>\__debug_chk_/{&lt;var name&gt;}</code> to store that information for the next call. Thus, if a given <code>&lt;var&gt;</code> is subject to assignments of different scopes a kernel error will result.
<u><code>\__debug_chk_var_local:N</code></u> <u><code>\__debug_chk_var_global:N</code></u>	<code>\__debug_chk_var_local:N {&lt;var&gt;}</code> <code>\__debug_chk_var_global:N {&lt;var&gt;}</code>  Applies <code>\__debug_chk_var_exist:N {&lt;var&gt;}</code> , then <code>\__debug_chk_var_scope:NN {&lt;scope&gt;} {&lt;var&gt;}</code> , where <code>&lt;scope&gt;</code> is <code>l</code> or <code>g</code> .
<u><code>\__debug_log:x</code></u>	<code>\__debug_log:x {&lt;message text&gt;}</code>  If the <code>log-functions</code> option is active, this function writes the <code>&lt;message text&gt;</code> to the log file using <code>\iow_log:x</code> . Otherwise, the <code>&lt;message text&gt;</code> is ignored using <code>\use_none:n</code> . This function is only created if debugging is enabled.
<u><code>\__debug_patch:nnNpnn</code></u>	<code>\__debug_patch:nnNpnn {&lt;before&gt;} {&lt;after&gt;} {&lt;definition&gt;} {&lt;function&gt;} {&lt;parameters&gt;} {&lt;code&gt;}</code>  If debugging is not enabled, this function ignores the <code>&lt;before&gt;</code> and <code>&lt;after&gt;</code> code and performs the <code>&lt;definition&gt;</code> with no patching. Otherwise it replaces <code>&lt;code&gt;</code> by <code>&lt;before&gt; {&lt;code&gt;} {&lt;after&gt;}</code> (which can involve <code>#1</code> and so on) in the <code>&lt;definition&gt;</code> that follows. The <code>&lt;definition&gt;</code> must start with <code>\cs_new:Npn</code> or <code>\cs_set:Npn</code> or <code>\cs_gset:Npn</code> or their <code>_protected</code> counterparts. Other cases can be added as needed.
<u><code>\__debug_patch_conditional:nnNpnn</code></u>	<code>\__debug_patch_conditional:nnNpnn {&lt;before&gt;} {&lt;definition&gt;} {&lt;conditional&gt;} {&lt;parameters&gt;} {&lt;type&gt;} {&lt;code&gt;}</code>  Similar to <code>\__debug_patch:nnNpnn</code> for conditionals, namely <code>&lt;definition&gt;</code> must be <code>\prg_new_conditional:Npnn</code> or its <code>_protected</code> counterpart. There is no <code>&lt;after&gt;</code> code because that would interfere with the action of the conditional.

<hr/>	<hr/>
<code>\__debug_patch_args:nNNpn</code>	<code>\__debug_patch_args:nNNpn {&lt;arguments&gt;}</code>
<code>\__debug_patch_conditional_args:nNNpnn</code>	<code>&lt;definition&gt; &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<hr/>	<hr/>

Like `\__debug_patch:nnNNpn`, this tweaks the following definition, but from the “inside out” (and if debugging is not enabled, the `<arguments>` are ignored). It replaces `#1`, `#2` and so on in the `<code>` of the definition as indicated by the `<arguments>`. More precisely, a temporary function is defined using the `<definition>` with the `<parameters>` and `<code>`, then the result of expanding that function once in front of the `<arguments>` is used instead of the `<code>` when defining the actual function. For instance,

```
\__debug_patch_args:nNNpn { { (#1) } }
\cs_new:Npn \int_eval:n #1
{ \__int_value:w \__int_eval:w #1 \__int_eval_end: }
```

would replace `#1` by `(#1)` in the definition of `\int_eval:n` when debugging is enabled. This fails if the `<code>` contains `##`. The `\__debug_patch_conditional_args:nNNpnn` function is for use before `\prg_new_conditional:Npnn` or its `_protected` counterpart.

<hr/>	<hr/>
<code>\__debug_patch_args:nnnNNpn</code>	<code>\__debug_patch_args:nnnNNpn {&lt;before&gt;} {&lt;after&gt;} {&lt;arguments&gt;}</code>
<code>\__debug_patch_conditional_args:nnnNNpnn</code>	<code>&lt;definition&gt; &lt;function&gt; &lt;parameters&gt; {&lt;code&gt;}</code>
<hr/>	<hr/>

A combination of `\__debug_patch:nnNNpn` and `\__debug_patch_args:nNNpn`.

<hr/>	<hr/>
<code>\_kernel_check_defined:NT</code>	<code>\_kernel_check_defined:NT &lt;variable&gt; {&lt;true code&gt;}</code>
<hr/>	<hr/>

If `<variable>` is not defined (according to `\cs_if_exist:NTF`), this triggers an error, otherwise the `<true code>` is run.

<hr/>	<hr/>
<code>\_kernel_register_show:N</code>	<code>\_kernel_register_show:N &lt;register&gt;</code>
<code>\_kernel_register_show:c</code>	
<hr/>	<hr/>

Used to show the contents of a T<sub>E</sub>X register at the terminal, formatted such that internal parts of the mechanism are not visible.

<hr/>	<hr/>
<code>\_kernel_register_log:N</code>	<code>\_kernel_register_log:N &lt;register&gt;</code>
<code>\_kernel_register_log:c</code>	
<hr/>	<hr/>

Used to write the contents of a T<sub>E</sub>X register to the log file in a form similar to `\__kernel_register_show:N`.

Updated: 2015-08-03

<hr/>	<hr/>
<code>\_prg_case_end:nw ★</code>	<code>\_prg_case_end:nw {&lt;code&gt;} &lt;tokens&gt; \q_mark {&lt;true code&gt;} \q_mark {&lt;false code&gt;} \q_stop</code>
<hr/>	<hr/>

Used to terminate case statements (`\int_case:nnTF`, *etc.*) by removing trailing `<tokens>` and the end marker `\q_stop`, inserting the `<code>` for the successful case (if one is found) and either the `true code` or `false code` for the over all outcome, as appropriate.

## Part V

# The l3expan package

## Argument expansion

This module provides generic methods for expanding T<sub>E</sub>X arguments in a systematic manner. The functions in this module all have prefix `exp`.

Not all possible variations are implemented for every base function. Instead only those that are used within the L<sup>A</sup>T<sub>E</sub>X3 kernel or otherwise seem to be of general interest are implemented. Consult the module description to find out which functions are actually defined. The next section explains how to define missing variants.

## 1 Defining new variants

The definition of variant forms for base functions may be necessary when writing new functions or when applying a kernel function in a situation that we haven't thought of before.

Internally preprocessing of arguments is done with functions from the `\exp_` module. They all look alike, an example would be `\exp_args:NNo`. This function has three arguments, the first and the second are a single tokens, while the third argument should be given in braces. Applying `\exp_args:NNo` expands the content of third argument once before any expansion of the first and second arguments. If `\seq_gpush:No` was not defined it could be coded in the following way:

```
\exp_args:NNo \seq_gpush:Nn
  \g_file_name_stack
  { \l_tmpa_tl }
```

In other words, the first argument to `\exp_args:NNo` is the base function and the other arguments are preprocessed and then passed to this base function. In the example the first argument to the base function should be a single token which is left unchanged while the second argument is expanded once. From this example we can also see how the variants are defined. They just expand into the appropriate `\exp_` function followed by the desired base function, *e.g.*

```
\cs_generate_variant:Nn \seq_gpush:Nn { No }
```

results in the definition of `\seq_gpush:No`

```
\cs_new:Npn \seq_gpush:No { \exp_args:NNo \seq_gpush:Nn }
```

Providing variants in this way in style files is safe as the `\cs_generate_variant:Nn` function will only create new definitions if there is not already one available. Therefore adding such definition to later releases of the kernel will not make such style files obsolete.

The steps above may be automated by using the function `\cs_generate_variant:Nn`, described next.

## 2 Methods for defining variants

We recall the set of available argument specifiers.

- `N` is used for single-token arguments while `c` constructs a control sequence from its name and passes it to a parent function as an `N`-type argument.
- Many argument types extract or expand some tokens and provide it as an `n`-type argument, namely a braced multiple-token argument: `V` extracts the value of a variable, `v` extracts the value from the name of a variable, `n` uses the argument as it is, `o` expands once, `f` expands fully the first token, `x` expands fully all tokens at the price of being non-expandable.
- A few odd argument types remain: `T` and `F` for conditional processing, otherwise identical to `n`-type arguments, `p` for the parameter text in definitions, `w` for arguments with a specific syntax, and `D` to denote primitives that should not be used directly.

---

`\cs_generate_variant:Nn`Updated: 2017-11-28

---

`\cs_generate_variant:Nn <parent control sequence> {<variant argument specifiers>}`

This function is used to define argument-specifier variants of the *<parent control sequence>* for L<sup>A</sup>T<sub>E</sub>X3 code-level macros. The *<parent control sequence>* is first separated into the *<base name>* and *<original argument specifier>*. The comma-separated list of *<variant argument specifiers>* is then used to define variants of the *<original argument specifier>* if these are not already defined. For each *<variant>* given, a function is created that expands its arguments as detailed and passes them to the *<parent control sequence>*. So for example

```
\cs_set:Npn \foo:Nn #1#2 { code here }
\cs_generate_variant:Nn \foo:Nn { c }
```

creates a new function `\foo:cn` which expands its first argument into a control sequence name and passes the result to `\foo:Nn`. Similarly

```
\cs_generate_variant:Nn \foo:Nn { NV , cV }
```

generates the functions `\foo:NV` and `\foo:cV` in the same way. The `\cs_generate_variant:Nn` function can only be applied if the *<parent control sequence>* is already defined. If the *<parent control sequence>* is protected or if the *<variant>* involves *x* arguments, then the *<variant control sequence>* is also protected. The *<variant>* is created globally, as is any `\exp_args:N<variant>` function needed to carry out the expansion.

Only *n* and *N* arguments can be changed to other types. The only allowed changes are

- *c* variant of an *N* parent;
- *o*, *V*, *v*, *f*, or *x* variant of an *n* parent;
- *N*, *n*, *T*, *F*, or *p* argument unchanged.

This means the *<parent>* of a *<variant>* form is always unambiguous, even in cases where both an *n*-type parent and an *N*-type parent exist, such as for `\tl_count:n` and `\tl_count:N`.

For backward compatibility it is currently possible to make *n*, *o*, *V*, *v*, *f*, or *x*-type variants of an *N*-type argument or *N* or *c*-type variants of an *n*-type argument. Both are deprecated. The first because passing more than one token to an *N*-type argument will typically break the parent function's code. The second because programmers who use that most often want to access the value of a variable given its name, hence should use a *V*-type or *v*-type variant instead of *c*-type. In those cases, using the lower-level `\exp_args:No` or `\exp_args:Nc` functions explicitly is preferred to defining confusing variants.

### 3 Introducing the variants

It is usually best to follow the following guidelines when defining new functions that are supposed to come with variant forms.

- Arguments that need full expansion (*i.e.*, are denoted with *x*) should be avoided if possible as they can not be processed expandably, *i.e.*, functions of this type cannot work correctly in arguments that are themselves subject to *x* expansion.



When speed is essential (for functions that do very little work and are used numerous times in a document) the following applies because internal functions for argument expansion come in two flavours, some faster than others.

- Arguments that might need expansion should come first in the list of arguments.
- Arguments that should consist of single tokens `N`, `c`, `V`, or `v` should come first among these.
- Arguments that appear after the first multi-token argument `n`, `f` or `o` require slightly slower special processing to be expanded. Therefore it is best to use the optimized functions, namely those that contain only `N`, `c`, `V`, and `v`, and, in the last position, `o`, `f`, with possible trailing `N` or `n` or `T` or `F`, which are not expanded.

The `V` type returns the value of a register, which can be one of `tl`, `clist`, `int`, `skip`, `dim`, `muskip`, or built-in `TEX` registers. The `v` type is the same except it first creates a control sequence out of its argument before returning the value.

In general, the programmer should not need to be concerned with expansion control. When simply using the content of a variable, functions with a `V` specifier should be used. For those referred to by `(cs)name`, the `v` specifier is available for the same purpose. Only when specific expansion steps are needed, such as when using delimited arguments, should the lower-level functions with `o` specifiers be employed.

The `f` type is so special that it deserves an example. It is typically used in contexts where only expandable commands are allowed. Then `x`-expansion cannot be used, and `f`-expansion provides an alternative that expands as much as can be done in such contexts. For instance, say that we want to evaluate the integer expression `3+4` and pass the result `7` as an argument to an expandable function `\example:n`. For this, one should define a variant using `\cs_generate_variant:Nn \example:n { f }`, then do

```
\example:f { \int_eval:n { 3 + 4 } }
```

Note that `x`-expansion would also expand `\int_eval:n` fully to its result `7`, but the variant `\example:x` cannot be expandable. Note also that `o`-expansion would not expand `\int_eval:n` fully to its result since that function requires several expansions. Besides the fact that `x`-expansion is protected rather than expandable, another difference between `f`-expansion and `x`-expansion is that `f`-expansion expands tokens from the beginning and stops as soon as a non-expandable token is encountered, while `x`-expansion continues expanding further tokens. Thus, for instance

```
\example:f { \int_eval:n { 1 + 2 } , \int_eval:n { 3 + 4 } }
```

results in the call `\example:n { 3 , \int_eval:n { 3 + 4 } }` while using `\example:x` instead results in `\example:n { 3 , 7 }` at the cost of being protected. If you use this type of expansion in conditional processing then you should stick to using `TF` type functions only as the expansion does not finish any `\if... \fi`: itself!

It is important to note that both `f`- and `o`-type expansion are concerned with the expansion of tokens from left to right in their arguments. In particular, `o`-type expansion applies to the first *token* in the argument it receives: it is conceptually similar to

```
\exp_after:wN <base function> \exp_after:wN { <argument> }
```

At the same time, `f`-type expansion stops at the *first* non-expandable token. This means for example that both

`\tl_set:No \l_tmpa_tl { { \g_tmpb_tl } }`

and

`\tl_set:Nf \l_tmpa_tl { { \g_tmpb_tl } }`

leave `\g_tmpb_tl` unchanged: `{` is the first token in the argument and is non-expandable.

## 4 Manipulating the first argument

These functions are described in detail: expansion of multiple tokens follows the same rules but is described in a shorter fashion.

---

`\exp_args:Nc` ★  
`\exp_args:cc` ★

---

`\exp_args:Nc`  $\langle function \rangle$   $\{\langle tokens \rangle\}$

This function absorbs two arguments (the  $\langle function \rangle$  name and the  $\langle tokens \rangle$ ). The  $\langle tokens \rangle$  are expanded until only characters remain, and are then turned into a control sequence. (An internal error occurs if non-characters remain, as the conversion is not possible.) The result is inserted into the input stream *after* reinsertion of the  $\langle function \rangle$ . Thus the  $\langle function \rangle$  may take more than one argument: all others are left unchanged.

The `:cc` variant constructs the  $\langle function \rangle$  name in the same manner as described for the  $\langle tokens \rangle$ .

---

`\exp_args:No` ★

---

`\exp_args:No`  $\langle function \rangle$   $\{\langle tokens \rangle\}$  ...

This function absorbs two arguments (the  $\langle function \rangle$  name and the  $\langle tokens \rangle$ ). The  $\langle tokens \rangle$  are expanded once, and the result is inserted in braces into the input stream *after* reinsertion of the  $\langle function \rangle$ . Thus the  $\langle function \rangle$  may take more than one argument: all others are left unchanged.

---

`\exp_args:Nv` ★

---

`\exp_args:Nv`  $\langle function \rangle$   $\langle variable \rangle$

This function absorbs two arguments (the names of the  $\langle function \rangle$  and the  $\langle variable \rangle$ ). The content of the  $\langle variable \rangle$  are recovered and placed inside braces into the input stream *after* reinsertion of the  $\langle function \rangle$ . Thus the  $\langle function \rangle$  may take more than one argument: all others are left unchanged.

---

`\exp_args:Nv` ★

---

`\exp_args:Nv`  $\langle function \rangle$   $\{\langle tokens \rangle\}$

This function absorbs two arguments (the  $\langle function \rangle$  name and the  $\langle tokens \rangle$ ). The  $\langle tokens \rangle$  are expanded until only characters remain, and are then turned into a control sequence. (An internal error occurs if non-characters remain, as the conversion is not possible.) This control sequence should be the name of a  $\langle variable \rangle$ . The content of the  $\langle variable \rangle$  are recovered and placed inside braces into the input stream *after* reinsertion of the  $\langle function \rangle$ . Thus the  $\langle function \rangle$  may take more than one argument: all others are left unchanged.

---

`\exp_args:Nf` ★

---

`\exp_args:Nf`  $\langle function \rangle$   $\{\langle tokens \rangle\}$

This function absorbs two arguments (the  $\langle function \rangle$  name and the  $\langle tokens \rangle$ ). The  $\langle tokens \rangle$  are fully expanded until the first non-expandable token is found (if that is a space it is removed), and the result is inserted in braces into the input stream *after* reinsertion of the  $\langle function \rangle$ . Thus the  $\langle function \rangle$  may take more than one argument: all others are left unchanged.

---

<code>\exp_args:Nx</code>	<code>\exp_args:Nx &lt;function&gt; {\tokens}</code>
---------------------------	--

---

This function absorbs two arguments (the *<function>* name and the *<tokens>*) and exhaustively expands the *<tokens>*. The result is inserted in braces into the input stream *after* reinsertion of the *<function>*. Thus the *<function>* may take more than one argument: all others are left unchanged.

## 5 Manipulating two arguments

---

<code>\exp_args:NNc</code> *	<code>\exp_args:NNc &lt;token<sub>12</sub></code>
------------------------------	---

---

These optimized functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments.

<code>\exp_args:Ncc</code> *
<code>\exp_args:Nco</code> *
<code>\exp_args:NcV</code> *
<code>\exp_args:Ncv</code> *
<code>\exp_args:Ncf</code> *
<code>\exp_args:NVV</code> *

---



---

<code>\exp_args:Nnc</code> *	<code>\exp_args:Nno &lt;token&gt; {\tokens<sub>1</sub>} {\tokens<sub>2</sub>}</code>
------------------------------	--

---

These functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments. These functions need slower processing.

<code>\exp_args:Noo</code> *
<code>\exp_args:Nof</code> *
<code>\exp_args:NVo</code> *
<code>\exp_args:Nfo</code> *
<code>\exp_args:Nff</code> *

---

Updated: 2012-01-14

---



---

<code>\exp_args:NNx</code>	<code>\exp_args:NNx &lt;token<sub>12</sub></code>
----------------------------	---

---

These functions absorb three arguments and expand the second and third as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments. These functions are not expandable due to their x-type argument.

<code>\exp_args:Ncx</code>
<code>\exp_args:Nnx</code>
<code>\exp_args:Nox</code>
<code>\exp_args:Nxo</code>
<code>\exp_args:Nxx</code>

---

## 6 Manipulating three arguments

---

<code>\exp_args:NNNo</code> *	<code>\exp_args:NNNo &lt;token<sub>123</sub></code>
-------------------------------	---

---

These optimized functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, *etc.*

<code>\exp_args:NNNV</code> *
<code>\exp_args:Nccc</code> *
<code>\exp_args:NcNc</code> *
<code>\exp_args:NcNo</code> *
<code>\exp_args:Ncco</code> *

---

---

<code>\exp_args:NNcf</code>	★	<code>\exp_args:NNoo</code>	$\langle token_1 \rangle \langle token_2 \rangle \{\langle token_3 \rangle\} \{\langle tokens \rangle\}$
<code>\exp_args:NNno</code>	★	These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, <i>etc.</i> These functions need slower processing.	
<code>\exp_args:NNnV</code>	★		
<code>\exp_args:NNoo</code>	★		
<code>\exp_args:NNVV</code>	★		
<code>\exp_args:Ncno</code>	★		
<code>\exp_args:NcnV</code>	★		
<code>\exp_args:Ncoo</code>	★		
<code>\exp_args:NcVV</code>	★		
<code>\exp_args:Nnnc</code>	★		
<code>\exp_args:Nnno</code>	★		
<code>\exp_args:Nnnf</code>	★		
<code>\exp_args:Nnff</code>	★		
<code>\exp_args:Nooo</code>	★		
<code>\exp_args:Noof</code>	★		
<code>\exp_args:Nffo</code>	★		

---



---

<code>\exp_args:NNNx</code>		<code>\exp_args:NNnx</code>	$\langle token_1 \rangle \langle token_2 \rangle \{\langle tokens_1 \rangle\} \{\langle tokens_2 \rangle\}$
<code>\exp_args:NNnx</code>		These functions absorb four arguments and expand the second, third and fourth as detailed by their argument specifier. The first argument of the function is then the next item on the input stream, followed by the expansion of the second argument, <i>etc.</i>	
<code>\exp_args:NNox</code>			
<code>\exp_args:Nccx</code>			
<code>\exp_args:Ncnx</code>			
<code>\exp_args:NNnx</code>			
<code>\exp_args:Nnox</code>			
<code>\exp_args:Noox</code>			

---

New: 2015-08-12

---

## 7 Unbraced expansion

---

<code>\exp_last_unbraced:No</code>	★	<code>\exp_last_unbraced:Nno</code>	$\langle token \rangle \{\langle tokens_1 \rangle\} \{\langle tokens_2 \rangle\}$
<code>\exp_last_unbraced:(NV Nv Nf)</code>	★		
<code>\exp_last_unbraced:NNno</code>	★		
<code>\exp_last_unbraced:(NNV Nco NcV)</code>	★		
<code>\exp_last_unbraced:Nno</code>	★		
<code>\exp_last_unbraced:(Noo Nfo)</code>	★		
<code>\exp_last_unbraced:NNno</code>	★		
<code>\exp_last_unbraced:NNNV</code>	★		
<code>\exp_last_unbraced:NnNo</code>	★		
<code>\exp_last_unbraced:NNNno</code>	★		

---

Updated: 2012-02-12

---

These functions absorb the number of arguments given by their specification, carry out the expansion indicated and leave the results in the input stream, with the last argument not surrounded by the usual braces. Of these, the `:Nno`, `:Noo`, `:Nfo` and `:NnNo` variants need slower processing.

**T<sub>E</sub>Xhackers note:** As an optimization, the last argument is unbraced by some of those functions before expansion. This can cause problems if the argument is empty: for instance, `\exp_last_unbraced:Nf \foo_bar:w { } \q_stop` leads to an infinite loop, as the quark is `f`-expanded.

---

`\exp_last_unbraced:Nx`    `\exp_last_unbraced:Nx <function> {\tokens}`

---

This function fully expands the `<tokens>` and leaves the result in the input stream after reinsertion of the `<function>`. This function is not expandable.

---

`\exp_last_two_unbraced:Noo` ★    `\exp_last_two_unbraced:Noo <token> {\tokens1} {\tokens2}`

---

This function absorbs three arguments and expands the second and third once. The first argument of the function is then the next item on the input stream, followed by the expansion of the second and third arguments, which are not wrapped in braces. This function needs special (slower) processing.

---

`\exp_after:wN` ★    `\exp_after:wN <token12`

---

Carries out a single expansion of `<token2 (which may consume arguments) prior to the expansion of <token1. If <token2 has no expansion (for example, if it is a character) then it is left unchanged. It is important to notice that <token1 may be any single token, including group-opening and -closing tokens ({ or } assuming normal  $\text{\TeX}$  category codes). Unless specifically required this should be avoided: expansion should be carried out using an appropriate argument specifier variant or the appropriate \exp_arg:N function.`

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  primitive `\expandafter` renamed.

## 8 Preventing expansion

Despite the fact that the following functions are all about preventing expansion, they're designed to be used in an expandable context and hence are all marked as being 'expandable' since they themselves disappear after the expansion has completed.

---

`\exp_not:N` ★    `\exp_not:N <token>`

---

Prevents expansion of the `<token>` in a context where it would otherwise be expanded, for example an `x`-type argument or the first token in an `o` or `f` argument.

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  `\noexpand` primitive. It only prevents expansion. At the beginning of an `f`-type argument, a space `<token>` is removed despite `\exp_not:N`. In an `x`-expanding definition (`\cs_new:Npx`) a macro parameter `<token>` (normally `#`) denotes an argument despite `\exp_not:N` (see `\exp_not:n`).

---

`\exp_not:c` ★    `\exp_not:c {\tokens}`

---

Expands the `<tokens>` until only characters remain, and then converts this into a control sequence. (An internal error occurs if non-characters remain, as the conversion is not possible.) Further expansion of this control sequence is then inhibited using `\exp_not:N`.

<hr/> <code>\exp_not:n</code> ★ <hr/>	<code>\exp_not:n {⟨tokens⟩}</code>
	Prevents expansion of the <i>⟨tokens⟩</i> in an <i>x</i> -type argument. In other cases (input stream or <i>o</i> or <i>f</i> arguments) the <i>⟨tokens⟩</i> continue being expanded.
	<b>T<sub>E</sub>Xhackers note:</b> This is the $\varepsilon$ -T <sub>E</sub> X <code>\unexpanded</code> primitive. Hence its argument <i>must</i> be surrounded by braces. In an <i>x</i> -expanding definition ( <code>\cs_new:Npx</code> ), <code>\exp_not:n {#}</code> inserts a macro parameter character in the replacement text.
<hr/> <code>\exp_not:o</code> ★ <hr/>	<code>\exp_not:o {⟨tokens⟩}</code>
	Expands the <i>⟨tokens⟩</i> once, then prevents any further expansion in <i>x</i> -type arguments using <code>\exp_not:n</code> .
<hr/> <code>\exp_not:V</code> ★ <hr/>	<code>\exp_not:V ⟨variable⟩</code>
	Recovers the content of the <i>⟨variable⟩</i> , then prevents expansion of this material in <i>x</i> -type arguments using <code>\exp_not:n</code> .
<hr/> <code>\exp_not:v</code> ★ <hr/>	<code>\exp_not:v {⟨tokens⟩}</code>
	Expands the <i>⟨tokens⟩</i> until only characters remains, and then converts this into a control sequence which should be a <i>⟨variable⟩</i> name. (An internal error occurs if non-characters remain, as the conversion is not possible.) The content of the <i>⟨variable⟩</i> is recovered, and further expansion in <i>x</i> -type arguments is prevented using <code>\exp_not:n</code> .
<hr/> <code>\exp_not:f</code> ★ <hr/>	<code>\exp_not:f {⟨tokens⟩}</code>
	Expands <i>⟨tokens⟩</i> fully until the first unexpandable token is found (if it is a space it is removed). Expansion then stops, and the result of the expansion (including any tokens which were not expanded) is protected from further expansion in <i>x</i> -type arguments using <code>\exp_not:n</code> .
<hr/> <code>\exp_stop_f:</code> ★ <hr/>	<code>\foo_bar:f { ⟨tokens⟩ \exp_stop_f: ⟨more tokens⟩ }</code>
<hr/> Updated: 2011-06-03 <hr/>	This function terminates an <i>f</i> -type expansion. Thus if a function <code>\foo_bar:f</code> starts an <i>f</i> -type expansion and all of <i>⟨tokens⟩</i> are expandable <code>\exp_stop_f:</code> terminates the expansion of tokens even if <i>⟨more tokens⟩</i> are also expandable. The function itself is an implicit space token. Inside an <i>x</i> -type expansion, it retains its form, but when typeset it produces the underlying space (␣).

## 9 Controlled expansion

The `expl3` language makes all efforts to hide the complexity of T<sub>E</sub>X expansion from the programmer by providing concepts that evaluate/expand arguments of functions prior to calling the “base” functions. Thus, instead of using many `\expandafter` calls and other trickery it is usually a matter of choosing the right variant of a function to achieve a desired result.

Of course, deep down T<sub>E</sub>X is using expansion as always and there are cases where a programmer needs to control that expansion directly; typical situations are basic data manipulation tools. This section documents the functions for that level. These commands are used throughout the kernel code, but we hope that outside the kernel there will be

little need to resort to them. Instead the argument manipulation methods document above should usually be sufficient.

While `\exp_after:wN` expands one token (out of order) it is sometimes necessary to expand several tokens in one go. The next set of commands provide this functionality. Be aware that it is absolutely required that the programmer has full control over the tokens to be expanded, i.e., it is not possible to use these functions to expand unknown input as part of *expandable-tokens* as that will break badly if unexpandable tokens are encountered in that place!

<code>\exp:w</code>	★	<code>\exp:w &lt;expandable-tokens&gt; \exp_end:</code>
<code>\exp_end:</code>	★	Expands <i>&lt;expandable-tokens&gt;</i> until reaching <code>\exp_end:</code> at which point expansion stops.
New: 2015-08-23		The full expansion of <i>&lt;expandable-tokens&gt;</i> has to be empty. If any token in <i>&lt;expandable-tokens&gt;</i> or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result <code>\exp_end:</code> will be misinterpreted later on. <sup>2</sup>
		In typical use cases the <code>\exp_end:</code> is hidden somewhere in the replacement text of <i>&lt;expandable-tokens&gt;</i> rather than being on the same expansion level than <code>\exp:w</code> , e.g., you may see code such as

```
\exp:w \@@_case:NnTF #1 {#2} { } { }
```

where somewhere during the expansion of `\@@_case:NnTF` the `\exp_end:` gets generated.

---

<sup>2</sup>Due to the implementation you might get the character in position 0 in the current font (typically “”) in the output without any error message!

---

<code>\exp:w</code>	★
<code>\exp_end_continue_f:w</code>	★
New: 2015-08-23	

---

`\exp:w <expandable-tokens> \exp_end_continue_f:w <further-tokens>`

Expands `<expandable-tokens>` until reaching `\exp_end_continue_f:w` at which point expansion continues as an f-type expansion expanding `<further-tokens>` until an unexpandable token is encountered (or the f-type expansion is explicitly terminated by `\exp_stop_f:`). As with all f-type expansions a space ending the expansion gets removed.

The full expansion of `<expandable-tokens>` has to be empty. If any token in `<expandable-tokens>` or any token generated by expanding the tokens therein is not expandable the expansion will end prematurely and as a result `\exp_end_continue_f:w` will be misinterpreted later on.<sup>3</sup>

In typical use cases `<expandable-tokens>` contains no tokens at all, e.g., you will see code such as

```
\exp_after:wN { \exp:w \exp_end_continue_f:w #2 }
```

where the `\exp_after:wN` triggers an f-expansion of the tokens in #2. For technical reasons this has to happen using two tokens (if they would be hidden inside another command `\exp_after:wN` would only expand the command but not trigger any additional f-expansion).

You might wonder why there are two different approaches available, after all the effect of

```
\exp:w <expandable-tokens> \exp_end:
```

can be alternatively achieved through an f-type expansion by using `\exp_stop_f:`, i.e.

```
\exp:w \exp_end_continue_f:w <expandable-tokens> \exp_stop_f:
```

The reason is simply that the first approach is slightly faster (one less token to parse and less expansion internally) so in places where such performance really matters and where we want to explicitly stop the expansion at a defined point the first form is preferable.

---

<code>\exp:w</code>	★
<code>\exp_end_continue_f:nw</code>	★
New: 2015-08-23	

---

`\exp:w <expandable-tokens> \exp_end_continue_f:nw <further-tokens>`

The difference to `\exp_end_continue_f:w` is that we first we pick up an argument which is then returned to the input stream. If `<further-tokens>` starts with space tokens then these space tokens are removed while searching for the argument. If it starts with a brace group then the braces are removed. Thus such spaces or braces will not terminate the f-type expansion.

## 10 Internal functions and variables

---

`\l__exp_internal_tl`

---

The `\exp_` module has its private variable to temporarily store the result of x-type argument expansion. This is done to avoid interference with other functions using temporary variables.

---

<sup>3</sup>In this particular case you may get a character into the output as well as an error message.



---

```

\::n \cs_set:Npn \exp_args:Ncof { \::c \::o \::f \::: }
\::N
\::p Internal forms for the base expansion types. These names do not conform to the general
\::c LATEX3 approach as this makes them more readily visible in the log and so forth.
\::o
\::f
\::x
\::v
\::V
\:::

```

---

## Part VI

# The l3tl package

## Token lists

T<sub>E</sub>X works with tokens, and L<sup>A</sup>T<sub>E</sub>X3 therefore provides a number of functions to deal with lists of tokens. Token lists may be present directly in the argument to a function:

```
\foo:n { a collection of \tokens }
```

or may be stored in a so-called “token list variable”, which have the suffix `tl`: a token list variable can also be used as the argument to a function, for example

```
\foo:N \l_some_tl
```

In both cases, functions are available to test and manipulate the lists of tokens, and these have the module prefix `tl`. In many cases, functions which can be applied to token list variables are paired with similar functions for application to explicit lists of tokens: the two “views” of a token list are therefore collected together here.

A token list (explicit, or stored in a variable) can be seen either as a list of “items”, or a list of “tokens”. An item is whatever `\use:n` would grab as its argument: a single non-space token or a brace group, with optional leading explicit space characters (each item is thus itself a token list). A token is either a normal `N` argument, or `␣`, `{`, or `}` (assuming normal T<sub>E</sub>X category codes). Thus for example

```
{ Hello } ~ world
```

contains six items (Hello, w, o, r, l and d), but thirteen tokens (`{`, H, e, l, l, o, `}`, `␣`, w, o, r, l and d). Functions which act on items are often faster than their analogue acting directly on tokens.

## 1 Creating and initialising token list variables

---

```
\tl_new:N \tl_new:N <tl var>
```

---

```
\tl_new:c
```

Creates a new `<tl var>` or raises an error if the name is already taken. The declaration is global. The `<tl var>` is initially empty.

---

```
\tl_const:Nn \tl_const:Nn <tl var> {<token list>}
```

---

```
\tl_const:(Nx|cn|cx)
```

Creates a new constant `<tl var>` or raises an error if the name is already taken. The value of the `<tl var>` is set globally to the `<token list>`.

---

```
\tl_clear:N \tl_clear:N <tl var>
```

---

```
\tl_clear:c
```

```
\tl_gclear:N
```

```
\tl_gclear:c
```

---

Clears all entries from the `<tl var>`.

<hr/>	
<code>\tl_clear_new:N</code>	<code>\tl_clear_new:N &lt;tl var&gt;</code>
<code>\tl_clear_new:c</code>	
<code>\tl_gclear_new:N</code>	Ensures that the $\langle tl\ var \rangle$ exists globally by applying <code>\tl_new:N</code> if necessary, then applies
<code>\tl_gclear_new:c</code>	<code>\tl_(g)clear:N</code> to leave the $\langle tl\ var \rangle$ empty.
<hr/>	
<code>\tl_set_eq:NN</code>	<code>\tl_set_eq:NN &lt;tl var<sub>1</sub>&gt; &lt;tl var<sub>2</sub>&gt;</code>
<code>\tl_set_eq:(cN Nc cc)</code>	Sets the content of $\langle tl\ var_1 \rangle$ equal to that of $\langle tl\ var_2 \rangle$ .
<code>\tl_gset_eq:NN</code>	
<code>\tl_gset_eq:(cN Nc cc)</code>	
<hr/>	
<code>\tl_concat:NNN</code>	<code>\tl_concat:NNN &lt;tl var<sub>1</sub>&gt; &lt;tl var<sub>2</sub>&gt; &lt;tl var<sub>3</sub>&gt;</code>
<code>\tl_concat:ccc</code>	
<code>\tl_gconcat:NNN</code>	Concatenates the content of $\langle tl\ var_2 \rangle$ and $\langle tl\ var_3 \rangle$ together and saves the result in
<code>\tl_gconcat:ccc</code>	$\langle tl\ var_1 \rangle$ . The $\langle tl\ var_2 \rangle$ is placed at the left side of the new token list.
<hr/>	
New: 2012-05-18	
<hr/>	
<code>\tl_if_exist_p:N *</code>	<code>\tl_if_exist_p:N &lt;tl var&gt;</code>
<code>\tl_if_exist_p:c *</code>	<code>\tl_if_exist:NTF &lt;tl var&gt; {\true code} {\false code}</code>
<code>\tl_if_exist:NTF *</code>	
<code>\tl_if_exist:cTF *</code>	Tests whether the $\langle tl\ var \rangle$ is currently defined. This does not check that the $\langle tl\ var \rangle$ really is a token list variable.
<hr/>	
New: 2012-03-03	

## 2 Adding data to token list variables

<hr/>	
<code>\tl_set:Nn</code>	<code>\tl_set:Nn &lt;tl var&gt; {\tokens}</code>
<code>\tl_set:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	
<code>\tl_gset:Nn</code>	
<code>\tl_gset:(NV Nv No Nf Nx cn cV cv co cf cx)</code>	
<hr/>	
Sets $\langle tl\ var \rangle$ to contain $\langle tokens \rangle$ , removing any previous content from the variable.	
<hr/>	
<code>\tl_put_left:Nn</code>	<code>\tl_put_left:Nn &lt;tl var&gt; {\tokens}</code>
<code>\tl_put_left:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_left:Nn</code>	
<code>\tl_gput_left:(NV No Nx cn cV co cx)</code>	
<hr/>	
Appends $\langle tokens \rangle$ to the left side of the current content of $\langle tl\ var \rangle$ .	
<hr/>	
<code>\tl_put_right:Nn</code>	<code>\tl_put_right:Nn &lt;tl var&gt; {\tokens}</code>
<code>\tl_put_right:(NV No Nx cn cV co cx)</code>	
<code>\tl_gput_right:Nn</code>	
<code>\tl_gput_right:(NV No Nx cn cV co cx)</code>	
<hr/>	
Appends $\langle tokens \rangle$ to the right side of the current content of $\langle tl\ var \rangle$ .	

### 3 Modifying token list variables

---

```
\tl_replace_once:Nnn
\tl_replace_once:cnn
\tl_greplace_once:Nnn
\tl_greplace_once:cnn
```

---

Updated: 2011-08-11

---

```
\tl_replace_once:Nnn <tl var> {{<old tokens>}} {{<new tokens>}}
```

Replaces the first (leftmost) occurrence of *<old tokens>* in the *<tl var>* with *<new tokens>*. *<Old tokens>* cannot contain `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

---

```
\tl_replace_all:Nnn
\tl_replace_all:cnn
\tl_greplace_all:Nnn
\tl_greplace_all:cnn
```

---

Updated: 2011-08-11

---

```
\tl_replace_all:Nnn <tl var> {{<old tokens>}} {{<new tokens>}}
```

Replaces all occurrences of *<old tokens>* in the *<tl var>* with *<new tokens>*. *<Old tokens>* cannot contain `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). As this function operates from left to right, the pattern *<old tokens>* may remain after the replacement (see `\tl_remove_all:Nn` for an example).

---

```
\tl_remove_once:Nn
\tl_remove_once:cn
\tl_gremove_once:Nn
\tl_gremove_once:cn
```

---

Updated: 2011-08-11

---

```
\tl_remove_once:Nn <tl var> {{<tokens>}}
```

Removes the first (leftmost) occurrence of *<tokens>* from the *<tl var>*. *<Tokens>* cannot contain `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

---

```
\tl_remove_all:Nn
\tl_remove_all:cn
\tl_gremove_all:Nn
\tl_gremove_all:cn
```

---

Updated: 2011-08-11

---

```
\tl_remove_all:Nn <tl var> {{<tokens>}}
```

Removes all occurrences of *<tokens>* from the *<tl var>*. *<Tokens>* cannot contain `{`, `}` or `#` (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6). As this function operates from left to right, the pattern *<tokens>* may remain after the removal, for instance,

```
\tl_set:Nn \l_tmpa_tl {abbccd} \tl_remove_all:Nn \l_tmpa_tl {bc}
```

results in `\l_tmpa_tl` containing `abcd`.

### 4 Reassigning token list category codes

These functions allow the rescanning of tokens: re-apply T<sub>E</sub>X's tokenization process to apply category codes different from those in force when the tokens were absorbed. Whilst this functionality is supported, it is often preferable to find alternative approaches to achieving outcomes rather than rescanning tokens (for example construction of token lists token-by-token with intervening category code changes).

---

<code>\tl_set_rescan:Nnn</code>	<code>\tl_set_rescan:Nnn &lt;tl var&gt; {&lt;setup&gt;} {&lt;tokens&gt;}</code>
<code>\tl_set_rescan:(Nno Nnx cnn cno cnx)</code>	
<code>\tl_gset_rescan:Nnn</code>	
<code>\tl_gset_rescan:(Nno Nnx cnn cno cnx)</code>	

---

Updated: 2015-08-11

Sets `<tl var>` to contain `<tokens>`, applying the category code régime specified in the `<setup>` before carrying out the assignment. (Category codes applied to tokens not explicitly covered by the `<setup>` are those in force at the point of use of `\tl_set_rescan:Nnn`.) This allows the `<tl var>` to contain material with category codes other than those that apply when `<tokens>` are absorbed. The `<setup>` is run within a group and may contain any valid input, although only changes in category codes are relevant. See also `\tl_rescan:nn`.

**TeXhackers note:** The `<tokens>` are first turned into a string (using `\tl_to_str:n`). If the string contains one or more characters with character code `\newlinechar` (set equal to `\endlinechar` unless that is equal to 32, before the user `<setup>`), then it is split into lines at these characters, then read as if reading multiple lines from a file, ignoring spaces (catcode 10) at the beginning and spaces and tabs (character code 32 or 9) at the end of every line. Otherwise, spaces (and tabs) are retained at both ends of the single-line string, as if it appeared in the middle of a line read from a file. Only the case of a single line is supported in LuaTeX because of a bug in this engine.

---

<code>\tl_rescan:nn</code>	<code>\tl_rescan:nn {&lt;setup&gt;} {&lt;tokens&gt;}</code>
----------------------------	---

---

Updated: 2015-08-11

Rescans `<tokens>` applying the category code régime specified in the `<setup>`, and leaves the resulting tokens in the input stream. (Category codes applied to tokens not explicitly covered by the `<setup>` are those in force at the point of use of `\tl_rescan:nn`.) The `<setup>` is run within a group and may contain any valid input, although only changes in category codes are relevant. See also `\tl_set_rescan:Nnn`, which is more robust than using `\tl_set:Nn` in the `<tokens>` argument of `\tl_rescan:nn`.

**TeXhackers note:** The `<tokens>` are first turned into a string (using `\tl_to_str:n`). If the string contains one or more characters with character code `\newlinechar` (set equal to `\endlinechar` unless that is equal to 32, before the user `<setup>`), then it is split into lines at these characters, then read as if reading multiple lines from a file, ignoring spaces (catcode 10) at the beginning and spaces and tabs (character code 32 or 9) at the end of every line. Otherwise, spaces (and tabs) are retained at both ends of the single-line string, as if it appeared in the middle of a line read from a file. Only the case of a single line is supported in LuaTeX because of a bug in this engine.

## 5 Token list conditionals

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<code>\tl_if_blank_p:n</code>	★	<code>\tl_if_blank_p:n {&lt;token list&gt;}</code>
<code>\tl_if_blank_p:(V o)</code>	★	<code>\tl_if_blank:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_blank:nTF</code>	★	
<code>\tl_if_blank:(V o)TF</code>	★	

---

Tests if the `<token list>` consists only of blank spaces (*i.e.* contains no item). The test is **true** if `<token list>` is zero or more explicit space characters (explicit tokens with character code 32 and category code 10), and is **false** otherwise.

---

<code>\tl_if_empty_p:N</code>	★	<code>\tl_if_empty_p:N &lt;tl var&gt;</code>
<code>\tl_if_empty_p:c</code>	★	<code>\tl_if_empty:NNTF &lt;tl var&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_empty:nTF</code>	★	Tests if the <i>&lt;token list variable&gt;</i> is entirely empty ( <i>i.e.</i> contains no tokens at all).
<code>\tl_if_empty:cTF</code>	★	

---



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<code>\tl_if_empty_p:n</code>	★	<code>\tl_if_empty_p:n {&lt;token list&gt;}</code>
<code>\tl_if_empty_p:(V o)</code>	★	<code>\tl_if_empty:NNTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_empty:nTF</code>	★	Tests if the <i>&lt;token list&gt;</i> is entirely empty ( <i>i.e.</i> contains no tokens at all).
<code>\tl_if_empty:(V o)TF</code>	★	

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New: 2012-05-24  
Updated: 2012-06-05

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<code>\tl_if_eq_p:NN</code>	★	<code>\tl_if_eq_p:NN &lt;tl var<sub>1</sub>&gt; &lt;tl var<sub>2</sub>&gt;</code>
<code>\tl_if_eq_p:(Nc cN cc)</code>	★	<code>\tl_if_eq:NNTF &lt;tl var<sub>1</sub>&gt; &lt;tl var<sub>2</sub>&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_eq:NNTF</code>	★	Compares the content of two <i>&lt;token list variables&gt;</i> and is logically <b>true</b> if the two contain the same list of tokens ( <i>i.e.</i> identical in both the list of characters they contain and the category codes of those characters). Thus for example
<code>\tl_if_eq:(Nc cN cc)TF</code>	★	

---

```

\tl_set:Nn \l_tmpa_tl { abc }
\tl_set:Nx \l_tmpb_tl { \tl_to_str:n { abc } }
\tl_if_eq:NNTF \l_tmpa_tl \l_tmpb_tl { true } { false }

```

yields **false**.

---

<code>\tl_if_eq:nnTF</code>	★	<code>\tl_if_eq:nnTF {&lt;token list<sub>1</sub>&gt;} {&lt;token list<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
-----------------------------	---	--

Tests if *<token list<sub>1</sub>>* and *<token list<sub>2</sub>>* contain the same list of tokens, both in respect of character codes and category codes.

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<code>\tl_if_in:NnTF</code>	★	<code>\tl_if_in:NnTF &lt;tl var&gt; {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_in:cnTF</code>	★	Tests if the <i>&lt;token list&gt;</i> is found in the content of the <i>&lt;tl var&gt;</i> . The <i>&lt;token list&gt;</i> cannot contain the tokens <code>{</code> , <code>}</code> or <code>#</code> (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

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<code>\tl_if_in:nnTF</code>	★	<code>\tl_if_in:nnTF {&lt;token list<sub>1</sub>&gt;} {&lt;token list<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_in:(Vn on no)TF</code>	★	Tests if <i>&lt;token list<sub>2</sub>&gt;</i> is found inside <i>&lt;token list<sub>1</sub>&gt;</i> . The <i>&lt;token list<sub>2</sub>&gt;</i> cannot contain the tokens <code>{</code> , <code>}</code> or <code>#</code> (more precisely, explicit character tokens with category code 1 (begin-group) or 2 (end-group), and tokens with category code 6).

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<code>\tl_if_noval_p:n</code>	★	<code>\tl_if_noval_p:n {&lt;token list&gt;}</code>
<code>\tl_if_noval_p:nTF</code>	★	<code>\tl_if_noval_p:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2017-11-14

Tests if the *<token list>* is exactly equal to the special `\c_noval_p_tl` marker. This function is intended to allow construction of flexible document interface structures in which missing optional arguments are detected.

<code>\tl_if_single_p:N</code> ★	<code>\tl_if_single_p:N &lt;tl var&gt;</code>
<code>\tl_if_single_p:c</code> ★	<code>\tl_if_single:NNTF &lt;tl var&gt; {\true code} {\false code}</code>
<code>\tl_if_single:NTF</code> ★	Tests if the content of the <i>&lt;tl var&gt;</i> consists of a single item, <i>i.e.</i> is a single normal token (neither an explicit space character nor a begin-group character) or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has token count 1 according to <code>\tl_count:N</code> .
<code>\tl_if_single:cTF</code> ★	
Updated: 2011-08-13	

<code>\tl_if_single_p:n</code> ★	<code>\tl_if_single_p:n {\token list}</code>
<code>\tl_if_single:nTF</code> ★	<code>\tl_if_single:nNTF {\token list} {\true code} {\false code}</code>
Updated: 2011-08-13	
Tests if the <i>&lt;token list&gt;</i> has exactly one item, <i>i.e.</i> is a single normal token (neither an explicit space character nor a begin-group character) or a single brace group, surrounded by optional spaces on both sides. In other words, such a token list has token count 1 according to <code>\tl_count:n</code> .	

<code>\tl_case:Nn</code> ★	<code>\tl_case:NnNTF &lt;test token list variable&gt;</code>
<code>\tl_case:cn</code> ★	{
<code>\tl_case:NnTF</code> ★	<i>&lt;token list variable case<sub>1</sub>&gt;</i> {\code case <sub>1</sub> }
<code>\tl_case:cnTF</code> ★	<i>&lt;token list variable case<sub>2</sub>&gt;</i> {\code case <sub>2</sub> }
...	
	<i>&lt;token list variable case<sub>n</sub>&gt;</i> {\code case <sub>n</sub> }
	}
	{\true code}
	{\false code}
New: 2013-07-24	

This function compares the *<test token list variable>* in turn with each of the *<token list variable cases>*. If the two are equal (as described for `\tl_if_eq:NNTF`) then the associated *<code>* is left in the input stream and other cases are discarded. If any of the cases are matched, the *<true code>* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *<false code>* is inserted. The function `\tl_case:Nn`, which does nothing if there is no match, is also available.

## 6 Mapping to token lists

<code>\tl_map_function:NN</code> ☆	<code>\tl_map_function:NN &lt;tl var&gt; &lt;function&gt;</code>
<code>\tl_map_function:cN</code> ☆	Applies <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> in the <i>&lt;tl var&gt;</i> . The <i>&lt;function&gt;</i> receives one argument for each iteration. This may be a number of tokens if the <i>&lt;item&gt;</i> was stored within braces. Hence the <i>&lt;function&gt;</i> should anticipate receiving <i>n</i> -type arguments. See also <code>\tl_map_function:nN</code> .
Updated: 2012-06-29	

<code>\tl_map_function:nN</code> ☆	<code>\tl_map_function:nN {\token list} &lt;function&gt;</code>
Updated: 2012-06-29	
Applies <i>&lt;function&gt;</i> to every <i>&lt;item&gt;</i> in the <i>&lt;token list&gt;</i> , The <i>&lt;function&gt;</i> receives one argument for each iteration. This may be a number of tokens if the <i>&lt;item&gt;</i> was stored within braces. Hence the <i>&lt;function&gt;</i> should anticipate receiving <i>n</i> -type arguments. See also <code>\tl_map_function:NN</code> .	

<code>\tl_map_inline:Nn</code>	<code>\tl_map_inline:Nn &lt;tl var&gt; {\inline function}</code>
<code>\tl_map_inline:cn</code>	Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;tl var&gt;</i> . The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;item&gt;</i> as #1. See also <code>\tl_map_function:NN</code> .
Updated: 2012-06-29	

<hr/> <code>\tl_map_inline:nn</code> <hr/>	<code>\tl_map_inline:nn {&lt;token list&gt;} {&lt;inline function&gt;}</code>
Updated: 2012-06-29	Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;item&gt;</i> stored within the <i>&lt;token list&gt;</i> . The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;item&gt;</i> as #1. See also <code>\tl_map_function:nn</code> .
<hr/> <code>\tl_map_variable:NNn</code> <code>\tl_map_variable:cNn</code> <hr/>	<code>\tl_map_variable:NNn &lt;tl var&gt; &lt;variable&gt; {&lt;code&gt;}</code>
Updated: 2012-06-29	Stores each <i>&lt;item&gt;</i> of the <i>&lt;tl var&gt;</i> in turn in the (token list) <i>&lt;variable&gt;</i> and applies the <i>&lt;code&gt;</i> . The <i>&lt;code&gt;</i> will usually make use of the <i>&lt;variable&gt;</i> , but this is not enforced. The assignments to the <i>&lt;variable&gt;</i> are local. See also <code>\tl_map_inline:Nn</code> .
<hr/> <code>\tl_map_variable:nNn</code> <hr/>	<code>\tl_map_variable:nNn {&lt;token list&gt;} &lt;variable&gt; {&lt;code&gt;}</code>
Updated: 2012-06-29	Stores each <i>&lt;item&gt;</i> of the <i>&lt;token list&gt;</i> in turn in the (token list) <i>&lt;variable&gt;</i> and applies the <i>&lt;code&gt;</i> . The <i>&lt;code&gt;</i> will usually make use of the <i>&lt;variable&gt;</i> , but this is not enforced. The assignments to the <i>&lt;variable&gt;</i> are local. See also <code>\tl_map_inline:nn</code> .
<hr/> <code>\tl_map_break: ☆</code> <hr/>	<code>\tl_map_break:</code>
Updated: 2012-06-29	Used to terminate a <code>\tl_map...</code> function before all entries in the <i>&lt;token list variable&gt;</i> have been processed. This normally takes place within a conditional statement, for example <pre> \tl_map_inline:Nn \l_my_tl {   \str_if_eq:nnT { #1 } { bingo } { \tl_map_break: }   % Do something useful }</pre> <p>See also <code>\tl_map_break:n</code>. Use outside of a <code>\tl_map...</code> scenario leads to low level TeX errors.</p> <p><b>TeXhackers note:</b> When the mapping is broken, additional tokens may be inserted before the <i>&lt;tokens&gt;</i> are inserted into the input stream. This depends on the design of the mapping function.</p>



---

`\tl_map_break:n` ★

---

Updated: 2012-06-29

`\tl_map_break:n` { $\langle code \rangle$ }

Used to terminate a `\tl_map...` function before all entries in the  $\langle token list variable \rangle$  have been processed, inserting the  $\langle code \rangle$  after the mapping has ended. This normally takes place within a conditional statement, for example

```
\tl_map_inline:Nn \l_my_tl
{
  \str_if_eq:nnT { #1 } { bingo }
  { \tl_map_break:n { <code> } }
  % Do something useful
}
```

Use outside of a `\tl_map...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before the  $\langle code \rangle$  is inserted into the input stream. This depends on the design of the mapping function.

## 7 Using token lists

---

`\tl_to_str:n` ★

---

`\tl_to_str:V` ★

---

`\tl_to_str:n` { $\langle token list \rangle$ }

Converts the  $\langle token list \rangle$  to a  $\langle string \rangle$ , leaving the resulting character tokens in the input stream. A  $\langle string \rangle$  is a series of tokens with category code 12 (other) with the exception of spaces, which retain category code 10 (space).

**TeXhackers note:** Converting a  $\langle token list \rangle$  to a  $\langle string \rangle$  yields a concatenation of the string representations of every token in the  $\langle token list \rangle$ . The string representation of a control sequence is

- an escape character, whose character code is given by the internal parameter `\escapechar`, absent if the `\escapechar` is negative or greater than the largest character code;
- the control sequence name, as defined by `\cs_to_str:N`;
- a space, unless the control sequence name is a single character whose category at the time of expansion of `\tl_to_str:n` is not “letter”.

The string representation of an explicit character token is that character, doubled in the case of (explicit) macro parameter characters (normally `#`). In particular, the string representation of a token list may depend on the category codes in effect when it is evaluated, and the value of the `\escapechar`: for instance `\tl_to_str:n {\a}` normally produces the three character “backslash”, “lower-case a”, “space”, but it may also produce a single “lower-case a” if the escape character is negative and `a` is currently not a letter.

---

`\tl_to_str:N` ★

---

`\tl_to_str:c` ★

---

`\tl_to_str:N`  $\langle tl var \rangle$

Converts the content of the  $\langle tl var \rangle$  into a series of characters with category code 12 (other) with the exception of spaces, which retain category code 10 (space). This  $\langle string \rangle$  is then left in the input stream. For low-level details, see the notes given for `\tl_to_str:n`.

---

<code>\tl_use:N</code>	★	<code>\tl_use:N &lt;tl var&gt;</code>
------------------------	---	---------------------------------------

<code>\tl_use:c</code>	★
------------------------	---

---

Recovers the content of a  $\langle tl\ var \rangle$  and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a  $\langle tl\ var \rangle$  directly without an accessor function.

## 8 Working with the content of token lists

---

<code>\tl_count:n</code>	★	<code>\tl_count:n {(tokens)}</code>
--------------------------	---	-------------------------------------

<code>\tl_count:(V o)</code>	★
------------------------------	---

---

New: 2012-05-13

Counts the number of  $\langle items \rangle$  in  $\langle tokens \rangle$  and leaves this information in the input stream. Unbraced tokens count as one element as do each token group  $\{...\}$ . This process ignores any unprotected spaces within  $\langle tokens \rangle$ . See also `\tl_count:N`. This function requires three expansions, giving an  $\langle integer\ denotation \rangle$ .

---

<code>\tl_count:N</code>	★
--------------------------	---

<code>\tl_count:c</code>	★
--------------------------	---

---

New: 2012-05-13

`\tl_count:N <tl var>`

Counts the number of token groups in the  $\langle tl\ var \rangle$  and leaves this information in the input stream. Unbraced tokens count as one element as do each token group  $\{...\}$ . This process ignores any unprotected spaces within the  $\langle tl\ var \rangle$ . See also `\tl_count:n`. This function requires three expansions, giving an  $\langle integer\ denotation \rangle$ .

---

<code>\tl_reverse:n</code>	★
----------------------------	---

<code>\tl_reverse:(V o)</code>	★
--------------------------------	---

---

Updated: 2012-01-08

`\tl_reverse:n {(token list)}`

Reverses the order of the  $\langle items \rangle$  in the  $\langle token\ list \rangle$ , so that  $\langle item_1 \rangle \langle item_2 \rangle \langle item_3 \rangle \dots \langle item_n \rangle$  becomes  $\langle item_n \rangle \dots \langle item_3 \rangle \langle item_2 \rangle \langle item_1 \rangle$ . This process preserves unprotected space within the  $\langle token\ list \rangle$ . Tokens are not reversed within braced token groups, which keep their outer set of braces. In situations where performance is important, consider `\tl_reverse_items:n`. See also `\tl_reverse:N`.

**TeXhackers note:** The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an `x`-type argument expansion.

---

<code>\tl_reverse:N</code>	
----------------------------	--

<code>\tl_reverse:c</code>	
----------------------------	--

<code>\tl_greverse:N</code>	
-----------------------------	--

<code>\tl_greverse:c</code>	
-----------------------------	--

---

Updated: 2012-01-08

`\tl_reverse:N <tl var>`

Reverses the order of the  $\langle items \rangle$  stored in  $\langle tl\ var \rangle$ , so that  $\langle item_1 \rangle \langle item_2 \rangle \langle item_3 \rangle \dots \langle item_n \rangle$  becomes  $\langle item_n \rangle \dots \langle item_3 \rangle \langle item_2 \rangle \langle item_1 \rangle$ . This process preserves unprotected spaces within the  $\langle token\ list\ variable \rangle$ . Braced token groups are copied without reversing the order of tokens, but keep the outer set of braces. See also `\tl_reverse:n`, and, for improved performance, `\tl_reverse_items:n`.

---

<code>\tl_reverse_items:n</code>	★
----------------------------------	---

New: 2012-01-08

`\tl_reverse_items:n {(token list)}`

Reverses the order of the  $\langle items \rangle$  stored in  $\langle tl\ var \rangle$ , so that  $\{\langle item_1 \rangle\} \{\langle item_2 \rangle\} \{\langle item_3 \rangle\} \dots \{\langle item_n \rangle\}$  becomes  $\{\langle item_n \rangle\} \dots \{\langle item_3 \rangle\} \{\langle item_2 \rangle\} \{\langle item_1 \rangle\}$ . This process removes any unprotected space within the  $\langle token\ list \rangle$ . Braced token groups are copied without reversing the order of tokens, and keep the outer set of braces. Items which are initially not braced are copied with braces in the result. In cases where preserving spaces is important, consider the slower function `\tl_reverse:n`.

**TeXhackers note:** The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an `x`-type argument expansion.

<code>\tl_trim_spaces:n</code> ★	<code>\tl_trim_spaces:n {⟨token list⟩}</code>
New: 2011-07-09 Updated: 2012-06-25	Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the <i>⟨token list⟩</i> and leaves the result in the input stream.

**TeXhackers note:** The result is returned within `\unexpanded`, which means that the token list does not expand further when appearing in an *x*-type argument expansion.

<code>\tl_trim_spaces:N</code> <code>\tl_trim_spaces:c</code> <code>\tl_gtrim_spaces:N</code> <code>\tl_gtrim_spaces:c</code>	<code>\tl_trim_spaces:N ⟨tl var⟩</code>
New: 2011-07-09	Removes any leading and trailing explicit space characters (explicit tokens with character code 32 and category code 10) from the content of the <i>⟨tl var⟩</i> . Note that this therefore <i>resets</i> the content of the variable.

<code>\tl_sort:Nn</code> <code>\tl_sort:cn</code> <code>\tl_gsort:Nn</code> <code>\tl_gsort:cn</code>	<code>\tl_sort:Nn ⟨tl var⟩ {⟨comparison code⟩}</code>
New: 2017-02-06	Sorts the items in the <i>⟨tl var⟩</i> according to the <i>⟨comparison code⟩</i> , and assigns the result to <i>⟨tl var⟩</i> . The details of sorting comparison are described in Section 1.

<code>\tl_sort:nN</code> ★	<code>\tl_sort:nN {⟨token list⟩} ⟨conditional⟩</code>
New: 2017-02-06	Sorts the items in the <i>⟨token list⟩</i> , using the <i>⟨conditional⟩</i> to compare items, and leaves the result in the input stream. The <i>⟨conditional⟩</i> should have signature <code>:nnTF</code> , and return <b>true</b> if the two items being compared should be left in the same order, and <b>false</b> if the items should be swapped. The details of sorting comparison are described in Section 1.

**TeXhackers note:** The result is returned within `\exp_not:n`, which means that the token list does not expand further when appearing in an *x*-type argument expansion.

## 9 The first token from a token list

Functions which deal with either only the very first item (balanced text or single normal token) in a token list, or the remaining tokens.

<code>\tl_head:N</code>	★	<code>\tl_head:n {⟨token list⟩}</code>
<code>\tl_head:n</code>	★	
<code>\tl_head:(V v f)</code>	★	Leaves in the input stream the first <i>⟨item⟩</i> in the <i>⟨token list⟩</i> , discarding the rest of the <i>⟨token list⟩</i> . All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded; for example
Updated: 2012-09-09		

`\tl_head:n { abc }`

and

`\tl_head:n { ~ abc }`

both leave `a` in the input stream. If the “head” is a brace group, rather than a single token, the braces are removed, and so

`\tl_head:n { ~ { ~ ab } c }`

yields `▯ab`. A blank *⟨token list⟩* (see `\tl_if_blank:nTF`) results in `\tl_head:n` leaving nothing in the input stream.

**TeXhackers note:** The result is returned within `\exp_not:n`, which means that the token list does not expand further when appearing in an *x*-type argument expansion.

---

<code>\tl_head:w</code>	★	<code>\tl_head:w ⟨token list⟩ { } \q_stop</code>
-------------------------	---	--

---

Leaves in the input stream the first *⟨item⟩* in the *⟨token list⟩*, discarding the rest of the *⟨token list⟩*. All leading explicit space characters (explicit tokens with character code 32 and category code 10) are discarded. A blank *⟨token list⟩* (which consists only of space characters) results in a low-level TeX error, which may be avoided by the inclusion of an empty group in the input (as shown), without the need for an explicit test. Alternatively, `\tl_if_blank:nF` may be used to avoid using the function with a “blank” argument. This function requires only a single expansion, and thus is suitable for use within an *o*-type expansion. In general, `\tl_head:n` should be preferred if the number of expansions is not critical.

<code>\tl_tail:N</code>	★	<code>\tl_tail:n {⟨token list⟩}</code>
<code>\tl_tail:n</code>	★	
<code>\tl_tail:(V v f)</code>	★	Discards all leading explicit space characters (explicit tokens with character code 32 and category code 10) and the first <i>⟨item⟩</i> in the <i>⟨token list⟩</i> , and leaves the remaining tokens in the input stream. Thus for example
Updated: 2012-09-01		

`\tl_tail:n { a ~ {bc} d }`

and

`\tl_tail:n { ~ a ~ {bc} d }`

both leave `▯{bc}d` in the input stream. A blank *⟨token list⟩* (see `\tl_if_blank:nTF`) results in `\tl_tail:n` leaving nothing in the input stream.

**TeXhackers note:** The result is returned within `\exp_not:n`, which means that the token list does not expand further when appearing in an *x*-type argument expansion.

---

<code>\tl_if_head_eq_catcode_p:nN</code>	★	<code>\tl_if_head_eq_catcode_p:nN {&lt;token list&gt;} &lt;test token&gt;</code>
<code>\tl_if_head_eq_catcode:nNTF</code>	★	<code>\tl_if_head_eq_catcode:nNTF {&lt;token list&gt;} &lt;test token&gt;</code>
		<code>{&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Updated: 2012-07-09

Tests if the first *<token>* in the *<token list>* has the same category code as the *<test token>*.  
In the case where the *<token list>* is empty, the test is always **false**.

---

<code>\tl_if_head_eq_charcode_p:nN</code>	★	<code>\tl_if_head_eq_charcode_p:nN {&lt;token list&gt;} &lt;test token&gt;</code>
<code>\tl_if_head_eq_charcode_p:fN</code>	★	<code>\tl_if_head_eq_charcode:nNTF {&lt;token list&gt;} &lt;test token&gt;</code>
<code>\tl_if_head_eq_charcode:nNTF</code>	★	<code>{&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\tl_if_head_eq_charcode:fNTF</code>	★	

---

Updated: 2012-07-09

Tests if the first *<token>* in the *<token list>* has the same character code as the *<test token>*.  
In the case where the *<token list>* is empty, the test is always **false**.

---

<code>\tl_if_head_eq_meaning_p:nN</code>	★	<code>\tl_if_head_eq_meaning_p:nN {&lt;token list&gt;} &lt;test token&gt;</code>
<code>\tl_if_head_eq_meaning:nNTF</code>	★	<code>\tl_if_head_eq_meaning:nNTF {&lt;token list&gt;} &lt;test token&gt;</code>
		<code>{&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Updated: 2012-07-09

Tests if the first *<token>* in the *<token list>* has the same meaning as the *<test token>*. In the case where *<token list>* is empty, the test is always **false**.

---

<code>\tl_if_head_is_group_p:n</code>	★	<code>\tl_if_head_is_group_p:n {&lt;token list&gt;}</code>
<code>\tl_if_head_is_group:nTF</code>	★	<code>\tl_if_head_is_group:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2012-07-08

Tests if the first *<token>* in the *<token list>* is an explicit begin-group character (with category code 1 and any character code), in other words, if the *<token list>* starts with a brace group. In particular, the test is **false** if the *<token list>* starts with an implicit token such as `\c_group_begin_token`, or if it is empty. This function is useful to implement actions on token lists on a token by token basis.

---

<code>\tl_if_head_is_N_type_p:n</code>	★	<code>\tl_if_head_is_N_type_p:n {&lt;token list&gt;}</code>
<code>\tl_if_head_is_N_type:nTF</code>	★	<code>\tl_if_head_is_N_type:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2012-07-08

Tests if the first *<token>* in the *<token list>* is a normal N-type argument. In other words, it is neither an explicit space character (explicit token with character code 32 and category code 10) nor an explicit begin-group character (with category code 1 and any character code). An empty argument yields **false**, as it does not have a “normal” first token. This function is useful to implement actions on token lists on a token by token basis.

---

<code>\tl_if_head_is_space_p:n</code>	★	<code>\tl_if_head_is_space_p:n {&lt;token list&gt;}</code>
<code>\tl_if_head_is_space:nTF</code>	★	<code>\tl_if_head_is_space:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Updated: 2012-07-08

Tests if the first *<token>* in the *<token list>* is an explicit space character (explicit token with character code 12 and category code 10). In particular, the test is **false** if the *<token list>* starts with an implicit token such as `\c_space_token`, or if it is empty. This function is useful to implement actions on token lists on a token by token basis.

## 10 Using a single item

---

<code>\tl_item:nn</code> ★	<code>\tl_item:nn {⟨token list⟩} {⟨integer expression⟩}</code>
<code>\tl_item:Nn</code> ★	Indexing items in the <i>⟨token list⟩</i> from 1 on the left, this function evaluates the <i>⟨integer expression⟩</i> and leaves the appropriate item from the <i>⟨token list⟩</i> in the input stream. If the <i>⟨integer expression⟩</i> is negative, indexing occurs from the right of the token list, starting at $-1$ for the right-most item. If the index is out of bounds, then the function expands to nothing.
<code>\tl_item:cn</code> ★	

---

New: 2014-07-17

---

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *⟨item⟩* does not expand further when appearing in an x-type argument expansion.

## 11 Viewing token lists

---

<code>\tl_show:N</code>	<code>\tl_show:N ⟨tl var⟩</code>
<code>\tl_show:c</code>	Displays the content of the <i>⟨tl var⟩</i> on the terminal.

---

Updated: 2015-08-01

---

**TeXhackers note:** This is similar to the TeX primitive `\show`, wrapped to a fixed number of characters per line.

---

<code>\tl_show:n</code>	<code>\tl_show:n {⟨token list⟩}</code>
-------------------------	--

---

Updated: 2015-08-07

---

**TeXhackers note:** This is similar to the  $\epsilon$ -TeX primitive `\showtokens`, wrapped to a fixed number of characters per line.

---

<code>\tl_log:N</code>	<code>\tl_log:N ⟨tl var⟩</code>
<code>\tl_log:c</code>	Writes the content of the <i>⟨tl var⟩</i> in the log file. See also <code>\tl_show:N</code> which displays the result in the terminal.

---

New: 2014-08-22  
Updated: 2015-08-01

---

---

<code>\tl_log:n</code>	<code>\tl_log:n {⟨token list⟩}</code>
------------------------	---------------------------------------

---

New: 2014-08-22  
Updated: 2015-08-07

---

## 12 Constant token lists

---

<code>\c_empty_tl</code>	Constant that is always empty.
--------------------------	--------------------------------

---

---

`\c_novalue_tl`  
 New: 2017-11-14

---

A marker for the absence of an argument. This constant `tl` can safely be typeset (cf. `\q_nil`), with the result being `-NoValue-`. It is important to note that `\c_novalue_tl` is constructed such that it will *not* match the simple text input `-NoValue-`, *i.e.* that

```
\tl_if_eq:VnTF \c_novalue_tl { -NoValue- }
```

is logically **false**. The `\c_novalue_tl` marker is intended for use in creating document-level interfaces, where it serves as an indicator that an (optional) argument was omitted. In particular, it is distinct from a simple empty `tl`.

---

`\c_space_tl`

---

An explicit space character contained in a token list (compare this with `\c_space_token`). For use where an explicit space is required.

## 13 Scratch token lists

---

`\l_tmpa_tl`  
`\l_tmpb_tl`

---

Scratch token lists for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

`\g_tmpa_tl`  
`\g_tmpb_tl`

---

Scratch token lists for global assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 14 Internal functions

---

`\_tl_trim_spaces:nn`

---

```
\_tl_trim_spaces:nn { \q_mark <token list> } {<continuation>}
```

This function removes all leading and trailing explicit space characters from the *<token list>*, and expands to the *<continuation>*, followed by a brace group containing `\use_none:n \q_mark <trimmed token list>`. For instance, `\tl_trim_spaces:n` is implemented by taking the *<continuation>* to be `\exp_not:o`, and the `o`-type expansion removes the `\q_mark`. This function is also used in `l3clist` and `l3candidates`.

## Part VII

# The l3str package

## Strings

TeX associates each character with a category code: as such, there is no concept of a “string” as commonly understood in many other programming languages. However, there are places where we wish to manipulate token lists while in some sense “ignoring” category codes: this is done by treating token lists as strings in a TeX sense.

A TeX string (and thus an expl3 string) is a series of characters which have category code 12 (“other”) with the exception of space characters which have category code 10 (“space”). Thus at a technical level, a TeX string is a token list with the appropriate category codes. In this documentation, these are simply referred to as strings.

String variables are simply specialised token lists, but by convention should be named with the suffix `...str`. Such variables should contain characters with category code 12 (other), except spaces, which have category code 10 (blank space). All the functions in this module which accept a token list argument first convert it to a string using `\tl_to_str:n` for internal processing, and do not treat a token list or the corresponding string representation differently.

As a string is a subset of the more general token list, it is sometimes unclear when one should be used over the other. Use a string variable for data that isn’t primarily intended for typesetting and for which a level of protection from unwanted expansion is suitable. This data type simplifies comparison of variables since there are no concerns about expansion of their contents.

The functions `\cs_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N` and `\token_to_str:N` (and variants) generate strings from the appropriate input: these are documented in l3basics, l3tl and l3token, respectively.

Most expandable functions in this module come in three flavours:

- `\str_...:N`, which expect a token list or string variable as their argument;
- `\str_...:n`, taking any token list (or string) as an argument;
- `\str_..._ignore_spaces:n`, which ignores any space encountered during the operation: these functions are typically faster than those which take care of escaping spaces appropriately.

## 1 Building strings

---

`\str_new:N`
`\str_new:c`


---

New: 2015-09-18
`\str_new:N <str var>`

Creates a new `<str var>` or raises an error if the name is already taken. The declaration is global. The `<str var>` is initially empty.

---

`\str_const:Nn`
`\str_const:(Nx|cn|cx)`


---

New: 2015-09-18
`\str_const:Nn <str var> {<token list>}`

Creates a new constant `<str var>` or raises an error if the name is already taken. The value of the `<str var>` is set globally to the `<token list>`, converted to a string.



---

<code>\str_clear:N</code>	<code>\str_clear:N</code> $\langle str\ var \rangle$
<code>\str_clear:c</code>	
<code>\str_gclear:N</code>	Clears the content of the $\langle str\ var \rangle$ .
<code>\str_gclear:c</code>	

---

New: 2015-09-18

---



---

<code>\str_clear_new:N</code>	<code>\str_clear_new:N</code> $\langle str\ var \rangle$
<code>\str_clear_new:c</code>	

---

Ensures that the  $\langle str\ var \rangle$  exists globally by applying `\str_new:N` if necessary, then applies `\str_(g)clear:N` to leave the  $\langle str\ var \rangle$  empty.

---

New: 2015-09-18

---



---

<code>\str_set_eq:NN</code>	<code>\str_set_eq:NN</code> $\langle str\ var_1 \rangle$ $\langle str\ var_2 \rangle$
<code>\str_set_eq:(cN Nc cc)</code>	
<code>\str_gset_eq:NN</code>	Sets the content of $\langle str\ var_1 \rangle$ equal to that of $\langle str\ var_2 \rangle$ .
<code>\str_gset_eq:(cN Nc cc)</code>	

---

New: 2015-09-18

---



---

<code>\str_concat:NNN</code>	<code>\str_concat:NNN</code> $\langle str\ var_1 \rangle$ $\langle str\ var_2 \rangle$ $\langle str\ var_3 \rangle$
<code>\str_concat:ccc</code>	
<code>\str_gconcat:NNN</code>	Concatenates the content of $\langle str\ var_2 \rangle$ and $\langle str\ var_3 \rangle$ together and saves the result in $\langle str\ var_1 \rangle$ . The $\langle str\ var_2 \rangle$ is placed at the left side of the new string variable. The $\langle str\ var_2 \rangle$ and $\langle str\ var_3 \rangle$ must indeed be strings, as this function does not convert their contents to a string.
<code>\str_gconcat:ccc</code>	

---

New: 2017-10-08

---

## 2 Adding data to string variables

---

<code>\str_set:Nn</code>	<code>\str_set:Nn</code> $\langle str\ var \rangle$ $\{ \langle token\ list \rangle \}$
<code>\str_set:(Nx cn cx)</code>	
<code>\str_gset:Nn</code>	Converts the $\langle token\ list \rangle$ to a $\langle string \rangle$ , and stores the result in $\langle str\ var \rangle$ .
<code>\str_gset:(Nx cn cx)</code>	

---

New: 2015-09-18

---



---

<code>\str_put_left:Nn</code>	<code>\str_put_left:Nn</code> $\langle str\ var \rangle$ $\{ \langle token\ list \rangle \}$
<code>\str_put_left:(Nx cn cx)</code>	
<code>\str_gput_left:Nn</code>	Converts the $\langle token\ list \rangle$ to a $\langle string \rangle$ , and prepends the result to $\langle str\ var \rangle$ . The current contents of the $\langle str\ var \rangle$ are not automatically converted to a string.
<code>\str_gput_left:(Nx cn cx)</code>	

---

New: 2015-09-18

---



---

<code>\str_put_right:Nn</code>	<code>\str_put_right:Nn</code> $\langle str\ var \rangle$ $\{ \langle token\ list \rangle \}$
<code>\str_put_right:(Nx cn cx)</code>	
<code>\str_gput_right:Nn</code>	Converts the $\langle token\ list \rangle$ to a $\langle string \rangle$ , and appends the result to $\langle str\ var \rangle$ . The current contents of the $\langle str\ var \rangle$ are not automatically converted to a string.
<code>\str_gput_right:(Nx cn cx)</code>	

---

New: 2015-09-18

---

## 2.1 Modifying string variables

---

```
\str_replace_once:Nnn
\str_replace_once:cnn
\str_greplace_once:Nnn
\str_greplace_once:cnn
```

---

New: 2017-10-08

---



---

```
\str_replace_all:Nnn
\str_replace_all:cnn
\str_greplace_all:Nnn
\str_greplace_all:cnn
```

---

New: 2017-10-08

---



---

```
\str_remove_once:Nn
\str_remove_once:cn
\str_gremove_once:Nn
\str_gremove_once:cn
```

---

New: 2017-10-08

---



---

```
\str_remove_all:Nn
\str_remove_all:cn
\str_gremove_all:Nn
\str_gremove_all:cn
```

---

New: 2017-10-08

---

`\str_replace_once:Nnn`  $\langle str\ var \rangle$   $\{\langle old \rangle\}$   $\{\langle new \rangle\}$

Converts the  $\langle old \rangle$  and  $\langle new \rangle$  token lists to strings, then replaces the first (leftmost) occurrence of  $\langle old\ string \rangle$  in the  $\langle str\ var \rangle$  with  $\langle new\ string \rangle$ .

`\str_replace_all:Nnn`  $\langle str\ var \rangle$   $\{\langle old \rangle\}$   $\{\langle new \rangle\}$

Converts the  $\langle old \rangle$  and  $\langle new \rangle$  token lists to strings, then replaces all occurrences of  $\langle old\ string \rangle$  in the  $\langle str\ var \rangle$  with  $\langle new\ string \rangle$ . As this function operates from left to right, the pattern  $\langle old\ string \rangle$  may remain after the replacement (see `\str_remove_all:Nn` for an example).

`\str_remove_once:Nn`  $\langle str\ var \rangle$   $\{\langle token\ list \rangle\}$

Converts the  $\langle token\ list \rangle$  to a  $\langle string \rangle$  then removes the first (leftmost) occurrence of  $\langle string \rangle$  from the  $\langle str\ var \rangle$ .

`\str_remove_all:Nn`  $\langle str\ var \rangle$   $\{\langle token\ list \rangle\}$

Converts the  $\langle token\ list \rangle$  to a  $\langle string \rangle$  then removes all occurrences of  $\langle string \rangle$  from the  $\langle str\ var \rangle$ . As this function operates from left to right, the pattern  $\langle string \rangle$  may remain after the removal, for instance,

```
\str_set:Nn \l_tmpa_str {abbccd} \str_remove_all:Nn \l_tmpa_str
{bc}
```

results in `\l_tmpa_str` containing `abcd`.

## 2.2 String conditionals

---

```
\str_if_exist_p:N ★
\str_if_exist_p:c ★
\str_if_exist:NTF ★
\str_if_exist:cTF ★
```

---

New: 2015-09-18

---

`\str_if_exist_p:N`  $\langle str\ var \rangle$

`\str_if_exist:NTF`  $\langle str\ var \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

Tests whether the  $\langle str\ var \rangle$  is currently defined. This does not check that the  $\langle str\ var \rangle$  really is a string.

---

```
\str_if_empty_p:N ★
\str_if_empty_p:c ★
\str_if_empty:NTF ★
\str_if_empty:cTF ★
```

---

New: 2015-09-18

---

`\str_if_empty_p:N`  $\langle str\ var \rangle$

`\str_if_empty:NTF`  $\langle str\ var \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

Tests if the  $\langle string\ variable \rangle$  is entirely empty (*i.e.* contains no characters at all).

---

<code>\str_if_eq_p:NN</code>	★	<code>\str_if_eq_p:NN &lt;str var<sub>1</sub>&gt; &lt;str var<sub>2</sub>&gt;</code>
<code>\str_if_eq_p:(Nc cN cc)</code>	★	<code>\str_if_eq:NNTF &lt;str var<sub>1</sub>&gt; &lt;str var<sub>2</sub>&gt; {\true code} {\false code}</code>
<code>\str_if_eq:NNTF</code>	★	
<code>\str_if_eq:(Nc cN cc)TF</code>	★	Compares the content of two <i>&lt;str variables&gt;</i> and is logically <b>true</b> if the two contain the same characters in the same order.

---

New: 2015-09-18

---



---

<code>\str_if_eq_p:nn</code>	★	<code>\str_if_eq_p:nn {\tl<sub>1</sub>} {\tl<sub>2</sub>}</code>
<code>\str_if_eq_p:(Vn on no nV VV)</code>	★	<code>\str_if_eq:nnTF {\tl<sub>1</sub>} {\tl<sub>2</sub>} {\true code} {\false code}</code>
<code>\str_if_eq:nnTF</code>	★	
<code>\str_if_eq:(Vn on no nV VV)TF</code>	★	

---

Compares the two *<token lists>* on a character by character basis (namely after converting them to strings), and is **true** if the two *<strings>* contain the same characters in the same order. Thus for example

`\str_if_eq_p:no { abc } { \tl_to_str:n { abc } }`

is logically **true**.

---

<code>\str_if_eq_x_p:nn</code>	★	<code>\str_if_eq_x_p:nn {\tl<sub>1</sub>} {\tl<sub>2</sub>}</code>
<code>\str_if_eq_x_p:nnTF</code>	★	<code>\str_if_eq_x:nnTF {\tl<sub>1</sub>} {\tl<sub>2</sub>} {\true code} {\false code}</code>

---

New: 2012-06-05

Fully expands the two *<token lists>* and converts them to *<strings>*, then compares these on a character by character basis: it is **true** if the two *<strings>* contain the same characters in the same order. Thus for example

`\str_if_eq_x_p:nn { abc } { \tl_to_str:n { abc } }`

is logically **true**.

---

<code>\str_if_in:NnTF</code>		<code>\str_if_in:NnTF &lt;str var&gt; {\token list} {\true code} {\false code}</code>
<code>\str_if_in:cnTF</code>		

---

New: 2017-10-08

Converts the *<token list>* to a *<string>* and tests if that *<string>* is found in the content of the *<str var>*.

---

<code>\str_if_in:nnTF</code>		<code>\str_if_in:nnTF \tl<sub>1</sub> {\tl<sub>2</sub>} {\true code} {\false code}</code>
------------------------------	--	---

---

New: 2017-10-08

Converts both *<token lists>* to *<strings>* and tests whether *<string<sub>2 is found inside *<string<sub>1.</sub>*</sub>*

<code>\str_case:nn</code> ★	<code>\str_case:nnTF {⟨test string⟩}</code>
<code>\str_case:(on nV nv)</code> ★	{
<code>\str_case:nnTF</code> ★	{⟨string case <sub>1</sub> ⟩} {⟨code case <sub>1</sub> ⟩}
<code>\str_case:(on nV nv)TF</code> ★	{⟨string case <sub>2</sub> ⟩} {⟨code case <sub>2</sub> ⟩}
	...
	{⟨string case <sub>n</sub> ⟩} {⟨code case <sub>n</sub> ⟩}
	}
	{⟨true code⟩}
	{⟨false code⟩}

New: 2013-07-24  
Updated: 2015-02-28

Compares the *⟨test string⟩* in turn with each of the *⟨string cases⟩* (all token lists are converted to strings). If the two are equal (as described for `\str_if_eq:nnTF`) then the associated *⟨code⟩* is left in the input stream and other cases are discarded. If any of the cases are matched, the *⟨true code⟩* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *⟨false code⟩* is inserted. The function `\str_case:nn`, which does nothing if there is no match, is also available.

<code>\str_case_x:nn</code> ★	<code>\str_case_x:nnTF {⟨test string⟩}</code>
<code>\str_case_x:nnTF</code> ★	{
	{⟨string case <sub>1</sub> ⟩} {⟨code case <sub>1</sub> ⟩}
	{⟨string case <sub>2</sub> ⟩} {⟨code case <sub>2</sub> ⟩}
	...
	{⟨string case <sub>n</sub> ⟩} {⟨code case <sub>n</sub> ⟩}
	}
	{⟨true code⟩}
	{⟨false code⟩}

New: 2013-07-24

Compares the full expansion of the *⟨test string⟩* in turn with the full expansion of the *⟨string cases⟩* (all token lists are converted to strings). If the two full expansions are equal (as described for `\str_if_eq:nnTF`) then the associated *⟨code⟩* is left in the input stream and other cases are discarded. If any of the cases are matched, the *⟨true code⟩* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *⟨false code⟩* is inserted. The function `\str_case_x:nn`, which does nothing if there is no match, is also available. The *⟨test string⟩* is expanded in each comparison, and must always yield the same result: for example, random numbers must not be used within this string.

### 3 Mapping to strings

<code>\str_map_function:NN</code> ☆	<code>\str_map_function:NN ⟨str var⟩ ⟨function⟩</code>
<code>\str_map_function:cN</code> ☆	Applies <i>⟨function⟩</i> to every <i>⟨character⟩</i> in the <i>⟨str var⟩</i> including spaces. See also <code>\str_map_function:nN</code> .
<code>\str_map_function:nN</code> ☆	<code>\str_map_function:nN {⟨token list⟩} ⟨function⟩</code>
	Converts the <i>⟨token list⟩</i> to a <i>⟨string⟩</i> then applies <i>⟨function⟩</i> to every <i>⟨character⟩</i> in the <i>⟨string⟩</i> including spaces. See also <code>\str_map_function:NN</code> .

New: 2017-11-14

New: 2017-11-14

<hr/> <code>\str_map_inline:Nn</code> <code>\str_map_inline:cn</code> <hr/> New: 2017-11-14	<code>\str_map_inline:Nn &lt;str var&gt; {&lt;inline function&gt;}</code> Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;character&gt;</i> in the <i>&lt;str var&gt;</i> including spaces. The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;character&gt;</i> as #1. See also <code>\str_map_function:NN</code> .
<hr/> <code>\str_map_inline:nn</code> <hr/> New: 2017-11-14	<code>\str_map_inline:nn {&lt;token list&gt;} {&lt;inline function&gt;}</code> Converts the <i>&lt;token list&gt;</i> to a <i>&lt;string&gt;</i> then applies the <i>&lt;inline function&gt;</i> to every <i>&lt;character&gt;</i> in the <i>&lt;string&gt;</i> including spaces. The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;character&gt;</i> as #1. See also <code>\str_map_function:NN</code> .
<hr/> <code>\str_map_variable:NNn</code> <code>\str_map_variable:cNn</code> <hr/> New: 2017-11-14	<code>\str_map_variable:NNn &lt;str var&gt; &lt;variable&gt; {&lt;code&gt;}</code> Stores each <i>&lt;character&gt;</i> of the <i>&lt;string&gt;</i> (including spaces) in turn in the (string or token list) <i>&lt;variable&gt;</i> and applies the <i>&lt;code&gt;</i> . The <i>&lt;code&gt;</i> will usually make use of the <i>&lt;variable&gt;</i> , but this is not enforced. The assignments to the <i>&lt;variable&gt;</i> are local. See also <code>\str_map_inline:Nn</code> .
<hr/> <code>\str_map_variable:nNn</code> <hr/> New: 2017-11-14	<code>\str_map_variable:nNn {&lt;token list&gt;} &lt;variable&gt; {&lt;code&gt;}</code> Converts the <i>&lt;token list&gt;</i> to a <i>&lt;string&gt;</i> then stores each <i>&lt;character&gt;</i> in the <i>&lt;string&gt;</i> (including spaces) in turn in the (string or token list) <i>&lt;variable&gt;</i> and applies the <i>&lt;code&gt;</i> . The <i>&lt;code&gt;</i> will usually make use of the <i>&lt;variable&gt;</i> , but this is not enforced. The assignments to the <i>&lt;variable&gt;</i> are local. See also <code>\str_map_inline:Nn</code> .
<hr/> <code>\str_map_break: ☆</code> <hr/> New: 2017-10-08	<code>\str_map_break:</code> Used to terminate a <code>\str_map...</code> function before all characters in the <i>&lt;string&gt;</i> have been processed. This normally takes place within a conditional statement, for example <pre> \str_map_inline:Nn \l_my_str {   \str_if_eq:nnT { #1 } { bingo } { \str_map_break: }   % Do something useful } </pre> <p>See also <code>\str_map_break:n</code>. Use outside of a <code>\str_map...</code> scenario leads to low level <math>\TeX</math> errors.</p> <p><b><math>\TeX</math>hackers note:</b> When the mapping is broken, additional tokens may be inserted before continuing with the code that follows the loop. This depends on the design of the mapping function.</p>

---

`\str_map_break:n` ☆

---

New: 2017-10-08

---

`\str_map_break:n {⟨code⟩}`

Used to terminate a `\str_map...` function before all characters in the *⟨string⟩* have been processed, inserting the *⟨code⟩* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\str_map_inline:Nn \l_my_str
{
  \str_if_eq:nnT { #1 } { bingo }
  { \str_map_break:n { <code> } }
  % Do something useful
}
```

Use outside of a `\str_map...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before the *⟨code⟩* is inserted into the input stream. This depends on the design of the mapping function.

## 4 Working with the content of strings

---

`\str_use:N` ☆

`\str_use:c` ☆

---

New: 2015-09-18

---

`\str_use:N ⟨str var⟩`

Recovers the content of a *⟨str var⟩* and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Note that it is possible to use a *⟨str⟩* directly without an accessor function.

---

`\str_count:N`

`\str_count:c`

`\str_count:n`

`\str_count_ignore_spaces:n` ☆

---

New: 2015-09-18

---

☆ `\str_count:n {⟨token list⟩}`

Leaves in the input stream the number of characters in the string representation of *⟨token list⟩*, as an integer denotation. The functions differ in their treatment of spaces. In the case of `\str_count:N` and `\str_count:n`, all characters including spaces are counted. The `\str_count_ignore_spaces:n` function leaves the number of non-space characters in the input stream.

---

`\str_count_spaces:N` ☆

`\str_count_spaces:c` ☆

`\str_count_spaces:n` ☆

---

New: 2015-09-18

---

☆ `\str_count_spaces:n {⟨token list⟩}`

Leaves in the input stream the number of space characters in the string representation of *⟨token list⟩*, as an integer denotation. Of course, this function has no `_ignore_spaces` variant.

---

<code>\str_head:N</code>	★	<code>\str_head:n {⟨token list⟩}</code>
<code>\str_head:c</code>	★	
<code>\str_head:n</code>	★	
<code>\str_head_ignore_spaces:n</code>	★	

---

New: 2015-09-18

Converts the  $\langle token\ list \rangle$  into a  $\langle string \rangle$ . The first character in the  $\langle string \rangle$  is then left in the input stream, with category code “other”. The functions differ if the first character is a space: `\str_head:N` and `\str_head:n` return a space token with category code 10 (blank space), while the `\str_head_ignore_spaces:n` function ignores this space character and leaves the first non-space character in the input stream. If the  $\langle string \rangle$  is empty (or only contains spaces in the case of the `_ignore_spaces` function), then nothing is left on the input stream.

---

<code>\str_tail:N</code>	★	<code>\str_tail:n {⟨token list⟩}</code>
<code>\str_tail:c</code>	★	
<code>\str_tail:n</code>	★	
<code>\str_tail_ignore_spaces:n</code>	★	

---

New: 2015-09-18

Converts the  $\langle token\ list \rangle$  to a  $\langle string \rangle$ , removes the first character, and leaves the remaining characters (if any) in the input stream, with category codes 12 and 10 (for spaces). The functions differ in the case where the first character is a space: `\str_tail:N` and `\str_tail:n` only trim that space, while `\str_tail_ignore_spaces:n` removes the first non-space character and any space before it. If the  $\langle token\ list \rangle$  is empty (or blank in the case of the `_ignore_spaces` variant), then nothing is left on the input stream.

---

<code>\str_item:Nn</code>	★	<code>\str_item:nn {⟨token list⟩} {⟨integer expression⟩}</code>
<code>\str_item:nn</code>	★	
<code>\str_item_ignore_spaces:nn</code>	★	

---

New: 2015-09-18

Converts the  $\langle token\ list \rangle$  to a  $\langle string \rangle$ , and leaves in the input stream the character in position  $\langle integer\ expression \rangle$  of the  $\langle string \rangle$ , starting at 1 for the first (left-most) character. In the case of `\str_item:Nn` and `\str_item:nn`, all characters including spaces are taken into account. The `\str_item_ignore_spaces:nn` function skips spaces when counting characters. If the  $\langle integer\ expression \rangle$  is negative, characters are counted from the end of the  $\langle string \rangle$ . Hence,  $-1$  is the right-most character, *etc.*

---

```

\str_range:Nnn      ★ \str_range:nnn {⟨token list⟩} {⟨start index⟩} {⟨end index⟩}
\str_range:cnn      ★
\str_range:nnn      ★
\str_range_ignore_spaces:nnn ★

```

---

New: 2015-09-18

---

Converts the  $\langle token\ list \rangle$  to a  $\langle string \rangle$ , and leaves in the input stream the characters from the  $\langle start\ index \rangle$  to the  $\langle end\ index \rangle$  inclusive. Positive  $\langle indices \rangle$  are counted from the start of the string, 1 being the first character, and negative  $\langle indices \rangle$  are counted from the end of the string,  $-1$  being the last character. If either of  $\langle start\ index \rangle$  or  $\langle end\ index \rangle$  is 0, the result is empty. For instance,

```

\iow_term:x { \str_range:nnn { abcdef } { 2 } { 5 } }
\iow_term:x { \str_range:nnn { abcdef } { -4 } { -1 } }
\iow_term:x { \str_range:nnn { abcdef } { -2 } { -1 } }
\iow_term:x { \str_range:nnn { abcdef } { 0 } { -1 } }

```

prints bcde, cdef, ef, and an empty line to the terminal. The  $\langle start\ index \rangle$  must always be smaller than or equal to the  $\langle end\ index \rangle$ : if this is not the case then no output is generated. Thus

```

\iow_term:x { \str_range:nnn { abcdef } { 5 } { 2 } }
\iow_term:x { \str_range:nnn { abcdef } { -1 } { -4 } }

```

both yield empty strings.



## 5 String manipulation

---

<code>\str_lower_case:n</code>	★	<code>\str_lower_case:n {⟨tokens⟩}</code>
<code>\str_lower_case:f</code>	★	<code>\str_upper_case:n {⟨tokens⟩}</code>
<code>\str_upper_case:n</code>	★	
<code>\str_upper_case:f</code>	★	

---

New: 2015-03-01

Converts the input  $\langle tokens \rangle$  to their string representation, as described for `\tl_to_str:n`, and then to the lower or upper case representation using a one-to-one mapping as described by the Unicode Consortium file `UnicodeData.txt`.

These functions are intended for case changing programmatic data in places where upper/lower case distinctions are meaningful. One example would be automatically generating a function name from user input where some case changing is needed. In this situation the input is programmatic, not textual, case does have meaning and a language-independent one-to-one mapping is appropriate. For example

```
\cs_new_protected:Npn \myfunc:nn #1#2
{
  \cs_set_protected:cpn
  {
    user
    \str_upper_case:f { \tl_head:n {#1} }
    \str_lower_case:f { \tl_tail:n {#1} }
  }
  { #2 }
}
```

would be used to generate a function with an auto-generated name consisting of the upper case equivalent of the supplied name followed by the lower case equivalent of the rest of the input.

These functions should *not* be used for

- Caseless comparisons: use `\str_fold_case:n` for this situation (case folding is distinct from lower casing).
- Case changing text for typesetting: see the `\tl_lower_case:n(n)`, `\tl_upper_case:n(n)` and `\tl_mixed_case:n(n)` functions which correctly deal with context-dependence and other factors appropriate to text case changing.

**T<sub>E</sub>Xhackers note:** As with all `expl3` functions, the input supported by `\str_fold_case:n` is *engine-native* characters which are or interoperate with UTF-8. As such, when used with pdfT<sub>E</sub>X *only* the Latin alphabet characters A–Z are case-folded (*i.e.* the ASCII range which coincides with UTF-8). Full UTF-8 support is available with both X<sub>Ǝ</sub>T<sub>E</sub>X and LuaT<sub>E</sub>X, subject only to the fact that X<sub>Ǝ</sub>T<sub>E</sub>X in particular has issues with characters of code above hexadecimal 0xFFFF when interacting with `\tl_to_str:n`.

---

`\str_fold_case:n` ★ `\str_fold_case:n {(tokens)}`

`\str_fold_case:V` ★

---

New: 2014-06-19

Updated: 2016-03-07

---

Converts the input  $\langle tokens \rangle$  to their string representation, as described for `\tl_to_str:n`, and then folds the case of the resulting  $\langle string \rangle$  to remove case information. The result of this process is left in the input stream.

String folding is a process used for material such as identifiers rather than for “text”. The folding provided by `\str_fold_case:n` follows the mappings provided by the [Unicode Consortium](#), who [state](#):

Case folding is primarily used for caseless comparison of text, such as identifiers in a computer program, rather than actual text transformation. Case folding in Unicode is based on the lowercase mapping, but includes additional changes to the source text to help make it language-insensitive and consistent. As a result, case-folded text should be used solely for internal processing and generally should not be stored or displayed to the end user.

The folding approach implemented by `\str_fold_case:n` follows the “full” scheme defined by the Unicode Consortium (*e.g.* `SS` folds to `ss`). As case-folding is a language-insensitive process, there is no special treatment of Turkic input (*i.e.* `I` always folds to `i` and not to `ı`).

**TeXhackers note:** As with all `expl3` functions, the input supported by `\str_fold_case:n` is *engine-native* characters which are or interoperate with UTF-8. As such, when used with pdfTeX *only* the Latin alphabet characters A–Z are case-folded (*i.e.* the ASCII range which coincides with UTF-8). Full UTF-8 support is available with both XeTeX and LuaTeX, subject only to the fact that XeTeX in particular has issues with characters of code above hexadecimal 0xFFFF when interacting with `\tl_to_str:n`.

## 6 Viewing strings

---

`\str_show:N` `\str_show:N {str var}`

`\str_show:c`

`\str_show:n`

---

New: 2015-09-18

---

Displays the content of the  $\langle str var \rangle$  on the terminal.

## 7 Constant token lists

---

```

\c_ampersand_str
\c_atsign_str
\c_backslash_str
\c_left_brace_str
\c_right_brace_str
\c_circumflex_str
\c_colon_str
\c_dollar_str
\c_hash_str
\c_percent_str
\c_tilde_str
\c_underscore_str

```

---

New: 2015-09-19

---

Constant strings, containing a single character token, with category code 12.

## 8 Scratch strings

---

```

\l_tmpa_str
\l_tmpb_str

```

---

Scratch strings for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

```

\g_tmpa_str
\g_tmpb_str

```

---

Scratch strings for global assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

### 8.1 Internal string functions

---

```

\__str_if_eq_x:nn ★ \__str_if_eq_x:nn {\t1} {\t2}

```

---

Compares the full expansion of two *token lists* on a character by character basis, and is `true` if the two lists contain the same characters in the same order. Leaves 0 in the input stream if the condition is true, and +1 or -1 otherwise.

---

```

\__str_if_eq_x_return:nn \__str_if_eq_x_return:nn {\t1} {\t2}

```

---

Compares the full expansion of two *token lists* on a character by character basis, and is `true` if the two lists contain the same characters in the same order. Either `\prg_return_true:` or `\prg_return_false:` is then left in the input stream. This is a version of `\str_if_eq_x:nnTF` coded for speed.

---

```

\__str_to_other:n ★ \__str_to_other:n {\token list}

```

---

Converts the *token list* to a *other string*, where spaces have category code “other”. This function can be f-expanded without fear of losing a leading space, since spaces do not have category code 10 in its result. It takes a time quadratic in the character count of the string.

<hr/> <hr/>	<code>\__str_to_other_fast:n</code> ☆	<code>\__str_to_other_fast:n {⟨token list⟩}</code>	Same behaviour <code>\__str_to_other:n</code> but only restricted-expandable. It takes a time linear in the character count of the string. It is used for <code>\iow_wrap:nnnN</code> .
<hr/> <hr/>	<code>\__str_count:n</code> ★	<code>\__str_count:n {⟨other string⟩}</code>	This function expects an argument that is entirely made of characters with category “other”, as produced by <code>\__str_to_other:n</code> . It leaves in the input stream the number of character tokens in the <i>⟨other string⟩</i> , faster than the analogous <code>\str_count:n</code> function.
<hr/> <hr/>	<code>\__str_range:nnn</code> ★	<code>\__str_range:nnn {⟨other string⟩} {⟨start index⟩} {⟨end index⟩}</code>	Identical to <code>\str_range:nnn</code> except that the first argument is expected to be entirely made of characters with category “other”, as produced by <code>\__str_to_other:n</code> , and the result is also an <i>⟨other string⟩</i> .

## Part VIII

# The l3seq package

## Sequences and stacks

L<sup>A</sup>T<sub>E</sub>X3 implements a “sequence” data type, which contain an ordered list of entries which may contain any *balanced text*. It is possible to map functions to sequences such that the function is applied to every item in the sequence.

Sequences are also used to implement stack functions in L<sup>A</sup>T<sub>E</sub>X3. This is achieved using a number of dedicated stack functions.

### 1 Creating and initialising sequences

---

<code>\seq_new:N</code>	<code>\seq_new:N</code>
<code>\seq_new:c</code>	<code>\seq_new:c</code>

---

`\seq_new:N` *<sequence>*

Creates a new *<sequence>* or raises an error if the name is already taken. The declaration is global. The *<sequence>* initially contains no items.

---

<code>\seq_clear:N</code>	<code>\seq_clear:N</code>
<code>\seq_clear:c</code>	<code>\seq_clear:c</code>
<code>\seq_gclear:N</code>	<code>\seq_gclear:N</code>
<code>\seq_gclear:c</code>	<code>\seq_gclear:c</code>

---

`\seq_clear:N` *<sequence>*

Clears all items from the *<sequence>*.

---

<code>\seq_clear_new:N</code>	<code>\seq_clear_new:N</code>
<code>\seq_clear_new:c</code>	<code>\seq_clear_new:c</code>
<code>\seq_gclear_new:N</code>	<code>\seq_gclear_new:N</code>
<code>\seq_gclear_new:c</code>	<code>\seq_gclear_new:c</code>

---

`\seq_clear_new:N` *<sequence>*

Ensures that the *<sequence>* exists globally by applying `\seq_new:N` if necessary, then applies `\seq_(g)clear:N` to leave the *<sequence>* empty.

---

<code>\seq_set_eq:NN</code>	<code>\seq_set_eq:NN</code>
<code>\seq_set_eq:(cN Nc cc)</code>	<code>\seq_set_eq:(cN Nc cc)</code>
<code>\seq_gset_eq:NN</code>	<code>\seq_gset_eq:NN</code>
<code>\seq_gset_eq:(cN Nc cc)</code>	<code>\seq_gset_eq:(cN Nc cc)</code>

---

`\seq_set_eq:NN` *<sequence<sub>1</sub>>* *<sequence<sub>2</sub>>*

Sets the content of *<sequence<sub>1</sub>>* equal to that of *<sequence<sub>2</sub>>*.

---

<code>\seq_set_from_clist:NN</code>	<code>\seq_set_from_clist:NN</code>
<code>\seq_set_from_clist:(cN Nc cc)</code>	<code>\seq_set_from_clist:(cN Nc cc)</code>
<code>\seq_set_from_clist:Nn</code>	<code>\seq_set_from_clist:Nn</code>
<code>\seq_set_from_clist:cn</code>	<code>\seq_set_from_clist:cn</code>
<code>\seq_gset_from_clist:NN</code>	<code>\seq_gset_from_clist:NN</code>
<code>\seq_gset_from_clist:(cN Nc cc)</code>	<code>\seq_gset_from_clist:(cN Nc cc)</code>
<code>\seq_gset_from_clist:Nn</code>	<code>\seq_gset_from_clist:Nn</code>
<code>\seq_gset_from_clist:cn</code>	<code>\seq_gset_from_clist:cn</code>

---

`\seq_set_from_clist:NN` *<sequence>* *<comma-list>*

New: 2014-07-17

Converts the data in the *<comma list>* into a *<sequence>*: the original *<comma list>* is unchanged.

---

```
\seq_set_split:Nnn
\seq_set_split:NnV
\seq_gset_split:Nnn
\seq_gset_split:NnV
```

---

New: 2011-08-15  
Updated: 2012-07-02

---

```
\seq_set_split:Nnn <sequence> {<delimiter>} {<token list>}
```

Splits the  $\langle token list \rangle$  into  $\langle items \rangle$  separated by  $\langle delimiter \rangle$ , and assigns the result to the  $\langle sequence \rangle$ . Spaces on both sides of each  $\langle item \rangle$  are ignored, then one set of outer braces is removed (if any); this space trimming behaviour is identical to that of `l3clist` functions. Empty  $\langle items \rangle$  are preserved by `\seq_set_split:Nnn`, and can be removed afterwards using `\seq_remove_all:Nn <sequence> {<>}`. The  $\langle delimiter \rangle$  may not contain `{`, `}` or `#` (assuming  $\text{\TeX}$ 's normal category code régime). If the  $\langle delimiter \rangle$  is empty, the  $\langle token list \rangle$  is split into  $\langle items \rangle$  as a  $\langle token list \rangle$ .

---

```
\seq_concat:NNN
\seq_concat:ccc
\seq_gconcat:NNN
\seq_gconcat:ccc
```

---

```
\seq_concat:NNN <sequence1> <sequence2> <sequence3>
```

Concatenates the content of  $\langle sequence_2 \rangle$  and  $\langle sequence_3 \rangle$  together and saves the result in  $\langle sequence_1 \rangle$ . The items in  $\langle sequence_2 \rangle$  are placed at the left side of the new sequence.

---

```
\seq_if_exist_p:N *
\seq_if_exist_p:c *
\seq_if_exist:NTF *
\seq_if_exist:cTF *
```

---

New: 2012-03-03

---

```
\seq_if_exist_p:N <sequence>
```

```
\seq_if_exist:NNTF <sequence> {<true code>} {<false code>}
```

Tests whether the  $\langle sequence \rangle$  is currently defined. This does not check that the  $\langle sequence \rangle$  really is a sequence variable.

## 2 Appending data to sequences

---

```
\seq_put_left:Nn
\seq_put_left:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
\seq_gput_left:Nn
\seq_gput_left:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
```

---

```
\seq_put_left:Nn <sequence> {<item>}
```

Appends the  $\langle item \rangle$  to the left of the  $\langle sequence \rangle$ .

---

```
\seq_put_right:Nn
\seq_put_right:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
\seq_gput_right:Nn
\seq_gput_right:(NV|Nv|No|Nx|cn|cV|cv|co|cx)
```

---

```
\seq_put_right:Nn <sequence> {<item>}
```

Appends the  $\langle item \rangle$  to the right of the  $\langle sequence \rangle$ .

## 3 Recovering items from sequences

Items can be recovered from either the left or the right of sequences. For implementation reasons, the actions at the left of the sequence are faster than those acting on the right. These functions all assign the recovered material locally, *i.e.* setting the  $\langle token list variable \rangle$  used with `\tl_set:Nn` and *never* `\tl_gset:Nn`.

---

```
\seq_get_left:NN
\seq_get_left:cN
```

---

Updated: 2012-05-14

---

```
\seq_get_left:NN <sequence> <token list variable>
```

Stores the left-most item from a  $\langle sequence \rangle$  in the  $\langle token list variable \rangle$  without removing it from the  $\langle sequence \rangle$ . The  $\langle token list variable \rangle$  is assigned locally. If  $\langle sequence \rangle$  is empty the  $\langle token list variable \rangle$  is set to the special marker `\q_no_value`.

<hr/> <code>\seq_get_right:NN</code> <code>\seq_get_right:cN</code> <hr/> Updated: 2012-05-19	<code>\seq_get_right:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ Stores the right-most item from a $\langle sequence \rangle$ in the $\langle token list variable \rangle$ without removing it from the $\langle sequence \rangle$ . The $\langle token list variable \rangle$ is assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ is set to the special marker <code>\q_no_value</code> .
<hr/> <code>\seq_pop_left:NN</code> <code>\seq_pop_left:cN</code> <hr/> Updated: 2012-05-14	<code>\seq_pop_left:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the left-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$ . Both of the variables are assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ is set to the special marker <code>\q_no_value</code> .
<hr/> <code>\seq_gpop_left:NN</code> <code>\seq_gpop_left:cN</code> <hr/> Updated: 2012-05-14	<code>\seq_gpop_left:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the left-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$ . The $\langle sequence \rangle$ is modified globally, while the assignment of the $\langle token list variable \rangle$ is local. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ is set to the special marker <code>\q_no_value</code> .
<hr/> <code>\seq_pop_right:NN</code> <code>\seq_pop_right:cN</code> <hr/> Updated: 2012-05-19	<code>\seq_pop_right:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the right-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$ . Both of the variables are assigned locally. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ is set to the special marker <code>\q_no_value</code> .
<hr/> <code>\seq_gpop_right:NN</code> <code>\seq_gpop_right:cN</code> <hr/> Updated: 2012-05-19	<code>\seq_gpop_right:NN</code> $\langle sequence \rangle$ $\langle token list variable \rangle$ Pops the right-most item from a $\langle sequence \rangle$ into the $\langle token list variable \rangle$ , <i>i.e.</i> removes the item from the sequence and stores it in the $\langle token list variable \rangle$ . The $\langle sequence \rangle$ is modified globally, while the assignment of the $\langle token list variable \rangle$ is local. If $\langle sequence \rangle$ is empty the $\langle token list variable \rangle$ is set to the special marker <code>\q_no_value</code> .
<hr/> <code>\seq_item:Nn</code> ★ <code>\seq_item:cn</code> ★ <hr/> New: 2014-07-17	<code>\seq_item:Nn</code> $\langle sequence \rangle$ $\{ \langle integer expression \rangle \}$ Indexing items in the $\langle sequence \rangle$ from 1 at the top (left), this function evaluates the $\langle integer expression \rangle$ and leaves the appropriate item from the sequence in the input stream. If the $\langle integer expression \rangle$ is negative, indexing occurs from the bottom (right) of the sequence. If the $\langle integer expression \rangle$ is larger than the number of items in the $\langle sequence \rangle$ (as calculated by <code>\seq_count:N</code> ) then the function expands to nothing.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle item \rangle$  does not expand further when appearing in an x-type argument expansion.

## 4 Recovering values from sequences with branching

The functions in this section combine tests for non-empty sequences with recovery of an item from the sequence. They offer increased readability and performance over separate testing and recovery phases.

<hr/> <code>\seq_get_left:NNTF</code> <code>\seq_get_left:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19 <hr/>	<code>\seq_get_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, stores the left-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. The <i>&lt;token list variable&gt;</i> is assigned locally.</p>
<hr/> <code>\seq_get_right:NNTF</code> <code>\seq_get_right:cNTF</code> <hr/> New: 2012-05-19 <hr/>	<code>\seq_get_right:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, stores the right-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. The <i>&lt;token list variable&gt;</i> is assigned locally.</p>
<hr/> <code>\seq_pop_left:NNTF</code> <code>\seq_pop_left:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19 <hr/>	<code>\seq_pop_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, pops the left-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. Both the <i>&lt;sequence&gt;</i> and the <i>&lt;token list variable&gt;</i> are assigned locally.</p>
<hr/> <code>\seq_gpop_left:NNTF</code> <code>\seq_gpop_left:cNTF</code> <hr/> New: 2012-05-14 Updated: 2012-05-19 <hr/>	<code>\seq_gpop_left:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, pops the left-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. The <i>&lt;sequence&gt;</i> is modified globally, while the <i>&lt;token list variable&gt;</i> is assigned locally.</p>
<hr/> <code>\seq_pop_right:NNTF</code> <code>\seq_pop_right:cNTF</code> <hr/> New: 2012-05-19 <hr/>	<code>\seq_pop_right:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, pops the right-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. Both the <i>&lt;sequence&gt;</i> and the <i>&lt;token list variable&gt;</i> are assigned locally.</p>
<hr/> <code>\seq_gpop_right:NNTF</code> <code>\seq_gpop_right:cNTF</code> <hr/> New: 2012-05-19 <hr/>	<code>\seq_gpop_right:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code> <p>If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, pops the right-most item from the <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i>, <i>i.e.</i> removes the item from the <i>&lt;sequence&gt;</i>, then leaves the <i>&lt;true code&gt;</i> in the input stream. The <i>&lt;sequence&gt;</i> is modified globally, while the <i>&lt;token list variable&gt;</i> is assigned locally.</p>



## 5 Modifying sequences

While sequences are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update sequences, while retaining the order of the unaffected entries.

---

```
\seq_remove_duplicates:N
\seq_remove_duplicates:c
\seq_gremove_duplicates:N
\seq_gremove_duplicates:c
```

---

`\seq_remove_duplicates:N`  $\langle sequence \rangle$

Removes duplicate items from the  $\langle sequence \rangle$ , leaving the left most copy of each item in the  $\langle sequence \rangle$ . The  $\langle item \rangle$  comparison takes place on a token basis, as for `\tl_if_eq:nnTF`.

**TeXhackers note:** This function iterates through every item in the  $\langle sequence \rangle$  and does a comparison with the  $\langle items \rangle$  already checked. It is therefore relatively slow with large sequences.

---

```
\seq_remove_all:Nn
\seq_remove_all:cn
\seq_gremove_all:Nn
\seq_gremove_all:cn
```

---

`\seq_remove_all:Nn`  $\langle sequence \rangle$   $\{\langle item \rangle\}$

Removes every occurrence of  $\langle item \rangle$  from the  $\langle sequence \rangle$ . The  $\langle item \rangle$  comparison takes place on a token basis, as for `\tl_if_eq:nnTF`.

---

```
\seq_reverse:N
\seq_reverse:c
\seq_greverse:N
\seq_greverse:c
```

---

`\seq_reverse:N`  $\langle sequence \rangle$

Reverses the order of the items stored in the  $\langle sequence \rangle$ .

New: 2014-07-18

---



---

```
\seq_sort:Nn
\seq_sort:cn
\seq_gsort:Nn
\seq_gsort:cn
```

---

`\seq_sort:Nn`  $\langle sequence \rangle$   $\{\langle comparison code \rangle\}$

Sorts the items in the  $\langle sequence \rangle$  according to the  $\langle comparison code \rangle$ , and assigns the result to  $\langle sequence \rangle$ . The details of sorting comparison are described in Section 1.

New: 2017-02-06

---

## 6 Sequence conditionals

---

```
\seq_if_empty_p:N ★
\seq_if_empty_p:c ★
\seq_if_empty:NTF ★
\seq_if_empty:cTF ★
```

---

`\seq_if_empty_p:N`  $\langle sequence \rangle$

`\seq_if_empty_p:c`  $\langle sequence \rangle$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$

Tests if the  $\langle sequence \rangle$  is empty (containing no items).

---

```
\seq_if_in:NnTF
\seq_if_in:(NV|Nv|No|Nx|cn|cV|cv|co|cx)TF
```

---

`\seq_if_in:NnTF`  $\langle sequence \rangle$   $\{\langle item \rangle\}$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$

Tests if the  $\langle item \rangle$  is present in the  $\langle sequence \rangle$ .

## 7 Mapping to sequences

---

`\seq_map_function:NN` ☆  
`\seq_map_function:cN` ☆

---

Updated: 2012-06-29

---

`\seq_map_function:NN`  $\langle sequence \rangle$   $\langle function \rangle$

Applies  $\langle function \rangle$  to every  $\langle item \rangle$  stored in the  $\langle sequence \rangle$ . The  $\langle function \rangle$  will receive one argument for each iteration. The  $\langle items \rangle$  are returned from left to right. The function `\seq_map_inline:Nn` is faster than `\seq_map_function:NN` for sequences with more than about 10 items.

---

`\seq_map_inline:Nn`  
`\seq_map_inline:cn`

---

Updated: 2012-06-29

---

`\seq_map_inline:Nn`  $\langle sequence \rangle$   $\{\langle inline function \rangle\}$

Applies  $\langle inline function \rangle$  to every  $\langle item \rangle$  stored within the  $\langle sequence \rangle$ . The  $\langle inline function \rangle$  should consist of code which will receive the  $\langle item \rangle$  as #1. The  $\langle items \rangle$  are returned from left to right.

---

`\seq_map_variable:NNn`  
`\seq_map_variable:(Ncn|cNn|ccn)`

---

Updated: 2012-06-29

---

`\seq_map_variable:NNn`  $\langle sequence \rangle$   $\langle variable \rangle$   $\{\langle code \rangle\}$

Stores each  $\langle item \rangle$  of the  $\langle sequence \rangle$  in turn in the (token list)  $\langle variable \rangle$  and applies the  $\langle code \rangle$ . The  $\langle code \rangle$  will usually make use of the  $\langle variable \rangle$ , but this is not enforced. The assignments to the  $\langle variable \rangle$  are local. The  $\langle items \rangle$  are returned from left to right.

---

`\seq_map_break:` ☆

---

Updated: 2012-06-29

---

`\seq_map_break:`

Used to terminate a `\seq_map_...` function before all entries in the  $\langle sequence \rangle$  have been processed. This normally takes place within a conditional statement, for example

```
\seq_map_inline:Nn \l_my_seq
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \seq_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\seq_map_...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

---

**\seq\_map\_break:n** ☆

---

Updated: 2012-06-29

---

**\seq\_map\_break:n** {<code>}

Used to terminate a `\seq_map...` function before all entries in the *<sequence>* have been processed, inserting the *<code>* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\seq_map_inline:Nn \l_my_seq
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \seq_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\seq_map...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before the *<code>* is inserted into the input stream. This depends on the design of the mapping function.

---

**\seq\_count:N** ☆**\seq\_count:c** ☆

---

New: 2012-07-13

---

**\seq\_count:N** <sequence>

Leaves the number of items in the *<sequence>* in the input stream as an *<integer denotation>*. The total number of items in a *<sequence>* includes those which are empty and duplicates, *i.e.* every item in a *<sequence>* is unique.

## 8 Using the content of sequences directly

---

**\seq\_use:Nnnn** ☆**\seq\_use:cnnn** ☆

---

New: 2013-05-26

---

**\seq\_use:Nnnn** <seq var> {<separator between two>}  
{<separator between more than two>} {<separator between final two>}

Places the contents of the *<seq var>* in the input stream, with the appropriate *<separator>* between the items. Namely, if the sequence has more than two items, the *<separator between more than two>* is placed between each pair of items except the last, for which the *<separator between final two>* is used. If the sequence has exactly two items, then they are placed in the input stream separated by the *<separator between two>*. If the sequence has a single item, it is placed in the input stream, and an empty sequence produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

```
\seq_set_split:Nnn \l_tmpa_seq { | } { a | b | c | {de} | f }
\seq_use:Nnnn \l_tmpa_seq { ~and~ } { ,~ } { ,~and~ }
```

inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the sequence has more than 2 items.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an x-type argument expansion.

<code>\seq_use:Nn</code> ★	<code>\seq_use:Nn &lt;seq var&gt; {&lt;separator&gt;}</code>
<code>\seq_use:cn</code> ★	Places the contents of the <i>&lt;seq var&gt;</i> in the input stream, with the <i>&lt;separator&gt;</i> between the items. If the sequence has a single item, it is placed in the input stream with no <i>&lt;separator&gt;</i> , and an empty sequence produces no output. An error is raised if the variable does not exist or if it is invalid.
New: 2013-05-26	

For example,

```
\seq_set_split:Nnn \l_tmpa_seq { | } { a | b | c | {de} | f }
\seq_use:Nn \l_tmpa_seq { ~and~ }
```

inserts “a and b and c and de and f” in the input stream.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an *x*-type argument expansion.

## 9 Sequences as stacks

Sequences can be used as stacks, where data is pushed to and popped from the top of the sequence. (The left of a sequence is the top, for performance reasons.) The stack functions for sequences are not intended to be mixed with the general ordered data functions detailed in the previous section: a sequence should either be used as an ordered data type or as a stack, but not in both ways.

<code>\seq_get:NN</code> <code>\seq_get:cn</code>	<code>\seq_get:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
Updated: 2012-05-14	Reads the top item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> is set to the special marker <code>\q_no_value</code> .
<code>\seq_pop:NN</code> <code>\seq_pop:cn</code>	<code>\seq_pop:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
Updated: 2012-05-14	Pops the top item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> . Both of the variables are assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> is set to the special marker <code>\q_no_value</code> .
<code>\seq_gpop:NN</code> <code>\seq_gpop:cn</code>	<code>\seq_gpop:NN &lt;sequence&gt; &lt;token list variable&gt;</code>
Updated: 2012-05-14	Pops the top item from a <i>&lt;sequence&gt;</i> into the <i>&lt;token list variable&gt;</i> . The <i>&lt;sequence&gt;</i> is modified globally, while the <i>&lt;token list variable&gt;</i> is assigned locally. If <i>&lt;sequence&gt;</i> is empty the <i>&lt;token list variable&gt;</i> is set to the special marker <code>\q_no_value</code> .
<code>\seq_get:NNTF</code> <code>\seq_get:cNTF</code>	<code>\seq_get:NNTF &lt;sequence&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
New: 2012-05-14 Updated: 2012-05-19	If the <i>&lt;sequence&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;sequence&gt;</i> is non-empty, stores the top item from a <i>&lt;sequence&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;sequence&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally.

---

`\seq_pop:NNTF`  
`\seq_pop:cNTF`

---

New: 2012-05-14  
Updated: 2012-05-19

---

`\seq_pop:NNTF <sequence> <token list variable> {\true code} {\false code}`

If the `<sequence>` is empty, leaves the `<false code>` in the input stream. The value of the `<token list variable>` is not defined in this case and should not be relied upon. If the `<sequence>` is non-empty, pops the top item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`. Both the `<sequence>` and the `<token list variable>` are assigned locally.

---

`\seq_gpop:NNTF`  
`\seq_gpop:cNTF`

---

New: 2012-05-14  
Updated: 2012-05-19

---

`\seq_gpop:NNTF <sequence> <token list variable> {\true code} {\false code}`

If the `<sequence>` is empty, leaves the `<false code>` in the input stream. The value of the `<token list variable>` is not defined in this case and should not be relied upon. If the `<sequence>` is non-empty, pops the top item from the `<sequence>` in the `<token list variable>`, *i.e.* removes the item from the `<sequence>`. The `<sequence>` is modified globally, while the `<token list variable>` is assigned locally.

---

`\seq_push:Nn`  
`\seq_push:(NV|Nv|No|Nx|cn|cV|cv|co|cx)`  
`\seq_gpush:Nn`  
`\seq_gpush:(NV|Nv|No|Nx|cn|cV|cv|co|cx)`

---

`\seq_push:Nn <sequence> {\item}`

Adds the `{\item}` to the top of the `<sequence>`.

## 10 Sequences as sets

Sequences can also be used as sets, such that all of their items are distinct. Usage of sequences as sets is not currently widespread, hence no specific set function is provided. Instead, it is explained here how common set operations can be performed by combining several functions described in earlier sections. When using sequences to implement sets, one should be careful not to rely on the order of items in the sequence representing the set.

Sets should not contain several occurrences of a given item. To make sure that a `<sequence variable>` only has distinct items, use `\seq_remove_duplicates:N <sequence variable>`. This function is relatively slow, and to avoid performance issues one should only use it when necessary.

Some operations on a set `<seq var>` are straightforward. For instance, `\seq_count:N <seq var>` expands to the number of items, while `\seq_if_in:NnTF <seq var> {\item}` tests if the `<item>` is in the set.

Adding an `<item>` to a set `<seq var>` can be done by appending it to the `<seq var>` if it is not already in the `<seq var>`:

```
\seq_if_in:NnF <seq var> {\item}
{ \seq_put_right:Nn <seq var> {\item} }
```

Removing an `<item>` from a set `<seq var>` can be done using `\seq_remove_all:Nn`,

```
\seq_remove_all:Nn <seq var> {\item}
```

The intersection of two sets `<seq var1 and <seq var2 can be stored into <seq var3 by collecting items of <seq var1 which are in <seq var2.`

```

\seq_clear:N <seq var3>
\seq_map_inline:Nn <seq var1>
{
\seq_if_in:NnT <seq var2> {#1}
{ \seq_put_right:Nn <seq var3> {#1} }
}

```

The code as written here only works if  $\langle seq\ var_3 \rangle$  is different from the other two sequence variables. To cover all cases, items should first be collected in a sequence  $\backslash l\_ \langle pkg \rangle\_internal\_seq$ , then  $\langle seq\ var_3 \rangle$  should be set equal to this internal sequence. The same remark applies to other set functions.

The union of two sets  $\langle seq\ var_1 \rangle$  and  $\langle seq\ var_2 \rangle$  can be stored into  $\langle seq\ var_3 \rangle$  through

```

\seq_concat:NNN <seq var3> <seq var1> <seq var2>
\seq_remove_duplicates:N <seq var3>

```

or by adding items to (a copy of)  $\langle seq\ var_1 \rangle$  one by one

```

\seq_set_eq:NN <seq var3> <seq var1>
\seq_map_inline:Nn <seq var2>
{
\seq_if_in:NnF <seq var3> {#1}
{ \seq_put_right:Nn <seq var3> {#1} }
}

```

The second approach is faster than the first when the  $\langle seq\ var_2 \rangle$  is short compared to  $\langle seq\ var_1 \rangle$ .

The difference of two sets  $\langle seq\ var_1 \rangle$  and  $\langle seq\ var_2 \rangle$  can be stored into  $\langle seq\ var_3 \rangle$  by removing items of the  $\langle seq\ var_2 \rangle$  from (a copy of) the  $\langle seq\ var_1 \rangle$  one by one.

```

\seq_set_eq:NN <seq var3> <seq var1>
\seq_map_inline:Nn <seq var2>
{ \seq_remove_all:Nn <seq var3> {#1} }

```

The symmetric difference of two sets  $\langle seq\ var_1 \rangle$  and  $\langle seq\ var_2 \rangle$  can be stored into  $\langle seq\ var_3 \rangle$  by computing the difference between  $\langle seq\ var_1 \rangle$  and  $\langle seq\ var_2 \rangle$  and storing the result as  $\backslash l\_ \langle pkg \rangle\_internal\_seq$ , then the difference between  $\langle seq\ var_2 \rangle$  and  $\langle seq\ var_1 \rangle$ , and finally concatenating the two differences to get the symmetric differences.

```

\seq_set_eq:NN \l\_ \langle pkg \rangle\_internal\_seq <seq var1>
\seq_map_inline:Nn <seq var2>
{ \seq_remove_all:Nn \l\_ \langle pkg \rangle\_internal\_seq {#1} }
\seq_set_eq:NN <seq var3> <seq var2>
\seq_map_inline:Nn <seq var1>
{ \seq_remove_all:Nn <seq var3> {#1} }
\seq_concat:NNN <seq var3> <seq var3> \l\_ \langle pkg \rangle\_internal\_seq

```

## 11 Constant and scratch sequences

---

$\backslash c\_empty\_seq$

Constant that is always empty.

---

New: 2012-07-02

---

`\l_tmpa_seq`  
`\l_tmpb_seq`  


---

New: 2012-04-26

Scratch sequences for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

`\g_tmpa_seq`  
`\g_tmpb_seq`  


---

New: 2012-04-26

Scratch sequences for global assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 12 Viewing sequences

---

`\seq_show:N`  
`\seq_show:c`  


---

Updated: 2015-08-01

`\seq_show:N`  $\langle sequence \rangle$   
Displays the entries in the  $\langle sequence \rangle$  in the terminal.

---

`\seq_log:N`  
`\seq_log:c`  


---

New: 2014-08-12  
Updated: 2015-08-01

`\seq_log:N`  $\langle sequence \rangle$   
Writes the entries in the  $\langle sequence \rangle$  in the log file.

## 13 Internal sequence functions

---

`\s__seq`

This scan mark (equal to `\scan_stop:`) marks the beginning of a sequence variable.

---

`\__seq_item:n` ★

`\__seq_item:n`  $\{\langle item \rangle\}$

The internal token used to begin each sequence entry. If expanded outside of a mapping or manipulation function, an error is raised. The definition should always be set globally.

---

`\__seq_push_item_def:n`  
`\__seq_push_item_def:x`

`\__seq_push_item_def:n`  $\{\langle code \rangle\}$

Saves the definition of `\__seq_item:n` and redefines it to accept one parameter and expand to  $\langle code \rangle$ . This function should always be balanced by use of `\__seq_pop_item_def:`.

---

`\__seq_pop_item_def:`

`\__seq_pop_item_def:`

Restores the definition of `\__seq_item:n` most recently saved by `\__seq_push_item_def:n`. This function should always be used in a balanced pair with `\__seq_push_item_def:n`.

## Part IX

# The l3int package

## Integers

Calculation and comparison of integer values can be carried out using literal numbers, `int` registers, constants and integers stored in token list variables. The standard operators `+`, `-`, `/` and `*` and parentheses can be used within such expressions to carry arithmetic operations. This module carries out these functions on *integer expressions* (“`intexpr`”).

### 1 Integer expressions

---

<code>\int_eval:n</code> ★	<code>\int_eval:n {⟨integer expression⟩}</code>
----------------------------	---

---

Evaluates the *⟨integer expression⟩*, expanding any integer and token list variables within the *⟨expression⟩* to their content (without requiring `\int_use:N/\tl_use:N`) and applying the standard mathematical rules. For example both

```
\int_eval:n { 5 + 4 * 3 - ( 3 + 4 * 5 ) }
```

and

```
\tl_new:N \l_my_tl
\tl_set:Nn \l_my_tl { 5 }
\int_new:N \l_my_int
\int_set:Nn \l_my_int { 4 }
\int_eval:n { \l_my_tl + \l_my_int * 3 - ( 3 + 4 * 5 ) }
```

both evaluate to  $-6$ . The *⟨integer expression⟩* may contain the operators `+`, `-`, `*` and `/`, along with parenthesis `(` and `)`. Any functions within the expressions should expand to an *⟨integer denotation⟩*: a sequence of a sign and digits matching the regex `\-?[0-9]+`. After expansion `\int_eval:n` yields an *⟨integer denotation⟩* which is left in the input stream.

**T<sub>E</sub>Xhackers note:** Exactly two expansions are needed to evaluate `\int_eval:n`. The result is *not* an *⟨internal integer⟩*, and therefore requires suitable termination if used in a T<sub>E</sub>X-style integer assignment.

---

<code>\int_abs:n</code> ★	<code>\int_abs:n {⟨integer expression⟩}</code>
---------------------------	--

---

Updated: 2012-09-26 Evaluates the *⟨integer expression⟩* as described for `\int_eval:n` and leaves the absolute value of the result in the input stream as an *⟨integer denotation⟩* after two expansions.

---

<code>\int_div_round:nn</code> ★	<code>\int_div_round:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
----------------------------------	--

---

Updated: 2012-09-26 Evaluates the two *⟨integer expressions⟩* as described earlier, then divides the first value by the second, and rounds the result to the closest integer. Ties are rounded away from zero. Note that this is identical to using `/` directly in an *⟨integer expression⟩*. The result is left in the input stream as an *⟨integer denotation⟩* after two expansions.



<hr/> <code>\int_div_truncate:nn</code> ★ <hr/>	<code>\int_div_truncate:nn {\langle integer_1 \rangle} {\langle integer_2 \rangle}</code>
Updated: 2012-02-09	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then divides the first value by the second, and rounds the result towards zero. Note that division using <code>/</code> rounds to the closest integer instead. The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_max:nn</code> ★	<code>\int_max:nn {\langle integer_1 \rangle} {\langle integer_2 \rangle}</code>
<hr/> <code>\int_min:nn</code> ★	<code>\int_min:nn {\langle integer_1 \rangle} {\langle integer_2 \rangle}</code>
Updated: 2012-09-26	Evaluates the $\langle integer expressions \rangle$ as described for <code>\int_eval:n</code> and leaves either the larger or smaller value in the input stream as an $\langle integer denotation \rangle$ after two expansions.

<hr/> <code>\int_mod:nn</code> ★	<code>\int_mod:nn {\langle integer_1 \rangle} {\langle integer_2 \rangle}</code>
Updated: 2012-09-26	Evaluates the two $\langle integer expressions \rangle$ as described earlier, then calculates the integer remainder of dividing the first expression by the second. This is obtained by subtracting <code>\int_div_truncate:nn {\langle integer_1 \rangle} {\langle integer_2 \rangle}</code> times $\langle integer_2 \rangle$ from $\langle integer_1 \rangle$ . Thus, the result has the same sign as $\langle integer_1 \rangle$ and its absolute value is strictly less than that of $\langle integer_2 \rangle$ . The result is left in the input stream as an $\langle integer denotation \rangle$ after two expansions.

## 2 Creating and initialising integers

<hr/> <code>\int_new:N</code>	<code>\int_new:N \langle integer \rangle</code>
<hr/> <code>\int_new:c</code>	Creates a new $\langle integer \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle integer \rangle$ is initially equal to 0.

<hr/> <code>\int_const:Nn</code>	<code>\int_const:Nn \langle integer \rangle {\langle integer expression \rangle}</code>
<hr/> <code>\int_const:cn</code>	Creates a new constant $\langle integer \rangle$ or raises an error if the name is already taken. The value of the $\langle integer \rangle$ is set globally to the $\langle integer expression \rangle$ .
Updated: 2011-10-22	

<hr/> <code>\int_zero:N</code>	<code>\int_zero:N \langle integer \rangle</code>
<hr/> <code>\int_zero:c</code>	Sets $\langle integer \rangle$ to 0.
<hr/> <code>\int_gzero:N</code>	
<hr/> <code>\int_gzero:c</code>	

<hr/> <code>\int_zero_new:N</code>	<code>\int_zero_new:N \langle integer \rangle</code>
<hr/> <code>\int_zero_new:c</code>	Ensures that the $\langle integer \rangle$ exists globally by applying <code>\int_new:N</code> if necessary, then applies <code>\int_(g)zero:N</code> to leave the $\langle integer \rangle$ set to zero.
<hr/> <code>\int_gzero_new:N</code>	
<hr/> <code>\int_gzero_new:c</code>	
New: 2011-12-13	

<hr/> <code>\int_set_eq:NN</code>	<code>\int_set_eq:NN \langle integer_1 \rangle \langle integer_2 \rangle</code>
<hr/> <code>\int_set_eq:(cN Nc cc)</code>	Sets the content of $\langle integer_1 \rangle$ equal to that of $\langle integer_2 \rangle$ .
<hr/> <code>\int_gset_eq:NN</code>	
<hr/> <code>\int_gset_eq:(cN Nc cc)</code>	

---

<code>\int_if_exist_p:N</code>	★	<code>\int_if_exist_p:N &lt;integer&gt;</code>
<code>\int_if_exist_p:c</code>	★	<code>\int_if_exist:NTF &lt;integer&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\int_if_exist:N<math>\overline{TF}</math></code>	★	Tests whether the $\langle integer \rangle$ is currently defined. This does not check that the $\langle integer \rangle$ really is an integer variable.
<code>\int_if_exist:c<math>\overline{TF}</math></code>	★	

---

New: 2012-03-03

---

### 3 Setting and incrementing integers

---

<code>\int_add:Nn</code>	<code>\int_add:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_add:cn</code>	Adds the result of the $\langle integer expression \rangle$ to the current content of the $\langle integer \rangle$ .
<code>\int_gadd:Nn</code>	
<code>\int_gadd:cn</code>	

---

Updated: 2011-10-22

---



---

<code>\int_decr:N</code>	<code>\int_decr:N &lt;integer&gt;</code>
<code>\int_decr:c</code>	Decreases the value stored in $\langle integer \rangle$ by 1.
<code>\int_gdecr:N</code>	
<code>\int_gdecr:c</code>	

---



---

<code>\int_incr:N</code>	<code>\int_incr:N &lt;integer&gt;</code>
<code>\int_incr:c</code>	Increases the value stored in $\langle integer \rangle$ by 1.
<code>\int_gincr:N</code>	
<code>\int_gincr:c</code>	

---



---

<code>\int_set:Nn</code>	<code>\int_set:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_set:cn</code>	Sets $\langle integer \rangle$ to the value of $\langle integer expression \rangle$ , which must evaluate to an integer (as described for <code>\int_eval:n</code> ).
<code>\int_gset:Nn</code>	
<code>\int_gset:cn</code>	

---

Updated: 2011-10-22

---



---

<code>\int_sub:Nn</code>	<code>\int_sub:Nn &lt;integer&gt; {&lt;integer expression&gt;}</code>
<code>\int_sub:cn</code>	Subtracts the result of the $\langle integer expression \rangle$ from the current content of the $\langle integer \rangle$ .
<code>\int_gsub:Nn</code>	
<code>\int_gsub:cn</code>	

---

Updated: 2011-10-22

---

### 4 Using integers

---

<code>\int_use:N</code>	★	<code>\int_use:N &lt;integer&gt;</code>
<code>\int_use:c</code>	★	Recovers the content of an $\langle integer \rangle$ and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where an $\langle integer \rangle$ is required (such as in the first and third arguments of <code>\int_compare:nNnTF</code> ).

---

Updated: 2011-10-22

---

**TeXhackers note:** `\int_use:N` is the TeX primitive `\the`: this is one of several L<sup>A</sup>T<sub>E</sub>X3 names for this primitive.

## 5 Integer expression conditionals

---

```
\int_compare_p:nNn ★ \int_compare_p:nNn {\langle intexpr_1 \rangle} \langle relation \rangle {\langle intexpr_2 \rangle}
\int_compare:nNnTF ★ \int_compare:nNnTF
                        {\langle intexpr_1 \rangle} \langle relation \rangle {\langle intexpr_2 \rangle}
                        {\langle true code \rangle} {\langle false code \rangle}
```

---

This function first evaluates each of the  $\langle integer expressions \rangle$  as described for `\int_eval:n`. The two results are then compared using the  $\langle relation \rangle$ :

Equal	=
Greater than	>
Less than	<

---

```
\int_compare_p:n ★ \int_compare_p:n
\int_compare:nTF ★ {
                    \langle intexpr_1 \rangle \langle relation_1 \rangle
                    ...
                    \langle intexpr_N \rangle \langle relation_N \rangle
                    \langle intexpr_{N+1} \rangle
                }
\int_compare:nTF
{
    \langle intexpr_1 \rangle \langle relation_1 \rangle
    ...
    \langle intexpr_N \rangle \langle relation_N \rangle
    \langle intexpr_{N+1} \rangle
}
{\langle true code \rangle} {\langle false code \rangle}
```

---

Updated: 2013-01-13

---

This function evaluates the  $\langle integer expressions \rangle$  as described for `\int_eval:n` and compares consecutive result using the corresponding  $\langle relation \rangle$ , namely it compares  $\langle intexpr_1 \rangle$  and  $\langle intexpr_2 \rangle$  using the  $\langle relation_1 \rangle$ , then  $\langle intexpr_2 \rangle$  and  $\langle intexpr_3 \rangle$  using the  $\langle relation_2 \rangle$ , until finally comparing  $\langle intexpr_N \rangle$  and  $\langle intexpr_{N+1} \rangle$  using the  $\langle relation_N \rangle$ . The test yields **true** if all comparisons are **true**. Each  $\langle integer expression \rangle$  is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is **false**, then no other  $\langle integer expression \rangle$  is evaluated and no other comparison is performed. The  $\langle relations \rangle$  can be any of the following:

Equal	= or ==
Greater than or equal to	>=
Greater than	>
Less than or equal to	<=
Less than	<
Not equal	!=

---

<code>\int_case:nn</code> ★	<code>\int_case:nnTF {⟨test integer expression⟩}</code>
<code>\int_case:nnTF</code> ★	<code>{</code>
	<code>{⟨intexpr case<sub>1</sub>⟩} {⟨code case<sub>1</sub>⟩}</code>
	<code>{⟨intexpr case<sub>2</sub>⟩} {⟨code case<sub>2</sub>⟩}</code>
	<code>...</code>
	<code>{⟨intexpr case<sub>n</sub>⟩} {⟨code case<sub>n</sub>⟩}</code>
	<code>}</code>
	<code>{⟨true code⟩}</code>
	<code>{⟨false code⟩}</code>

---

New: 2013-07-24

---

This function evaluates the *⟨test integer expression⟩* and compares this in turn to each of the *⟨integer expression cases⟩*. If the two are equal then the associated *⟨code⟩* is left in the input stream and other cases are discarded. If any of the cases are matched, the *⟨true code⟩* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *⟨false code⟩* is inserted. The function `\int_case:nn`, which does nothing if there is no match, is also available. For example

```
\int_case:nnF
{ 2 * 5 }
{
  { 5 }      { Small }
  { 4 + 6 }   { Medium }
  { -2 * 10 } { Negative }
}
{ No idea! }
```

leaves “Medium” in the input stream.

---

<code>\int_if_even_p:n</code> ★	<code>\int_if_odd_p:n {⟨integer expression⟩}</code>
<code>\int_if_even:nTF</code> ★	<code>\int_if_odd:nTF {⟨integer expression⟩}</code>
<code>\int_if_odd_p:n</code> ★	<code>{⟨true code⟩} {⟨false code⟩}</code>
<code>\int_if_odd:nTF</code> ★	

---

This function first evaluates the *⟨integer expression⟩* as described for `\int_eval:n`. It then evaluates if this is odd or even, as appropriate.

## 6 Integer expression loops

---

<code>\int_do_until:nNnn</code> ☆	<code>\int_do_until:nNnn {⟨intexpr<sub>1</sub>⟩} ⟨relation⟩ {⟨intexpr<sub>2</sub>⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Places the *⟨code⟩* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *⟨integer expressions⟩* as described for `\int_compare:nNnTF`. If the test is **false** then the *⟨code⟩* is inserted into the input stream again and a loop occurs until the *⟨relation⟩* is **true**.

---

<code>\int_do_while:nNnn</code> ☆	<code>\int_do_while:nNnn {⟨intexpr<sub>1</sub>⟩} ⟨relation⟩ {⟨intexpr<sub>2</sub>⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Places the *⟨code⟩* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *⟨integer expressions⟩* as described for `\int_compare:nNnTF`. If the test is **true** then the *⟨code⟩* is inserted into the input stream again and a loop occurs until the *⟨relation⟩* is **false**.

<hr/> <code>\int_until_do:nNnn</code> ☆ <hr/>	<code>\int_until_do:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}</code>
	Evaluates the relationship between the two <i>⟨integer expressions⟩</i> as described for <code>\int_compare:nNnTF</code> , and then places the <i>⟨code⟩</i> in the input stream if the <i>⟨relation⟩</i> is <b>false</b> . After the <i>⟨code⟩</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>true</b> .
<hr/> <code>\int_while_do:nNnn</code> ☆ <hr/>	<code>\int_while_do:nNnn {⟨intexpr₁⟩} ⟨relation⟩ {⟨intexpr₂⟩} {⟨code⟩}</code>
	Evaluates the relationship between the two <i>⟨integer expressions⟩</i> as described for <code>\int_compare:nNnTF</code> , and then places the <i>⟨code⟩</i> in the input stream if the <i>⟨relation⟩</i> is <b>true</b> . After the <i>⟨code⟩</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>false</b> .
<hr/> <code>\int_do_until:nn</code> ☆ <hr/>	<code>\int_do_until:nn {⟨integer relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Places the <i>⟨code⟩</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>⟨integer relation⟩</i> as described for <code>\int_compare:nTF</code> . If the test is <b>false</b> then the <i>⟨code⟩</i> is inserted into the input stream again and a loop occurs until the <i>⟨relation⟩</i> is <b>true</b> .
<hr/> <code>\int_do_while:nn</code> ☆ <hr/>	<code>\int_do_while:nn {⟨integer relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Places the <i>⟨code⟩</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the <i>⟨integer relation⟩</i> as described for <code>\int_compare:nTF</code> . If the test is <b>true</b> then the <i>⟨code⟩</i> is inserted into the input stream again and a loop occurs until the <i>⟨relation⟩</i> is <b>false</b> .
<hr/> <code>\int_until_do:nn</code> ☆ <hr/>	<code>\int_until_do:nn {⟨integer relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Evaluates the <i>⟨integer relation⟩</i> as described for <code>\int_compare:nTF</code> , and then places the <i>⟨code⟩</i> in the input stream if the <i>⟨relation⟩</i> is <b>false</b> . After the <i>⟨code⟩</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>true</b> .
<hr/> <code>\int_while_do:nn</code> ☆ <hr/>	<code>\int_while_do:nn {⟨integer relation⟩} {⟨code⟩}</code>
Updated: 2013-01-13	Evaluates the <i>⟨integer relation⟩</i> as described for <code>\int_compare:nTF</code> , and then places the <i>⟨code⟩</i> in the input stream if the <i>⟨relation⟩</i> is <b>true</b> . After the <i>⟨code⟩</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>false</b> .

## 7 Integer step functions

---

`\int_step_function:nnnN` ★

---

New: 2012-06-04

Updated: 2014-05-30

---

`\int_step_function:nnnN`  $\langle initial\ value \rangle$   $\langle step \rangle$   $\langle final\ value \rangle$   $\langle function \rangle$

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. The  $\langle function \rangle$  is then placed in front of each  $\langle value \rangle$  from the  $\langle initial\ value \rangle$  to the  $\langle final\ value \rangle$  in turn (using  $\langle step \rangle$  between each  $\langle value \rangle$ ). The  $\langle step \rangle$  must be non-zero. If the  $\langle step \rangle$  is positive, the loop stops when the  $\langle value \rangle$  becomes larger than the  $\langle final\ value \rangle$ . If the  $\langle step \rangle$  is negative, the loop stops when the  $\langle value \rangle$  becomes smaller than the  $\langle final\ value \rangle$ . The  $\langle function \rangle$  should absorb one numerical argument. For example

```
\cs_set:Npn \my_func:n #1 { [I~saw~#1] \quad }
\int_step_function:nnnN { 1 } { 1 } { 5 } \my_func:n
```

would print

```
[I saw 1] [I saw 2] [I saw 3] [I saw 4] [I saw 5]
```

---

`\int_step_inline:nnnn`

---

New: 2012-06-04

Updated: 2014-05-30

---

`\int_step_inline:nnnn`  $\langle initial\ value \rangle$   $\langle step \rangle$   $\langle final\ value \rangle$   $\langle code \rangle$

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. Then for each  $\langle value \rangle$  from the  $\langle initial\ value \rangle$  to the  $\langle final\ value \rangle$  in turn (using  $\langle step \rangle$  between each  $\langle value \rangle$ ), the  $\langle code \rangle$  is inserted into the input stream with `#1` replaced by the current  $\langle value \rangle$ . Thus the  $\langle code \rangle$  should define a function of one argument (`#1`).

---

`\int_step_variable:nnnNn`

---

New: 2012-06-04

Updated: 2014-05-30

---

`\int_step_variable:nnnNn`  
 $\langle initial\ value \rangle$   $\langle step \rangle$   $\langle final\ value \rangle$   $\langle tl\ var \rangle$   $\langle code \rangle$

This function first evaluates the  $\langle initial\ value \rangle$ ,  $\langle step \rangle$  and  $\langle final\ value \rangle$ , all of which should be integer expressions. Then for each  $\langle value \rangle$  from the  $\langle initial\ value \rangle$  to the  $\langle final\ value \rangle$  in turn (using  $\langle step \rangle$  between each  $\langle value \rangle$ ), the  $\langle code \rangle$  is inserted into the input stream, with the  $\langle tl\ var \rangle$  defined as the current  $\langle value \rangle$ . Thus the  $\langle code \rangle$  should make use of the  $\langle tl\ var \rangle$ .

## 8 Formatting integers

Integers can be placed into the output stream with formatting. These conversions apply to any integer expressions.

---

`\int_to_arabic:n` ★

---

Updated: 2011-10-22

---

`\int_to_arabic:n`  $\langle integer\ expression \rangle$

Places the value of the  $\langle integer\ expression \rangle$  in the input stream as digits, with category code 12 (other).

---

`\int_to_alph:n` ★ `\int_to_alph:n {⟨integer expression⟩}`

---

`\int_to_Alph:n` ★

---

Updated: 2011-09-17

---

Evaluates the *⟨integer expression⟩* and converts the result into a series of letters, which are then left in the input stream. The conversion rule uses the 26 letters of the English alphabet, in order, adding letters when necessary to increase the total possible range of representable numbers. Thus

```
\int_to_alph:n { 1 }
```

places **a** in the input stream,

```
\int_to_alph:n { 26 }
```

is represented as **z** and

```
\int_to_alph:n { 27 }
```

is converted to **aa**. For conversions using other alphabets, use `\int_to_symbols:nnn` to define an alphabet-specific function. The basic `\int_to_alph:n` and `\int_to_Alph:n` functions should not be modified. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

---

`\int_to_symbols:nnn` ★

---

Updated: 2011-09-17

---

```
\int_to_symbols:nnn
  {⟨integer expression⟩} {⟨total symbols⟩}
  {⟨value to symbol mapping⟩}
```

This is the low-level function for conversion of an *⟨integer expression⟩* into a symbolic form (often letters). The *⟨total symbols⟩* available should be given as an integer expression. Values are actually converted to symbols according to the *⟨value to symbol mapping⟩*. This should be given as *⟨total symbols⟩* pairs of entries, a number and the appropriate symbol. Thus the `\int_to_alph:n` function is defined as

```
\cs_new:Npn \int_to_alph:n #1
{
  \int_to_symbols:nnn {#1} { 26 }
  {
    { 1 } { a }
    { 2 } { b }
    ...
    { 26 } { z }
  }
}
```

---

`\int_to_bin:n` ★

---

New: 2014-02-11

---

`\int_to_bin:n {⟨integer expression⟩}`

Calculates the value of the *⟨integer expression⟩* and places the binary representation of the result in the input stream.

<code>\int_to_hex:n</code> ★	<code>\int_to_hex:n {⟨integer expression⟩}</code>
<code>\int_to_Hex:n</code> ★	Calculates the value of the <i>⟨integer expression⟩</i> and places the hexadecimal (base 16) representation of the result in the input stream. Letters are used for digits beyond 9: lower case letters for <code>\int_to_hex:n</code> and upper case ones for <code>\int_to_Hex:n</code> . The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
New: 2014-02-11	

<code>\int_to_oct:n</code> ★	<code>\int_to_oct:n {⟨integer expression⟩}</code>
New: 2014-02-11	Calculates the value of the <i>⟨integer expression⟩</i> and places the octal (base 8) representation of the result in the input stream. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).

<code>\int_to_base:nn</code> ★	<code>\int_to_base:nn {⟨integer expression⟩} {⟨base⟩}</code>
<code>\int_to_Base:nn</code> ★	Calculates the value of the <i>⟨integer expression⟩</i> and converts it into the appropriate representation in the <i>⟨base⟩</i> ; the later may be given as an integer expression. For bases greater than 10 the higher “digits” are represented by letters from the English alphabet: lower case letters for <code>\int_to_base:n</code> and upper case ones for <code>\int_to_Base:n</code> . The maximum <i>⟨base⟩</i> value is 36. The resulting tokens are digits with category code 12 (other) and letters with category code 11 (letter).
Updated: 2014-02-11	

**TeXhackers note:** This is a generic version of `\int_to_bin:n`, etc.

<code>\int_to_roman:n</code> ☆	<code>\int_to_roman:n {⟨integer expression⟩}</code>
<code>\int_to_Roman:n</code> ☆	Places the value of the <i>⟨integer expression⟩</i> in the input stream as Roman numerals, either lower case ( <code>\int_to_roman:n</code> ) or upper case ( <code>\int_to_Roman:n</code> ). The Roman numerals are letters with category code 11 (letter).
Updated: 2011-10-22	

## 9 Converting from other formats to integers

<code>\int_from_alph:n</code> ★	<code>\int_from_alph:n {⟨letters⟩}</code>
Updated: 2014-08-25	Converts the <i>⟨letters⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨letters⟩</i> are first converted to a string, with no expansion. Lower and upper case letters from the English alphabet may be used, with “a” equal to 1 through to “z” equal to 26. The function also accepts a leading sign, made of + and -. This is the inverse function of <code>\int_to_alph:n</code> and <code>\int_to_Alph:n</code> .

<code>\int_from_bin:n</code> ★	<code>\int_from_bin:n {⟨binary number⟩}</code>
New: 2014-02-11 Updated: 2014-08-25	Converts the <i>⟨binary number⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨binary number⟩</i> is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by binary digits. This is the inverse function of <code>\int_to_bin:n</code> .



<hr/> <code>\int_from_hex:n</code> ★ <hr/>	<code>\int_from_hex:n {⟨hexadecimal number⟩}</code>
New: 2014-02-11 Updated: 2014-08-25 <hr/>	Converts the <i>⟨hexadecimal number⟩</i> into the integer (base 10) representation and leaves this in the input stream. Digits greater than 9 may be represented in the <i>⟨hexadecimal number⟩</i> by upper or lower case letters. The <i>⟨hexadecimal number⟩</i> is first converted to a string, with no expansion. The function also accepts a leading sign, made of + and -. This is the inverse function of <code>\int_to_hex:n</code> and <code>\int_to_Hex:n</code> .
<hr/> <code>\int_from_oct:n</code> ★ <hr/>	<code>\int_from_oct:n {⟨octal number⟩}</code>
New: 2014-02-11 Updated: 2014-08-25 <hr/>	Converts the <i>⟨octal number⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨octal number⟩</i> is first converted to a string, with no expansion. The function accepts a leading sign, made of + and -, followed by octal digits. This is the inverse function of <code>\int_to_oct:n</code> .
<hr/> <code>\int_from_roman:n</code> ★ <hr/>	<code>\int_from_roman:n {⟨roman numeral⟩}</code>
Updated: 2014-08-25 <hr/>	Converts the <i>⟨roman numeral⟩</i> into the integer (base 10) representation and leaves this in the input stream. The <i>⟨roman numeral⟩</i> is first converted to a string, with no expansion. The <i>⟨roman numeral⟩</i> may be in upper or lower case; if the numeral contains characters besides <code>mdclxvi</code> or <code>MDCLXVI</code> then the resulting value is -1. This is the inverse function of <code>\int_to_roman:n</code> and <code>\int_to_Roman:n</code> .
<hr/> <code>\int_from_base:nn</code> ★ <hr/>	<code>\int_from_base:nn {⟨number⟩} {⟨base⟩}</code>
Updated: 2014-08-25 <hr/>	Converts the <i>⟨number⟩</i> expressed in <i>⟨base⟩</i> into the appropriate value in base 10. The <i>⟨number⟩</i> is first converted to a string, with no expansion. The <i>⟨number⟩</i> should consist of digits and letters (either lower or upper case), plus optionally a leading sign. The maximum <i>⟨base⟩</i> value is 36. This is the inverse function of <code>\int_to_base:nn</code> and <code>\int_to_Base:nn</code> .

## 10 Viewing integers

<hr/> <code>\int_show:N</code> <code>\int_show:c</code> <hr/>	<code>\int_show:N ⟨integer⟩</code>
	Displays the value of the <i>⟨integer⟩</i> on the terminal.
<hr/> <code>\int_show:n</code> <hr/>	<code>\int_show:n {⟨integer expression⟩}</code>
New: 2011-11-22 Updated: 2015-08-07 <hr/>	Displays the result of evaluating the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <code>\int_log:N</code> <code>\int_log:c</code> <hr/>	<code>\int_log:N ⟨integer⟩</code>
New: 2014-08-22 Updated: 2015-08-03 <hr/>	Writes the value of the <i>⟨integer⟩</i> in the log file.
<hr/> <code>\int_log:n</code> <hr/>	<code>\int_log:n {⟨integer expression⟩}</code>
New: 2014-08-22 Updated: 2015-08-07 <hr/>	Writes the result of evaluating the <i>⟨integer expression⟩</i> in the log file.

## 11 Constant integers

---

`\c_zero`  
`\c_one`  
`\c_two`  
`\c_three`  
`\c_four`  
`\c_five`  
`\c_six`  
`\c_seven`  
`\c_eight`  
`\c_nine`  
`\c_ten`  
`\c_eleven`  
`\c_twelve`  
`\c_thirteen`  
`\c_fourteen`  
`\c_fifteen`  
`\c_sixteen`  
`\c_thirty_two`  
`\c_one_hundred`  
`\c_two_hundred_fifty_five`  
`\c_two_hundred_fifty_six`  
`\c_one_thousand`  
`\c_ten_thousand`

---

Integer values used with primitive tests and assignments: self-terminating nature makes these more convenient and faster than literal numbers.

---

`\c_max_int`

---

The maximum value that can be stored as an integer.

---

`\c_max_register_int`

---

Maximum number of registers.

---

`\c_max_char_int`

---

Maximum character code completely supported by the engine.

## 12 Scratch integers

---

`\l_tmpa_int`  
`\l_tmpb_int`

---

Scratch integer for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

`\g_tmpa_int`  
`\g_tmpb_int`

---

Scratch integer for global assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 13 Primitive conditionals

---

<code>\if_int_compare:w</code>	★	<code>\if_int_compare:w</code>	$\langle integer_1 \rangle$	$\langle relation \rangle$	$\langle integer_2 \rangle$
			$\langle true\ code \rangle$		
		<code>\else:</code>			
			$\langle false\ code \rangle$		
		<code>\fi:</code>			

---

Compare two integers using  $\langle relation \rangle$ , which must be one of =, < or > with category code 12. The `\else:` branch is optional.

**TeXhackers note:** These are both names for the TeX primitive `\ifnum`.

---

<code>\if_case:w</code>	★	<code>\if_case:w</code>	$\langle integer \rangle$	$\langle case_0 \rangle$
<code>\or:</code>	★	<code>\or:</code>	$\langle case_1 \rangle$	
		<code>\or:</code>	...	
		<code>\else:</code>	$\langle default \rangle$	
		<code>\fi:</code>		

---

Selects a case to execute based on the value of the  $\langle integer \rangle$ . The first case ( $\langle case_0 \rangle$ ) is executed if  $\langle integer \rangle$  is 0, the second ( $\langle case_1 \rangle$ ) if the  $\langle integer \rangle$  is 1, *etc.* The  $\langle integer \rangle$  may be a literal, a constant or an integer expression (*e.g.* using `\int_eval:n`).

**TeXhackers note:** These are the TeX primitives `\ifcase` and `\or`.

---

<code>\if_int_odd:w</code>	★	<code>\if_int_odd:w</code>	$\langle tokens \rangle$	$\langle optional\ space \rangle$
			$\langle true\ code \rangle$	
		<code>\else:</code>		
			$\langle true\ code \rangle$	
		<code>\fi:</code>		

---

Expands  $\langle tokens \rangle$  until a non-numeric token or a space is found, and tests whether the resulting  $\langle integer \rangle$  is odd. If so,  $\langle true\ code \rangle$  is executed. The `\else:` branch is optional.

**TeXhackers note:** This is the TeX primitive `\ifodd`.

## 14 Internal functions

---

<code>\__int_value:w</code> ★	<code>\__int_value:w</code> $\langle integer \rangle$
	<code>\__int_value:w</code> $\langle integer\ denotation \rangle$ $\langle optional\ space \rangle$

---

Expands the following tokens until an  $\langle integer \rangle$  is formed, and leaves a normalized form (no leading sign except for negative numbers, no leading digit 0 except for zero) in the input stream as category code 12 (other) characters. The  $\langle integer \rangle$  can consist of any number of signs (with intervening spaces) followed by

- an integer variable (in fact, any  $\text{\TeX}$  register except `\toks`) or
- `\__int_eval:w`  $\langle intexpr \rangle$  `\__int_eval_end:` (or another  $\varepsilon$ - $\text{\TeX}$  expression) or
- explicit digits (or by `'`  $\langle octal\ digits \rangle$  or `"`  $\langle hexadecimal\ digits \rangle$  or `'`  $\langle character \rangle$ )

In this last case expansion stops once a non-digit is found; if that is a space it is removed as in `f`-expansion. Note that protected functions *are* expanded by this process

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  primitive `\number`.

---

<code>\__int_to_roman:w</code> ★	<code>\__int_to_roman:w</code> $\langle integer \rangle$
	<code>\__int_to_roman:w</code> $\langle integer\ denotation \rangle$ $\langle optional\ space \rangle$

---

Converts an  $\langle integer \rangle$  to lower case Roman representation. The  $\langle integer \rangle$  is found as in `\__int_value:w` by expanding what follows exhaustively. One (optional) space is lost if the  $\langle integer \rangle$  is given by explicit digits. Note that this function produces a string of letters with category code 12. Negative  $\langle integer \rangle$  values result in no output, although the function does not terminate expansion until a suitable endpoint is found in the same way as for positive numbers.

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  primitive `\romannumeral` renamed.

---

<code>\__int_eval:w</code> ★	<code>\__int_eval:w</code> $\langle intexpr \rangle$ <code>\__int_eval_end:</code>
<code>\__int_eval_end:</code> ★	

---

Evaluates  $\langle integer\ expression \rangle$  as described for `\int_eval:n`. The evaluation stops when an unexpandable token which is not a valid part of an integer is read or when `\__int_eval_end:` is reached. The latter is gobbled by the scanner mechanism: `\__int_eval_end:` itself is unexpandable but used correctly the entire construct is expandable.

**$\text{\TeX}$ hackers note:** This is the  $\varepsilon$ - $\text{\TeX}$  primitive `\numexpr`.

---

<code>\__int_eval:n</code> ★	<code>\__int_eval:n</code> $\{ \langle intexpr \rangle \}$
------------------------------	--

---

By default this expands to `\__int_eval:w`  $\langle intexpr \rangle$  `\__int_eval_end:` but when debugging is enabled this expands to a more complicated construction that evaluates  $\langle intexpr \rangle$  with parentheses and within a brace group to detect early termination.

---

<code>\__prg_compare_error:</code>	<code>\__prg_compare_error:</code>
<code>\__prg_compare_error:Nw</code>	<code>\__prg_compare_error:Nw</code> $\langle token \rangle$

---

These are used within `\int_compare:nTF`, `\dim_compare:nTF` and so on to recover correctly if the `n`-type argument does not contain a properly-formed relation.

## Part X

# The l3intarray package: low-level arrays of small integers

## 1 l3intarray documentation

This module provides no user function: at present it is meant for kernel use only.

It is a wrapper around the `\fontdimen` primitive, used to store arrays of integers (with a restricted range: absolute value at most  $2^{30} - 1$ ). In contrast to `l3seq` sequences the access to individual entries is done in constant time rather than linear time, but only integers can be stored. More precisely, the primitive `\fontdimen` stores dimensions but the `l3intarray` package transparently converts these from/to integers. Assignments are always global.

While LuaTeX’s memory is extensible, other engines can “only” deal with a bit less than  $4 \times 10^6$  entries in all `\fontdimen` arrays combined (with default TeXLive settings).

### 1.1 Internal functions

---

<code>\__intarray_new:Nn</code>	<code>\__intarray_new:Nn &lt;intarray var&gt; {&lt;size&gt;}</code>
---------------------------------	---

---

Evaluates the integer expression `<size>` and allocates an `<integer array variable>` with that number of (zero) entries.

---

<code>\__intarray_count:N</code> ★	<code>\__intarray_count:N &lt;intarray var&gt;</code>
------------------------------------	---

---

Expands to the number of entries in the `<integer array variable>`. Contrarily to `\seq_count:N` this is performed in constant time.

---

<code>\__intarray_gset:Nnn</code>	<code>\__intarray_gset:Nnn &lt;intarray var&gt; {&lt;position&gt;} {&lt;value&gt;}</code>
<code>\__intarray_gset_fast:Nnn</code>	<code>\__intarray_gset_fast:Nnn &lt;intarray var&gt; {&lt;position&gt;} {&lt;value&gt;}</code>

---

Stores the result of evaluating the integer expression `<value>` into the `<integer array variable>` at the (integer expression) `<position>`. While `\__intarray_gset:Nnn` checks that the `<position>` is between 1 and the `\__intarray_count:N` and that the `<value>`’s absolute value is at most  $2^{30} - 1$ , the “fast” function performs no such bound check. Assignments are always global.

---

<code>\__intarray_item:Nn</code> ★	<code>\__intarray_item:Nn &lt;intarray var&gt; {&lt;position&gt;}</code>
<code>\__intarray_item_fast:Nn</code> ★	<code>\__intarray_item_fast:Nn &lt;intarray var&gt; {&lt;position&gt;}</code>

---

Expands to the integer entry stored at the (integer expression) `<position>` in the `<integer array variable>`. While `\__intarray_item:Nn` checks that the `<position>` is between 1 and the `\__intarray_count:N`, the “fast” function performs no such bound check.

## Part XI

# The l3flag package: expandable flags

Flags are the only data-type that can be modified in expansion-only contexts. This module is meant mostly for kernel use: in almost all cases, booleans or integers should be preferred to flags because they are very significantly faster.

A flag can hold any non-negative value, which we call its *height*. In expansion-only contexts, a flag can only be “raised”: this increases the *height* by 1. The *height* can also be queried expandably. However, decreasing it, or setting it to zero requires non-expandable assignments.

Flag variables are always local. They are referenced by a *flag name* such as `str_missing`. The *flag name* is used as part of `\use:c` constructions hence is expanded at point of use. It must expand to character tokens only, with no spaces.

A typical use case of flags would be to keep track of whether an exceptional condition has occurred during expandable processing, and produce a meaningful (non-expandable) message after the end of the expandable processing. This is exemplified by `l3str-convert`, which for performance reasons performs conversions of individual characters expandably and for readability reasons produces a single error message describing incorrect inputs that were encountered.

Flags should not be used without carefully considering the fact that raising a flag takes a time and memory proportional to its height. Flags should not be used unless unavoidable.

## 1 Setting up flags

---

---

<code>\flag_new:n</code>	<code>\flag_new:n {&lt;flag name&gt;}</code>
--------------------------	--

Creates a new flag with a name given by *flag name*, or raises an error if the name is already taken. The *flag name* may not contain spaces. The declaration is global, but flags are always local variables. The *flag* initially has zero height.

---

---

<code>\flag_clear:n</code>	<code>\flag_clear:n {&lt;flag name&gt;}</code>
----------------------------	--

The *flag*’s height is set to zero. The assignment is local.

---

---

<code>\flag_clear_new:n</code>	<code>\flag_clear_new:n {&lt;flag name&gt;}</code>
--------------------------------	--

Ensures that the *flag* exists globally by applying `\flag_new:n` if necessary, then applies `\flag_clear:n`, setting the height to zero locally.

---

---

<code>\flag_show:n</code>	<code>\flag_show:n {&lt;flag name&gt;}</code>
---------------------------	---

Displays the *flag*’s height in the terminal.

---

---

<code>\flag_log:n</code>	<code>\flag_log:n {&lt;flag name&gt;}</code>
--------------------------	--

Writes the *flag*’s height to the log file.

## 2 Expandable flag commands

<hr/> <code>\flag_if_exist:n</code> ★	<code>\flag_if_exist:n {⟨flag name⟩}</code>
<hr/> <code>\flag_if_exist:n</code> <u><code>TF</code></u> ★	This function returns <code>true</code> if the <code>⟨flag name⟩</code> references a flag that has been defined previously, and <code>false</code> otherwise.
<hr/> <code>\flag_if_raised:n</code> ★	<code>\flag_if_raised:n {⟨flag name⟩}</code>
<hr/> <code>\flag_if_raised:n</code> <u><code>TF</code></u> ★	This function returns <code>true</code> if the <code>⟨flag⟩</code> has non-zero height, and <code>false</code> if the <code>⟨flag⟩</code> has zero height.
<hr/> <code>\flag_height:n</code> ★	<code>\flag_height:n {⟨flag name⟩}</code>
	Expands to the height of the <code>⟨flag⟩</code> as an integer denotation.
<hr/> <code>\flag_raise:n</code> ★	<code>\flag_raise:n {⟨flag name⟩}</code>
	The <code>⟨flag⟩</code> 's height is increased by 1 locally.

## Part XII

# The l3quark package

## Quarks

### 1 Introduction to quarks and scan marks

Two special types of constants in L<sup>A</sup>T<sub>E</sub>X3 are “quarks” and “scan marks”. By convention all constants of type quark start out with `\q_`, and scan marks start with `\s_`. Scan marks are for internal use by the kernel: they are not intended for more general use.

#### 1.1 Quarks

Quarks are control sequences that expand to themselves and should therefore *never* be executed directly in the code. This would result in an endless loop!

They are meant to be used as delimiter in weird functions, the most common use case being the ‘stop token’ (*i.e.* `\q_stop`). For example, when writing a macro to parse a user-defined date

```
\date_parse:n {19/June/1981}
```

one might write a command such as

```
\cs_new:Npn \date_parse:n #1 { \date_parse_aux:w #1 \q_stop }
\cs_new:Npn \date_parse_aux:w #1 / #2 / #3 \q_stop
{ <do something with the date> }
```

Quarks are sometimes also used as error return values for functions that receive erroneous input. For example, in the function `\prop_get:NnN` to retrieve a value stored in some key of a property list, if the key does not exist then the return value is the quark `\q_no_value`. As mentioned above, such quarks are extremely fragile and it is imperative when using such functions that code is carefully written to check for pathological cases to avoid leakage of a quark into an uncontrolled environment.

Quarks also permit the following ingenious trick when parsing tokens: when you pick up a token in a temporary variable and you want to know whether you have picked up a particular quark, all you have to do is compare the temporary variable to the quark using `\tl_if_eq:NNTF`. A set of special quark testing functions is set up below. All the quark testing functions are expandable although the ones testing only single tokens are much faster. An example of the quark testing functions and their use in recursion can be seen in the implementation of `\clist_map_function:NN`.

### 2 Defining quarks

---

<code>\quark_new:N</code>	<code>\quark_new:N &lt;quark&gt;</code>
---------------------------	---

Creates a new `<quark>` which expands only to `<quark>`. The `<quark>` is defined globally, and an error message is raised if the name was already taken.



<u><code>\q_stop</code></u>	Used as a marker for delimited arguments, such as  <code>\cs_set:Npn \tmp:w #1#2 \q_stop {#1}</code>
<u><code>\q_mark</code></u>	Used as a marker for delimited arguments when <code>\q_stop</code> is already in use.
<u><code>\q_nil</code></u>	Quark to mark a null value in structured variables or functions. Used as an end delimiter when this may itself need to be tested (in contrast to <code>\q_stop</code> , which is only ever used as a delimiter).
<u><code>\q_no_value</code></u>	A canonical value for a missing value, when one is requested from a data structure. This is therefore used as a “return” value by functions such as <code>\prop_get:NnN</code> if there is no data to return.

### 3 Quark tests

The method used to define quarks means that the single token (`N`) tests are faster than the multi-token (`n`) tests. The latter should therefore only be used when the argument can definitely take more than a single token.

<u><code>\quark_if_nil_p:N</code> ★</u>	<code>\quark_if_nil_p:N &lt;token&gt;</code>
<u><code>\quark_if_nil:NTF</code> ★</u>	<code>\quark_if_nil:NTF &lt;token&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
	Tests if the <code>&lt;token&gt;</code> is equal to <code>\q_nil</code> .
<u><code>\quark_if_nil_p:n</code> ★</u>	<code>\quark_if_nil_p:n {&lt;token list&gt;}</code>
<u><code>\quark_if_nil_p:(o V)</code> ★</u>	<code>\quark_if_nil:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<u><code>\quark_if_nil:nTF</code> ★</u>	Tests if the <code>&lt;token list&gt;</code> contains only <code>\q_nil</code> (distinct from <code>&lt;token list&gt;</code> being empty or containing <code>\q_nil</code> plus one or more other tokens).
<u><code>\quark_if_nil:(o V)TF</code> ★</u>	
<u><code>\quark_if_no_value_p:N</code> ★</u>	<code>\quark_if_no_value_p:N &lt;token&gt;</code>
<u><code>\quark_if_no_value_p:c</code> ★</u>	<code>\quark_if_no_value:NTF &lt;token&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<u><code>\quark_if_no_value:NTF</code> ★</u>	Tests if the <code>&lt;token&gt;</code> is equal to <code>\q_no_value</code> .
<u><code>\quark_if_no_value:cTF</code> ★</u>	
<u><code>\quark_if_no_value_p:n</code> ★</u>	<code>\quark_if_no_value_p:n {&lt;token list&gt;}</code>
<u><code>\quark_if_no_value:nTF</code> ★</u>	<code>\quark_if_no_value:nTF {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
	Tests if the <code>&lt;token list&gt;</code> contains only <code>\q_no_value</code> (distinct from <code>&lt;token list&gt;</code> being empty or containing <code>\q_no_value</code> plus one or more other tokens).

### 4 Recursion

This module provides a uniform interface to intercepting and terminating loops as when one is doing tail recursion. The building blocks follow below and an example is shown in Section 5.

---

<code>\q_recursion_tail</code>	This quark is appended to the data structure in question and appears as a real element there. This means it gets any list separators around it.
--------------------------------	---

---



---

<code>\q_recursion_stop</code>	This quark is added <i>after</i> the data structure. Its purpose is to make it possible to terminate the recursion at any point easily.
--------------------------------	---

---



---

<code>\quark_if_recursion_tail_stop:N</code>	<code>\quark_if_recursion_tail_stop:N &lt;token&gt;</code>
--	--

---

Tests if `<token>` contains only the marker `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

---



---

<code>\quark_if_recursion_tail_stop:n</code>	<code>\quark_if_recursion_tail_stop:n {&lt;token list&gt;}</code>
--	---

---

<code>\quark_if_recursion_tail_stop:o</code>	
--	--

---

Updated: 2011-09-06

---

Tests if the `<token list>` contains only `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items.

---



---

<code>\quark_if_recursion_tail_stop_do:Nn</code>	<code>\quark_if_recursion_tail_stop_do:Nn &lt;token&gt; {&lt;insertion&gt;}</code>
--	--

---

Tests if `<token>` contains only the marker `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The `<insertion>` code is then added to the input stream after the recursion has ended.

---



---

<code>\quark_if_recursion_tail_stop_do:nn</code>	<code>\quark_if_recursion_tail_stop_do:nn {&lt;token list&gt;} {&lt;insertion&gt;}</code>
--	---

---

<code>\quark_if_recursion_tail_stop_do:on</code>	
--	--

---

Updated: 2011-09-06

---

Tests if the `<token list>` contains only `\q_recursion_tail`, and if so uses `\use_none_delimit_by_q_recursion_stop:w` to terminate the recursion that this belongs to. The recursion input must include the marker tokens `\q_recursion_tail` and `\q_recursion_stop` as the last two items. The `<insertion>` code is then added to the input stream after the recursion has ended.

---

## 5 An example of recursion with quarks

Quarks are mainly used internally in the `expl3` code to define recursion functions such as `\tl_map_inline:nn` and so on. Here is a small example to demonstrate how to use quarks in this fashion. We shall define a command called `\my_map_dbl:nn` which takes a token list and applies an operation to every *pair* of tokens. For example, `\my_map_dbl:nn {abcd} {[--#1--#2--]~}` would produce “`[-a-b-] [-c-d-]` ”. Using quarks to define such functions simplifies their logic and ensures robustness in many cases.

Here's the definition of `\my_map_dbl:nn`. First of all, define the function that does the processing based on the inline function argument `#2`. Then initiate the recursion using an internal function. The token list `#1` is terminated using `\q_recursion_tail`, with delimiters according to the type of recursion (here a pair of `\q_recursion_tail`), concluding with `\q_recursion_stop`. These quarks are used to mark the end of the token list being operated upon.

```
\cs_new:Npn \my_map_dbl:nn #1#2
{
  \cs_set:Npn \__my_map_dbl_fn:nn ##1 ##2 {#2}
  \__my_map_dbl:nn #1 \q_recursion_tail \q_recursion_tail
  \q_recursion_stop
}
```

The definition of the internal recursion function follows. First check if either of the input tokens are the termination quarks. Then, if not, apply the inline function to the two arguments.

```
\cs_new:Nn \__my_map_dbl:nn
{
  \quark_if_recursion_tail_stop:n {#1}
  \quark_if_recursion_tail_stop:n {#2}
  \__my_map_dbl_fn:nn {#1} {#2}
}
```

Finally, recurse:

```
\__my_map_dbl:nn
}
```

Note that contrarily to L<sup>A</sup>T<sub>E</sub>X3 built-in mapping functions, this mapping function cannot be nested, since the second map would overwrite the definition of `\__my_map_dbl_fn:nn`.

## 6 Internal quark functions

---

```
\__quark_if_recursion_tail_break:NN \__quark_if_recursion_tail_break:nN {<token list>}
\__quark_if_recursion_tail_break:nN \<type>_map_break:
```

---

Tests if `<token list>` contains only `\q_recursion_tail`, and if so terminates the recursion using `\<type>_map_break:.` The recursion end should be marked by `\prg_break_point:Nn \<type>_map_break:.`

## 7 Scan marks

Scan marks are control sequences set equal to `\scan_stop:`, hence never expand in an expansion context and are (largely) invisible if they are encountered in a typesetting context.

Like quarks, they can be used as delimiters in weird functions and are often safer to use for this purpose. Since they are harmless when executed by T<sub>E</sub>X in non-expandable contexts, they can be used to mark the end of a set of instructions. This allows to skip to that point if the end of the instructions should not be performed (see l3regex).

The scan marks system is only for internal use by the kernel team in a small number of very specific places. These functions should not be used more generally.

---

<code>\_scan\_new:N</code>	<code>\_scan\_new:N</code> $\langle scan\ mark \rangle$
----------------------------	---

Creates a new  $\langle scan\ mark \rangle$  which is set equal to `\scan\_stop:`. The  $\langle scan\ mark \rangle$  is defined globally, and an error message is raised if the name was already taken by another scan mark.

---

<code>\s\_stop</code>	Used at the end of a set of instructions, as a marker that can be jumped to using <code>\_use\_none\_delimit\_by\_s\_stop:w</code> .
-----------------------	--

---

<code>\_use\_none\_delimit\_by\_s\_stop:w</code>	<code>\_use\_none\_delimit\_by\_s\_stop:w</code> $\langle tokens \rangle$ <code>\s\_stop</code>
--	---

Removes the  $\langle tokens \rangle$  and `\s\_stop` from the input stream. This leads to a low-level TeX error if `\s\_stop` is absent.

## Part XIII

# The l3prg package

## Control structures

Conditional processing in L<sup>A</sup>T<sub>E</sub>X3 is defined as something that performs a series of tests, possibly involving assignments and calling other functions that do not read further ahead in the input stream. After processing the input, a *state* is returned. The states returned are *⟨true⟩* and *⟨false⟩*.

L<sup>A</sup>T<sub>E</sub>X3 has two forms of conditional flow processing based on these states. The first form is predicate functions that turn the returned state into a boolean *⟨true⟩* or *⟨false⟩*. For example, the function `\cs_if_free_p:N` checks whether the control sequence given as its argument is free and then returns the boolean *⟨true⟩* or *⟨false⟩* values to be used in testing with `\if_predicate:w` or in functions to be described below. The second form is the kind of functions choosing a particular argument from the input stream based on the result of the testing as in `\cs_if_free:NTF` which also takes one argument (the *N*) and then executes either **true** or **false** depending on the result.

**T<sub>E</sub>Xhackers note:** The arguments are executed after exiting the underlying `\if... \fi` structure.

## 1 Defining a set of conditional functions

---

```
\prg_new_conditional:Npnn
\prg_set_conditional:Npnn
\prg_new_conditional:Nnn
\prg_set_conditional:Nnn
```

---

Updated: 2012-02-06

---

```
\prg_new_conditional:Npnn \<name>:\<arg spec> \<parameters> {\<conditions>} {\<code>}
\prg_new_conditional:Nnn \<name>:\<arg spec> {\<conditions>} {\<code>}
```

These functions create a family of conditionals using the same *{⟨code⟩}* to perform the test created. Those conditionals are expandable if *⟨code⟩* is. The **new** versions check for existing definitions and perform assignments globally (cf. `\cs_new:Npn`) whereas the **set** versions do no check and perform assignments locally (cf. `\cs_set:Npn`). The conditionals created are dependent on the comma-separated list of *⟨conditions⟩*, which should be one or more of **p**, **T**, **F** and **TF**.

---

```
\prg_new_protected_conditional:Npnn \prg_new_protected_conditional:Npnn \<name>:\<arg spec> \<parameters>
\prg_set_protected_conditional:Npnn {\<conditions>} {\<code>}
\prg_new_protected_conditional:Nnn \prg_new_protected_conditional:Nnn \<name>:\<arg spec>
\prg_set_protected_conditional:Nnn {\<conditions>} {\<code>}
```

---

Updated: 2012-02-06

---

These functions create a family of protected conditionals using the same *{⟨code⟩}* to perform the test created. The *⟨code⟩* does not need to be expandable. The **new** version check for existing definitions and perform assignments globally (cf. `\cs_new:Npn`) whereas the **set** version do not (cf. `\cs_set:Npn`). The conditionals created are depended on the comma-separated list of *⟨conditions⟩*, which should be one or more of **T**, **F** and **TF** (not **p**).

The conditionals are defined by `\prg_new_conditional:Npnn` and friends as:

- `\<name>_p:<arg spec>` — a predicate function which will supply either a logical `true` or logical `false`. This function is intended for use in cases where one or more logical tests are combined to lead to a final outcome. This function cannot be defined for `protected` conditionals.
- `\<name>:<arg spec>T` — a function with one more argument than the original `<arg spec>` demands. The `<true branch>` code in this additional argument will be left on the input stream only if the test is `true`.
- `\<name>:<arg spec>F` — a function with one more argument than the original `<arg spec>` demands. The `<false branch>` code in this additional argument will be left on the input stream only if the test is `false`.
- `\<name>:<arg spec>TF` — a function with two more argument than the original `<arg spec>` demands. The `<true branch>` code in the first additional argument will be left on the input stream if the test is `true`, while the `<false branch>` code in the second argument will be left on the input stream if the test is `false`.

The `<code>` of the test may use `<parameters>` as specified by the second argument to `\prg_set_conditional:Npnn`: this should match the `<argument specification>` but this is not enforced. The `Nnn` versions infer the number of arguments from the argument specification given (cf. `\cs_new:Nn`, etc.). Within the `<code>`, the functions `\prg_return_true:` and `\prg_return_false:` are used to indicate the logical outcomes of the test.

An example can easily clarify matters here:

```
\prg_set_conditional:Npnn \foo_if_bar:NN #1#2 { p , T , TF }
{
  \if_meaning:w \l_tmpa_tl #1
  \prg_return_true:
\else:
  \if_meaning:w \l_tmpa_tl #2
  \prg_return_true:
\else:
  \prg_return_false:
\fi:
\fi:
}
```

This defines the function `\foo_if_bar_p:NN`, `\foo_if_bar:NNTF` and `\foo_if_bar:NNT` but not `\foo_if_bar:NNF` (because `F` is missing from the `<conditions>` list). The return statements take care of resolving the remaining `\else:` and `\fi:` before returning the state. There must be a return statement for each branch; failing to do so will result in erroneous output if that branch is executed.

---

<code>\prg_new_eq_conditional:Nnn</code>	<code>\prg_new_eq_conditional:Nnn \&lt;name1&gt;:&lt;arg spec1&gt; \&lt;name2&gt;:&lt;arg spec2&gt;</code>
<code>\prg_set_eq_conditional:Nnn</code>	<code>{&lt;conditions&gt;}</code>

---

These functions copy a family of conditionals. The `new` version checks for existing definitions (cf. `\cs_new_eq:NN`) whereas the `set` version does not (cf. `\cs_set_eq:NN`). The conditionals copied are depended on the comma-separated list of `<conditions>`, which should be one or more of `p`, `T`, `F` and `TF`.

---

<code>\prg_return_true:</code>	★	<code>\prg_return_true:</code>
<code>\prg_return_false:</code>	★	<code>\prg_return_false:</code>

---

These “return” functions define the logical state of a conditional statement. They appear within the code for a conditional function generated by `\prg_set_conditional:Npnn`, *etc.*, to indicate when a true or false branch should be taken. While they may appear multiple times each within the code of such conditionals, the execution of the conditional must result in the expansion of one of these two functions *exactly once*.

The return functions trigger what is internally an **f**-expansion process to complete the evaluation of the conditional. Therefore, after `\prg_return_true:` or `\prg_return_false:` there must be no non-expandable material in the input stream for the remainder of the expansion of the conditional code. This includes other instances of either of these functions.

## 2 The boolean data type

This section describes a boolean data type which is closely connected to conditional processing as sometimes you want to execute some code depending on the value of a switch (*e.g.*, draft/final) and other times you perhaps want to use it as a predicate function in an `\if_predicate:w` test. The problem of the primitive `\if_false:` and `\if_true:` tokens is that it is not always safe to pass them around as they may interfere with scanning for termination of primitive conditional processing. Therefore, we employ two canonical booleans: `\c_true_bool` or `\c_false_bool`. Besides preventing problems as described above, it also allows us to implement a simple boolean parser supporting the logical operations And, Or, Not, *etc.* which can then be used on both the boolean type and predicate functions.

All conditional `\bool_` functions except assignments are expandable and expect the input to also be fully expandable (which generally means being constructed from predicate functions and booleans, possibly nested).

**T<sub>E</sub>Xhackers note:** The `bool` data type is not implemented using the `\iffalse/\iftrue` primitives, in contrast to `\newif`, *etc.*, in plain T<sub>E</sub>X, L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> and so on. Programmers should not base use of `bool` switches on any particular expectation of the implementation.

---

<code>\bool_new:N</code>	<code>\bool_new:N</code>	<code>&lt;boolean&gt;</code>
<code>\bool_new:c</code>		

---

Creates a new `<boolean>` or raises an error if the name is already taken. The declaration is global. The `<boolean>` is initially **false**.

---

<code>\bool_set_false:N</code>	<code>\bool_set_false:N</code>	<code>&lt;boolean&gt;</code>
<code>\bool_set_false:c</code>		
<code>\bool_gset_false:N</code>		
<code>\bool_gset_false:c</code>		

---

Sets `<boolean>` logically **false**.

---

<code>\bool_set_true:N</code>	<code>\bool_set_true:N</code>	<code>&lt;boolean&gt;</code>
<code>\bool_set_true:c</code>		
<code>\bool_gset_true:N</code>		
<code>\bool_gset_true:c</code>		

---

Sets `<boolean>` logically **true**.

---

```
\bool_set_eq:NN
\bool_set_eq:(cN|Nc|cc)
\bool_gset_eq:NN
\bool_gset_eq:(cN|Nc|cc)
```

---

`\bool_set_eq:NN`  $\langle boolean_1 \rangle$   $\langle boolean_2 \rangle$   
Sets  $\langle boolean_1 \rangle$  to the current value of  $\langle boolean_2 \rangle$ .

---

```
\bool_set:Nn
\bool_set:cn
\bool_gset:Nn
\bool_gset:cn
```

---

`\bool_set:Nn`  $\langle boolean \rangle$   $\{\langle boolexpr \rangle\}$   
Evaluates the  $\langle boolean expression \rangle$  as described for `\bool_if:nTF`, and sets the  $\langle boolean \rangle$  variable to the logical truth of this evaluation.

Updated: 2017-07-15

---



---

```
\bool_if_p:N *
\bool_if_p:c *
\bool_if:NTF *
\bool_if:cTF *
```

---

`\bool_if_p:N`  $\langle boolean \rangle$   
`\bool_if:NTF`  $\langle boolean \rangle$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$   
Tests the current truth of  $\langle boolean \rangle$ , and continues expansion based on this result.

Updated: 2017-07-15

---



---

```
\bool_show:N
\bool_show:c
```

---

`\bool_show:N`  $\langle boolean \rangle$   
Displays the logical truth of the  $\langle boolean \rangle$  on the terminal.

New: 2012-02-09

Updated: 2015-08-01

---



---

```
\bool_show:n
```

---

`\bool_show:n`  $\{\langle boolean expression \rangle\}$

New: 2012-02-09

Updated: 2017-07-15

---



---

```
\bool_log:N
\bool_log:c
```

---

`\bool_log:N`  $\langle boolean \rangle$   
Writes the logical truth of the  $\langle boolean \rangle$  in the log file.

New: 2014-08-22

Updated: 2015-08-03

---



---

```
\bool_log:n
```

---

`\bool_log:n`  $\{\langle boolean expression \rangle\}$

New: 2014-08-22

Updated: 2017-07-15

---



---

```
\bool_if_exist_p:N *
\bool_if_exist_p:c *
\bool_if_exist:NTF *
\bool_if_exist:cTF *
```

---

`\bool_if_exist_p:N`  $\langle boolean \rangle$   
`\bool_if_exist:NTF`  $\langle boolean \rangle$   $\{\langle true code \rangle\}$   $\{\langle false code \rangle\}$   
Tests whether the  $\langle boolean \rangle$  is currently defined. This does not check that the  $\langle boolean \rangle$  really is a boolean variable.

New: 2012-03-03

---



---

```
\l_tmpa_bool
\l_tmpb_bool
```

---

A scratch boolean for local assignment. It is never used by the kernel code, and so is safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.



---

`\g_tmpa_bool`  
`\g_tmpb_bool`

---

A scratch boolean for global assignment. It is never used by the kernel code, and so is safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, it may be overwritten by other non-kernel code and so should only be used for short-term storage.

### 3 Boolean expressions

As we have a boolean datatype and predicate functions returning boolean  $\langle true \rangle$  or  $\langle false \rangle$  values, it seems only fitting that we also provide a parser for  $\langle boolean\ expressions \rangle$ .

A boolean expression is an expression which given input in the form of predicate functions and boolean variables, return boolean  $\langle true \rangle$  or  $\langle false \rangle$ . It supports the logical operations And, Or and Not as the well-known infix operators `&&` and `||` and prefix `!` with their usual precedences (namely, `&&` binds more tightly than `||`). In addition to this, parentheses can be used to isolate sub-expressions. For example,

```
\int_compare_p:n { 1 = 1 } &&
(
  \int_compare_p:n { 2 = 3 } ||
  \int_compare_p:n { 4 <= 4 } ||
  \str_if_eq_p:nn { abc } { def }
) &&
! \int_compare_p:n { 2 = 4 }
```

is a valid boolean expression.

Contrarily to some other programming languages, the operators `&&` and `||` evaluate both operands in all cases, even when the first operand is enough to determine the result. This “eager” evaluation should be contrasted with the “lazy” evaluation of `\bool_lazy_...` functions.

**T<sub>E</sub>Xhackers note:** The eager evaluation of boolean expressions is unfortunately necessary in T<sub>E</sub>X. Indeed, a lazy parser can get confused if `&&` or `||` or parentheses appear as (unbraced) arguments of some predicates. For instance, the innocuous-looking expression below would break (in a lazy parser) if `#1` were a closing parenthesis and `\l_tmpa_bool` were `true`.

```
( \l_tmpa_bool || \token_if_eq_meaning_p:NN X #1 )
```

Minimal (lazy) evaluation can be obtained using the conditionals `\bool_lazy_all:nTF`, `\bool_lazy_and:nnTF`, `\bool_lazy_any:nTF`, or `\bool_lazy_or:nnTF`, which only evaluate their boolean expression arguments when they are needed to determine the resulting truth value. For example, when evaluating the boolean expression

```
\bool_lazy_and_p:nn
{
  \bool_lazy_any_p:n
  {
    { \int_compare_p:n { 2 = 3 } }
    { \int_compare_p:n { 4 <= 4 } }
    { \int_compare_p:n { 1 = \error } } % skipped
  }
}
{ ! \int_compare_p:n { 2 = 4 } }
```

the line marked with **skipped** is not expanded because the result of `\bool_lazy_any_p:n` is known once the second boolean expression is found to be logically **true**. On the other hand, the last line is expanded because its logical value is needed to determine the result of `\bool_lazy_and_p:nn`.

---

<code>\bool_if_p:n</code> ★	<code>\bool_if_p:n {⟨boolean expression⟩}</code>
<code>\bool_if:nTF</code> ★	<code>\bool_if:nTF {⟨boolean expression⟩} {⟨true code⟩} {⟨false code⟩}</code>

---

Updated: 2017-07-15

Tests the current truth of *⟨boolean expression⟩*, and continues expansion based on this result. The *⟨boolean expression⟩* should consist of a series of predicates or boolean variables with the logical relationship between these defined using `&&` (“And”), `||` (“Or”), `!` (“Not”) and parentheses. The logical Not applies to the next predicate or group.

---

<code>\bool_lazy_all_p:n</code> ★	<code>\bool_lazy_all_p:n { {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} ... {⟨boolexpr<sub>N</sub>⟩} }</code>
<code>\bool_lazy_all:nTF</code> ★	<code>\bool_lazy_all:nTF { {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} ... {⟨boolexpr<sub>N</sub>⟩} } {⟨true code⟩} {⟨false code⟩}</code>

---

New: 2015-11-15  
Updated: 2017-07-15

Implements the “And” operation on the *⟨boolean expressions⟩*, hence is **true** if all of them are **true** and **false** if any of them is **false**. Contrarily to the infix operator `&&`, only the *⟨boolean expressions⟩* which are needed to determine the result of `\bool_lazy_all:nTF` are evaluated. See also `\bool_lazy_and:nnTF` when there are only two *⟨boolean expressions⟩*.

---

<code>\bool_lazy_and_p:nn</code> ★	<code>\bool_lazy_and_p:nn {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩}</code>
<code>\bool_lazy_and:nnTF</code> ★	<code>\bool_lazy_and:nnTF {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} {⟨true code⟩} {⟨false code⟩}</code>

---

New: 2015-11-15  
Updated: 2017-07-15

Implements the “And” operation between two boolean expressions, hence is **true** if both are **true**. Contrarily to the infix operator `&&`, the *⟨boolexpr<sub>2</sub>⟩* is only evaluated if it is needed to determine the result of `\bool_lazy_and:nnTF`. See also `\bool_lazy_all:nTF` when there are more than two *⟨boolean expressions⟩*.

---

<code>\bool_lazy_any_p:n</code> ★	<code>\bool_lazy_any_p:n { {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} ... {⟨boolexpr<sub>N</sub>⟩} }</code>
<code>\bool_lazy_any:nTF</code> ★	<code>\bool_lazy_any:nTF { {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} ... {⟨boolexpr<sub>N</sub>⟩} } {⟨true code⟩} {⟨false code⟩}</code>

---

New: 2015-11-15  
Updated: 2017-07-15

Implements the “Or” operation on the *⟨boolean expressions⟩*, hence is **true** if any of them is **true** and **false** if all of them are **false**. Contrarily to the infix operator `||`, only the *⟨boolean expressions⟩* which are needed to determine the result of `\bool_lazy_any:nTF` are evaluated. See also `\bool_lazy_or:nnTF` when there are only two *⟨boolean expressions⟩*.

---

<code>\bool_lazy_or_p:nn</code> ★	<code>\bool_lazy_or_p:nn {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩}</code>
<code>\bool_lazy_or:nnTF</code> ★	<code>\bool_lazy_or:nnTF {⟨boolexpr<sub>1</sub>⟩} {⟨boolexpr<sub>2</sub>⟩} {⟨true code⟩} {⟨false code⟩}</code>

---

New: 2015-11-15  
Updated: 2017-07-15

Implements the “Or” operation between two boolean expressions, hence is **true** if either one is **true**. Contrarily to the infix operator `||`, the *⟨boolexpr<sub>2</sub>⟩* is only evaluated if it is needed to determine the result of `\bool_lazy_or:nnTF`. See also `\bool_lazy_any:nTF` when there are more than two *⟨boolean expressions⟩*.

---

<code>\bool_not_p:n</code> ★	<code>\bool_not_p:n {⟨boolean expression⟩}</code>
------------------------------	---

---

Updated: 2017-07-15

Function version of `!(⟨boolean expression⟩)` within a boolean expression.

---

<code>\bool_xor_p:nn</code> ☆
Updated: 2017-07-15

---

`\bool_xor_p:nn`  $\{ \langle \text{boolean expr}_1 \rangle \} \{ \langle \text{boolean expr}_2 \rangle \}$

Implements an “exclusive or” operation between two boolean expressions. There is no infix operation for this logical operator.

## 4 Logical loops

Loops using either boolean expressions or stored boolean values.

---

<code>\bool_do_until:Nn</code> ☆
<code>\bool_do_until:cn</code> ☆
Updated: 2017-07-15

---

`\bool_do_until:Nn`  $\langle \text{boolean} \rangle \{ \langle \text{code} \rangle \}$

Places the  $\langle \text{code} \rangle$  in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the  $\langle \text{boolean} \rangle$ . If it is **false** then the  $\langle \text{code} \rangle$  is inserted into the input stream again and the process loops until the  $\langle \text{boolean} \rangle$  is **true**.

---

<code>\bool_do_while:Nn</code> ☆
<code>\bool_do_while:cn</code> ☆
Updated: 2017-07-15

---

`\bool_do_while:Nn`  $\langle \text{boolean} \rangle \{ \langle \text{code} \rangle \}$

Places the  $\langle \text{code} \rangle$  in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the  $\langle \text{boolean} \rangle$ . If it is **true** then the  $\langle \text{code} \rangle$  is inserted into the input stream again and the process loops until the  $\langle \text{boolean} \rangle$  is **false**.

---

<code>\bool_until_do:Nn</code> ☆
<code>\bool_until_do:cn</code> ☆
Updated: 2017-07-15

---

`\bool_until_do:Nn`  $\langle \text{boolean} \rangle \{ \langle \text{code} \rangle \}$

This function firsts checks the logical value of the  $\langle \text{boolean} \rangle$ . If it is **false** the  $\langle \text{code} \rangle$  is placed in the input stream and expanded. After the completion of the  $\langle \text{code} \rangle$  the truth of the  $\langle \text{boolean} \rangle$  is re-evaluated. The process then loops until the  $\langle \text{boolean} \rangle$  is **true**.

---

<code>\bool_while_do:Nn</code> ☆
<code>\bool_while_do:cn</code> ☆
Updated: 2017-07-15

---

`\bool_while_do:Nn`  $\langle \text{boolean} \rangle \{ \langle \text{code} \rangle \}$

This function firsts checks the logical value of the  $\langle \text{boolean} \rangle$ . If it is **true** the  $\langle \text{code} \rangle$  is placed in the input stream and expanded. After the completion of the  $\langle \text{code} \rangle$  the truth of the  $\langle \text{boolean} \rangle$  is re-evaluated. The process then loops until the  $\langle \text{boolean} \rangle$  is **false**.

---

<code>\bool_do_until:nn</code> ☆
Updated: 2017-07-15

---

`\bool_do_until:nn`  $\{ \langle \text{boolean expression} \rangle \} \{ \langle \text{code} \rangle \}$

Places the  $\langle \text{code} \rangle$  in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the  $\langle \text{boolean expression} \rangle$  as described for `\bool_if:nTF`. If it is **false** then the  $\langle \text{code} \rangle$  is inserted into the input stream again and the process loops until the  $\langle \text{boolean expression} \rangle$  evaluates to **true**.

---

<code>\bool_do_while:nn</code> ☆
Updated: 2017-07-15

---

`\bool_do_while:nn`  $\{ \langle \text{boolean expression} \rangle \} \{ \langle \text{code} \rangle \}$

Places the  $\langle \text{code} \rangle$  in the input stream for T<sub>E</sub>X to process, and then checks the logical value of the  $\langle \text{boolean expression} \rangle$  as described for `\bool_if:nTF`. If it is **true** then the  $\langle \text{code} \rangle$  is inserted into the input stream again and the process loops until the  $\langle \text{boolean expression} \rangle$  evaluates to **false**.

---

<code>\bool_until_do:nn</code> ☆
Updated: 2017-07-15

---

`\bool_until_do:nn`  $\{ \langle \text{boolean expression} \rangle \} \{ \langle \text{code} \rangle \}$

This function firsts checks the logical value of the  $\langle \text{boolean expression} \rangle$  (as described for `\bool_if:nTF`). If it is **false** the  $\langle \text{code} \rangle$  is placed in the input stream and expanded. After the completion of the  $\langle \text{code} \rangle$  the truth of the  $\langle \text{boolean expression} \rangle$  is re-evaluated. The process then loops until the  $\langle \text{boolean expression} \rangle$  is **true**.

---

`\bool_while_do:nn` ★

---

Updated: 2017-07-15

---

`\bool_while_do:nn`  $\{\langle\textit{boolean expression}\rangle\}$   $\{\langle\textit{code}\rangle\}$

This function firsts checks the logical value of the  $\langle\textit{boolean expression}\rangle$  (as described for `\bool_if:nTF`). If it is `true` the  $\langle\textit{code}\rangle$  is placed in the input stream and expanded. After the completion of the  $\langle\textit{code}\rangle$  the truth of the  $\langle\textit{boolean expression}\rangle$  is re-evaluated. The process then loops until the  $\langle\textit{boolean expression}\rangle$  is `false`.

## 5 Producing multiple copies

---

`\prg_replicate:nn` ★

---

Updated: 2011-07-04

---

`\prg_replicate:nn`  $\{\langle\textit{integer expression}\rangle\}$   $\{\langle\textit{tokens}\rangle\}$

Evaluates the  $\langle\textit{integer expression}\rangle$  (which should be zero or positive) and creates the resulting number of copies of the  $\langle\textit{tokens}\rangle$ . The function is both expandable and safe for nesting. It yields its result after two expansion steps.

## 6 Detecting T<sub>E</sub>X's mode

---

`\mode_if_horizontal_p:` ★

`\mode_if_horizontal:TF` ★

`\mode_if_horizontal_p:`

`\mode_if_horizontal:TF`  $\{\langle\textit{true code}\rangle\}$   $\{\langle\textit{false code}\rangle\}$

Detects if T<sub>E</sub>X is currently in horizontal mode.

---

`\mode_if_inner_p:` ★

`\mode_if_inner:TF` ★

`\mode_if_inner_p:`

`\mode_if_inner:TF`  $\{\langle\textit{true code}\rangle\}$   $\{\langle\textit{false code}\rangle\}$

Detects if T<sub>E</sub>X is currently in inner mode.

---

`\mode_if_math_p:` ★

`\mode_if_math:TF` ★

`\mode_if_math:TF`  $\{\langle\textit{true code}\rangle\}$   $\{\langle\textit{false code}\rangle\}$

Detects if T<sub>E</sub>X is currently in maths mode.

---

Updated: 2011-09-05

---

---

`\mode_if_vertical_p:` ★

`\mode_if_vertical:TF` ★

`\mode_if_vertical_p:`

`\mode_if_vertical:TF`  $\{\langle\textit{true code}\rangle\}$   $\{\langle\textit{false code}\rangle\}$

Detects if T<sub>E</sub>X is currently in vertical mode.

## 7 Primitive conditionals

---

`\if_predicate:w` ★

`\if_predicate:w`  $\langle\textit{predicate}\rangle$   $\langle\textit{true code}\rangle$  `\else:`  $\langle\textit{false code}\rangle$  `\fi:`

This function takes a predicate function and branches according to the result. (In practice this function would also accept a single boolean variable in place of the  $\langle\textit{predicate}\rangle$  but to make the coding clearer this should be done through `\if_bool:N`.)

---

`\if_bool:N` ★

`\if_bool:N`  $\langle\textit{boolean}\rangle$   $\langle\textit{true code}\rangle$  `\else:`  $\langle\textit{false code}\rangle$  `\fi:`

This function takes a boolean variable and branches according to the result.

## 8 Internal programming functions

---

<code>\group_align_safe_begin:</code>	★
<code>\group_align_safe_end:</code>	★

---

Updated: 2011-08-11

---

`\group_align_safe_begin:`  
`...`  
`\group_align_safe_end:`

These functions are used to enclose material in a T<sub>E</sub>X alignment environment within a specially-constructed group. This group is designed in such a way that it does not add brace groups to the output but does act as a group for the `&` token inside `\halign`. This is necessary to allow grabbing of tokens for testing purposes, as T<sub>E</sub>X uses group level to determine the effect of alignment tokens. Without the special grouping, the use of a function such as `\peek_after:Nw` would result in a forbidden comparison of the internal `\endtemplate` token, yielding a fatal error. Each `\group_align_safe_begin:` must be matched by a `\group_align_safe_end:`, although this does not have to occur within the same function.

---

<code>\__prg_break_point:Nn</code>	★
------------------------------------	---

---

`\__prg_break_point:Nn \<type>_map_break: {<code>}`

Used to mark the end of a recursion or mapping: the functions `\<type>_map_break:` and `\<type>_map_break:n` use this to break out of the loop. After the loop ends, the `<code>` is inserted into the input stream. This occurs even if the break functions are *not* applied: `\__prg_break_point:Nn` is functionally-equivalent in these cases to `\use_ii:nn`.

---

<code>\__prg_map_break:Nn</code>	★
----------------------------------	---

---

`\__prg_map_break:Nn \<type>_map_break: {<user code>}`

`...`  
`\__prg_break_point:Nn \<type>_map_break: {<ending code>}`

Breaks a recursion in mapping contexts, inserting in the input stream the `<user code>` after the `<ending code>` for the loop. The function breaks loops, inserting their `<ending code>`, until reaching a loop with the same `<type>` as its first argument. This `\<type>_map_break:` argument is simply used as a recognizable marker for the `<type>`.

---

<code>\g__prg_map_int</code>	
------------------------------	--

---

This integer is used by non-expandable mapping functions to track the level of nesting in force. The functions `\__prg_map_1:w`, `\__prg_map_2:w`, *etc.*, labelled by `\g__prg_map_int` hold functions to be mapped over various list datatypes in inline and variable mappings.

---

<code>\__prg_break_point:</code>	★
----------------------------------	---

---

This copy of `\prg_do_nothing:` is used to mark the end of a fast short-term recursion: the function `\__prg_break:n` uses this to break out of the loop.

---

<code>\__prg_break:</code>	★
<code>\__prg_break:n</code>	★

---

`\__prg_break:n {<code>} ... \__prg_break_point:`

Breaks a recursion which has no `<ending code>` and which is not a user-breakable mapping (see for instance `\prop_get:Nn`), and inserts the `<code>` in the input stream.

## Part XIV

# The l3clist package

## Comma separated lists

Comma lists contain ordered data where items can be added to the left or right end of the list. The resulting ordered list can then be mapped over using `\clist_map_function:NN`. Several items can be added at once, and spaces are removed from both sides of each item on input. Hence,

```
\clist_new:N \l_my_clist
\clist_put_left:Nn \l_my_clist { ~ a ~ , ~ {b} ~ }
\clist_put_right:Nn \l_my_clist { ~ { c ~ } , d }
```

results in `\l_my_clist` containing `a,{b},{c~},d`. Comma lists cannot contain empty items, thus

```
\clist_clear_new:N \l_my_clist
\clist_put_right:Nn \l_my_clist { , ~ , , }
\clist_if_empty:NTF \l_my_clist { true } { false }
```

leaves `true` in the input stream. To include an item which contains a comma, or starts or ends with a space, surround it with braces. The sequence data type should be preferred to comma lists if items are to contain `{`, `}`, or `#` (assuming the usual  $\text{\TeX}$  category codes apply).

## 1 Creating and initialising comma lists

---

```
\clist_new:N
\clist_new:c
```

---

`\clist_new:N`  $\langle$ comma list $\rangle$

Creates a new  $\langle$ comma list $\rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle$ comma list $\rangle$  initially contains no items.

---

```
\clist_const:Nn
\clist_const:(Nx|cn|cx)
```

---

`\clist_const:Nn`  $\langle$ clist var $\rangle$   $\{ \langle$ comma list $\rangle \}$

Creates a new constant  $\langle$ clist var $\rangle$  or raises an error if the name is already taken. The value of the  $\langle$ clist var $\rangle$  is set globally to the  $\langle$ comma list $\rangle$ .

New: 2014-07-05

---

```
\clist_clear:N
\clist_clear:c
\clist_gclear:N
\clist_gclear:c
```

---

`\clist_clear:N`  $\langle$ comma list $\rangle$

Clears all items from the  $\langle$ comma list $\rangle$ .

---

```
\clist_clear_new:N
\clist_clear_new:c
\clist_gclear_new:N
\clist_gclear_new:c
```

---

`\clist_clear_new:N`  $\langle$ comma list $\rangle$

Ensures that the  $\langle$ comma list $\rangle$  exists globally by applying `\clist_new:N` if necessary, then applies `\clist_(g)clear:N` to leave the list empty.

---

<code>\clist_set_eq:NN</code>	<code>\clist_set_eq:NN &lt;comma list<sub>1</sub>&gt; &lt;comma list<sub>2</sub>&gt;</code>
<code>\clist_set_eq:(cN Nc cc)</code>	Sets the content of <code>&lt;comma list<sub>1</sub>&gt;</code> equal to that of <code>&lt;comma list<sub>2</sub>&gt;</code> .
<code>\clist_gset_eq:NN</code>	
<code>\clist_gset_eq:(cN Nc cc)</code>	

---



---

<code>\clist_set_from_seq:NN</code>	<code>\clist_set_from_seq:NN &lt;comma list&gt; &lt;sequence&gt;</code>
<code>\clist_set_from_seq:(cN Nc cc)</code>	
<code>\clist_gset_from_seq:NN</code>	
<code>\clist_gset_from_seq:(cN Nc cc)</code>	

---

New: 2014-07-17

Converts the data in the `<sequence>` into a `<comma list>`: the original `<sequence>` is unchanged. Items which contain either spaces or commas are surrounded by braces.

---

<code>\clist_concat:NNN</code>	<code>\clist_concat:NNN &lt;comma list<sub>1</sub>&gt; &lt;comma list<sub>2</sub>&gt; &lt;comma list<sub>3</sub>&gt;</code>
<code>\clist_concat:ccc</code>	Concatenates the content of <code>&lt;comma list<sub>2</sub>&gt;</code> and <code>&lt;comma list<sub>3</sub>&gt;</code> together and saves the result in <code>&lt;comma list<sub>1</sub>&gt;</code> . The items in <code>&lt;comma list<sub>2</sub>&gt;</code> are placed at the left side of the new comma list.
<code>\clist_gconcat:NNN</code>	
<code>\clist_gconcat:ccc</code>	

---



---

<code>\clist_if_exist_p:N *</code>	<code>\clist_if_exist_p:N &lt;comma list&gt;</code>
<code>\clist_if_exist_p:c *</code>	<code>\clist_if_exist:NTF &lt;comma list&gt; {\true code} {\false code}</code>
<code>\clist_if_exist:NTF *</code>	Tests whether the <code>&lt;comma list&gt;</code> is currently defined. This does not check that the <code>&lt;comma list&gt;</code> really is a comma list.
<code>\clist_if_exist:cTF *</code>	

---

New: 2012-03-03

## 2 Adding data to comma lists

---

<code>\clist_set:Nn</code>	<code>\clist_set:Nn &lt;comma list&gt; {\&lt;item<sub>1</sub>&gt;,...,&lt;item<sub>n</sub>&gt;}</code>
<code>\clist_set:(NV No Nx cn cV co cx)</code>	
<code>\clist_gset:Nn</code>	
<code>\clist_gset:(NV No Nx cn cV co cx)</code>	

---

New: 2011-09-06

Sets `<comma list>` to contain the `<items>`, removing any previous content from the variable. Spaces are removed from both sides of each item.

---

<code>\clist_put_left:Nn</code>	<code>\clist_put_left:Nn &lt;comma list&gt; {\&lt;item<sub>1</sub>&gt;,...,&lt;item<sub>n</sub>&gt;}</code>
<code>\clist_put_left:(NV No Nx cn cV co cx)</code>	
<code>\clist_gput_left:Nn</code>	
<code>\clist_gput_left:(NV No Nx cn cV co cx)</code>	

---

Updated: 2011-09-05

Appends the `<items>` to the left of the `<comma list>`. Spaces are removed from both sides of each item.

---

<code>\clist_put_right:Nn</code>	<code>\clist_put_right:Nn &lt;comma list&gt; {\&lt;item_1&gt;,...,&lt;item_n&gt;}</code>
<code>\clist_put_right:(NV No Nx cn cV co cx)</code>	
<code>\clist_gput_right:Nn</code>	
<code>\clist_gput_right:(NV No Nx cn cV co cx)</code>	

---

Updated: 2011-09-05

---

Appends the  $\langle items \rangle$  to the right of the  $\langle comma list \rangle$ . Spaces are removed from both sides of each item.

### 3 Modifying comma lists

While comma lists are normally used as ordered lists, it may be necessary to modify the content. The functions here may be used to update comma lists, while retaining the order of the unaffected entries.

---

<code>\clist_remove_duplicates:N</code>	<code>\clist_remove_duplicates:N &lt;comma list&gt;</code>
<code>\clist_remove_duplicates:c</code>	
<code>\clist_gremove_duplicates:N</code>	
<code>\clist_gremove_duplicates:c</code>	

---

Removes duplicate items from the  $\langle comma list \rangle$ , leaving the left most copy of each item in the  $\langle comma list \rangle$ . The  $\langle item \rangle$  comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

**TeXhackers note:** This function iterates through every item in the  $\langle comma list \rangle$  and does a comparison with the  $\langle items \rangle$  already checked. It is therefore relatively slow with large comma lists. Furthermore, it does not work if any of the items in the  $\langle comma list \rangle$  contains `{`, `}`, or `#` (assuming the usual TeX category codes apply).

---

<code>\clist_remove_all:Nn</code>	<code>\clist_remove_all:Nn &lt;comma list&gt; {\&lt;item&gt;}</code>
<code>\clist_remove_all:cn</code>	
<code>\clist_gremove_all:Nn</code>	
<code>\clist_gremove_all:cn</code>	

---

Updated: 2011-09-06

---

Removes every occurrence of  $\langle item \rangle$  from the  $\langle comma list \rangle$ . The  $\langle item \rangle$  comparison takes place on a token basis, as for `\tl_if_eq:nn(TF)`.

**TeXhackers note:** The  $\langle item \rangle$  may not contain `{`, `}`, or `#` (assuming the usual TeX category codes apply).

---

<code>\clist_reverse:N</code>	<code>\clist_reverse:N &lt;comma list&gt;</code>
<code>\clist_reverse:c</code>	
<code>\clist_greverse:N</code>	
<code>\clist_greverse:c</code>	

---

New: 2014-07-18

---

Reverses the order of items stored in the  $\langle comma list \rangle$ .

---

<code>\clist_reverse:n</code>	<code>\clist_reverse:n {\&lt;comma list&gt;}</code>
-------------------------------	---

---

New: 2014-07-18

---

Leaves the items in the  $\langle comma list \rangle$  in the input stream in reverse order. Braces and spaces are preserved by this process.

**TeXhackers note:** The result is returned within `\unexpanded`, which means that the comma list does not expand further when appearing in an x-type argument expansion.



---

<code>\clist_sort:Nn</code>	<code>\clist_sort:Nn &lt;clist var&gt; {&lt;comparison code&gt;}</code>
<code>\clist_sort:cn</code>	
<code>\clist_gsort:Nn</code>	Sorts the items in the <i>&lt;clist var&gt;</i> according to the <i>&lt;comparison code&gt;</i> , and assigns the result to <i>&lt;clist var&gt;</i> . The details of sorting comparison are described in Section 1.
<code>\clist_gsort:cn</code>	

---

New: 2017-02-06

---

## 4 Comma list conditionals

---

<code>\clist_if_empty_p:N</code> *	<code>\clist_if_empty_p:N &lt;comma list&gt;</code>
<code>\clist_if_empty_p:c</code> *	<code>\clist_if_empty:NtF &lt;comma list&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\clist_if_empty:NtF</code> *	
<code>\clist_if_empty:cTf</code> *	Tests if the <i>&lt;comma list&gt;</i> is empty (containing no items).

---



---

<code>\clist_if_empty_p:n</code> *	<code>\clist_if_empty_p:n {&lt;comma list&gt;}</code>
<code>\clist_if_empty:nTf</code> *	<code>\clist_if_empty:nTf {&lt;comma list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2014-07-05

---

Tests if the *<comma list>* is empty (containing no items). The rules for space trimming are as for other n-type comma-list functions, hence the comma list *{~,~,~}* (without outer braces) is empty, while *{~,{ },}* (without outer braces) contains one element, which happens to be empty: the comma-list is not empty.

---

<code>\clist_if_in:NnTf</code>	<code>\clist_if_in:NnTf &lt;comma list&gt; {&lt;item&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\clist_if_in:(NV No cn cV co)Tf</code>	
<code>\clist_if_in:nnTf</code>	
<code>\clist_if_in:(nV no)Tf</code>	

---

Updated: 2011-09-06

---

Tests if the *<item>* is present in the *<comma list>*. In the case of an n-type *<comma list>*, spaces are stripped from each item, but braces are not removed. Hence,

`\clist_if_in:nnTf { a , {b}~ , {b} , c } { b } {true} {false}`

yields false.

**TeXhackers note:** The *<item>* may not contain `{`, `}`, or `#` (assuming the usual TeX category codes apply), and should not contain `,` nor start or end with a space.

## 5 Mapping to comma lists

The functions described in this section apply a specified function to each item of a comma list.

When the comma list is given explicitly, as an n-type argument, spaces are trimmed around each item. If the result of trimming spaces is empty, the item is ignored. Otherwise, if the item is surrounded by braces, one set is removed, and the result is passed to the mapped function. Thus, if your comma list that is being mapped is *{a, {b}, { }, {c}, }* then the arguments passed to the mapped function are ‘a’, ‘{b}’, an empty argument, and ‘c’.

When the comma list is given as an N-type argument, spaces have already been trimmed on input, and items are simply stripped of one set of braces if any. This case is more efficient than using n-type comma lists.

---

`\clist_map_function:NN` ☆  
`\clist_map_function:cN` ☆  
`\clist_map_function:nN` ☆

---

Updated: 2012-06-29

---

`\clist_map_function:NN`  $\langle comma\ list \rangle$   $\langle function \rangle$   
Applies  $\langle function \rangle$  to every  $\langle item \rangle$  stored in the  $\langle comma\ list \rangle$ . The  $\langle function \rangle$  receives one argument for each iteration. The  $\langle items \rangle$  are returned from left to right. The function `\clist_map_inline:nN` is in general more efficient than `\clist_map_function:NN`.

---

`\clist_map_inline:Nn`  
`\clist_map_inline:cn`  
`\clist_map_inline:nn`

---

Updated: 2012-06-29

---

`\clist_map_inline:Nn`  $\langle comma\ list \rangle$   $\{ \langle inline\ function \rangle \}$   
Applies  $\langle inline\ function \rangle$  to every  $\langle item \rangle$  stored within the  $\langle comma\ list \rangle$ . The  $\langle inline\ function \rangle$  should consist of code which receives the  $\langle item \rangle$  as #1. The  $\langle items \rangle$  are returned from left to right.

---

`\clist_map_variable:NNn`  
`\clist_map_variable:cNn`  
`\clist_map_variable:nNn`

---

Updated: 2012-06-29

---

`\clist_map_variable:NNn`  $\langle comma\ list \rangle$   $\langle variable \rangle$   $\{ \langle code \rangle \}$   
Stores each  $\langle item \rangle$  of the  $\langle comma\ list \rangle$  in turn in the (token list)  $\langle variable \rangle$  and applies the  $\langle code \rangle$ . The  $\langle code \rangle$  will usually make use of the  $\langle variable \rangle$ , but this is not enforced. The assignments to the  $\langle variable \rangle$  are local. The  $\langle items \rangle$  are returned from left to right.

---

`\clist_map_break:` ☆

---

Updated: 2012-06-29

---

`\clist_map_break:`  
Used to terminate a `\clist_map_...` function before all entries in the  $\langle comma\ list \rangle$  have been processed. This normally takes place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map_...` scenario leads to low level T<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers note:** When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

---

`\clist_map_break:n` ★

---

Updated: 2012-06-29

---

`\clist_map_break:n {<code>}`

Used to terminate a `\clist_map_...` function before all entries in the *<comma list>* have been processed, inserting the *<code>* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\clist_map_inline:Nn \l_my_clist
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \clist_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\clist_map_...` scenario leads to low level T<sub>E</sub>X errors.

**T<sub>E</sub>Xhackers note:** When the mapping is broken, additional tokens may be inserted before the *<code>* is inserted into the input stream. This depends on the design of the mapping function.

---

`\clist_count:N` ★

---

`\clist_count:c` ★

`\clist_count:n` ★

---

New: 2012-07-13

---

`\clist_count:N <comma list>`

Leaves the number of items in the *<comma list>* in the input stream as an *<integer denotation>*. The total number of items in a *<comma list>* includes those which are duplicates, *i.e.* every item in a *<comma list>* is unique.

## 6 Using the content of comma lists directly

---

`\clist_use:Nnnn` ★

---

`\clist_use:cnnn` ★

---

New: 2013-05-26

---

`\clist_use:Nnnn <clist var> {<separator between two>}`

`{<separator between more than two>} {<separator between final two>}`

Places the contents of the *<clist var>* in the input stream, with the appropriate *<separator>* between the items. Namely, if the comma list has more than two items, the *<separator between more than two>* is placed between each pair of items except the last, for which the *<separator between final two>* is used. If the comma list has exactly two items, then they are placed in the input stream separated by the *<separator between two>*. If the comma list has a single item, it is placed in the input stream, and a comma list with no items produces no output. An error is raised if the variable does not exist or if it is invalid.

For example,

```
\clist_set:Nn \l_tmpa_clist { a , b , , c , {de} , f }
\clist_use:Nnnn \l_tmpa_clist { ~and~ } { ,~ } { ,~and~ }
```

inserts “a, b, c, de, and f” in the input stream. The first separator argument is not used in this case because the comma list has more than 2 items.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an x-type argument expansion.

<code>\clist_use:Nn</code> ★	<code>\clist_use:Nn &lt;clist var&gt; {&lt;separator&gt;}</code>
<code>\clist_use:cn</code> ★	Places the contents of the <i>&lt;clist var&gt;</i> in the input stream, with the <i>&lt;separator&gt;</i> between the items. If the comma list has a single item, it is placed in the input stream, and a comma list with no items produces no output. An error is raised if the variable does not exist or if it is invalid.
New: 2013-05-26	

For example,

```
\clist_set:Nn \l_tmpa_clist { a , b , , c , {de} , f }
\clist_use:Nn \l_tmpa_clist { ~and~ }
```

inserts “a and b and c and de and f” in the input stream.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<items>* do not expand further when appearing in an *x*-type argument expansion.

## 7 Comma lists as stacks

Comma lists can be used as stacks, where data is pushed to and popped from the top of the comma list. (The left of a comma list is the top, for performance reasons.) The stack functions for comma lists are not intended to be mixed with the general ordered data functions detailed in the previous section: a comma list should either be used as an ordered data type or as a stack, but not in both ways.

<code>\clist_get:NN</code>	<code>\clist_get:NN &lt;comma list&gt; &lt;token list variable&gt;</code>
<code>\clist_get:cN</code>	Stores the left-most item from a <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;comma list&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally. If the <i>&lt;comma list&gt;</i> is empty the <i>&lt;token list variable&gt;</i> is set to the marker value <code>\q_no_value</code> .
Updated: 2012-05-14	

<code>\clist_get:NNTF</code>	<code>\clist_get:NNTF &lt;comma list&gt; &lt;token list variable&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\clist_get:cNTF</code>	If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, stores the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> without removing it from the <i>&lt;comma list&gt;</i> . The <i>&lt;token list variable&gt;</i> is assigned locally.
New: 2012-05-14	

<code>\clist_pop:NN</code>	<code>\clist_pop:NN &lt;comma list&gt; &lt;token list variable&gt;</code>
<code>\clist_pop:cN</code>	Pops the left-most item from a <i>&lt;comma list&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the comma list and stores it in the <i>&lt;token list variable&gt;</i> . Both of the variables are assigned locally.
Updated: 2011-09-06	

<code>\clist_gpop:NN</code>	<code>\clist_gpop:NN &lt;comma list&gt; &lt;token list variable&gt;</code>
<code>\clist_gpop:cN</code>	Pops the left-most item from a <i>&lt;comma list&gt;</i> into the <i>&lt;token list variable&gt;</i> , <i>i.e.</i> removes the item from the comma list and stores it in the <i>&lt;token list variable&gt;</i> . The <i>&lt;comma list&gt;</i> is modified globally, while the assignment of the <i>&lt;token list variable&gt;</i> is local.

<code>\clist_pop:NNTF</code>	<code>\clist_pop:NNTF &lt;comma list&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\clist_pop:cNTF</code>	If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, pops the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> , i.e. removes the item from the <i>&lt;comma list&gt;</i> . Both the <i>&lt;comma list&gt;</i> and the <i>&lt;token list variable&gt;</i> are assigned locally.
New: 2012-05-14	

<code>\clist_gpop:NNTF</code>	<code>\clist_gpop:NNTF &lt;comma list&gt; &lt;token list variable&gt; {(true code)} {(false code)}</code>
<code>\clist_gpop:cNTF</code>	If the <i>&lt;comma list&gt;</i> is empty, leaves the <i>&lt;false code&gt;</i> in the input stream. The value of the <i>&lt;token list variable&gt;</i> is not defined in this case and should not be relied upon. If the <i>&lt;comma list&gt;</i> is non-empty, pops the top item from the <i>&lt;comma list&gt;</i> in the <i>&lt;token list variable&gt;</i> , i.e. removes the item from the <i>&lt;comma list&gt;</i> . The <i>&lt;comma list&gt;</i> is modified globally, while the <i>&lt;token list variable&gt;</i> is assigned locally.
New: 2012-05-14	

<code>\clist_push:Nn</code>	<code>\clist_push:Nn &lt;comma list&gt; {(items)}</code>
<code>\clist_push:(NV No Nx cn cV co cx)</code>	
<code>\clist_gpush:Nn</code>	
<code>\clist_gpush:(NV No Nx cn cV co cx)</code>	
Adds the <i>{(items)}</i> to the top of the <i>&lt;comma list&gt;</i> . Spaces are removed from both sides of each item.	

## 8 Using a single item

<code>\clist_item:Nn</code> ★	<code>\clist_item:Nn &lt;comma list&gt; {(integer expression)}</code>
<code>\clist_item:cn</code> ★	
<code>\clist_item:nn</code> ★	Indexing items in the <i>&lt;comma list&gt;</i> from 1 at the top (left), this function evaluates the <i>&lt;integer expression&gt;</i> and leaves the appropriate item from the comma list in the input stream. If the <i>&lt;integer expression&gt;</i> is negative, indexing occurs from the bottom (right) of the comma list. When the <i>&lt;integer expression&gt;</i> is larger than the number of items in the <i>&lt;comma list&gt;</i> (as calculated by <code>\clist_count:N</code> ) then the function expands to nothing.
New: 2014-07-17	

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<item>* does not expand further when appearing in an *x*-type argument expansion.

## 9 Viewing comma lists

<code>\clist_show:N</code>	<code>\clist_show:N &lt;comma list&gt;</code>
<code>\clist_show:c</code>	Displays the entries in the <i>&lt;comma list&gt;</i> in the terminal.
Updated: 2015-08-03	
<code>\clist_show:n</code>	<code>\clist_show:n {(tokens)}</code>
<code>\clist_show:n</code>	Displays the entries in the comma list in the terminal.
Updated: 2013-08-03	

<hr/> <code>\clist_log:N</code> <hr/>	<code>\clist_log:N</code> $\langle comma list \rangle$
<code>\clist_log:c</code> <hr/>	Writes the entries in the $\langle comma list \rangle$ in the log file. See also <code>\clist_show:N</code> which displays the result in the terminal.
New: 2014-08-22 Updated: 2015-08-03 <hr/>	

<hr/> <code>\clist_log:n</code> <hr/>	<code>\clist_log:n</code> $\{\langle tokens \rangle\}$
<code>\clist_log:n</code> <hr/>	Writes the entries in the comma list in the log file. See also <code>\clist_show:n</code> which displays the result in the terminal.
New: 2014-08-22 <hr/>	

## 10 Constant and scratch comma lists

<hr/> <code>\c_empty_clist</code> <hr/>	Constant that is always empty.
New: 2012-07-02 <hr/>	

<hr/> <code>\l_tmpa_clist</code> <hr/>	Scratch comma lists for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_clist</code> <hr/>	
New: 2011-09-06 <hr/>	

<code>\g_tmpa_clist</code>	Scratch comma lists for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_clist</code>	
New: 2011-09-06	

## Part XV

# The l3token package

## Token manipulation

This module deals with tokens. Now this is perhaps not the most precise description so let's try with a better description: When programming in T<sub>E</sub>X, it is often desirable to know just what a certain token is: is it a control sequence or something else. Similarly one often needs to know if a control sequence is expandable or not, a macro or a primitive, how many arguments it takes etc. Another thing of great importance (especially when it comes to document commands) is looking ahead in the token stream to see if a certain character is present and maybe even remove it or disregard other tokens while scanning. This module provides functions for both and as such has two primary function categories: `\token_` for anything that deals with tokens and `\peek_` for looking ahead in the token stream.

Most functions we describe here can be used on control sequences, as those are tokens as well.

It is important to distinguish two aspects of a token: its “shape” (for lack of a better word), which affects the matching of delimited arguments and the comparison of token lists containing this token, and its “meaning”, which affects whether the token expands or what operation it performs. One can have tokens of different shapes with the same meaning, but not the converse.

For instance, `\if:w`, `\if_charcode:w`, and `\tex_if:D` are three names for the same internal operation of T<sub>E</sub>X, namely the primitive testing the next two characters for equality of their character code. They have the same meaning hence behave identically in many situations. However, T<sub>E</sub>X distinguishes them when searching for a delimited argument. Namely, the example function `\show_until_if:w` defined below takes everything until `\if:w` as an argument, despite the presence of other copies of `\if:w` under different names.

```
\cs_new:Npn \show_until_if:w #1 \if:w { \tl_show:n {#1} }
\show_until_if:w \tex_if:D \if_charcode:w \if:w
```

A list of all possible shapes and a list of all possible meanings are given in section 8.

## 1 Creating character tokens

---

```
\char_set_active_eq:NN
\char_set_active_eq:Nc
\char_gset_active_eq:NN
\char_gset_active_eq:Nc
```

---

Updated: 2015-11-12

---

```
\char_set_active_eq:NN <char> <function>
```

Sets the behaviour of the `<char>` in situations where it is active (category code 13) to be equivalent to that of the `<function>`. The category code of the `<char>` is *unchanged* by this process. The `<function>` may itself be an active character.

---

```
\char_set_active_eq:nN
\char_set_active_eq:nc
\char_gset_active_eq:nN
\char_gset_active_eq:nc
```

---

New: 2015-11-12

---

```
\char_set_active_eq:nN {<integer expression>} <function>
```

Sets the behaviour of the `<char>` which has character code as given by the `<integer expression>` in situations where it is active (category code 13) to be equivalent to that of the `<function>`. The category code of the `<char>` is *unchanged* by this process. The `<function>` may itself be an active character.

<hr/> <code>\char_generate:nn</code> ★ <hr/>	<code>\char_generate:nn {&lt;charcode&gt;} {&lt;catcode&gt;}</code>
<hr/> New: 2015-09-09 <hr/>	<p>Generates a character token of the given <math>\langle charcode \rangle</math> and <math>\langle catcode \rangle</math> (both of which may be integer expressions). The <math>\langle catcode \rangle</math> may be one of</p> <ul style="list-style-type: none"> <li>• 1 (begin group)</li> <li>• 2 (end group)</li> <li>• 3 (math toggle)</li> <li>• 4 (alignment)</li> <li>• 6 (parameter)</li> <li>• 7 (math superscript)</li> <li>• 8 (math subscript)</li> <li>• 11 (letter)</li> <li>• 12 (other)</li> </ul> <p>and other values raise an error.</p> <p>The <math>\langle charcode \rangle</math> may be any one valid for the engine in use. Note however that for X<sub>Y</sub>TeX releases prior to 0.99992 only the 8-bit range (0 to 255) is accepted due to engine limitations.</p>

<hr/> <code>\c_catcode_other_space_tl</code> <hr/>	Token list containing one character with category code 12, (“other”), and character code 32 (space).
<hr/> New: 2011-09-05 <hr/>	



## 2 Manipulating and interrogating character tokens

---

<code>\char_set_catcode_escape:N</code>	<code>\char_set_catcode_letter:N</code> $\langle character \rangle$
<code>\char_set_catcode_group_begin:N</code>	
<code>\char_set_catcode_group_end:N</code>	
<code>\char_set_catcode_math_toggle:N</code>	
<code>\char_set_catcode_alignment:N</code>	
<code>\char_set_catcode_end_line:N</code>	
<code>\char_set_catcode_parameter:N</code>	
<code>\char_set_catcode_math_superscript:N</code>	
<code>\char_set_catcode_math_subscript:N</code>	
<code>\char_set_catcode_ignore:N</code>	
<code>\char_set_catcode_space:N</code>	
<code>\char_set_catcode_letter:N</code>	
<code>\char_set_catcode_other:N</code>	
<code>\char_set_catcode_active:N</code>	
<code>\char_set_catcode_comment:N</code>	
<code>\char_set_catcode_invalid:N</code>	

---

Updated: 2015-11-11

Sets the category code of the  $\langle character \rangle$  to that indicated in the function name. Depending on the current category code of the  $\langle token \rangle$  the escape token may also be needed:

`\char_set_catcode_other:N \%`

The assignment is local.

---

<code>\char_set_catcode_escape:n</code>	<code>\char_set_catcode_letter:n</code> $\{ \langle integer\ expression \rangle \}$
<code>\char_set_catcode_group_begin:n</code>	
<code>\char_set_catcode_group_end:n</code>	
<code>\char_set_catcode_math_toggle:n</code>	
<code>\char_set_catcode_alignment:n</code>	
<code>\char_set_catcode_end_line:n</code>	
<code>\char_set_catcode_parameter:n</code>	
<code>\char_set_catcode_math_superscript:n</code>	
<code>\char_set_catcode_math_subscript:n</code>	
<code>\char_set_catcode_ignore:n</code>	
<code>\char_set_catcode_space:n</code>	
<code>\char_set_catcode_letter:n</code>	
<code>\char_set_catcode_other:n</code>	
<code>\char_set_catcode_active:n</code>	
<code>\char_set_catcode_comment:n</code>	
<code>\char_set_catcode_invalid:n</code>	

---

Updated: 2015-11-11

Sets the category code of the  $\langle character \rangle$  which has character code as given by the  $\langle integer\ expression \rangle$ . This version can be used to set up characters which cannot otherwise be given (*cf.* the N-type variants). The assignment is local.

<hr/> <code>\char_set_catcode:nn</code> <hr/>	<code>\char_set_catcode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
<hr/> Updated: 2015-11-11 <hr/>	These functions set the category code of the <i>⟨character⟩</i> which has character code as given by the <i>⟨integer expression⟩</i> . The first <i>⟨integer expression⟩</i> is the character code and the second is the category code to apply. The setting applies within the current T <sub>E</sub> X group. In general, the symbolic functions <code>\char_set_catcode_⟨type⟩</code> should be preferred, but there are cases where these lower-level functions may be useful.
<hr/> <code>\char_value_catcode:n</code> ★ <hr/>	<code>\char_value_catcode:n {⟨integer expression⟩}</code>
	Expands to the current category code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <code>\char_show_value_catcode:n</code> <hr/>	<code>\char_show_value_catcode:n {⟨integer expression⟩}</code>
	Displays the current category code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <code>\char_set_lccode:nn</code> <hr/>	<code>\char_set_lccode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
<hr/> Updated: 2015-08-06 <hr/>	Sets up the behaviour of the <i>⟨character⟩</i> when found inside <code>\tl_lower_case:n</code> , such that <i>⟨character₁⟩</i> will be converted into <i>⟨character₂⟩</i> . The two <i>⟨characters⟩</i> may be specified using an <i>⟨integer expression⟩</i> for the character code concerned. This may include the T <sub>E</sub> X ‘ <i>⟨character⟩</i> ’ method for converting a single character into its character code:
	<pre> \char_set_lccode:nn { ‘\A } { ‘\a } % Standard behaviour \char_set_lccode:nn { ‘\A } { ‘\A + 32 } \char_set_lccode:nn { 50 } { 60 } </pre>
	The setting applies within the current T <sub>E</sub> X group.
<hr/> <code>\char_value_lccode:n</code> ★ <hr/>	<code>\char_value_lccode:n {⟨integer expression⟩}</code>
	Expands to the current lower case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> .
<hr/> <code>\char_show_value_lccode:n</code> <hr/>	<code>\char_show_value_lccode:n {⟨integer expression⟩}</code>
	Displays the current lower case code of the <i>⟨character⟩</i> with character code given by the <i>⟨integer expression⟩</i> on the terminal.
<hr/> <code>\char_set_uccode:nn</code> <hr/>	<code>\char_set_uccode:nn {⟨intexpr₁⟩} {⟨intexpr₂⟩}</code>
<hr/> Updated: 2015-08-06 <hr/>	Sets up the behaviour of the <i>⟨character⟩</i> when found inside <code>\tl_upper_case:n</code> , such that <i>⟨character₁⟩</i> will be converted into <i>⟨character₂⟩</i> . The two <i>⟨characters⟩</i> may be specified using an <i>⟨integer expression⟩</i> for the character code concerned. This may include the T <sub>E</sub> X ‘ <i>⟨character⟩</i> ’ method for converting a single character into its character code:
	<pre> \char_set_uccode:nn { ‘\a } { ‘\A } % Standard behaviour \char_set_uccode:nn { ‘\A } { ‘\A - 32 } \char_set_uccode:nn { 60 } { 50 } </pre>
	The setting applies within the current T <sub>E</sub> X group.

<hr/> <hr/>	<hr/>
<code>\char_value_uccode:n</code> ★	<code>\char_value_uccode:n {⟨integer expression⟩}</code>
	Expands to the current upper case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <hr/>	<hr/>
<code>\char_show_value_uccode:n</code>	<code>\char_show_value_uccode:n {⟨integer expression⟩}</code>
	Displays the current upper case code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <hr/>	<hr/>
<code>\char_set_mathcode:nn</code>	<code>\char_set_mathcode:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
Updated: 2015-08-06	This function sets up the math code of $\langle character \rangle$ . The $\langle character \rangle$ is specified as an $\langle integer expression \rangle$ which will be used as the character code of the relevant character. The setting applies within the current T <sub>E</sub> X group.
<hr/> <hr/>	<hr/>
<code>\char_value_mathcode:n</code> ★	<code>\char_value_mathcode:n {⟨integer expression⟩}</code>
	Expands to the current math code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <hr/>	<hr/>
<code>\char_show_value_mathcode:n</code>	<code>\char_show_value_mathcode:n {⟨integer expression⟩}</code>
	Displays the current math code of the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <hr/>	<hr/>
<code>\char_set_sfcode:nn</code>	<code>\char_set_sfcode:nn {⟨intexpr<sub>1</sub>⟩} {⟨intexpr<sub>2</sub>⟩}</code>
Updated: 2015-08-06	This function sets up the space factor for the $\langle character \rangle$ . The $\langle character \rangle$ is specified as an $\langle integer expression \rangle$ which will be used as the character code of the relevant character. The setting applies within the current T <sub>E</sub> X group.
<hr/> <hr/>	<hr/>
<code>\char_value_sfcode:n</code> ★	<code>\char_value_sfcode:n {⟨integer expression⟩}</code>
	Expands to the current space factor for the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ .
<hr/> <hr/>	<hr/>
<code>\char_show_value_sfcode:n</code>	<code>\char_show_value_sfcode:n {⟨integer expression⟩}</code>
	Displays the current space factor for the $\langle character \rangle$ with character code given by the $\langle integer expression \rangle$ on the terminal.
<hr/> <hr/>	<hr/>
<code>\l_char_active_seq</code>	Used to track which tokens may require special handling at the document level as they are (or have been at some point) of category $\langle active \rangle$ (catcode 13). Each entry in the sequence consists of a single escaped token, for example <code>\~</code> . Active tokens should be added to the sequence when they are defined for general document use.
New: 2012-01-23 Updated: 2015-11-11	
<hr/> <hr/>	<hr/>
<code>\l_char_special_seq</code>	Used to track which tokens will require special handling when working with verbatim-like material at the document level as they are not of categories $\langle letter \rangle$ (catcode 11) or $\langle other \rangle$ (catcode 12). Each entry in the sequence consists of a single escaped token, for example <code>\</code> for the backslash or <code>\{</code> for an opening brace. Escaped tokens should be added to the sequence when they are defined for general document use.
New: 2012-01-23 Updated: 2015-11-11	
<hr/> <hr/>	<hr/>

### 3 Generic tokens

---

```
\c_group_begin_token
\c_group_end_token
\c_math_toggle_token
\c_alignment_token
\c_parameter_token
\c_math_superscript_token
\c_math_subscript_token
\c_space_token
```

---

These are implicit tokens which have the category code described by their name. They are used internally for test purposes but are also available to the programmer for other uses.

---

```
\c_catcode_letter_token
\c_catcode_other_token
```

---

These are implicit tokens which have the category code described by their name. They are used internally for test purposes and should not be used other than for category code tests.

---

```
\c_catcode_active_tl
```

---

A token list containing an active token. This is used internally for test purposes and should not be used other than in appropriately-constructed category code tests.

### 4 Converting tokens

---

```
\token_to_meaning:N ★
\token_to_meaning:c ★
```

---

`\token_to_meaning:N <token>`

Inserts the current meaning of the *<token>* into the input stream as a series of characters of category code 12 (other). This is the primitive  $\TeX$  description of the *<token>*, thus for example both functions defined by `\cs_set_nopar:Npn` and token list variables defined using `\tl_new:N` are described as macros.

**$\TeX$ hackers note:** This is the  $\TeX$  primitive `\meaning`.

---

```
\token_to_str:N ★
\token_to_str:c ★
```

---

`\token_to_str:N <token>`

Converts the given *<token>* into a series of characters with category code 12 (other). If the *<token>* is a control sequence, this will start with the current escape character with category code 12 (the escape character is part of the *<token>*). This function requires only a single expansion.

**$\TeX$ hackers note:** `\token_to_str:N` is the  $\TeX$  primitive `\string` renamed.

### 5 Token conditionals

---

```
\token_if_group_begin_p:N ★
\token_if_group_begin:NTF ★
```

---

`\token_if_group_begin_p:N <token>`

`\token_if_group_begin:NTF <token> {(true code)} {(false code)}`

Tests if *<token>* has the category code of a begin group token (`{` when normal  $\TeX$  category codes are in force). Note that an explicit begin group token cannot be tested in this way, as it is not a valid N-type argument.

---

<code>\token_if_group_end_p:N</code>	★	<code>\token_if_group_end_p:N</code>	$\langle token \rangle$
<code>\token_if_group_end:NTF</code>	★	<code>\token_if_group_end:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of an end group token (`}` when normal  $\text{\TeX}$  category codes are in force). Note that an explicit end group token cannot be tested in this way, as it is not a valid N-type argument.

---

<code>\token_if_math_toggle_p:N</code>	★	<code>\token_if_math_toggle_p:N</code>	$\langle token \rangle$
<code>\token_if_math_toggle:NTF</code>	★	<code>\token_if_math_toggle:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a math shift token (`$` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_alignment_p:N</code>	★	<code>\token_if_alignment_p:N</code>	$\langle token \rangle$
<code>\token_if_alignment:NTF</code>	★	<code>\token_if_alignment:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of an alignment token (`&` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_parameter_p:N</code>	★	<code>\token_if_parameter_p:N</code>	$\langle token \rangle$
<code>\token_if_parameter:NTF</code>	★	<code>\token_if_parameter:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a macro parameter token (`#` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_math_superscript_p:N</code>	★	<code>\token_if_math_superscript_p:N</code>	$\langle token \rangle$
<code>\token_if_math_superscript:NTF</code>	★	<code>\token_if_math_superscript:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a superscript token (`^` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_math_subscript_p:N</code>	★	<code>\token_if_math_subscript_p:N</code>	$\langle token \rangle$
<code>\token_if_math_subscript:NTF</code>	★	<code>\token_if_math_subscript:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a subscript token (`_` when normal  $\text{\TeX}$  category codes are in force).

---

<code>\token_if_space_p:N</code>	★	<code>\token_if_space_p:N</code>	$\langle token \rangle$
<code>\token_if_space:NTF</code>	★	<code>\token_if_space:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a space token. Note that an explicit space token with character code 32 cannot be tested in this way, as it is not a valid N-type argument.

---

<code>\token_if_letter_p:N</code>	★	<code>\token_if_letter_p:N</code>	$\langle token \rangle$
<code>\token_if_letter:NTF</code>	★	<code>\token_if_letter:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of a letter token.

---

<code>\token_if_other_p:N</code>	★	<code>\token_if_other_p:N</code>	$\langle token \rangle$
<code>\token_if_other:NTF</code>	★	<code>\token_if_other:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of an “other” token.

---

<code>\token_if_active_p:N</code>	★	<code>\token_if_active_p:N</code>	$\langle token \rangle$
<code>\token_if_active:NTF</code>	★	<code>\token_if_active:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if  $\langle token \rangle$  has the category code of an active character.

---

<code>\token_if_eq_catcode_p:NN</code>	★	<code>\token_if_eq_catcode_p:NN</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$
<code>\token_if_eq_catcode:NNTF</code>	★	<code>\token_if_eq_catcode:NNTF</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if the two  $\langle tokens \rangle$  have the same category code.

---

<code>\token_if_eq_charcode_p:NN</code>	★	<code>\token_if_eq_charcode_p:NN</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$
<code>\token_if_eq_charcode:NNTF</code>	★	<code>\token_if_eq_charcode:NNTF</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if the two  $\langle tokens \rangle$  have the same character code.

---

<code>\token_if_eq_meaning_p:NN</code>	★	<code>\token_if_eq_meaning_p:NN</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$
<code>\token_if_eq_meaning:NNTF</code>	★	<code>\token_if_eq_meaning:NNTF</code>	$\langle token_1 \rangle$ $\langle token_2 \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if the two  $\langle tokens \rangle$  have the same meaning when expanded.

---

<code>\token_if_macro_p:N</code>	★	<code>\token_if_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_macro:NTF</code>	★	<code>\token_if_macro:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Updated: 2011-05-23

Tests if the  $\langle token \rangle$  is a T<sub>E</sub>X macro.

---

<code>\token_if_cs_p:N</code>	★	<code>\token_if_cs_p:N</code>	$\langle token \rangle$
<code>\token_if_cs:NTF</code>	★	<code>\token_if_cs:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if the  $\langle token \rangle$  is a control sequence.

---

<code>\token_if_expandable_p:N</code>	★	<code>\token_if_expandable_p:N</code>	$\langle token \rangle$
<code>\token_if_expandable:NTF</code>	★	<code>\token_if_expandable:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Tests if the  $\langle token \rangle$  is expandable. This test returns  $\langle false \rangle$  for an undefined token.

---

<code>\token_if_long_macro_p:N</code>	★	<code>\token_if_long_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_long_macro:NTF</code>	★	<code>\token_if_long_macro:NTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is a long macro.

---

<code>\token_if_protected_macro_p:N</code>	★	<code>\token_if_protected_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_protected_macro:NNTF</code>	★	<code>\token_if_protected_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is a protected macro: for a macro which is both protected and long this returns **false**.

---

<code>\token_if_protected_long_macro_p:N</code>	★	<code>\token_if_protected_long_macro_p:N</code>	$\langle token \rangle$
<code>\token_if_protected_long_macro:NNTF</code>	★	<code>\token_if_protected_long_macro:NNTF</code>	$\langle token \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$

---

Updated: 2012-01-20

Tests if the  $\langle token \rangle$  is a protected long macro.

---

<code>\token_if_chardef_p:N</code>	★	<code>\token_if_chardef_p:N</code>	$\langle token \rangle$
<code>\token_if_chardef:NTF</code>	★	<code>\token_if_chardef:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20 Tests if the  $\langle token \rangle$  is defined to be a chardef.

---

**TeXhackers note:** Booleans, boxes and small integer constants are implemented as `\chardefs`.

---

<code>\token_if_mathchardef_p:N</code>	★	<code>\token_if_mathchardef_p:N</code>	$\langle token \rangle$
<code>\token_if_mathchardef:NTF</code>	★	<code>\token_if_mathchardef:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

Tests if the  $\langle token \rangle$  is defined to be a mathchardef.

---

<code>\token_if_dim_register_p:N</code>	★	<code>\token_if_dim_register_p:N</code>	$\langle token \rangle$
<code>\token_if_dim_register:NTF</code>	★	<code>\token_if_dim_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

Tests if the  $\langle token \rangle$  is defined to be a dimension register.

---

<code>\token_if_int_register_p:N</code>	★	<code>\token_if_int_register_p:N</code>	$\langle token \rangle$
<code>\token_if_int_register:NTF</code>	★	<code>\token_if_int_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

Tests if the  $\langle token \rangle$  is defined to be a integer register.

**TeXhackers note:** Constant integers may be implemented as integer registers, `\chardefs`, or `\mathchardefs` depending on their value.

---

<code>\token_if_muskip_register_p:N</code>	★	<code>\token_if_muskip_register_p:N</code>	$\langle token \rangle$
<code>\token_if_muskip_register:NTF</code>	★	<code>\token_if_muskip_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

New: 2012-02-15

---

Tests if the  $\langle token \rangle$  is defined to be a muskip register.

---

<code>\token_if_skip_register_p:N</code>	★	<code>\token_if_skip_register_p:N</code>	$\langle token \rangle$
<code>\token_if_skip_register:NTF</code>	★	<code>\token_if_skip_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

Tests if the  $\langle token \rangle$  is defined to be a skip register.

---

<code>\token_if_toks_register_p:N</code>	★	<code>\token_if_toks_register_p:N</code>	$\langle token \rangle$
<code>\token_if_toks_register:NTF</code>	★	<code>\token_if_toks_register:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2012-01-20

---

Tests if the  $\langle token \rangle$  is defined to be a toks register (not used by L<sup>A</sup>T<sub>E</sub>X3).

---

<code>\token_if_primitive_p:N</code>	★	<code>\token_if_primitive_p:N</code>	$\langle token \rangle$
<code>\token_if_primitive:NTF</code>	★	<code>\token_if_primitive:NTF</code>	$\langle token \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$

---

Updated: 2011-05-23 Tests if the  $\langle token \rangle$  is an engine primitive.

---

## 6 Peeking ahead at the next token

There is often a need to look ahead at the next token in the input stream while leaving it in place. This is handled using the “peek” functions. The generic `\peek_after:Nw` is provided along with a family of predefined tests for common cases. As peeking ahead does *not* skip spaces the predefined tests include both a space-respecting and space-skipping version.

---

`\peek_after:Nw`


---

`\peek_after:Nw <function> <token>`

Locally sets the test variable `\l_peek_token` equal to `<token>` (as an implicit token, *not* as a token list), and then expands the `<function>`. The `<token>` remains in the input stream as the next item after the `<function>`. The `<token>` here may be `\`, `{` or `}` (assuming normal T<sub>E</sub>X category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

---

`\peek_gafter:Nw`


---

`\peek_gafter:Nw <function> <token>`

Globally sets the test variable `\g_peek_token` equal to `<token>` (as an implicit token, *not* as a token list), and then expands the `<function>`. The `<token>` remains in the input stream as the next item after the `<function>`. The `<token>` here may be `\`, `{` or `}` (assuming normal T<sub>E</sub>X category codes), *i.e.* it is not necessarily the next argument which would be grabbed by a normal function.

---

`\l_peek_token`


---

Token set by `\peek_after:Nw` and available for testing as described above.

---

`\g_peek_token`


---

Token set by `\peek_gafter:Nw` and available for testing as described above.

---

`\peek_catcode:NTF`


---

`\peek_catcode:NTF <test token> {\<true code>} {\<false code>}`


---

Updated: 2012-12-20

---

Tests if the next `<token>` in the input stream has the same category code as the `<test token>` (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are respected by the test and the `<token>` is left in the input stream after the `<true code>` or `<false code>` (as appropriate to the result of the test).

---

`\peek_catcode_ignore_spaces:NTF`


---

`\peek_catcode_ignore_spaces:NTF <test token> {\<true code>} {\<false code>}`


---

Updated: 2012-12-20

---

Tests if the next non-space `<token>` in the input stream has the same category code as the `<test token>` (as defined by the test `\token_if_eq_catcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the `<token>` is left in the input stream after the `<true code>` or `<false code>` (as appropriate to the result of the test).

---

`\peek_catcode_remove:NTF`


---

`\peek_catcode_remove:NTF <test token> {\<true code>} {\<false code>}`


---

Updated: 2012-12-20

---

Tests if the next `<token>` in the input stream has the same category code as the `<test token>` (as defined by the test `\token_if_eq_catcode:NNTF`). Spaces are respected by the test and the `<token>` is removed from the input stream if the test is true. The function then places either the `<true code>` or `<false code>` in the input stream (as appropriate to the result of the test).



---

<code>\peek_catcode_remove_ignore_spaces:NTF</code>	<code>\peek_catcode_remove_ignore_spaces:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
---	---

---

Updated: 2012-12-20

Tests if the next non-space *<token>* in the input stream has the same category code as the *<test token>* (as defined by the test `\token_if_eq_catcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the *<token>* is removed from the input stream if the test is true. The function then places either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

---

<code>\peek_charcode:NTF</code>	<code>\peek_charcode:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
---------------------------------	---

---

Updated: 2012-12-20

Tests if the next *<token>* in the input stream has the same character code as the *<test token>* (as defined by the test `\token_if_eq_charcode:NNTF`). Spaces are respected by the test and the *<token>* is left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test).

---

<code>\peek_charcode_ignore_spaces:NTF</code>	<code>\peek_charcode_ignore_spaces:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
---	---

---

Updated: 2012-12-20

Tests if the next non-space *<token>* in the input stream has the same character code as the *<test token>* (as defined by the test `\token_if_eq_charcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the *<token>* is left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test).

---

<code>\peek_charcode_remove:NTF</code>	<code>\peek_charcode_remove:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
--	--

---

Updated: 2012-12-20

Tests if the next *<token>* in the input stream has the same character code as the *<test token>* (as defined by the test `\token_if_eq_charcode:NNTF`). Spaces are respected by the test and the *<token>* is removed from the input stream if the test is true. The function then places either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

---

<code>\peek_charcode_remove_ignore_spaces:NTF</code>	<code>\peek_charcode_remove_ignore_spaces:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
--	--

---

Updated: 2012-12-20

Tests if the next non-space *<token>* in the input stream has the same character code as the *<test token>* (as defined by the test `\token_if_eq_charcode:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the *<token>* is removed from the input stream if the test is true. The function then places either the *<true code>* or *<false code>* in the input stream (as appropriate to the result of the test).

---

<code>\peek_meaning:NTF</code>	<code>\peek_meaning:NTF &lt;test token&gt; {{&lt;true code&gt;}} {{&lt;false code&gt;}}</code>
--------------------------------	--

---

Updated: 2011-07-02

Tests if the next *<token>* in the input stream has the same meaning as the *<test token>* (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the *<token>* is left in the input stream after the *<true code>* or *<false code>* (as appropriate to the result of the test).

---

<code>\peek_meaning_ignore_spaces:NTF</code>	<code>\peek_meaning_ignore_spaces:NTF &lt;test token&gt; {(true code)} {(false code)}</code>
--	--

---

Updated: 2012-12-05

Tests if the next non-space  $\langle token \rangle$  in the input stream has the same meaning as the  $\langle test token \rangle$  (as defined by the test `\token_if_eq_meaning:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the  $\langle token \rangle$  is left in the input stream after the  $\langle true code \rangle$  or  $\langle false code \rangle$  (as appropriate to the result of the test).

---

<code>\peek_meaning_remove:NNTF</code>	<code>\peek_meaning_remove:NNTF &lt;test token&gt; {(true code)} {(false code)}</code>
--	--

---

Updated: 2011-07-02

Tests if the next  $\langle token \rangle$  in the input stream has the same meaning as the  $\langle test token \rangle$  (as defined by the test `\token_if_eq_meaning:NNTF`). Spaces are respected by the test and the  $\langle token \rangle$  is removed from the input stream if the test is true. The function then places either the  $\langle true code \rangle$  or  $\langle false code \rangle$  in the input stream (as appropriate to the result of the test).

---

<code>\peek_meaning_remove_ignore_spaces:NNTF</code>	<code>\peek_meaning_remove_ignore_spaces:NNTF &lt;test token&gt; {(true code)} {(false code)}</code>
--	--

---

Updated: 2012-12-05

Tests if the next non-space  $\langle token \rangle$  in the input stream has the same meaning as the  $\langle test token \rangle$  (as defined by the test `\token_if_eq_meaning:NNTF`). Explicit and implicit space tokens (with character code 32 and category code 10) are ignored and removed by the test and the  $\langle token \rangle$  is removed from the input stream if the test is true. The function then places either the  $\langle true code \rangle$  or  $\langle false code \rangle$  in the input stream (as appropriate to the result of the test).

## 7 Decomposing a macro definition

These functions decompose  $\text{\TeX}$  macros into their constituent parts: if the  $\langle token \rangle$  passed is not a macro then no decomposition can occur. In the latter case, all three functions leave `\scan_stop:` in the input stream.

---

<code>\token_get_arg_spec:N</code> ★	<code>\token_get_arg_spec:N &lt;token&gt;</code>
--------------------------------------	--

---

If the  $\langle token \rangle$  is a macro, this function leaves the primitive  $\text{\TeX}$  argument specification in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token `\next` defined by

`\cs_set:Npn \next #1#2 { x #1 y #2 }`

leaves `#1#2` in the input stream. If the  $\langle token \rangle$  is not a macro then `\scan_stop:` is left in the input stream.

**$\text{\TeX}$ hackers note:** If the arg spec. contains the string `->`, then the `spec` function produces incorrect results.

---

`\token_get_replacement_spec:N` ★ `\token_get_replacement_spec:N`  $\langle token \rangle$

---

If the  $\langle token \rangle$  is a macro, this function leaves the replacement text in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token `\next` defined by

`\cs_set:Npn \next #1#2 { x #1~y #2 }`

leaves `x#1 y#2` in the input stream. If the  $\langle token \rangle$  is not a macro then `\scan_stop:` is left in the input stream.

**TeXhackers note:** If the arg spec. contains the string `->`, then the `spec` function produces incorrect results.

---

`\token_get_prefix_spec:N` ★ `\token_get_prefix_spec:N`  $\langle token \rangle$

---

If the  $\langle token \rangle$  is a macro, this function leaves the TeX prefixes applicable in input stream as a string of tokens of category code 12 (with spaces having category code 10). Thus for example for a token `\next` defined by

`\cs_set:Npn \next #1#2 { x #1~y #2 }`

leaves `\long` in the input stream. If the  $\langle token \rangle$  is not a macro then `\scan_stop:` is left in the input stream

## 8 Description of all possible tokens

Let us end by reviewing every case that a given token can fall into. This section is quite technical and some details are only meant for completeness. We distinguish the meaning of the token, which controls the expansion of the token and its effect on TeX's state, and its shape, which is used when comparing token lists such as for delimited arguments. Two tokens of the same shape must have the same meaning, but the converse does not hold.

A token has one of the following shapes.

- A control sequence, characterized by the sequence of characters that constitute its name: for instance, `\use:n` is a five-letter control sequence.
- An active character token, characterized by its character code (between 0 and 1114111 for LuaTeX and XeTeX and less for other engines) and category code 13.
- A character token, characterized by its character code and category code (one of 1, 2, 3, 4, 6, 7, 8, 10, 11 or 12 whose meaning is described below).<sup>4</sup>

There are also a few internal tokens. The following list may be incomplete in some engines.

- Expanding `\the\font` results in a token that looks identical to the command that was used to select the current font (such as `\tenrm`) but it differs from it in shape.

---

<sup>4</sup>In LuaTeX, there is also the case of “bytes”, which behave as character tokens of category code 12 (other) and character code between 1114112 and 1114366. They are used to output individual bytes to files, rather than UTF-8.

- A “frozen” `\relax`, which differs from the primitive in shape (but has the same meaning), is inserted when the closing `\fi` of a conditional is encountered before the conditional is evaluated.
- Expanding `\noexpand <token>` (when the `<token>` is expandable) results in an internal token, displayed (temporarily) as `\notexpanded: <token>`, whose shape coincides with the `<token>` and whose meaning differs from `\relax`.
- An `\outer endtemplate:` (expanding to another internal token, `end of alignment template`) can be encountered when peeking ahead at the next token.
- Tricky programming might access a frozen `\endwrite`.
- Some frozen tokens can only be accessed in interactive sessions: `\cr`, `\right`, `\endgroup`, `\fi`, `\inaccessible`.

The meaning of a (non-active) character token is fixed by its category code (and character code) and cannot be changed. We call these tokens *explicit* character tokens. Category codes that a character token can have are listed below by giving a sample output of the  $\TeX$  primitive `\meaning`, together with their  $\LaTeX$ 3 names and most common example:

- 1 begin-group character (`group_begin`, often `{`),
- 2 end-group character (`group_end`, often `}`),
- 3 math shift character (`math_toggle`, often `$`),
- 4 alignment tab character (`alignment`, often `&`),
- 6 macro parameter character (`parameter`, often `#`),
- 7 superscript character (`math_superscript`, often `^`),
- 8 subscript character (`math_subscript`, often `_`),
- 10 blank space (`space`, often character code 32),
- 11 the letter (`letter`, such as `A`),
- 12 the character (`other`, such as `0`).

Category code 13 (`active`) is discussed below. Input characters can also have several other category codes which do not lead to character tokens for later processing: 0 (`escape`), 5 (`end_line`), 9 (`ignore`), 14 (`comment`), and 15 (`invalid`).

The meaning of a control sequence or active character can be identical to that of any character token listed above (with any character code), and we call such tokens *implicit* character tokens. The meaning is otherwise in the following list:

- a macro, used in  $\LaTeX$ 3 for most functions and some variables (`tl`, `fp`, `seq`, ...),
- a primitive such as `\def` or `\topmark`, used in  $\LaTeX$ 3 for some functions,
- a register such as `\count123`, used in  $\LaTeX$ 3 for the implementation of some variables (`int`, `dim`, ...),
- a constant integer such as `\char"56` or `\mathchar"121`,

- a font selection command,
- undefined.

Macros be `\protected` or not, `\long` or not (the opposite of what L<sup>A</sup>T<sub>E</sub>X3 calls `nopar`), and `\outer` or not (unused in L<sup>A</sup>T<sub>E</sub>X3). Their `\meaning` takes the form

$\langle properties \rangle \text{ macro: } \langle parameters \rangle \rightarrow \langle replacement \rangle$

where  $\langle properties \rangle$  is among `\protected\long\outer`,  $\langle parameters \rangle$  describes parameters that the macro expects, such as `#1#2#3`, and  $\langle replacement \rangle$  describes how the parameters are manipulated, such as `#2/#1/#3`.

Now is perhaps a good time to mention some subtleties relating to tokens with category code 10 (space). Any input character with this category code (normally, space and tab characters) becomes a normal space, with character code 32 and category code 10.

When a macro takes an undelimited argument, explicit space characters (with character code 32 and category code 10) are ignored. If the following token is an explicit character token with category code 1 (begin-group) and an arbitrary character code, then T<sub>E</sub>X scans ahead to obtain an equal number of explicit character tokens with category code 1 (begin-group) and 2 (end-group), and the resulting list of tokens (with outer braces removed) becomes the argument. Otherwise, a single token is taken as the argument for the macro: we call such single tokens “N-type”, as they are suitable to be used as an argument for a function with the signature `:N`.

## 9 Internal functions

---

`\_char_generate:nn` ★

---

New: 2016-03-25

---

`\_char_generate:nn`  $\{ \langle charcode \rangle \} \{ \langle catcode \rangle \}$

This function is identical in operation to the public `\char_generate:nn` but omits various sanity tests. In particular, this means it is used in certain places where engine variations need to be accounted for by the kernel. The  $\langle catcode \rangle$  must give an explicit integer when expanded (and must not absorb a space for instance).

## Part XVI

# The l3prop package

## Property lists

L<sup>A</sup>T<sub>E</sub>X3 implements a “property list” data type, which contain an unordered list of entries each of which consists of a  $\langle key \rangle$  and an associated  $\langle value \rangle$ . The  $\langle key \rangle$  and  $\langle value \rangle$  may both be any  $\langle balanced\ text \rangle$ . It is possible to map functions to property lists such that the function is applied to every key–value pair within the list.

Each entry in a property list must have a unique  $\langle key \rangle$ : if an entry is added to a property list which already contains the  $\langle key \rangle$  then the new entry overwrites the existing one. The  $\langle keys \rangle$  are compared on a string basis, using the same method as `\str_if_eq:nn`.

Property lists are intended for storing key-based information for use within code. This is in contrast to key–value lists, which are a form of *input* parsed by the `keys` module.

### 1 Creating and initialising property lists

---

<code>\prop_new:N</code>	<code>\prop_new:N</code>
<code>\prop_new:c</code>	

---

$\langle property\ list \rangle$

Creates a new  $\langle property\ list \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle property\ list \rangle$  initially contains no entries.

---

<code>\prop_clear:N</code>	<code>\prop_clear:N</code>
<code>\prop_clear:c</code>	
<code>\prop_gclear:N</code>	
<code>\prop_gclear:c</code>	

---

$\langle property\ list \rangle$

Clears all entries from the  $\langle property\ list \rangle$ .

---

<code>\prop_clear_new:N</code>	<code>\prop_clear_new:N</code>
<code>\prop_clear_new:c</code>	
<code>\prop_gclear_new:N</code>	
<code>\prop_gclear_new:c</code>	

---

$\langle property\ list \rangle$

Ensures that the  $\langle property\ list \rangle$  exists globally by applying `\prop_new:N` if necessary, then applies `\prop_(g)clear:N` to leave the list empty.

---

<code>\prop_set_eq:NN</code>	<code>\prop_set_eq:NN</code>
<code>\prop_set_eq:(cN Nc cc)</code>	
<code>\prop_gset_eq:NN</code>	
<code>\prop_gset_eq:(cN Nc cc)</code>	

---

$\langle property\ list_1 \rangle$   $\langle property\ list_2 \rangle$

Sets the content of  $\langle property\ list_1 \rangle$  equal to that of  $\langle property\ list_2 \rangle$ .

## 2 Adding entries to property lists

---

<code>\prop_put:Nnn</code> <code>\prop_put: (NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)</code> <code>\prop_gput:Nnn</code> <code>\prop_gput: (NnV Nno Nnx NVn NVV Non Noo cnn cnV cno cnx cVn cVV con coo)</code>	<code>\prop_put:Nnn &lt;property list&gt;</code> <code>{&lt;key&gt;} {&lt;value&gt;}</code>
--	--

---

Updated: 2012-07-09

Adds an entry to the *<property list>* which may be accessed using the *<key>* and which has *<value>*. Both the *<key>* and *<value>* may contain any *<balanced text>*. The *<key>* is stored after processing with `\tl_to_str:n`, meaning that category codes are ignored. If the *<key>* is already present in the *<property list>*, the existing entry is overwritten by the new *<value>*.

---

<code>\prop_put_if_new:Nnn</code> <code>\prop_put_if_new:cnn</code> <code>\prop_gput_if_new:Nnn</code> <code>\prop_gput_if_new:cnn</code>	<code>\prop_put_if_new:Nnn &lt;property list&gt; {&lt;key&gt;} {&lt;value&gt;}</code>
--	---

---

If the *<key>* is present in the *<property list>* then no action is taken. If the *<key>* is not present in the *<property list>* then a new entry is added. Both the *<key>* and *<value>* may contain any *<balanced text>*. The *<key>* is stored after processing with `\tl_to_str:n`, meaning that category codes are ignored.

## 3 Recovering values from property lists

---

<code>\prop_get:NnN</code> <code>\prop_get: (NVN NoN cnN cVN coN)</code>	<code>\prop_get:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
---	---

---

Updated: 2011-08-28

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* is set to the special marker `\q_no_value`. The *<token list variable>* is set within the current TeX group. See also `\prop_get:NnNTF`.

---

<code>\prop_pop:NnN</code> <code>\prop_pop: (NoN cnN coN)</code>	<code>\prop_pop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
---	---

---

Updated: 2011-08-18

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* is set to the special marker `\q_no_value`. The *<key>* and *<value>* are then deleted from the property list. Both assignments are local. See also `\prop_pop:NnNTF`.

---

<code>\prop_gpop:NnN</code> <code>\prop_gpop: (NoN cnN coN)</code>	<code>\prop_gpop:NnN &lt;property list&gt; {&lt;key&gt;} &lt;tl var&gt;</code>
---	--

---

Updated: 2011-08-18

Recovers the *<value>* stored with *<key>* from the *<property list>*, and places this in the *<token list variable>*. If the *<key>* is not found in the *<property list>* then the *<token list variable>* is set to the special marker `\q_no_value`. The *<key>* and *<value>* are then deleted from the property list. The *<property list>* is modified globally, while the assignment of the *<token list variable>* is local. See also `\prop_gpop:NnNTF`.

---

<code>\prop_item:Nn</code> ★	<code>\prop_item:Nn</code> $\langle property list \rangle$ $\{\langle key \rangle\}$
------------------------------	--

---

<code>\prop_item:cn</code> ★
------------------------------

---

New: 2014-07-17

---

Expands to the  $\langle value \rangle$  corresponding to the  $\langle key \rangle$  in the  $\langle property list \rangle$ . If the  $\langle key \rangle$  is missing, this has an empty expansion.

**TeXhackers note:** This function is slower than the non-expandable analogue `\prop_get:NnN`. The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle value \rangle$  does not expand further when appearing in an x-type argument expansion.

## 4 Modifying property lists

---

<code>\prop_remove:Nn</code>
------------------------------

---

<code>\prop_remove:(NV cn cV)</code>
--------------------------------------

---

<code>\prop_gremove:Nn</code>
-------------------------------

---

<code>\prop_gremove:(NV cn cV)</code>
---------------------------------------

---

New: 2012-05-12

---

<code>\prop_remove:Nn</code> $\langle property list \rangle$ $\{\langle key \rangle\}$
--

---

Removes the entry listed under  $\langle key \rangle$  from the  $\langle property list \rangle$ . If the  $\langle key \rangle$  is not found in the  $\langle property list \rangle$  no change occurs, *i.e* there is no need to test for the existence of a key before deleting it.

## 5 Property list conditionals

---

<code>\prop_if_exist_p:N</code> ★
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---

<code>\prop_if_exist_p:c</code> ★
-----------------------------------

---

<code>\prop_if_exist:NTF</code> ★
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---

<code>\prop_if_exist:cTF</code> ★
-----------------------------------

---

New: 2012-03-03

---

<code>\prop_if_exist_p:N</code> $\langle property list \rangle$
---

---

<code>\prop_if_exist:NTF</code> $\langle property list \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
--

---

Tests whether the  $\langle property list \rangle$  is currently defined. This does not check that the  $\langle property list \rangle$  really is a property list variable.

---

<code>\prop_if_empty_p:N</code> ★
-----------------------------------

---

<code>\prop_if_empty_p:c</code> ★
-----------------------------------

---

<code>\prop_if_empty:NTF</code> ★
-----------------------------------

---

<code>\prop_if_empty:cTF</code> ★
-----------------------------------

---

<code>\prop_if_empty_p:N</code> $\langle property list \rangle$
---

---

<code>\prop_if_empty:NTF</code> $\langle property list \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
--

---

Tests if the  $\langle property list \rangle$  is empty (containing no entries).

---

<code>\prop_if_in_p:Nn</code>	★	<code>\prop_if_in:NnTF</code> $\langle property list \rangle$ $\{\langle key \rangle\}$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
-------------------------------	---	--

---

<code>\prop_if_in_p:(NV No cn cV co)</code>	★
---	---

---

<code>\prop_if_in:NnTF</code>	★
-------------------------------	---

---

<code>\prop_if_in:(NV No cn cV co)TF</code>	★
---	---

---

Updated: 2011-09-15

---

Tests if the  $\langle key \rangle$  is present in the  $\langle property list \rangle$ , making the comparison using the method described by `\str_if_eq:nnTF`.

**TeXhackers note:** This function iterates through every key–value pair in the  $\langle property list \rangle$  and is therefore slower than using the non-expandable `\prop_get:NnNTF`.



## 6 Recovering values from property lists with branching

The functions in this section combine tests for the presence of a key in a property list with recovery of the associated valued. This makes them useful for cases where different cases follow dependent on the presence or absence of a key in a property list. They offer increased readability and performance over separate testing and recovery phases.

<u>\prop_get:NnNTF</u>	<u>\prop_get:NnNTF</u> $\langle\textit{property list}\rangle$ $\{\langle\textit{key}\rangle\}$ $\langle\textit{token list variable}\rangle$
<u>\prop_get:(NVN NoN cnN cVN coN)TF</u>	<u>\prop_get:(NVN NoN cnN cVN coN)TF</u> $\{\langle\textit{true code}\rangle\}$ $\{\langle\textit{false code}\rangle\}$
Updated: 2012-05-19	

If the  $\langle\textit{key}\rangle$  is not present in the  $\langle\textit{property list}\rangle$ , leaves the  $\langle\textit{false code}\rangle$  in the input stream. The value of the  $\langle\textit{token list variable}\rangle$  is not defined in this case and should not be relied upon. If the  $\langle\textit{key}\rangle$  is present in the  $\langle\textit{property list}\rangle$ , stores the corresponding  $\langle\textit{value}\rangle$  in the  $\langle\textit{token list variable}\rangle$  without removing it from the  $\langle\textit{property list}\rangle$ , then leaves the  $\langle\textit{true code}\rangle$  in the input stream. The  $\langle\textit{token list variable}\rangle$  is assigned locally.

<u>\prop_pop:NnNTF</u>	<u>\prop_pop:NnNTF</u> $\langle\textit{property list}\rangle$ $\{\langle\textit{key}\rangle\}$ $\langle\textit{token list variable}\rangle$ $\{\langle\textit{true code}\rangle\}$
<u>\prop_pop:cnNTF</u>	<u>\prop_pop:cnNTF</u> $\{\langle\textit{false code}\rangle\}$
New: 2011-08-18	If the $\langle\textit{key}\rangle$ is not present in the $\langle\textit{property list}\rangle$ , leaves the $\langle\textit{false code}\rangle$ in the input stream. The value of the $\langle\textit{token list variable}\rangle$ is not defined in this case and should not be relied upon. If the $\langle\textit{key}\rangle$ is present in the $\langle\textit{property list}\rangle$ , pops the corresponding $\langle\textit{value}\rangle$ in the $\langle\textit{token list variable}\rangle$ , <i>i.e.</i> removes the item from the $\langle\textit{property list}\rangle$ . Both the $\langle\textit{property list}\rangle$ and the $\langle\textit{token list variable}\rangle$ are assigned locally.
Updated: 2012-05-19	

<u>\prop_gpop:NnNTF</u>	<u>\prop_gpop:NnNTF</u> $\langle\textit{property list}\rangle$ $\{\langle\textit{key}\rangle\}$ $\langle\textit{token list variable}\rangle$ $\{\langle\textit{true code}\rangle\}$
<u>\prop_gpop:cnNTF</u>	<u>\prop_gpop:cnNTF</u> $\{\langle\textit{false code}\rangle\}$
New: 2011-08-18	If the $\langle\textit{key}\rangle$ is not present in the $\langle\textit{property list}\rangle$ , leaves the $\langle\textit{false code}\rangle$ in the input stream. The value of the $\langle\textit{token list variable}\rangle$ is not defined in this case and should not be relied upon. If the $\langle\textit{key}\rangle$ is present in the $\langle\textit{property list}\rangle$ , pops the corresponding $\langle\textit{value}\rangle$ in the $\langle\textit{token list variable}\rangle$ , <i>i.e.</i> removes the item from the $\langle\textit{property list}\rangle$ . The $\langle\textit{property list}\rangle$ is modified globally, while the $\langle\textit{token list variable}\rangle$ is assigned locally.
Updated: 2012-05-19	

## 7 Mapping to property lists

<u>\prop_map_function:NN</u> ☆	<u>\prop_map_function:NN</u> $\langle\textit{property list}\rangle$ $\langle\textit{function}\rangle$
<u>\prop_map_function:cN</u> ☆	Applies $\langle\textit{function}\rangle$ to every $\langle\textit{entry}\rangle$ stored in the $\langle\textit{property list}\rangle$ . The $\langle\textit{function}\rangle$ receives two argument for each iteration: the $\langle\textit{key}\rangle$ and associated $\langle\textit{value}\rangle$ . The order in which $\langle\textit{entries}\rangle$ are returned is not defined and should not be relied upon.
Updated: 2013-01-28	

<u>\prop_map_inline:Nn</u>	<u>\prop_map_inline:Nn</u> $\langle\textit{property list}\rangle$ $\{\langle\textit{inline function}\rangle\}$
<u>\prop_map_inline:cn</u>	Applies $\langle\textit{inline function}\rangle$ to every $\langle\textit{entry}\rangle$ stored within the $\langle\textit{property list}\rangle$ . The $\langle\textit{inline function}\rangle$ should consist of code which receives the $\langle\textit{key}\rangle$ as #1 and the $\langle\textit{value}\rangle$ as #2. The order in which $\langle\textit{entries}\rangle$ are returned is not defined and should not be relied upon.
Updated: 2013-01-08	

---

**\prop\_map\_break:** ☆

---

Updated: 2012-06-29

---

**\prop\_map\_break:**

Used to terminate a `\prop_map...` function before all entries in the *property list* have been processed. This normally takes place within a conditional statement, for example

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break: }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.

---

**\prop\_map\_break:n** ☆

---

Updated: 2012-06-29

---

**\prop\_map\_break:n** {<code>}

Used to terminate a `\prop_map...` function before all entries in the *property list* have been processed, inserting the *code* after the mapping has ended. This normally takes place within a conditional statement, for example

```
\prop_map_inline:Nn \l_my_prop
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \prop_map_break:n { <code> } }
  {
    % Do something useful
  }
}
```

Use outside of a `\prop_map...` scenario leads to low level TeX errors.

**TeXhackers note:** When the mapping is broken, additional tokens may be inserted before the *code* is inserted into the input stream. This depends on the design of the mapping function.

## 8 Viewing property lists

---

**\prop\_show:N**

---

**\prop\_show:c**

---

Updated: 2015-08-01

---

**\prop\_show:N** *property list*

Displays the entries in the *property list* in the terminal.

---

`\prop_log:N`  
`\prop_log:c`

---

New: 2014-08-12  
Updated: 2015-08-01

---

`\prop_log:N`  $\langle property\ list \rangle$   
Writes the entries in the  $\langle property\ list \rangle$  in the log file.

## 9 Scratch property lists

---

`\l_tmpa_prop`  
`\l_tmpb_prop`

---

New: 2012-06-23

---

Scratch property lists for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

---

`\g_tmpa_prop`  
`\g_tmpb_prop`

---

New: 2012-06-23

---

Scratch property lists for global assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 10 Constants

---

`\c_empty_prop`

---

A permanently-empty property list used for internal comparisons.

## 11 Internal property list functions

---

`\s__prop`

---

The internal token used at the beginning of property lists. This is also used after each  $\langle key \rangle$  (see `\__prop_pair:wn`).

---

`\__prop_pair:wn`

---

`\__prop_pair:wn`  $\langle key \rangle$  `\s__prop`  $\{ \langle item \rangle \}$

The internal token used to begin each key–value pair in the property list. If expanded outside of a mapping or manipulation function, an error is raised. The definition should always be set globally.

---

`\l__prop_internal_tl`

---

Token list used to store new key–value pairs to be inserted by functions of the `\prop_put:Nnn` family.

---

---

`\__prop_split:NnTF`

---

Updated: 2013-01-08

---

`\__prop_split:NnTF`  $\langle\textit{property list}\rangle$   $\{\langle\textit{key}\rangle\}$   $\{\langle\textit{true code}\rangle\}$   $\{\langle\textit{false code}\rangle\}$

Splits the  $\langle\textit{property list}\rangle$  at the  $\langle\textit{key}\rangle$ , giving three token lists: the  $\langle\textit{extract}\rangle$  of  $\langle\textit{property list}\rangle$  before the  $\langle\textit{key}\rangle$ , the  $\langle\textit{value}\rangle$  associated with the  $\langle\textit{key}\rangle$  and the  $\langle\textit{extract}\rangle$  of the  $\langle\textit{property list}\rangle$  after the  $\langle\textit{value}\rangle$ . Both  $\langle\textit{extracts}\rangle$  retain the internal structure of a property list, and the concatenation of the two  $\langle\textit{extracts}\rangle$  is a property list. If the  $\langle\textit{key}\rangle$  is present in the  $\langle\textit{property list}\rangle$  then the  $\langle\textit{true code}\rangle$  is left in the input stream, with #1, #2, and #3 replaced by the first  $\langle\textit{extract}\rangle$ , the  $\langle\textit{value}\rangle$ , and the second  $\langle\textit{extract}\rangle$ . If the  $\langle\textit{key}\rangle$  is not present in the  $\langle\textit{property list}\rangle$  then the  $\langle\textit{false code}\rangle$  is left in the input stream, with no trailing material. Both  $\langle\textit{true code}\rangle$  and  $\langle\textit{false code}\rangle$  are used in the replacement text of a macro defined internally, hence macro parameter characters should be doubled, except #1, #2, and #3 which stand in the  $\langle\textit{true code}\rangle$  for the three  $\langle\textit{extracts}\rangle$  from the property list. The  $\langle\textit{key}\rangle$  comparison takes place as described for `\str_if_eq:nn`.

## Part XVII

# The l3msg package

## Messages

Messages need to be passed to the user by modules, either when errors occur or to indicate how the code is proceeding. The `l3msg` module provides a consistent method for doing this (as opposed to writing directly to the terminal or log).

The system used by `l3msg` to create messages divides the process into two distinct parts. Named messages are created in the first part of the process; at this stage, no decision is made about the type of output that the message will produce. The second part of the process is actually producing a message. At this stage a choice of message *class* has to be made, for example `error`, `warning` or `info`.

By separating out the creation and use of messages, several benefits are available. First, the messages can be altered later without needing details of where they are used in the code. This makes it possible to alter the language used, the detail level and so on. Secondly, the output which results from a given message can be altered. This can be done on a message class, module or message name basis. In this way, message behaviour can be altered and messages can be entirely suppressed.

### 1 Creating new messages

All messages have to be created before they can be used. The text of messages is automatically wrapped to the length available in the console. As a result, formatting is only needed where it helps to show meaning. In particular, `\\` may be used to force a new line and `\_` forces an explicit space. Additionally, `\{`, `\#`, `\}`, `\%` and `\~` can be used to produce the corresponding character.

Messages may be subdivided *by one level* using the `/` character. This is used within the message filtering system to allow for example the L<sup>A</sup>T<sub>E</sub>X kernel messages to belong to the module `LaTeX` while still being filterable at a more granular level. Thus for example

```
\msg_new:nnnn { mymodule } { submodule / message } ...
```

will allow to filter out specifically messages from the `submodule`.

---

```
\msg_new:nnnn
\msg_new:nnn
Updated: 2011-08-16
```

---

```
\msg_new:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Creates a *<message>* for a given *<module>*. The message is defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied at the time the message is used. An error is raised if the *<message>* already exists.

---

```
\msg_set:nnnn
\msg_set:nnn
\msg_gset:nnnn
\msg_gset:nnn
```

---

```
\msg_set:nnnn {<module>} {<message>} {<text>} {<more text>}
```

Sets up the text for a *<message>* for a given *<module>*. The message is defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied at the time the message is used.

---

<code>\msg_if_exist_p:nn</code> ★	<code>\msg_if_exist_p:nn {&lt;module&gt;} {&lt;message&gt;}</code>
<code>\msg_if_exist:nnTF</code> ★	<code>\msg_if_exist:nnTF {&lt;module&gt;} {&lt;message&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
New: 2012-03-03	Tests whether the <i>&lt;message&gt;</i> for the <i>&lt;module&gt;</i> is currently defined.

---

## 2 Contextual information for messages

---

<code>\msg_line_context:</code> ☆	<code>\msg_line_context:</code>
	Prints the current line number when a message is given, and thus suitable for giving context to messages. The number itself is preceded by the text <code>on line</code> .

---



---

<code>\msg_line_number:</code> ★	<code>\msg_line_number:</code>
	Prints the current line number when a message is given.

---



---

<code>\msg_fatal_text:n</code> ★	<code>\msg_fatal_text:n {&lt;module&gt;}</code>
	Produces the standard text
	<code>Fatal &lt;module&gt; error</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.

---



---

<code>\msg_critical_text:n</code> ★	<code>\msg_critical_text:n {&lt;module&gt;}</code>
	Produces the standard text
	<code>Critical &lt;module&gt; error</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.

---



---

<code>\msg_error_text:n</code> ★	<code>\msg_error_text:n {&lt;module&gt;}</code>
	Produces the standard text
	<code>&lt;module&gt; error</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.

---



---

<code>\msg_warning_text:n</code> ★	<code>\msg_warning_text:n {&lt;module&gt;}</code>
	Produces the standard text
	<code>&lt;module&gt; warning</code>
	This function can be redefined to alter the language in which the message is given, using #1 as the name of the <i>&lt;module&gt;</i> to be included.

---

---

`\msg_info_text:n` ★ `\msg_info_text:n {<module>}`

---

Produces the standard text:

`<module> info`

This function can be redefined to alter the language in which the message is given, using #1 as the name of the `<module>` to be included.

---

`\msg_see_documentation_text:n` ★ `\msg_see_documentation_text:n {<module>}`

---

Produces the standard text

`See the <module> documentation for further information.`

This function can be redefined to alter the language in which the message is given, using #1 as the name of the `<module>` to be included.

### 3 Issuing messages

Messages behave differently depending on the message class. In all cases, the message may be issued supplying 0 to 4 arguments. If the number of arguments supplied here does not match the number in the definition of the message, extra arguments are ignored, or empty arguments added (of course the sense of the message may be impaired). The four arguments are converted to strings before being added to the message text: the x-type variants should be used to expand material.

---

`\msg_fatal:nnnnnn` `\msg_fatal:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>} {<arg four>}`  
`\msg_fatal:nnxxxx`  
`\msg_fatal:nnnnn` Issues `<module>` error `<message>`, passing `<arg one>` to `<arg four>` to the text-creating  
`\msg_fatal:nnxxx` functions. After issuing a fatal error the `TEX` run halts.  
`\msg_fatal:nnnn`  
`\msg_fatal:nnxx`  
`\msg_fatal:nnn`  
`\msg_fatal:nnx`  
`\msg_fatal:nn`

---

Updated: 2012-08-11

---

`\msg_critical:nnnnnn` `\msg_critical:nnnnnn {<module>} {<message>} {<arg one>} {<arg two>} {<arg three>} {<arg four>}`  
`\msg_critical:nnxxxx`

`\msg_critical:nnnnn` Issues `<module>` error `<message>`, passing `<arg one>` to `<arg four>` to the text-creating  
`\msg_critical:nnxxx` functions. After issuing a critical error, `TEX` stops reading the current input file. This  
`\msg_critical:nnnn` may halt the `TEX` run (if the current file is the main file) or may abort reading a sub-file.  
`\msg_critical:nnxx`

`\msg_critical:nnn` **T<sub>E</sub>Xhackers note:** The `TEX \endinput` primitive is used to exit the file. In particular,  
`\msg_critical:nnx` the rest of the current line remains in the input stream.  
`\msg_critical:nn`

---

Updated: 2012-08-11

---

---

<code>\msg_error:nnnnnn</code>	<code>\msg_error:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_error:nnxxxx</code>	
<code>\msg_error:nnnnn</code>	Issues <i>&lt;module&gt;</i> error <i>&lt;message&gt;</i> , passing <i>&lt;arg one&gt;</i> to <i>&lt;arg four&gt;</i> to the text-creating functions. The error interrupts processing and issues the text at the terminal. After user input, the run continues.
<code>\msg_error:nnxxx</code>	
<code>\msg_error:nnnn</code>	
<code>\msg_error:nnxx</code>	
<code>\msg_error:nnn</code>	
<code>\msg_error:nnx</code>	
<code>\msg_error:nn</code>	

---

Updated: 2012-08-11

---



---

<code>\msg_warning:nnnnnn</code>	<code>\msg_warning:nnxxxx {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_warning:nnxxxx</code>	
<code>\msg_warning:nnnnn</code>	Issues <i>&lt;module&gt;</i> warning <i>&lt;message&gt;</i> , passing <i>&lt;arg one&gt;</i> to <i>&lt;arg four&gt;</i> to the text-creating functions. The warning text is added to the log file and the terminal, but the $\TeX$ run is not interrupted.
<code>\msg_warning:nnxxx</code>	
<code>\msg_warning:nnnn</code>	
<code>\msg_warning:nnxx</code>	
<code>\msg_warning:nnn</code>	
<code>\msg_warning:nnx</code>	
<code>\msg_warning:nn</code>	

---

Updated: 2012-08-11

---



---

<code>\msg_info:nnnnnn</code>	<code>\msg_info:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_info:nnxxxx</code>	
<code>\msg_info:nnnnn</code>	Issues <i>&lt;module&gt;</i> information <i>&lt;message&gt;</i> , passing <i>&lt;arg one&gt;</i> to <i>&lt;arg four&gt;</i> to the text-creating functions. The information text is added to the log file.
<code>\msg_info:nnxxx</code>	
<code>\msg_info:nnnn</code>	
<code>\msg_info:nnxx</code>	
<code>\msg_info:nnn</code>	
<code>\msg_info:nnx</code>	
<code>\msg_info:nn</code>	

---

Updated: 2012-08-11

---



---

<code>\msg_log:nnnnnn</code>	<code>\msg_log:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_log:nnxxxx</code>	
<code>\msg_log:nnnnn</code>	Issues <i>&lt;module&gt;</i> information <i>&lt;message&gt;</i> , passing <i>&lt;arg one&gt;</i> to <i>&lt;arg four&gt;</i> to the text-creating functions. The information text is added to the log file: the output is briefer than <code>\msg_info:nnnnnn</code> .
<code>\msg_log:nnxxx</code>	
<code>\msg_log:nnnn</code>	
<code>\msg_log:nnxx</code>	
<code>\msg_log:nnn</code>	
<code>\msg_log:nnx</code>	
<code>\msg_log:nn</code>	

---

Updated: 2012-08-11

---



---

<pre> \msg_none:nnnnnn \msg_none:nnxxxx \msg_none:nnnnn \msg_none:nnxxx \msg_none:nnnn \msg_none:nnxx \msg_none:nnn \msg_none:nnx \msg_none:nn </pre>	<pre> \msg_none:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg four&gt;}} </pre> <p>Does nothing: used as a message class to prevent any output at all (see the discussion of message redirection).</p>
---	---

---

Updated: 2012-08-11

---

## 4 Redirecting messages

Each message has a “name”, which can be used to alter the behaviour of the message when it is given. Thus we might have

```
\msg_new:nnnn { module } { my-message } { Some-text } { Some-more-text }
```

to define a message, with

```
\msg_error:nn { module } { my-message }
```

when it is used. With no filtering, this raises an error. However, we could alter the behaviour with

```
\msg_redirect_class:nn { error } { warning }
```

to turn all errors into warnings, or with

```
\msg_redirect_module:nnn { module } { error } { warning }
```

to alter only messages from that module, or even

```
\msg_redirect_name:nnn { module } { my-message } { warning }
```

to target just one message. Redirection applies first to individual messages, then to messages from one module and finally to messages of one class. Thus it is possible to select out an individual message for special treatment even if the entire class is already redirected.

Multiple redirections are possible. Redirections can be cancelled by providing an empty argument for the target class. Redirection to a missing class raises an error immediately. Infinite loops are prevented by eliminating the redirection starting from the target of the redirection that caused the loop to appear. Namely, if redirections are requested as  $A \rightarrow B$ ,  $B \rightarrow C$  and  $C \rightarrow A$  in this order, then the  $A \rightarrow B$  redirection is cancelled.

---

<pre> \msg_redirect_class:nn </pre>	<pre> \msg_redirect_class:nn {&lt;class one&gt;} {&lt;class two&gt;} </pre>
-------------------------------------	---

---

Updated: 2012-04-27

---

Changes the behaviour of messages of  $\langle class one \rangle$  so that they are processed using the code for those of  $\langle class two \rangle$ .



---

<code>\msg_log:n</code>	<code>\msg_log:n {&lt;text&gt;}</code>
-------------------------	--

---

New: 2012-06-28	Writes to the log file with the <i>&lt;text&gt;</i> laid out in the format
-----------------	--

---

```

.....
. <text>
.....

```

where the *<text>* is wrapped to fit within the current line length. Wrapping takes place using `\iow_wrap:nnnN`; the documentation for the latter should be consulted for full details.

---

<code>\msg_term:n</code>	<code>\msg_term:n {&lt;text&gt;}</code>
--------------------------	---

---

New: 2012-06-28	Writes to the terminal and log file with the <i>&lt;text&gt;</i> laid out in the format
-----------------	---

---

```

*****
* <text>
*****

```

where the *<text>* is wrapped to fit within the current line length. Wrapping takes place using `\iow_wrap:nnnN`; the documentation for the latter should be consulted for full details.

## 6 Kernel-specific functions

Messages from L<sup>A</sup>T<sub>E</sub>X3 itself are handled by the general message system, but have their own functions. This allows some text to be pre-defined, and also ensures that serious errors can be handled properly.

---

<code>\_msg_kernel_new:nnnn</code>	<code>\_msg_kernel_new:nnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;text&gt;} {&lt;more text&gt;}</code>
------------------------------------	--

---

<code>\_msg_kernel_new:nnn</code>	
-----------------------------------	--

---

Updated: 2011-08-16	
---------------------	--

---

Creates a kernel *<message>* for a given *<module>*. The message is defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied and expanded at the time the message is used. An error is raised if the *<message>* already exists.

---

<code>\_msg_kernel_set:nnnn</code>	<code>\_msg_kernel_set:nnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;text&gt;} {&lt;more text&gt;}</code>
------------------------------------	--

---

<code>\_msg_kernel_set:nnn</code>	
-----------------------------------	--

---

Sets up the text for a kernel *<message>* for a given *<module>*. The message is defined to first give *<text>* and then *<more text>* if the user requests it. If no *<more text>* is available then a standard text is given instead. Within *<text>* and *<more text>* four parameters (**#1** to **#4**) can be used: these will be supplied and expanded at the time the message is used.

---

```

\_msg_kernel_fatal:nnnnnn
\_msg_kernel_fatal:nnxxxx
\_msg_kernel_fatal:nnnnn
\_msg_kernel_fatal:nnxxx
\_msg_kernel_fatal:nnnn
\_msg_kernel_fatal:nnxx
\_msg_kernel_fatal:nnn
\_msg_kernel_fatal:nnx
\_msg_kernel_fatal:nn

```

---

Updated: 2012-08-11

---

```

\_msg_kernel_fatal:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg
three}} {\arg four}}

```

Issues kernel *⟨module⟩* error *⟨message⟩*, passing *⟨arg one⟩* to *⟨arg four⟩* to the text-creating functions. After issuing a fatal error the T<sub>E</sub>X run halts. Cannot be redirected.

---

```

\_msg_kernel_error:nnnnnn
\_msg_kernel_error:nnxxxx
\_msg_kernel_error:nnnnn
\_msg_kernel_error:nnxxx
\_msg_kernel_error:nnnn
\_msg_kernel_error:nnxx
\_msg_kernel_error:nnn
\_msg_kernel_error:nnx
\_msg_kernel_error:nn

```

---

Updated: 2012-08-11

---

```

\_msg_kernel_error:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg
three}} {\arg four}}

```

Issues kernel *⟨module⟩* error *⟨message⟩*, passing *⟨arg one⟩* to *⟨arg four⟩* to the text-creating functions. The error stops processing and issues the text at the terminal. After user input, the run continues. Cannot be redirected.

---

```

\_msg_kernel_warning:nnnnnn
\_msg_kernel_warning:nnxxxx
\_msg_kernel_warning:nnnnn
\_msg_kernel_warning:nnxxx
\_msg_kernel_warning:nnnn
\_msg_kernel_warning:nnxx
\_msg_kernel_warning:nnn
\_msg_kernel_warning:nnx
\_msg_kernel_warning:nn

```

---

Updated: 2012-08-11

---

```

\_msg_kernel_warning:nnnnnn {\module} {\message} {\arg one} {\arg
two}} {\arg three}} {\arg four}}

```

Issues kernel *⟨module⟩* warning *⟨message⟩*, passing *⟨arg one⟩* to *⟨arg four⟩* to the text-creating functions. The warning text is added to the log file, but the T<sub>E</sub>X run is not interrupted.

---

```

\_msg_kernel_info:nnnnnn
\_msg_kernel_info:nnxxxx
\_msg_kernel_info:nnnnn
\_msg_kernel_info:nnxxx
\_msg_kernel_info:nnnn
\_msg_kernel_info:nnxx
\_msg_kernel_info:nnn
\_msg_kernel_info:nnx
\_msg_kernel_info:nn

```

---

Updated: 2012-08-11

---

```

\_msg_kernel_info:nnnnnn {\module} {\message} {\arg one} {\arg two} {\arg
three}} {\arg four}}

```

Issues kernel *⟨module⟩* information *⟨message⟩*, passing *⟨arg one⟩* to *⟨arg four⟩* to the text-creating functions. The information text is added to the log file.

## 7 Expandable errors

In a few places, the L<sup>A</sup>T<sub>E</sub>X3 kernel needs to produce errors in an expansion only context. This must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. However, the interface is similar, with the important caveat that the message text and arguments are not expanded, and messages should be very short.

---

```

\_msg_kernel_expandable_error:nnnnnn ★ \_msg_kernel_expandable_error:nnnnnn {\module} {\message}
\_msg_kernel_expandable_error:nnnnnn ★ {\arg one} {\arg two} {\arg three} {\arg four}
\_msg_kernel_expandable_error:nnnn ★
\_msg_kernel_expandable_error:nnnn ★
\_msg_kernel_expandable_error:nnnn ★
\_msg_kernel_expandable_error:nnnn ★

```

---

New: 2011-11-23

Issues an error, passing *arg one* to *arg four* to the text-creating functions. The resulting string must be much shorter than a line, otherwise it is cropped.

---

```

\_msg_expandable_error:n ★ \_msg_expandable_error:n {\error message}

```

---

New: 2011-08-11

Updated: 2011-08-13

Issues an “Undefined error” message from T<sub>E</sub>X itself, and prints the *error message*. The *error message* must be short: it is cropped at the end of one line.

**T<sub>E</sub>Xhackers note:** This function expands to an empty token list after two steps. Tokens inserted in response to T<sub>E</sub>X’s prompt are read with the current category code setting, and inserted just after the place where the error message was issued.

## 8 Internal l3msg functions

---

```

\c_msg_coding_error_text_tl

```

---

The text

This is a coding error.

used by kernel functions when erroneous programming input is encountered.

## Part XVIII

# The l3file package

## File and I/O operations

This module provides functions for working with external files. Some of these functions apply to an entire file, and have prefix `\file_...`, while others are used to work with files on a line by line basis and have prefix `\ior_...` (reading) or `\iow_...` (writing).

It is important to remember that when reading external files  $\TeX$  attempts to locate them using both the operating system path and entries in the  $\TeX$  file database (most  $\TeX$  systems use such a database). Thus the “current path” for  $\TeX$  is somewhat broader than that for other programs.

For functions which expect a  $\langle file\ name \rangle$  argument, this argument may contain both literal items and expandable content, which should on full expansion be the desired file name. Active characters (as declared in `\l_char_active_seq`) are *not* expanded, allowing the direct use of these in file names. File names are quoted using `"` tokens if they contain spaces: as a result, `"` tokens are *not* permitted in file names.

### 1 File operation functions

---

```
\g_file_curr_dir_str
\g_file_curr_name_str
\g_file_curr_ext_str
```

---

New: 2017-06-21

---

Contain the directory, name and extension of the current file. The directory is empty if the file was loaded without an explicit path (*i.e.* if it is in the  $\TeX$  search path), and does *not* end in `/` other than the case that it is exactly equal to the root directory. The  $\langle name \rangle$  and  $\langle ext \rangle$  parts together make up the file name, thus the  $\langle name \rangle$  part may be thought of as the “job name” for the current file. Note that  $\TeX$  does not provide information on the  $\langle ext \rangle$  part for the main (top level) file and that this file always has an empty  $\langle dir \rangle$  component. Also, the  $\langle name \rangle$  here will be equal to `\c_sys_jobname_str`, which may be different from the real file name (if set using `--jobname`, for example).

---

```
\l_file_search_path_seq
```

---

New: 2017-06-18

---

Each entry is the path to a directory which should be searched when seeking a file. Each path can be relative or absolute, and should not include the trailing slash. The entries are not expanded when used so may contain active characters but should not feature any variable content. Spaces need not be quoted.

**$\TeX$ hackers note:** When working as a package in  $\LaTeX 2_{\epsilon}$ , `expl3` will automatically append the current `\input@path` to the set of values from `\l_file_search_path_seq`.

---

```
\file_if_exist:nTF \file_if_exist:nTF {\file name} {\true code} {\false code}
```

---

Updated: 2012-02-10

---

Searches for  $\langle file\ name \rangle$  using the current  $\TeX$  search path and the additional paths controlled by `\l_file_search_path_seq`.

---

`\file_get_full_name:nN`  
`\file_get_full_name:VN`  


---

Updated: 2017-06-26

---

`\file_get_full_name:nN`  $\{\langle file\ name\rangle\}$   $\langle str\ var\rangle$

Searches for  $\langle file\ name\rangle$  in the path as detailed for `\file_if_exist:nTF`, and if found sets the  $\langle str\ var\rangle$  the fully-qualified name of the file, *i.e.* the path and file name. This includes an extension `.tex` when the given  $\langle file\ name\rangle$  has no extension but the file found has that extension. If the file is not found then the  $\langle str\ var\rangle$  is empty.

---

`\file_parse_full_name:nNNN`  
New: 2017-06-23  
Updated: 2017-06-26

---

`\file_parse_full_name:nNNN`  $\{\langle full\ name\rangle\}$   $\langle dir\rangle$   $\langle name\rangle$   $\langle ext\rangle$

Parses the  $\langle full\ name\rangle$  and splits it into three parts, each of which is returned by setting the appropriate local string variable:

- The  $\langle dir\rangle$ : everything up to the last `/` (path separator) in the  $\langle file\ path\rangle$ . As with system `PATH` variables and related functions, the  $\langle dir\rangle$  does *not* include the trailing `/` unless it points to the root directory. If there is no path (only a file name),  $\langle dir\rangle$  is empty.
- The  $\langle name\rangle$ : everything after the last `/` up to the last `.`, where both of those characters are optional. The  $\langle name\rangle$  may contain multiple `.` characters. It is empty if  $\langle full\ name\rangle$  consists only of a directory name.
- The  $\langle ext\rangle$ : everything after the last `.` (including the dot). The  $\langle ext\rangle$  is empty if there is no `.` after the last `/`.

This function does not expand the  $\langle full\ name\rangle$  before turning it to a string. It assume that the  $\langle full\ name\rangle$  either contains no quote (`"`) characters or is surrounded by a pair of quotes.

---

`\file_input:n`  
Updated: 2017-06-26

---

`\file_input:n`  $\{\langle file\ name\rangle\}$

Searches for  $\langle file\ name\rangle$  in the path as detailed for `\file_if_exist:nTF`, and if found reads in the file as additional L<sup>A</sup>T<sub>E</sub>X source. All files read are recorded for information and the file name stack is updated by this function. An error is raised if the file is not found.

---

`\file_show_list:`  
`\file_log_list:`

---

`\file_show_list:`

`\file_log_list:`

These functions list all files loaded by L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> commands that populate `\@filelist` or by `\file_input:n`. While `\file_show_list:` displays the list in the terminal, `\file_log_list:` outputs it to the log file only.

## 1.1 Input–output stream management

As T<sub>E</sub>X engines have a limited number of input and output streams, direct use of the streams by the programmer is not supported in L<sup>A</sup>T<sub>E</sub>X 3. Instead, an internal pool of streams is maintained, and these are allocated and deallocated as needed by other modules. As a result, the programmer should close streams when they are no longer needed, to release them for other processes.

Note that I/O operations are global: streams should all be declared with global names and treated accordingly.

<hr/> <code>\ior_new:N</code> <code>\ior_new:c</code> <code>\iow_new:N</code> <code>\iow_new:c</code> <hr/> New: 2011-09-26 Updated: 2011-12-27 <hr/>	<code>\ior_new:N</code> $\langle stream \rangle$ <code>\iow_new:N</code> $\langle stream \rangle$ <p>Globally reserves the name of the <math>\langle stream \rangle</math>, either for reading or for writing as appropriate. The <math>\langle stream \rangle</math> is not opened until the appropriate <code>\..._open:Nn</code> function is used. Attempting to use a <math>\langle stream \rangle</math> which has not been opened is an error, and the <math>\langle stream \rangle</math> will behave as the corresponding <code>\c_term_....</code></p>
<hr/> <code>\ior_open:Nn</code> <code>\ior_open:cn</code> <hr/> Updated: 2012-02-10 <hr/>	<code>\ior_open:Nn</code> $\langle stream \rangle$ $\{\langle file\ name \rangle\}$ <p>Opens <math>\langle file\ name \rangle</math> for reading using <math>\langle stream \rangle</math> as the control sequence for file access. If the <math>\langle stream \rangle</math> was already open it is closed before the new operation begins. The <math>\langle stream \rangle</math> is available for access immediately and will remain allocated to <math>\langle file\ name \rangle</math> until a <code>\ior_close:N</code> instruction is given or the <math>\text{\TeX}</math> run ends. If the file is not found, an error is raised.</p>
<hr/> <code>\ior_open:NnTF</code> <code>\ior_open:cnTF</code> <hr/> New: 2013-01-12 <hr/>	<code>\ior_open:NnTF</code> $\langle stream \rangle$ $\{\langle file\ name \rangle\}$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$ <p>Opens <math>\langle file\ name \rangle</math> for reading using <math>\langle stream \rangle</math> as the control sequence for file access. If the <math>\langle stream \rangle</math> was already open it is closed before the new operation begins. The <math>\langle stream \rangle</math> is available for access immediately and will remain allocated to <math>\langle file\ name \rangle</math> until a <code>\ior_close:N</code> instruction is given or the <math>\text{\TeX}</math> run ends. The <math>\langle true\ code \rangle</math> is then inserted into the input stream. If the file is not found, no error is raised and the <math>\langle false\ code \rangle</math> is inserted into the input stream.</p>
<hr/> <code>\iow_open:Nn</code> <code>\iow_open:cn</code> <hr/> Updated: 2012-02-09 <hr/>	<code>\iow_open:Nn</code> $\langle stream \rangle$ $\{\langle file\ name \rangle\}$ <p>Opens <math>\langle file\ name \rangle</math> for writing using <math>\langle stream \rangle</math> as the control sequence for file access. If the <math>\langle stream \rangle</math> was already open it is closed before the new operation begins. The <math>\langle stream \rangle</math> is available for access immediately and will remain allocated to <math>\langle file\ name \rangle</math> until a <code>\iow_close:N</code> instruction is given or the <math>\text{\TeX}</math> run ends. Opening a file for writing clears any existing content in the file (<i>i.e.</i> writing is <i>not</i> additive).</p>
<hr/> <code>\ior_close:N</code> <code>\ior_close:c</code> <code>\iow_close:N</code> <code>\iow_close:c</code> <hr/> Updated: 2012-07-31 <hr/>	<code>\ior_close:N</code> $\langle stream \rangle$ <code>\iow_close:N</code> $\langle stream \rangle$ <p>Closes the <math>\langle stream \rangle</math>. Streams should always be closed when they are finished with as this ensures that they remain available to other programmers.</p>
<hr/> <code>\ior_show_list:</code> <code>\ior_log_list:</code> <code>\iow_show_list:</code> <code>\iow_log_list:</code> <hr/> New: 2017-06-27 <hr/>	<code>\ior_show_list:</code> <code>\ior_log_list:</code> <code>\iow_show_list:</code> <code>\iow_log_list:</code> <p>Display (to the terminal or log file) a list of the file names associated with each open (read or write) stream. This is intended for tracking down problems.</p>



## 1.2 Reading from files

---

<code>\ior_get:NN</code>	<code>\ior_get:NN &lt;stream&gt; &lt;token list variable&gt;</code>
--------------------------	---

---

New: 2012-06-24

Function that reads one or more lines (until an equal number of left and right braces are found) from the input *<stream>* and stores the result locally in the *<token list>* variable. If the *<stream>* is not open, input is requested from the terminal. The material read from the *<stream>* is tokenized by  $\text{\TeX}$  according to the category codes and `\endlinechar` in force when the function is used. Assuming normal settings, any lines which do not end in a comment character `%` have the line ending converted to a space, so for example input

```
a b c
```

results in a token list `a_b_c_`. Any blank line is converted to the token `\par`. Therefore, blank lines can be skipped by using a test such as

```
\ior_get:NN \l_my_stream \l_tmpa_tl
\tl_set:Nn \l_tmpb_tl { \par }
\tl_if_eq:NNF \l_tmpa_tl \l_tmpb_tl
...
```

Also notice that if multiple lines are read to match braces then the resulting token list can contain `\par` tokens.

**$\text{\TeX}$ hackers note:** This protected macro is a wrapper around the  $\text{\TeX}$  primitive `\read`. Regardless of settings,  $\text{\TeX}$  replaces trailing space and tab characters (character codes 32 and 9) in each line by an end-of-line character (character code `\endlinechar`, omitted if `\endlinechar` is negative or too large) before turning characters into tokens according to current category codes. With default settings, spaces appearing at the beginning of lines are also ignored.

---

<code>\ior_str_get:NN</code>	<code>\ior_str_get:NN &lt;stream&gt; &lt;token list variable&gt;</code>
------------------------------	---

---

New: 2016-12-04

Function that reads one line from the input *<stream>* and stores the result locally in the *<token list>* variable. If the *<stream>* is not open, input is requested from the terminal. The material is read from the *<stream>* as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). Multiple whitespace characters are retained by this process. It always only reads one line and any blank lines in the input result in the *<token list variable>* being empty. Unlike `\ior_get:NN`, line ends do not receive any special treatment. Thus input

```
a b c
```

results in a token list `a b c` with the letters `a`, `b`, and `c` having category code 12.

**$\text{\TeX}$ hackers note:** This protected macro is a wrapper around the  $\varepsilon\text{\TeX}$  primitive `\readline`. Regardless of settings,  $\text{\TeX}$  removes trailing space and tab characters (character codes 32 and 9). However, the end-line character normally added by this primitive is not included in the result of `\ior_str_get:NN`.

<hr/> <code>\ior_map_inline:Nn</code> <hr/>	<code>\ior_map_inline:Nn &lt;stream&gt; {&lt;inline function&gt;}</code>
<hr/> New: 2012-02-11 <hr/>	Applies the <i>&lt;inline function&gt;</i> to each set of <i>&lt;lines&gt;</i> obtained by calling <code>\ior_get:NN</code> until reaching the end of the file. T <sub>E</sub> X ignores any trailing new-line marker from the file it reads. The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;line&gt;</i> as #1.
<hr/> <code>\ior_str_map_inline:Nn</code> <hr/>	<code>\ior_str_map_inline:Nn &lt;stream&gt; {&lt;inline function&gt;}</code>
<hr/> New: 2012-02-11 <hr/>	Applies the <i>&lt;inline function&gt;</i> to every <i>&lt;line&gt;</i> in the <i>&lt;stream&gt;</i> . The material is read from the <i>&lt;stream&gt;</i> as a series of tokens with category code 12 (other), with the exception of space characters which are given category code 10 (space). The <i>&lt;inline function&gt;</i> should consist of code which receives the <i>&lt;line&gt;</i> as #1. Note that T <sub>E</sub> X removes trailing space and tab characters (character codes 32 and 9) from every line upon input. T <sub>E</sub> X also ignores any trailing new-line marker from the file it reads.
<hr/> <code>\ior_map_break:</code> <hr/>	<code>\ior_map_break:</code>
<hr/> New: 2012-06-29 <hr/>	Used to terminate a <code>\ior_map...</code> function before all lines from the <i>&lt;stream&gt;</i> have been processed. This normally takes place within a conditional statement, for example <pre> \ior_map_inline:Nn \l_my_ior {   \str_if_eq:nnTF { #1 } { bingo }   { \ior_map_break: }   {     % Do something useful   } } </pre> <p>Use outside of a <code>\ior_map...</code> scenario leads to low level T<sub>E</sub>X errors.</p> <p><b>T<sub>E</sub>Xhackers note:</b> When the mapping is broken, additional tokens may be inserted before further items are taken from the input stream. This depends on the design of the mapping function.</p>

<hr/> <code>\ior_map_break:n</code> <hr/>	<code>\ior_map_break:n {&lt;code&gt;}</code>
<hr/> New: 2012-06-29 <hr/>	Used to terminate a <code>\ior_map_...</code> function before all lines in the $\langle stream \rangle$ have been processed, inserting the $\langle code \rangle$ after the mapping has ended. This normally takes place within a conditional statement, for example

```

\ior_map_inline:Nn \l_my_ior
{
  \str_if_eq:nnTF { #1 } { bingo }
  { \ior_map_break:n { <code> } }
  {
    % Do something useful
  }
}

```

Use outside of a `\ior_map_...` scenario leads to low level  $\text{\TeX}$  errors.

**$\text{\TeX}$ hackers note:** When the mapping is broken, additional tokens may be inserted before the  $\langle code \rangle$  is inserted into the input stream. This depends on the design of the mapping function.

<hr/> <code>\ior_if_eof_p:N</code> ★	<code>\ior_if_eof_p:N &lt;stream&gt;</code>
<code>\ior_if_eof:NTF</code> ★	<code>\ior_if_eof:NTF &lt;stream&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<hr/> Updated: 2012-02-10 <hr/>	Tests if the end of a $\langle stream \rangle$ has been reached during a reading operation. The test also returns a <code>true</code> value if the $\langle stream \rangle$ is not open.

## 2 Writing to files

<hr/> <code>\iow_now:Nn</code>	<code>\iow_now:Nn &lt;stream&gt; {&lt;tokens&gt;}</code>
<code>\iow_now:(Nx cn cx)</code>	This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ immediately ( <i>i.e.</i> the write operation is called on expansion of <code>\iow_now:Nn</code> ).
<hr/> Updated: 2012-06-05 <hr/>	

<hr/> <code>\iow_log:n</code>	<code>\iow_log:n {&lt;tokens&gt;}</code>
<code>\iow_log:x</code> <hr/>	This function writes the given $\langle tokens \rangle$ to the log (transcript) file immediately: it is a dedicated version of <code>\iow_now:Nn</code> .

<hr/> <code>\iow_term:n</code>	<code>\iow_term:n {&lt;tokens&gt;}</code>
<code>\iow_term:x</code> <hr/>	This function writes the given $\langle tokens \rangle$ to the terminal file immediately: it is a dedicated version of <code>\iow_now:Nn</code> .

<hr/> <code>\iow_shipout:Nn</code> <code>\iow_shipout:(Nx cn cx)</code> <hr/>	<code>\iow_shipout:Nn &lt;stream&gt; {&lt;tokens&gt;}</code>  This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ when the current page is finalised ( <i>i.e.</i> at shipout). The $x$ -type variants expand the $\langle tokens \rangle$ at the point where the function is used but <i>not</i> when the resulting tokens are written to the $\langle stream \rangle$ ( <i>cf.</i> <code>\iow_shipout_x:Nn</code> ).  <p><b>T<sub>E</sub>Xhackers note:</b> When using <code>expl3</code> with a format other than L<sup>A</sup>T<sub>E</sub>X, new line characters inserted using <code>\iow_newline:</code> or using the line-wrapping code <code>\iow_wrap:nnnN</code> are not recognized in the argument of <code>\iow_shipout:Nn</code>. This may lead to the insertion of additional unwanted line-breaks.</p>
<hr/> <code>\iow_shipout_x:Nn</code> <code>\iow_shipout_x:(Nx cn cx)</code> <hr/> <div>Updated: 2012-09-08</div> <hr/>	<code>\iow_shipout_x:Nn &lt;stream&gt; {&lt;tokens&gt;}</code>  This functions writes $\langle tokens \rangle$ to the specified $\langle stream \rangle$ when the current page is finalised ( <i>i.e.</i> at shipout). The $\langle tokens \rangle$ are expanded at the time of writing in addition to any expansion when the function is used. This makes these functions suitable for including material finalised during the page building process (such as the page number integer).  <p><b>T<sub>E</sub>Xhackers note:</b> This is a wrapper around the T<sub>E</sub>X primitive <code>\write</code>. When using <code>expl3</code> with a format other than L<sup>A</sup>T<sub>E</sub>X, new line characters inserted using <code>\iow_newline:</code> or using the line-wrapping code <code>\iow_wrap:nnnN</code> are not recognized in the argument of <code>\iow_shipout:Nn</code>. This may lead to the insertion of additional unwanted line-breaks.</p>
<hr/> <code>\iow_char:N</code> ★ <hr/>	<code>\iow_char:N \&lt;char&gt;</code>  Inserts $\langle char \rangle$ into the output stream. Useful when trying to write difficult characters such as %, {, }, <i>etc.</i> in messages, for example:  <code>\iow_now:Nx \g_my_iow { \iow_char:N \{ text \iow_char:N \} }</code>  The function has no effect if writing is taking place without expansion ( <i>e.g.</i> in the second argument of <code>\iow_now:Nn</code> ).
<hr/> <code>\iow_newline:</code> ★ <hr/>	<code>\iow_newline:</code>  Function to add a new line within the $\langle tokens \rangle$ written to a file. The function has no effect if writing is taking place without expansion ( <i>e.g.</i> in the second argument of <code>\iow_now:Nn</code> ).  <p><b>T<sub>E</sub>Xhackers note:</b> When using <code>expl3</code> with a format other than L<sup>A</sup>T<sub>E</sub>X, the character inserted by <code>\iow_newline:</code> is not recognized by T<sub>E</sub>X, which may lead to the insertion of additional unwanted line-breaks. This issue only affects <code>\iow_shipout:Nn</code>, <code>\iow_shipout_x:Nn</code> and direct uses of primitive operations.</p>

## 2.1 Wrapping lines in output

---

`\iow_wrap:nnnN`

---

New: 2012-06-28

Updated: 2017-12-04

---

`\iow_wrap:nnnN`  $\langle text \rangle$   $\langle run-on\ text \rangle$   $\langle set\ up \rangle$   $\langle function \rangle$

This function wraps the  $\langle text \rangle$  to a fixed number of characters per line. At the start of each line which is wrapped, the  $\langle run-on\ text \rangle$  is inserted. The line character count targeted is the value of `\l_iow_line_count_int` minus the number of characters in the  $\langle run-on\ text \rangle$  for all lines except the first, for which the target number of characters is simply `\l_iow_line_count_int` since there is no run-on text. The  $\langle text \rangle$  and  $\langle run-on\ text \rangle$  are exhaustively expanded by the function, with the following substitutions:

- `\` or `\iow_newline`: may be used to force a new line,
- `\_` may be used to represent a forced space (for example after a control sequence),
- `\#`, `\%`, `\{`, `\}`, `\~` may be used to represent the corresponding character,
- `\iow_indent:n` may be used to indent a part of the  $\langle text \rangle$  (not the  $\langle run-on\ text \rangle$ ).

Additional functions may be added to the wrapping by using the  $\langle set\ up \rangle$ , which is executed before the wrapping takes place: this may include overriding the substitutions listed.

Any expandable material in the  $\langle text \rangle$  which is not to be expanded on wrapping should be converted to a string using `\token_to_str:N`, `\tl_to_str:n`, `\tl_to_str:N`, *etc.*

The result of the wrapping operation is passed as a braced argument to the  $\langle function \rangle$ , which is typically a wrapper around a write operation. The output of `\iow_wrap:nnnN` (*i.e.* the argument passed to the  $\langle function \rangle$ ) consists of characters of category “other” (category code 12), with the exception of spaces which have category “space” (category code 10). This means that the output does *not* expand further when written to a file.

**TeXhackers note:** Internally, `\iow_wrap:nnnN` carries out an `x`-type expansion on the  $\langle text \rangle$  to expand it. This is done in such a way that `\exp_not:N` or `\exp_not:n` *could* be used to prevent expansion of material. However, this is less conceptually clear than conversion to a string, which is therefore the supported method for handling expandable material in the  $\langle text \rangle$ .

---

`\iow_indent:n`

---

New: 2011-09-21

---

`\iow_indent:n`  $\langle text \rangle$

In the first argument of `\iow_wrap:nnnN` (for instance in messages), indents  $\langle text \rangle$  by four spaces. This function does not cause a line break, and only affects lines which start within the scope of the  $\langle text \rangle$ . In case the indented  $\langle text \rangle$  should appear on separate lines from the surrounding text, use `\` to force line breaks.

---

`\l_iow_line_count_int`

---

New: 2012-06-24

---

The maximum number of characters in a line to be written by the `\iow_wrap:nnnN` function. This value depends on the TeX system in use: the standard value is 78, which is typically correct for unmodified TeXlive and MiKTeX systems.

## 2.2 Constant input–output streams

---

<code>\c_term_ior</code>	Constant input stream for reading from the terminal. Reading from this stream using <code>\ior_get:NN</code> or similar results in a prompt from T <sub>E</sub> X of the form
--------------------------	---

---

`<tl>=`

---

<code>\c_log_iow</code> <code>\c_term_iow</code>	Constant output streams for writing to the log and to the terminal (plus the log), respectively.
---	--

---

## 2.3 Primitive conditionals

---

<code>\if_eof:w</code> ★	<code>\if_eof:w &lt;stream&gt;</code> <code>  &lt;true code&gt;</code> <code>\else:</code> <code>  &lt;false code&gt;</code> <code>\fi:</code> Tests if the <code>&lt;stream&gt;</code> returns “end of file”, which is true for non-existent files. The <code>\else:</code> branch is optional.
--------------------------	---

---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifeof`.

## 2.4 Internal file functions and variables

---

<code>\g__file_internal_ior</code>	Used to test for the existence of files when opening.
------------------------------------	---

---



---

<code>\l__file_base_name_str</code> <code>\l__file_full_name_str</code>	Used to store and transfer the file name (including extension) and (partial) file path whilst reading files. (The file base is the base name plus any preceding directory name.)
--	--

---



---

<code>\__file_missing:n</code>	<code>\__file_missing:n {&lt;name&gt;}</code>
New: 2017-06-25	Expands the <code>&lt;name&gt;</code> as per <code>\__file_name_sanitize:nN</code> then produces an error message indicating that that file was not found.

---



---

<code>\__file_name_sanitize:nN</code>	<code>\__file_name_sanitize:nN {&lt;name&gt;} &lt;str var&gt;</code>
New: 2017-06-19	Exhaustively-expands the <code>&lt;name&gt;</code> with the exception of any category <code>&lt;active&gt;</code> (catcode 13) tokens, which are not expanded. The list of <code>&lt;active&gt;</code> tokens is taken from <code>\l_char_active_seq</code> . The <code>&lt;str var&gt;</code> is then set to the <code>&lt;sanitized name&gt;</code> .

---



---

<code>\__file_name_quote:nN</code>	<code>\__file_name_quote:nN {&lt;name&gt;} &lt;str var&gt;</code>
New: 2017-06-19 Updated: 2017-06-25	Expands the <code>&lt;name&gt;</code> (without special-casing active tokens), then sets the <code>&lt;str var&gt;</code> to the <code>&lt;name&gt;</code> quoted using " at each end if required by the presence of spaces in the <code>&lt;name&gt;</code> . Any existing " tokens is removed and if their number is odd an error is raised.

---

## 2.5 Internal input–output functions

<hr/>	<code>\_ior\_open:Nn</code>	<code>\_ior\_open:Nn</code>	<code>&lt;stream&gt; {&lt;file name&gt;}</code>
<hr/>	<code>\_ior\_open:No</code>		
<hr/>	New: 2012-01-23		
			This function has identical syntax to the public version. However, is does not take precautions against active characters in the <code>&lt;file name&gt;</code> , and it does not attempt to add a <code>&lt;path&gt;</code> to the <code>&lt;file name&gt;</code> : it is therefore intended to be used by higher-level functions which have already fully expanded the <code>&lt;file name&gt;</code> and which need to perform multiple open or close operations. See for example the implementation of <code>\file\_get\_full\_name:nN</code> ,
<hr/>		<code>\_iow\_with:Nnn</code>	<code>\_iow\_with:Nnn</code>
<hr/>			<code>&lt;integer&gt; {&lt;value&gt;} {&lt;code&gt;}</code>
<hr/>	New: 2014-08-23		
			If the <code>&lt;integer&gt;</code> is equal to the <code>&lt;value&gt;</code> then this function simply runs the <code>&lt;code&gt;</code> . Otherwise it saves the current value of the <code>&lt;integer&gt;</code> , sets it to the <code>&lt;value&gt;</code> , runs the <code>&lt;code&gt;</code> , and restores the <code>&lt;integer&gt;</code> to its former value. This is used to ensure that the <code>\newlinechar</code> is 10 when writing to a stream, which lets <code>\iow\_newline:</code> work, and that <code>\errorcontextlines</code> is <code>-1</code> when displaying a message.

## Part XIX

# The l3skip package

## Dimensions and skips

L<sup>A</sup>T<sub>E</sub>X3 provides two general length variables: `dim` and `skip`. Lengths stored as `dim` variables have a fixed length, whereas `skip` lengths have a rubber (stretch/shrink) component. In addition, the `muskip` type is available for use in math mode: this is a special form of `skip` where the lengths involved are determined by the current math font (in  $\mu$ ). There are common features in the creation and setting of length variables, but for clarity the functions are grouped by variable type.

### 1 Creating and initialising `dim` variables

---

<code>\dim_new:N</code>
<code>\dim_new:c</code>

---

`\dim_new:N`  $\langle dimension \rangle$

Creates a new  $\langle dimension \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle dimension \rangle$  is initially equal to 0pt.

---

<code>\dim_const:Nn</code>
<code>\dim_const:cn</code>

---

`\dim_const:Nn`  $\langle dimension \rangle$   $\{ \langle dimension expression \rangle \}$

Creates a new constant  $\langle dimension \rangle$  or raises an error if the name is already taken. The value of the  $\langle dimension \rangle$  is set globally to the  $\langle dimension expression \rangle$ .

New: 2012-03-05

---

<code>\dim_zero:N</code>
<code>\dim_zero:c</code>
<code>\dim_gzero:N</code>
<code>\dim_gzero:c</code>

---

`\dim_zero:N`  $\langle dimension \rangle$

Sets  $\langle dimension \rangle$  to 0pt.

---

<code>\dim_zero_new:N</code>
<code>\dim_zero_new:c</code>
<code>\dim_gzero_new:N</code>
<code>\dim_gzero_new:c</code>

---

`\dim_zero_new:N`  $\langle dimension \rangle$

Ensures that the  $\langle dimension \rangle$  exists globally by applying `\dim_new:N` if necessary, then applies `\dim_(g)zero:N` to leave the  $\langle dimension \rangle$  set to zero.

New: 2012-01-07

---

<code>\dim_if_exist_p:N</code> ★
<code>\dim_if_exist_p:c</code> ★
<code>\dim_if_exist:N<math>\underline{TF}</math></code> ★
<code>\dim_if_exist:c<math>\underline{TF}</math></code> ★

---

`\dim_if_exist_p:N`  $\langle dimension \rangle$

`\dim_if_exist:N $\underline{TF}$`   $\langle dimension \rangle$   $\{ \langle true code \rangle \}$   $\{ \langle false code \rangle \}$

Tests whether the  $\langle dimension \rangle$  is currently defined. This does not check that the  $\langle dimension \rangle$  really is a dimension variable.

New: 2012-03-03



## 2 Setting dim variables

---

<code>\dim_add:Nn</code>	<code>\dim_add:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_add:cn</code>	
<code>\dim_gadd:Nn</code>	Adds the result of the $\langle dimension\ expression \rangle$ to the current content of the $\langle dimension \rangle$ .
<code>\dim_gadd:cn</code>	

---

Updated: 2011-10-22

---



---

<code>\dim_set:Nn</code>	<code>\dim_set:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_set:cn</code>	
<code>\dim_gset:Nn</code>	Sets $\langle dimension \rangle$ to the value of $\langle dimension\ expression \rangle$ , which must evaluate to a length with units.
<code>\dim_gset:cn</code>	

---

Updated: 2011-10-22

---



---

<code>\dim_set_eq:NN</code>	<code>\dim_set_eq:NN &lt;dimension<sub>1</sub>&gt; &lt;dimension<sub>2</sub>&gt;</code>
<code>\dim_set_eq:(cN Nc cc)</code>	
<code>\dim_gset_eq:NN</code>	Sets the content of $\langle dimension_1 \rangle$ equal to that of $\langle dimension_2 \rangle$ .
<code>\dim_gset_eq:(cN Nc cc)</code>	

---



---

<code>\dim_sub:Nn</code>	<code>\dim_sub:Nn &lt;dimension&gt; {&lt;dimension expression&gt;}</code>
<code>\dim_sub:cn</code>	
<code>\dim_gsub:Nn</code>	Subtracts the result of the $\langle dimension\ expression \rangle$ from the current content of the $\langle dimension \rangle$ .
<code>\dim_gsub:cn</code>	

---

Updated: 2011-10-22

---

## 3 Utilities for dimension calculations

---

<code>\dim_abs:n</code>	★ <code>\dim_abs:n {&lt;dimexpr&gt;}</code>
Updated: 2012-09-26	Converts the $\langle dimexpr \rangle$ to its absolute value, leaving the result in the input stream as a $\langle dimension\ denotation \rangle$ .

---



---

<code>\dim_max:nn</code>	★ <code>\dim_max:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</code>
<code>\dim_min:nn</code>	★ <code>\dim_min:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</code>
New: 2012-09-09	
Updated: 2012-09-26	Evaluates the two $\langle dimension\ expressions \rangle$ and leaves either the maximum or minimum value in the input stream as appropriate, as a $\langle dimension\ denotation \rangle$ .

---

---

`\dim_ratio:nn` ☆

---

Updated: 2011-10-22

---

`\dim_ratio:nn` { $\langle dimexpr_1 \rangle$ } { $\langle dimexpr_2 \rangle$ }

Parses the two  $\langle dimension expressions \rangle$  and converts the ratio of the two to a form suitable for use inside a  $\langle dimension expression \rangle$ . This ratio is then left in the input stream, allowing syntax such as

```
\dim_set:Nn \l_my_dim
{ 10 pt * \dim_ratio:nn { 5 pt } { 10 pt } }
```

The output of `\dim_ratio:nn` on full expansion is a ration expression between two integers, with all distances converted to scaled points. Thus

```
\tl_set:Nx \l_my_tl { \dim_ratio:nn { 5 pt } { 10 pt } }
\tl_show:N \l_my_tl
```

displays 327680/655360 on the terminal.

## 4 Dimension expression conditionals

---

`\dim_compare_p:nNn` ☆

`\dim_compare:nNnTF` ☆

---

`\dim_compare_p:nNn` { $\langle dimexpr_1 \rangle$ }  $\langle relation \rangle$  { $\langle dimexpr_2 \rangle$ }

`\dim_compare:nNnTF`  
{ $\langle dimexpr_1 \rangle$ }  $\langle relation \rangle$  { $\langle dimexpr_2 \rangle$ }  
{ $\langle true code \rangle$ } { $\langle false code \rangle$ }

This function first evaluates each of the  $\langle dimension expressions \rangle$  as described for `\dim_eval:n`. The two results are then compared using the  $\langle relation \rangle$ :

Equal	=
Greater than	>
Less than	<

---

<code>\dim_compare_p:n</code> ★ <code>\dim_compare:nTF</code> ★	<code>\dim_compare_p:n</code> <code>{</code> <code>  ⟨dimexpr<sub>1</sub>⟩ ⟨relation<sub>1</sub>⟩</code> <code>  ...</code> <code>  ⟨dimexpr<sub>N</sub>⟩ ⟨relation<sub>N</sub>⟩</code> <code>  ⟨dimexpr<sub>N+1</sub>⟩</code> <code>}</code> <code>\dim_compare:nTF</code> <code>{</code> <code>  ⟨dimexpr<sub>1</sub>⟩ ⟨relation<sub>1</sub>⟩</code> <code>  ...</code> <code>  ⟨dimexpr<sub>N</sub>⟩ ⟨relation<sub>N</sub>⟩</code> <code>  ⟨dimexpr<sub>N+1</sub>⟩</code> <code>}</code> <code>{⟨true code⟩} {⟨false code⟩}</code>
--	---

---

Updated: 2013-01-13

This function evaluates the *⟨dimension expressions⟩* as described for `\dim_eval:n` and compares consecutive result using the corresponding *⟨relation⟩*, namely it compares *⟨dimexpr<sub>1</sub>⟩* and *⟨dimexpr<sub>2</sub>⟩* using the *⟨relation<sub>1</sub>⟩*, then *⟨dimexpr<sub>2</sub>⟩* and *⟨dimexpr<sub>3</sub>⟩* using the *⟨relation<sub>2</sub>⟩*, until finally comparing *⟨dimexpr<sub>N</sub>⟩* and *⟨dimexpr<sub>N+1</sub>⟩* using the *⟨relation<sub>N</sub>⟩*. The test yields **true** if all comparisons are **true**. Each *⟨dimension expression⟩* is evaluated only once, and the evaluation is lazy, in the sense that if one comparison is **false**, then no other *⟨dimension expression⟩* is evaluated and no other comparison is performed. The *⟨relations⟩* can be any of the following:

Equal	= or ==
Greater than or equal to	>=
Greater than	>
Less than or equal to	<=
Less than	<
Not equal	!=

---

<code>\dim_case:nn</code> ★	<code>\dim_case:nnTF {⟨test dimension expression⟩}</code>
<code>\dim_case:nnTF</code> ★	<code>{</code> <code>  {⟨dimexpr case<sub>1</sub>⟩} {⟨code case<sub>1</sub>⟩}</code> <code>  {⟨dimexpr case<sub>2</sub>⟩} {⟨code case<sub>2</sub>⟩}</code> <code>  ...</code> <code>  {⟨dimexpr case<sub>n</sub>⟩} {⟨code case<sub>n</sub>⟩}</code> <code>}</code> <code>{⟨true code⟩}</code> <code>{⟨false code⟩}</code>

---

New: 2013-07-24

---

This function evaluates the *⟨test dimension expression⟩* and compares this in turn to each of the *⟨dimension expression cases⟩*. If the two are equal then the associated *⟨code⟩* is left in the input stream and other cases are discarded. If any of the cases are matched, the *⟨true code⟩* is also inserted into the input stream (after the code for the appropriate case), while if none match then the *⟨false code⟩* is inserted. The function `\dim_case:nn`, which does nothing if there is no match, is also available. For example

```

\dim_set:Nn \l_tmpa_dim { 5 pt }
\dim_case:nnF
{ 2 \l_tmpa_dim }
{
  { 5 pt }      { Small }
  { 4 pt + 6 pt } { Medium }
  { - 10 pt }   { Negative }
}
{ No idea! }
```

leaves “Medium” in the input stream.

## 5 Dimension expression loops

---

<code>\dim_do_until:nNnn</code> ☆	<code>\dim_do_until:nNnn {⟨dimexpr<sub>1</sub>⟩} ⟨relation⟩ {⟨dimexpr<sub>2</sub>⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Places the *⟨code⟩* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *⟨dimension expressions⟩* as described for `\dim_compare:nNnTF`. If the test is **false** then the *⟨code⟩* is inserted into the input stream again and a loop occurs until the *⟨relation⟩* is **true**.

---

<code>\dim_do_while:nNnn</code> ☆	<code>\dim_do_while:nNnn {⟨dimexpr<sub>1</sub>⟩} ⟨relation⟩ {⟨dimexpr<sub>2</sub>⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Places the *⟨code⟩* in the input stream for T<sub>E</sub>X to process, and then evaluates the relationship between the two *⟨dimension expressions⟩* as described for `\dim_compare:nNnTF`. If the test is **true** then the *⟨code⟩* is inserted into the input stream again and a loop occurs until the *⟨relation⟩* is **false**.

---

<code>\dim_until_do:nNnn</code> ☆	<code>\dim_until_do:nNnn {⟨dimexpr<sub>1</sub>⟩} ⟨relation⟩ {⟨dimexpr<sub>2</sub>⟩} {⟨code⟩}</code>
-----------------------------------	---

---

Evaluates the relationship between the two *⟨dimension expressions⟩* as described for `\dim_compare:nNnTF`, and then places the *⟨code⟩* in the input stream if the *⟨relation⟩* is **false**. After the *⟨code⟩* has been processed by T<sub>E</sub>X the test is repeated, and a loop occurs until the test is **true**.

<hr/> <code>\dim_while_do:nNnn</code> ☆ <hr/>	<code>\dim_while_do:nNnn {&lt;dimexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;dimexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
	Evaluates the relationship between the two <i>&lt;dimension expressions&gt;</i> as described for <code>\dim_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by $\text{\TeX}$ the test is repeated, and a loop occurs until the test is <b>false</b> .
<hr/> <code>\dim_do_until:nn</code> ☆ <hr/> <div>Updated: 2013-01-13</div>	<code>\dim_do_until:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
	Places the <i>&lt;code&gt;</i> in the input stream for $\text{\TeX}$ to process, and then evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>true</b> .
<hr/> <code>\dim_do_while:nn</code> ☆ <hr/> <div>Updated: 2013-01-13</div>	<code>\dim_do_while:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
	Places the <i>&lt;code&gt;</i> in the input stream for $\text{\TeX}$ to process, and then evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>false</b> .
<hr/> <code>\dim_until_do:nn</code> ☆ <hr/> <div>Updated: 2013-01-13</div>	<code>\dim_until_do:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
	Evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by $\text{\TeX}$ the test is repeated, and a loop occurs until the test is <b>true</b> .
<hr/> <code>\dim_while_do:nn</code> ☆ <hr/> <div>Updated: 2013-01-13</div>	<code>\dim_while_do:nn {&lt;dimension relation&gt;} {&lt;code&gt;}</code>
	Evaluates the <i>&lt;dimension relation&gt;</i> as described for <code>\dim_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by $\text{\TeX}$ the test is repeated, and a loop occurs until the test is <b>false</b> .

## 6 Using dim expressions and variables

<hr/> <code>\dim_eval:n</code> ☆ <hr/> <div>Updated: 2011-10-22</div>	<code>\dim_eval:n {&lt;dimension expression&gt;}</code>
	Evaluates the <i>&lt;dimension expression&gt;</i> , expanding any dimensions and token list variables within the <i>&lt;expression&gt;</i> to their content (without requiring <code>\dim_use:N/\tl_use:N</code> ) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a <i>&lt;dimension denotation&gt;</i> after two expansions. This is expressed in points ( <b>pt</b> ), and requires suitable termination if used in a $\text{\TeX}$ -style assignment as it is <i>not</i> an <i>&lt;internal dimension&gt;</i> .
<hr/> <code>\dim_use:N</code> ☆ <hr/> <code>\dim_use:c</code> ☆ <hr/>	<code>\dim_use:N &lt;dimension&gt;</code>
	Recovers the content of a <i>&lt;dimension&gt;</i> and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a <i>&lt;dimension&gt;</i> is required (such as in the argument of <code>\dim_eval:n</code> ).

**$\text{\TeX}$ hackers note:** `\dim_use:N` is the  $\text{\TeX}$  primitive `\the`: this is one of several  $\text{\LaTeX}$ 3 names for this primitive.

---

<code>\dim_to_decimal:n</code> ★	<code>\dim_to_decimal:n {&lt;dimexpr&gt;}</code>
----------------------------------	--

---

New: 2014-07-15

Evaluates the  $\langle dimension expression \rangle$ , and leaves the result, expressed in points (`pt`) in the input stream, with *no units*. The result is rounded by  $\TeX$  to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

`\dim_to_decimal:n { 1bp }`

leaves 1.00374 in the input stream, *i.e.* the magnitude of one “big point” when converted to ( $\TeX$ ) points.

---

<code>\dim_to_decimal_in_bp:n</code> ★	<code>\dim_to_decimal_in_bp:n {&lt;dimexpr&gt;}</code>
--	--

---

New: 2014-07-15

Evaluates the  $\langle dimension expression \rangle$ , and leaves the result, expressed in big points (`bp`) in the input stream, with *no units*. The result is rounded by  $\TeX$  to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

`\dim_to_decimal_in_bp:n { 1pt }`

leaves 0.99628 in the input stream, *i.e.* the magnitude of one ( $\TeX$ ) point when converted to big points.

---

<code>\dim_to_decimal_in_sp:n</code> ★	<code>\dim_to_decimal_in_sp:n {&lt;dimexpr&gt;}</code>
--	--

---

New: 2015-05-18

Evaluates the  $\langle dimension expression \rangle$ , and leaves the result, expressed in scaled points (`sp`) in the input stream, with *no units*. The result is necessarily an integer.

---

<code>\dim_to_decimal_in_unit:nn</code> ★	<code>\dim_to_decimal_in_unit:nn {&lt;dimexpr<sub>1</sub>&gt;} {&lt;dimexpr<sub>2</sub>&gt;}</code>
---	---

---

New: 2014-07-15

Evaluates the  $\langle dimension expressions \rangle$ , and leaves the value of  $\langle dimexpr_1 \rangle$ , expressed in a unit given by  $\langle dimexpr_2 \rangle$ , in the input stream. The result is a decimal number, rounded by  $\TeX$  to four or five decimal places. If the decimal part of the result is zero, it is omitted, together with the decimal marker.

For example

`\dim_to_decimal_in_unit:nn { 1bp } { 1mm }`

leaves 0.35277 in the input stream, *i.e.* the magnitude of one big point when converted to millimetres.

Note that this function is not optimised for any particular output and as such may give different results to `\dim_to_decimal_in_bp:n` or `\dim_to_decimal_in_sp:n`. In particular, the latter is able to take a wider range of input values as it is not limited by the ability to calculate a ratio using  $\varepsilon$ - $\TeX$  primitives, which is required internally by `\dim_to_decimal_in_unit:nn`.

<hr/> <code>\dim_to_fp:n</code> ★ <hr/>	<code>\dim_to_fp:n {⟨<i>dimexpr</i>⟩}</code>
New: 2012-05-08 <hr/>	Expands to an internal floating point number equal to the value of the $\langle \textit{dimexpr} \rangle$ in pt. Since dimension expressions are evaluated much faster than their floating point equivalent, <code>\dim_to_fp:n</code> can be used to speed up parts of a computation where a low precision and a smaller range are acceptable.

## 7 Viewing dim variables

<hr/> <code>\dim_show:N</code> <code>\dim_show:c</code> <hr/>	<code>\dim_show:N ⟨<i>dimension</i>⟩</code> Displays the value of the $\langle \textit{dimension} \rangle$ on the terminal.
<hr/> <code>\dim_show:n</code> <hr/>	<code>\dim_show:n {⟨<i>dimension expression</i>⟩}</code>
New: 2011-11-22 Updated: 2015-08-07 <hr/>	Displays the result of evaluating the $\langle \textit{dimension expression} \rangle$ on the terminal.
<hr/> <code>\dim_log:N</code> <code>\dim_log:c</code> <hr/>	<code>\dim_log:N ⟨<i>dimension</i>⟩</code> Writes the value of the $\langle \textit{dimension} \rangle$ in the log file.
New: 2014-08-22 Updated: 2015-08-03 <hr/>	
<hr/> <code>\dim_log:n</code> <hr/>	<code>\dim_log:n {⟨<i>dimension expression</i>⟩}</code>
New: 2014-08-22 Updated: 2015-08-07 <hr/>	Writes the result of evaluating the $\langle \textit{dimension expression} \rangle$ in the log file.

## 8 Constant dimensions

<hr/> <code>\c_max_dim</code> <hr/>	The maximum value that can be stored as a dimension. This can also be used as a component of a skip.
<hr/> <code>\c_zero_dim</code> <hr/>	A zero length as a dimension. This can also be used as a component of a skip.

## 9 Scratch dimensions

<hr/> <code>\l_tmpa_dim</code> <code>\l_tmpb_dim</code> <hr/>	Scratch dimension for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_dim</code> <code>\g_tmpb_dim</code> <hr/>	Scratch dimension for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 10 Creating and initialising skip variables

---

`\skip_new:N`  
`\skip_new:c`

---

`\skip_new:N`  $\langle skip \rangle$

Creates a new  $\langle skip \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle skip \rangle$  is initially equal to 0pt.

---

`\skip_const:Nn`  
`\skip_const:cn`

---

`\skip_const:Nn`  $\langle skip \rangle$   $\{ \langle skip \text{ expression} \rangle \}$

Creates a new constant  $\langle skip \rangle$  or raises an error if the name is already taken. The value of the  $\langle skip \rangle$  is set globally to the  $\langle skip \text{ expression} \rangle$ .

New: 2012-03-05

---



---

`\skip_zero:N`  
`\skip_zero:c`  
`\skip_gzero:N`  
`\skip_gzero:c`

---

`\skip_zero:N`  $\langle skip \rangle$

Sets  $\langle skip \rangle$  to 0pt.

---

`\skip_zero_new:N`  
`\skip_zero_new:c`  
`\skip_gzero_new:N`  
`\skip_gzero_new:c`

---

`\skip_zero_new:N`  $\langle skip \rangle$

Ensures that the  $\langle skip \rangle$  exists globally by applying `\skip_new:N` if necessary, then applies `\skip_(g)zero:N` to leave the  $\langle skip \rangle$  set to zero.

New: 2012-01-07

---



---

`\skip_if_exist_p:N` ★  
`\skip_if_exist_p:c` ★  
`\skip_if_exist:NTF` ★  
`\skip_if_exist:cTF` ★

---

`\skip_if_exist_p:N`  $\langle skip \rangle$

`\skip_if_exist:NTF`  $\langle skip \rangle$   $\{ \langle true \text{ code} \rangle \} \{ \langle false \text{ code} \rangle \}$

Tests whether the  $\langle skip \rangle$  is currently defined. This does not check that the  $\langle skip \rangle$  really is a skip variable.

New: 2012-03-03

---

## 11 Setting skip variables

---

`\skip_add:Nn`  
`\skip_add:cn`  
`\skip_gadd:Nn`  
`\skip_gadd:cn`

---

`\skip_add:Nn`  $\langle skip \rangle$   $\{ \langle skip \text{ expression} \rangle \}$

Adds the result of the  $\langle skip \text{ expression} \rangle$  to the current content of the  $\langle skip \rangle$ .

Updated: 2011-10-22

---



---

`\skip_set:Nn`  
`\skip_set:cn`  
`\skip_gset:Nn`  
`\skip_gset:cn`

---

`\skip_set:Nn`  $\langle skip \rangle$   $\{ \langle skip \text{ expression} \rangle \}$

Sets  $\langle skip \rangle$  to the value of  $\langle skip \text{ expression} \rangle$ , which must evaluate to a length with units and may include a rubber component (for example 1 cm plus 0.5 cm).

Updated: 2011-10-22

---



---

`\skip_set_eq:NN`  
`\skip_set_eq:(cN|Nc|cc)`  
`\skip_gset_eq:NN`  
`\skip_gset_eq:(cN|Nc|cc)`

---

`\skip_set_eq:NN`  $\langle skip_1 \rangle$   $\langle skip_2 \rangle$

Sets the content of  $\langle skip_1 \rangle$  equal to that of  $\langle skip_2 \rangle$ .



<hr/> <code>\skip_sub:Nn</code>	<code>\skip_sub:Nn &lt;skip&gt; {&lt;skip expression&gt;}</code>
<code>\skip_sub:cn</code>	
<code>\skip_gsub:Nn</code>	Subtracts the result of the <i>&lt;skip expression&gt;</i> from the current content of the <i>&lt;skip&gt;</i> .
<code>\skip_gsub:cn</code>	
<hr/> Updated: 2011-10-22 <hr/>	

## 12 Skip expression conditionals

<hr/> <code>\skip_if_eq_p:nn</code> ★	<code>\skip_if_eq_p:nn {&lt;skipexpr<sub>1</sub>&gt;} {&lt;skipexpr<sub>2</sub>&gt;}</code>
<code>\skip_if_eq:nnTF</code> ★	<code>\skip_if_eq:nnTF</code>
	<code>{&lt;skipexpr<sub>1</sub>&gt;} {&lt;skipexpr<sub>2</sub>&gt;}</code>
	<code>{&lt;true code&gt;} {&lt;false code&gt;}</code>

This function first evaluates each of the *<skip expressions>* as described for `\skip_eval:n`. The two results are then compared for exact equality, *i.e.* both the fixed and rubber components must be the same for the test to be true.

<hr/> <code>\skip_if_finite_p:n</code> ★	<code>\skip_if_finite_p:n {&lt;skipexpr&gt;}</code>
<code>\skip_if_finite:nTF</code> ★	<code>\skip_if_finite:nTF {&lt;skipexpr&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

New: 2012-03-05

Evaluates the *<skip expression>* as described for `\skip_eval:n`, and then tests if all of its components are finite.

## 13 Using skip expressions and variables

<hr/> <code>\skip_eval:n</code> ★	<code>\skip_eval:n {&lt;skip expression&gt;}</code>
-----------------------------------	---

Updated: 2011-10-22

Evaluates the *<skip expression>*, expanding any skips and token list variables within the *<expression>* to their content (without requiring `\skip_use:N/\tl_use:N`) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a *<glue denotation>* after two expansions. This is expressed in points (**pt**), and requires suitable termination if used in a **T<sub>E</sub>X**-style assignment as it is *not* an *<internal glue>*.

<hr/> <code>\skip_use:N</code> ★	<code>\skip_use:N &lt;skip&gt;</code>
<code>\skip_use:c</code> ★	

Recovers the content of a *<skip>* and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a *<dimension>* is required (such as in the argument of `\skip_eval:n`).

**T<sub>E</sub>Xhackers note:** `\skip_use:N` is the **T<sub>E</sub>X** primitive `\the`: this is one of several L<sup>A</sup>T<sub>E</sub>X3 names for this primitive.

## 14 Viewing skip variables

<hr/> <code>\skip_show:N</code>	<code>\skip_show:N &lt;skip&gt;</code>
<code>\skip_show:c</code>	

Updated: 2015-08-03

Displays the value of the *<skip>* on the terminal.

<hr/> <code>\skip_show:n</code> <hr/>	<code>\skip_show:n {\langle skip expression \rangle}</code>
New: 2011-11-22 Updated: 2015-08-07	Displays the result of evaluating the $\langle skip expression \rangle$ on the terminal.

<hr/> <code>\skip_log:N</code> <code>\skip_log:c</code> <hr/>	<code>\skip_log:N \langle skip \rangle</code>
New: 2014-08-22 Updated: 2015-08-03	Writes the value of the $\langle skip \rangle$ in the log file.

<hr/> <code>\skip_log:n</code> <hr/>	<code>\skip_log:n {\langle skip expression \rangle}</code>
New: 2014-08-22 Updated: 2015-08-07	Writes the result of evaluating the $\langle skip expression \rangle$ in the log file.

## 15 Constant skips

<hr/> <code>\c_max_skip</code> <hr/>	The maximum value that can be stored as a skip (equal to <code>\c_max_dim</code> in length), with no stretch nor shrink component.
Updated: 2012-11-02	

<hr/> <code>\c_zero_skip</code> <hr/>	A zero length as a skip, with no stretch nor shrink component.
Updated: 2012-11-01	

## 16 Scratch skips

<hr/> <code>\l_tmpa_skip</code> <code>\l_tmpb_skip</code> <hr/>	Scratch skip for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
--	--

<hr/> <code>\g_tmpa_skip</code> <code>\g_tmpb_skip</code> <hr/>	Scratch skip for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
--	---

## 17 Inserting skips into the output

<hr/> <code>\skip_horizontal:N</code> <code>\skip_horizontal:c</code> <code>\skip_horizontal:n</code> <hr/>	<code>\skip_horizontal:N \langle skip \rangle</code> <code>\skip_horizontal:n {\langle skipexpr \rangle}</code>
Updated: 2011-10-22	Inserts a horizontal $\langle skip \rangle$ into the current list.

**T<sub>E</sub>Xhackers note:** `\skip_horizontal:N` is the T<sub>E</sub>X primitive `\hskip` renamed.

---

```
\skip_vertical:N
\skip_vertical:c
\skip_vertical:n
```

---

Updated: 2011-10-22

---

```
\skip_vertical:N <skip>
\skip_vertical:n {<skipexpr>}
```

Inserts a vertical  $\langle skip \rangle$  into the current list.

**T<sub>E</sub>Xhackers note:** `\skip_vertical:N` is the T<sub>E</sub>X primitive `\vskip` renamed.

## 18 Creating and initialising muskip variables

---

```
\muskip_new:N
\muskip_new:c
```

---

```
\muskip_new:N <muskip>
```

Creates a new  $\langle muskip \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle muskip \rangle$  is initially equal to 0 mu.

---

```
\muskip_const:Nn
\muskip_const:cn
```

---

New: 2012-03-05

---

```
\muskip_const:Nn <muskip> {<muskip expression>}
```

Creates a new constant  $\langle muskip \rangle$  or raises an error if the name is already taken. The value of the  $\langle muskip \rangle$  is set globally to the  $\langle muskip expression \rangle$ .

---

```
\muskip_zero:N
\muskip_zero:c
\muskip_gzero:N
\muskip_gzero:c
```

---

```
\skip_zero:N <muskip>
```

Sets  $\langle muskip \rangle$  to 0 mu.

---

```
\muskip_zero_new:N
\muskip_zero_new:c
\muskip_gzero_new:N
\muskip_gzero_new:c
```

---

New: 2012-01-07

---

```
\muskip_zero_new:N <muskip>
```

Ensures that the  $\langle muskip \rangle$  exists globally by applying `\muskip_new:N` if necessary, then applies `\muskip_(g)zero:N` to leave the  $\langle muskip \rangle$  set to zero.

---

```
\muskip_if_exist_p:N ★
\muskip_if_exist_p:c ★
\muskip_if_exist:NTF ★
\muskip_if_exist:cTF ★
```

---

New: 2012-03-03

---

```
\muskip_if_exist_p:N <muskip>
```

```
\muskip_if_exist:NTF <muskip> {<true code>} {<false code>}
```

Tests whether the  $\langle muskip \rangle$  is currently defined. This does not check that the  $\langle muskip \rangle$  really is a muskip variable.

## 19 Setting muskip variables

---

```
\muskip_add:Nn
\muskip_add:cn
\muskip_gadd:Nn
\muskip_gadd:cn
```

---

Updated: 2011-10-22

---

```
\muskip_add:Nn <muskip> {<muskip expression>}
```

Adds the result of the  $\langle muskip expression \rangle$  to the current content of the  $\langle muskip \rangle$ .

<hr/> <code>\muskip_set:Nn</code> <hr/>	<code>\muskip_set:Nn &lt;muskip&gt; {&lt;muskip expression&gt;}</code>
<code>\muskip_set:cn</code>	
<code>\muskip_gset:Nn</code>	Sets $\langle muskip \rangle$ to the value of $\langle muskip expression \rangle$ , which must evaluate to a math length with units and may include a rubber component (for example 1 mu plus 0.5 mu).
<code>\muskip_gset:cn</code> <hr/>	
Updated: 2011-10-22	

<hr/> <code>\muskip_set_eq:NN</code> <hr/>	<code>\muskip_set_eq:NN &lt;muskip<sub>1</sub>&gt; &lt;muskip<sub>2</sub>&gt;</code>
<code>\muskip_set_eq:(cN Nc cc)</code>	
<code>\muskip_gset_eq:NN</code>	Sets the content of $\langle muskip_1 \rangle$ equal to that of $\langle muskip_2 \rangle$ .
<code>\muskip_gset_eq:(cN Nc cc)</code> <hr/>	

<hr/> <code>\muskip_sub:Nn</code> <hr/>	<code>\muskip_sub:Nn &lt;muskip&gt; {&lt;muskip expression&gt;}</code>
<code>\muskip_sub:cn</code>	
<code>\muskip_gsub:Nn</code>	Subtracts the result of the $\langle muskip expression \rangle$ from the current content of the $\langle skip \rangle$ .
<code>\muskip_gsub:cn</code> <hr/>	
Updated: 2011-10-22	

## 20 Using muskip expressions and variables

<hr/> <code>\muskip_eval:n</code> ★ <hr/>	<code>\muskip_eval:n {&lt;muskip expression&gt;}</code>
Updated: 2011-10-22	Evaluates the $\langle muskip expression \rangle$ , expanding any skips and token list variables within the $\langle expression \rangle$ to their content (without requiring <code>\muskip_use:N/\tl_use:N</code> ) and applying the standard mathematical rules. The result of the calculation is left in the input stream as a $\langle muglue denotation \rangle$ after two expansions. This is expressed in <b>mu</b> , and requires suitable termination if used in a T <sub>E</sub> X-style assignment as it is <i>not</i> an $\langle internal muglue \rangle$ .

<hr/> <code>\muskip_use:N</code> ★ <hr/>	<code>\muskip_use:N &lt;muskip&gt;</code>
<code>\muskip_use:c</code> ★	
	Recovers the content of a $\langle skip \rangle$ and places it directly in the input stream. An error is raised if the variable does not exist or if it is invalid. Can be omitted in places where a $\langle dimension \rangle$ is required (such as in the argument of <code>\muskip_eval:n</code> ).

**T<sub>E</sub>Xhackers note:** `\muskip_use:N` is the T<sub>E</sub>X primitive `\the`: this is one of several L<sup>A</sup>T<sub>E</sub>X3 names for this primitive.

## 21 Viewing muskip variables

<hr/> <code>\muskip_show:N</code> <hr/>	<code>\muskip_show:N &lt;muskip&gt;</code>
<code>\muskip_show:c</code>	
	Displays the value of the $\langle muskip \rangle$ on the terminal.

Updated: 2015-08-03

<hr/> <code>\muskip_show:n</code> <hr/>	<code>\muskip_show:n {&lt;muskip expression&gt;}</code>
New: 2011-11-22	Displays the result of evaluating the $\langle muskip expression \rangle$ on the terminal.

Updated: 2015-08-07

---

<code>\muskip_log:N</code>	<code>\muskip_log:N &lt;muskip&gt;</code>
<code>\muskip_log:c</code>	Writes the value of the <code>&lt;muskip&gt;</code> in the log file.

---

New: 2014-08-22  
Updated: 2015-08-03

---



---

<code>\muskip_log:n</code>	<code>\muskip_log:n {&lt;muskip expression&gt;}</code>
	Writes the result of evaluating the <code>&lt;muskip expression&gt;</code> in the log file.

---

New: 2014-08-22  
Updated: 2015-08-07

---

## 22 Constant muskips

---

<code>\c_max_muskip</code>	The maximum value that can be stored as a muskip, with no stretch nor shrink component.
----------------------------	---

---



---

<code>\c_zero_muskip</code>	A zero length as a muskip, with no stretch nor shrink component.
-----------------------------	--

---

## 23 Scratch muskips

---

<code>\l_tmpa_muskip</code> <code>\l_tmpb_muskip</code>	Scratch muskip for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
--	--

---



---

<code>\g_tmpa_muskip</code> <code>\g_tmpb_muskip</code>	Scratch muskip for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
--	---

---

## 24 Primitive conditional

---

<code>\if_dim:w</code>	<code>\if_dim:w &lt;dimen<sub>12  <code>  &lt;true code&gt;</code>  <code>\else:</code>  <code>  &lt;false&gt;</code>  <code>\fi:</code></sub></code>
------------------------	---

---

Compare two dimensions. The `<relation>` is one of `<`, `=` or `>` with category code 12.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ifdim`.

## 25 Internal functions

<hr/>	
<code>\_dim\_eval:w</code> <span style="color:red">★</span>	<code>\_dim\_eval:w &lt;dimexpr&gt; \_dim\_eval\_end:</code>
<code>\_dim\_eval\_end:</code> <span style="color:red">★</span>	
<hr/>	
	Evaluates <i>&lt;dimension expression&gt;</i> as described for <code>\dim\_eval:n</code> . The evaluation stops when an unexpandable token which is not a valid part of a dimension is read or when <code>\_dim\_eval\_end:</code> is reached. The latter is gobbled by the scanner mechanism: <code>\_dim\_eval\_end:</code> itself is unexpandable but used correctly the entire construct is expandable.

**TeXhackers note:** This is the  $\varepsilon$ -TeX primitive `\dimexpr`.

<hr/>	
<code>\_dim\_eval:n</code> <span style="color:red">★</span>	<code>\_dim\_eval:n {&lt;dimexpr&gt;}</code>
<hr/>	
	By default this expands to <code>\_dim\_eval:w &lt;dimexpr&gt; \_dim\_eval\_end:</code> but when debugging is enabled this expands to a more complicated construction that evaluates <i>&lt;dimexpr&gt;</i> with parentheses and within a brace group to detect early termination.

## Part XX

# The l3keys package

## Key–value interfaces

The key–value method is a popular system for creating large numbers of settings for controlling function or package behaviour. The system normally results in input of the form

```
\MyModuleSetup{
  key-one = value one,
  key-two = value two
}
```

or

```
\MyModuleMacro[
  key-one = value one,
  key-two = value two
]{argument}
```

for the user.

The high level functions here are intended as a method to create key–value controls. Keys are themselves created using a key–value interface, minimising the number of functions and arguments required. Each key is created by setting one or more *properties* of the key:

```
\keys_define:nn { mymodule }
{
  key-one .code:n = code including parameter #1,
  key-two .tl_set:N = \l_mymodule_store_tl
}
```

These values can then be set as with other key–value approaches:

```
\keys_set:nn { mymodule }
{
  key-one = value one,
  key-two = value two
}
```

At a document level, `\keys_set:nn` is used within a document function, for example

```
\DeclareDocumentCommand \MyModuleSetup { m }
{ \keys_set:nn { mymodule } { #1 } }
\DeclareDocumentCommand \MyModuleMacro { o m }
{
  \group_begin:
    \keys_set:nn { mymodule } { #1 }
    % Main code for \MyModuleMacro
  \group_end:
}
```

Key names may contain any tokens, as they are handled internally using `\tl_to_str:n`. As discussed in section 2, it is suggested that the character `/` is reserved for sub-division of keys into logical groups. Functions and variables are *not* expanded when creating key names, and so

```
\tl_set:Nn \l_mymodule_tmp_tl { key }
\keys_define:nn { mymodule }
{
  \l_mymodule_tmp_tl .code:n = code
}
```

creates a key called `\l_mymodule_tmp_tl`, and not one called `key`.

## 1 Creating keys

---

`\keys_define:nn`

Updated: 2015-11-07

---

`\keys_define:nn {<module>} {<keyval list>}`

Parses the *<keyval list>* and defines the keys listed there for *<module>*. The *<module>* name should be a text value, but there are no restrictions on the nature of the text. In practice the *<module>* should be chosen to be unique to the module in question (unless deliberately adding keys to an existing module).

The *<keyval list>* should consist of one or more key names along with an associated key *property*. The properties of a key determine how it acts. The individual properties are described in the following text; a typical use of `\keys_define:nn` might read

```
\keys_define:nn { mymodule }
{
  keyname .code:n = Some-code~using~#1,
  keyname .value_required:n = true
}
```

where the properties of the key begin from the `.` after the key name.

The various properties available take either no arguments at all, or require one or more arguments. This is indicated in the name of the property using an argument specification. In the following discussion, each property is illustrated attached to an arbitrary *<key>*, which when used may be supplied with a *<value>*. All key *definitions* are local.

Key properties are applied in the reading order and so the ordering is significant. Key properties which define “actions”, such as `.code:n`, `.tl_set:N`, *etc.*, override one another. Some other properties are mutually exclusive, notably `.value_required:n` and `.value_forbidden:n`, and so they replace one another. However, properties covering non-exclusive behaviours may be given in any order. Thus for example the following definitions are equivalent.

```
\keys_define:nn { mymodule }
{
  keyname .code:n          = Some-code~using~#1,
  keyname .value_required:n = true
}
\keys_define:nn { mymodule }
```



```

{
  keyname .value_required:n = true,
  keyname .code:n           = Some~code~using~#1
}

```

Note that with the exception of the special `.undefine:` property, all key properties define the key within the current  $\text{\TeX}$  scope.

---

```

.bool_set:N
.bool_set:c
.bool_gset:N
.bool_gset:c

```

---

Updated: 2013-07-08

$\langle key \rangle$  .bool\_set:N =  $\langle boolean \rangle$

Defines  $\langle key \rangle$  to set  $\langle boolean \rangle$  to  $\langle value \rangle$  (which must be either `true` or `false`). If the variable does not exist, it will be created globally at the point that the key is set up.

---

```

.bool_set_inverse:N
.bool_set_inverse:c
.bool_gset_inverse:N
.bool_gset_inverse:c

```

---

New: 2011-08-28

Updated: 2013-07-08

$\langle key \rangle$  .bool\_set\_inverse:N =  $\langle boolean \rangle$

Defines  $\langle key \rangle$  to set  $\langle boolean \rangle$  to the logical inverse of  $\langle value \rangle$  (which must be either `true` or `false`). If the  $\langle boolean \rangle$  does not exist, it will be created globally at the point that the key is set up.

---

```

.choice:

```

---

$\langle key \rangle$  .choice:

Sets  $\langle key \rangle$  to act as a choice key. Each valid choice for  $\langle key \rangle$  must then be created, as discussed in section 3.

---

```

.choices:nn
.choices:(Vn|on|xn)

```

---

New: 2011-08-21

Updated: 2013-07-10

$\langle key \rangle$  .choices:nn =  $\{\langle choices \rangle\}$   $\{\langle code \rangle\}$

Sets  $\langle key \rangle$  to act as a choice key, and defines a series  $\langle choices \rangle$  which are implemented using the  $\langle code \rangle$ . Inside  $\langle code \rangle$ , `\l_keys_choice_tl` will be the name of the choice made, and `\l_keys_choice_int` will be the position of the choice in the list of  $\langle choices \rangle$  (indexed from 1). Choices are discussed in detail in section 3.

---

```

.clist_set:N
.clist_set:c
.clist_gset:N
.clist_gset:c

```

---

New: 2011-09-11

$\langle key \rangle$  .clist\_set:N =  $\langle comma list variable \rangle$

Defines  $\langle key \rangle$  to set  $\langle comma list variable \rangle$  to  $\langle value \rangle$ . Spaces around commas and empty items will be stripped. If the variable does not exist, it is created globally at the point that the key is set up.

---

```

.code:n

```

---

Updated: 2013-07-10

$\langle key \rangle$  .code:n =  $\{\langle code \rangle\}$

Stores the  $\langle code \rangle$  for execution when  $\langle key \rangle$  is used. The  $\langle code \rangle$  can include one parameter (#1), which will be the  $\langle value \rangle$  given for the  $\langle key \rangle$ . The x-type variant expands  $\langle code \rangle$  at the point where the  $\langle key \rangle$  is created.

---

`.default:n`  
`.default:(V|o|x)`  
Updated: 2013-07-09

---

`<key> .default:n = {<default>}`

Creates a *<default>* value for *<key>*, which is used if no value is given. This will be used if only the key name is given, but not if a blank *<value>* is given:

```
\keys_define:nn { mymodule }
{
    key .code:n      = Hello~#1,
    key .default:n = World
}
\keys_set:nn { mymodule }
{
    key = Fred, % Prints 'Hello Fred'
    key,      % Prints 'Hello World'
    key = ,    % Prints 'Hello '
}
```

The default does not affect keys where values are required or forbidden. Thus a required value cannot be supplied by a default value, and giving a default value for a key which cannot take a value does not trigger an error.

---

`.dim_set:N`  
`.dim_set:c`  
`.dim_gset:N`  
`.dim_gset:c`

---

`<key> .dim_set:N = <dimension>`

Defines *<key>* to set *<dimension>* to *<value>* (which must a dimension expression). If the variable does not exist, it is created globally at the point that the key is set up.

---

`.fp_set:N`  
`.fp_set:c`  
`.fp_gset:N`  
`.fp_gset:c`

---

`<key> .fp_set:N = <floating point>`

Defines *<key>* to set *<floating point>* to *<value>* (which must a floating point expression). If the variable does not exist, it is created globally at the point that the key is set up.

---

`.groups:n`  
New: 2013-07-14

---

`<key> .groups:n = {<groups>}`

Defines *<key>* as belonging to the *<groups>* declared. Groups provide a “secondary axis” for selectively setting keys, and are described in Section 6.

---

`.inherit:n`  
New: 2016-11-22

---

`<key> .inherit:n = {<parents>}`

Specifies that the *<key>* path should inherit the keys listed as *<parents>*. For example, after setting

```
\keys_define:n { foo } { test .code:n = \tl_show:n {#1} }
\keys_define:n { } { bar .inherit:n = foo }
```

setting

```
\keys_set:n { bar } { test = a }
```

will be equivalent to

```
\keys_set:n { foo } { test = a }
```

<hr/> <code>.initial:n</code> <hr/>	<code>&lt;key&gt; .initial:n = {&lt;value&gt;}</code>
<code>.initial:(V o x)</code>	Initialises the <code>&lt;key&gt;</code> with the <code>&lt;value&gt;</code> , equivalent to
<hr/> Updated: 2013-07-09 <hr/>	<code>\keys_set:nn {&lt;module&gt;} { &lt;key&gt; = &lt;value&gt; }</code>
<hr/> <code>.int_set:N</code> <hr/>	<code>&lt;key&gt; .int_set:N = &lt;integer&gt;</code>
<code>.int_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;integer&gt;</code> to <code>&lt;value&gt;</code> (which must be an integer expression). If the variable does not exist, it is created globally at the point that the key is set up.
<code>.int_gset:N</code>	
<code>.int_gset:c</code> <hr/>	
<hr/> <code>.meta:n</code> <hr/>	<code>&lt;key&gt; .meta:n = {&lt;keyval list&gt;}</code>
<hr/> Updated: 2013-07-10 <hr/>	Makes <code>&lt;key&gt;</code> a meta-key, which will set <code>&lt;keyval list&gt;</code> in one go. If <code>&lt;key&gt;</code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code>&lt;keys&gt;</code> for processing (as #1).
<hr/> <code>.meta:nn</code> <hr/>	<code>&lt;key&gt; .meta:nn = {&lt;path&gt;} {&lt;keyval list&gt;}</code>
<hr/> New: 2013-07-10 <hr/>	Makes <code>&lt;key&gt;</code> a meta-key, which will set <code>&lt;keyval list&gt;</code> in one go using the <code>&lt;path&gt;</code> in place of the current one. If <code>&lt;key&gt;</code> is given with a value at the time the key is used, then the value will be passed through to the subsidiary <code>&lt;keys&gt;</code> for processing (as #1).
<hr/> <code>.multichoice:</code> <hr/>	<code>&lt;key&gt; .multichoice:</code>
<hr/> New: 2011-08-21 <hr/>	Sets <code>&lt;key&gt;</code> to act as a multiple choice key. Each valid choice for <code>&lt;key&gt;</code> must then be created, as discussed in section 3.
<hr/> <code>.multichoices:nn</code> <hr/>	<code>&lt;key&gt; .multichoices:nn {&lt;choices&gt;} {&lt;code&gt;}</code>
<code>.multichoices:(Vn on xn)</code>	Sets <code>&lt;key&gt;</code> to act as a multiple choice key, and defines a series <code>&lt;choices&gt;</code> which are implemented using the <code>&lt;code&gt;</code> . Inside <code>&lt;code&gt;</code> , <code>\l_keys_choice_tl</code> will be the name of the choice made, and <code>\l_keys_choice_int</code> will be the position of the choice in the list of <code>&lt;choices&gt;</code> (indexed from 1). Choices are discussed in detail in section 3.
<hr/> New: 2011-08-21 <hr/>	
<hr/> Updated: 2013-07-10 <hr/>	
<hr/> <code>.skip_set:N</code> <hr/>	<code>&lt;key&gt; .skip_set:N = &lt;skip&gt;</code>
<code>.skip_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;skip&gt;</code> to <code>&lt;value&gt;</code> (which must be a skip expression). If the variable does not exist, it is created globally at the point that the key is set up.
<code>.skip_gset:N</code>	
<code>.skip_gset:c</code> <hr/>	
<hr/> <code>.tl_set:N</code> <hr/>	<code>&lt;key&gt; .tl_set:N = &lt;token list variable&gt;</code>
<code>.tl_set:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;token list variable&gt;</code> to <code>&lt;value&gt;</code> . If the variable does not exist, it is created globally at the point that the key is set up.
<code>.tl_gset:N</code>	
<code>.tl_gset:c</code> <hr/>	
<hr/> <code>.tl_set_x:N</code> <hr/>	<code>&lt;key&gt; .tl_set_x:N = &lt;token list variable&gt;</code>
<code>.tl_set_x:c</code>	Defines <code>&lt;key&gt;</code> to set <code>&lt;token list variable&gt;</code> to <code>&lt;value&gt;</code> , which will be subjected to an x-type expansion ( <i>i.e.</i> using <code>\tl_set:Nx</code> ). If the variable does not exist, it is created globally at the point that the key is set up.
<code>.tl_gset_x:N</code>	
<code>.tl_gset_x:c</code> <hr/>	

---

<code>.undefine:</code>	<code>&lt;key&gt; .undefine:</code>
-------------------------	-------------------------------------

---

New: 2015-07-14	Removes the definition of the <code>&lt;key&gt;</code> within the current scope.
-----------------	--

---

---

<code>.value_forbidden:n</code>	<code>&lt;key&gt; .value_forbidden:n = true false</code>
---------------------------------	--

---

New: 2015-07-14	Specifies that <code>&lt;key&gt;</code> cannot receive a <code>&lt;value&gt;</code> when used. If a <code>&lt;value&gt;</code> is given then an error will be issued. Setting the property <code>false</code> cancels the restriction.
-----------------	--

---

---

<code>.value_required:n</code>	<code>&lt;key&gt; .value_required:n = true false</code>
--------------------------------	---

---

New: 2015-07-14	Specifies that <code>&lt;key&gt;</code> must receive a <code>&lt;value&gt;</code> when used. If a <code>&lt;value&gt;</code> is not given then an error will be issued. Setting the property <code>false</code> cancels the restriction.
-----------------	--

---

## 2 Sub-dividing keys

When creating large numbers of keys, it may be desirable to divide them into several sub-groups for a given module. This can be achieved either by adding a sub-division to the module name:

```
\keys_define:nn { module / subgroup }
{ key .code:n = code }
```

or to the key name:

```
\keys_define:nn { mymodule }
{ subgroup / key .code:n = code }
```

As illustrated, the best choice of token for sub-dividing keys in this way is `/`. This is because of the method that is used to represent keys internally. Both of the above code fragments set the same key, which has full name `module/subgroup/key`.

As illustrated in the next section, this subdivision is particularly relevant to making multiple choices.

## 3 Choice and multiple choice keys

The `l3keys` system supports two types of choice key, in which a series of pre-defined input values are linked to varying implementations. Choice keys are usually created so that the various values are mutually-exclusive: only one can apply at any one time. “Multiple” choice keys are also supported: these allow a selection of values to be chosen at the same time.

Mutually-exclusive choices are created by setting the `.choice:` property:

```
\keys_define:nn { mymodule }
{ key .choice: }
```

For keys which are set up as choices, the valid choices are generated by creating sub-keys of the choice key. This can be carried out in two ways.

In many cases, choices execute similar code which is dependant only on the name of the choice or the position of the choice in the list of all possibilities. Here, the keys can share the same code, and can be rapidly created using the `.choices:nn` property.

```

\keys_define:nn { mymodule }
{
  key .choices:nn =
    { choice-a, choice-b, choice-c }
    {
      You~gave~choice~'\tl_use:N \l_keys_choice_tl',~
      which~is~in~position~\int_use:N \l_keys_choice_int \c_space_tl
      in~the~list.
    }
}

```

The index `\l_keys_choice_int` in the list of choices starts at 1.

---

`\l_keys_choice_int`  
`\l_keys_choice_tl`

---

Inside the code block for a choice generated using `.choices:nn`, the variables `\l_keys_choice_tl` and `\l_keys_choice_int` are available to indicate the name of the current choice, and its position in the comma list. The position is indexed from 1. Note that, as with standard key code generated using `.code:n`, the value passed to the key (i.e. the choice name) is also available as `#1`.

On the other hand, it is sometimes useful to create choices which use entirely different code from one another. This can be achieved by setting the `.choice:` property of a key, then manually defining sub-keys.

```

\keys_define:nn { mymodule }
{
  key .choice:,
  key / choice-a .code:n = code-a,
  key / choice-b .code:n = code-b,
  key / choice-c .code:n = code-c,
}

```

It is possible to mix the two methods, but manually-created choices should *not* use `\l_keys_choice_tl` or `\l_keys_choice_int`. These variables do not have defined behaviour when used outside of code created using `.choices:nn` (i.e. anything might happen).

It is possible to allow choice keys to take values which have not previously been defined by adding code for the special `unknown` choice. The general behavior of the `unknown` key is described in Section 5. A typical example in the case of a choice would be to issue a custom error message:

```

\keys_define:nn { mymodule }
{
  key .choice:,
  key / choice-a .code:n = code-a,
  key / choice-b .code:n = code-b,
  key / choice-c .code:n = code-c,
  key / unknown .code:n =
    \msg_error:nnxxx { mymodule } { unknown-choice }
    { key } % Name of choice key
    { choice-a , choice-b , choice-c } % Valid choices
    { \exp_not:n {#1} } % Invalid choice given
}

```

```
%
%
}
```

Multiple choices are created in a very similar manner to mutually-exclusive choices, using the properties `.multichoice:` and `.multichoices:nn`. As with mutually exclusive choices, multiple choices are define as sub-keys. Thus both

```
\keys_define:nn { mymodule }
{
  key .multichoices:nn =
    { choice-a, choice-b, choice-c }
    {
      You~gave~choice~'\tl_use:N \l_keys_choice_tl',~
      which~is~in~position~
      \int_use:N \l_keys_choice_int \c_space_tl
      in~the~list.
    }
}
```

and

```
\keys_define:nn { mymodule }
{
  key .multichoice:,
  key / choice-a .code:n = code-a,
  key / choice-b .code:n = code-b,
  key / choice-c .code:n = code-c,
}
```

are valid.

When a multiple choice key is set

```
\keys_set:nn { mymodule }
{
  key = { a , b , c } % 'key' defined as a multiple choice
}
```

each choice is applied in turn, equivalent to a `clist` mapping or to applying each value individually:

```
\keys_set:nn { mymodule }
{
  key = a ,
  key = b ,
  key = c ,
}
```

Thus each separate choice will have passed to it the `\l_keys_choice_tl` and `\l_keys_choice_int` in exactly the same way as described for `.choices:nn`.

## 4 Setting keys

---

```
\keys_set:nn
\keys_set:(nV|nv|no)
```

---

Updated: 2015-11-07

---

```
\keys_set:nn {<module>} {<keyval list>}
```

Parses the  $\langle keyval list \rangle$ , and sets those keys which are defined for  $\langle module \rangle$ . The behaviour on finding an unknown key can be set by defining a special **unknown** key: this is illustrated later.

---

```
\l_keys_key_tl
\l_keys_path_tl
\l_keys_value_tl
```

---

Updated: 2015-07-14

---

For each key processed, information of the full *path* of the key, the *name* of the key and the *value* of the key is available within three token list variables. These may be used within the code of the key.

The *value* is everything after the =, which may be empty if no value was given. This is stored in `\l_keys_value_tl`, and is not processed in any way by `\keys_set:nn`.

The *path* of the key is a “full” description of the key, and is unique for each key. It consists of the module and full key name, thus for example

```
\keys_set:nn { mymodule } { key-a = some-value }
```

has path `mymodule/key-a` while

```
\keys_set:nn { mymodule } { subset / key-a = some-value }
```

has path `mymodule/subset/key-a`. This information is stored in `\l_keys_path_tl`, and will have been processed by `\tl_to_str:n`.

The *name* of the key is the part of the path after the last /, and thus is not unique. In the preceding examples, both keys have name `key-a` despite having different paths. This information is stored in `\l_keys_key_tl`, and will have been processed by `\tl_to_str:n`.

## 5 Handling of unknown keys

If a key has not previously been defined (is unknown), `\keys_set:nn` looks for a special **unknown** key for the same module, and if this is not defined raises an error indicating that the key name was unknown. This mechanism can be used for example to issue custom error texts.

```
\keys_define:nn { mymodule }
{
  unknown .code:n =
    You~tried~to~set~key~'\l_keys_key_tl'~to~'#1'.
}
```

---

```

\keys_set_known:nnN      \keys_set_known:nnN {<module>} {<keyval list>} {<tl>}
\keys_set_known:(nVN|nvN|noN)
\keys_set_known:nn
\keys_set_known:(nV|nv|no)

```

---

New: 2011-08-23  
Updated: 2017-05-27

---

In some cases, the desired behavior is to simply ignore unknown keys, collecting up information on these for later processing. The `\keys_set_known:nnN` function parses the `<keyval list>`, and sets those keys which are defined for `<module>`. Any keys which are unknown are not processed further by the parser. The key-value pairs for each *unknown* key name are stored in the `<tl>` in a comma-separated form (*i.e.* an edited version of the `<keyval list>`). The `\keys_set_known:nn` version skips this stage.

Use of `\keys_set_known:nnN` can be nested, with the correct residual `<keyval list>` returned at each stage.

## 6 Selective key setting

In some cases it may be useful to be able to select only some keys for setting, even though these keys have the same path. For example, with a set of keys defined using

```

\keys define:nn { mymodule }
{
  key-one   .code:n   = { \my_func:n {#1} } ,
  key-two   .tl_set:N = \l_my_a_tl         ,
  key-three .tl_set:N = \l_my_b_tl         ,
  key-four  .fp_set:N = \l_my_a_fp         ,
}

```

the use of `\keys_set:nn` attempts to set all four keys. However, in some contexts it may only be sensible to set some keys, or to control the order of setting. To do this, keys may be assigned to *groups*: arbitrary sets which are independent of the key tree. Thus modifying the example to read

```

\keys define:nn { mymodule }
{
  key-one   .code:n   = { \my_func:n {#1} } ,
  key-one   .groups:n = { first }           ,
  key-two   .tl_set:N = \l_my_a_tl         ,
  key-two   .groups:n = { first }           ,
  key-three .tl_set:N = \l_my_b_tl         ,
  key-three .groups:n = { second }          ,
  key-four  .fp_set:N = \l_my_a_fp         ,
}

```

assigns `key-one` and `key-two` to group `first`, `key-three` to group `second`, while `key-four` is not assigned to a group.

Selective key setting may be achieved either by selecting one or more groups to be made “active”, or by marking one or more groups to be ignored in key setting.



---

<code>\keys_set_filter:nnnN</code>	<code>\keys_set_filter:nnnN {&lt;module&gt;} {&lt;groups&gt;} {&lt;keyval list&gt;} &lt;tl&gt;</code>
<code>\keys_set_filter:(nnVN nnvN nnoN)</code>	
<code>\keys_set_filter:nnn</code>	
<code>\keys_set_filter:(nnV nnv nno)</code>	

---

New: 2013-07-14

Updated: 2017-05-27

---

Activates key filtering in an “opt-out” sense: keys assigned to any of the  $\langle groups \rangle$  specified are ignored. The  $\langle groups \rangle$  are given as a comma-separated list. Unknown keys are not assigned to any group and are thus always set. The key-value pairs for each key which is filtered out are stored in the  $\langle tl \rangle$  in a comma-separated form (*i.e.* an edited version of the  $\langle keyval list \rangle$ ). The `\keys_set_filter:nnn` version skips this stage.

Use of `\keys_set_filter:nnnN` can be nested, with the correct residual  $\langle keyval list \rangle$  returned at each stage.

---

<code>\keys_set_groups:nnn</code>	<code>\keys_set_groups:nnn {&lt;module&gt;} {&lt;groups&gt;} {&lt;keyval list&gt;}</code>
<code>\keys_set_groups:(nnV nnv nno)</code>	

---

New: 2013-07-14

Updated: 2017-05-27

---

Activates key filtering in an “opt-in” sense: only keys assigned to one or more of the  $\langle groups \rangle$  specified are set. The  $\langle groups \rangle$  are given as a comma-separated list. Unknown keys are not assigned to any group and are thus never set.

## 7 Utility functions for keys

---

<code>\keys_if_exist_p:nn</code> ★	<code>\keys_if_exist_p:nn {&lt;module&gt;} {&lt;key&gt;}</code>
<code>\keys_if_exist:nnTF</code> ★	<code>\keys_if_exist:nnTF {&lt;module&gt;} {&lt;key&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

Updated: 2015-11-07 Tests if the  $\langle key \rangle$  exists for  $\langle module \rangle$ , *i.e.* if any code has been defined for  $\langle key \rangle$ .

---



---

<code>\keys_if_choice_exist_p:nnn</code> ★	<code>\keys_if_choice_exist_p:nnn {&lt;module&gt;} {&lt;key&gt;} {&lt;choice&gt;}</code>
<code>\keys_if_choice_exist:nnnTF</code> ★	<code>\keys_if_choice_exist:nnnTF {&lt;module&gt;} {&lt;key&gt;} {&lt;choice&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2011-08-21

Updated: 2015-11-07

---

Tests if the  $\langle choice \rangle$  is defined for the  $\langle key \rangle$  within the  $\langle module \rangle$ , *i.e.* if any code has been defined for  $\langle key \rangle / \langle choice \rangle$ . The test is **false** if the  $\langle key \rangle$  itself is not defined.

---

<code>\keys_show:nn</code>	<code>\keys_show:nn {&lt;module&gt;} {&lt;key&gt;}</code>
----------------------------	---

---

Updated: 2015-08-09

---

Displays in the terminal the information associated to the  $\langle key \rangle$  for a  $\langle module \rangle$ , including the function which is used to actually implement it.

---

<code>\keys_log:nn</code>	<code>\keys_log:nn {&lt;module&gt;} {&lt;key&gt;}</code>
---------------------------	--

---

New: 2014-08-22

Updated: 2015-08-09

---

Writes in the log file the information associated to the  $\langle key \rangle$  for a  $\langle module \rangle$ . See also `\keys_show:nn` which displays the result in the terminal.

## 8 Low-level interface for parsing key–val lists

To re-cap from earlier, a key–value list is input of the form

```
KeyOne = ValueOne ,  
KeyTwo = ValueTwo ,  
KeyThree
```

where each key–value pair is separated by a comma from the rest of the list, and each key–value pair does not necessarily contain an equals sign or a value! Processing this type of input correctly requires a number of careful steps, to correctly account for braces, spaces and the category codes of separators.

While the functions described earlier are used as a high-level interface for processing such input, in special circumstances you may wish to use a lower-level approach. The low-level parsing system converts a *key–value list* into *keys* and associated *values*. After the parsing phase is completed, the resulting keys and values (or keys alone) are available for further processing. This processing is not carried out by the low-level parser itself, and so the parser requires the names of two functions along with the key–value list. One function is needed to process key–value pairs (it receives two arguments), and a second function is required for keys given without any value (it is called with a single argument).

The parser does not double # tokens or expand any input. Active tokens = and , appearing at the outer level of braces are converted to category “other” (12) so that the parser does not “miss” any due to category code changes. Spaces are removed from the ends of the keys and values. Keys and values which are given in braces have exactly one set removed (after space trimming), thus

```
key = {value here},
```

and

```
key = value here,
```

are treated identically.

---

**\keyval\_parse:NNn**

---

Updated: 2011-09-08

---

**\keyval\_parse:NNn**  $\langle function_1 \rangle$   $\langle function_2 \rangle$  { $\langle key-value list \rangle$ }

Parses the  $\langle key-value list \rangle$  into a series of  $\langle keys \rangle$  and associated  $\langle values \rangle$ , or keys alone (if no  $\langle value \rangle$  was given).  $\langle function_1 \rangle$  should take one argument, while  $\langle function_2 \rangle$  should absorb two arguments. After **\keyval\_parse:NNn** has parsed the  $\langle key-value list \rangle$ ,  $\langle function_1 \rangle$  is used to process keys given with no value and  $\langle function_2 \rangle$  is used to process keys given with a value. The order of the  $\langle keys \rangle$  in the  $\langle key-value list \rangle$  is preserved. Thus

```
\keyval_parse:NNn \function:n \function:nn
{ key1 = value1 , key2 = value2, key3 = , key4 }
```

is converted into an input stream

```
\function:nn { key1 } { value1 }
\function:nn { key2 } { value2 }
\function:nn { key3 } { }
\function:n { key4 }
```

Note that there is a difference between an empty value (an equals sign followed by nothing) and a missing value (no equals sign at all). Spaces are trimmed from the ends of the  $\langle key \rangle$  and  $\langle value \rangle$ , then one *outer* set of braces is removed from the  $\langle key \rangle$  and  $\langle value \rangle$  as part of the processing.

## Part XXI

# The l3fp package: floating points

A decimal floating point number is one which is stored as a significand and a separate exponent. The module implements expandably a wide set of arithmetic, trigonometric, and other operations on decimal floating point numbers, to be used within floating point expressions. Floating point expressions support the following operations with their usual precedence.

- Basic arithmetic: addition  $x + y$ , subtraction  $x - y$ , multiplication  $x * y$ , division  $x / y$ , square root  $\sqrt{x}$ , and parentheses.
  - Comparison operators:  $x < y$ ,  $x <= y$ ,  $x >? y$ ,  $x != y$  etc.
  - Boolean logic: sign  $\text{sign } x$ , negation  $!x$ , conjunction  $x \&\& y$ , disjunction  $x || y$ , ternary operator  $x ? y : z$ .
  - Exponentials:  $\exp x$ ,  $\ln x$ ,  $x^y$ .
  - Trigonometry:  $\sin x$ ,  $\cos x$ ,  $\tan x$ ,  $\cot x$ ,  $\sec x$ ,  $\csc x$  expecting their arguments in radians, and  $\text{sind } x$ ,  $\text{cosd } x$ ,  $\text{tand } x$ ,  $\text{cotd } x$ ,  $\text{secd } x$ ,  $\text{cscd } x$  expecting their arguments in degrees.
  - Inverse trigonometric functions:  $\text{asin } x$ ,  $\text{acos } x$ ,  $\text{atan } x$ ,  $\text{acot } x$ ,  $\text{asec } x$ ,  $\text{acsc } x$  giving a result in radians, and  $\text{asind } x$ ,  $\text{acosd } x$ ,  $\text{atand } x$ ,  $\text{acotd } x$ ,  $\text{asecd } x$ ,  $\text{acscd } x$  giving a result in degrees.
- (not yet) Hyperbolic functions and their inverse functions:  $\sinh x$ ,  $\cosh x$ ,  $\tanh x$ ,  $\coth x$ ,  $\text{sech } x$ ,  $\text{csch } x$ , and  $\text{asinh } x$ ,  $\text{acosh } x$ ,  $\text{atanh } x$ ,  $\text{acoth } x$ ,  $\text{asech } x$ ,  $\text{acsch } x$ .
- Extrema:  $\max(x, y, \dots)$ ,  $\min(x, y, \dots)$ ,  $\text{abs}(x)$ .
  - Rounding functions ( $n = 0$  by default,  $t = \text{NaN}$  by default):  $\text{trunc}(x, n)$  rounds towards zero,  $\text{floor}(x, n)$  rounds towards  $-\infty$ ,  $\text{ceil}(x, n)$  rounds towards  $+\infty$ ,  $\text{round}(x, n, t)$  rounds to the closest value, with ties rounded to an even value by default, towards zero if  $t = 0$ , towards  $+\infty$  if  $t > 0$  and towards  $-\infty$  if  $t < 0$ . And (not yet) modulo, and “quantize”.
  - Random numbers:  $\text{rand}()$ ,  $\text{randint}(m, n)$  in pdfTeX and LuaTeX engines.
  - Constants: `pi`, `deg` (one degree in radians).
  - Dimensions, automatically expressed in points, e.g., `pc` is 12.
  - Automatic conversion (no need for `\langle type \rangle\_use:N`) of integer, dimension, and skip variables to floating points, expressing dimensions in points and ignoring the stretch and shrink components of skips.

Floating point numbers can be given either explicitly (in a form such as `1.234e-34`, or `-.0001`), or as a stored floating point variable, which is automatically replaced by its current value. See section 9.1 for a description of what a floating point is, section 9.2 for details about how an expression is parsed, and section 9.3 to know what the various operations do. Some operations may raise exceptions (error messages), described in section 7.

An example of use could be the following.

`\LaTeX{}` can now compute:  $\frac{\sin(3.5)}{2} + 2 \cdot 10^{-3}$   
`= \ExplSyntaxOn \fp_to_decimal:n {sin 3.5 /2 + 2e-3} $.`

But in all fairness, this module is mostly meant as an underlying tool for higher-level commands. For example, one could provide a function to typeset nicely the result of floating point computations.

```
\documentclass{article}
\usepackage{xparse, siunitx}
\ExplSyntaxOn
\NewDocumentCommand { \calcnun } { m }
{ \num { \fp_to_scientific:n {#1} } }
\ExplSyntaxOff
\begin{document}
\calcnun { 2 pi * sin ( 2.3 ^ 5 ) }
\end{document}
```

## 1 Creating and initialising floating point variables

<code>\fp_new:N</code>	<code>\fp_new:N &lt;fp var&gt;</code>
<code>\fp_new:c</code>	Creates a new <i>&lt;fp var&gt;</i> or raises an error if the name is already taken. The declaration is global. The <i>&lt;fp var&gt;</i> is initially +0.
Updated: 2012-05-08	
<code>\fp_const:Nn</code>	<code>\fp_const:Nn &lt;fp var&gt; {&lt;floating point expression&gt;}</code>
<code>\fp_const:cn</code>	Creates a new constant <i>&lt;fp var&gt;</i> or raises an error if the name is already taken. The <i>&lt;fp var&gt;</i> is set globally equal to the result of evaluating the <i>&lt;floating point expression&gt;</i> .
Updated: 2012-05-08	
<code>\fp_zero:N</code>	<code>\fp_zero:N &lt;fp var&gt;</code>
<code>\fp_zero:c</code>	Sets the <i>&lt;fp var&gt;</i> to +0.
<code>\fp_gzero:N</code>	
<code>\fp_gzero:c</code>	
Updated: 2012-05-08	
<code>\fp_zero_new:N</code>	<code>\fp_zero_new:N &lt;fp var&gt;</code>
<code>\fp_zero_new:c</code>	Ensures that the <i>&lt;fp var&gt;</i> exists globally by applying <code>\fp_new:N</code> if necessary, then applies <code>\fp_(g)zero:N</code> to leave the <i>&lt;fp var&gt;</i> set to +0.
<code>\fp_gzero_new:N</code>	
<code>\fp_gzero_new:c</code>	
Updated: 2012-05-08	

## 2 Setting floating point variables

<code>\fp_set:Nn</code>	<code>\fp_set:Nn &lt;fp var&gt; {&lt;floating point expression&gt;}</code>
<code>\fp_set:cn</code>	Sets <i>&lt;fp var&gt;</i> equal to the result of computing the <i>&lt;floating point expression&gt;</i> .
<code>\fp_gset:Nn</code>	
<code>\fp_gset:cn</code>	
Updated: 2012-05-08	

<code>\fp_set_eq:NN</code>	<code>\fp_set_eq:NN &lt;fp var<sub>1</sub>&gt; &lt;fp var<sub>2</sub>&gt;</code>
<code>\fp_set_eq:(cN Nc cc)</code>	Sets the floating point variable $\langle fp\ var_1 \rangle$ equal to the current value of $\langle fp\ var_2 \rangle$ .
<code>\fp_gset_eq:NN</code>	
<code>\fp_gset_eq:(cN Nc cc)</code>	
Updated: 2012-05-08	

<code>\fp_add:Nn</code>	<code>\fp_add:Nn &lt;fp var&gt; {&lt;floating point expression&gt;}</code>
<code>\fp_add:cn</code>	
<code>\fp_gadd:Nn</code>	Adds the result of computing the $\langle floating\ point\ expression \rangle$ to the $\langle fp\ var \rangle$ .
<code>\fp_gadd:cn</code>	
Updated: 2012-05-08	

<code>\fp_sub:Nn</code>	<code>\fp_sub:Nn &lt;fp var&gt; {&lt;floating point expression&gt;}</code>
<code>\fp_sub:cn</code>	
<code>\fp_gsub:Nn</code>	Subtracts the result of computing the $\langle floating\ point\ expression \rangle$ from the $\langle fp\ var \rangle$ .
<code>\fp_gsub:cn</code>	
Updated: 2012-05-08	

### 3 Using floating point numbers

<code>\fp_eval:n</code> ★	<code>\fp_eval:n {&lt;floating point expression&gt;}</code>
New: 2012-05-08	Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed, and integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception. This function is identical to <code>\fp_to_decimal:n</code> .
Updated: 2012-07-08	

<code>\fp_to_decimal:N</code> ★	<code>\fp_to_decimal:N &lt;fp var&gt;</code>
<code>\fp_to_decimal:c</code> ★	<code>\fp_to_decimal:n {&lt;floating point expression&gt;}</code>
<code>\fp_to_decimal:n</code> ★	Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed, and integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.
New: 2012-05-08	
Updated: 2012-07-08	

<code>\fp_to_dim:N</code> ★	<code>\fp_to_dim:N &lt;fp var&gt;</code>
<code>\fp_to_dim:c</code> ★	<code>\fp_to_dim:n {&lt;floating point expression&gt;}</code>
<code>\fp_to_dim:n</code> ★	Evaluates the $\langle floating\ point\ expression \rangle$ and expresses the result as a dimension (in pt) suitable for use in dimension expressions. The output is identical to <code>\fp_to_decimal:n</code> , with an additional trailing <b>pt</b> (both letter tokens). In particular, the result may be outside the range $[-2^{14} + 2^{-17}, 2^{14} - 2^{-17}]$ of valid T <sub>E</sub> X dimensions, leading to overflow errors if used as a dimension. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.
Updated: 2016-03-22	

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<code>\fp_to_int:N</code>	★	<code>\fp_to_int:N &lt;fp var&gt;</code>
<code>\fp_to_int:c</code>	★	<code>\fp_to_int:n {&lt;floating point expression&gt;}</code>
<code>\fp_to_int:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> , and rounds the result to the closest integer, rounding exact ties to an even integer. The result may be outside the range $[-2^{31} + 1, 2^{31} - 1]$ of valid TeX integers, leading to overflow errors if used in an integer expression. The values $\pm\infty$ and NaN trigger an “invalid operation” exception.

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Updated: 2012-07-08

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<code>\fp_to_scientific:N</code>	★	<code>\fp_to_scientific:N &lt;fp var&gt;</code>
<code>\fp_to_scientific:c</code>	★	<code>\fp_to_scientific:n {&lt;floating point expression&gt;}</code>
<code>\fp_to_scientific:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> and expresses the result in scientific notation:

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New: 2012-05-08  
Updated: 2016-03-22

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*<optional -><digit>.<15 digits>e<optional sign><exponent>*

The leading *<digit>* is non-zero except in the case of  $\pm 0$ . The values  $\pm\infty$  and NaN trigger an “invalid operation” exception. Normal category codes apply: thus the **e** is category code 11 (a letter).

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<code>\fp_to_tl:N</code>	★	<code>\fp_to_tl:N &lt;fp var&gt;</code>
<code>\fp_to_tl:c</code>	★	<code>\fp_to_tl:n {&lt;floating point expression&gt;}</code>
<code>\fp_to_tl:n</code>	★	Evaluates the <i>&lt;floating point expression&gt;</i> and expresses the result in (almost) the shortest possible form. Numbers in the ranges $(0, 10^{-3})$ and $[10^{16}, \infty)$ are expressed in scientific notation with trailing zeros trimmed and no decimal separator when there is a single significant digit (this differs from <code>\fp_to_scientific:n</code> ). Numbers in the range $[10^{-3}, 10^{16})$ are expressed in a decimal notation without exponent, with trailing zeros trimmed, and no decimal separator for integer values (see <code>\fp_to_decimal:n</code> ). Negative numbers start with <b>-</b> . The special values $\pm 0$ , $\pm\infty$ and NaN are rendered as <b>0</b> , <b>-0</b> , <b>inf</b> , <b>-inf</b> , and <b>nan</b> respectively. Normal category codes apply and thus <b>inf</b> or <b>nan</b> , if produced, are made up of letters.

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Updated: 2016-03-22

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<code>\fp_use:N</code>	★	<code>\fp_use:N &lt;fp var&gt;</code>
<code>\fp_use:c</code>	★	Inserts the value of the <i>&lt;fp var&gt;</i> into the input stream as a decimal number with no exponent. Leading or trailing zeros may be inserted to compensate for the exponent. Non-significant trailing zeros are trimmed. Integers are expressed without a decimal separator. The values $\pm\infty$ and NaN trigger an “invalid operation” exception. This function is identical to <code>\fp_to_decimal:N</code> .

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Updated: 2012-07-08

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## 4 Floating point conditionals

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<code>\fp_if_exist_p:N</code>	★	<code>\fp_if_exist_p:N &lt;fp var&gt;</code>
<code>\fp_if_exist_p:c</code>	★	<code>\fp_if_exist:NTF &lt;fp var&gt; {&lt;true code&gt;} {&lt;false code&gt;}</code>
<code>\fp_if_exist:NTF</code>	★	Tests whether the <i>&lt;fp var&gt;</i> is currently defined. This does not check that the <i>&lt;fp var&gt;</i> really is a floating point variable.
<code>\fp_if_exist:cTF</code>	★	

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Updated: 2012-05-08

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<code>\fp_compare_p:nNn</code> ★ <code>\fp_compare:nNnTF</code> ★	<code>\fp_compare_p:nNn {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;}</code> <code>\fp_compare:nNnTF {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
--	---

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Updated: 2012-05-08

Compares the  $\langle fpexpr_1 \rangle$  and the  $\langle fpexpr_2 \rangle$ , and returns **true** if the  $\langle relation \rangle$  is obeyed. Two floating point numbers  $x$  and  $y$  may obey four mutually exclusive relations:  $x < y$ ,  $x = y$ ,  $x > y$ , or  $x$  and  $y$  are not ordered. The latter case occurs exactly when one or both operands is NaN, and this relation is denoted by the symbol ?. Note that a NaN is distinct from any value, even another NaN, hence  $x = x$  is not true for a NaN. To test if a value is NaN, compare it to an arbitrary number with the “not ordered” relation.

```

\fp_compare:nNnTF { <value> } ? { 0 }
{ } % <value> is nan
{ } % <value> is not nan

```

---

<code>\fp_compare_p:n</code> ★ <code>\fp_compare:nTF</code> ★	<code>\fp_compare_p:n</code> <code>{</code> <code>  &lt;fpexpr<sub>1</sub>&gt; &lt;relation<sub>1</sub>&gt;</code> <code>  ...</code> <code>  &lt;fpexpr<sub>N</sub>&gt; &lt;relation<sub>N</sub>&gt;</code> <code>  &lt;fpexpr<sub>N+1</sub>&gt;</code> <code>}</code> <code>\fp_compare:nTF</code> <code>{</code> <code>  &lt;fpexpr<sub>1</sub>&gt; &lt;relation<sub>1</sub>&gt;</code> <code>  ...</code> <code>  &lt;fpexpr<sub>N</sub>&gt; &lt;relation<sub>N</sub>&gt;</code> <code>  &lt;fpexpr<sub>N+1</sub>&gt;</code> <code>}</code> <code>{&lt;true code&gt;} {&lt;false code&gt;}</code>
--	---

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Updated: 2012-12-14

Evaluates the  $\langle floating point expressions \rangle$  as described for `\fp_eval:n` and compares consecutive result using the corresponding  $\langle relation \rangle$ , namely it compares  $\langle intexpr_1 \rangle$  and  $\langle intexpr_2 \rangle$  using the  $\langle relation_1 \rangle$ , then  $\langle intexpr_2 \rangle$  and  $\langle intexpr_3 \rangle$  using the  $\langle relation_2 \rangle$ , until finally comparing  $\langle intexpr_N \rangle$  and  $\langle intexpr_{N+1} \rangle$  using the  $\langle relation_N \rangle$ . The test yields **true** if all comparisons are **true**. Each  $\langle floating point expression \rangle$  is evaluated only once. Contrarily to `\int_compare:nTF`, all  $\langle floating point expressions \rangle$  are computed, even if one comparison is **false**. Two floating point numbers  $x$  and  $y$  may obey four mutually exclusive relations:  $x < y$ ,  $x = y$ ,  $x > y$ , or  $x$  and  $y$  are not ordered. The latter case occurs exactly when one or both operands is NaN, and this relation is denoted by the symbol ?. Each  $\langle relation \rangle$  can be any (non-empty) combination of  $<$ ,  $=$ ,  $>$ , and  $?$ , plus an optional leading  $!$  (which negates the  $\langle relation \rangle$ ), with the restriction that the  $\langle relation \rangle$  may not start with  $?$ , as this symbol has a different meaning (in combination with  $:$ ) within floatin point expressions. The comparison  $x \langle relation \rangle y$  is then **true** if the  $\langle relation \rangle$  does not start with  $!$  and the actual relation ( $<$ ,  $=$ ,  $>$ , or  $?$ ) between  $x$  and  $y$  appears within the  $\langle relation \rangle$ , or on the contrary if the  $\langle relation \rangle$  starts with  $!$  and the relation between  $x$  and  $y$  does not appear within the  $\langle relation \rangle$ . Common choices of  $\langle relation \rangle$  include  $>=$  (greater or equal),  $!=$  (not equal),  $!?$  or  $<=>$  (comparable).



## 5 Floating point expression loops

<code>\fp_do_until:nNnn</code> ☆	<code>\fp_do_until:nNnn {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>true</b> .
<code>\fp_do_while:nNnn</code> ☆	<code>\fp_do_while:nNnn {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>false</b> .
<code>\fp_until_do:nNnn</code> ☆	<code>\fp_until_do:nNnn {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>true</b> .
<code>\fp_while_do:nNnn</code> ☆	<code>\fp_while_do:nNnn {&lt;fpexpr<sub>1</sub>&gt;} &lt;relation&gt; {&lt;fpexpr<sub>2</sub>&gt;} {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nNnTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>true</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>false</b> .
<code>\fp_do_until:nn</code> ☆	<code>\fp_do_until:nn { &lt;fpexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;fpexpr<sub>2</sub>&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> . If the test is <b>false</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>true</b> .
<code>\fp_do_while:nn</code> ☆	<code>\fp_do_while:nn { &lt;fpexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;fpexpr<sub>2</sub>&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Places the <i>&lt;code&gt;</i> in the input stream for T <sub>E</sub> X to process, and then evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> . If the test is <b>true</b> then the <i>&lt;code&gt;</i> is inserted into the input stream again and a loop occurs until the <i>&lt;relation&gt;</i> is <b>false</b> .
<code>\fp_until_do:nn</code> ☆	<code>\fp_until_do:nn { &lt;fpexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;fpexpr<sub>2</sub>&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is <b>false</b> . After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is <b>true</b> .

<hr/> <code>\fp_while_do:nn</code> ☆ <hr/>	<code>\fp_while_do:nn { &lt;fpexpr<sub>1</sub>&gt; &lt;relation&gt; &lt;fpexpr<sub>2</sub>&gt; } {&lt;code&gt;}</code>
New: 2012-08-16	Evaluates the relationship between the two <i>&lt;floating point expressions&gt;</i> as described for <code>\fp_compare:nTF</code> , and then places the <i>&lt;code&gt;</i> in the input stream if the <i>&lt;relation&gt;</i> is true. After the <i>&lt;code&gt;</i> has been processed by T <sub>E</sub> X the test is repeated, and a loop occurs until the test is false.

<hr/> <code>\fp_step_function:nnnN</code> ☆ <code>\fp_step_function:nnnc</code> ☆ <hr/>	<code>\fp_step_function:nnnN {&lt;initial value&gt;} {&lt;step&gt;} {&lt;final value&gt;} &lt;function&gt;</code>
New: 2016-11-21 Updated: 2016-12-06	This function first evaluates the <i>&lt;initial value&gt;</i> , <i>&lt;step&gt;</i> and <i>&lt;final value&gt;</i> , all of which should be floating point expressions. The <i>&lt;function&gt;</i> is then placed in front of each <i>&lt;value&gt;</i> from the <i>&lt;initial value&gt;</i> to the <i>&lt;final value&gt;</i> in turn (using <i>&lt;step&gt;</i> between each <i>&lt;value&gt;</i> ). The <i>&lt;step&gt;</i> must be non-zero. If the <i>&lt;step&gt;</i> is positive, the loop stops when the <i>&lt;value&gt;</i> becomes larger than the <i>&lt;final value&gt;</i> . If the <i>&lt;step&gt;</i> is negative, the loop stops when the <i>&lt;value&gt;</i> becomes smaller than the <i>&lt;final value&gt;</i> . The <i>&lt;function&gt;</i> should absorb one numerical argument. For example

```
\cs_set:Npn \my_func:n #1 { [I~saw~#1] \quad }
\fp_step_function:nnnN { 1.0 } { 0.1 } { 1.5 } \my_func:n
```

would print

```
[I saw 1.0] [I saw 1.1] [I saw 1.2] [I saw 1.3] [I saw 1.4] [I saw 1.5]
```

**T<sub>E</sub>Xhackers note:** Due to rounding, it may happen that adding the *<step>* to the *<value>* does not change the *<value>*; such cases give an error, as they would otherwise lead to an infinite loop.

<hr/> <code>\fp_step_inline:nnnn</code> <hr/>	<code>\fp_step_inline:nnnn {&lt;initial value&gt;} {&lt;step&gt;} {&lt;final value&gt;} {&lt;code&gt;}</code>
New: 2016-11-21 Updated: 2016-12-06	This function first evaluates the <i>&lt;initial value&gt;</i> , <i>&lt;step&gt;</i> and <i>&lt;final value&gt;</i> , all of which should be floating point expressions. Then for each <i>&lt;value&gt;</i> from the <i>&lt;initial value&gt;</i> to the <i>&lt;final value&gt;</i> in turn (using <i>&lt;step&gt;</i> between each <i>&lt;value&gt;</i> ), the <i>&lt;code&gt;</i> is inserted into the input stream with <b>#1</b> replaced by the current <i>&lt;value&gt;</i> . Thus the <i>&lt;code&gt;</i> should define a function of one argument ( <b>#1</b> ).

<hr/> <code>\fp_step_variable:nnnNn</code> <hr/>	<code>\fp_step_variable:nnnNn {&lt;initial value&gt;} {&lt;step&gt;} {&lt;final value&gt;} &lt;tl var&gt; {&lt;code&gt;}</code>
New: 2017-04-12	This function first evaluates the <i>&lt;initial value&gt;</i> , <i>&lt;step&gt;</i> and <i>&lt;final value&gt;</i> , all of which should be floating point expressions. Then for each <i>&lt;value&gt;</i> from the <i>&lt;initial value&gt;</i> to the <i>&lt;final value&gt;</i> in turn (using <i>&lt;step&gt;</i> between each <i>&lt;value&gt;</i> ), the <i>&lt;code&gt;</i> is inserted into the input stream, with the <i>&lt;tl var&gt;</i> defined as the current <i>&lt;value&gt;</i> . Thus the <i>&lt;code&gt;</i> should make use of the <i>&lt;tl var&gt;</i> .

## 6 Some useful constants, and scratch variables

<hr/> <code>\c_zero_fp</code> <code>\c_minus_zero_fp</code> <hr/>	Zero, with either sign.
New: 2012-05-08	

<hr/> <code>\c_one_fp</code> <hr/>	One as an <code>fp</code> : useful for comparisons in some places.
<hr/> New: 2012-05-08 <hr/>	
<hr/> <code>\c_inf_fp</code> <code>\c_minus_inf_fp</code> <hr/>	Infinity, with either sign. These can be input directly in a floating point expression as <code>inf</code> and <code>-inf</code> .
<hr/> New: 2012-05-08 <hr/>	
<hr/> <code>\c_e_fp</code> <hr/>	The value of the base of the natural logarithm, $e = \exp(1)$ .
<hr/> Updated: 2012-05-08 <hr/>	
<hr/> <code>\c_pi_fp</code> <hr/>	The value of $\pi$ . This can be input directly in a floating point expression as <code>pi</code> .
<hr/> Updated: 2013-11-17 <hr/>	
<hr/> <code>\c_one_degree_fp</code> <hr/>	The value of $1^\circ$ in radians. Multiply an angle given in degrees by this value to obtain a result in radians. Note that trigonometric functions expecting an argument in radians or in degrees are both available. Within floating point expressions, this can be accessed as <code>deg</code> .
<hr/> New: 2012-05-08 Updated: 2013-11-17 <hr/>	
<hr/> <code>\l_tmpa_fp</code> <code>\l_tmpb_fp</code> <hr/>	Scratch floating points for local assignment. These are never used by the kernel code, and so are safe for use with any $\text{\LaTeX}3$ -defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<hr/> <code>\g_tmpa_fp</code> <code>\g_tmpb_fp</code> <hr/>	Scratch floating points for global assignment. These are never used by the kernel code, and so are safe for use with any $\text{\LaTeX}3$ -defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## 7 Floating point exceptions

*The functions defined in this section are experimental, and their functionality may be altered or removed altogether.*

“Exceptions” may occur when performing some floating point operations, such as `0 / 0`, or `10 ** 1e9999`. The relevant IEEE standard defines 5 types of exceptions, of which we implement 4.

- *Overflow* occurs whenever the result of an operation is too large to be represented as a normal floating point number. This results in  $\pm\infty$ .
- *Underflow* occurs whenever the result of an operation is too close to 0 to be represented as a normal floating point number. This results in  $\pm 0$ .
- *Invalid operation* occurs for operations with no defined outcome, for instance `0/0` or `sin( $\infty$ )`, and results in a NaN. It also occurs for conversion functions whose target type does not have the appropriate infinite or NaN value (*e.g.*, `\fp_to_dim:n`).
- *Division by zero* occurs when dividing a non-zero number by 0, or when evaluating functions at poles, *e.g.*, `ln(0)` or `cot(0)`. This results in  $\pm\infty$ .

(*not yet*) *Inexact* occurs whenever the result of a computation is not exact, in other words, almost always. At the moment, this exception is entirely ignored in L<sup>A</sup>T<sub>E</sub>X3.

To each exception we associate a “flag”: `fp_overflow`, `fp_underflow`, `fp_invalid_operation` and `fp_division_by_zero`. The state of these flags can be tested and modified with commands from `l3flag`

By default, the “invalid operation” exception triggers an (expandable) error, and raises the corresponding flag. Other exceptions raise the corresponding flag but do not trigger an error. The behaviour when an exception occurs can be modified (using `\fp_trap:nn`) to either produce an error and raise the flag, or only raise the flag, or do nothing at all.

<code>\fp_trap:nn</code>	<code>\fp_trap:nn {(exception)} {(trap type)}</code>
New: 2012-07-19 Updated: 2017-02-13	All occurrences of the <code>&lt;exception&gt;</code> ( <code>overflow</code> , <code>underflow</code> , <code>invalid_operation</code> or <code>division_by_zero</code> ) within the current group are treated as <code>&lt;trap type&gt;</code> , which can be <ul style="list-style-type: none"> <li>• <b>none</b>: the <code>&lt;exception&gt;</code> will be entirely ignored, and leave no trace;</li> <li>• <b>flag</b>: the <code>&lt;exception&gt;</code> will turn the corresponding flag on when it occurs;</li> <li>• <b>error</b>: additionally, the <code>&lt;exception&gt;</code> will halt the T<sub>E</sub>X run and display some information about the current operation in the terminal.</li> </ul>

*This function is experimental, and may be altered or removed.*

---

`flag_fp_overflow`  
`flag_fp_underflow`  
`flag_fp_invalid_operation`  
`flag_fp_division_by_zero`

---

Flags denoting the occurrence of various floating-point exceptions.

## 8 Viewing floating points

<code>\fp_show:N</code>	<code>\fp_show:N {fp var}</code>
<code>\fp_show:c</code>	<code>\fp_show:n {(floating point expression)}</code>
<code>\fp_show:n</code>	Evaluates the <code>&lt;floating point expression&gt;</code> and displays the result in the terminal.

New: 2012-05-08  
Updated: 2015-08-07

<code>\fp_log:N</code>	<code>\fp_log:N {fp var}</code>
<code>\fp_log:c</code>	<code>\fp_log:n {(floating point expression)}</code>
<code>\fp_log:n</code>	Evaluates the <code>&lt;floating point expression&gt;</code> and writes the result in the log file.

New: 2014-08-22  
Updated: 2015-08-07

## 9 Floating point expressions

### 9.1 Input of floating point numbers

We support four types of floating point numbers:

- $\pm m \cdot 10^n$ , a floating point number, with integer  $1 \leq m \leq 10^{16}$ , and  $-10000 \leq n \leq 10000$ ;
- $\pm 0$ , zero, with a given sign;
- $\pm \infty$ , infinity, with a given sign;
- NaN, is “not a number”, and can be either quiet or signalling (*not yet*: this distinction is currently unsupported);

Normal floating point numbers are stored in base 10, with up to 16 significant figures.

On input, a normal floating point number consists of:

- $\langle sign \rangle$ : a possibly empty string of + and - characters;
- $\langle significand \rangle$ : a non-empty string of digits together with zero or one dot;
- $\langle exponent \rangle$  optionally: the character e, followed by a possibly empty string of + and - tokens, and a non-empty string of digits.

The sign of the resulting number is + if  $\langle sign \rangle$  contains an even number of -, and - otherwise, hence, an empty  $\langle sign \rangle$  denotes a non-negative input. The stored significand is obtained from  $\langle significand \rangle$  by omitting the decimal separator and leading zeros, and rounding to 16 significant digits, filling with trailing zeros if necessary. In particular, the value stored is exact if the input  $\langle significand \rangle$  has at most 16 digits. The stored  $\langle exponent \rangle$  is obtained by combining the input  $\langle exponent \rangle$  (0 if absent) with a shift depending on the position of the significand and the number of leading zeros.

A special case arises if the resulting  $\langle exponent \rangle$  is either too large or too small for the floating point number to be represented. This results either in an overflow (the number is then replaced by  $\pm \infty$ ), or an underflow (resulting in  $\pm 0$ ).

The result is thus  $\pm 0$  if and only if  $\langle significand \rangle$  contains no non-zero digit (*i.e.*, consists only in characters 0, and an optional period), or if there is an underflow. Note that a single dot is currently a valid floating point number, equal to +0, but that is not guaranteed to remain true.

The  $\langle significand \rangle$  must be non-empty, so e1 and e-1 are not valid floating point numbers. Note that the latter could be mistaken with the difference of “e” and 1. To avoid confusions, the base of natural logarithms cannot be input as e and should be input as `exp(1)` or `\c_e_fp`.

Special numbers are input as follows:

- `inf` represents  $+\infty$ , and can be preceded by any  $\langle sign \rangle$ , yielding  $\pm \infty$  as appropriate.
- `nan` represents a (quiet) non-number. It can be preceded by any sign, but that sign is ignored.
- Any unrecognizable string triggers an error, and produces a NaN.

## 9.2 Precedence of operators

We list here all the operations supported in floating point expressions, in order of decreasing precedence: operations listed earlier bind more tightly than operations listed below them.

- Function calls (`sin`, `ln`, *etc*).

- Binary `**` and `^` (right associative).
- Unary `+`, `-`, `!`.
- Binary `*`, `/`, and implicit multiplication by juxtaposition (`2pi`, `3(4+5)`, *etc.*).
- Binary `+` and `-`.
- Comparisons `>=`, `!=`, `<?`, *etc.*
- Logical `and`, denoted by `&&`.
- Logical `or`, denoted by `||`.
- Ternary operator `?:` (right associative).

The precedence of operations can be overridden using parentheses. In particular, those precedences imply that

$$\begin{aligned}\sin 2\pi &= \sin(2\pi) = 0, \\ 2^{2\max(3,4)} &= 2^{2\max(3,4)} = 256.\end{aligned}$$

Functions are called on the value of their argument, contrarily to  $\text{\TeX}$  macros.

### 9.3 Operations

We now present the various operations allowed in floating point expressions, from the lowest precedence to the highest. When used as a truth value, a floating point expression is `false` if it is  $\pm 0$ , and `true` otherwise, including when it is `NaN`.

---

```
?: \fp_eval:n { <operand1> ? <operand2> : <operand3> }
```

---

The ternary operator `?:` results in `<operand2>` if `<operand1>` is true, and `<operand3>` if it is false (equal to  $\pm 0$ ). All three `<operands>` are evaluated in all cases. The operator is right associative, hence

```
\fp_eval:n
{
  1 + 3 > 4 ? 1 :
  2 + 4 > 5 ? 2 :
  3 + 5 > 6 ? 3 : 4
}
```

first tests whether  $1 + 3 > 4$ ; since this isn't true, the branch following `:` is taken, and  $2 + 4 > 5$  is compared; since this is true, the branch before `:` is taken, and everything else is (evaluated then) ignored. That allows testing for various cases in a concise manner, with the drawback that all computations are made in all cases.

---

```
|| \fp_eval:n { <operand1> || <operand2> }
```

---

If `<operand1>` is true (non-zero), use that value, otherwise the value of `<operand2>`. Both `<operands>` are evaluated in all cases.

<hr/>	<code>\fp_eval:n { &lt;operand1&gt; &amp;&amp; &lt;operand2&gt; }</code>	
		If $\langle operand_1 \rangle$ is false (equal to $\pm 0$ ), use that value, otherwise the value of $\langle operand_2 \rangle$ . Both $\langle operands \rangle$ are evaluated in all cases.
<hr/>		
<code>&lt;</code>	<code>\fp_eval:n</code>	
<code>=</code>	<code>{</code>	
<code>&gt;</code>	<code>  &lt;operand1&gt; &lt;relation1&gt;</code>	
<code>?</code>	<code>  ...</code>	
	<code>  &lt;operandN&gt; &lt;relationN&gt;</code>	
Updated: 2013-12-14	<code>  &lt;operandN+1&gt;</code>	
<hr/>	<code>}</code>	
		Each $\langle relation \rangle$ consists of a non-empty string of <code>&lt;</code> , <code>=</code> , <code>&gt;</code> , and <code>?</code> , optionally preceded by <code>!</code> , and may not start with <code>?</code> . This evaluates to <code>+1</code> if all comparisons $\langle operand_i \rangle \langle relation_j \rangle$ are true, and <code>+0</code> otherwise. All $\langle operands \rangle$ are evaluated in all cases. See <code>\fp_compare:nTF</code> for details.
<hr/>		
<code>+</code>	<code>\fp_eval:n { &lt;operand1&gt; + &lt;operand2&gt; }</code>	
<code>-</code>	<code>\fp_eval:n { &lt;operand1&gt; - &lt;operand2&gt; }</code>	
<hr/>		Computes the sum or the difference of its two $\langle operands \rangle$ . The “invalid operation” exception occurs for $\infty - \infty$ . “Underflow” and “overflow” occur when appropriate.
<hr/>		
<code>*</code>	<code>\fp_eval:n { &lt;operand1&gt; * &lt;operand2&gt; }</code>	
<code>/</code>	<code>\fp_eval:n { &lt;operand1&gt; / &lt;operand2&gt; }</code>	
<hr/>		Computes the product or the ratio of its two $\langle operands \rangle$ . The “invalid operation” exception occurs for $\infty/\infty$ , $0/0$ , or $0 * \infty$ . “Division by zero” occurs when dividing a finite non-zero number by $\pm 0$ . “Underflow” and “overflow” occur when appropriate.
<hr/>		
<code>+</code>	<code>\fp_eval:n { + &lt;operand&gt; }</code>	
<code>-</code>	<code>\fp_eval:n { - &lt;operand&gt; }</code>	
<code>!</code>	<code>\fp_eval:n { ! &lt;operand&gt; }</code>	
<hr/>		The unary <code>+</code> does nothing, the unary <code>-</code> changes the sign of the $\langle operand \rangle$ , and <code>!</code> $\langle operand \rangle$ evaluates to <code>1</code> if $\langle operand \rangle$ is false and <code>0</code> otherwise (this is the <code>not</code> boolean function). Those operations never raise exceptions.
<hr/>		
<code>**</code>	<code>\fp_eval:n { &lt;operand1&gt; ** &lt;operand2&gt; }</code>	
<code>^</code>	<code>\fp_eval:n { &lt;operand1&gt; ^ &lt;operand2&gt; }</code>	
<hr/>		Raises $\langle operand_1 \rangle$ to the power $\langle operand_2 \rangle$ . This operation is right associative, hence <code>2 ** 2 ** 3</code> equals $2^{2^3} = 256$ . If $\langle operand_1 \rangle$ is negative or $-0$ then: the result’s sign is <code>+</code> if the $\langle operand_2 \rangle$ is infinite and $(-1)^p$ if the $\langle operand_2 \rangle$ is $p/5^q$ with $p, q$ integers; the result is <code>+0</code> if <code>abs(&lt;operand1&gt;)^&lt;operand2&gt;</code> evaluates to zero; in other cases the “invalid operation” exception occurs because the sign cannot be determined. “Division by zero” occurs when raising $\pm 0$ to a finite strictly negative power. “Underflow” and “overflow” occur when appropriate.
<hr/>		
<code>abs</code>	<code>\fp_eval:n { abs( &lt;fpexpr&gt; ) }</code>	
<hr/>		Computes the absolute value of the $\langle fpexpr \rangle$ . This function does not raise any exception beyond those raised when computing its operand $\langle fpexpr \rangle$ . See also <code>\fp_abs:n</code> .

<hr/> <b>exp</b> <hr/>	<code>\fp_eval:n { exp( &lt;fpexpr&gt; ) }</code>	Computes the exponential of the $\langle fpexpr \rangle$ . “Underflow” and “overflow” occur when appropriate.
<hr/> <b>ln</b> <hr/>	<code>\fp_eval:n { ln( &lt;fpexpr&gt; ) }</code>	Computes the natural logarithm of the $\langle fpexpr \rangle$ . Negative numbers have no (real) logarithm, hence the “invalid operation” is raised in that case, including for $\ln(-0)$ . “Division by zero” occurs when evaluating $\ln(+0) = -\infty$ . “Underflow” and “overflow” occur when appropriate.
<hr/> <b>max</b> <b>min</b> <hr/>	<code>\fp_eval:n { max( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; , ... ) }</code> <code>\fp_eval:n { min( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; , ... ) }</code>	Evaluates each $\langle fpexpr \rangle$ and computes the largest (smallest) of those. If any of the $\langle fpexpr \rangle$ is a NaN, the result is NaN. Those operations do not raise exceptions.
<hr/> <b>round</b> <b>trunc</b> <b>ceil</b> <b>floor</b> <hr/>	<code>\fp_eval:n { round ( &lt;fpexpr&gt; ) }</code> <code>\fp_eval:n { round ( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code> <code>\fp_eval:n { round ( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; , &lt;fpexpr<sub>3</sub>&gt; ) }</code>	Only <b>round</b> accepts a third argument. Evaluates $\langle fpexpr_1 \rangle = x$ and $\langle fpexpr_2 \rangle = n$ and $\langle fpexpr_3 \rangle = t$ then rounds $x$ to $n$ places. If $n$ is an integer, this rounds $x$ to a multiple of $10^{-n}$ ; if $n = +\infty$ , this always yields $x$ ; if $n = -\infty$ , this yields one of $\pm 0$ , $\pm\infty$ , or NaN; if $n$ is neither $\pm\infty$ nor an integer, then an “invalid operation” exception is raised. When $\langle fpexpr_2 \rangle$ is omitted, $n = 0$ , <i>i.e.</i> , $\langle fpexpr_1 \rangle$ is rounded to an integer. The rounding direction depends on the function. <ul style="list-style-type: none"> <li>• <b>round</b> yields the multiple of <math>10^{-n}</math> closest to <math>x</math>, with ties (<math>x</math> half-way between two such multiples) rounded as follows. If <math>t</math> is <b>nan</b> or not given the even multiple is chosen (“ties to even”), if <math>t = \pm 0</math> the multiple closest to 0 is chosen (“ties to zero”), if <math>t</math> is positive/negative the multiple closest to <math>\infty/-\infty</math> is chosen (“ties towards positive/negative infinity”).</li> <li>• <b>floor</b> yields the largest multiple of <math>10^{-n}</math> smaller or equal to <math>x</math> (“round towards negative infinity”);</li> <li>• <b>ceil</b> yields the smallest multiple of <math>10^{-n}</math> greater or equal to <math>x</math> (“round towards positive infinity”);</li> <li>• <b>trunc</b> yields a multiple of <math>10^{-n}</math> with the same sign as <math>x</math> and with the largest absolute value less than that of <math>x</math> (“round towards zero”).</li> </ul> <p>“Overflow” occurs if <math>x</math> is finite and the result is infinite (this can only happen if <math>\langle fpexpr_2 \rangle &lt; -9984</math>).</p>
<hr/> <b>sign</b> <hr/>	<code>\fp_eval:n { sign( &lt;fpexpr&gt; ) }</code>	Evaluates the $\langle fpexpr \rangle$ and determines its sign: +1 for positive numbers and for $+\infty$ , -1 for negative numbers and for $-\infty$ , $\pm 0$ for $\pm 0$ , and NaN for NaN. This operation does not raise exceptions.



---

<code>sin</code>	<code>\fp_eval:n { sin( &lt;fpexpr&gt; ) }</code>
<code>cos</code>	<code>\fp_eval:n { cos( &lt;fpexpr&gt; ) }</code>
<code>tan</code>	<code>\fp_eval:n { tan( &lt;fpexpr&gt; ) }</code>
<code>cot</code>	<code>\fp_eval:n { cot( &lt;fpexpr&gt; ) }</code>
<code>csc</code>	<code>\fp_eval:n { csc( &lt;fpexpr&gt; ) }</code>
<code>sec</code>	<code>\fp_eval:n { sec( &lt;fpexpr&gt; ) }</code>

---

Updated: 2013-11-17

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Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the  $\langle fpexpr \rangle$  given in radians. For arguments given in degrees, see `sind`, `cosd`, *etc.* Note that since  $\pi$  is irrational, `sin(8pi)` is not quite zero, while its analogue `sind(8 × 180)` is exactly zero. The trigonometric functions are undefined for an argument of  $\pm\infty$ , leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate.

---

<code>sind</code>	<code>\fp_eval:n { sind( &lt;fpexpr&gt; ) }</code>
<code>cosd</code>	<code>\fp_eval:n { cosd( &lt;fpexpr&gt; ) }</code>
<code>tand</code>	<code>\fp_eval:n { tand( &lt;fpexpr&gt; ) }</code>
<code>cotd</code>	<code>\fp_eval:n { cotd( &lt;fpexpr&gt; ) }</code>
<code>cscd</code>	<code>\fp_eval:n { cscd( &lt;fpexpr&gt; ) }</code>
<code>secd</code>	<code>\fp_eval:n { secd( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

---

Computes the sine, cosine, tangent, cotangent, cosecant, or secant of the  $\langle fpexpr \rangle$  given in degrees. For arguments given in radians, see `sin`, `cos`, *etc.* Note that since  $\pi$  is irrational, `sin(8pi)` is not quite zero, while its analogue `sind(8 × 180)` is exactly zero. The trigonometric functions are undefined for an argument of  $\pm\infty$ , leading to the “invalid operation” exception. Additionally, evaluating tangent, cotangent, cosecant, or secant at one of their poles leads to a “division by zero” exception. “Underflow” and “overflow” occur when appropriate.

---

<code>asin</code>	<code>\fp_eval:n { asin( &lt;fpexpr&gt; ) }</code>
<code>acos</code>	<code>\fp_eval:n { acos( &lt;fpexpr&gt; ) }</code>
<code>acsc</code>	<code>\fp_eval:n { acsc( &lt;fpexpr&gt; ) }</code>
<code>asec</code>	<code>\fp_eval:n { asec( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

---

Computes the arcsine, arccosine, arccosecant, or arcsecant of the  $\langle fpexpr \rangle$  and returns the result in radians, in the range  $[-\pi/2, \pi/2]$  for `asin` and `acsc` and  $[0, \pi]$  for `acos` and `asec`. For a result in degrees, use `asind`, *etc.* If the argument of `asin` or `acos` lies outside the range  $[-1, 1]$ , or the argument of `acsc` or `asec` inside the range  $(-1, 1)$ , an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

---

<code>asind</code>	<code>\fp_eval:n { asind( &lt;fpexpr&gt; ) }</code>
<code>acosd</code>	<code>\fp_eval:n { acosd( &lt;fpexpr&gt; ) }</code>
<code>acscd</code>	<code>\fp_eval:n { acscd( &lt;fpexpr&gt; ) }</code>
<code>asecd</code>	<code>\fp_eval:n { asecd( &lt;fpexpr&gt; ) }</code>

---

New: 2013-11-02

---

Computes the arcsine, arccosine, arccosecant, or arcsecant of the  $\langle fpexpr \rangle$  and returns the result in degrees, in the range  $[-90, 90]$  for `asin` and `acsc` and  $[0, 180]$  for `acos` and `asec`. For a result in radians, use `asin`, *etc.* If the argument of `asin` or `acos` lies outside the range  $[-1, 1]$ , or the argument of `acsc` or `asec` inside the range  $(-1, 1)$ , an “invalid operation” exception is raised. “Underflow” and “overflow” occur when appropriate.

<b>atan</b>	<code>\fp_eval:n { atan( &lt;fpexpr&gt; ) }</code>
<b>acot</b>	<code>\fp_eval:n { atan( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>
<hr/>	
<b>New: 2013-11-02</b>	<code>\fp_eval:n { acot( &lt;fpexpr&gt; ) }</code>
	<code>\fp_eval:n { acot( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>

Those functions yield an angle in radians: **atand** and **acotd** are their analogs in degrees. The one-argument versions compute the arctangent or arccotangent of the  $\langle fpexpr \rangle$ : arctangent takes values in the range  $[-\pi/2, \pi/2]$ , and arccotangent in the range  $[0, \pi]$ . The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates  $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$ : this is the arctangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by  $\pi$  depending on the signs of  $\langle fpexpr_1 \rangle$  and  $\langle fpexpr_2 \rangle$ . The two-argument arccotangent computes the angle in polar coordinates of the point  $(\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle)$ , equal to the arccotangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by  $\pi$ . Both two-argument functions take values in the wider range  $[-\pi, \pi]$ . The ratio  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$  need not be defined for the two-argument arctangent: when both expressions yield  $\pm 0$ , or when both yield  $\pm \infty$ , the resulting angle is one of  $\{\pm\pi/4, \pm 3\pi/4\}$  depending on signs. Only the “underflow” exception can occur.

<b>atand</b>	<code>\fp_eval:n { atand( &lt;fpexpr&gt; ) }</code>
<b>acotd</b>	<code>\fp_eval:n { atand( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>
<hr/>	
<b>New: 2013-11-02</b>	<code>\fp_eval:n { acotd( &lt;fpexpr&gt; ) }</code>
	<code>\fp_eval:n { acotd( &lt;fpexpr<sub>1</sub>&gt; , &lt;fpexpr<sub>2</sub>&gt; ) }</code>

Those functions yield an angle in degrees: **atand** and **acotd** are their analogs in radians. The one-argument versions compute the arctangent or arccotangent of the  $\langle fpexpr \rangle$ : arctangent takes values in the range  $[-90, 90]$ , and arccotangent in the range  $[0, 180]$ . The two-argument arctangent computes the angle in polar coordinates of the point with Cartesian coordinates  $(\langle fpexpr_2 \rangle, \langle fpexpr_1 \rangle)$ : this is the arctangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by 180 depending on the signs of  $\langle fpexpr_1 \rangle$  and  $\langle fpexpr_2 \rangle$ . The two-argument arccotangent computes the angle in polar coordinates of the point  $(\langle fpexpr_1 \rangle, \langle fpexpr_2 \rangle)$ , equal to the arccotangent of  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$ , possibly shifted by 180. Both two-argument functions take values in the wider range  $[-180, 180]$ . The ratio  $\langle fpexpr_1 \rangle / \langle fpexpr_2 \rangle$  need not be defined for the two-argument arctangent: when both expressions yield  $\pm 0$ , or when both yield  $\pm \infty$ , the resulting angle is one of  $\{\pm 45, \pm 135\}$  depending on signs. Only the “underflow” exception can occur.

<b>sqrt</b>	<code>\fp_eval:n { sqrt( &lt;fpexpr&gt; ) }</code>
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**New: 2013-12-14** Computes the square root of the  $\langle fpexpr \rangle$ . The “invalid operation” is raised when the  $\langle fpexpr \rangle$  is negative; no other exception can occur. Special values yield  $\sqrt{-0} = -0$ ,  $\sqrt{+0} = +0$ ,  $\sqrt{+\infty} = +\infty$  and  $\sqrt{\text{NaN}} = \text{NaN}$ .

<hr/> <b>rand</b> <hr/>	<code>\fp_eval:n { rand() }</code>
<hr/> New: 2016-12-05 <hr/>	Produces a pseudo-random floating-point number (multiple of $10^{-16}$ ) between 0 included and 1 excluded. Available in pdfTeX and LuaTeX engines only.
<p><b>TeXhackers note:</b> This is based on pseudo-random numbers provided by the engine's primitive <code>\pdfuniformdeviate</code> in pdfTeX and <code>\uniformdeviate</code> in LuaTeX. The underlying code in pdfTeX and LuaTeX is based on Metapost, which follows an additive scheme recommended in Section 3.6 of “The Art of Computer Programming, Volume 2”.</p> <p>While we are more careful than <code>\uniformdeviate</code> to preserve uniformity of the underlying stream of 28-bit pseudo-random integers, these pseudo-random numbers should of course not be relied upon for serious numerical computations nor cryptography.</p> <p>The random seed can be queried using <code>\pdfrandomseed</code> and set using <code>\pdfsetrandomseed</code> (in LuaTeX <code>\randomseed</code> and <code>\setrandomseed</code>). While a 32-bit (signed) integer can be given as a seed, only the absolute value is used and any number beyond <math>2^{28}</math> is divided by an appropriate power of 2. We recommend using an integer in <math>[0, 2^{28} - 1]</math>.</p>	
<hr/> <b>randint</b> <hr/>	<code>\fp_eval:n { randint( &lt;fpexpr&gt; ) }</code>
<hr/> New: 2016-12-05 <hr/>	<code>\fp_eval:n { randint( &lt;fpexpr<sub>12</sub></code>
	Produces a pseudo-random integer between 1 and <code>&lt;fpexpr&gt;</code> or between <code>&lt;fpexpr<sub>1 and <code>&lt;fpexpr<sub>2 inclusive. The bounds must be integers in the range <math>(-10^{16}, 10^{16})</math> and the first must be smaller or equal to the second. See <b>rand</b> for important comments on how these pseudo-random numbers are generated.</sub></code></sub></code>
<hr/> <b>inf</b> <hr/>	The special values $+\infty$ , $-\infty$ , and NaN are represented as <code>inf</code> , <code>-inf</code> and <code>nan</code> (see <code>\c_inf_fp</code> , <code>\c_minus_inf_fp</code> and <code>\c_nan_fp</code> ).
<hr/> <b>nan</b> <hr/>	
<hr/> <b>pi</b> <hr/>	The value of $\pi$ (see <code>\c_pi_fp</code> ).
<hr/> <b>deg</b> <hr/>	The value of $1^\circ$ in radians (see <code>\c_one_degree_fp</code> ).

<hr/>	
<code>em</code>	Those units of measurement are equal to their values in <code>pt</code> , namely
<code>ex</code>	
<code>in</code>	$1\text{in} = 72.27\text{pt}$
<code>pt</code>	$1\text{pt} = 1\text{pt}$
<code>pc</code>	
<code>cm</code>	$1\text{pc} = 12\text{pt}$
<code>mm</code>	
<code>dd</code>	$1\text{cm} = \frac{1}{2.54}\text{in} = 28.45275590551181\text{pt}$
<code>cc</code>	
<code>nd</code>	$1\text{mm} = \frac{1}{25.4}\text{in} = 2.845275590551181\text{pt}$
<code>nc</code>	
<code>bp</code>	$1\text{dd} = 0.376065\text{mm} = 1.07000856496063\text{pt}$
<code>sp</code>	$1\text{cc} = 12\text{dd} = 12.84010277952756\text{pt}$
<hr/>	
	$1\text{nd} = 0.375\text{mm} = 1.066978346456693\text{pt}$
	$1\text{nc} = 12\text{nd} = 12.80374015748031\text{pt}$
	$1\text{bp} = \frac{1}{72}\text{in} = 1.00375\text{pt}$
	$1\text{sp} = 2^{-16}\text{pt} = 1.52587890625e - 5\text{pt}.$

The values of the (font-dependent) units `em` and `ex` are gathered from  $\text{\TeX}$  when the surrounding floating point expression is evaluated.

<hr/>	
<code>true</code>	Other names for 1 and +0.
<code>false</code>	
<hr/>	

<hr/>	
<code>\fp_abs:n</code> ★	<code>\fp_abs:n</code> $\{\langle\textit{floating point expression}\rangle\}$
New: 2012-05-14	
Updated: 2012-07-08	
<hr/>	
	Evaluates the $\langle\textit{floating point expression}\rangle$ as described for <code>\fp_eval:n</code> and leaves the absolute value of the result in the input stream. This function does not raise any exception beyond those raised when evaluating its argument. Within floating point expressions, <code>abs()</code> can be used.
<hr/>	
<code>\fp_max:nn</code> ★	<code>\fp_max:nn</code> $\{\langle\textit{fp expression 1}\rangle\} \{\langle\textit{fp expression 2}\rangle\}$
<code>\fp_min:nn</code> ★	
New: 2012-09-26	
<hr/>	
	Evaluates the $\langle\textit{floating point expressions}\rangle$ as described for <code>\fp_eval:n</code> and leaves the resulting larger ( <code>max</code> ) or smaller ( <code>min</code> ) value in the input stream. This function does not raise any exception beyond those raised when evaluating its argument. Within floating point expressions, <code>max()</code> and <code>min()</code> can be used.

## 10 Disclaimer and roadmap

The package may break down if the escape character is among `0123456789_+`, or if it receives a  $\text{\TeX}$  primitive conditional affected by `\exp_not:N`.

The following need to be done. I'll try to time-order the items.

- Decide what exponent range to consider.
- Support signalling `nan`.

- Modulo and remainder, and rounding functions `quantize`, `quantize0`, `quantize+`, `quantize-`, `quantize=`, `round=`. Should the modulo also be provided as (catcode 12) `%`?
- `\fp_format:nn`  $\{\langle fpepr \rangle\}$   $\{\langle format \rangle\}$ , but what should  $\langle format \rangle$  be? More general pretty printing?
- Add `and`, `or`, `xor`? Perhaps under the names `all`, `any`, and `xor`?
- Add `log(x,b)` for logarithm of  $x$  in base  $b$ .
- `hypot` (Euclidean length). Cartesian-to-polar transform.
- Hyperbolic functions `cosh`, `sinh`, `tanh`.
- Inverse hyperbolics.
- Base conversion, input such as `0xAB.CDEF`.
- Factorial (not with `!`), gamma function.
- Improve coefficients of the `sin` and `tan` series.
- Treat upper and lower case letters identically in identifiers, and ignore underscores.
- Add an `array(1,2,3)` and `i=complex(0,1)`.
- Provide an experimental `map` function? Perhaps easier to implement if it is a single character, `@sin(1,2)`?
- Provide `\fp_if_nan:nTF`, and an `isnan` function?
- Support keyword arguments?

`Pgfmath` also provides box-measurements (depth, height, width), but boxes are not possible expandably.

Bugs.

- Check that functions are monotonic when they should.
- Add exceptions to `?:`, `!<=>?`, `&&`, `||`, and `!`.
- Logarithms of numbers very close to 1 are inaccurate.
- When rounding towards  $-\infty$ , `\dim_to_fp:n`  $\{0pt\}$  should return  $-0$ , not  $+0$ .
- The result of  $(\pm 0) + (\pm 0)$ , of  $x + (-x)$ , and of  $(-x) + x$  should depend on the rounding mode.
- `0e9999999999` gives a T<sub>E</sub>X “number too large” error.
- Subnormals are not implemented.

Possible optimizations/improvements.

- Document that `l3trial/l3fp-types` introduces tools for adding new types.
- In subsection 9.1, write a grammar.

- It would be nice if the `parse` auxiliaries for each operation were set up in the corresponding module, rather than centralizing in `l3fp-parse`.
- Some functions should get an `_o` ending to indicate that they expand after their result.
- More care should be given to distinguish expandable/restricted expandable (auxiliary and internal) functions.
- The code for the `ternary` set of functions is ugly.
- There are many `~` missing in the doc to avoid bad line-breaks.
- The algorithm for computing the logarithm of the significand could be made to use a 5 terms Taylor series instead of 10 terms by taking  $c = 2000/([200x]+1) \in [10, 95]$  instead of  $c \in [1, 10]$ . Also, it would then be possible to simplify the computation of  $t$ . However, we would then have to hard-code the logarithms of 44 small integers instead of 9.
- Improve notations in the explanations of the division algorithm (`l3fp-basics`).
- Understand and document `\_fp\_basics\_pack\_weird\_low:NNNNw` and `\_fp\_basics\_pack\_weird\_high:NNNNNNNNw` better. Move the other `basics\_pack` auxiliaries to `l3fp-aux` under a better name.
- Find out if underflow can really occur for trigonometric functions, and redoc as appropriate.
- Add bibliography. Some of Kahan’s articles, some previous T<sub>E</sub>X fp packages, the international standards,...
- Also take into account the “inexact” exception?
- Support multi-character prefix operators (*e.g.*, `@/` or whatever)?

## Part XXII

# The l3sort package

## Sorting functions

### 1 Controlling sorting

L<sup>A</sup>T<sub>E</sub>X3 comes with a facility to sort list variables (sequences, token lists, or comma-lists) according to some user-defined comparison. For instance,

```
\clist_set:Nn \l_foo_clist { 3 , 01 , -2 , 5 , +1 }
\clist_sort:Nn \l_foo_clist
{
  \int_compare:nNnTF { #1 } > { #2 }
  { \sort_return_swapped: }
  { \sort_return_same: }
}
```

results in `\l_foo_clist` holding the values `{ -2 , 01 , +1 , 3 , 5 }` sorted in non-decreasing order.

The code defining the comparison should call `\sort_return_swapped:` if the two items given as `#1` and `#2` are not in the correct order, and otherwise it should call `\sort_return_same:` to indicate that the order of this pair of items should not be changed.

For instance, a *comparison code* consisting only of `\sort_return_same:` with no test yields a trivial sort: the final order is identical to the original order. Conversely, using a *comparison code* consisting only of `\sort_return_swapped:` reverses the list (in a fairly inefficient way).

**T<sub>E</sub>Xhackers note:** The current implementation is limited to sorting approximately 20000 items (40000 in LuaT<sub>E</sub>X), depending on what other packages are loaded.

Internally, the code from l3sort stores items in `\toks` registers allocated locally. Thus, the *comparison code* should not call `\newtoks` or other commands that allocate new `\toks` registers. On the other hand, altering the value of a previously allocated `\toks` register is not a problem.

## Part XXIII

# The l3tl-build package: building token lists

## 1 l3tl-build documentation

This module provides no user function: it is meant for kernel use only.

There are two main ways of building token lists from individual tokens. Either in one go within an `x`-expanding assignment, or by repeatedly using `\tl_put_right:Nn`. The first method takes a linear time, but only allows expandable operations. The second method takes a time quadratic in the length of the token list, but allows expandable and non-expandable operations.

The goal of this module is to provide functions to build a token list piece by piece in linear time, while allowing non-expandable operations. This is achieved by abusing `\toks`: adding some tokens to the token list is done by storing them in a free token register (time  $O(1)$  for each such operation). Those token registers are only put together at the end, within an `x`-expanding assignment, which takes a linear time.<sup>5</sup> Of course, all this must be done in a group: we can't go and clobber the values of legitimate `\toks` used by L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>.

Since none of the current applications need the ability to insert material on the left of the token list, I have not implemented that. This could be done for instance by using odd-numbered `\toks` for the left part, and even-numbered `\toks` for the right part.

### 1.1 Internal functions

---

`\__tl_build:Nw`  
`\__tl_gbuild:Nw`  
`\__tl_build_x:Nw`  
`\__tl_gbuild_x:Nw`

---

`\__tl_build:Nw <tl var> ...`  
`\__tl_build_one:n {<tokens1>} ...`  
`\__tl_build_one:n {<tokens2>} ...`  
...  
`\__tl_build_end:`

Defines the `<tl var>` to contain the contents of `<tokens1>` followed by `<tokens2>`, *etc.* This is built in such a way to be more efficient than repeatedly using `\tl_put_right:Nn`. The code in “...” does not need to be expandable. The commands `\__tl_build:Nw` and `\__tl_build_end:` start and end a group. The assignment to the `<tl var>` occurs just after the end of that group, using `\tl_set:Nn`, `\tl_gset:Nn`, `\tl_set:Nx`, or `\tl_gset:Nx`.

---

`\__tl_build_one:n`  
`\__tl_build_one:(o|x)`

---

`\__tl_build_one:n {<tokens>}`

This function may only be used within the scope of a `\__tl_build:Nw` function. It adds the `<tokens>` on the right of the current token list.

---

`\__tl_build_end:`

---

Ends the scope started by `\__tl_build:Nw`, and performs the relevant assignment.

---

<sup>5</sup>If we run out of token registers, then the currently filled-up `\toks` are put together in a temporary token list, and cleared, and we ultimately use `\tl_put_right:Nx` to put those chunks together. Hence the true asymptotic is quadratic, with a very small constant.



## Part XXIV

# The l3tl-analysis package: analysing token lists

## 1 l3tl-analysis documentation

This module mostly provides internal functions for use in the l3regex module. However, it provides as a side-effect a user debugging function, very similar to the \ShowTokens macro from the ted package.

---

\tl\_show\_analysis:N  
\tl\_show\_analysis:n

---

New: 2017-05-26

\tl\_show\_analysis:n {<token list>}

Displays to the terminal the detailed decomposition of the <token list> into tokens, showing the category code of each character token, the meaning of control sequences and active characters, and the value of registers.

## Part XXV

# The `l3regex` package: regular expressions in $\text{\TeX}$

## 1 Regular expressions

The `l3regex` package provides regular expression testing, extraction of submatches, splitting, and replacement, all acting on token lists. The syntax of regular expressions is mostly a subset of the PCRE syntax (and very close to POSIX), with some additions due to the fact that  $\text{\TeX}$  manipulates tokens rather than characters. For performance reasons, only a limited set of features are implemented. Notably, back-references are not supported.

Let us give a few examples. After

```
\tl_set:Nn \l_my_tl { That~cat. }
\regex_replace_once:nnN { at } { is } \l_my_tl
```

the token list variable `\l_my_tl` holds the text “`This cat.`”, where the first occurrence of “`at`” was replaced by “`is`”. A more complicated example is a pattern to emphasize each word and add a comma after it:

```
\regex_replace_all:nnN { \w+ } { \c{emph}\cB\{ \0 \cE\} , } \l_my_tl
```

The `\w` sequence represents any “word” character, and `+` indicates that the `\w` sequence should be repeated as many times as possible (at least once), hence matching a word in the input token list. In the replacement text, `\0` denotes the full match (here, a word). The command `\emph` is inserted using `\c{emph}`, and its argument `\0` is put between braces `\cB\{` and `\cE\}`.

If a regular expression is to be used several times, it can be compiled once, and stored in a regex variable using `\regex_const:Nn`. For example,

```
\regex_const:Nn \c_foo_regex { \c{begin} \cB. (\c[~BE].*) \cE. }
```

stores in `\c_foo_regex` a regular expression which matches the starting marker for an environment: `\begin`, followed by a begin-group token (`\cB.`), then any number of tokens which are neither begin-group nor end-group character tokens (`\c[~BE].*`), ending with an end-group token (`\cE.`). As explained in the next section, the parentheses “capture” the result of `\c[~BE].*`, giving us access to the name of the environment when doing replacements.

### 1.1 Syntax of regular expressions

We start with a few examples, and encourage the reader to apply `\regex_show:n` to these regular expressions.

- `Cat` matches the word “Cat” capitalized in this way, but also matches the beginning of the word “Cattle”: use `\bCat\b` to match a complete word only.
- `[abc]` matches one letter among “a”, “b”, “c”; the pattern `(a|b|c)` matches the same three possible letters (but see the discussion of submatches below).

- `[A-Za-z]*` matches any number (due to the quantifier `*`) of Latin letters (not accented).
- `\c{[A-Za-z]*}` matches a control sequence made of Latin letters.
- `\_[^\\_]*\\_` matches an underscore, any number of characters other than underscore, and another underscore; it is equivalent to `\_.*?\_` where `.` matches arbitrary characters and the lazy quantifier `*?` means to match as few characters as possible, thus avoiding matching underscores.
- `[+-]?\d+` matches an explicit integer with at most one sign.
- `[+-\\_]*\d+\\_*` matches an explicit integer with any number of `+` and `-` signs, with spaces allowed except within the mantissa, and surrounded by spaces.
- `[+-\\_]*(\d+|\d*\\. \d+)\\_*` matches an explicit integer or decimal number; using `[.,]` instead of `\.` would allow the comma as a decimal marker.
- `[+-\\_]*(\d+|\d*\\. \d+)\\_*((?i)pt|in|[cem]m|ex|[bs]p|[dn]d|[pcn]c)\\_*` matches an explicit dimension with any unit that `TEX` knows, where `(?i)` means to treat lowercase and uppercase letters identically.
- `[+-\\_]*((?i)nan|inf|(\d+|\d*\\. \d+)(\\_ *e[+-\\_]*\d+)?)\\_*` matches an explicit floating point number or the special values `nan` and `inf` (with signs).
- `[+-\\_]*(\d+|\cC.)\\_*` matches an explicit integer or control sequence (without checking whether it is an integer variable).
- `\G.*?\K` at the beginning of a regular expression matches and discards (due to `\K`) everything between the end of the previous match (`\G`) and what is matched by the rest of the regular expression; this is useful in `\regex_replace_all:nnN` when the goal is to extract matches or submatches in a finer way than with `\regex_extract_all:nnN`.

While it is impossible for a regular expression to match only integer expressions, `[+-\\(\)*\d+\\]*( [+ -*/] [+ -\\(\)*\d+\\] )*` matches among other things all valid integer expressions (made only with explicit integers). One should follow it with further testing.

Most characters match exactly themselves, with an arbitrary category code. Some characters are special and must be escaped with a backslash (*e.g.*, `\*` matches a star character). Some escape sequences of the form backslash-letter also have a special meaning (for instance `\d` matches any digit). As a rule,

- every alphanumeric character (`A-Z`, `a-z`, `0-9`) matches exactly itself, and should not be escaped, because `\A`, `\B`, ... have special meanings;
- non-alphanumeric printable ascii characters can (and should) always be escaped: many of them have special meanings (*e.g.*, use `\(`, `\)`, `\?`, `\.`);
- spaces should always be escaped (even in character classes);
- any other character may be escaped or not, without any effect: both versions match exactly that character.

Note that these rules play nicely with the fact that many non-alphanumeric characters are difficult to input into T<sub>E</sub>X under normal category codes. For instance, `\abc%` matches the characters `\abc%` (with arbitrary category codes), but does not match the control sequence `\abc` followed by a percent character. Matching control sequences can be done using the `\c{<regex>}` syntax (see below).

Any special character which appears at a place where its special behaviour cannot apply matches itself instead (for instance, a quantifier appearing at the beginning of a string), after raising a warning.

Characters.

`\x{hh...}` Character with hex code `hh...`

`\xhh` Character with hex code `hh`.

`\a` Alarm (hex 07).

`\e` Escape (hex 1B).

`\f` Form-feed (hex 0C).

`\n` New line (hex 0A).

`\r` Carriage return (hex 0D).

`\t` Horizontal tab (hex 09).

Character types.

`.` A single period matches any token.

`\d` Any decimal digit.

`\h` Any horizontal space character, equivalent to `[\ \^^I]`: space and tab.

`\s` Any space character, equivalent to `[\ \^^I\^^J\^^L\^^M]`.

`\v` Any vertical space character, equivalent to `[\^^J\^^K\^^L\^^M]`. Note that `\^^K` is a vertical space, but not a space, for compatibility with Perl.

`\w` Any word character, *i.e.*, alpha- numerics and underscore, equivalent to `[A-Za-z0-9\_]`.

`\D` Any token not matched by `\d`.

`\H` Any token not matched by `\h`.

`\N` Any token other than the `\n` character (hex 0A).

`\S` Any token not matched by `\s`.

`\V` Any token not matched by `\v`.

`\W` Any token not matched by `\w`.

Of those, `.`, `\D`, `\H`, `\N`, `\S`, `\V`, and `\W` match arbitrary control sequences.

Character classes match exactly one token in the subject.

`[...]` Positive character class. Matches any of the specified tokens.

[**^...**] Negative character class. Matches any token other than the specified characters.

**x-y** Within a character class, this denotes a range (can be used with escaped characters).

[:**<name>**:] Within a character class (one more set of brackets), this denotes the POSIX character class **<name>**, which can be **alnum**, **alpha**, **ascii**, **blank**, **cntrl**, **digit**, **graph**, **lower**, **print**, **punct**, **space**, **upper**, **word**, or **xdigit**.

[:**~<name>**:] Negative POSIX character class.

For instance, [**a-oq-z\cC.**] matches any lowercase latin letter except **p**, as well as control sequences (see below for a description of **\c**).

Quantifiers (repetition).

**?** 0 or 1, greedy.

**??** 0 or 1, lazy.

**\*** 0 or more, greedy.

**\*?** 0 or more, lazy.

**+** 1 or more, greedy.

**+?** 1 or more, lazy.

**{n}** Exactly *n*.

**{n,}** *n* or more, greedy.

**{n,}?** *n* or more, lazy.

**{n,m}** At least *n*, no more than *m*, greedy.

**{n,m}?** At least *n*, no more than *m*, lazy.

Anchors and simple assertions.

**\b** Word boundary: either the previous token is matched by **\w** and the next by **\W**, or the opposite. For this purpose, the ends of the token list are considered as **\W**.

**\B** Not a word boundary: between two **\w** tokens or two **\W** tokens (including the boundary).

**^** or **\A** Start of the subject token list.

**\$**, **\Z** or **\z** End of the subject token list.

**\G** Start of the current match. This is only different from **^** in the case of multiple matches: for instance **\regex\_count:nnN { \G a } { aaba } \l\_tmpa\_int** yields 2, but replacing **\G** by **^** would result in **\l\_tmpa\_int** holding the value 1.

Alternation and capturing groups.

**A|B|C** Either one of **A**, **B**, or **C**.

**(...)** Capturing group.

**(?:...)** Non-capturing group.

(?<|...)) Non-capturing group which resets the group number for capturing groups in each alternative. The following group is numbered with the first unused group number.

The `\c` escape sequence allows to test the category code of tokens, and match control sequences. Each character category is represented by a single uppercase letter:

- C for control sequences;
- B for begin-group tokens;
- E for end-group tokens;
- M for math shift;
- T for alignment tab tokens;
- P for macro parameter tokens;
- U for superscript tokens (up);
- D for subscript tokens (down);
- S for spaces;
- L for letters;
- O for others; and
- A for active characters.

The `\c` escape sequence is used as follows.

`\c{<regex>}` A control sequence whose *cname* matches the *<regex>*, anchored at the beginning and end, so that `\c{begin}` matches exactly `\begin`, and nothing else.

`\cX` Applies to the next object, which can be a character, character property, class, or group, and forces this object to only match tokens with category **X** (any of CBEMTPUDSLOA). For instance, `\cL[A-Z\d]` matches uppercase letters and digits of category code letter, `\cC.` matches any control sequence, and `\cO(abc)` matches `abc` where each character has category other.

`\c[XYZ]` Applies to the next object, and forces it to only match tokens with category **X**, **Y**, or **Z** (each being any of CBEMTPUDSLOA). For instance, `\c[LSO](..)` matches two tokens of category letter, space, or other.

`\c[^XYZ]` Applies to the next object and prevents it from matching any token with category **X**, **Y**, or **Z** (each being any of CBEMTPUDSLOA). For instance, `\c[^O]\d` matches digits which have any category different from other.

The category code tests can be used inside classes; for instance, `[\cO\d \c[LO][A-F]]` matches what `TEX` considers as hexadecimal digits, namely digits with category other, or uppercase letters from **A** to **F** with category either letter or other. Within a group affected by a category code test, the outer test can be overridden by a nested test: for instance, `\cL(ab\cO\*cd)` matches `ab*cd` where all characters are of category letter, except `*` which has category other.

The `\u` escape sequence allows to insert the contents of a token list directly into a regular expression or a replacement, avoiding the need to escape special characters.

Namely, `\u{<tl var name>}` matches the exact contents of the token list `<tl var>`. Within a `\c{...}` control sequence matching, the `\u` escape sequence only expands its argument once, in effect performing `\tl_to_str:v`. Quantifiers are not supported directly: use a group.

The option `(?i)` makes the match case insensitive (identifying A–Z with a–z; no Unicode support yet). This applies until the end of the group in which it appears, and can be reverted using `(?-i)`. For instance, in `(?i)(a(?-i)b|c)d`, the letters `a` and `d` are affected by the `i` option. Characters within ranges and classes are affected individually: `(?i)[Y-\]` is equivalent to `[YZ\[\]yz]`, and `(?i)[^aeiou]` matches any character which is not a vowel. Neither character properties, nor `\c{...}` nor `\u{...}` are affected by the `i` option.

In character classes, only `[`, `^`, `-`, `]`, `\` and spaces are special, and should be escaped. Other non-alphanumeric characters can still be escaped without harm. Any escape sequence which matches a single character (`\d`, `\D`, *etc.*) is supported in character classes. If the first character is `^`, then the meaning of the character class is inverted; `^` appearing anywhere else in the range is not special. If the first character (possibly following a leading `^`) is `]` then it does not need to be escaped since ending the range there would make it empty. Ranges of characters can be expressed using `-`, for instance, `[\D 0–5]` and `[\^6–9]` are equivalent.

Capturing groups are a means of extracting information about the match. Parenthesized groups are labelled in the order of their opening parenthesis, starting at 1. The contents of those groups corresponding to the “best” match (leftmost longest) can be extracted and stored in a sequence of token lists using for instance `\regex_extract_once:nnTF`.

The `\K` escape sequence resets the beginning of the match to the current position in the token list. This only affects what is reported as the full match. For instance,

```
\regex_extract_all:nnN { a \K . } { a123aaxyz } \l_foo_seq
```

results in `\l_foo_seq` containing the items `{1}` and `{a}`: the true matches are `{a1}` and `{aa}`, but they are trimmed by the use of `\K`. The `\K` command does not affect capturing groups: for instance,

```
\regex_extract_once:nnN { (. \K c)+ \d } { acbc3 } \l_foo_seq
```

results in `\l_foo_seq` containing the items `{c3}` and `{bc}`: the true match is `{acbc3}`, with first submatch `{bc}`, but `\K` resets the beginning of the match to the last position where it appears.

## 1.2 Syntax of the replacement text

Most of the features described in regular expressions do not make sense within the replacement text. Backslash introduces various special constructions, described further below:

- `\0` is the whole match;
- `\1` is the submatch that was matched by the first (capturing) group `(...)`; similarly for `\2`, ..., `\9` and `\g{<number>}`;
- `\_` inserts a space (spaces are ignored when not escaped);

- `\a, \e, \f, \n, \r, \t, \xhh, \x{hhh}` correspond to single characters as in regular expressions;
- `\c{<cs name>}` inserts a control sequence;
- `\c{<category>}<character>` (see below);
- `\u{<tl var name>}` inserts the contents of the `<tl var>` (see below).

Characters other than backslash and space are simply inserted in the result (but since the replacement text is first converted to a string, one should also escape characters that are special for  $\text{\TeX}$ , for instance use `\#`). Non-alphanumeric characters can always be safely escaped with a backslash.

For instance,

```
\tl_set:Nn \l_my_tl { Hello,~world! }
\regex_replace_all:nnN { ([er]?l|o) . } { (\0--\1) } \l_my_tl
```

results in `\l_my_tl` holding `H(e1l--e1)(o,--o) w(or--o)(ld--l)!`

The submatches are numbered according to the order in which the opening parenthesis of capturing groups appear in the regular expression to match. The  $n$ -th submatch is empty if there are fewer than  $n$  capturing groups or for capturing groups that appear in alternatives that were not used for the match. In case a capturing group matches several times during a match (due to quantifiers) only the last match is used in the replacement text. Submatches always keep the same category codes as in the original token list.

The characters inserted by the replacement have category code 12 (other) by default, with the exception of space characters. Spaces inserted through `\_` have category code 10, while spaces inserted through `\x20` or `\x{20}` have category code 12. The escape sequence `\c` allows to insert characters with arbitrary category codes, as well as control sequences.

`\cX(...)` Produces the characters “...” with category `X`, which must be one of `CBEMTPUDSLOA` as in regular expressions. Parentheses are optional for a single character (which can be an escape sequence). When nested, the innermost category code applies, for instance `\cL(Hello\cS\ world)!` gives this text with standard category codes.

`\c{<text>}` Produces the control sequence with csname `<text>`. The `<text>` may contain references to the submatches `\0`, `\1`, and so on, as in the example for `\u` below.

The escape sequence `\u{<tl var name>}` allows to insert the contents of the token list with name `<tl var name>` directly into the replacement, giving an easier control of category codes. When nested in `\c{...}` and `\u{...}` constructions, the `\u` and `\c` escape sequences perform `\tl_to_str:v`, namely extract the value of the control sequence and turn it into a string. Matches can also be used within the arguments of `\c` and `\u`. For instance,

```
\tl_set:Nn \l_my_one_tl { first }
\tl_set:Nn \l_my_two_tl { \emph{second} }
\tl_set:Nn \l_my_tl { one , two , one , one }
\regex_replace_all:nnN { [,]+ } { \u{1_my_\0_tl} } \l_my_tl
```

results in `\l_my_tl` holding `first,\emph{second},first,first`.



### 1.3 Pre-compiling regular expressions

If a regular expression is to be used several times, it is better to compile it once rather than doing it each time the regular expression is used. The compiled regular expression is stored in a variable. All of the `l3regex` module's functions can be given their regular expression argument either as an explicit string or as a compiled regular expression.

---

<code>\regex_new:N</code>	<code>\regex_new:N &lt;regex var&gt;</code>
---------------------------	---

---

New: 2017-05-26

Creates a new *<regex var>* or raises an error if the name is already taken. The declaration is global. The *<regex var>* is initially such that it never matches.

---

<code>\regex_set:Nn</code>	<code>\regex_set:Nn &lt;regex var&gt; {&lt;regex&gt;}</code>
----------------------------	--

---

`\regex_gset:Nn`

`\regex_const:Nn`

New: 2017-05-26

Stores a compiled version of the *<regular expression>* in the *<regex var>*. For instance, this function can be used as

```
\regex_new:N \l_my_regex
\regex_set:Nn \l_my_regex { my\ (simple\ )? reg(ex|ular\ expression) }
```

The assignment is local for `\regex_set:Nn` and global for `\regex_gset:Nn`. Use `\regex_const:Nn` for compiled expressions which never change.

---

<code>\regex_show:n</code>	<code>\regex_show:n {&lt;regex&gt;}</code>
----------------------------	--

---

`\regex_show:N`

New: 2017-05-26

Shows how `l3regex` interprets the *<regex>*. For instance, `\regex_show:n {\A X|Y}` shows

```
+--branch
  anchor at start (\A)
  char code 88
+--branch
  char code 89
```

indicating that the anchor `\A` only applies to the first branch: the second branch is not anchored to the beginning of the match.

### 1.4 Matching

All regular expression functions are available in both `:n` and `:N` variants. The former require a “standard” regular expression, while the later require a compiled expression as generated by `\regex_(g)set:Nn`.

---

<code>\regex_match:nnTF</code>	<code>\regex_match:nnTF {&lt;regex&gt;} {&lt;token list&gt;} {&lt;true code&gt;} {&lt;false code&gt;}</code>
--------------------------------	--

---

`\regex_match:NnTF`

New: 2017-05-26

Tests whether the *<regular expression>* matches any part of the *<token list>*. For instance,

```
\regex_match:nnTF { b [cde]* } { abecdex } { TRUE } { FALSE }
\regex_match:nnTF { [b-dq-w] } { example } { TRUE } { FALSE }
```

leaves `TRUE` then `FALSE` in the input stream.

---

```
\regex_count:nnN
\regex_count:NnN
```

---

New: 2017-05-26

---

```
\regex_count:nnN {<regex>} {<token list>} {<int var>}
```

Sets *<int var>* within the current T<sub>E</sub>X group level equal to the number of times *<regular expression>* appears in *<token list>*. The search starts by finding the left-most longest match, respecting greedy and ungreedy operators. Then the search starts again from the character following the last character of the previous match, until reaching the end of the token list. Infinite loops are prevented in the case where the regular expression can match an empty token list: then we count one match between each pair of characters. For instance,

```
\int_new:N \l_foo_int
\regex_count:nnN { (b+|c) } { abbababcb } \l_foo_int
```

results in `\l_foo_int` taking the value 5.

## 1.5 Submatch extraction

---

```
\regex_extract_once:nnNTF
\regex_extract_once:NnNTF
```

---

New: 2017-05-26

---

```
\regex_extract_once:nnN {<regex>} {<token list>} {<seq var>}
\regex_extract_once:nnNTF {<regex>} {<token list>} {<seq var>} {<true code>} {<false code>}
```

Finds the first match of the *<regular expression>* in the *<token list>*. If it exists, the match is stored as the first item of the *<seq var>*, and further items are the contents of capturing groups, in the order of their opening parenthesis. The *<seq var>* is assigned locally. If there is no match, the *<seq var>* is cleared. The testing versions insert the *<true code>* into the input stream if a match was found, and the *<false code>* otherwise.

For instance, assume that you type

```
\regex_extract_once:nnNTF { \A(La)?TeX(!*)\Z } { LaTeX!!! } \l_foo_seq
{ true } { false }
```

Then the regular expression (anchored at the start with `\A` and at the end with `\Z`) must match the whole token list. The first capturing group, `(La)?`, matches `La`, and the second capturing group, `(!*)`, matches `!!!`. Thus, `\l_foo_seq` contains as a result the items `{LaTeX!!!}`, `{La}`, and `{!!!}`, and the `true` branch is left in the input stream. Note that the  $n$ -th item of `\l_foo_seq`, as obtained using `\seq_item:Nn`, correspond to the submatch numbered  $(n - 1)$  in functions such as `\regex_replace_once:nnN`.

---

```
\regex_extract_all:nnNTF
\regex_extract_all:NnNTF
```

---

New: 2017-05-26

---

```
\regex_extract_all:nnN {<regex>} {<token list>} {<seq var>}
\regex_extract_all:nnNTF {<regex>} {<token list>} {<seq var>} {<true code>} {<false code>}
```

Finds all matches of the *<regular expression>* in the *<token list>*, and stores all the submatch information in a single sequence (concatenating the results of multiple `\regex_extract_once:nnN` calls). The *<seq var>* is assigned locally. If there is no match, the *<seq var>* is cleared. The testing versions insert the *<true code>* into the input stream if a match was found, and the *<false code>* otherwise. For instance, assume that you type

```
\regex_extract_all:nnNTF { \w+ } { Hello,~world! } \l_foo_seq
{ true } { false }
```

Then the regular expression matches twice, the resulting sequence contains the two items `{Hello}` and `{world}`, and the `true` branch is left in the input stream.

---

```
\regex_split:nnNTF
\regex_split:NnNTF
```

---

New: 2017-05-26

---

```
\regex_split:nnN {<regular expression>} {<token list>} <seq var>
\regex_split:nnNTF {<regular expression>} {<token list>} <seq var> {<true code>}
{<false code>}
```

Splits the *<token list>* into a sequence of parts, delimited by matches of the *<regular expression>*. If the *<regular expression>* has capturing groups, then the token lists that they match are stored as items of the sequence as well. The assignment to *<seq var>* is local. If no match is found the resulting *<seq var>* has the *<token list>* as its sole item. If the *<regular expression>* matches the empty token list, then the *<token list>* is split into single tokens. The testing versions insert the *<true code>* into the input stream if a match was found, and the *<false code>* otherwise. For example, after

```
\seq_new:N \l_path_seq
\regex_split:nnNTF { / } { the/path/for/this/file.tex } \l_path_seq
{ true } { false }
```

the sequence `\l_path_seq` contains the items `{the}`, `{path}`, `{for}`, `{this}`, and `{file.tex}`, and the `true` branch is left in the input stream.

## 1.6 Replacement

---

```
\regex_replace_once:nnNTF
\regex_replace_once:NnNTF
```

---

New: 2017-05-26

---

```
\regex_replace_once:nnN {<regular expression>} {<replacement>} <tl var>
\regex_replace_once:nnNTF {<regular expression>} {<replacement>} <tl var> {<true
code>} {<false code>}
```

Searches for the *<regular expression>* in the *<token list>* and replaces the first match with the *<replacement>*. The result is assigned locally to *<tl var>*. In the *<replacement>*, `\0` represents the full match, `\1` represent the contents of the first capturing group, `\2` of the second, *etc.*

---

```
\regex_replace_all:nnNTF
\regex_replace_all:NnNTF
```

---

New: 2017-05-26

---

```
\regex_replace_all:nnN {<regular expression>} {<replacement>} <tl var>
\regex_replace_all:nnNTF {<regular expression>} {<replacement>} <tl var> {<true
code>} {<false code>}
```

Replaces all occurrences of the *\regular expression* in the *<token list>* by the *<replacement>*, where `\0` represents the full match, `\1` represent the contents of the first capturing group, `\2` of the second, *etc.* Every match is treated independently, and matches cannot overlap. The result is assigned locally to *<tl var>*.

## 1.7 Bugs, misfeatures, future work, and other possibilities

The following need to be done now.

- Rewrite the documentation in a more ordered way, perhaps add a BNF?
- Additional error-checking to come.
- Clean up the use of messages.
- Cleaner error reporting in the replacement phase.
- Add tracing information.
- Detect attempts to use back-references and other non-implemented syntax.

- Test for the maximum register `\c_max_register_int`.
- Find out whether the fact that `\W` and friends match the end-marker leads to bugs. Possibly update `\_regex_item_reverse:n`.
- The empty `cs` should be matched by `\c{}`, not by `\c{csname.?endcsname\s?}`.

Code improvements to come.

- Shift arrays so that the useful information starts at position 1.
- Only build `.,` once.
- Use arrays for the left and right state stacks when compiling a regex.
- Should `\_regex_action_free_group:n` only be used for greedy `{n,}` quantifier? (I think not.)
- Quantifiers for `\u` and assertions.
- When matching, keep track of an explicit stack of `current_state` and `current_submatches`.
- If possible, when a state is reused by the same thread, kill other subthreads.
- Use an array rather than `\l\_regex_balance_tl` to build `\_regex_replacement_balance_one_match:n`.
- Reduce the number of epsilon-transitions in alternatives.
- Optimize simple strings: use less states (`abcade` should give two states, for `abc` and `ade`). [Does that really make sense?]
- Optimize groups with no alternative.
- Optimize states with a single `\_regex_action_free:n`.
- Optimize the use of `\_regex_action_success:` by inserting it in state 2 directly instead of having an extra transition.
- Optimize the use of `\int_step...` functions.
- Groups don't capture within regexes for `csnames`; optimize and document.
- Better “show” for anchors, properties, and catcode tests.
- Does `\K` really need a new state for itself?
- When compiling, use a boolean `in_cs` and less magic numbers.
- Instead of checking whether the character is special or alphanumeric using its character code, check if it is special in regexes with `\cs_if_exist` tests.

The following features are likely to be implemented at some point in the future.

- General look-ahead/behind assertions.
- Regex matching on external files.

- Conditional subpatterns with look ahead/behind: “if what follows is [...], then [...]”.
- `(*..)` and `(?..)` sequences to set some options.
- UTF-8 mode for pdfTeX.
- Newline conventions are not done. In particular, we should have an option for `.` not to match newlines. Also, `\A` should differ from `^`, and `\Z`, `\z` and `$` should differ.
- Unicode properties: `\p{..}` and `\P{..}`; `\X` which should match any “extended” Unicode sequence. This requires to manipulate a lot of data, probably using tree-boxes.
- Provide a syntax such as `\ur{1_my_regex}` to use an already-compiled regex in a more complicated regex. This makes regexes more easily composable.
- Allowing `\u{1_my_tl}` in more places, for instance as the number of repetitions in a quantifier.

The following features of PCRE or Perl may or may not be implemented.

- Callout with `(?C...)` or other syntax: some internal code changes make that possible, and it can be useful for instance in the replacement code to stop a regex replacement when some marker has been found; this raises the question of a potential `\regex_break`: and then of playing well with `\tl_map_break`: called from within the code in a regex. It also raises the question of nested calls to the regex machinery, which is a problem since `\fontdimen` are global.
- Conditional subpatterns (other than with a look-ahead or look-behind condition): this is non-regular, isn’t it?
- Named subpatterns: TeX programmers have lived so far without any need for named macro parameters.

The following features of PCRE or Perl will definitely not be implemented.

- Back-references: non-regular feature, this requires backtracking, which is prohibitively slow.
- Recursion: this is a non-regular feature.
- Atomic grouping, possessive quantifiers: those tools, mostly meant to fix catastrophic backtracking, are unnecessary in a non-backtracking algorithm, and difficult to implement.
- Subroutine calls: this syntactic sugar is difficult to include in a non-backtracking algorithm, in particular because the corresponding group should be treated as atomic.
- Backtracking control verbs: intrinsically tied to backtracking.
- `\ddd`, matching the character with octal code `ddd`: we already have `\x{...}` and the syntax is confusingly close to what we could have used for backreferences (`\1`, `\2`, ...), making it harder to produce useful error message.
- `\cx`, similar to TeX’s own `\^^x`.

- Comments:  $\TeX$  already has its own system for comments.
- $\backslash Q \dots \backslash E$  escaping: this would require to read the argument verbatim, which is not in the scope of this module.
- $\backslash C$  single byte in UTF-8 mode:  $\XeTeX$  and  $\LuaTeX$  serve us characters directly, and splitting those into bytes is tricky, encoding dependent, and most likely not useful anyways.

# Part XXVI

## The l3box package

### Boxes

There are three kinds of box operations: horizontal mode denoted with prefix `\hbox_`, vertical mode with prefix `\vbox_`, and the generic operations working in both modes with prefix `\box_`.

## 1 Creating and initialising boxes

---

<code>\box_new:N</code>	<code>\box_new:N</code> $\langle box \rangle$
<code>\box_new:c</code>	Creates a new $\langle box \rangle$ or raises an error if the name is already taken. The declaration is global. The $\langle box \rangle$ is initially void.

---



---

<code>\box_clear:N</code>	<code>\box_clear:N</code> $\langle box \rangle$
<code>\box_clear:c</code>	Clears the content of the $\langle box \rangle$ by setting the box equal to <code>\c_empty_box</code> .
<code>\box_gclear:N</code>	
<code>\box_gclear:c</code>	

---



---

<code>\box_clear_new:N</code>	<code>\box_clear_new:N</code> $\langle box \rangle$
<code>\box_clear_new:c</code>	Ensures that the $\langle box \rangle$ exists globally by applying <code>\box_new:N</code> if necessary, then applies <code>\box_(g)clear:N</code> to leave the $\langle box \rangle$ empty.
<code>\box_gclear_new:N</code>	
<code>\box_gclear_new:c</code>	

---



---

<code>\box_set_eq:NN</code>	<code>\box_set_eq:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_set_eq:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$ .
<code>\box_gset_eq:NN</code>	
<code>\box_gset_eq:(cN Nc cc)</code>	

---



---

<code>\box_set_eq_clear:NN</code>	<code>\box_set_eq_clear:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_set_eq_clear:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ within the current $\text{\TeX}$ group equal to that of $\langle box_2 \rangle$ , then clears $\langle box_2 \rangle$ globally.

---



---

<code>\box_gset_eq_clear:NN</code>	<code>\box_gset_eq_clear:NN</code> $\langle box_1 \rangle$ $\langle box_2 \rangle$
<code>\box_gset_eq_clear:(cN Nc cc)</code>	Sets the content of $\langle box_1 \rangle$ equal to that of $\langle box_2 \rangle$ , then clears $\langle box_2 \rangle$ . These assignments are global.

---



---

<code>\box_if_exist_p:N</code> ★	<code>\box_if_exist_p:N</code> $\langle box \rangle$
<code>\box_if_exist_p:c</code> ★	<code>\box_if_exist:NTF</code> $\langle box \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
<code>\box_if_exist:NTF</code> ★	Tests whether the $\langle box \rangle$ is currently defined. This does not check that the $\langle box \rangle$ really is a box.
<code>\box_if_exist:cTF</code> ★	

---

New: 2012-03-03

---

## 2 Using boxes

---

`\box_use:N`  
`\box_use:c`

---

`\box_use:N`  $\langle box \rangle$

Inserts the current content of the  $\langle box \rangle$  onto the current list for typesetting.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\copy`.

---

`\box_use_drop:N`  
`\box_use_drop:c`

---

`\box_use_drop:N`  $\langle box \rangle$

Inserts the current content of the  $\langle box \rangle$  onto the current list for typesetting. The  $\langle box \rangle$  is then cleared at the group level the box was set at, *i.e.* the current content is “dropped” entirely. For example, with

```
\hbox_set:Nn \l_tmpa_box { A }
\group_begin:
  \hbox_set:Nn \l_tmpa_box { B }
  \group_begin:
    \box_use_drop:N \l_tmpa_box
  \group_end:
  \box_show:N \l_tmpa_box
\group_end:
\box_show:N \l_tmpa_box
```

the first use of `\box_show:N` will show an entirely cleared (void) box, and the second will show the letter A in the box.

This function is useful as boxes can contain an open-ended amount of material. As such, they can have a significant memory impact on T<sub>E</sub>X. At the same time, it is often the case that once a box has been inserted, it is no longer needed at all. Using `\box_use_drop:N` in these circumstances therefore offers improved memory use and performance. It should therefore be preferred over `\box_use:N` where it is clear that the content is no longer needed in the variable.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\box`.

---

`\box_move_right:nn`  
`\box_move_left:nn`

---

`\box_move_right:nn`  $\{\langle dimexpr \rangle\} \{\langle box \text{ function} \rangle\}$

This function operates in vertical mode, and inserts the material specified by the  $\langle box \text{ function} \rangle$  such that its reference point is displaced horizontally by the given  $\langle dimexpr \rangle$  from the reference point for typesetting, to the right or left as appropriate. The  $\langle box \text{ function} \rangle$  should be a box operation such as `\box_use:N`  $\langle box \rangle$  or a “raw” box specification such as `\vbox:n`  $\{ xyz \}$ .

---

`\box_move_up:nn`  
`\box_move_down:nn`

---

`\box_move_up:nn`  $\{\langle dimexpr \rangle\} \{\langle box \text{ function} \rangle\}$

This function operates in horizontal mode, and inserts the material specified by the  $\langle box \text{ function} \rangle$  such that its reference point is displaced vertically by the given  $\langle dimexpr \rangle$  from the reference point for typesetting, up or down as appropriate. The  $\langle box \text{ function} \rangle$  should be a box operation such as `\box_use:N`  $\langle box \rangle$  or a “raw” box specification such as `\vbox:n`  $\{ xyz \}$ .



### 3 Measuring and setting box dimensions

---

<code>\box_dp:N</code>	<code>\box_dp:N</code> $\langle box \rangle$
<code>\box_dp:c</code>	Calculates the depth (below the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$ .

---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\dp`.

---

<code>\box_ht:N</code>	<code>\box_ht:N</code> $\langle box \rangle$
<code>\box_ht:c</code>	Calculates the height (above the baseline) of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$ .

---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\ht`.

---

<code>\box_wd:N</code>	<code>\box_wd:N</code> $\langle box \rangle$
<code>\box_wd:c</code>	Calculates the width of the $\langle box \rangle$ in a form suitable for use in a $\langle dimension expression \rangle$ .

---

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\wd`.

---

<code>\box_set_dp:Nn</code>	<code>\box_set_dp:Nn</code> $\langle box \rangle$ $\{\langle dimension expression \rangle\}$
<code>\box_set_dp:cn</code>	Set the depth (below the baseline) of the $\langle box \rangle$ to the value of the $\{\langle dimension expression \rangle\}$ . This is a global assignment.
Updated: 2011-10-22	

---



---

<code>\box_set_ht:Nn</code>	<code>\box_set_ht:Nn</code> $\langle box \rangle$ $\{\langle dimension expression \rangle\}$
<code>\box_set_ht:cn</code>	Set the height (above the baseline) of the $\langle box \rangle$ to the value of the $\{\langle dimension expression \rangle\}$ . This is a global assignment.
Updated: 2011-10-22	

---



---

<code>\box_set_wd:Nn</code>	<code>\box_set_wd:Nn</code> $\langle box \rangle$ $\{\langle dimension expression \rangle\}$
<code>\box_set_wd:cn</code>	Set the width of the $\langle box \rangle$ to the value of the $\{\langle dimension expression \rangle\}$ . This is a global assignment.
Updated: 2011-10-22	

---

### 4 Box conditionals

---

<code>\box_if_empty_p:N</code> *	<code>\box_if_empty_p:N</code> $\langle box \rangle$
<code>\box_if_empty_p:c</code> *	<code>\box_if_empty:N</code> $\langle box \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\box_if_empty:NTF</code> *	Tests if $\langle box \rangle$ is a empty (equal to <code>\c_empty_box</code> ).
<code>\box_if_empty:cTF</code> *	

---



---

<code>\box_if_horizontal_p:N</code> *	<code>\box_if_horizontal_p:N</code> $\langle box \rangle$
<code>\box_if_horizontal_p:c</code> *	<code>\box_if_horizontal:N</code> $\langle box \rangle$ $\{\langle true code \rangle\}$ $\{\langle false code \rangle\}$
<code>\box_if_horizontal:NTF</code> *	Tests if $\langle box \rangle$ is a horizontal box.
<code>\box_if_horizontal:cTF</code> *	

---

---

<code>\box_if_vertical_p:N</code>	★	<code>\box_if_vertical_p:N</code>	$\langle box \rangle$
<code>\box_if_vertical_p:c</code>	★	<code>\box_if_vertical:NTF</code>	$\langle box \rangle$ $\{\langle true\ code \rangle\}$ $\{\langle false\ code \rangle\}$
<code>\box_if_vertical:NTF</code>	★		Tests if $\langle box \rangle$ is a vertical box.
<code>\box_if_vertical:cTF</code>	★		

---

## 5 The last box inserted

---

<code>\box_set_to_last:N</code>	<code>\box_set_to_last:N</code>	$\langle box \rangle$
<code>\box_set_to_last:c</code>		Sets the $\langle box \rangle$ equal to the last item (box) added to the current partial list, removing the item from the list at the same time. When applied to the main vertical list, the $\langle box \rangle$ is always void as it is not possible to recover the last added item.
<code>\box_gset_to_last:N</code>		
<code>\box_gset_to_last:c</code>		

---

## 6 Constant boxes

---

<code>\c_empty_box</code>	This is a permanently empty box, which is neither set as horizontal nor vertical.
Updated: 2012-11-04	<b>TeXhackers note:</b> At the TeX level this is a void box.

---

## 7 Scratch boxes

---

<code>\l_tmpa_box</code>	Scratch boxes for local assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\l_tmpb_box</code>	
Updated: 2012-11-04	

---



---

<code>\g_tmpa_box</code>	Scratch boxes for global assignment. These are never used by the kernel code, and so are safe for use with any L <sup>A</sup> T <sub>E</sub> X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.
<code>\g_tmpb_box</code>	

---

## 8 Viewing box contents

---

<code>\box_show:N</code>	<code>\box_show:N</code>	$\langle box \rangle$
<code>\box_show:c</code>		Shows full details of the content of the $\langle box \rangle$ in the terminal.
Updated: 2012-05-11		
<code>\box_show:Nnn</code>	<code>\box_show:Nnn</code>	$\langle box \rangle$ $\{\langle intexpr_1 \rangle\}$ $\{\langle intexpr_2 \rangle\}$
<code>\box_show:cnn</code>		Display the contents of $\langle box \rangle$ in the terminal, showing the first $\langle intexpr_1 \rangle$ items of the box, and descending into $\langle intexpr_2 \rangle$ group levels.
New: 2012-05-11		

---

<code>\box_log:N</code>	<code>\box_log:N</code> $\langle box \rangle$
<code>\box_log:c</code>	Writes full details of the content of the $\langle box \rangle$ to the log.
New: 2012-05-11	

<code>\box_log:Nnn</code>	<code>\box_log:Nnn</code> $\langle box \rangle$ $\{\langle intexpr_1 \rangle\}$ $\{\langle intexpr_2 \rangle\}$
<code>\box_log:cnn</code>	Writes the contents of $\langle box \rangle$ to the log, showing the first $\langle intexpr_1 \rangle$ items of the box, and descending into $\langle intexpr_2 \rangle$ group levels.
New: 2012-05-11	

## 9 Boxes and color

All L<sup>A</sup>T<sub>E</sub>X3 boxes are “color safe”: a color set inside the box stops applying after the end of the box has occurred.

## 10 Horizontal mode boxes

<code>\hbox:n</code>	<code>\hbox:n</code> $\{\langle contents \rangle\}$
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a horizontal box of natural width and then includes this box in the current list for typesetting.

<code>\hbox_to_wd:nn</code>	<code>\hbox_to_wd:nn</code> $\{\langle dimexpr \rangle\}$ $\{\langle contents \rangle\}$
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a horizontal box of width $\langle dimexpr \rangle$ and then includes this box in the current list for typesetting.

<code>\hbox_to_zero:n</code>	<code>\hbox_to_zero:n</code> $\{\langle contents \rangle\}$
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a horizontal box of zero width and then includes this box in the current list for typesetting.

<code>\hbox_set:Nn</code>	<code>\hbox_set:Nn</code> $\langle box \rangle$ $\{\langle contents \rangle\}$
<code>\hbox_set:cn</code>	Typesets the $\langle contents \rangle$ at natural width and then stores the result inside the $\langle box \rangle$ .
<code>\hbox_gset:Nn</code>	
<code>\hbox_gset:cn</code>	
Updated: 2017-04-05	

<code>\hbox_set_to_wd:Nnn</code>	<code>\hbox_set_to_wd:Nnn</code> $\langle box \rangle$ $\{\langle dimexpr \rangle\}$ $\{\langle contents \rangle\}$
<code>\hbox_set_to_wd:cnn</code>	Typesets the $\langle contents \rangle$ to the width given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$ .
<code>\hbox_gset_to_wd:Nnn</code>	
<code>\hbox_gset_to_wd:cnn</code>	
Updated: 2017-04-05	

<code>\hbox_overlap_right:n</code>	<code>\hbox_overlap_right:n</code> $\{\langle contents \rangle\}$
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a horizontal box of zero width such that material protrudes to the right of the insertion point.

<hr/> <code>\hbox_overlap_left:n</code> <hr/>	<code>\hbox_overlap_left:n {\langle contents \rangle}</code>
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a horizontal box of zero width such that material protrudes to the left of the insertion point.
<hr/> <code>\hbox_set:Nw</code> <code>\hbox_set:cw</code> <code>\hbox_set_end:</code> <code>\hbox_gset:Nw</code> <code>\hbox_gset:cw</code> <code>\hbox_gset_end:</code> <hr/>	<code>\hbox_set:Nw \langle box \rangle \langle contents \rangle \hbox_set_end:</code>  Typesets the $\langle contents \rangle$ at natural width and then stores the result inside the $\langle box \rangle$ . In contrast to <code>\hbox_set:Nn</code> this function does not absorb the argument when finding the $\langle content \rangle$ , and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument.
Updated: 2017-04-05	
<hr/> <code>\hbox_set_to_wd:Nnw</code> <code>\hbox_set_to_wd:cnw</code> <code>\hbox_gset_to_wd:Nnw</code> <code>\hbox_gset_to_wd:cnw</code> <hr/>	<code>\hbox_set_to_wd:Nnw \langle box \rangle {\langle dimexpr \rangle} \langle contents \rangle \hbox_set_end:</code>  Typesets the $\langle contents \rangle$ to the width given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$ . In contrast to <code>\hbox_set_to_wd:Nnn</code> this function does not absorb the argument when finding the $\langle content \rangle$ , and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument
New: 2017-06-08	
<hr/> <code>\hbox_unpack:N</code> <code>\hbox_unpack:c</code> <hr/>	<code>\hbox_unpack:N \langle box \rangle</code>  Unpacks the content of the horizontal $\langle box \rangle$ , retaining any stretching or shrinking applied when the $\langle box \rangle$ was set.
	<b>TeXhackers note:</b> This is the TeX primitive <code>\unhcopy</code> .
<hr/> <code>\hbox_unpack_clear:N</code> <code>\hbox_unpack_clear:c</code> <hr/>	<code>\hbox_unpack_clear:N \langle box \rangle</code>  Unpacks the content of the horizontal $\langle box \rangle$ , retaining any stretching or shrinking applied when the $\langle box \rangle$ was set. The $\langle box \rangle$ is then cleared globally.
	<b>TeXhackers note:</b> This is the TeX primitive <code>\unhbox</code> .

## 11 Vertical mode boxes

Vertical boxes inherit their baseline from their contents. The standard case is that the baseline of the box is at the same position as that of the last item added to the box. This means that the box has no depth unless the last item added to it had depth. As a result most vertical boxes have a large height value and small or zero depth. The exception are `_top` boxes, where the reference point is that of the first item added. These tend to have a large depth and small height, although the latter is typically non-zero.

<hr/> <code>\vbox:n</code> <hr/>	<code>\vbox:n {\langle contents \rangle}</code>
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a vertical box of natural height and includes this box in the current list for typesetting.
<hr/> <code>\vbox_top:n</code> <hr/>	<code>\vbox_top:n {\langle contents \rangle}</code>
Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a vertical box of natural height and includes this box in the current list for typesetting. The baseline of the box is equal to that of the <i>first</i> item added to the box.

---

<code>\vbox_to_ht:nn</code>	<code>\vbox_to_ht:nn {&lt;dimexpr&gt;} {&lt;contents&gt;}</code>
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Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a vertical box of height $\langle dimexpr \rangle$ and then includes this box in the current list for typesetting.
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<code>\vbox_to_zero:n</code>	<code>\vbox_to_zero:n {&lt;contents&gt;}</code>
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Updated: 2017-04-05	Typesets the $\langle contents \rangle$ into a vertical box of zero height and then includes this box in the current list for typesetting.
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<code>\vbox_set:Nn</code>	<code>\vbox_set:Nn &lt;box&gt; {&lt;contents&gt;}</code>
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<code>\vbox_set:cn</code> <code>\vbox_gset:Nn</code> <code>\vbox_gset:cn</code>	Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$ .
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Updated: 2017-04-05	
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<code>\vbox_set_top:Nn</code>	<code>\vbox_set_top:Nn &lt;box&gt; {&lt;contents&gt;}</code>
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<code>\vbox_set_top:cn</code> <code>\vbox_gset_top:Nn</code> <code>\vbox_gset_top:cn</code>	Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$ . The baseline of the box is equal to that of the <i>first</i> item added to the box.
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Updated: 2017-04-05	
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<code>\vbox_set_to_ht:Nnn</code>	<code>\vbox_set_to_ht:Nnn &lt;box&gt; {&lt;dimexpr&gt;} {&lt;contents&gt;}</code>
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<code>\vbox_set_to_ht:cn</code> <code>\vbox_gset_to_ht:Nnn</code> <code>\vbox_gset_to_ht:cn</code>	Typesets the $\langle contents \rangle$ to the height given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$ .
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Updated: 2017-04-05	
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<code>\vbox_set:Nw</code>	<code>\vbox_set:Nw &lt;box&gt; &lt;contents&gt; \vbox_set_end:</code>
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<code>\vbox_set:cw</code> <code>\vbox_set_end:</code> <code>\vbox_gset:Nw</code> <code>\vbox_gset:cw</code> <code>\vbox_gset_end:</code>	Typesets the $\langle contents \rangle$ at natural height and then stores the result inside the $\langle box \rangle$ . In contrast to <code>\vbox_set:Nn</code> this function does not absorb the argument when finding the $\langle content \rangle$ , and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument.
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Updated: 2017-04-05	
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<code>\vbox_set_to_ht:Nnw</code>	<code>\vbox_set_to_wd:Nnw &lt;box&gt; {&lt;dimexpr&gt;} &lt;contents&gt; \vbox_set_end:</code>
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<code>\vbox_set_to_ht:cnw</code> <code>\vbox_gset_to_ht:Nnw</code> <code>\vbox_gset_to_ht:cnw</code>	Typesets the $\langle contents \rangle$ to the height given by the $\langle dimexpr \rangle$ and then stores the result inside the $\langle box \rangle$ . In contrast to <code>\vbox_set_to_ht:Nnn</code> this function does not absorb the argument when finding the $\langle content \rangle$ , and so can be used in circumstances where the $\langle content \rangle$ may not be a simple argument
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New: 2017-06-08	
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<code>\vbox_set_split_to_ht:NNn</code>	<code>\vbox_set_split_to_ht:NNn &lt;box<sub>12</sub></code>
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Updated: 2011-10-22	Sets $\langle box_1 \rangle$ to contain material to the height given by the $\langle dimexpr \rangle$ by removing content from the top of $\langle box_2 \rangle$ (which must be a vertical box).
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**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\vsplit`.

<hr/> <code>\vbox_unpack:N</code>	<code>\vbox_unpack:N &lt;box&gt;</code>
<hr/> <code>\vbox_unpack:c</code>	Unpacks the content of the vertical <code>&lt;box&gt;</code> , retaining any stretching or shrinking applied when the <code>&lt;box&gt;</code> was set.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\unvcopy`.

<hr/> <code>\vbox_unpack_clear:N</code>	<code>\vbox_unpack:N &lt;box&gt;</code>
<hr/> <code>\vbox_unpack_clear:c</code>	Unpacks the content of the vertical <code>&lt;box&gt;</code> , retaining any stretching or shrinking applied when the <code>&lt;box&gt;</code> was set. The <code>&lt;box&gt;</code> is then cleared globally.

**T<sub>E</sub>Xhackers note:** This is the T<sub>E</sub>X primitive `\unvbox`.

## 12 Affine transformations

Affine transformations are changes which (informally) preserve straight lines. Simple translations are affine transformations, but are better handled in T<sub>E</sub>X by doing the translation first, then inserting an unmodified box. On the other hand, rotation and resizing of boxed material can best be handled by modifying boxes. These transformations are described here.

<hr/> <code>\box_autosize_to_wd_and_ht:Nnn</code>	<code>\box_autosize_to_wd_and_ht:Nnn &lt;box&gt; {&lt;x-size&gt;} {&lt;y-size&gt;}</code>
<hr/> <code>\box_autosize_to_wd_and_ht:Nnn</code>	

---

New: 2017-04-04

---

Resizes the `<box>` to fit within the given `<x-size>` (horizontally) and `<y-size>` (vertically); both of the sizes are dimension expressions. The `<y-size>` is the height only: it does not include any depth. The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. The final size of the `<box>` is the smaller of `{<x-size>}` and `{<y-size>}`, *i.e.* the result fits within the dimensions specified. Negative sizes cause the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<y-size>` results in the `<box>` having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current T<sub>E</sub>X group level.

<hr/> <code>\box_autosize_to_wd_and_ht_plus_dp:Nnn</code>	<code>\box_autosize_to_wd_and_ht_plus_dp:Nnn &lt;box&gt; {&lt;x-size&gt;}</code>
<hr/> <code>\box_autosize_to_wd_and_ht_plus_dp:Nnn</code>	<code>{&lt;y-size&gt;}</code>

---

New: 2017-04-04

---

Resizes the `<box>` to fit within the given `<x-size>` (horizontally) and `<y-size>` (vertically); both of the sizes are dimension expressions. The `<y-size>` is the total vertical size (height plus depth). The updated `<box>` is an `hbox`, irrespective of the nature of the `<box>` before the resizing is applied. The final size of the `<box>` is the smaller of `{<x-size>}` and `{<y-size>}`, *i.e.* the result fits within the dimensions specified. Negative sizes cause the material in the `<box>` to be reversed in direction, but the reference point of the `<box>` is unchanged. Thus a negative `<y-size>` results in the `<box>` having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current T<sub>E</sub>X group level.

---

`\box_resize_to_ht:Nn`    `\box_resize_to_ht:Nn <box> {<y-size>}`

`\box_resize_to_ht:cn`

---

Resizes the  $\langle box \rangle$  to  $\langle y-size \rangle$  (vertically), scaling the horizontal size by the same amount;  $\langle y-size \rangle$  is a dimension expression. The  $\langle y-size \rangle$  is the height only: it does not include any depth. The updated  $\langle box \rangle$  is an `hbox`, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. A negative  $\langle y-size \rangle$  causes the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle y-size \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

---

`\box_resize_to_ht_plus_dp:Nn`    `\box_resize_to_ht_plus_dp:Nn <box> {<y-size>}`

`\box_resize_to_ht_plus_dp:cn`

---

Resizes the  $\langle box \rangle$  to  $\langle y-size \rangle$  (vertically), scaling the horizontal size by the same amount;  $\langle y-size \rangle$  is a dimension expression. The  $\langle y-size \rangle$  is the total vertical size (height plus depth). The updated  $\langle box \rangle$  is an `hbox`, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. A negative  $\langle y-size \rangle$  causes the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle y-size \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

---

`\box_resize_to_wd:Nn`    `\box_resize_to_wd:Nn <box> {<x-size>}`

`\box_resize_to_wd:cn`

---

Resizes the  $\langle box \rangle$  to  $\langle x-size \rangle$  (horizontally), scaling the vertical size by the same amount;  $\langle x-size \rangle$  is a dimension expression. The updated  $\langle box \rangle$  is an `hbox`, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. A negative  $\langle x-size \rangle$  causes the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle x-size \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

---

`\box_resize_to_wd_and_ht:Nnn`    `\box_resize_to_wd_and_ht:Nnn <box> {<x-size>} {<y-size>}`

`\box_resize_to_wd_and_ht:cnn`

---

New: 2014-07-03

---

Resizes the  $\langle box \rangle$  to  $\langle x-size \rangle$  (horizontally) and  $\langle y-size \rangle$  (vertically): both of the sizes are dimension expressions. The  $\langle y-size \rangle$  is the height only and does not include any depth. The updated  $\langle box \rangle$  is an `hbox`, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. Negative sizes cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle y-size \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

---

<code>\box_resize_to_wd_and_ht_plus_dp:Nnn</code>	<code>\box_resize_to_wd_and_ht_plus_dp:Nnn &lt;box&gt; {\&lt;x-size&gt;} {\&lt;y-size&gt;}</code>
<code>\box_resize_to_wd_and_ht_plus_dp:cnn</code>	

---

New: 2017-04-06

Resizes the  $\langle box \rangle$  to  $\langle x-size \rangle$  (horizontally) and  $\langle y-size \rangle$  (vertically): both of the sizes are dimension expressions. The  $\langle y-size \rangle$  is the total vertical size (height plus depth). The updated  $\langle box \rangle$  is an **hbox**, irrespective of the nature of the  $\langle box \rangle$  before the resizing is applied. Negative sizes cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle y-size \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

---

<code>\box_rotate:Nn</code>	<code>\box_rotate:Nn &lt;box&gt; {\&lt;angle&gt;}</code>
<code>\box_rotate:cn</code>	

---

Rotates the  $\langle box \rangle$  by  $\langle angle \rangle$  (in degrees) anti-clockwise about its reference point. The reference point of the updated box is moved horizontally such that it is at the left side of the smallest rectangle enclosing the rotated material. The updated  $\langle box \rangle$  is an **hbox**, irrespective of the nature of the  $\langle box \rangle$  before the rotation is applied. The rotation applies within the current  $\text{\TeX}$  group level.

---

<code>\box_scale:Nnn</code>	<code>\box_scale:Nnn &lt;box&gt; {\&lt;x-scale&gt;} {\&lt;y-scale&gt;}</code>
<code>\box_scale:cnn</code>	

---

Scales the  $\langle box \rangle$  by factors  $\langle x-scale \rangle$  and  $\langle y-scale \rangle$  in the horizontal and vertical directions, respectively (both scales are integer expressions). The updated  $\langle box \rangle$  is an **hbox**, irrespective of the nature of the  $\langle box \rangle$  before the scaling is applied. Negative scalings cause the material in the  $\langle box \rangle$  to be reversed in direction, but the reference point of the  $\langle box \rangle$  is unchanged. Thus a negative  $\langle y-scale \rangle$  results in the  $\langle box \rangle$  having a depth dependent on the height of the original and *vice versa*. The resizing applies within the current  $\text{\TeX}$  group level.

## 13 Primitive box conditionals

---

<code>\if_hbox:N</code> ★	<code>\if_hbox:N &lt;box&gt;</code> <code>  &lt;true code&gt;</code> <code>\else:</code> <code>  &lt;false code&gt;</code> <code>\fi:</code>
---------------------------	--

---

Tests if  $\langle box \rangle$  is a horizontal box.

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  primitive `\ifhbox`.

---

<code>\if_vbox:N</code> ★	<code>\if_vbox:N &lt;box&gt;</code> <code>  &lt;true code&gt;</code> <code>\else:</code> <code>  &lt;false code&gt;</code> <code>\fi:</code>
---------------------------	--

---

Tests if  $\langle box \rangle$  is a vertical box.

**$\text{\TeX}$ hackers note:** This is the  $\text{\TeX}$  primitive `\ifvbox`.



---

---

`\if_box_empty:N` ★

```
\if_box_empty:N <box>
  <true code>
\else:
  <false code>
\fi:
```

Tests if `<box>` is an empty (void) box.

**TeXhackers note:** This is the TeX primitive `\ifvoid`.

## Part XXVII

# The l3coffins package

## Coffin code layer

The material in this module provides the low-level support system for coffins. For details about the design concept of a coffin, see the xcoffins module (in the l3experimental bundle).

## 1 Creating and initialising coffins

---

<code>\coffin_new:N</code>
<code>\coffin_new:c</code>
New: 2011-08-17

---

`\coffin_new:N`  $\langle coffin \rangle$

Creates a new  $\langle coffin \rangle$  or raises an error if the name is already taken. The declaration is global. The  $\langle coffin \rangle$  is initially empty.

---

<code>\coffin_clear:N</code>
<code>\coffin_clear:c</code>
New: 2011-08-17

---

`\coffin_clear:N`  $\langle coffin \rangle$

Clears the content of the  $\langle coffin \rangle$  within the current T<sub>E</sub>X group level.

---

<code>\coffin_set_eq:NN</code>
<code>\coffin_set_eq:(Nc cN cc)</code>
New: 2011-08-17

---

`\coffin_set_eq:NN`  $\langle coffin_1 \rangle$   $\langle coffin_2 \rangle$

Sets both the content and poles of  $\langle coffin_1 \rangle$  equal to those of  $\langle coffin_2 \rangle$  within the current T<sub>E</sub>X group level.

---

<code>\coffin_if_exist_p:N</code> ★
<code>\coffin_if_exist_p:c</code> ★
<code>\coffin_if_exist:NTF</code> ★
<code>\coffin_if_exist:cTF</code> ★
New: 2012-06-20

---

`\coffin_if_exist_p:N`  $\langle box \rangle$

`\coffin_if_exist:NTF`  $\langle box \rangle$   $\{\langle true\ code \rangle\}$   $\{\langle false\ code \rangle\}$

Tests whether the  $\langle coffin \rangle$  is currently defined.

## 2 Setting coffin content and poles

All coffin functions create and manipulate coffins locally within the current T<sub>E</sub>X group level.

---

<code>\hcoffin_set:Nn</code>
<code>\hcoffin_set:cn</code>
New: 2011-08-17
Updated: 2011-09-03

---

`\hcoffin_set:Nn`  $\langle coffin \rangle$   $\{\langle material \rangle\}$

Typesets the  $\langle material \rangle$  in horizontal mode, storing the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material.

---

<code>\hcoffin_set:Nw</code>
<code>\hcoffin_set:cw</code>
<code>\hcoffin_set:end:</code>
New: 2011-09-10

---

`\hcoffin_set:Nw`  $\langle coffin \rangle$   $\langle material \rangle$  `\hcoffin_set_end:`

Typesets the  $\langle material \rangle$  in horizontal mode, storing the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

---

`\vcoffin_set:Nnn`  
`\vcoffin_set:cnn`  
 New: 2011-08-17  
 Updated: 2012-05-22

---

`\vcoffin_set:Nnn`  $\langle coffin \rangle$   $\{\langle width \rangle\}$   $\{\langle material \rangle\}$   
 Typesets the  $\langle material \rangle$  in vertical mode constrained to the given  $\langle width \rangle$  and stores the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material.

---

`\vcoffin_set:Nnw`  
`\vcoffin_set:cnw`  
`\vcoffin_set_end:`  
 New: 2011-09-10  
 Updated: 2012-05-22

---

`\vcoffin_set:Nnw`  $\langle coffin \rangle$   $\{\langle width \rangle\}$   $\langle material \rangle$  `\vcoffin_set_end:`  
 Typesets the  $\langle material \rangle$  in vertical mode constrained to the given  $\langle width \rangle$  and stores the result in the  $\langle coffin \rangle$ . The standard poles for the  $\langle coffin \rangle$  are then set up based on the size of the typeset material. These functions are useful for setting the entire contents of an environment in a coffin.

---

`\coffin_set_horizontal_pole:Nnn` `\coffin_set_horizontal_pole:Nnn`  $\langle coffin \rangle$   
`\coffin_set_horizontal_pole:cnn`  $\{\langle pole \rangle\}$   $\{\langle offset \rangle\}$   
 New: 2012-07-20

---

Sets the  $\langle pole \rangle$  to run horizontally through the  $\langle coffin \rangle$ . The  $\langle pole \rangle$  is placed at the  $\langle offset \rangle$  from the bottom edge of the bounding box of the  $\langle coffin \rangle$ . The  $\langle offset \rangle$  should be given as a dimension expression.

---

`\coffin_set_vertical_pole:Nnn` `\coffin_set_vertical_pole:Nnn`  $\langle coffin \rangle$   $\{\langle pole \rangle\}$   $\{\langle offset \rangle\}$   
`\coffin_set_vertical_pole:cnn`  
 New: 2012-07-20

---

Sets the  $\langle pole \rangle$  to run vertically through the  $\langle coffin \rangle$ . The  $\langle pole \rangle$  is placed at the  $\langle offset \rangle$  from the left-hand edge of the bounding box of the  $\langle coffin \rangle$ . The  $\langle offset \rangle$  should be given as a dimension expression.

### 3 Joining and using coffins

---

`\coffin_attach:NnnNnnnn` `\coffin_attach:NnnNnnnn`  
`\coffin_attach:(cnnNnnnn|Nnnncnnnn|cnnncnnnn)`  $\langle coffin_1 \rangle$   $\{\langle coffin_1-pole_1 \rangle\}$   $\{\langle coffin_1-pole_2 \rangle\}$   
 $\langle coffin_2 \rangle$   $\{\langle coffin_2-pole_1 \rangle\}$   $\{\langle coffin_2-pole_2 \rangle\}$   
 $\{\langle x-offset \rangle\}$   $\{\langle y-offset \rangle\}$

---

This function attaches  $\langle coffin_2 \rangle$  to  $\langle coffin_1 \rangle$  such that the bounding box of  $\langle coffin_1 \rangle$  is not altered, *i.e.*  $\langle coffin_2 \rangle$  can protrude outside of the bounding box of the coffin. The alignment is carried out by first calculating  $\langle handle_1 \rangle$ , the point of intersection of  $\langle coffin_1-pole_1 \rangle$  and  $\langle coffin_1-pole_2 \rangle$ , and  $\langle handle_2 \rangle$ , the point of intersection of  $\langle coffin_2-pole_1 \rangle$  and  $\langle coffin_2-pole_2 \rangle$ .  $\langle coffin_2 \rangle$  is then attached to  $\langle coffin_1 \rangle$  such that the relationship between  $\langle handle_1 \rangle$  and  $\langle handle_2 \rangle$  is described by the  $\langle x-offset \rangle$  and  $\langle y-offset \rangle$ . The two offsets should be given as dimension expressions.

---

```
\coffin_join:NnnNnnnn
\coffin_join:(cnnNnnnn|Nnnncnnnn|cnnncnnnn)
```

---

```
\coffin_join:NnnNnnnn
  <coffin_1> {<coffin_1-pole_1>} {<coffin_1-pole_2>}
  <coffin_2> {<coffin_2-pole_1>} {<coffin_2-pole_2>}
  {<x-offset>} {<y-offset>}
```

This function joins  $\langle coffin_2 \rangle$  to  $\langle coffin_1 \rangle$  such that the bounding box of  $\langle coffin_1 \rangle$  may expand. The new bounding box covers the area containing the bounding boxes of the two original coffins. The alignment is carried out by first calculating  $\langle handle_1 \rangle$ , the point of intersection of  $\langle coffin_1-pole_1 \rangle$  and  $\langle coffin_1-pole_2 \rangle$ , and  $\langle handle_2 \rangle$ , the point of intersection of  $\langle coffin_2-pole_1 \rangle$  and  $\langle coffin_2-pole_2 \rangle$ .  $\langle coffin_2 \rangle$  is then attached to  $\langle coffin_1 \rangle$  such that the relationship between  $\langle handle_1 \rangle$  and  $\langle handle_2 \rangle$  is described by the  $\langle x-offset \rangle$  and  $\langle y-offset \rangle$ . The two offsets should be given as dimension expressions.

---

```
\coffin_typeset:Nnnnn
\coffin_typeset:cnnnn
```

---

Updated: 2012-07-20

```
\coffin_typeset:Nnnnn <coffin> {<pole_1>} {<pole_2>}
  {<x-offset>} {<y-offset>}
```

Typesetting is carried out by first calculating  $\langle handle \rangle$ , the point of intersection of  $\langle pole_1 \rangle$  and  $\langle pole_2 \rangle$ . The coffin is then typeset in horizontal mode such that the relationship between the current reference point in the document and the  $\langle handle \rangle$  is described by the  $\langle x-offset \rangle$  and  $\langle y-offset \rangle$ . The two offsets should be given as dimension expressions. Typesetting a coffin is therefore analogous to carrying out an alignment where the “parent” coffin is the current insertion point.

## 4 Measuring coffins

---

```
\coffin_dp:N
\coffin_dp:c
```

---

```
\coffin_dp:N <coffin>
```

Calculates the depth (below the baseline) of the  $\langle coffin \rangle$  in a form suitable for use in a  $\langle dimension expression \rangle$ .

---

```
\coffin_ht:N
\coffin_ht:c
```

---

```
\coffin_ht:N <coffin>
```

Calculates the height (above the baseline) of the  $\langle coffin \rangle$  in a form suitable for use in a  $\langle dimension expression \rangle$ .

---

```
\coffin_wd:N
\coffin_wd:c
```

---

```
\coffin_wd:N <coffin>
```

Calculates the width of the  $\langle coffin \rangle$  in a form suitable for use in a  $\langle dimension expression \rangle$ .

## 5 Coffin diagnostics

---

```
\coffin_display_handles:Nn
\coffin_display_handles:cn
```

---

Updated: 2011-09-02

```
\coffin_display_handles:Nn <coffin> {<color>}
```

This function first calculates the intersections between all of the  $\langle poles \rangle$  of the  $\langle coffin \rangle$  to give a set of  $\langle handles \rangle$ . It then prints the  $\langle coffin \rangle$  at the current location in the source, with the position of the  $\langle handles \rangle$  marked on the coffin. The  $\langle handles \rangle$  are labelled as part of this process: the locations of the  $\langle handles \rangle$  and the labels are both printed in the  $\langle color \rangle$  specified.

---

`\coffin_mark_handle:Nnnn`  
`\coffin_mark_handle:cnnn`  


---

Updated: 2011-09-02

---

`\coffin_mark_handle:Nnnn`  $\langle coffin \rangle$   $\{\langle pole_1 \rangle\}$   $\{\langle pole_2 \rangle\}$   $\{\langle color \rangle\}$

This function first calculates the  $\langle handle \rangle$  for the  $\langle coffin \rangle$  as defined by the intersection of  $\langle pole_1 \rangle$  and  $\langle pole_2 \rangle$ . It then marks the position of the  $\langle handle \rangle$  on the  $\langle coffin \rangle$ . The  $\langle handle \rangle$  are labelled as part of this process: the location of the  $\langle handle \rangle$  and the label are both printed in the  $\langle color \rangle$  specified.

---

`\coffin_show_structure:N`  
`\coffin_show_structure:c`  


---

Updated: 2015-08-01

---

`\coffin_show_structure:N`  $\langle coffin \rangle$

This function shows the structural information about the  $\langle coffin \rangle$  in the terminal. The width, height and depth of the typeset material are given, along with the location of all of the poles of the coffin.

Notice that the poles of a coffin are defined by four values: the  $x$  and  $y$  co-ordinates of a point that the pole passes through and the  $x$ - and  $y$ -components of a vector denoting the direction of the pole. It is the ratio between the later, rather than the absolute values, which determines the direction of the pole.

---

`\coffin_log_structure:N`  
`\coffin_log_structure:c`  


---

New: 2014-08-22  
Updated: 2015-08-01

---

`\coffin_log_structure:N`  $\langle coffin \rangle$

This function writes the structural information about the  $\langle coffin \rangle$  in the log file. See also `\coffin_show_structure:N` which displays the result in the terminal.

## 5.1 Constants and variables

---

`\c_empty_coffin`

---

A permanently empty coffin.

---

`\l_tmpa_coffin`  
`\l_tmpb_coffin`  


---

New: 2012-06-19

---

Scratch coffins for local assignment. These are never used by the kernel code, and so are safe for use with any L<sup>A</sup>T<sub>E</sub>X3-defined function. However, they may be overwritten by other non-kernel code and so should only be used for short-term storage.

## Part XXVIII

# The **l3color** package

## Color support

This module provides support for color in L<sup>A</sup>T<sub>E</sub>X3. At present, the material here is mainly intended to support a small number of low-level requirements in other **l3kernel** modules.

### 1 Color in boxes

Controlling the color of text in boxes requires a small number of control functions, so that the boxed material uses the color at the point where it is set, rather than where it is used.

---

```
\color_group_begin:
\color_group_end:
```

---

New: 2011-09-03

```
\color_group_begin:
...
\color_group_end:
```

Creates a color group: one used to “trap” color settings.

---

```
\color_ensure_current:
```

---

New: 2011-09-03

```
\color_ensure_current:
```

Ensures that material inside a box uses the foreground color at the point where the box is set, rather than that in force when the box is used. This function should usually be used within a `\color_group_begin: ... \color_group_end:` group.

## 1.1 Internal functions

---

`\l__color_current_tl`

---

New: 2017-06-15  
Updated: 2017-10-02

---

The color currently active for foreground (text, *etc.*) material. This is stored in the form of a color model followed by one or more values. There are four pre-defined models, three of which take numerical values in the range  $[0, 1]$ :

- `gray`  $\langle gray \rangle$  Grayscale color with the  $\langle gray \rangle$  value running from 0 (fully black) to 1 (fully white)
- `cmk`  $\langle cyan \rangle$   $\langle magenta \rangle$   $\langle yellow \rangle$   $\langle black \rangle$
- `rgb`  $\langle red \rangle$   $\langle green \rangle$   $\langle blue \rangle$

Notice that the value are separated by spaces. There is a fourth pre-defined model using a string value and a numerical one:

- `spot`  $\langle name \rangle$   $\langle tint \rangle$  A pre-defined spot color, where the  $\langle name \rangle$  should be a pre-defined string color name and the  $\langle tint \rangle$  should be in the range  $[0, 1]$ .

Additional models may be created to allow mixing of spot colors. The number of data entries these require will depend on the number of colors to be mixed.

**T<sub>E</sub>Xhackers note:** The content of `\l__color_current_tl` is space-separated as this allows it to be used directly in specials in many common cases. This internal representation is close to that used by the `dvips` program.

## Part XXIX

# The l3sys package

## System/runtime functions

### 1 The name of the job

---

`\c_sys_jobname_str`

---

New: 2015-09-19

---

Constant that gets the “job name” assigned when T<sub>E</sub>X starts.

**T<sub>E</sub>Xhackers note:** This copies the contents of the primitive `\jobname`. It is a constant that is set by T<sub>E</sub>X and should not be overwritten by the package.

### 2 Date and time

---

`\c_sys_minute_int`  
`\c_sys_hour_int`  
`\c_sys_day_int`  
`\c_sys_month_int`  
`\c_sys_year_int`

---

New: 2015-09-22

---

The date and time at which the current job was started: these are all reported as integers.

**T<sub>E</sub>Xhackers note:** Whilst the underlying primitives can be altered by the user, this interface to the time and date is intended to be the “real” values.

### 3 Engine

---

`\sys_if_engine luatex_p:` ★  
`\sys_if_engine luatex:` *TF* ★  
`\sys_if_engine pdftex_p:` ★  
`\sys_if_engine pdftex:` *TF* ★  
`\sys_if_engine ptex_p:` ★  
`\sys_if_engine ptex:` *TF* ★  
`\sys_if_engine uptex_p:` ★  
`\sys_if_engine uptex:` *TF* ★  
`\sys_if_engine xetex_p:` ★  
`\sys_if_engine xetex:` *TF* ★

---

New: 2015-09-07

---

`\sys_if_engine pdftex:TF` *{(true code)}* *{(false code)}*

Conditionals which allow engine-specific code to be used. The names follow naturally from those of the engine binaries: note that the (u)ptex tests are for  $\varepsilon$ -pT<sub>E</sub>X and  $\varepsilon$ -upT<sub>E</sub>X as expl3 requires the  $\varepsilon$ -T<sub>E</sub>X extensions. Each conditional is true for *exactly one* supported engine. In particular, `\sys_if_engine ptex_p:` is true for  $\varepsilon$ -pT<sub>E</sub>X but false for  $\varepsilon$ -upT<sub>E</sub>X.

---

`\c_sys_engine_str`

---

New: 2015-09-19

---

The current engine given as a lower case string: one of `luatex`, `pdftex`, `ptex`, `uptex` or `xetex`.



## 4 Output format

<code>\sys_if_output_dvi_p:</code>	★	<code>\sys_if_output_dvi:TF</code>	<code>{\true code}</code>	<code>{\false code}</code>
<code>\sys_if_output_dvi:</code>	<u>TF</u> ★	Conditionals which give the current output mode the TeX run is operating in. This is always one of two outcomes, DVI mode or PDF mode. The two sets of conditionals are thus complementary and are both provided to allow the programmer to emphasise the most appropriate case.		
<code>\sys_if_output_pdf_p:</code>	★			
<code>\sys_if_output_pdf:</code>	<u>TF</u> ★			
<hr/>				
New: 2015-09-19				

---

<code>\c_sys_output_str</code>	The current output mode given as a lower case string: one of <code>dvi</code> or <code>pdf</code> .
<hr/> New: 2015-09-19 <hr/>	

**Part XXX**

# **The l3deprecation package**

## **Deprecation errors**

### **1 l3deprecation documentation**

A few commands have had to be deprecated over the years. This module defines deprecated and deleted commands to produce an error.

## Part XXXI

# The l3candidates package

## Experimental additions to l3kernel

### 1 Important notice

This module provides a space in which functions can be added to l3kernel (expl3) while still being experimental.

**As such, the functions here may not remain in their current form, or indeed at all, in l3kernel in the future.**

In contrast to the material in l3experimental, the functions here are all *small* additions to the kernel. We encourage programmers to test them out and report back on the LaTeX-L mailing list.

Thus, if you intend to use any of these functions from the candidate module in a public package offered to others for productive use (e.g., being placed on CTAN) please consider the following points carefully:

- Be prepared that your public packages might require updating when such functions are being finalized.
- Consider informing us that you use a particular function in your public package, e.g., by discussing this on the LaTeX-L mailing list. This way it becomes easier to coordinate any updates necessary without issues for the users of your package.
- Discussing and understanding use cases for a particular addition or concept also helps to ensure that we provide the right interfaces in the final version so please give us feedback if you consider a certain candidate function useful (or not).

We only add functions in this space if we consider them being serious candidates for a final inclusion into the kernel. However, real use sometimes leads to better ideas, so functions from this module are **not necessarily stable** and we may have to adjust them!

## 2 Additions to l3basics

---

`\debug_on:n`  
`\debug_off:n`

---

New: 2017-07-16  
Updated: 2017-08-02

---

`\debug_on:n { <comma-separated list> }`  
`\debug_off:n { <comma-separated list> }`

Turn on and off within a group various debugging code, some of which is also available as expl3 load-time options. The items that can be used in the *<list>* are

- **check-declarations** that checks all expl3 variables used were previously declared and that local/global variables (based on their name or on their first assignment) are only locally/globally assigned;
- **check-expressions** that checks integer, dimension, skip, and muskip expressions are not terminated prematurely;
- **deprecation** that makes soon-to-be-deprecated commands produce errors;
- **log-functions** that logs function definitions;

Providing these as switches rather than options allows testing code even if it relies on other packages: load all other packages, call `\debug_on:n`, and load the code that one is interested in testing. These functions can only be used in L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> package mode loaded with **enable-debug** or another option implying it.

---

`\debug_suspend:`  
`\debug_resume:`

---

New: 2017-11-28

---

`\debug_suspend: ... \debug_resume:`

Suppress (locally) errors and logging from **debug** commands, except for the **deprecation** errors or warnings. These pairs of commands can be nested. This can be used around pieces of code that are known to fail checks, if such failures should be ignored. See for instance l3coffins.

---

`\mode_leave_vertical:`

---

New: 2017-07-04

---

`\mode_leave_vertical:`

Ensures that T<sub>E</sub>X is not in vertical (inter-paragraph) mode. In horizontal or math mode this command has no effect, in vertical mode it switches to horizontal mode, and inserts a box of width `\parindent`, followed by the `\everypar` token list.

**T<sub>E</sub>Xhackers note:** This results in the contents of the `\everypar` token register being inserted, after `\mode_leave_vertical:` is complete. Notice that in contrast to the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> `\leavevmode` approach, no box is used by the method implemented here.

## 3 Additions to l3box

### 3.1 Viewing part of a box

---

<code>\box_clip:N</code> <code>\box_clip:c</code>	<code>\box_clip:N &lt;box&gt;</code>
--	--------------------------------------

---

Clips the  $\langle box \rangle$  in the output so that only material inside the bounding box is displayed in the output. The updated  $\langle box \rangle$  is an hbox, irrespective of the nature of the  $\langle box \rangle$  before the clipping is applied. The clipping applies within the current T<sub>E</sub>X group level.

**These functions require the L<sup>A</sup>T<sub>E</sub>X3 native drivers: they do not work with the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> graphics drivers!**

**T<sub>E</sub>Xhackers note:** Clipping is implemented by the driver, and as such the full content of the box is placed in the output file. Thus clipping does not remove any information from the raw output, and hidden material can therefore be viewed by direct examination of the file.

---

<code>\box_trim:Nnnnn</code> <code>\box_trim:cnnnn</code>	<code>\box_trim:Nnnnn &lt;box&gt; {&lt;left&gt;} {&lt;bottom&gt;} {&lt;right&gt;} {&lt;top&gt;}</code>
--	--

---

Adjusts the bounding box of the  $\langle box \rangle$   $\langle left \rangle$  is removed from the left-hand edge of the bounding box,  $\langle right \rangle$  from the right-hand edge and so fourth. All adjustments are  $\langle dimension expressions \rangle$ . Material outside of the bounding box is still displayed in the output unless `\box_clip:N` is subsequently applied. The updated  $\langle box \rangle$  is an hbox, irrespective of the nature of the  $\langle box \rangle$  before the trim operation is applied. The adjustment applies within the current T<sub>E</sub>X group level. The behavior of the operation where the trims requested is greater than the size of the box is undefined.

---

<code>\box_viewport:Nnnnn</code> <code>\box_viewport:cnnnn</code>	<code>\box_viewport:Nnnnn &lt;box&gt; {&lt;llx&gt;} {&lt;lly&gt;} {&lt;urx&gt;} {&lt;ury&gt;}</code>
--	--

---

Adjusts the bounding box of the  $\langle box \rangle$  such that it has lower-left co-ordinates ( $\langle llx \rangle$ ,  $\langle lly \rangle$ ) and upper-right co-ordinates ( $\langle urx \rangle$ ,  $\langle ury \rangle$ ). All four co-ordinate positions are  $\langle dimension expressions \rangle$ . Material outside of the bounding box is still displayed in the output unless `\box_clip:N` is subsequently applied. The updated  $\langle box \rangle$  is an hbox, irrespective of the nature of the  $\langle box \rangle$  before the viewport operation is applied. The adjustment applies within the current T<sub>E</sub>X group level.

## 4 Additions to l3clist

---

<code>\clist_rand_item:N</code> ★ <code>\clist_rand_item:c</code> ★ <code>\clist_rand_item:n</code> ★	<code>\clist_rand_item:N &lt;clist var&gt;</code> <code>\clist_rand_item:n {&lt;comma list&gt;}</code>
---	---

---

Selects a pseudo-random item of the  $\langle comma list \rangle$ . If the  $\langle comma list \rangle$  has no item, the result is empty. This is only available in pdfT<sub>E</sub>X and LuaT<sub>E</sub>X.

New: 2016-12-06

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle item \rangle$  does not expand further when appearing in an x-type argument expansion.

## 5 Additions to l3coffins

---

```
\coffin_resize:Nnn
\coffin_resize:cnn
```

---

```
\coffin_resize:Nnn <coffin> {<width>} {<total-height>}
```

Resized the  $\langle coffin \rangle$  to  $\langle width \rangle$  and  $\langle total-height \rangle$ , both of which should be given as dimension expressions.

---

```
\coffin_rotate:Nn
\coffin_rotate:cn
```

---

```
\coffin_rotate:Nn <coffin> {<angle>}
```

Rotates the  $\langle coffin \rangle$  by the given  $\langle angle \rangle$  (given in degrees counter-clockwise). This process rotates both the coffin content and poles. Multiple rotations do not result in the bounding box of the coffin growing unnecessarily.

---

```
\coffin_scale:Nnn
\coffin_scale:cnn
```

---

```
\coffin_scale:Nnn <coffin> {<x-scale>} {<y-scale>}
```

Scales the  $\langle coffin \rangle$  by a factors  $\langle x-scale \rangle$  and  $\langle y-scale \rangle$  in the horizontal and vertical directions, respectively. The two scale factors should be given as real numbers.

## 6 Additions to l3file

---

```
\file_get_md5five_hash:nN
```

---

New: 2017-07-11

```
\file_get_md5five_hash:nN {<file name>} <str var>
```

Searches for  $\langle file name \rangle$  using the current T<sub>E</sub>X search path and the additional paths controlled by `\file_path_include:n`. If found, sets the  $\langle str var \rangle$  to the MD5 sum generated from the content of the file. The file is read as bytes, which means that in contrast to most T<sub>E</sub>X behaviour there will be a difference in result depending on the line endings used in text files. The same file will produce the same result between different engines: the algorithm used is the same in all cases. Where the file is not found, the  $\langle str var \rangle$  will be empty.

---

```
\file_get_size:nN
```

---

New: 2017-07-09

```
\file_get_size:nN {<file name>} <str var>
```

Searches for  $\langle file name \rangle$  using the current T<sub>E</sub>X search path and the additional paths controlled by `\file_path_include:n`. If found, sets the  $\langle str var \rangle$  to the size of the file in bytes. Where the file is not found, the  $\langle str var \rangle$  will be empty.

**T<sub>E</sub>Xhackers note:** The X<sub>Ǝ</sub>T<sub>E</sub>X engine provides no way to implement this function.

---

```
\file_get_timestamp:nN
```

---

New: 2017-07-09

```
\file_get_timestamp:nN {<file name>} <str var>
```

Searches for  $\langle file name \rangle$  using the current T<sub>E</sub>X search path and the additional paths controlled by `\file_path_include:n`. If found, sets the  $\langle str var \rangle$  to the modification timestamp of the file in the form D: $\langle year \rangle \langle month \rangle \langle day \rangle \langle hour \rangle \langle minute \rangle \langle second \rangle \langle offset \rangle$ , where the latter may be Z (UTC) or  $\langle plus-minus \rangle \langle hours \rangle' \langle minutes \rangle'$ . Where the file is not found, the  $\langle str var \rangle$  will be empty.

**T<sub>E</sub>Xhackers note:** The X<sub>Ǝ</sub>T<sub>E</sub>X engine provides no way to implement this function.

---

`\file_if_exist_input:n`  
`\file_if_exist_input:nF`

---

New: 2014-07-02

`\file_if_exist_input:n {<file name>}`  
`\file_if_exist_input:nF {<file name>} {<false code>}`

Searches for `<file name>` using the current `TeX` search path and the additional paths controlled by `\file_path_include:n`. If found then reads in the file as additional `LaTeX` source as described for `\file_input:n`, otherwise inserts the `<false code>`. Note that these functions do not raise an error if the file is not found, in contrast to `\file_input:n`.

---

`\file_input_stop:`

---

New: 2017-07-07

`\file_input_stop:`

Ends the reading of a file started by `\file_input:n` or similar before the end of the file is reached. Where the file reading is being terminated due to an error, `\msg_critical:nn(nn)` should be preferred.

**TeXhackers note:** This function must be used on a line on its own: `TeX` reads files line-by-line and so any additional tokens in the “current” line will still be read.

This is also true if the function is hidden inside another function (which will be the normal case), i.e., all tokens on the same line in the source file are still processed. Putting it on a line by itself in the definition doesn’t help as it is the line where it is used that counts!

## 7 Additions to `l3int`

---

`\int_rand:nn` ★

---

New: 2016-12-06

`\int_rand:nn {<intexpr1>} {<intexpr2>}`

Evaluates the two *<integer expressions>* and produces a pseudo-random number between the two (with bounds included). This is only available in `pdfTeX` and `LuaTeX`.

## 8 Additions to `l3msg`

In very rare cases it may be necessary to produce errors in an expansion-only context. The functions in this section should only be used if there is no alternative approach using `\msg_error:nnnnnn` or other non-expandable commands from the previous section. Despite having a similar interface as non-expandable messages, expandable errors must be handled internally very differently from normal error messages, as none of the tools to print to the terminal or the log file are expandable. As a result, the message text and arguments are not expanded, and messages must be very short (with default settings, they are truncated after approximately 50 characters). It is advisable to ensure that the message is understandable even when truncated. Another particularity of expandable messages is that they cannot be redirected or turned off by the user.

---

<code>\msg_expandable_error:nnnnnn</code>	★	<code>\msg_expandable_error:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg</code>
<code>\msg_expandable_error:nnffff</code>	★	<code>two}&gt; {&lt;arg three&gt;} {&lt;arg four&gt;}</code>
<code>\msg_expandable_error:nnnnn</code>	★	
<code>\msg_expandable_error:nnfff</code>	★	
<code>\msg_expandable_error:nnnn</code>	★	
<code>\msg_expandable_error:nnff</code>	★	
<code>\msg_expandable_error:nnn</code>	★	
<code>\msg_expandable_error:nnf</code>	★	
<code>\msg_expandable_error:nn</code>	★	

---

New: 2015-08-06

---

Issues an “Undefined error” message from T<sub>E</sub>X itself using the undefined control sequence `\::error` then prints “! <module>: ”<error message>, which should be short. With default settings, anything beyond approximately 60 characters long (or bytes in some engines) is cropped. A leading space might be removed as well.

---

<code>\msg_show_eval:Nn</code>	<code>\msg_show_eval:Nn &lt;function&gt; {&lt;expression&gt;}</code>
<code>\msg_log_eval:Nn</code>	

---

New: 2017-12-04

---

Shows or logs the <expression> (turned into a string), an equal sign, and the result of applying the <function> to the {<expression>} (with f-expansion). For instance, if the <function> is `\int_eval:n` and the <expression> is `1+2` then this logs `> 1+2=3`.

---

<code>\msg_show:nnnnnn</code>	<code>\msg_show:nnnnnn {&lt;module&gt;} {&lt;message&gt;} {&lt;arg one&gt;} {&lt;arg two&gt;} {&lt;arg three&gt;} {&lt;arg</code>
<code>\msg_show:nnxxxx</code>	<code>four}&gt;</code>
<code>\msg_show:nnnnn</code>	
<code>\msg_show:nnxxx</code>	
<code>\msg_show:nnnn</code>	
<code>\msg_show:nnxx</code>	
<code>\msg_show:nnn</code>	
<code>\msg_show:nnx</code>	
<code>\msg_show:nn</code>	

---

New: 2017-12-04

---

Issues <module> information <message>, passing <arg one> to <arg four> to the text-creating functions. The information text is shown on the terminal and the T<sub>E</sub>X run is interrupted in a manner similar to `\tl_show:n`. This is used in conjunction with `\msg_show_item:n` and similar functions to print complex variable contents completely. If the formatted text does not contain `>~` at the start of a line, an additional line `>~`. will be put at the end. In addition, a final period is added if not present.

---

<code>\msg_show_item:n</code>	★	<code>\seq_map_function:NN &lt;seq&gt; \msg_show_item:n</code>
<code>\msg_show_item_unbraced:n</code>	★	<code>\prop_map_function:NN &lt;prop&gt; \msg_show_item:nn</code>
<code>\msg_show_item:nn</code>	★	
<code>\msg_show_item_unbraced:nn</code>	★	

---

New: 2017-12-04

---

Used in the text of messages for `\msg_show:nnxxxx` to show or log a list of items or key–value pairs. The one-argument functions are used for sequences, clist or token lists and the others for property lists. These functions turn their arguments to strings.

## 9 Additions to l3prg

---

<code>\bool_const:Nn</code>	<code>\bool_const:Nn &lt;boolean&gt; {&lt;boolexpr&gt;}</code>
<code>\bool_const:cn</code>	

---

New: 2017-11-28

---

Creates a new constant <boolean> or raises an error if the name is already taken. The value of the <boolean> is set globally to the result of evaluating the <boolexpr>.



## 10 Additions to l3prop

---

`\prop_count:N` ★  
`\prop_count:c` ★

---

`\prop_count:N`  $\langle property list \rangle$

Leaves the number of key–value pairs in the  $\langle property list \rangle$  in the input stream as an  $\langle integer denotation \rangle$ .

---

`\prop_map_tokens:Nn` ★  
`\prop_map_tokens:cn` ★

---

`\prop_map_tokens:Nn`  $\langle property list \rangle$   $\{ \langle code \rangle \}$

Analogue of `\prop_map_function:NN` which maps several tokens instead of a single function. The  $\langle code \rangle$  receives each key–value pair in the  $\langle property list \rangle$  as two trailing brace groups. For instance,

`\prop_map_tokens:Nn \l_my_prop { \str_if_eq:nnT { mykey } }`

expands to the value corresponding to `mykey`: for each pair in `\l_my_prop` the function `\str_if_eq:nnT` receives `mykey`, the  $\langle key \rangle$  and the  $\langle value \rangle$  as its three arguments. For that specific task, `\prop_item:Nn` is faster.

---

`\prop_rand_key_value:N` ★  
`\prop_rand_key_value:c` ★

---

`\prop_rand_key_value:N`  $\langle prop var \rangle$

Selects a pseudo-random key–value pair in the  $\langle property list \rangle$  and returns  $\{ \langle key \rangle \} \{ \langle value \rangle \}$ . If the  $\langle property list \rangle$  is empty the result is empty. This is only available in pdfTeX and LuaTeX.

New: 2016-12-06

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle value \rangle$  does not expand further when appearing in an x-type argument expansion.

---

`\prop_set_from_keyval:Nn`  
`\prop_set_from_keyval:cn`  
`\prop_gset_from_keyval:Nn`  
`\prop_gset_from_keyval:cn`

---

`\prop_set_from_keyval:Nn`  $\langle prop var \rangle$

```
{
  \key1 = \value1 ,
  \key2 = \value2 , ...
}
```

New: 2017-11-28

Sets  $\langle prop var \rangle$  to contain key–value pairs given in the second argument.

---

`\prop_const_from_keyval:Nn`  
`\prop_const_from_keyval:cn`

---

`\prop_const_from_keyval:Nn`  $\langle prop var \rangle$

```
{
  \key1 = \value1 ,
  \key2 = \value2 , ...
}
```

New: 2017-11-28

Creates a new constant  $\langle prop var \rangle$  or raises an error if the name is already taken. The  $\langle prop var \rangle$  is set globally to contain key–value pairs given in the second argument.

## 11 Additions to l3seq

---

<code>\seq_mapthread_function:NNN</code>	☆	<code>\seq_mapthread_function:NNN &lt;seq<sub>1</sub>&gt; &lt;seq<sub>2</sub>&gt; &lt;function&gt;</code>
<code>\seq_mapthread_function:(NcN cNN ccN)</code>	☆	

---

Applies *<function>* to every pair of items *<seq<sub>1</sub>-item>*–*<seq<sub>2</sub>-item>* from the two sequences, returning items from both sequences from left to right. The *<function>* receives two *n*-type arguments for each iteration. The mapping terminates when the end of either sequence is reached (*i.e.* whichever sequence has fewer items determines how many iterations occur).

---

<code>\seq_set_filter:NNn</code>	<code>\seq_set_filter:NNn &lt;sequence<sub>1</sub>&gt; &lt;sequence<sub>2</sub>&gt; {\inline boolexpr}</code>
<code>\seq_gset_filter:NNn</code>	

---

Evaluates the *<inline boolexpr>* for every *<item>* stored within the *<sequence<sub>2</sub>>*. The *<inline boolexpr>* receives the *<item>* as #1. The sequence of all *<items>* for which the *<inline boolexpr>* evaluated to `true` is assigned to *<sequence<sub>1</sub>>*.

**TeXhackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

---

<code>\seq_set_map:NNn</code>	<code>\seq_set_map:NNn &lt;sequence<sub>1</sub>&gt; &lt;sequence<sub>2</sub>&gt; {\inline function}</code>
<code>\seq_gset_map:NNn</code>	

---

New: 2011-12-22

Applies *<inline function>* to every *<item>* stored within the *<sequence<sub>2</sub>>*. The *<inline function>* should consist of code which will receive the *<item>* as #1. The sequence resulting from *x*-expanding *<inline function>* applied to each *<item>* is assigned to *<sequence<sub>1</sub>>*. As such, the code in *<inline function>* should be expandable.

**TeXhackers note:** Contrarily to other mapping functions, `\seq_map_break:` cannot be used in this function, and would lead to low-level TeX errors.

---

<code>\seq_rand_item:N</code>	★	<code>\seq_rand_item:N &lt;seq var&gt;</code>
<code>\seq_rand_item:c</code>	★	

---

New: 2016-12-06

Selects a pseudo-random item of the *<sequence>*. If the *<sequence>* is empty the result is empty. This is only available in pdfTeX and LuaTeX.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the *<item>* does not expand further when appearing in an *x*-type argument expansion.

---

<code>\seq_const_from_clist:Nn</code>	<code>\seq_const_from_clist:Nn &lt;seq var&gt; {\comma-list}</code>
<code>\seq_const_from_clist:cn</code>	

---

New: 2017-11-28

Creates a new constant *<seq var>* or raises an error if the name is already taken. The *<seq var>* is set globally to contain the items in the *<comma list>*.

## 12 Additions to l3skip

---

<code>\skip_split_finite_else_action:nnNN</code>	<code>\skip_split_finite_else_action:nnNN {&lt;skipexpr&gt;} {&lt;action&gt;} &lt;dimen<sub>1</sub>&gt; &lt;dimen<sub>2</sub>&gt;</code>
--	--

---

Checks if the *<skipexpr>* contains finite glue. If it does then it assigns *<dimen<sub>1</sub>>* the stretch component and *<dimen<sub>2</sub>>* the shrink component. If it contains infinite glue set *<dimen<sub>1</sub>>* and *<dimen<sub>2</sub>>* to 0pt and place #2 into the input stream: this is usually an error or warning message of some sort.

## 13 Additions to l3sys

---

<code>\sys_if_rand_exist_p: *</code>	<code>\sys_if_rand_exist_p:</code>
<code>\sys_if_rand_exist:TF *</code>	<code>\sys_if_rand_exist:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2017-05-27

Tests if the engine has a pseudo-random number generator. Currently this is the case in pdfTeX and LuaTeX.

---

<code>\sys_rand_seed: *</code>	<code>\sys_rand_seed:</code>
--------------------------------	------------------------------

---

New: 2017-05-27

Expands to the current value of the engine's random seed, a non-negative integer. In engines without random number support this expands to 0.

---

<code>\sys_gset_rand_seed:n</code>	<code>\sys_gset_rand_seed:n {&lt;intexpr&gt;}</code>
------------------------------------	--

---

New: 2017-05-27

Sets the seed for the engine's pseudo-random number generator to the *<integer expression>*. The assignment is global. This random seed affects all `\..._rand` functions (such as `\int_rand:nn` or `\clist_rand_item:n`) as well as other packages relying on the engine's random number generator. Currently only the absolute value of the seed is used. In engines without random number support this produces an error.

---

<code>\c_sys_shell_escape_int</code>
--------------------------------------

---

New: 2017-05-27

This variable exposes the internal triple of the shell escape status. The possible values are

- 0 Shell escape is disabled
- 1 Unrestricted shell escape is enabled
- 2 Restricted shell escape is enabled

---

<code>\sys_if_shell_p: *</code>	<code>\sys_if_shell_p:</code>
<code>\sys_if_shell:TF *</code>	<code>\sys_if_shell:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2017-05-27

Performs a check for whether shell escape is enabled. This returns true if either of restricted or unrestricted shell escape is enabled.

---

<code>\sys_if_shell_unrestricted_p: *</code>	<code>\sys_if_shell_unrestricted_p:</code>
<code>\sys_if_shell_unrestricted:TF *</code>	<code>\sys_if_shell_unrestricted:TF {&lt;true code&gt;} {&lt;false code&gt;}</code>

---

New: 2017-05-27

Performs a check for whether *unrestricted* shell escape is enabled.

---

<code>\sys_if_shell_restricted_p:n</code>	★	<code>\sys_if_shell_restricted_p:</code>
<code>\sys_if_shell_restricted:TF</code>	★	<code>\sys_if_shell_restricted:TF</code> $\{\langle true\ code\rangle\}$ $\{\langle false\ code\rangle\}$

---

New: 2017-05-27

Performs a check for whether *restricted* shell escape is enabled. This returns false if unrestricted shell escape is enabled. Unrestricted shell escape is not considered a superset of restricted shell escape in this case. To find whether any shell escape is enabled use `\sys_if_shell:.`

---

<code>\sys_shell_now:n</code>	<code>\sys_shell_now:n</code> $\{\langle tokens\rangle\}$
<code>\sys_shell_now:x</code>	

---

New: 2017-05-27

Execute  $\langle tokens\rangle$  through shell escape immediately.

---

<code>\sys_shell_shipout:n</code>	<code>\sys_shell_shipout:n</code> $\{\langle tokens\rangle\}$
<code>\sys_shell_shipout:x</code>	

---

New: 2017-05-27

Execute  $\langle tokens\rangle$  through shell escape at shipout.

## 14 Additions to l3tl

---

<code>\tl_if_single_token_p:n</code>	★	<code>\tl_if_single_token_p:n</code> $\{\langle token\ list\rangle\}$
<code>\tl_if_single_token:nTF</code>	★	<code>\tl_if_single_token:nTF</code> $\{\langle token\ list\rangle\}$ $\{\langle true\ code\rangle\}$ $\{\langle false\ code\rangle\}$

---

Tests if the token list consists of exactly one token, *i.e.* is either a single space character or a single “normal” token. Token groups  $\{\dots\}$  are not single tokens.

---

<code>\tl_reverse_tokens:n</code>	★	<code>\tl_reverse_tokens:n</code> $\{\langle tokens\rangle\}$
-----------------------------------	---	---

---

This function, which works directly on T<sub>E</sub>X tokens, reverses the order of the  $\langle tokens\rangle$ : the first becomes the last and the last becomes first. Spaces are preserved. The reversal also operates within brace groups, but the braces themselves are not exchanged, as this would lead to an unbalanced token list. For instance, `\tl_reverse_tokens:n {a~{b()}}` leaves `{() (b)~a` in the input stream. This function requires two steps of expansion.

**T<sub>E</sub>Xhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the token list does not expand further when appearing in an x-type argument expansion.

---

<code>\tl_count_tokens:n</code>	★	<code>\tl_count_tokens:n</code> $\{\langle tokens\rangle\}$
---------------------------------	---	---

---

Counts the number of T<sub>E</sub>X tokens in the  $\langle tokens\rangle$  and leaves this information in the input stream. Every token, including spaces and braces, contributes one to the total; thus for instance, the token count of `a~{bc}` is 6. This function requires three expansions, giving an *integer denotation*.

---

<code>\tl_lower_case:n</code>	★	<code>\tl_upper_case:n</code>	<code>{\tokens}</code>
<code>\tl_upper_case:n</code>	★	<code>\tl_upper_case:nn</code>	<code>{\language}</code> <code>{\tokens}</code>
<code>\tl_mixed_case:n</code>	★		
<code>\tl_lower_case:nn</code>	★		
<code>\tl_upper_case:nn</code>	★		
<code>\tl_mixed_case:nn</code>	★		

---

New: 2014-06-30  
Updated: 2016-01-12

---

These functions are intended to be applied to input which may be regarded broadly as “text”. They traverse the `\tokens` and change the case of characters as discussed below. The character code of the characters replaced may be arbitrary: the replacement characters have standard document-level category codes (11 for letters, 12 for letter-like characters which can also be case-changed). Begin-group and end-group characters in the `\tokens` are normalized and become `{` and `}`, respectively.

Importantly, notice that these functions are intended for working with user text for typesetting. For case changing programmatic data see the `l3str` module and discussion there of `\str_lower_case:n`, `\str_upper_case:n` and `\str_fold_case:n`.

The functions perform expansion on the input in most cases. In particular, input in the form of token lists or expandable functions is expanded *unless* it falls within one of the special handling classes described below. This expansion approach means that in general the result of case changing matches the “natural” outcome expected from a “functional” approach to case modification. For example

```
\tl_set:Nn \l_tmpa_tl { hello }
\tl_upper_case:n { \l_tmpa_tl \c_space_tl world }
```

produces

HELLO WORLD

The expansion approach taken means that in package mode any L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> “robust” commands which may appear in the input should be converted to engine-protected versions using for example the `\robustify` command from the `etoolbox` package.

---

`\l_tl_case_change_math_tl`

---

Case changing does not take place within math mode material so for example

```
\tl_upper_case:n { Some~text~$y = mx + c$~with~{Braces} }
```

becomes

SOME TEXT \$y = mx + c\$ WITH {BRACES}

Material inside math mode is left entirely unchanged: in particular, no expansion is undertaken.

Detection of math mode is controlled by the list of tokens in `\l_tl_case_change_math_tl`, which should be in open-close pairs. In package mode the standard settings is

```
$ $ \ ( \)
```

Note that while expansion occurs when searching the text it does not apply to math mode material (which should be unaffected by case changing). As such, whilst the opening token for math mode may be “hidden” inside a command/macro, the closing one cannot be as this is being searched for in math mode. Typically, in the types of “text” the case changing functions are intended to apply to this should not be an issue.

---

### `\l_tl_case_change_exclude_tl`

Case changing can be prevented by using any command on the list `\l_tl_case_change_exclude_tl`. Each entry should be a function to be followed by one argument: the latter will be preserved as-is with no expansion. Thus for example following

```
\tl_put_right:Nn \l_tl_case_change_exclude_tl { \NoChangeCase }
```

the input

```
\tl_upper_case:n  
  { Some~text~$y = mx + c$~with~\NoChangeCase {Protection} }
```

will result in

```
SOME TEXT $y = mx + c$ WITH \NoChangeCase {Protection}
```

Notice that the case changing mapping preserves the inclusion of the escape functions: it is left to other code to provide suitable definitions (typically equivalent to `\use:n`). In particular, the result of case changing is returned protected by `\exp_not:n`.

When used with L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> the commands `\cite`, `\ensuremath`, `\label` and `\ref` are automatically included in the list for exclusion from case changing.

---

### `\l_tl_case_change_accents_tl`

This list specifies accent commands which should be left unexpanded in the output. This allows for example

```
\tl_upper_case:n { \" { a } }
```

to yield

```
\" { A }
```

irrespective of the expandability of `\`.

The standard contents of this variable is `\`, `\'`, `\.`, `\^`, `\'`, `\~`, `\c`, `\H`, `\k`, `\r`, `\t`, `\u` and `\v`.

“Mixed” case conversion may be regarded informally as converting the first character of the *<tokens>* to upper case and the rest to lower case. However, the process is more complex than this as there are some situations where a single lower case character maps to a special form, for example *ij* in Dutch which becomes *IJ*. As such, `\tl_mixed_case:n(n)` implement a more sophisticated mapping which accounts for this and for modifying accents on the first letter. Spaces at the start of the *<tokens>* are ignored when finding the first “letter” for conversion.

```
\tl_mixed_case:n { hello~WORLD } % => "Hello world"  
\tl_mixed_case:n { ~hello~WORLD } % => " Hello world"  
\tl_mixed_case:n { {hello}~WORLD } % => "{Hello} world"
```

When finding the first “letter” for this process, any content in math mode or covered by `\l_tl_case_change_exclude_tl` is ignored.

(Note that the Unicode Consortium describe this as “title case”, but that in English title case applies on a word-by-word basis. The “mixed” case implemented here is a lower level concept needed for both “title” and “sentence” casing of text.)

---

---

`\tl_tl_mixed_case_ignore_tl`

---

---

The list of characters to ignore when searching for the first “letter” in mixed-casing is determined by `\tl_tl_mixed_change_ignore_tl`. This has the standard setting

`( [ { ‘ -`

where comparisons are made on a character basis.

As is generally true for `expl3`, these functions are designed to work with Unicode input only. As such, UTF-8 input is assumed for *all* engines. When used with `XƎTeX` or `LuaTeX` a full range of Unicode transformations are enabled. Specifically, the standard mappings here follow those defined by the [Unicode Consortium](#) in `UnicodeData.txt` and `SpecialCasing.txt`. In the case of 8-bit engines, mappings are provided for characters which can be represented in output typeset using the T1 font encoding. Thus for example `Ãd` can be case-changed using `pdfTeX`. For `pTeX` only the ASCII range is covered as the engine treats input outside of this range as east Asian.

Context-sensitive mappings are enabled: language-dependent cases are discussed below. Context detection expands input but treats any unexpandable control sequences as “failures” to match a context.

Language-sensitive conversions are enabled using the `<language>` argument, and follow Unicode Consortium guidelines. Currently, the languages recognised for special handling are as follows.

- Azeri and Turkish (`az` and `tr`). The case pairs I/i-dotless and I-dot/i are activated for these languages. The combining dot mark is removed when lower casing I-dot and introduced when upper casing i-dotless.
- German (`de-alt`). An alternative mapping for German in which the lower case *Eszett* maps to a *großes Eszett*.
- Lithuanian (`lt`). The lower case letters i and j should retain a dot above when the accents grave, acute or tilde are present. This is implemented for lower casing of the relevant upper case letters both when input as single Unicode codepoints and when using combining accents. The combining dot is removed when upper casing in these cases. Note that *only* the accents used in Lithuanian are covered: the behaviour of other accents are not modified.
- Dutch (`nl`). Capitalisation of `ij` at the beginning of mixed cased input produces `IJ` rather than `Ij`. The output retains two separate letters, thus this transformation *is* available using `pdfTeX`.

Creating additional context-sensitive mappings requires knowledge of the underlying mapping implementation used here. The team are happy to add these to the kernel where they are well-documented (*e.g.* in Unicode Consortium or relevant government publications).

---

---

`\tl_set_from_file:Nnn`  
`\tl_set_from_file:cnn`  
`\tl_gset_from_file:Nnn`  
`\tl_gset_from_file:cnn`

---

---

New: 2014-06-25

`\tl_set_from_file:Nnn <tl> {<setup>} {<filename>}`

Defines `<tl>` to the contents of `<filename>`. Category codes may need to be set appropriately via the `<setup>` argument.

<code>\tl_set_from_file_x:Nnn</code>	<code>\tl_set_from_file_x:Nnn &lt;tl&gt; {&lt;setup&gt;} {&lt;filename&gt;}</code>
<code>\tl_set_from_file_x:cnn</code>	Defines <code>&lt;tl&gt;</code> to the contents of <code>&lt;filename&gt;</code> , expanding the contents of the file as it is read.
<code>\tl_gset_from_file_x:Nnn</code>	Category codes and other definitions may need to be set appropriately via the <code>&lt;setup&gt;</code>
<code>\tl_gset_from_file_x:cnn</code>	argument.

New: 2014-06-25

<code>\tl_rand_item:N *</code>	<code>\tl_rand_item:N &lt;tl var&gt;</code>
<code>\tl_rand_item:c *</code>	<code>\tl_rand_item:n {&lt;token list&gt;}</code>
<code>\tl_rand_item:n *</code>	Selects a pseudo-random item of the <code>&lt;token list&gt;</code> . If the <code>&lt;token list&gt;</code> is blank, the result is empty. This is only available in pdfTeX and LuaTeX.

New: 2016-12-06

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` does not expand further when appearing in an `x`-type argument expansion.

<code>\tl_range:nnn *</code>	<code>\tl_range:nnn &lt;tl var&gt; {&lt;start index&gt;} {&lt;end index&gt;}</code>
	<code>\tl_range:nnn {&lt;token list&gt;} {&lt;start index&gt;} {&lt;end index&gt;}</code>

New: 2017-02-17

Updated: 2017-07-15

Leaves in the input stream the items from the `<start index>` to the `<end index>` inclusive. Spaces and braces are preserved between the items returned (but never at either end of the list). Positive `<indices>` are counted from the start of the `<token list>`, 1 being the first item, and negative `<indices>` are counted from the end of the token list, `-1` being the last item. If either of `<start index>` or `<end index>` is 0, the result is empty. For instance,

```
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { 2 } { 5 } }
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { -4 } { -1 } }
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { -2 } { -1 } }
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { 0 } { -1 } }
```

prints `bcd_{e}}`, `cd_{e}}f`, `{e}}f` and an empty line to the terminal. The `<start index>` must always be smaller than or equal to the `<end index>`: if this is not the case then no output is generated. Thus

```
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { 5 } { 2 } }
\iow_term:x { \tl_range:nnn { abcd~{e}}f } { -1 } { -4 } }
```

both yield empty token lists. For improved performance, see `\tl_range_braced:nnn` and `\tl_range_unbraced:nnn`.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the `<item>` does not expand further when appearing in an `x`-type argument expansion.



---

<code>\tl_range_braced:Nnn</code>	★
<code>\tl_range_braced:cnn</code>	★
<code>\tl_range_braced:nnn</code>	★
<code>\tl_range_unbraced:Nnn</code>	★
<code>\tl_range_unbraced:cnn</code>	★
<code>\tl_range_unbraced:nnn</code>	★

---

New: 2017-07-15

---

```

\tl_range_braced:Nnn <tl var> {\<start index>} {\<end index>}
\tl_range_braced:cnn <token list> {\<start index>} {\<end index>}
\tl_range_braced:nnn <tl var> {\<start index>} {\<end index>}
\tl_range_unbraced:Nnn <token list> {\<start index>} {\<end index>}

```

Leaves in the input stream the items from the  $\langle start\ index \rangle$  to the  $\langle end\ index \rangle$  inclusive, using the same indexing as `\tl_range:nnn`. Spaces are ignored. Regardless of whether items appear with or without braces in the  $\langle token\ list \rangle$ , the `\tl_range_braced:nnn` function wraps each item in braces, while `\tl_range_unbraced:nnn` does not (overall it removes an outer set of braces). For instance,

```

\iow_term:x { \tl_range_braced:nnn { abcd~{e}}f } { 2 } { 5 } }
\iow_term:x { \tl_range_braced:nnn { abcd~{e}}f } { -4 } { -1 } }
\iow_term:x { \tl_range_braced:nnn { abcd~{e}}f } { -2 } { -1 } }
\iow_term:x { \tl_range_braced:nnn { abcd~{e}}f } { 0 } { -1 } }

```

prints `{b}{c}{d}{e}`, `{c}{d}{e}{f}`, `{e}{f}`, and an empty line to the terminal, while

```

\iow_term:x { \tl_range_unbraced:nnn { abcd~{e}}f } { 2 } { 5 } }
\iow_term:x { \tl_range_unbraced:nnn { abcd~{e}}f } { -4 } { -1 } }
\iow_term:x { \tl_range_unbraced:nnn { abcd~{e}}f } { -2 } { -1 } }
\iow_term:x { \tl_range_unbraced:nnn { abcd~{e}}f } { 0 } { -1 } }

```

prints `bcde{}`, `cde{f}`, `e{f}`, and an empty line to the terminal. Because braces are removed, the result of `\tl_range_unbraced:nnn` may have a different number of items as for `\tl_range:nnn` or `\tl_range_braced:nnn`. In cases where preserving spaces is important, consider the slower function `\tl_range:nnn`.

**TeXhackers note:** The result is returned within the `\unexpanded` primitive (`\exp_not:n`), which means that the  $\langle item \rangle$  does not expand further when appearing in an `x`-type argument expansion.

## 15 Additions to l3token

---

<code>\c_catcode_active_space_tl</code>
---

---

New: 2017-08-07

---



---

<code>\peek_N_type:TF</code>
------------------------------

---

Updated: 2012-12-20

---

Token list containing one character with category code 13, (“active”), and character code 32 (space).

```

\peek_N_type:TF {\<true code>} {\<false code>}

```

Tests if the next  $\langle token \rangle$  in the input stream can be safely grabbed as an `N`-type argument. The test is  $\langle false \rangle$  if the next  $\langle token \rangle$  is either an explicit or implicit begin-group or end-group token (with any character code), or an explicit or implicit space character (with character code 32 and category code 10), or an outer token (never used in L<sup>A</sup>T<sub>E</sub>X3) and  $\langle true \rangle$  in all other cases. Note that a  $\langle true \rangle$  result ensures that the next  $\langle token \rangle$  is a valid `N`-type argument. However, if the next  $\langle token \rangle$  is for instance `\c_space_token`, the test takes the  $\langle false \rangle$  branch, even though the next  $\langle token \rangle$  is in fact a valid `N`-type argument. The  $\langle token \rangle$  is left in the input stream after the  $\langle true\ code \rangle$  or  $\langle false\ code \rangle$  (as appropriate to the result of the test).

## Part XXXII

# The l3<sub>u</sub>atex package

## LuaTeX-specific functions

### 1 Breaking out to Lua

The LuaTeX engine provides access to the Lua programming language, and with it access to the “internals” of TeX. In order to use this within the framework provided here, a family of functions is available. When used with pdfTeX or XeTeX these raise an error: use `\sys_if_engine luatex:T` to avoid this. Details on using Lua with the LuaTeX engine are given in the LuaTeX manual.

#### 1.1 TeX code interfaces

---

<code>\lua_now_x:n</code>	★	<code>\lua_now:n {⟨token list⟩}</code>
---------------------------	---	--

<code>\lua_now:n</code>	★
-------------------------	---

---

New: 2015-06-29

---

The *⟨token list⟩* is first tokenized by TeX, which includes converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting *⟨Lua input⟩* is passed to the Lua interpreter for processing. Each `\lua_now:n` block is treated by Lua as a separate chunk. The Lua interpreter executes the *⟨Lua input⟩* immediately, and in an expandable manner.

In the case of the `\lua_now_x:n` version the input is fully expanded by TeX in an x-type manner *but* the function remains fully expandable.

**TeXhackers note:** `\lua_now_x:n` is a macro wrapper around `\directlua:` when LuaTeX is in use two expansions are required to yield the result of the Lua code.

---

<code>\lua_shipout_x:n</code>		<code>\lua_shipout:n {⟨token list⟩}</code>
-------------------------------	--	--

<code>\lua_shipout:n</code>	
-----------------------------	--

---

New: 2015-06-30

---

The *⟨token list⟩* is first tokenized by TeX, which includes converting line ends to spaces in the usual TeX manner and which respects currently-applicable TeX category codes. The resulting *⟨Lua input⟩* is passed to the Lua interpreter when the current page is finalised (*i.e.* at shipout). Each `\lua_shipout:n` block is treated by Lua as a separate chunk. The Lua interpreter will execute the *⟨Lua input⟩* during the page-building routine: no TeX expansion of the *⟨Lua input⟩* will occur at this stage.

In the case of the `\lua_shipout_x:n` version the input is fully expanded by TeX in an x-type manner during the shipout operation.

**TeXhackers note:** At a TeX level, the *⟨Lua input⟩* is stored as a “whatsit”.

---

<code>\lua_escape_x:n</code>	★	<code>\lua_escape:n {⟨token list⟩}</code>
------------------------------	---	---

<code>\lua_escape:n</code>	★
----------------------------	---

---

New: 2015-06-29

---

Converts the *⟨token list⟩* such that it can safely be passed to Lua: embedded backslashes, double and single quotes, and newlines and carriage returns are escaped. This is done by prepending an extra token consisting of a backslash with category code 12, and for the line endings, converting them to `\n` and `\r`, respectively.

In the case of the `\lua_escape_x:n` version the input is fully expanded by  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$  in an *x*-type manner *but* the function remains fully expandable.

**$\mathrm{T}_{\mathrm{E}}\mathrm{X}$ hackers note:** `\lua_escape_x:n` is a macro wrapper around `\luaescapestring`: when  $\mathrm{LuaT}_{\mathrm{E}}\mathrm{X}$  is in use two expansions are required to yield the result of the Lua code.

## 1.2 Lua interfaces

As well as interfaces for  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$ , there are a small number of Lua functions provided here. Currently these are intended for internal use only.

---

<code>l3kernel.charcat</code>	<code>l3kernel.charcat(⟨charcode⟩, ⟨catcode⟩)</code>
-------------------------------	--

---

Constructs a character of *⟨charcode⟩* and *⟨catcode⟩* and returns the result to  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$ .

---

<code>l3kernel.filemdfivesum</code>	<code>l3kernel.filemdfivesum(⟨file⟩)</code>
-------------------------------------	---

---

Returns the of the MD5 sum of the file contents read as bytes; note that the result will depend on the nature of the line endings used in the file, in contrast to normal  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$  behaviour. If the *⟨file⟩* is not found, nothing is returned with *no error raised*.

---

<code>l3kernel.filemoddate</code>	<code>l3kernel.filemoddate(⟨file⟩)</code>
-----------------------------------	---

---

Returns the of the date/time of last modification of the *⟨file⟩* in the format `D:⟨year⟩⟨month⟩⟨day⟩⟨hour⟩⟨m` where the latter may be `Z` (UTC) or `⟨plus-minus⟩⟨hours⟩'⟨minutes⟩'`. If the *⟨file⟩* is not found, nothing is returned with *no error raised*.

---

<code>l3kernel.filesize</code>	<code>l3kernel.filesize(⟨file⟩)</code>
--------------------------------	--

---

Returns the size of the *⟨file⟩* in bytes. If the *⟨file⟩* is not found, nothing is returned with *no error raised*.

---

<code>l3kernel.strcmp</code>	<code>l3kernel.strcmp(⟨str one⟩, ⟨str two⟩)</code>
------------------------------	--

---

Compares the two strings and returns 0 to  $\mathrm{T}_{\mathrm{E}}\mathrm{X}$  if the two are identical.

# Part XXXIII

## The l3drivers package

### Drivers

T<sub>E</sub>X relies on drivers in order to carry out a number of tasks, such as using color, including graphics and setting up hyper-links. The nature of the code required depends on the exact driver in use. Currently, L<sup>A</sup>T<sub>E</sub>X3 is aware of the following drivers:

- **pdfmode**: The “driver” for direct PDF output by *both* pdfT<sub>E</sub>X and LuaT<sub>E</sub>X (no separate driver is used in this case: the engine deals with PDF creation itself).
- **dvips**: The dvips program, which works in conjugation with pdfT<sub>E</sub>X or LuaT<sub>E</sub>X in DVI mode.
- **dvipdfmx**: The dvipdfmx program, which works in conjugation with pdfT<sub>E</sub>X or LuaT<sub>E</sub>X in DVI mode.
- **dvisvgm**: The dvisvgm program, which works in conjugation with pdfT<sub>E</sub>X or LuaT<sub>E</sub>X when run in DVI mode as well as with (u)pT<sub>E</sub>X and X<sub>Y</sub>T<sub>E</sub>X.
- **xdvipdfmx**: The driver used by X<sub>Y</sub>T<sub>E</sub>X.

The code here is all very low-level, and should not in general be used outside of the kernel. It is also important to note that many of the functions here are closely tied to the immediate level “up”, and they must be used in the correct contexts.

## 1 Box clipping

---

`\_driver_box_use_clip:N`

New: 2011-11-11

---

`\_driver_box_use_clip:N <box>`

Inserts the content of the `<box>` at the current insertion point such that any material outside of the bounding box is not displayed by the driver. The material in the `<box>` is still placed in the output stream: the clipping takes place at a driver level.

This function should only be used within a surrounding horizontal box construct.

## 2 Box rotation and scaling

---

`\_driver_box_use_rotate:Nn`

New: 2016-05-12

---

`\_driver_box_use_rotate:Nn <box> {<angle>}`

Inserts the content of the `<box>` at the current insertion point rotated by the `<angle>` (expressed in degrees). The material is inserted with no apparent height or width, and is rotated such the the T<sub>E</sub>X reference point of the box is the center of rotation and remains the reference point after rotation. It is the responsibility of the code using this function to adjust the apparent size of the box to be correct at the T<sub>E</sub>X side.

This function should only be used within a surrounding horizontal box construct.

---

<code>\_driver\_box\_use\_scale:Nnn</code>	<code>\_driver\_box\_use\_scale:Nnn &lt;box&gt; &lt;x-scale&gt; &lt;y-scale&gt;</code>
--	--

---

New: 2016-05-12

---

Inserts the content of the  $\langle box \rangle$  at the current insertion point scale by the  $\langle x-scale \rangle$  and  $\langle y-scale \rangle$ . The material is inserted with no apparent height or width. It is the responsibility of the code using this function to adjust the apparent size of the box to be correct at the  $\text{\TeX}$  side.

This function should only be used within a surrounding horizontal box construct.

### 3 Color support

---

<code>\_driver\_color\_select:n</code>	<code>\_driver\_color\_select:n &lt;color&gt;</code>
--	--

---

`\_driver\_color\_select:V`

---

New: 2017-10-25

---

Selects the  $\langle color \rangle$  (which is given in low-level format: a  $\langle model \rangle$  followed by a space and one or more space-separated axes).

---

<code>\_driver\_color\_pickup:N</code>	<code>\_driver\_color\_pickup:N &lt;tl&gt;</code>
--	---

---

New: 2017-10-25

---

In  $\text{\LaTeX 2}_{\epsilon}$  package mode, collects data on the current color from `\current@color` and stores it in the low-level format used by `expl3` in the  $\langle tl \rangle$ .

### 4 Drawing

The drawing functions provided here are *highly* experimental. They are inspired heavily by the system layer of `pgf` (most have the same interface as the same functions in the latter's `\pgfsys@...` namespace). They are intended to form the basis for higher level drawing interfaces, which themselves are likely to be further abstracted for user access. Again, this model is heavily inspired by `pgf` and `Tikz`.

These low level drawing interfaces abstract from the driver raw requirements but still require an appreciation of the concepts of PostScript/PDF/SVG graphic creation.

---

<code>\_driver\_draw\_begin:</code>	<code>\_driver\_draw\_begin:</code>
<code>\_driver\_draw\_end:</code>	$\langle content \rangle$

---

`\_driver\_draw\_end:`

Defines a drawing environment. This is a scope for the purposes of the graphics state. Depending on the driver, other set up may or may not take place here. The natural size of the  $\langle content \rangle$  should be zero from the  $\text{\TeX}$  perspective: allowance for the size of the content must be made at a higher level (or indeed this can be skipped if the content is to overlap other material).

---

<code>\_driver\_draw\_scope\_begin:</code>	<code>\_driver\_draw\_scope\_begin:</code>
<code>\_driver\_draw\_scope\_end:</code>	$\langle content \rangle$

---

`\_driver\_draw\_scope\_end:`

Defines a scope for drawing settings and so on. Changes to the graphic state and concepts such as color or linewidth are localised to a scope. This function pair must never be used if an partial path is under construction: such paths must be entirely contained at one unbroken scope level. Note that scopes do not form  $\text{\TeX}$  groups and may not be aligned with them.

## 4.1 Path construction

<hr/> <hr/>	<code>\__driver_draw_moveto:nn</code>	<code>\__driver_draw_move:nn {⟨x⟩} {⟨y⟩}</code>	Moves the current drawing reference point to $(\langle x \rangle, \langle y \rangle)$ ; any active transformation matrix applies.
<hr/> <hr/>	<code>\__driver_draw_lineto:nn</code>	<code>\__driver_draw_lineto:nn {⟨x⟩} {⟨y⟩}</code>	Adds a path from the current drawing reference point to $(\langle x \rangle, \langle y \rangle)$ ; any active transformation matrix applies. Note that nothing is drawn until a fill or stroke operation is applied, and that the path may be discarded or used as a clip without appearing itself.
<hr/> <hr/>	<code>\__driver_draw_curveto:nnnnnn</code>	<code>\__driver_draw_curveto:nnnnnn {⟨x<sub>1</sub>⟩} {⟨y<sub>1</sub>⟩} {⟨x<sub>2</sub>⟩} {⟨y<sub>2</sub>⟩} {⟨x<sub>3</sub>⟩} {⟨y<sub>3</sub>⟩}</code>	Adds a Bezier curve path from the current drawing reference point to $(\langle x_3 \rangle, \langle y_3 \rangle)$ , using $(\langle x_1 \rangle, \langle y_1 \rangle)$ and $(\langle x_2 \rangle, \langle y_2 \rangle)$ as control points; any active transformation matrix applies. Note that nothing is drawn until a fill or stroke operation is applied, and that the path may be discarded or used as a clip without appearing itself.
<hr/> <hr/>	<code>\__driver_draw_rectangle:nnnn</code>	<code>\__driver_draw_rectangle:nnnn {⟨x⟩} {⟨y⟩} {⟨width⟩} {⟨height⟩}</code>	Adds rectangular path from $(\langle x_1 \rangle, \langle y_1 \rangle)$ of $\langle height \rangle$ and $\langle width \rangle$ ; any active transformation matrix applies. Note that nothing is drawn until a fill or stroke operation is applied, and that the path may be discarded or used as a clip without appearing itself.
<hr/> <hr/>	<code>\__driver_draw_closepath:</code>	<code>\__driver_draw_closepath:</code>	Closes an existing path, adding a line from the current point to the start of path. Note that nothing is drawn until a fill or stroke operation is applied, and that the path may be discarded or used as a clip without appearing itself.

## 4.2 Stroking and filling

<hr/> <hr/>	<code>\__driver_draw_stroke:</code>	<code>⟨path construction⟩</code>	
<hr/> <hr/>	<code>\__driver_draw_closestroke:</code>	<code>\__driver_draw_stroke:</code>	
			Draws a line along the current path, which is also closed by <code>\__driver_draw_closestroke:</code> . The nature of the line drawn is influenced by settings for
			<ul style="list-style-type: none"> <li>• Line thickness</li> <li>• Stroke color (or the current color if no specific stroke color is set)</li> <li>• Line capping (how non-closed line ends should look)</li> <li>• Join style (how a bend in the path should be rendered)</li> <li>• Dash pattern</li> </ul>

The path may also be used for clipping.

<code>\__driver_draw_fill:</code>	<code>&lt;path construction&gt;</code>
<code>\__driver_draw_fillstroke:</code>	<code>\__driver_draw_fill:</code>

Fills the area surrounded by the current path: this will be closed prior to filling if it is not already. The `fillstroke` version also strokes the path as described for `\__driver_draw_stroke:`. The fill is influenced by the setting for fill color (or the current color if no specific stroke color is set). The path may also be used for clipping. For paths which are self-intersecting or comprising multiple parts, the determination of which areas are inside the path is made using the non-zero winding number rule unless the even-odd rule is active.

<code>\__driver_draw_nonzero_rule:</code>	<code>\__driver_draw_nonzero_rule:</code>
<code>\__driver_draw_evenodd_rule:</code>	

Active either the non-zero winding number or the even-odd rule, respectively, for determining what is inside a fill or clip area. For technical reasons, these command are not influenced by scoping and apply on an ongoing basis.

<code>\__driver_draw_clip:</code>	<code>&lt;path construction&gt;</code>
<code>\__driver_draw_clip:</code>	<code>\__driver_draw_clip:</code>

Indicates that the current path should be used for clipping, such that any subsequent material outside of the path (but within the current scope) will not be shown. This command should be given once a path is complete but before it is stroked or filled (if appropriate). This command is *not* affected by scoping: it applies to exactly one path as shown.

<code>\__driver_draw_discardpath:</code>	<code>&lt;path construction&gt;</code>
<code>\__driver_draw_discardpath:</code>	<code>\__driver_draw_discardpath:</code>

Discards the current path without stroking or filling. This is primarily useful for paths constructed purely for clipping, as this alone does not end the paths existence.

### 4.3 Stroke options

<code>\__driver_draw_linewidth:n</code>	<code>\__driver_draw_linewidth:n {&lt;dimexpr&gt;}</code>
---	---

Sets the width to be used for stroking to `<dimexpr>`.

<code>\__driver_draw_dash:nn</code>	<code>\__driver_draw_dash:nn {&lt;dash pattern&gt;} {&lt;phase&gt;}</code>
-------------------------------------	--

Sets the pattern of dashing to be used when stroking a line. The `<dash pattern>` should be a comma-separated list of dimension expressions. This is then interpreted as a series of pairs of line-on and line-off lengths. For example `3pt, 4pt` means that 3pt on, 4pt off, 3pt on, and so on. A more complex pattern will also repeat: `3pt, 4pt, 1pt, 2pt` results in 3pt on, 4pt off, 1pt on, 2pt off, 3pt on, and so on. An odd number of entries means that the last is repeated, for example `3pt` is equal to `3pt, 3pt`. An empty pattern yields a solid line.

The `<phase>` specifies an offset at the start of the cycle. For example, with a pattern `3pt` a phase of `1pt` means that the output is 2pt on, 3pt off, 3pt on, 3pt on, *etc.*

---

<code>\_driver\_draw\_cap\_butt:</code>	<code>\_driver\_draw\_cap\_butt:</code>
<code>\_driver\_draw\_cap\_rectangle:</code>	
<code>\_driver\_draw\_cap\_round:</code>	

---

Sets the style of terminal stroke position to one of butt, rectangle or round.

---

<code>\_driver\_draw\_join\_bevel:</code>	<code>\_driver\_draw\_cap\_butt:</code>
<code>\_driver\_draw\_join\_miter:</code>	Sets the style of stroke joins to one of bevel, miter or round.
<code>\_driver\_draw\_join\_round:</code>	

---



---

<code>\_driver\_draw\_miterlimit:n</code>	<code>\_driver\_draw\_miterlimit:n {&lt;dimexpr&gt;}</code>
---	---

---

Sets the miter limit of lines joined as a miter, as described in the PDF and PostScript manuals.

## 4.4 Color

---

<code>\_driver\_draw\_color\_cmyk:nnnn</code>	<code>\_driver\_draw\_color\_cmyk:nnnn {&lt;cyan&gt;} {&lt;magenta&gt;} {&lt;yellow&gt;}</code>
<code>\_driver\_draw\_color\_cmyk\_fill:nnnn</code>	<code>{&lt;black&gt;}</code>
<code>\_driver\_draw\_color\_cmyk\_stroke:nnnn</code>	

---

Sets the color for drawing to the CMYK values specified, all of which are fp expressions which should evaluate to between 0 and 1. The **fill** and **stroke** versions set only the color for those operations. Note that the general setting is more efficient with some drivers so should in most cases be preferred.

---

<code>\_driver\_draw\_color\_gray:n</code>	<code>\_driver\_draw\_color\_gray:n {&lt;gray&gt;}</code>
<code>\_driver\_draw\_color\_gray\_fill:n</code>	
<code>\_driver\_draw\_color\_gray\_stroke:n</code>	

---

Sets the color for drawing to the grayscale value specified, which is fp expressions which should evaluate to between 0 and 1. The **fill** and **stroke** versions set only the color for those operations. Note that the general setting is more efficient with some drivers so should in most cases be preferred.

---

<code>\_driver\_draw\_color\_rgb:nnn</code>	<code>\_driver\_draw\_color\_rgb:nnn {&lt;red&gt;} {&lt;green&gt;} {&lt;blue&gt;}</code>
<code>\_driver\_draw\_color\_rgb\_fill:nnn</code>	
<code>\_driver\_draw\_color\_rgb\_stroke:nnn</code>	

---

Sets the color for drawing to the RGB values specified, all of which are fp expressions which should evaluate to between 0 and 1. The **fill** and **stroke** versions set only the color for those operations. Note that the general setting is more efficient with some drivers so should in most cases be preferred.



## 4.5 Inserting T<sub>E</sub>X material

---

<u><code>\_driver\_draw\_hbox:Nnnnnnn</code></u>	<code>\_driver\_draw\_hbox:Nnnnnnn &lt;box&gt;</code> <code>{&lt;a&gt;} {&lt;b&gt;} {&lt;c&gt;} {&lt;d&gt;} {&lt;x&gt;} {&lt;y&gt;}</code>
--	---

Inserts the  $\langle box \rangle$  as an hbox with the box reference point placed at  $(x, y)$ . The transformation matrix  $[abcd]$  is applied to the box, allowing it to be in synchronisation with any scaling, rotation or skewing applying more generally. Note that T<sub>E</sub>X material should not be inserted directly into a drawing as it would not be in the correct location. Also note that as for other drawing elements the box here has no size from a T<sub>E</sub>X perspective.

## 4.6 Coordinate system transformations

---

<u><code>\_driver\_draw\_transformcm:nnnnnn</code></u>	<code>\_driver\_draw\_transformcm:nnnnnn {&lt;a&gt;} {&lt;b&gt;} {&lt;c&gt;} {&lt;d&gt;}</code> <code>{&lt;x&gt;} {&lt;y&gt;}</code>
--	---

Applies the transformation matrix  $[abcd]$  and offset vector  $(x, y)$  to the current graphic state. This affects any subsequent items in the same scope but not those already given.

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The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

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